

Department of Computer Science Institute for System Architecture, Chair for Computer Networks

Internet and Web Applications

Introduction

Content

Network enabled applications Internet applications BitTorrent Git (File distribution system) | (Version management) Web applications Web search engines Web feeds Weblogs

Subset of important

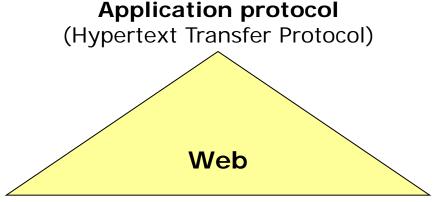
- applications,
- mechanisms,
- · protocols and
- languages
 that are associated
 with these two
 categories will be
 discussed in the
 lecture

Content

- 1. Introduction
- 2. Basic aspects of Web applications
- 3. Interaction models in the World Wide Web
- 4. Extensible Stylesheet Language / Cascading Style Sheets
- 5. Semantic Web
- 6. Web Application Frameworks
- 7. Subscription Services
- 8. Web Crawling and Web Search
- 9. Content and File Management, Wikis
- 10. File Sharing
- 11. Load Balancing and Content Distribution
- 12. Business Models

Web

- The World Wide Web is a system of hypertext documents that are viewable by a web browser
- Hypertext documents are documents with internal crossreferences to other documents
- Runs as service/application on top of the Internet protocols
- Originally based on three fundamental mechanisms:

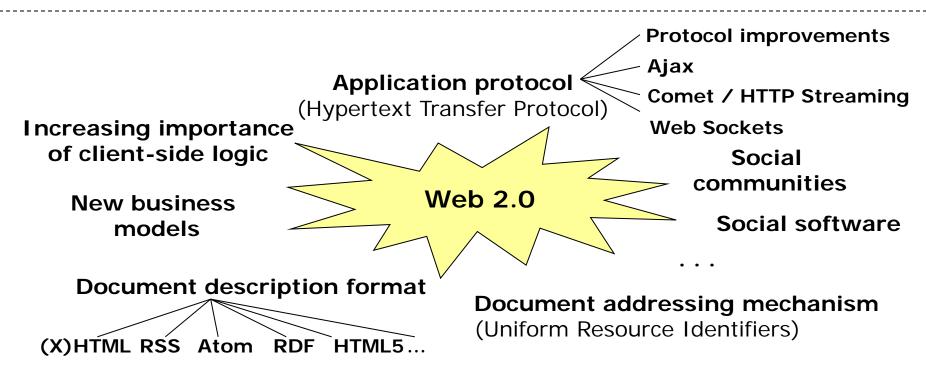


Document description format (Hypertext Markup Language)

Document addressing mechanism (Uniform Resource Identifiers)

Web 2.0

- Web 2.0 is a buzzword for describing modern forms of applications and services that are accessible by the web browser such as wikis or weblogs
- These applications often have a high social component and appealing user interfaces in common and are based on enhanced interaction models and new document representations discussed in this lecture



Web 3.0

- Web 3.0 or the Semantic Web is a vision of semantically interconnected data in the Web
- While Web 2.0 has been a technological evolution, Web 3.0 is a conceptual evolution of the Web based on the enhanced technological environment
- Focus is not set to documents but to data thus becoming Linked Data
- Important formats are: RDF, RDFS, OWL (see chapter 5) as well as Microformats

"I have a dream for the Web [in which computers] become capable of analyzing all the data on the Web – the content, links, and transactions between people and computers. A 'Semantic Web', which should make this possible, has yet to emerge, but when it does, the day-to-day mechanisms of trade, bureaucracy and our daily lives will be handled by machines talking to machines. The 'intelligent agents' people have touted for ages will finally materialize."

(Tim Berners-Lee, inventor of the original World Wide Web in Weaving the Web ISBN 0-7528-2090-7)



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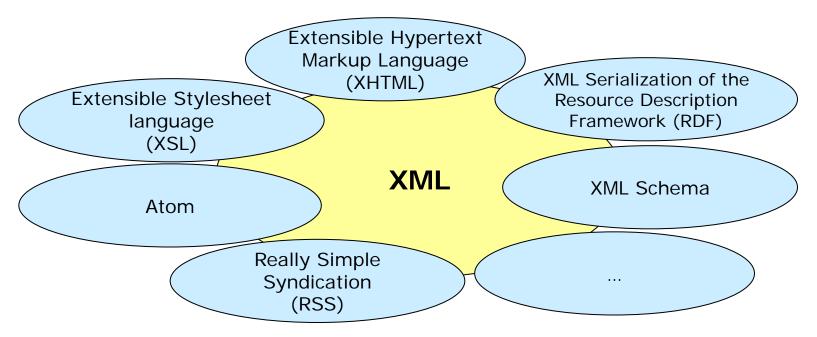
Basic knowledge

Outline

- Extensible Markup Language (XML)
 - Language for describing, processing and exchanging data
- Extensible Hypertext Markup Language (XHTML)
 - XML reformulation of HTML
- XML validation languages
 - Document Type Definition (DTD)
 - XML Schema
- XML Processing Models
 - Document Object Model (DOM)
 - Simple API for XML (SAX)
- Selected alternatives to XML
- Mechanism for message content type description
- JavaScript
- Cascading Style Sheets (CSS)

XML

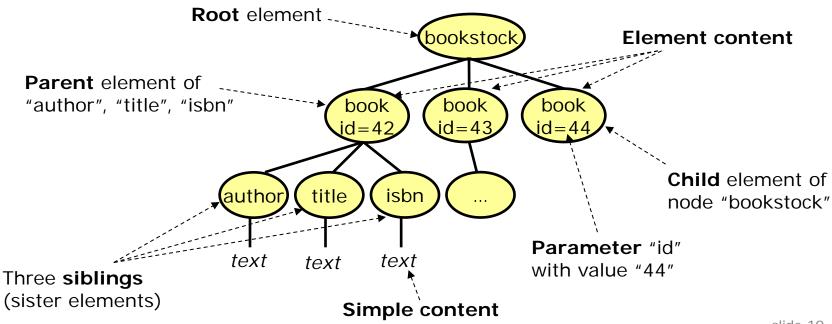
- The Extensible Markup Language (XML) is a general purpose meta-language for representation, exchange and processing of data
- Basis for many web related formats



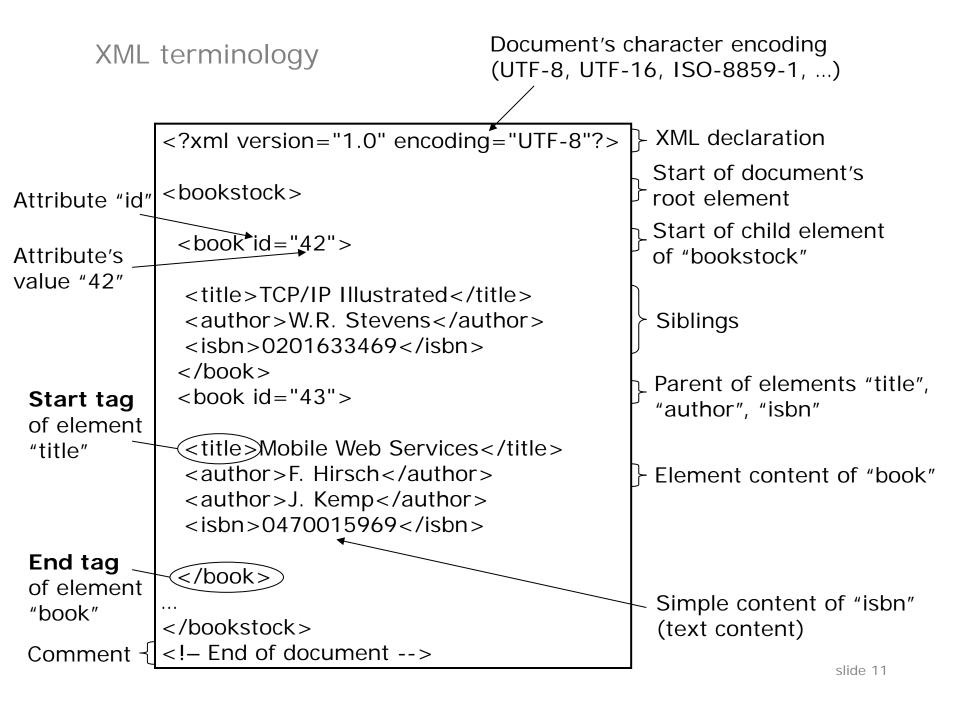
 XML documents are organised in a simple tree structure with the documents' elements as nodes

XML terminology

- Every node might have content and parameters
- An element's content is one of
 - Empty content (no value)
 - Simple content (text values)
 - Element content (further "tags")
 - Mixed content (simple <u>and</u> element content)



slide 10



XML syntax

- Main important syntactical rules for XML data are:
 - Non-empty elements need to have a start tag and an end tag (<X>content</X>) - If an element is empty it can directly be delimited (<X/>)
 - Exactly one root element exists
 - All attribute values are quoted (single or double quotes)
 - Nested tags do not overlap (<X><Y></X></Y> is not allowed)
 - XML is case sensitive: <X></x> is incorrect
 - The XML tags, tag content etc. must comply to the given charset (default: UTF-8)
- Syntactically correct XML documents are called wellformed

XML namespaces

- Different contributors might use the same element names to refer to different things
- If such elements are mixed in one file name conflicts will occur

```
<datafile>
<author>Charlie Brown</author>
<title>Book list</title>
<book>
<book>
<title>TCP/IP Illustrated</title>
<author>W.R. Stevens</author>
<isbn>0201633469</isbn>
<price>41,89</price>
</book>
</bookstock>
</datafile>
```

If a computer program should find all book titles and scans the XML file for "title" elements it assumes the data file's title to be a book title

```
Imports namespace and binds
XML namespaces
                            it to prefix
<datafile xmlns:a="http://www.example.com/doc/"</pre>
        xmlns: b="http://www.example.com/myNs/" >
 <a:author>Charlie Brown</a:author>
 <a:title>Book list</a:title> ◆----
                                                        No name conflicts
 <br/>b: bookstock>
                                                        occur because
  <b: book >
                                                        elements are bound
   <b: title>TCP/IP Illustrated</b: title>
                                                        to different
   <b: author>W.R. Stevens</b: author>
                                                        namespaces
   <b: isbn>0201633469</b: isbn>
   <b: price>41,89</b: price>
  </b:book>
 </b: bookstock>
</datafile>
```

- Name conflicts are solved by XML namespaces which are used to qualify elements and attributes by unique identifiers
- These identifiers are web addresses that might point to non existing resources
- A prefix can be associated with one namespace that is attached to all elements that belong to this namespace
- Typically standardised XML dialects define a namespace that is imported by all documents using this dialect

XML validity

- A valid XML document is related to and conforms to further information describing its structure and data types used therein
- Two often used type definition languages are:

1. Document Type Definition (DTD)

- Defines a list of legal elements
- Referenced from or embedded in related XML document
- Main shortcoming:
 - Capabilities are limited (especially limited possibilities for type definitions)

```
<!DOCTYPE note [
<!ELEMENT book (title,author,isbn)>
<!ELEMENT title (#PCDATA)>
<!ELEMENT author (#PCDATA)>
<!ELEMENT isbn (#PCDATA)>
]>
```

Element "author" is child element of "book" and of type PCDATA (simple character data)

XML validity

2. XML Schema

- XML dialect that enables definition of various data types
- Defines two categories of types:
 - Simple types (such as string, integer etc.)
 - Complex types (such as sequences of other types)

```
<?xml version="1.0" encoding="UTF-8"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema" >
<xs:element name="book">
<xs:complexType>
<xs:sequence>
<xs:element name="title" type="xs:string"/>
<xs:element name="author" type="xs:string"/>
<xs:element name="isbn" type="xs:string"/>
</xs:sequence>
</xs:complexType>
</xs:complexType>
</xs:complexType>
</xs:schema>
```

Element "book" contains child elements "title", "author", "isbn" which are all of type "string"

XHTML

- Besides HTML5 (discussed in chapter 2), one wide-spread application of XML is the Extensible Hypertext Markup Language (XHTML)
- Its language constructs and thus its expressive power were deduced from HTML
- High degree of standardisation and stricter syntax leads to further unification of browser engines
- Use of XML for Hypertext documents makes processing by regular XML tools possible (e.g. for style definition or syntax validation)
- Extensible by further XML languages such as MathML for embedding mathematic expressions into web documents
- XHTML documents may be validated by a DTD
 - E.g. XHTML 1.1:

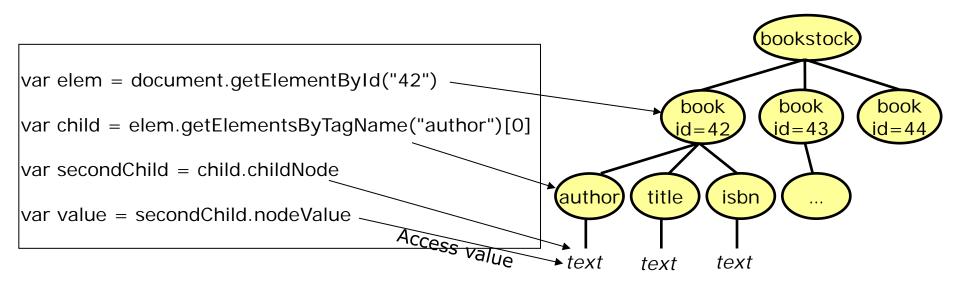
http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd

XHTML example

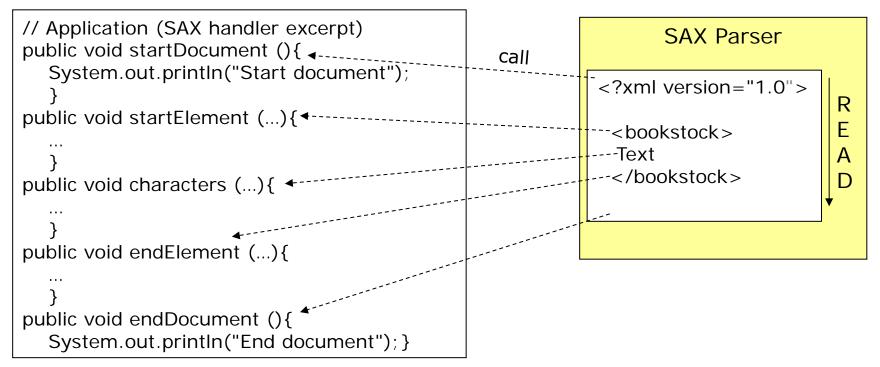
```
<?xml version="1.0" encoding="UTF-8"?>
              <!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.1//EN"
References to
                 →"http://www.w3.org/TR/xhtml11/DTD/xhtml11.dtd">
associated DTD
              <a href="http://www.w3.org/1999/xhtml" xml:lang="en">
              <head>
Defines default
               <title>XHTML Example</title>
namespace
              </head>
              <body>
               <h3>Available books</h3>
              <br/>
<br/>>
               Empty elements
               TitleAuthor
are directly closed
               TCP/IP Illustrated, Volume 1W.R. Stevens
               Mobile Web ServicesF. Hirsch / J. Kemp
               Hacking RSS and AtomL.M. Orchard
              </body>
              </html>
```

DOM

- The Document Object Model (DOM) is an application programming interface standardised by the W3C for accessing and manipulating XML documents
- DOM interprets the document in its logical tree structure thus making it necessary to load a tree representation of the document into memory
- It renders it possible to traverse through the tree or to directly access elements by an id



SAX



- The Simple API for XML is a event-based mechanism for XML processing
- Principle:
 - 1. A program that e.g. is intended to extract information from an XML file registers event handlers at a SAX parser
 - 2. The parser reads the XML document sequentially from the beginning to the end
 - 3. Every time the parser reads an element, attribute, special character etc. it generates an event that is delegated to the associated event handler which then may extract wanted information

SAX example

Input document

```
<?xml version="1.0"
      encoding="UTF-8"?>
<bookstock>
<book id="42">
<title>TCP/IP Illustrated</title>
<author>W.R. Stevens</author>
<isbn>0201633469</isbn>
</book>
<book id="43">
<title>Mobile Web Services</title>
<author>F. Hirsch</author>
<author>J. Kemp</author>
<isbn>0470015969</isbn>
</book>
</bookstock>
```

Event handler output

Start document

Start element: bookstock

Characters: "\n"

Start element: book(Attributes:id=42;)

Characters: "\n" Start element: title

Characters: "TCP/IP Illustrated"

End element: title Characters: "\n"

Start element: author

Characters: "W.R. Stevens"

End element: author Characters: "\n" Start element: isbn

Characters: "0201633469"

End element: isbn Characters: "\n" End element: book Characters: "\n"

. .

End element: bookstock

End document

Selected alternatives to XML

- Though XML is intensively applied, XML documents have a certain overhead and contain redundant information
- Alternatives applied in Web applications include:
 - JSON (JavaScript Object Notation, discussed in chapter 3)
 - YAML (YAML Ain't Markup Language)
 - Compact text-based and human readable data serilization format
 - Superset of JSON
 - Offers lists, associative arrays and scalars for structuring data
 - Enables cross-references between nodes
 - Hierarchies are realized by indentation

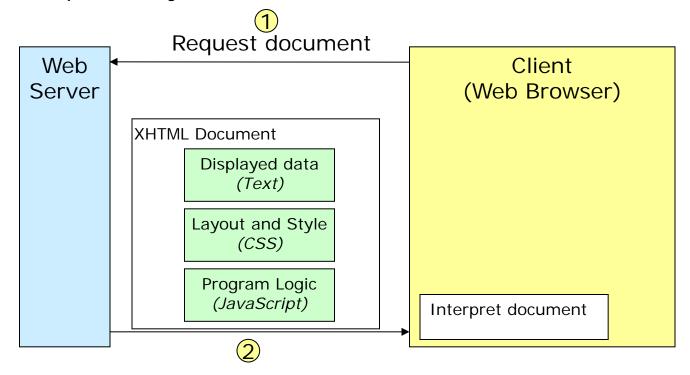
E.g. YAML list in block format

lectures:

- 'Internet and Web Applications'
- 'Distributed Systems'
- 'Mobile Communication and Computing'

Overview of interaction on the Web

- The Web is based on a classical client-server architecture
- Client fetches documents (addressed by an Uniform Resource Identifier) from the server using the Hypertext Transfer Protocol (HTTP)
- Documents may have different types of content (text, images, ...)
- Content of one document may consist of different sections interpreted by the client



Content type

- In order to find an appropriate interpreter program for received content on the client side the content's meta information specifies a content type (sometimes referred to as "media type" or "MIME type")
- Format:

Content-Type ":" type "/" subtype

- Examples:
 - Content-Type: application/xml (for general XML content)
 - Content-Type: video/mpeg (for MPEG encoded content)
 - Content-Type: image/jpeg (for JPEG encoded content)

Header part of received message

...

Content-Type: application/xml
Content-Length: 136713

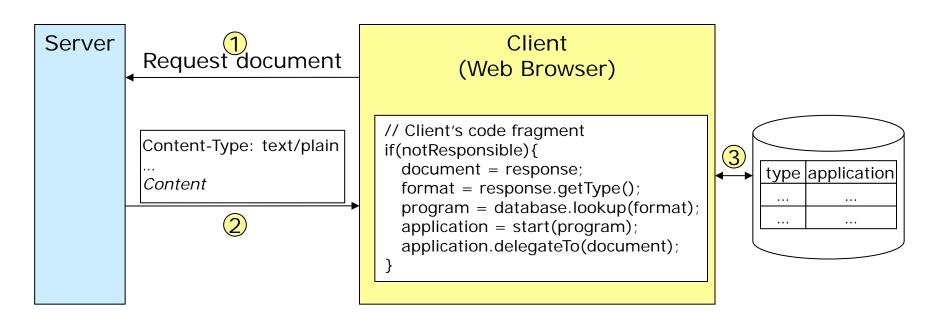
...

Content

Message received by a client

Content type

- Client manages data structure that maps known content types to responsible applications
- After the client has received a document it analyses the document's content type information
- If the client is not responsible for the type of content it looks up an appropriate application and initiates handling of the document by this application



JavaScript

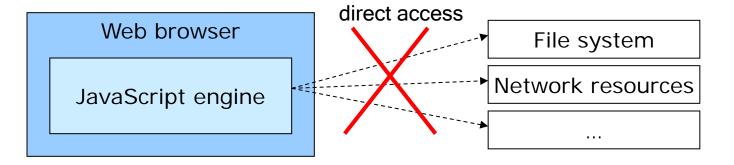
- JavaScript is an object based wide-spread script language (standardised under the name 'ECMAScript') often used for client-side execution
- May be embedded into (X)HTML documents or linked from them
- After the web browser has identified code segments it forwards them for execution to the JavaScript engine
- The result of execution might influence the original document's content or force an additional reaction (e.g. open new browser window)

JavaScript engine

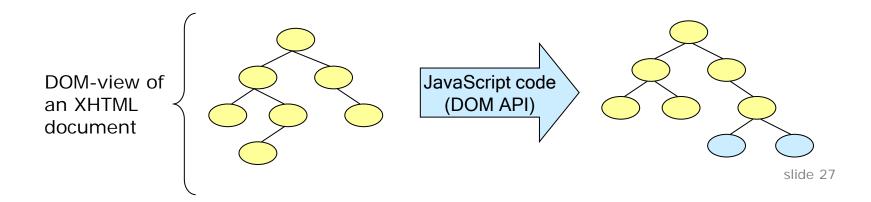
result

JavaScript

 Important security concept is the sandbox principle which permits script logic that is running inside the JavaScript engine access only to objects inside the browser per default

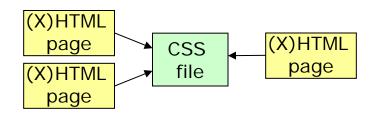


 Java Script is often used in combination with DOM leading to a dynamically changeable structure of an XHTML document



CSS

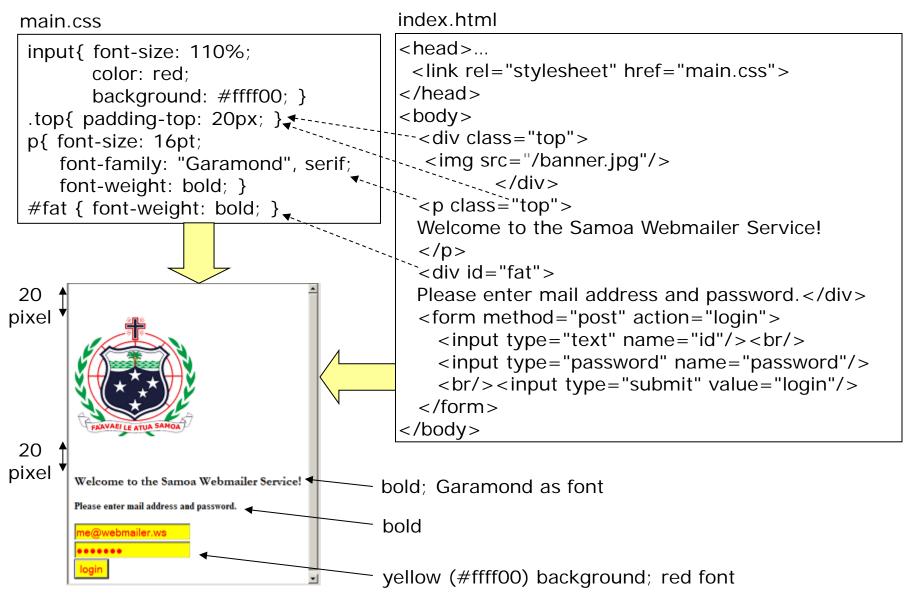
- Cascading Style Sheet language is a client-side language for defining layout of mark-up language elements
- Simplifies uniform design and its maintenance of web pages
- CSS description may be directly embedded into (X)HTML file or linked from it (e.g. link rel="stylesheet" href="main.css">)
- If style definitions are given as external file the layout of all associated (X)HTML pages can be changed by editing this single file



- The CSS file contains a number of selectors (e.g. (X)HTML tags or self defined names) whose properties are defined
- These selectors refer to elements of (X)HTML files (e.g. to tag with specific name or attribute)

```
Selector
{
property1: valuesX;
property2: valuesY;
...
}
```

CSS



References

Links at World Wide Web Consortium (W3C):

XML home http://www.w3.org/XML

XML Schema home http://www.w3.org/XML/Schema

XHTML 1.0 http://www.w3.org/TR/xhtml1/

XHTML 1.1 http://www.w3.org/TR/xhtml11/

HTML 5 http://www.w3.org/TR/2014/REC-html5-20141028/

DOM home http://www.w3.org/DOM/

Further Links

YAML-Spezifikation http://www.yaml.org/spec/1.2/spec.html

SAX home http://www.saxproject.org/

JavaScript https://developer.mozilla.org/en/About_JavaScript

at mozilla.org

Article about Web 2.0

http://oreilly.com/web2/archive/what-is-web-20.html