Web Services

1. HTPP refers to? (ans. Hyper Text Transfer Protocol)
2. It is used to define the identity of something on the web. It can represent a piece of an url. (ans URI) **Uniform Resource Identifier**
3. HTTP was developed by \_\_\_\_ and the \_\_\_\_\_. (ans. W3C & IETF)
4. HTTP typically runs on top of TCP/IP using TCP port \_\_\_ by default. (ans 80)

Choices: 70, 50, 90, 80

1. HTTPS typically runs on top of TCP/IP using TCP port \_\_\_ by default. (ans 443)

Choices: 441, 450, 455, 443

1. HTTP is based on \_\_\_\_\_\_\_ architecture. (ans client-server)

Choices: server-side , client side, client-server

1. MIME is a \_\_\_\_
2. It is a very small text file. (ans cookie)

Choices: cache, cookie,

1. HTTP Response Message \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_. (ans. Status line, response header, empty line and message body)

Choices: Get, Status line, trace, Response header, connect, empty line, message body

1. It is identical to GET, except the message body is not included in the response. (ans head)

Choices: Get, Head, Trace, Connect

1. It request the server to “echo” back to the client received request (ans. Trace)

Choices: Connect, Trace, Option. Get

1. It used Request the server to store the enclosed entity in the message under the specified request URI. (ans Put)

Choices: Head, Post, Put, Connect

1. It is used to reserved for tunneling proxy servers. (ans Connect)

Choices: Connect, Options, Post,Trace

1. It is used to request the server retrieval of the source identified by the request URI, the retrieve resource is returned in the message body as an entity. (ans GET)

Choices: Head, Put, Getm Trace

1. It is used to request the origin server accept the entity enclosed in the request as a new subordinate of the resource identified by the Request URI in the Request Line. (ans. Post)

Choice: Connect, Get, POst, Put

1. It is used to request the server to delete the resource identified by the request URI. (ans Delete)

Choices: Get, Head, Delete, Remove

1. The method that shared the Get, Head, Put and Delete property is \_\_\_\_\_\_. (ans. Idempotent Method)
2. General Header Fields have the following: Cache-control, connection, Trailer, Transfer-encoding, warning, \_\_\_\_\_, \_\_\_\_\_\_, \_\_\_\_\_\_\_, \_\_\_\_\_\_. (ans. Date, pragma,Upgrade, Via)

Choices: Accept, date,pragma, host, upgrade, via, expect

1. Response Header Fields have the following: Age, e-tag, Proxy-authenticate, retry-after, www-authenticate, \_\_\_\_, \_\_\_\_, \_\_\_\_, \_\_\_\_. (ans. Accept-range, location, server, vary)

Choices:if-range, Date, Accept-range, Allow, Location, Via, vary, warning, server)

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HTTP CODES

1. \_xx is a status Code for Redirection. (ans 3xx)

Choices: 1xx, 2xx,3xx, 4xx, 5xx

1. \_xx is a status Code for Succes. (ans 2xx)

Choices: 1xx, 2xx,3xx, 4xx, 5xx

1. \_xx is a status Code for Informational. (ans 1xx)

Choices: 1xx, 2xx,3xx, 4xx, 5xx

1. \_xx is a status Code for Server Error. (ans 5xx)

Choices: 1xx, 2xx,3xx, 4xx, 5xx

1. \_xx is a status Code for Client Error. (ans 4xx)

Choices: 1xx, 2xx,3xx, 4xx, 5xx

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TRUE OR FALSE

|  |  |
| --- | --- |
| **Informational** |  |
| 100 | \_\_\_\_\_\_\_(continue) |
| 1xx(101) | Switching protocols |
| 102 | Processing |

|  |  |
| --- | --- |
| **Success** |  |
| 200 | \_\_\_\_(OK) |
| 2xx(202) | created |
| 202 | Accepted |
| 203 | Non-Authorative Information |
| 2xx(204) | \_\_\_\_(no-content) |
| 205 | Reset Content |

|  |  |
| --- | --- |
| **Redirection** |  |
| 300 | Multiple choices |
| 301 | Move permanently |
| 302 | Found |
| 303 | See other |
| 3xx(304) | \_\_\_\_(not Modified) |
| 305 | Use Proxy |

|  |  |
| --- | --- |
| **Client –Error** |  |
| 4xx | Bad request |
| 401 | \_\_\_\_\_\_\_\_\_\_\_\_\_(unauthorized) |
| 402 | Payment required |
| 4xx | \_\_\_\_\_\_\_\_\_\_\_\_(Forbidden) |
| 4xx | conflict |

|  |  |
| --- | --- |
| Server Error |  |
| 5xx(500) | Internal server Error |
| 502 | \_\_\_\_\_\_\_\_\_\_\_\_\_(bad gateway) |
| 5xx(504) | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_(gateway timeout) |
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| --- | --- |
| Request Methods |  |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_(get) | **retrieve data from a server at the specified resource** |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_(post) | submit an entity to the specified resource, |
| \_\_\_\_\_\_\_\_\_\_\_\_\_(put) | replaces all current representations of the target resource with the request payload. |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_(delete) | **Remove the resource at the specified URL** |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_(head) | t identical to GET, **except without the response body** |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_(option) | describe the communication options for the target resource |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_(connect) | establishes a tunnel to the server identified by the target resource. |
| \_\_\_\_\_\_\_\_\_\_\_\_\_(trace) | performs a message loop-back test along the path to the target resource. |
| \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_(patch) | apply partial modifications to a resource. |