

Benefits for the use of thin clients:

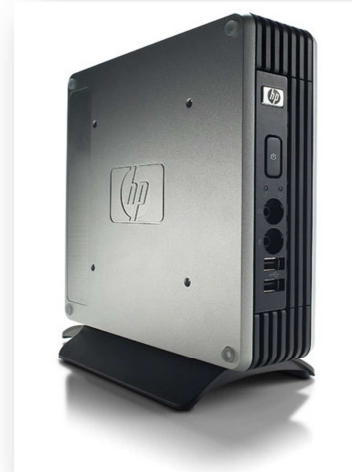
With the use of thin clients versus the conventional Desktop PC, the **first thing** that comes to mind is the reduction in running cost.

Secondly you can have a very small support team.

Thirdly adding users or even nodes is very simple as changes are done in on central location.

Fourthly adding new software or updating versions, patching and so forth is done in a central location and then rolled out to the clients.

Fifthly you can utilise the load of your server better as there is a significant reduction in the load the server bears running thin clients.



So it all comes down to Bringing down costs, better security, effective patch management and easier Administration.

Disadvantages:

With a thin client environment much of the processing is done on server level, since the thin client connects to the server.

Thus the cost incurred by keeping the servers processing power at a high performance level.

Thin clients do not support multimedia rich applications i.e. video gaming. A thin client gets most of its resources from the server, thus increasing the latency in the network. Thus transferring files across and network takes longer.

If the network goes down, and the server is unreachable, a thin client is unable to access the resources it needs to process information, thus resulting in unproductivity. Lastly thin clients create a server-side bottleneck and scalability issues. Scalability refers to a system's capacity to scale or provide processing power according to data volume. When not using thin clients, desktop applications scale automatically and each new pc that is added to the network increases the processing power. Thin clients only add more strain or demands on the server and the network. Once the number of thin clients crosses over the threshold the server architecture has to change and potentially increase. These changes are often costly.