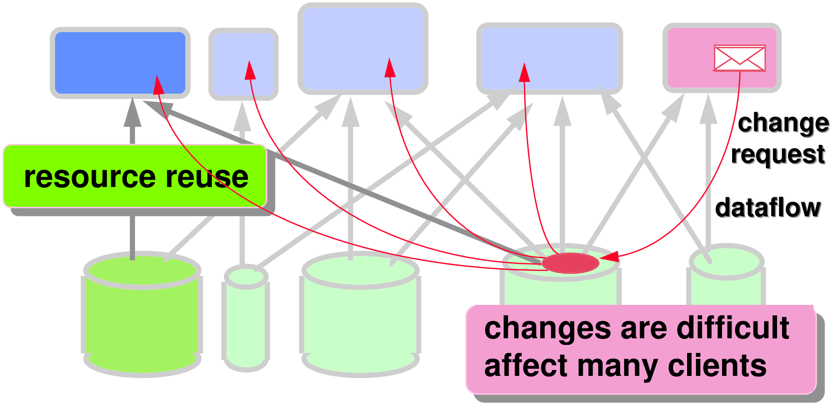Growing Systems: *n* modules

Client-server: can have many servers and clients