[0022] According to one embodiment of the invention the username phrase is "user%domain" or "domain%user", in which "user" is the username, "domain" is the domain name, and "%" is any character which does not conform with the standard protocol for such phrasing purposes.

[0023] The Web services can be HTTP, FTP, POP3, SMTP, MIRC, Telnet, SSH, Rtelnet, and Shell.

[0024] Each of the Web domains may refer to a different Virtual Dedicated Server.

[0025] The computer system may be a Unix-based system, any dialect of Unix, Solaris, Linux (Red Hat, Debian, SuSE, FreeBSD, etc.), AIX, HP/UX, Tru64, or Irix.

[0026] According to one embodiment of the invention each domain has its own instance of the server, and the server(s) of some or all of the domains share the same disk space. Optionally, one instance of some or all of the server(s) resides at the Host, and being referenced by hard links from the domains.

[0027] In another aspect, the present invention is directed to a system for providing a Web service to a client by a plurality of Web domains hosted by a computer, through a single IP address, comprising:

[0028] A server for providing the service, for each of the domains; and

[0029] A wrapper, for intermediating between the client and the servers, such that communicating with the client is carried out via the standard communication protocol, where for each request for connecting said client and said server said wrapper identifies the target domain name by interacting with said client via said standard protocol, interacts with the server associated with said target domain name via said standard protocol, and enables said server to provide said service to said client.

[0030] The wrapper may be kept active for the entire session, or alternatively it may be kept active only until the requested server is identified, and the communication is handled to this server.

[0031] The preferred embodiment of the invention may further comprise a new shared library including additional functionality to the original shared library to which the standard communication protocol refers, and the additional functionality of the new shared library is preferably added to the original shared library by hooking.

[0032] Optionally, a buffer is provided to each socket, for retaining temporarily the information received from the client, and reading the data from said buffer if it is not empty, or from the socket if it is empty. Additionally, write commands may be ignored until the buffer is empty.

[0033] One encryption key may be used for all domains on each Host. In addition, the wrapper may be provided with information related to secured services of the target domain in plain text.

BRIEF DESCRIPTION OF THE DRAWINGS

[0034] The above and other characteristics and advantages of the invention will be better understood through the following illustrative and non-limitative detailed description of preferred embodiments thereof, with reference to the appended drawings, wherein:

[0035] **FIG. 1** schematically illustrates a typical FTP session, according to one embodiment of the invention; and

[0036] **FIG. 2** schematically illustrates Web servers hosted by VDS systems that are hosted by one computer system, according to a preferred embodiment of the invention.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

[0037] Without any loss of generality, the examples herein refer to a Unix-based operating system, such as Solaris, Linux (Red Hat, Debian, SuSE, FreeBSD, etc.), AIX, HP/UX, Tru64, Irix, and so forth.

[0038] Client/server describes the relationship between two computer programs in which one program, the client, makes a service request from another program, the server, which fulfills the request. Although the client/server relationship can be used by programs within a single computer, it is more beneficial in a network. In a network, the client/server model provides a convenient way to interconnect programs that are distributed efficiently across different locations. The client/server model has become one of the central ideas of network computing. Most business applications being written today use the client/server model, in addition to the Internet's main programs, which are usually based on the TCP/IP protocol.

[0039] A client process which is associated with an IP address actually communicates with a Web server. A Web server is a program that utilizes the client/server model "serve" requests for its services. Every computer on the Internet that contains a Web site must have a Web server program. On the one hand, a very large Web site may be spread over a number of servers in different geographic locations. On the other hand, one Web server can host a plurality of Web sites.

[0040] Regarding the Web, a Web server is the computer program that serves requested HTML pages or files. A Web client is the requesting program associated with the user. The Web browser in the user's computer is a client that requests HTML files from Web servers.

[0041] In the usual client/server model, one server, sometimes called a daemon, is activated and awaits client requests. Typically, multiple client programs share the services of a common server program. Both client programs and server programs are often part of a larger program or application. Relative to the Internet, a Web browser is a client program that requests services (the sending of Web pages or files) from a Web server (which technically is called a Hypertext Transport Protocol or Hypertext Transfer Protocol server) in another computer somewhere on the Internet. Similarly, a computer installed with TCP/IP installed is adapted to initiate client requests for files from FTP (File Transfer Protocol) servers in other computers on the Internet.

[0042] A Daemon is a process that awaits incoming requests and then forwards them to other process(es), when appropriate. On the Web, each server has an HTTPD (Hypertext Transfer Protocol daemon) that waits in attendance for requests to come in from the rest of the Web.

[0043] The term socket refers herein to a facility of directing data to an application via a TCP/IP network. The