

client/server design pattern

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2008-07/msg00030.html>

- *From:* "John" <john@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Thu, 3 Jul 2008 00:12:10 +0530
-

Hi all,

In Client/Server application, clients might be there in private network and server will be there in public. End user can connect to server from more than one machine (so, more than one client). Now, I need to update user information in client machine. i mean, we need to maintain some information of user in both ends client and server. To achieve this any design patterns are there?

Thanks in advance.