

Austin Chustz interviewing Mr. Harunor Rashid

Austin Chustz: What exactly do you do here at the community center?

Harunor Rashid: I'm a network analyst, and I've been working here since 1999. So it's a long, long time.

AC: All right, so that answers my second question. You've worked here from 1999 to 2008, that's almost 10 years. What kind of technology do you work with?

HR: What we have basically, we have windows PC based server technology, and we have a database here, a client server, and a website.

AC: what would you say is the difference between the server and the client server

HR: The client server basically is the server that holds either a database or a program, and the client's PC interacts with that server. There's a database in that server, where the RCC computers input their information.

AC: All right, so the way the community and the technology interact is through the client server? How does the client server work?

HR: As I said, in the database, there are Reston Community Center activities. [Inaudible] Say we have a program: basic word processing. There are 2 sessions. One starts in April, the 1st through the 3rd and the other is May 1st-3rd. If someone wants to register for one of these sessions, they need to fill out the registration form. That form is sent to the front desk. Each class has a number, and they see that while completing registration on the client PC's. The program needs to know the class number, so they enter that information along with name, address, age, telephone #, etc. into the client machine. This interacts with the server, and it puts that information into the server. What this does is, whatever we need, we can pull out of the server. This is because the server is where all this information saves.

AC: All right. So initially, you put all the information into the client server?

HR: Client *machine*.

AC: Right. Client machine

HR: Yes, and all the information saves into the server.

AC: All right

HR: Client PC saves into server. Everyone works on separate client PC, and all info is channeled into one server