

**METHOD AND SYSTEM IN A COMPUTER NETWORK
FOR THE RELIABLE AND CONSISTENT ORDERING OF
CLIENT REQUESTS**

ABSTRACT

A method and system for delivering client requests in a computer network having at least one client (92) connectable to one or more servers among a group of servers (84, 86, 88) is disclosed. Each server (84, 86, 88) replicates a particular network service to ensure that the particular network service remains uninterrupted in the event of a server (84, 86, 88) failure. A particular server (84, 86, 88) is designated to manage client (92) requests which seek to update a particular network service state, prior to any receipt of a client (92) request which seeks to update the particular network service state by any remaining servers (84, 86, 88). Thereafter, an executable order is specified in which client (92) requests which seek to update the particular network service state are processed among the remaining servers, such that the executable order, upon execution, sequences the client (92) request which seeks to update the particular network service state with respect to all prior and subsequent client (92) requests.

FIG 1