



proxying is just  
dumb routing



tl;dr:

proxying is really  
similar to routing



tl;dr:

but a lot simpler,  
and very useful



the internet



other computers are  
"somewhere else"



packets are routed to  
"somewhere else"



any computer can talk  
to any computer



routing

"figures it out"





routing is one of those  
"it's a whole thing"  
topics



not that easy for  
small devices



so what about  
proxying



used for  
client/server  
interactions



client

-> proxy

-> server



client talks to proxy  
proxy is the server



proxy talks to server  
proxy is the client



server

-> proxy

-> client





server replies to proxy  
proxy is the client



proxy replies to client  
proxy is the server



we "pretend" it's a  
direct connection



proxying upside:  
this makes it easier  
or "cheaper"



proxying downside:  
no "any to any" comms



but this is often  
"good enough"



website backends



client

-> proxy

-> api server





embedded systems



```
pc
- > r3485 bridge
- > r3485 device
```