

CHAPTER 1

FUNDAMENTALS

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Course Objectives

- At the end of this course you will be able to:
 - Identify difference between client side and server side programming.
 - Design and implement a website.
 - Create web pages using HTML.
 - Basic understanding of how CSS affects designs.
 - Make website interactive using JavaScript.
 - Use PHP as server side programming language.



Books and References

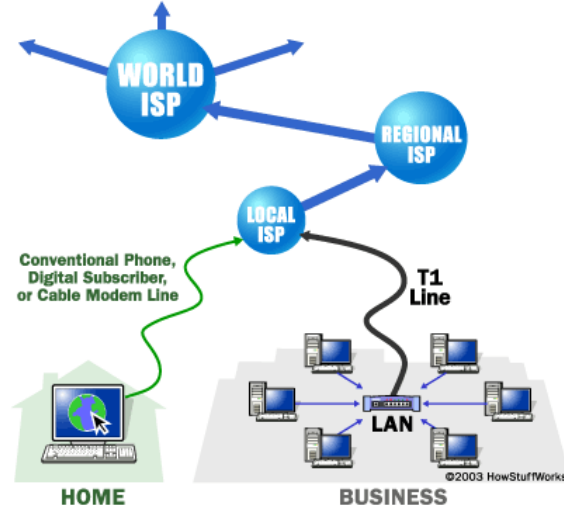
- Text Book:
 - Programming the World Wide Web, 4th edition, Robert W. Sebesta, 2008, Pearson Addison Wesley
- References:
 - W3Schools Online Web Tutorials, www.w3school.com
 - World Wide Web Bible, Bryan Pfaffenberger, ISBN: 81-7029-781-8
 - The Complete reference to HTML and XHTML, Thomas Powell, McGraw-Hill Education; 4th edition

Contents:

1. Introduction to Internet
2. WWW
3. Web Browsers
4. Web Servers
5. URL
6. Multipurpose Internet Mail Extensions
7. Overview of different protocols
8. Web Standards
9. Web Architecture
10. Domain Hierarchy
11. Domain registration process
12. Web hosting

1. Introduction to the Internet

- What is the internet?
 - A collection of computer networks that use a protocol to communicate and exchange data.
- Is World Wide Web (WWW) and Internet same or different?



1. Introduction to the Internet

- Is WWW and Internet same or different?
 - Internet and WWW are different things.
 - WWW is the collection of web sites and pages that can be easily accessed via Internet.
 - Internet is a means of connecting a computer and devices to any other computer anywhere in the world.

History of Internet

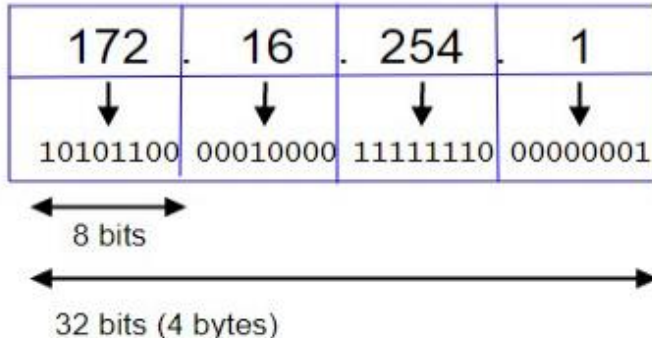
- Began as a US Department of Defense network called ARPAnet (1960s-70s)
- Purpose of ARPAnet:
 - Communication
 - Program Sharing
 - Remote computer access
- Used by ARPA- funded research laboratories and Universities.
- Multiple other network was developed in 1970s and early 1980s.
Eg:
 - ☐ Because It's Time Network (BITNET)
 - ☐ Computer Science Network (CSNET)
- National Science Foundation internet (NSFnet) - 1986

History of Internet

- National Science Foundation internet (NSFnet) – 1986
 - Initially connected five supercomputer centres
 - By early 1990s it was the network for all
 - Became the Internet backbone

Internet Protocol (IP) Address

- Unique Identification of computers with the help of numeric address.
- Simple protocol for data exchange between computers.
- IP Addresses:
 - 32-bit for IPv4
 - 128-bit for IPv6



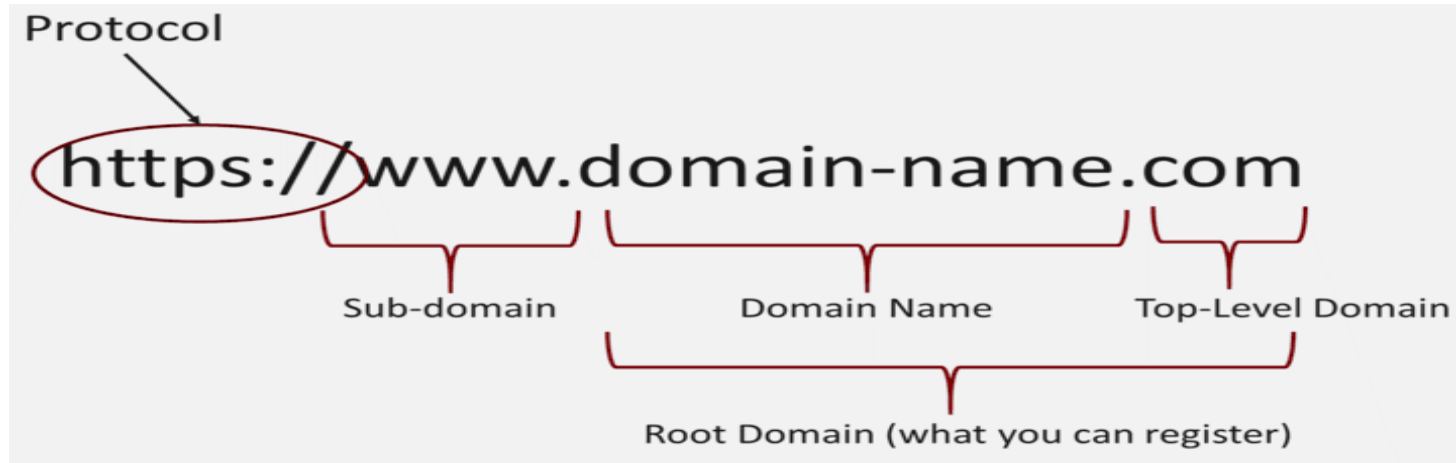
Internet Protocol (IP) Address

- Capacity:

Type	Size	No. of address
IPv4	2^{32}	4 billion
IPv6	2^{128}	$3.40282367 \times 10^{38}$

Domain Names

- Human normally cannot remember all the IP address of every websites.
- Domain name is normally used in this case.
- Domain name will be resolved to IP Address.



Domain Names

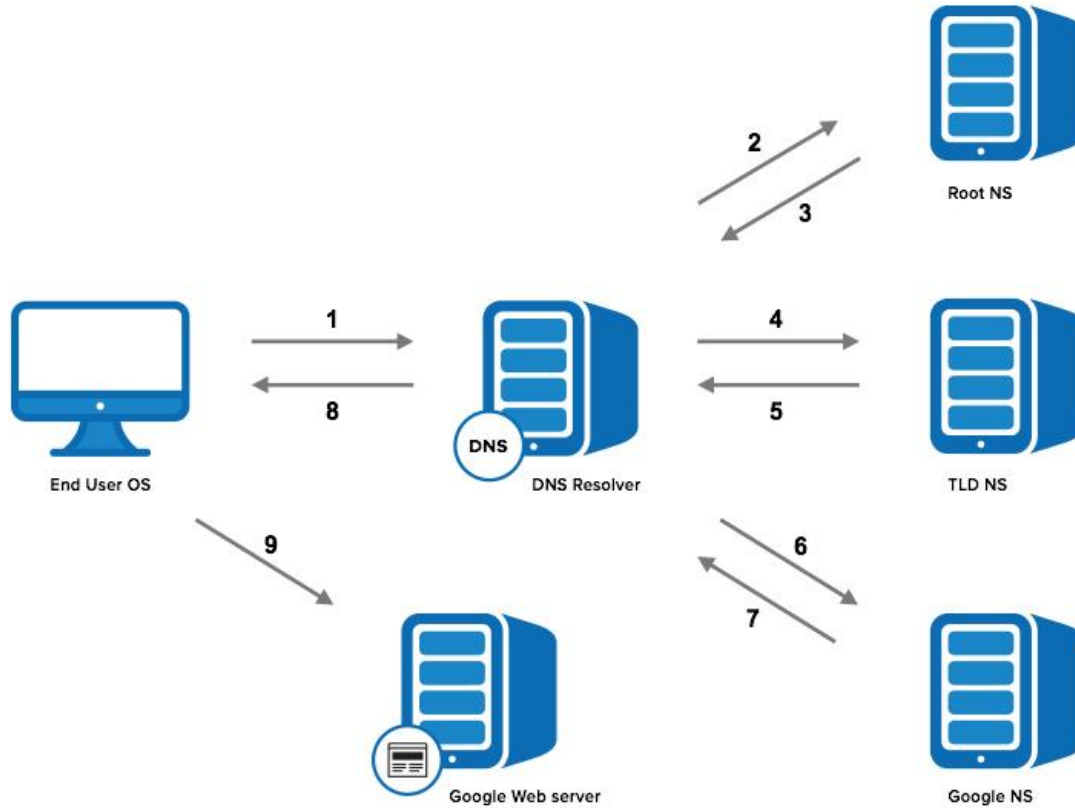
- Host name with all the domain names are called fully qualified domain name.

Fully qualified domain name	IPv4	IPv6
google.com	142.250.176.14	2607:f8b0:4007:809::200e
pu.edu.np	94.237.109.110	Not Available
gces.edu.np	18.138.195.142	Not Available
facebook.com	31.13.66.35	2a03:2880:f103:83:face:b00c::25de

Domain Name System (DNS)

- Domain name is not identified by the computer.
- Domain names are mapped to IP addresses by ***name servers***.
 - Example: google.com -----> 142.250.176.14
- Many systems maintain a local cache called a hosts file.
 - Windows: C:\Windows\system32\drivers\etc\hosts
 - Mac: /private/etc/hosts
 - Linux: /etc/hosts

Domain Name Conversion



World Wide Web

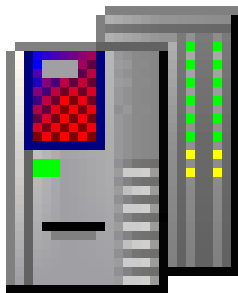
- Originally created in 1989-91 by Tim Berners-Lee.
- WWW is one service running over the Internet.
- Before WWW:
 - The Internet was used by scientists, researchers and large (usually governmental) organization's.
 - E-commerce was unknown at that point of time.
- Websites used to be only text based containing texts and hyperlinks.

World Wide Web

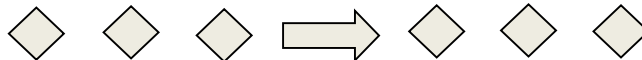
HTTP Server

Apache

MS IIS



HTTP



HTML data

Client

Mozilla Firefox

MS Internet Explorer



Web Browsers

- Browsers fetches and displays documents provided from web servers
 - Mozilla Firefox
 - Microsoft Edge
 - Apple Safari
 - Google Chrome

Web Servers

- Software that:
 - Listens for web page request.
 - Responds with the documents requested by web browsers..
- Commonly used web servers are:
 - Apache
 - Microsoft Internet Information Server (IIS)

5. Uniform Resource Locator (URL)

- Used to identify documents (resources) on the Internet.
 - Example: <http://pu.edu.np/resources/index.html>
- Upon entering this URL into the browser, it would:
 - ask the DNS server for the IP address of pu.edu.np
 - connect to that IP address at port 80
 - ask the server to GET /resources/index.html
 - display the resulting page on the screen

5. Uniform Resource Locator (URL)

- URL is generated in same format.

schema::host.domain:port/path/filename

schema::object-address

- Example:

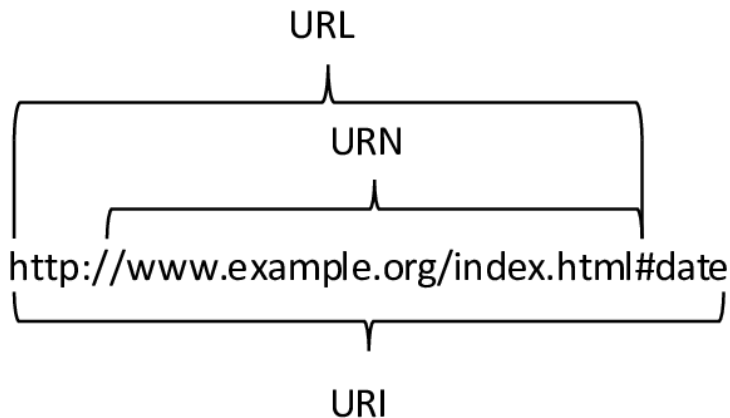
- [mailto::admin@pu.edu.np](mailto:admin@pu.edu.np)
- <file:///C:/Users/User/logo.png>
- <http://pu.edu.np:8000/images/logo.png>
- <http://pu.edu.np>
- <http://localhost:8000>

- More info on:

http://www.w3.org/Addressing/URL/URI_Overview.html

5. Uniform Resource Locator (URL)

- Uniform Resource Identifier (URI) identifies a resources either by location, or by name, or both.
- Uniform Resource Name (URN) identifies a resource by name in a given namespace.
- $URI = URL + URN$



6. Multipurpose Internet Mail Extensions (MIME)

- Determines format of the document received from Web Server.
- Used to identify the format of document.
- Browser need to identify format of document to use specific software to render.
- Most common MIME types are text, image and video.
- General structure: **type/subtype**

6. Multipurpose Internet Mail Extensions (MIME)

File Extension	MIME Type
.jpg	image/jpeg
.html	text/html
.txt	text/plain
.gif	image/gif
.mov	video/quicktime

7. Overview of different protocols

- HTTP
- POP
- SMTP
- FTP
- WAP

Hypertext Transfer Protocol (HTTP)

- Communication in web uses HTTP protocol.
- Two phases of HTTP:
 - Request
 - Response
- Phases consists of:
 - Header
 - Body
- Header consists of information about communication.
- Body consists of data of communication if exists.

HTTP Status Codes

- When something goes wrong, the web server returns a special "error code".

First Digit	Category
1	Informational
2	Success
3	Redirection
4	Client error
5	Server error

HTTP Status Codes

- Common error codes:

Code	Details
200	OK
301 – 303	Page has moved (permanently or temporarily)
403	Forbidden to access the page
404	Page not found
500	Internal server error

Assignment 1

1. Write about POP, SMTP, FTP and WAP.
2. Differences between HTTP and HTTPS.
3. Differences between Internet and WWW.

8. Web Standards

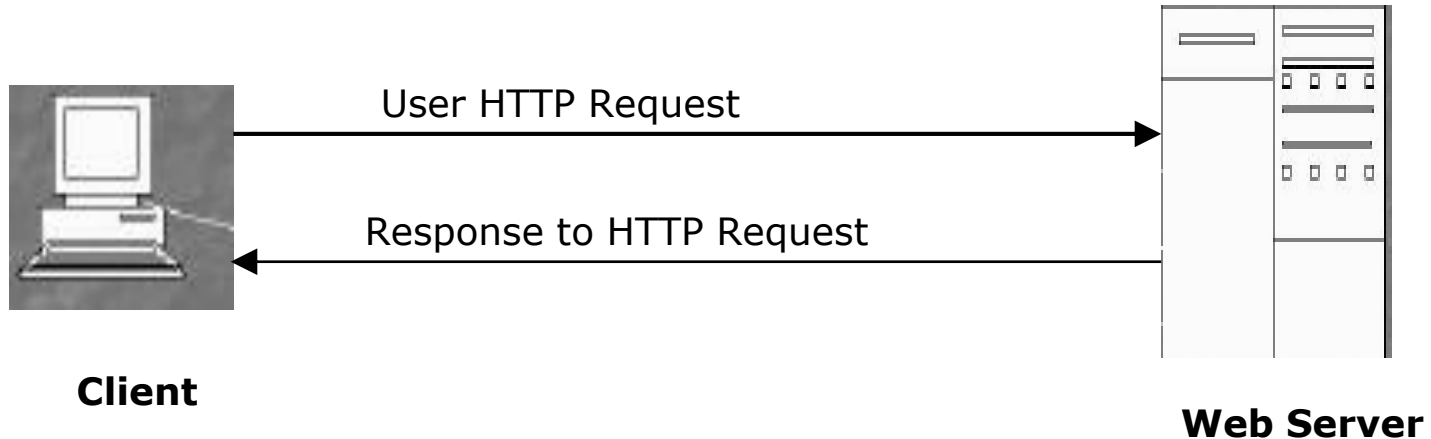
- Web standards are rules and guidelines established by the World Wide Web Consortium (W3C) developed to promote consistency in the design code which makes up a web page.
- guideline for the mark-up language which determines how a web page displays in a visitor's browser window.
- W3C is an international community where Member organizations, full-time staff and the general public work together to develop Web standards.
- The best known and widely used Web standards are: HTML (HyperText Markup Language), XML (eXtensible Markup Language) and CSS (Cascading Style Sheets).

9. Web Architecture

- conceptual structure of the internet.
- Types of web architecture include:
 - two-tier architecture
 - three-tier architecture

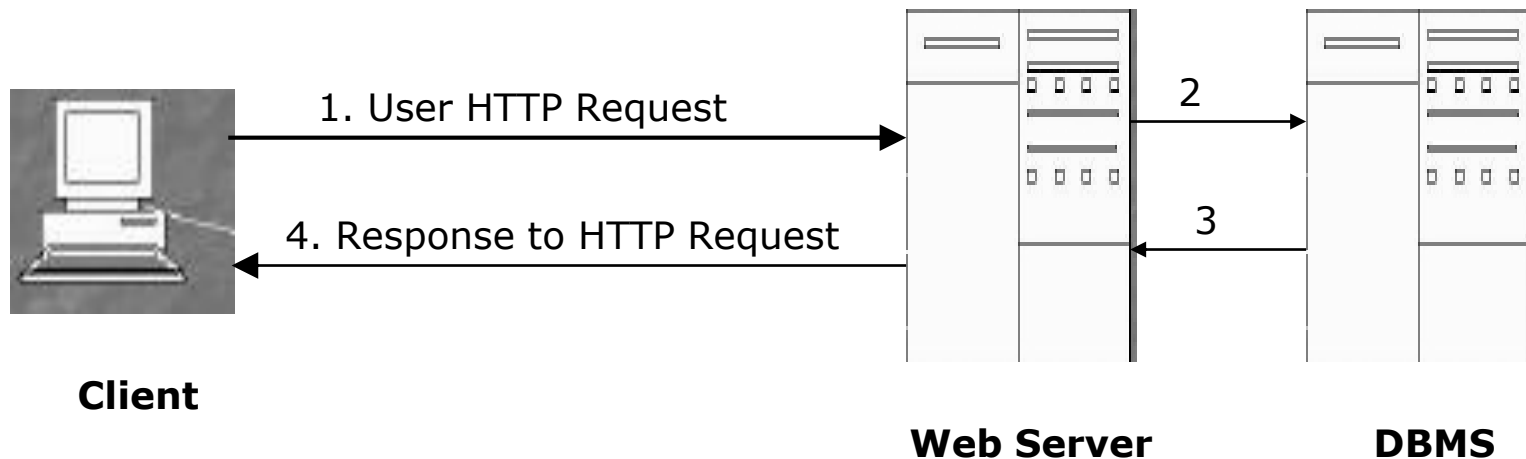
Two-tier Architecture

- Also known as “Client-Server” model/architecture.
 - First tier => client
 - Second tier => database server and web application

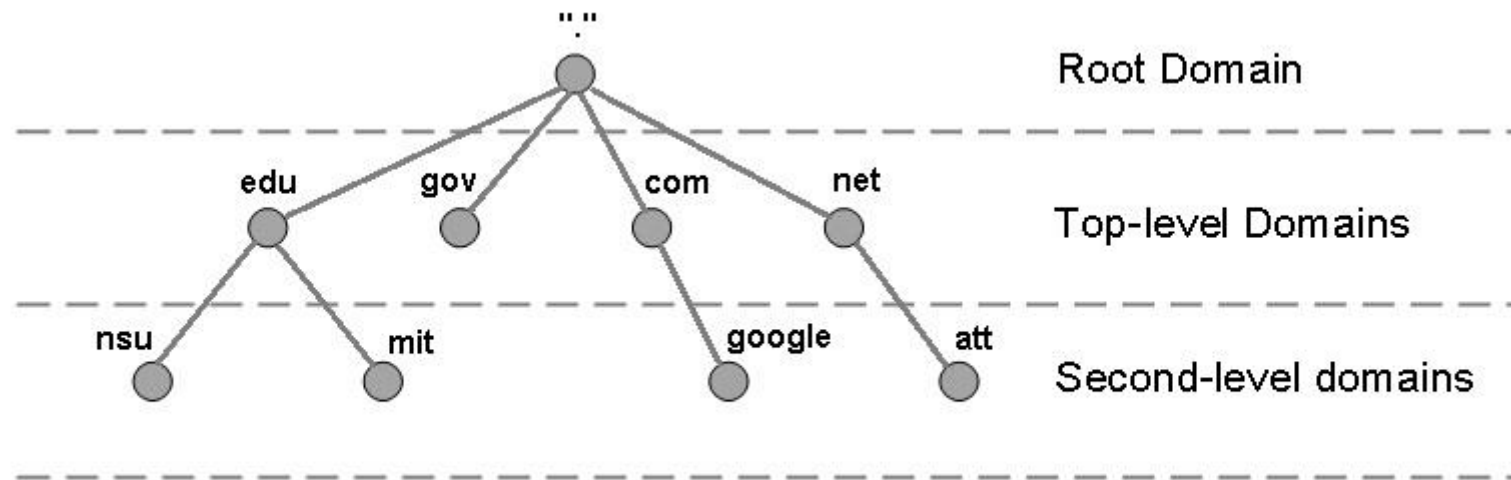


Three-tier Architecture

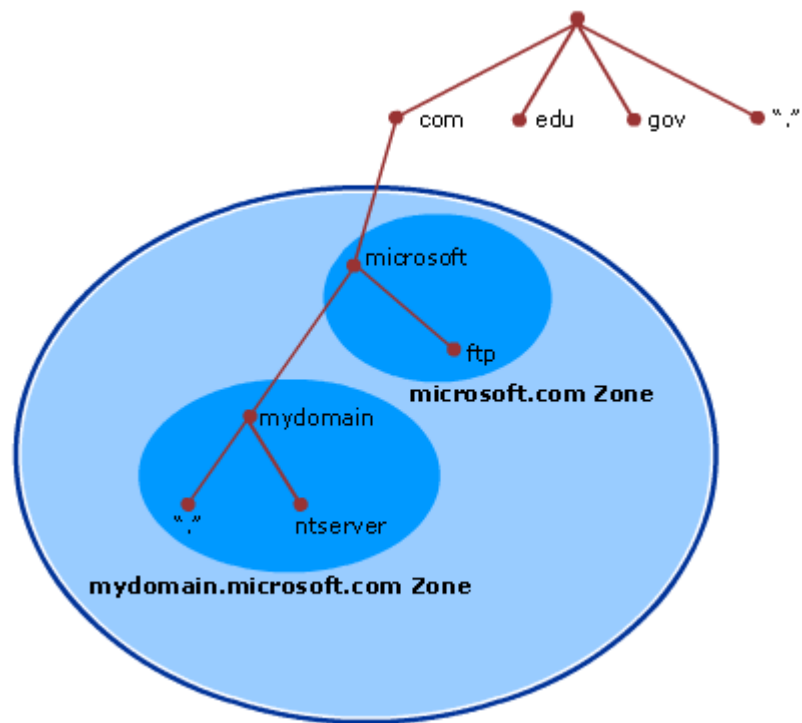
- First tier => client
- Second tier => web server
- Third tier => database server



10. Domain Hierarchy



10. Domain Hierarchy



11. Domain name registration process

- Internet Corporation for Assigned Names and Numbers (ICANN) manages:
 - IP address assignment
 - domain name registration.

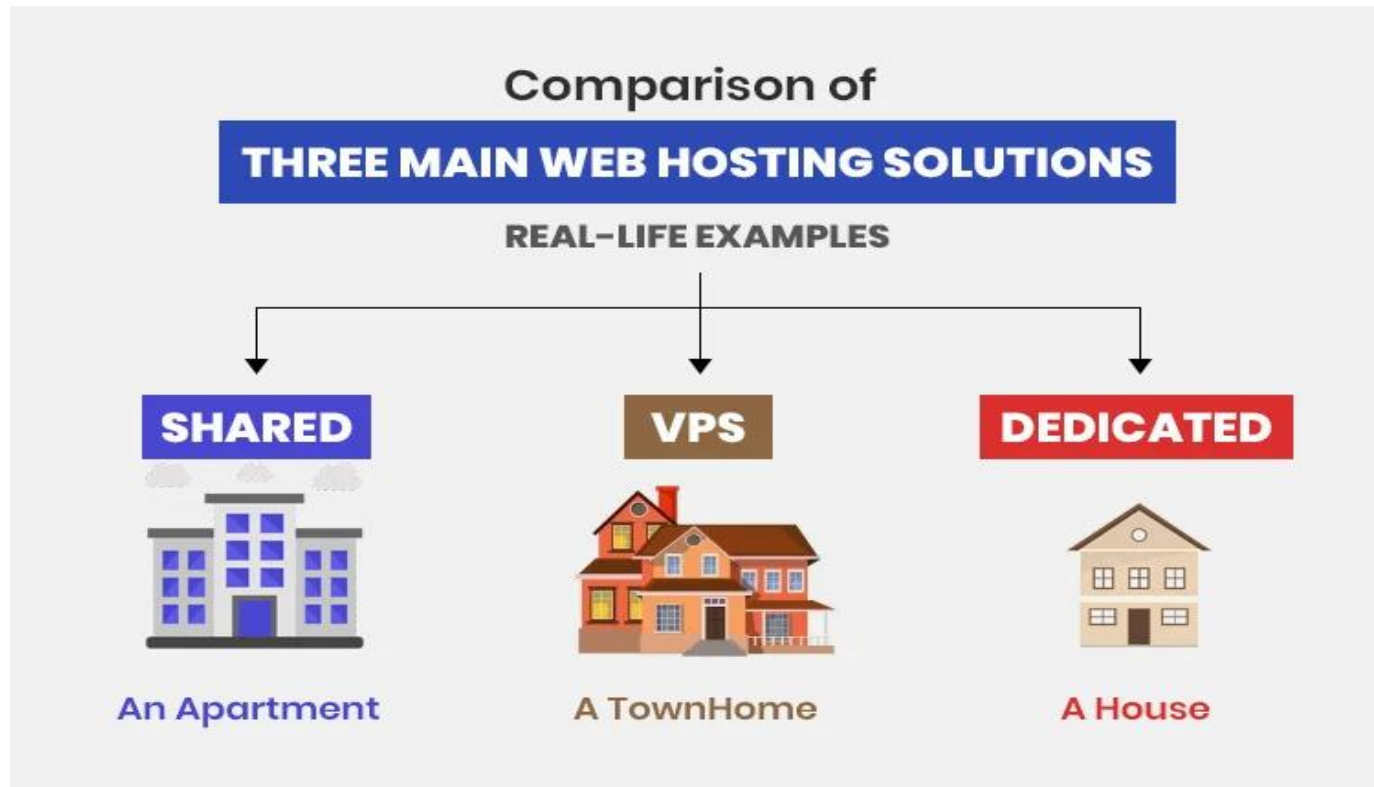
11. Domain name registration process



12. Web Hosting

- Service provided by the hosting companies to store, run and maintain your websites.
- Websites are stored in the web server and while being accessible on the larger web.
- Types of web hosting services provided:
 - Shared Hosting - Resources are shared across multiple websites
 - VPS Hosting – Separate resources is allocated to each websites
 - Dedicated Hosting – No resource sharing

12. Web Hosting



End of chapter 1