

C.2.2 Hardware Servers

[Return to Servers](#)

About

[Return to Top](#)

Hardware Servers can vary widely from personal computers to specially built rack mounted computers and depends on the amount of work that needs to be done and the number of clients that need to be supported. For example, quite often database servers are software that can run on a person computer to service the needs of an individual using the machine as a personal computer or can be on many rack mounted servers supporting thousands to millions of clients. As a general rule, Servers are more powerful and expensive than the clients hardware that connect to them.

Many servers, whether running locally on a personal computer or remotely on large clusters of servers, are accessed over a network. They are intended to run unattended without Human Machine Interfaces (HMI) or Graphical User Interface (GUI). These servers are configured and managed remotely using software specifically designed for that purpose. Often the management is done using web based interfaces accessible using browsers and secure connections.

DIDO Specifics

[Return to Top](#)

From:
<https://www.omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:
https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.c_hwarch:server:hw&rev=1607446400

Last update: 2020/12/08 11:53

