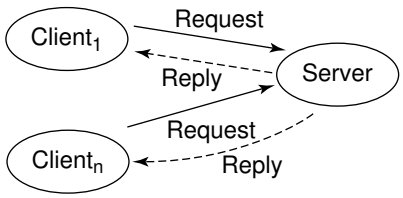

Figure 1.6 Clients and servers.

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