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A High-Performance Client–Server Architecture for Efficient Data Communication

[1]Soham Mandal, [2]Ayush Thakur, [3]Aniket Devkar, [4]Akash Chavan, [5]Prof. Shradhha Parve

[1,2,3,4]Student, Computer Engineering Diploma, Ajeenkya D. Y. Patil School of Engineering, Charholi, Pune, India
[5]Professor, Computer Engineering Diploma, Ajeenkya D. Y. Patil School of Engineering, Charholi, Pune, India

***Abstract* - This project focuses on the design and development of a high performance client–server network system. The main aim of the project is to provide fast, reliable, and efficient communication between multiple clients and a central server. In this system, the client sends requests to the server, and the server processes these requests and sends responses back to the clients.**

The server is designed to handle multiple client connections at the same time without delay. A PostgreSQL database is used to store and manage data securely and efficiently. The system improves response time, performance, and scalability compared to traditional client–server systems. This project demonstrates how a high performance network server can effectively manage client requests in real-time applications.

Keywords: Client–Server Architecture, Data Communication, high performance client–server network, multiple clients, central server, PostgreSQL.

I. INTRODUCTION

In today's digital world, many applications such as online banking, chatting systems, cloud services, and web applications work on a **client–server model**. In this model, the **client sends a request** and the **server processes the request and sends a response**. As the number of users increases, the server must be able to handle multiple client requests efficiently and quickly.

A **high-performance network server/client system** is designed to provide **fast response, better reliability, and efficient resource utilization**. Traditional client–server systems may face problems such as slow response time, server overload, and poor scalability when many clients connect at the same time.

This project focuses on the **design and implementation of a high performance client–server system** that can handle multiple client connections smoothly. The system uses efficient network communication techniques and a **PostgreSQL database** for secure data storage and retrieval. The proposed system improves overall performance, reduces delay, and ensures reliable communication between clients and the server.

II. LITERATURE SURVEY

A literature survey was carried out to study existing **client–server network systems** and their performance. Various **books, research papers, journals, and online resources** related to network programming and client– server architecture were reviewed.

From the study, it was observed that traditional client–server systems are widely used in applications such as web services, file sharing, and database systems. These systems work well for a limited number of users, but when the number of clients increases, they face problems such as **slow response time, server overload, and poor scalability**.

Some existing systems use basic networking techniques which are not optimized for handling multiple client requests simultaneously. Research papers also highlighted the importance of **efficient server design, optimized communication, and proper database management** to achieve high performance.

The limitations found in existing systems motivated the development of a **high-performance network server/client system**. The proposed system focuses on improving **speed, reliability, and scalability** by efficiently managing multiple client connections and using a **PostgreSQL database** for fast and secure data handling.

III. METHODOLOGY

The methodology describes the step-by-step approach followed to design and develop the **High-Performance Network Server/Client system**.

- **Requirement Analysis**

The project requirements were analyzed to understand the need for a fast and efficient client–server communication system. Performance, scalability, and reliability requirements were identified.

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- **System Design**

The overall architecture of the client–server system was designed. This includes defining client and server roles, communication flow, and database structure.

- **Technology Selection**

Appropriate technologies were selected for implementation. Network programming techniques were used for communication, and PostgreSQL was chosen as the database for secure and efficient data storage.

- **Server Development**

The server module was developed to handle multiple client requests simultaneously. It processes client requests efficiently and sends appropriate responses.

- **Client Development**

The client module was implemented to send requests to the server and receive responses in real time.

- **Database Integration**

PostgreSQL database was integrated with the server to store, retrieve, and manage data effectively.

- **Testing**

The system was tested under different conditions to check correctness, performance, and error handling with multiple clients.

- **Performance Evaluation**

The system performance was evaluated based on response time, reliability, and ability to handle multiple client connections.

IV. RESULTS AND DISCUSSIONS

The **High-Performance Network Server/Client system** was successfully designed and implemented. The integration of the **PostgreSQL database** enabled secure and fast data storage and retrieval. During testing, the system showed **improved response time**, stable performance, and reliable communication between clients and the server. The system worked correctly under different load conditions.

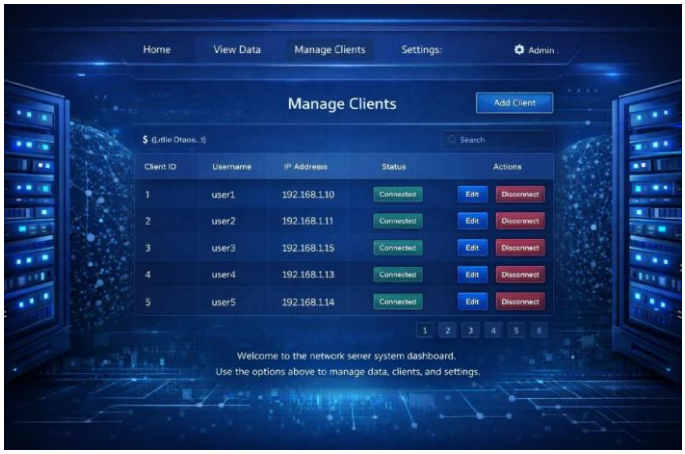
From the results obtained, it is observed that the proposed system performs better than traditional client–server systems. Efficient request handling and optimized server design helped in reducing response delay. The system maintained stability even when multiple clients were connected at the same time.

The use of a centralized server improved data consistency, while PostgreSQL ensured data reliability and security. The system can be further enhanced by adding advanced features such as load balancing, encryption, and cloud deployment for better scalability and security.

1) Login Page

2) Home Page of the server

3) Selecting the Book



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V. CONCLUSION

The project **successfully implemented a high-performance client–server system** capable of managing multiple client connections efficiently. The system demonstrated **stable performance, fast response times, and reliable data handling** under various test scenarios.

Through this project, key skills in **network programming, server optimization, and database integration (PostgreSQL)** were strengthened. The modular design allows easy updates and scalability, making it suitable for **real-world applications** like data management systems, online services, and networked applications.

This project highlights the importance of **efficient server architecture** and **optimized communication protocols** in improving system performance.

Overall, the project **achieved its objectives**, providing a functional, reliable, and scalable client–server solution.

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