



TECHNICAL UNIVERSITY OF MOLDOVA  
FACULTY OF COMPUTERS, INFORMATICS AND MICROELECTRONICS  
DEPARTMENT OF SOFTWARE ENGINEERING AND AUTOMATION

WEB PROGRAMMING  
LABORATORY WORK #2

---

# HTTP, CACHING AND CONTENT NEGOTIATION

---

*Author:*  
Daniela AFTENI  
std. gr. FAF-203

*Supervisor:*  
Alexei ȘERȘUN

Chișinău 2023

# 1 Task

The task for this lab is:

1. You have to write a command line program, using [go2web](go2web) executable as a starting point;
2. The program should implement at least the following, as in the Listing 1:

```
1 go2web -u <URL>
2 # make an HTTP request to the specified URL and print the response
3
4 go2web -s <search-term>
5 # make an HTTP request to search the term using your favorite search engine and print
   top 10 results
6
7 go2web -h
8 # show this help
```

Listing 1: Main tasks

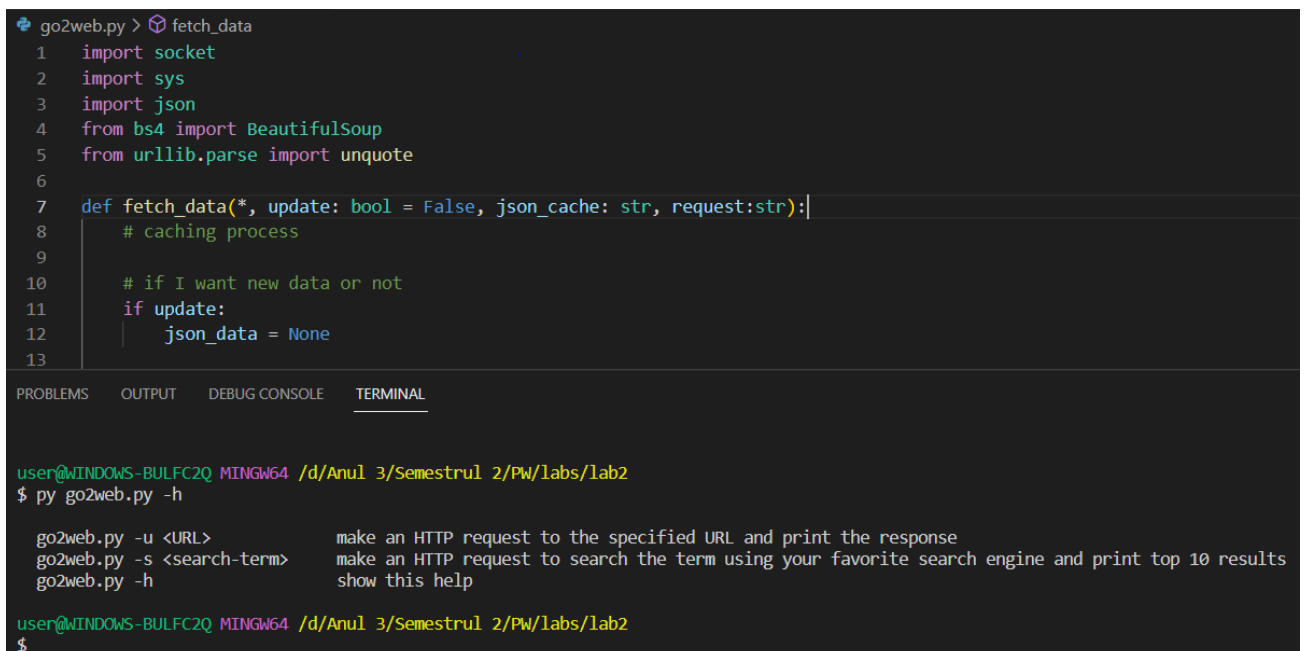
3. The responses from request should be human-readable (e.g. no HTML tags in the output).

## 2 Results

To implement this laboratory work, I made sure that in python there are right tools as CLI parser, HTML/JSON parser and support for TCP sockets.

In the laboratory work nr. 2 have been realised: executable with ‘-u’ and ‘-s’, results/links from search engine can be accessed, implementation of HTTP request redirects and HTTP cache mechanism.

In the Figure 4 is represented the help option that consists just of printing in a right form of the commands that were described in the readme file.



The screenshot shows a code editor with a dark theme. The top part displays the code for go2web.py, which includes imports for socket, sys, json, BeautifulSoup, and urllib.parse. It defines a function fetch\_data that takes arguments for update, json\_cache, and request. The bottom part shows the terminal output of the command 'py go2web.py -h', which displays the help text for the program, including the usage for -u, -s, and -h flags.

```
go2web.py > fetch_data
1 import socket
2 import sys
3 import json
4 from bs4 import BeautifulSoup
5 from urllib.parse import unquote
6
7 def fetch_data(*, update: bool = False, json_cache: str, request:str):|
8     # caching process
9
10    # if I want new data or not
11    if update:
12        json_data = None
13
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

user@WINDOWS-BULFC2Q MINGW64 /d/Anu1 3/Semestrul 2/PW/labs/lab2
$ py go2web.py -h

go2web.py -u <URL>          make an HTTP request to the specified URL and print the response
go2web.py -s <search-term>  make an HTTP request to search the term using your favorite search engine and print top 10 results
go2web.py -h               show this help

user@WINDOWS-BULFC2Q MINGW64 /d/Anu1 3/Semestrul 2/PW/labs/lab2
$
```

Figure 1: "go2web.py -h"

The next is Figure 2, which determines the searching a term option. There can be seen as well and the HTTP caching mechanism. The number of represented links is around 10, that can be accessed by clicking on it.

This process is defined by calling a function, that is responsible for it. Firstly, that we do is determine the connection by connecting to "www.google.com" at port 80 (main port), then comes the caching process (which is going to be discussed a bit later). Due to caching we will get response data and then start the web scraping [1], by extracting specific elements from the html. For this implementation there were used BeautifulSoup [2] and unquote.

```
go2web.py > fetch_data
1  import socket
2  import sys
3  import json
4  from bs4 import BeautifulSoup
5  from urllib.parse import unquote
6
7  def fetch_data(*, update: bool = False, json_cache: str, request:str):|
8      # caching process
9
10     # if I want new data or not
11     if update:
12         json_data = None
13
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL

user@WINDOWS-BULFC2Q MINGW64 /d/Anul 3/Semestrul 2/PW/labs/lab2
$ py go2web.py -s europe
No local cache found, the error being: ([Errno 2] No such file or directory: 'cache.json')
Hey, fetching new json data, by creating local cache
GET /search?q=europe HTTP/1.1
Host: www.google.com

Europe - Wikipedia
https://en.wikipedia.org/wiki/Europe

Europe | History, Countries, Map, & Facts - Encyclopedia Britannica
https://www.britannica.com/place/Europe

Countries of Europe - Nations Online Project
https://www.nationsonline.org/oneworld/europe.htm

Your gateway to the EU, News, Highlights | European Union
https://european-union.europa.eu/index_en

Easy to read - about the EU | European Union
https://european-union.europa.eu/easy-read_en
```

Figure 2: "go2web.py -s <search-term>"

Regarding the HTTP caching mechanism, there was used another function that initially needs a json file to store the cached. After that, in the fetching function we open the file json and read it, and if we do have json data and it was locally cached, then we are going to use it instead our new request. In case when we send the request for the first time and the cache.json is not created, we are going to get some errors (that shows us that we don't have local cache) and create this file and

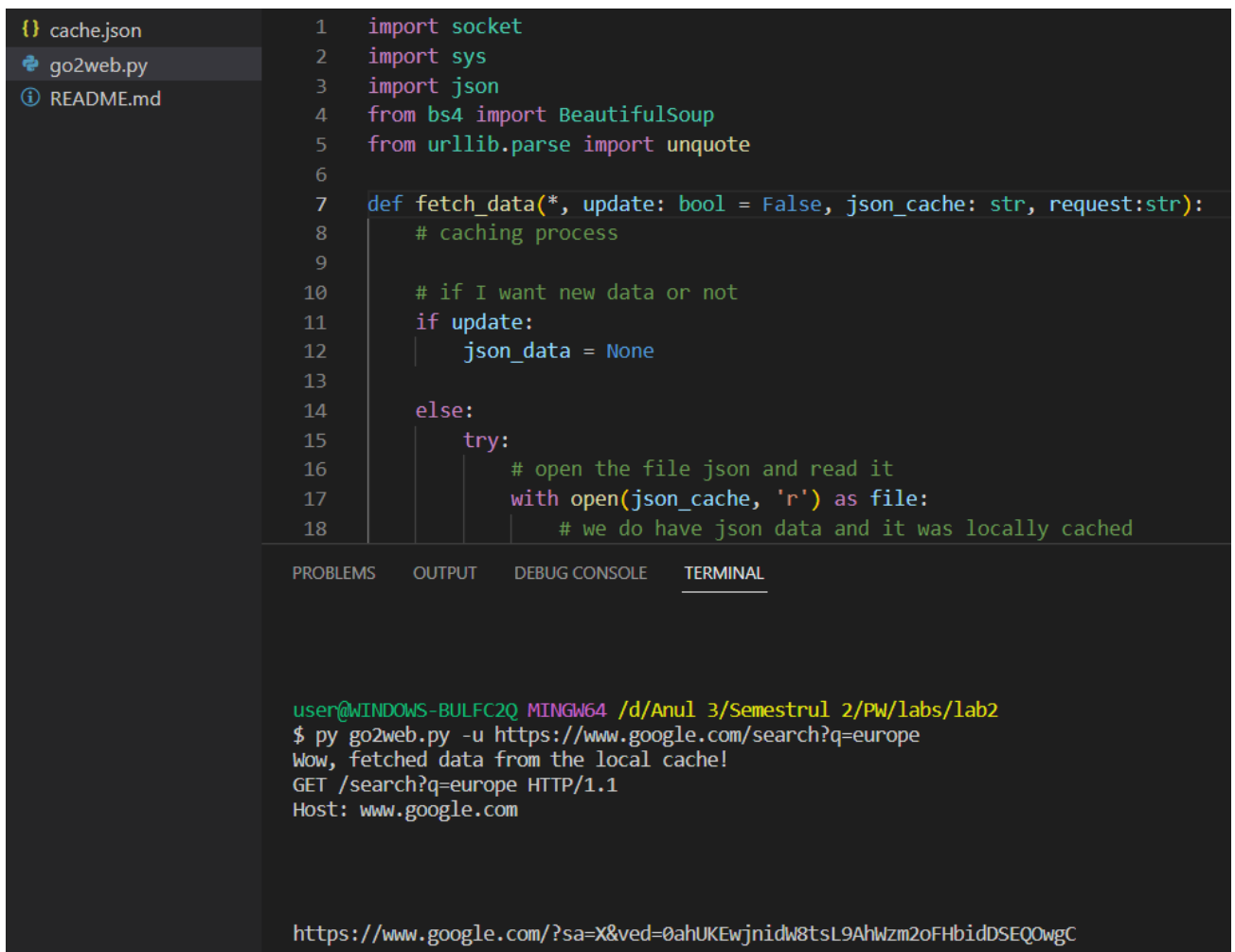
store the request. Basically, if there is no json data, then we will write this cache file, by inserting in it, as it is shown in the Figure 3.

```
$ py go2web.py -s europe
No local cache found, the error being: ([Errno 2] No such file or directory: 'cache.json')
Hey, fetching new json data, by creating local cache
GET /search?q=europe HTTP/1.1
Host: www.google.com
```

Figure 3: Fetching new data by creating local cache

The last option is shown in Figure 4, Figure 5 and in Figure 6, which is related to the searching process by a specific URL. There are represented a lot of links, that can be accessed as well by clicking on it.

This process is defined by calling a function, that is responsible for it. Firstly, that we do is determine the connection by connecting to the host, "www.google.com" at port 80 (main port) as well as building the request inserting in it the host and path (path is /search?q=europe, and host is www.google.com). Then comes as well as in the searching term process, the caching (which is going to be discussed a bit later). Due to caching we will get response data and then start the web scraping, by extracting specific elements from the html. We get rid of any styles, heads and scripts using BeautifulSoup and work with descendants, so as to get from our child the links that we need.



```
{} cache.json
go2web.py
README.md

1 import socket
2 import sys
3 import json
4 from bs4 import BeautifulSoup
5 from urllib.parse import unquote
6
7 def fetch_data(*, update: bool = False, json_cache: str, request:str):
8     # caching process
9
10    # if I want new data or not
11    if update:
12        json_data = None
13
14    else:
15        try:
16            # open the file json and read it
17            with open(json_cache, 'r') as file:
18                # we do have json data and it was locally cached
19
20
21
22
23
24
25
26
27
28
29
30
31
32
33
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50
51
52
53
54
55
56
57
58
59
60
61
62
63
64
65
66
67
68
69
70
71
72
73
74
75
76
77
78
79
80
81
82
83
84
85
86
87
88
89
90
91
92
93
94
95
96
97
98
99
100
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

```
user@WINDOWS-BULFC2Q MINGW64 /d/Anul 3/Semestrul 2/PW/labs/lab2
$ py go2web.py -u https://www.google.com/search?q=europe
Wow, fetched data from the local cache!
GET /search?q=europe HTTP/1.1
Host: www.google.com

https://www.google.com/?sa=X&ved=0ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQ0wgC
```

Figure 4: "go2web.py -u <URL>" part 1

```

1 import socket
2 import sys
3 import json
4 from bs4 import BeautifulSoup
5 from urllib.parse import unquote
6
7 def fetch_data(*, update: bool = False, json_cache: str, request:str):
8     # caching process
9
10    # if I want new data or not
11    if update:
12        json_data = None

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

Toate  
[https://www.google.com/search?q=europe&ie=UTF-8&source=lnms&tbm=isch&sa=X&ved=0ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQ\\_AUIBigB](https://www.google.com/search?q=europe&ie=UTF-8&source=lnms&tbm=isch&sa=X&ved=0ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQ_AUIBigB)

Imagini  
[https://www.google.com/search?q=europe&ie=UTF-8&source=lnms&tbm=nws&sa=X&ved=0ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQ\\_AUIBygC](https://www.google.com/search?q=europe&ie=UTF-8&source=lnms&tbm=nws&sa=X&ved=0ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQ_AUIBygC)

Știri  
[https://www.google.com/search?q=europe&ie=UTF-8&source=lnms&tbm=vid&sa=X&ved=0ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQ\\_AUICcGD](https://www.google.com/search?q=europe&ie=UTF-8&source=lnms&tbm=vid&sa=X&ved=0ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQ_AUICcGD)

Videoclipuri  
[https://www.google.com/search?q=europe&ie=UTF-8&source=lnms&tbm=bks&sa=X&ved=0ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQ\\_AUICSGE](https://www.google.com/search?q=europe&ie=UTF-8&source=lnms&tbm=bks&sa=X&ved=0ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQ_AUICSGE)

Cărți  
[https://www.google.com/advanced\\_search](https://www.google.com/advanced_search)

Instrumente de căutare

Orice limbă

Figure 5: "go2web.py -u <URL>" part 2

```

1 import socket
2 import sys
3 import json
4 from bs4 import BeautifulSoup
5 from urllib.parse import unquote
6
7 def fetch_data(*, update: bool = False, json_cache: str, request:str):
8     # caching process
9
10    # if I want new data or not
11    if update:
12        json_data = None

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

Countries of Europe - Nations Online Project  
[www.nationsonline.org/theworld/europe](https://www.nationsonline.org/theworld/europe)  
 Europe is the second-smallest continent, and it could be described as a large peninsula or as a subcontinent. Europe is the western portion of the Eurasian ...  
[https://www.google.com/url?q=https://european-union.europa.eu/index\\_en&sa=U&ved=2ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQFnoECAUQAg&usg=AOvVaw1jFcf4oZDqe1i2jjhYwaa9](https://www.google.com/url?q=https://european-union.europa.eu/index_en&sa=U&ved=2ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQFnoECAUQAg&usg=AOvVaw1jFcf4oZDqe1i2jjhYwaa9)

Your gateway to the EU, News, Highlights | European Union  
[european-union.europa.eu/index\\_en](https://european-union.europa.eu/index_en)  
 Discover how the EU functions, its principles, priorities; find out about its history and member countries; learn about its legal basis and your EU rights.  
[https://www.google.com/url?q=https://european-union.europa.eu/easy-read\\_en&sa=U&ved=2ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQFnoECAUQAg&usg=AOvVaw1jFcf4oZDqe1i2jjhYwaa9](https://www.google.com/url?q=https://european-union.europa.eu/easy-read_en&sa=U&ved=2ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQFnoECAUQAg&usg=AOvVaw1jFcf4oZDqe1i2jjhYwaa9)

Easy to read - about the EU | European Union  
[european-union.europa.eu/easy-read\\_en](https://european-union.europa.eu/easy-read_en)  
 The European Union is a group of 27 countries in Europe. ... In the beginning, only 6 countries in Europe started working together:.  
<https://www.google.com/url?q=https://www.theguardian.com/world/europe-news&sa=U&ved=2ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQFnoECAUQAg&usg=AOvVaw1jFcf4oZDqe1i2jjhYwaa9>

Europe | The Guardian  
[www.theguardian.com/world/europe-news](https://www.theguardian.com/world/europe-news)  
 Latest Europe news, comment and analysis from the Guardian, the world's leading ... A series that takes a pan-European lens to explain the challenges that ...  
<https://www.google.com/url?q=https://www.worldometers.info/geography/how-many-countries-in-europe/&sa=U&ved=2ahUKEwjnidw8tsL9AhWzm2oFHbidDSEQFnoECAUQAg&usg=AOvVaw1jFcf4oZDqe1i2jjhYwaa9>

How many countries in Europe? - Worldometer  
[www.worldometers.info/geography/how-many-countries-in-europe/](https://www.worldometers.info/geography/how-many-countries-in-europe/)  
 There are 44 countries in Europe today, according to the United Nations. The full list is shown in the table below, with current population and subregion ...

Activate Windows  
 Go to Settings to activate Windows.

Figure 6: "go2web.py -u <URL>" part 3

There can be easily seen the implementation of HTTP request redirects, which gives us responses from different sections as: images, news, video, books, information, urls. As well we receive specific articles in english, in romanian and other languages. At the end we receive a lot of long urls that are related to the searched url, but is not exact like it.

Here, regarding the HTTP caching mechanism, there was used the same function that initially needs a json file to store the cached. In this case, we requested the same information (about Europe),

thus in the fetching function we open the file cache.json and read it, and if we do have json data and it was locally cached, then we are going to use it instead our new request, as it is shown in the Figure 7.

```
user@WINDOWS-BULFC2Q MINGW64 /d/Anu1 3/Semestrul 2/PW/labs/lab2
$ py go2web.py -u https://www.google.com/search?q=europe
Wow, fetched data from the local cache!
GET /search?q=europe HTTP/1.1
Host: www.google.com
```

Figure 7: Fetched data from the local cache

In Figure 8 is represented that the urls can be accessed.

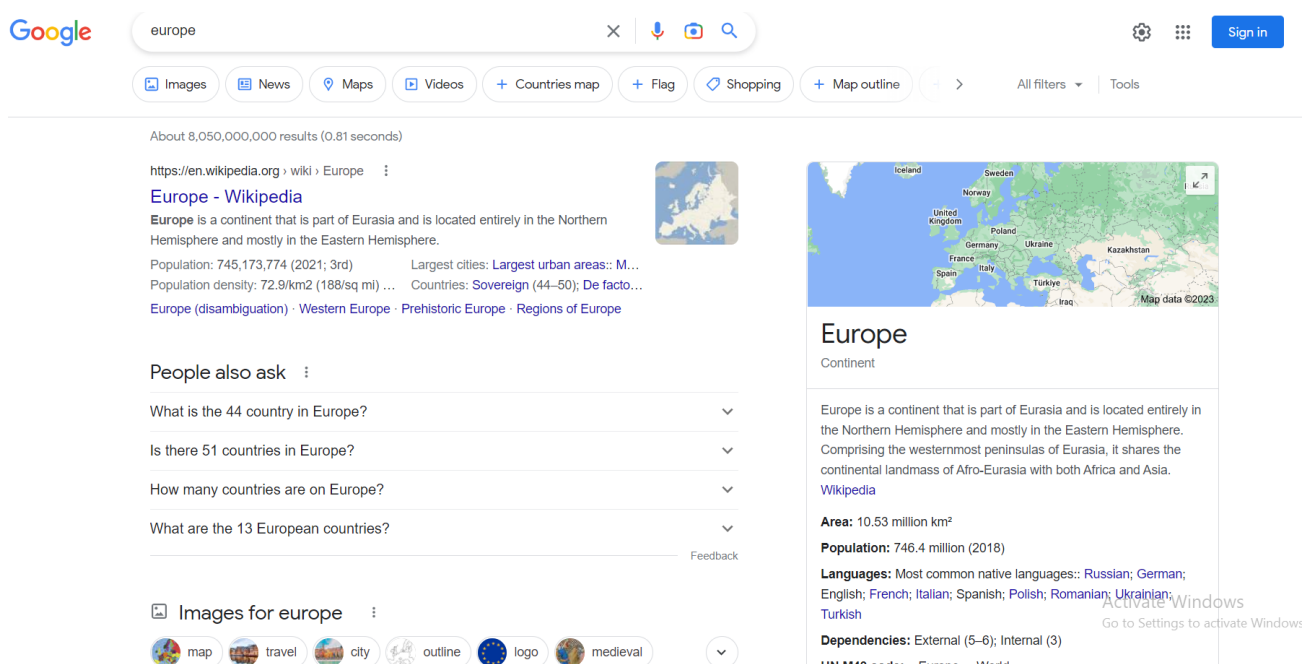


Figure 8: Accessed url

### 3 Conclusion

Due to this laboratory work, I practiced building and working with HTTP requests, as well with parsing HTML responses. I was also able to implement HTTP caching mechanism. Thus I learned about new libraries that helped a lot in parsing process and considerably eased the creation of structured final output.

### References

- [1] Beautiful Soup 4 Tutorial 1 - Web Scraping With Python, <https://www.youtube.com/watch?v=gRLHr664tXA>  
Accessed on February 18, 2023.
- [2] Beautiful Soup Documentation, <https://www.crummy.com/software/BeautifulSoup/bs4/doc/>  
Accessed on February 25, 2023.