

Course: PHP from scratch

by Sergey Podgornyy

Introduction and basics of
networking



About me



Sergey Podgornyy

Full-Stack Web Developer



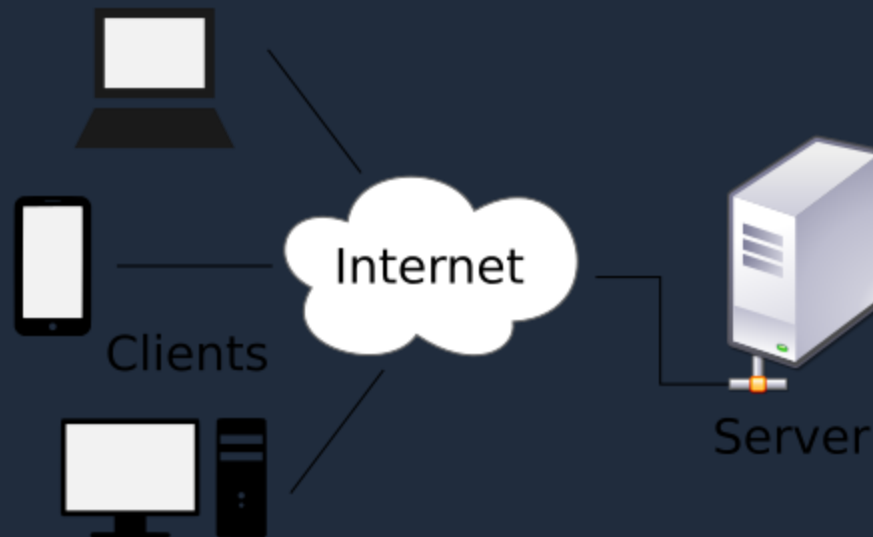
and



Agenda

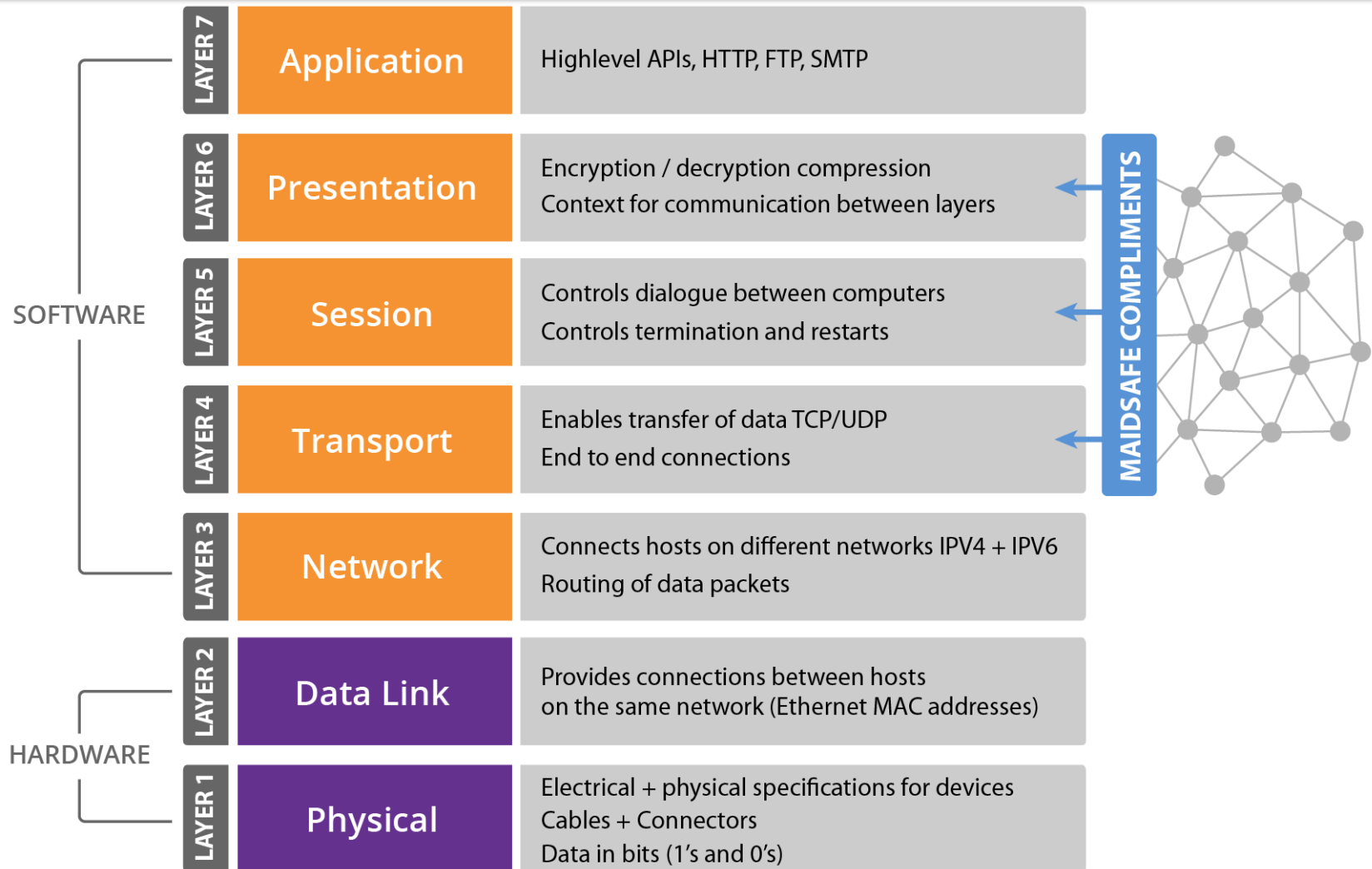
1. Internet, network basics. How web browsers work?
2. Client-Server Architecture. Local and remote servers
3. DNS, IP, ports and Sockets
4. Hostings
5. Useful utilities: `ipconfig`, `ping`, `tracert`, `netstat`
6. HTTP basics. Headers, methods, responses. Most common response statuses
7. What do we need for work?

Client–Server model



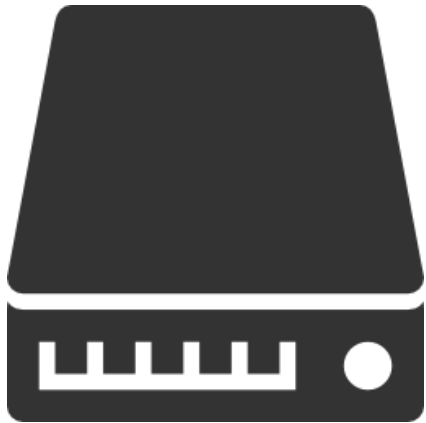
The *Client-Server* characteristic describes the relationship of cooperating programs in an application. The server component provides a function or service to one or many clients, which initiate requests for such services

OSI model



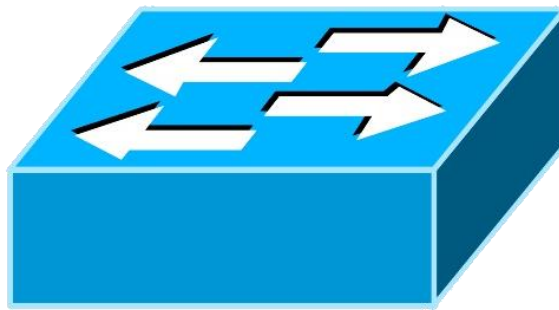
Low Level of OSI model

Hub



physical layer

Switcher



data link layer

Router



network layer

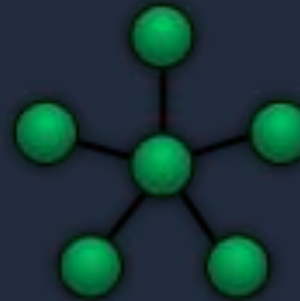
Network topologies



Ring



Mesh



Star



Fully Connected



Line



Tree



Bus

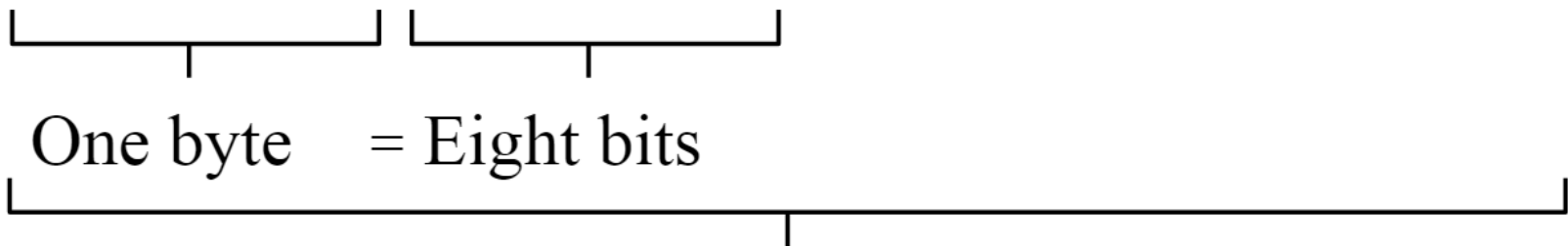
IP (IPv4)

An IPv4 address (dotted-decimal notation)

172 . 16 . 254 . 1



10101100 . 00010000 . 11111110 . 00000001



Thirty-two bits (4 x 8), or 4 bytes

Subnet mask

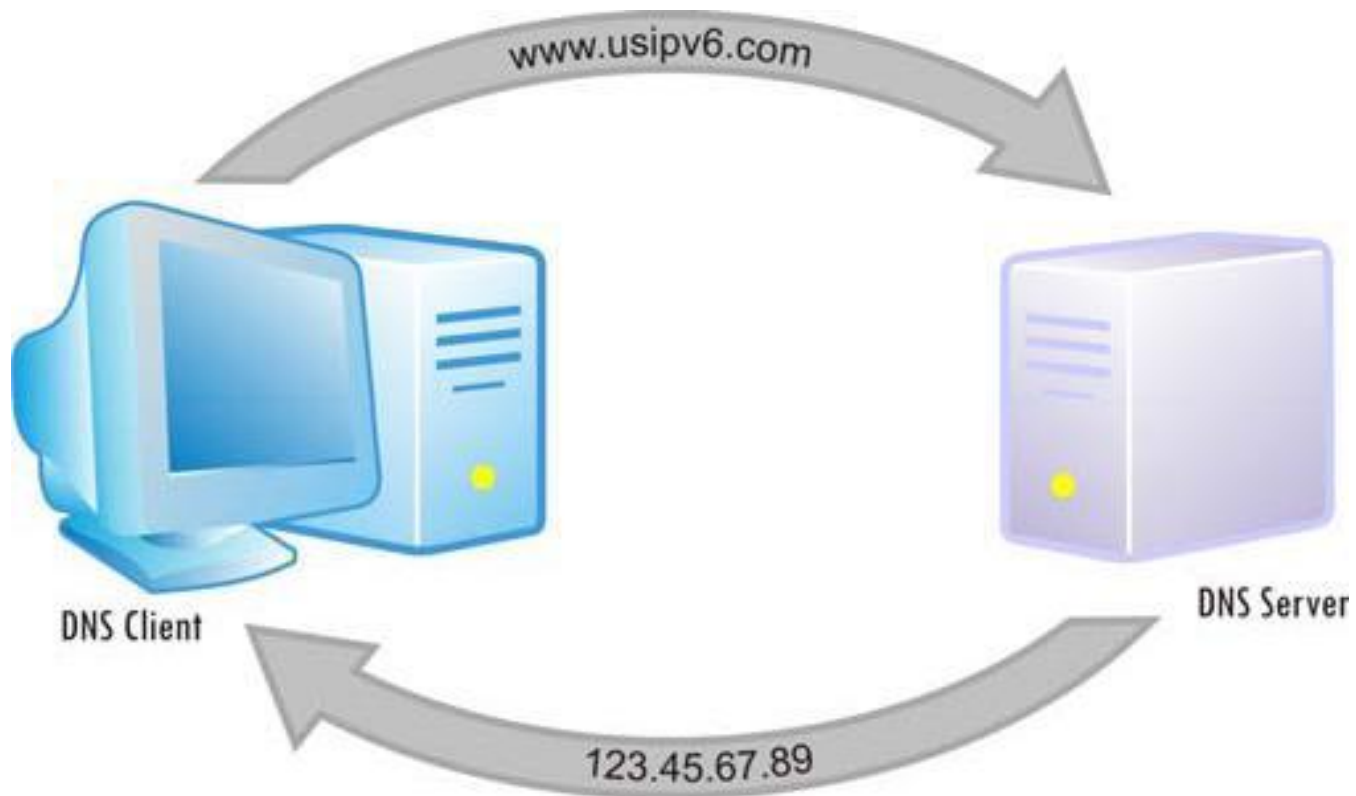
IP address	11000000 10101000 00000000	1 00000010	(192.168.1.2)
Subnet mask	11111111 11111111 11111111	0 00000000	(255.255.254.0)
Network address	11000000 10101000 00000000	0 00000000	(192.168.0.0)

Private network

RFC1918 name	IP address range	number of addresses	largest CIDR block (subnet mask)	host id size	mask bits
24-bit block	10.0.0.0 - 10.255.255.255	16,777,216	10.0.0.0/8 (255.0.0.0)	24 bits	8 bits
20-bit block	172.16.0.0 - 172.31.255.255	1,048,576	172.16.0.0/12 (255.240.0.0)	20 bits	12 bits
16-bit block	192.168.0.0 - 192.168.255.255	65,536	192.168.0.0/16 (255.255.0.0)	16 bits	16 bits

DNS

Domain Name System



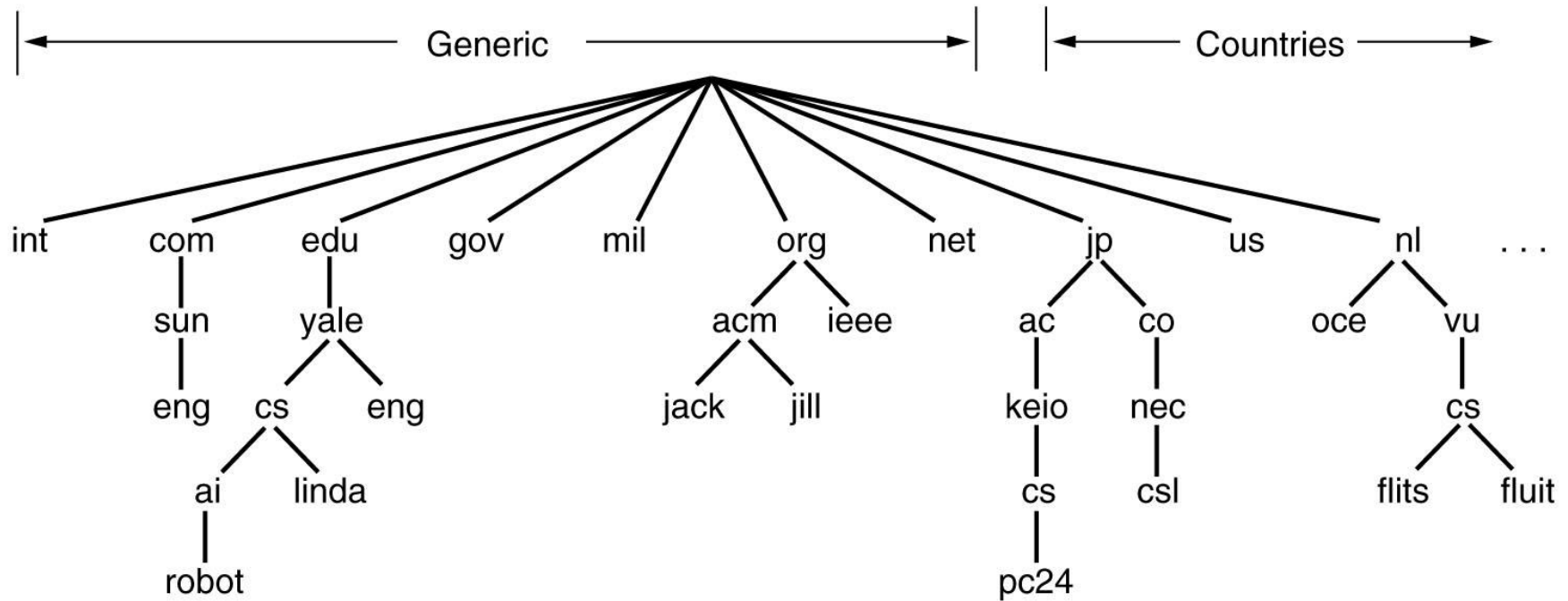
Protocols

- **HTTP** – Hyper Text Transfer Protocol
- **TCP** - Transmission Control Protocol
- **UDP** - User Datagram Protocol
- **IP** - Internet Protocol



http://

Domains



Host & Hosting



Web Server

A web server is a computer system that processes requests via HTTP, the basic network protocol used to distribute information on the World Wide Web



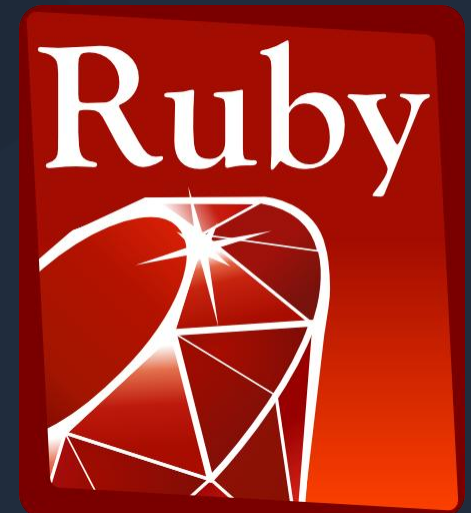
Server-Side languages



Microsoft®
.NET



python



Utilities

- **ipconfig**

console application that displays all current TCP/IP network configuration values

- **ping**

utility used to test the reachability of a host on an Internet Protocol (IP) network

- **tracert (tracert)**

tool for displaying the route (path) and measuring transit delays of packets across an Internet Protocol (IP) network

- **netstat**

network utility tool that displays network connections for the TCP, routing tables, and a number of network interface and network protocol statistics

HTTP Request

Every HTTP Request consist:

- Request string with method and HTTP version specified
- Request Headers
- An empty line
- Request Body

<Method> <URI> HTTP / <version>

GET http://example.com/index.html HTTP/1.1

Request methods

HTTP defines methods to indicate the desired action to be performed on the identified resource

- **GET**
- **HEAD**
- **POST**
- **PUT**
- **DELETE**
- **TRACE**
- **OPTIONS**
- **CONNECT**
- **PATCH**

Request

```
GET /wiki/HTTP HTTP/1.1
Host: uk.wikipedia.org
User-Agent: firefox/5.0 (Linux; Debian 5.0.8;
en-US; rv:1.8.1.7) Gecko/20070914
Firefox/2.0.0.7
Connection: close
```

Request body

Response statuses

- **1xx** Informational
- **2xx** Success
- **3xx** Redirection
- **4xx** Client Error
- **5xx** Server Error

Most popular statuses

- **200 OK**
- **301 Moved Permanently**
- **400 Bad Request**
- **401 Unauthorized**
- **403 Forbidden**
- **404 Not Found**
- **405 Method Not Allowed**
- **408 Request Timeout**
- **500 Internal Server Error**
- **502 Bad Gateway**
- **504 Gateway Timeout**

HTTP Response

The response message consists of the following:

- A status line which includes the status code and reason message
- Response header fields
- An empty line
- An optional message body

Most common Response fields

- **Server** - A name for the server
`Server: Apache/2.4.1 (Unix)`
- **Last-Modified** - The last modified date for the requested object
`Last-Modified: Tue, 15 Nov 1994 12:45:26 GMT`
- **Content-Length** - The length of the response body in octets
`Content-Length: 348`
- **Content-Type** - The MIME type of this content
`Content-Type: text/html; charset=utf-8`
- **Date** - The date and time that the message was sent
`Date: Tue, 15 Nov 1994 08:12:31 GMT`

Start built-in server



```
php -S localhost:8000 [ -t public/ ]
```


IDE vs text editor



Development environment



Highly not recommended

Useful resources

- <https://habrahabr.ru/post/307252/>
- https://en.wikipedia.org/wiki/OSI_model
- [https://en.wikipedia.org/wiki/Hypertext Transfer Protocol#Request methods](https://en.wikipedia.org/wiki/Hypertext_Transfer_Protocol#Request_methods)
- [https://en.wikipedia.org/wiki/List of HTTP status codes](https://en.wikipedia.org/wiki/List_of_HTTP_status_codes)
- [https://en.wikipedia.org/wiki/List of HTTP header fields#Request fields](https://en.wikipedia.org/wiki/List_of_HTTP_header_fields#Request_fields)

Thanks for your attention

Q & A

