

Thin Clients: The Spin on Thin by Helene E. Gold

<http://www.eckerd.edu/library/ThinClients>

Comparison Chart

PRO		CON	
THIN CLIENT	<ul style="list-style-type: none"> ● <u>Cost Savings</u>: Individual clients are less than \$500 (although initial server equipment can be costly), energy efficient, reduced software and OS licensing costs, overall low total cost of ownership. ● <u>Security</u>: All data is saved to the server (no local data=no threat of loss or theft), users can not install or download software or viruses, server protected by virus filter, Unix environment is hostile to viruses. ● <u>Centralized Upgrades and Updates</u>: Changes made to the server's software is implemented once, globally. ● <u>Long Lasting</u>: Clients have a life span of 7-10 years. ● <u>Platform Independence</u>: Software compatibility is not an issue. 	<ul style="list-style-type: none"> ■ <u>User Resistance</u>: Users can be reluctant to give up the familiar PC environment, users have less freedom and flexibility. ■ <u>Programming</u>: High degree of Unix/Linux programming knowledge required, high dependence on IT department for configuration and management. ■ <u>Software</u>: Clients can't run software that is graphically or computationally heavy (such as CAD programs). ■ <u>SPOF</u>: Single point of failure- if the server goes down, every client goes down. ■ <u>Bandwidth</u>: High bandwidth needed for acceptable performance. 	
PC	<ul style="list-style-type: none"> ■ <u>User Acceptance</u>: PC's are a familiar computing environment, users have more freedom and flexibility. ■ <u>Programming</u>: Basic computer skills needed for configuration and management, low/medium dependence on IT department. ■ <u>Software</u>: Most graphically or computationally heavy software (such as CAD programs) have been written specifically for PC's. ■ <u>SPOF</u>: No single point of failure- if a PC goes down, other PC's remain functional. ■ <u>Bandwidth</u>: Low or no bandwidth needed for acceptable performance. 	<ul style="list-style-type: none"> ● <u>High Cost</u>: Individual units cost \$500-\$1000, require individual OS and software licenses, high energy use, high maintenance costs, time-consuming management, overall high total cost of ownership. ● <u>Security</u>: Users can store (and lose) data locally. Data can be viewed by any user. Viruses can infect each unit, Windows is a friendly virus environment. ● <u>Individual Upgrades and Updates</u>: Each workstation needs its own upgrade and update. ● <u>Short Life Span</u>: PC's have a life span of 3-5 years. ● <u>Platform Independence</u>: Software must be PC compatible. 	