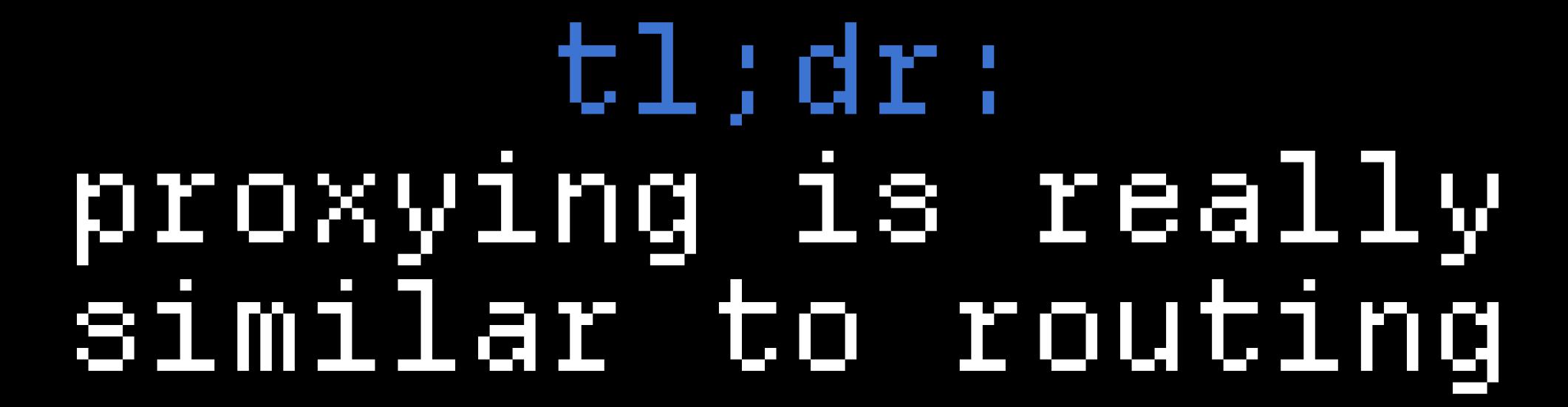
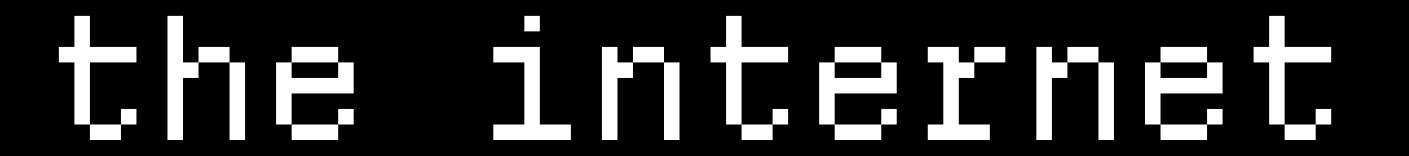
proxying is just dumb routing



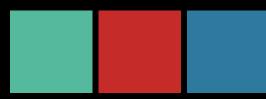


tl;dr: but a lot simpler, and very useful









packets are routed to "somewhere else"



any computer can talk to any computer

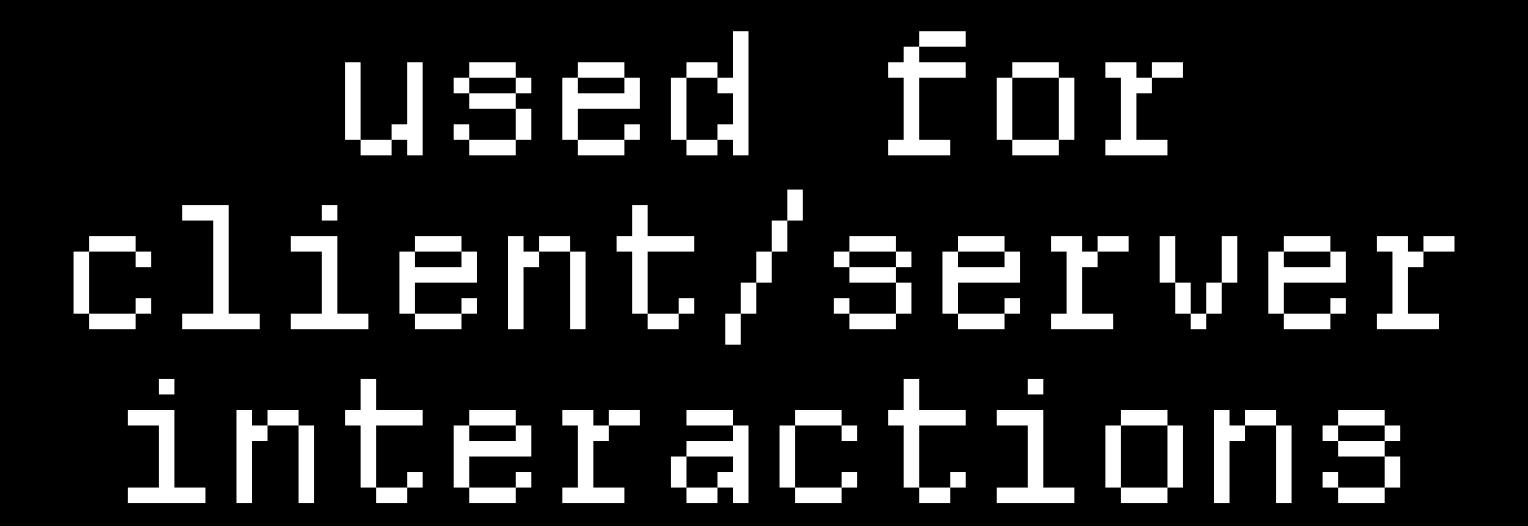


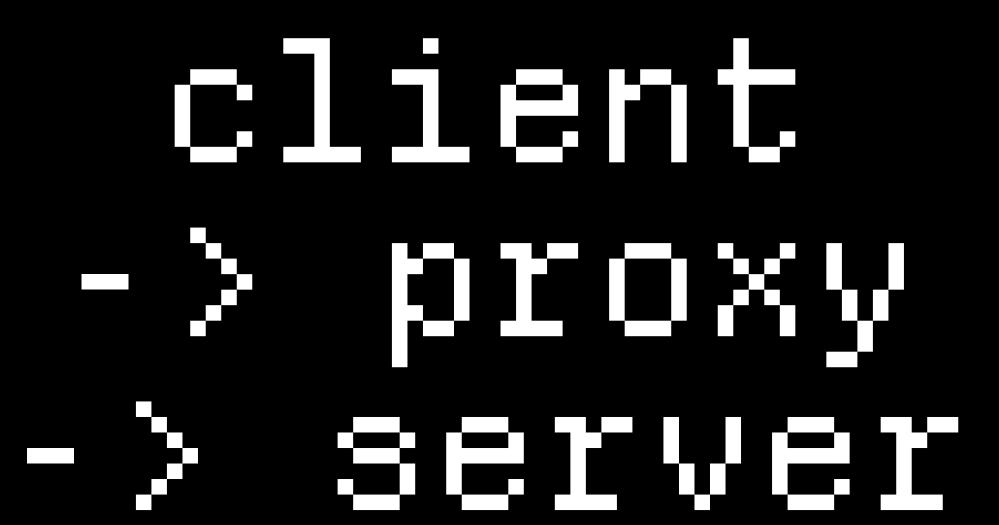


routing is one of those "it's a whole thing" topics











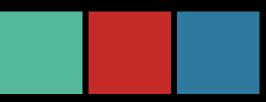
client talks to proxy proxy is the server

Self-Directed Research

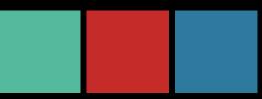
proxy talks to server proxy is the client

Self-Directed Research

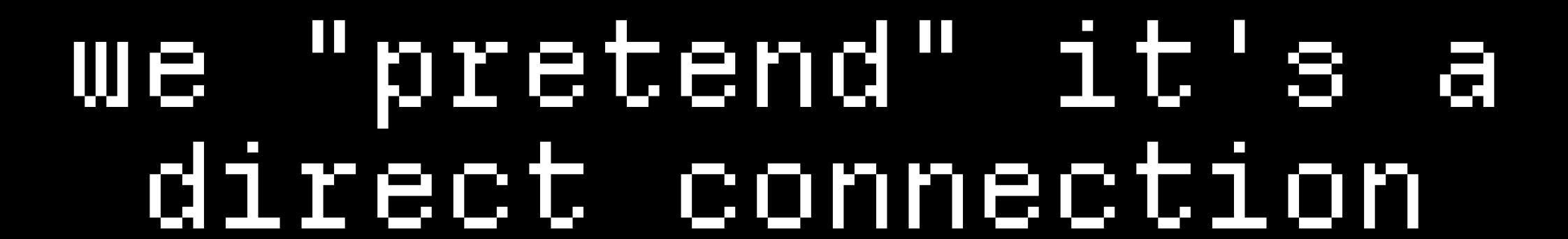




server replies to proxy proxy is the client



proxy replies to client proxy is the server

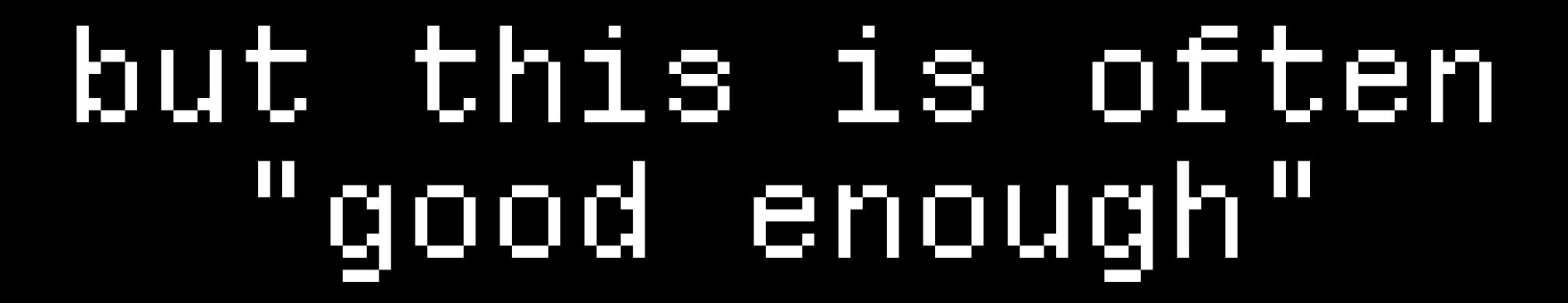




proxying upside: this makes it easier



proxying downside: no "any to any" comms



website backends

