

# MOBILE CLIENT/SERVER ARCHITECTURE

Message Queuing/Processing

Temporary  
object (message)  
store



Security, Integrity, Optimization

- Packet radio
- Ethernet/Token-Ring
- Circuit-switched cellular
- Asynchronous dial-up

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Message Queuing/Processing

In mobile client/server architectures, database queries from remote users go through the same processing and security layers on the client as on the server prior to being sent across the wireless network.

Source: Gartner Group Inc.