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(54) Title: COMPUTER SYSTEM HAVING CLIENT-SERVER ARCHITECTURE

(57) Abstract

A network manager for a telecommunications network has a client-server architecture. The software components of the network manager include a set of clients (50) which form part of the application programs of the network manager, a user interface (32), a database (36) containing details of the network and a communications stack (38) for communicating with exchanges managed by the network manager. The clients (50) generate requests to run jobs on servers (52) and (54). The jobs which are run on server (52) are eventually destined for a resource in the form of a database (36), while the jobs which are run on servers (54) are eventually destined for resources in the form of exchanges. The requests are initially passed to software module JBM. This module then checks if the resource for which the job is destined is free and, if not, puts the job on a holding queue. If the resource is free, it checks whether the job is scheduled for immediate execution or execution at a future time. If it is scheduled for execution at a future time, it is put on a queue of scheduled jobs. If the job is scheduled for immediate execution, the module JBM checks if a server is free to accept the job. If no server is free, the job is put on a queue of jobs awaiting immediate execution. If the server is free, the module JBM instructs a module SMAN to load the job onto the free server.

