**Front End and Back end**

In [software engineering](https://en.wikipedia.org/wiki/Software_engineering), the terms "**front end**" and "**back end**" are distinctions which refer to the [separation of concerns](https://en.wikipedia.org/wiki/Separation_of_concerns) between a [presentation layer](https://en.wikipedia.org/wiki/Presentation_layer) and a [data access layer](https://en.wikipedia.org/wiki/Data_access_layer) respectively.

The front end is an [interface](https://en.wikipedia.org/wiki/Interface_(computer_science)) between the user and the back end. The front and back ends may be distributed amongst one or more systems.

In [software architecture](https://en.wikipedia.org/wiki/Software_architecture), there may be many layers between the hardware and [end user](https://en.wikipedia.org/wiki/End-user_(computer_science)#End_user). Each can be spoken of as having a front end and a back end. The *front* is an abstraction, simplifying the underlying component by providing a [user-friendly](https://en.wikipedia.org/wiki/User-friendly) interface.

In [software design](https://en.wikipedia.org/wiki/Software_design), for example, the [model-view-controller](https://en.wikipedia.org/wiki/Model-view-controller) architecture provides front and back ends for the [database](https://en.wikipedia.org/wiki/Database), the user and the data processing components. The separation of software systems into front and back ends simplifies development and separates maintenance. A [rule of thumb](https://en.wikipedia.org/wiki/Rule_of_thumb) is that the front (or "[client](https://en.wikipedia.org/wiki/Client_(computing))") side is any component manipulated by the user. The server-side (or "back end") code resides on the[server](https://en.wikipedia.org/wiki/Server_(computing)). The confusion arises when one must make front-end edits to server-side files. Most HTML designers, for instance, don't need to be on the server when they are developing the HTML; conversely, the server-side engineers are, by definition, never on anything but a server. It takes both to ultimately make a functioning, interactive website.

For major computer subsystems, a graphical [file manager](https://en.wikipedia.org/wiki/File_manager) is a front end to the computer’s [file system](https://en.wikipedia.org/wiki/File_system), and a [shell](https://en.wikipedia.org/wiki/Shell_(computing)) interfaces with the [operating system](https://en.wikipedia.org/wiki/Operating_system). The front end faces the user, and the back end launches the programs of the operating system in response.

What are Cookies?

Cookie is a very small piece of information that is stored on the client’s machine by the web site and is sent back to the server each time a page is requested. Cookies was first introduced by Netscape and in those earlier stages cookies did not receive good acceptance, since rumors said it might hack your personal data. Later people realized that cookies are actually harmless, and now they are highly accepted. Cookies are usually used to store information needed for shorter periods. At the end of this, a cookie becomes expired.

What is Cache?

Cache is a temporary storage of web page resources stored on client’s machine for quicker loading of the web pages. When you open some websites with large pictures and video’s, it might take a considerable amount of time for the website to load. The web browser stores the site contents like the images, videos, audio etc on your computer so the next time you load the same website you will find it loading faster.

What is the difference between Cache and Cookies?

1. **Although cookies and cache are two ways to store data on client's machine, they serve different purposes.**
2. **Cookie is used to store information to track different characteristics related to user, while cache is used to make the loading of web pages faster.**
3. **Cookies stores information such as user preferences, while cache will keep resource files such as audio, video or flash files.**
4. **Typically, cookies expire after some time, but cache is kept in the client's machine until they are removed manually by the user.**