Web Development

Technical Summer School 2019, IIT Bombay – Parth Patil

Part 1 – Introduction to the Web and HTML

Parth Patil

Undergraduate, Electrical Engineering

Django, Angular, Node.js, REST, ROS, GTK, Android Studio, ...

Python, C++, HTML, JS/TS, Java ...

Prerequisites

- Basic Hardware
- Desktop OS Windows, GNU/Linux or macOS
- Python
- Web Browser Mozilla Firefox or Google Chrome
- Code Editor Notepad++, VS Code, Sublime etc.
- Basics of Programming CS101

What is the Web?

- What we see in a Web Browser!
- HTML not really
- A set of documents connected to each other.
- A system of **Internet servers** that support specially formatted documents, supporting links to other documents as well as graphics, audio and video files.
- Are Web and Internet synonymous? No!

What is the Internet?

- A lot of connected devices a network which talk to each other
- A <u>global</u> computer network providing a variety of information and communication facilities, consisting of <u>interconnected networks</u> using standardized communication protocols

The Seven Layers of OSI*

- 1. Physical Layer
- 2. Link Layer
- 3. Network Layer
- 4. Transport Layer
- 5. Session Layer
- 6. Presentation Layer
- 7. Application Layer

The Network Layer

- Addressing (IPV4/IPV6)
- Routing
- Path Planning

Internet Protocol

- What is a protocol standardized communication
- Headers and body of <u>packets</u>
- Protocol used by the network layer
- Each device has a unique **IP Address** like your postal address
- 32-bits xxx.xxx.xxx (in IPv4)
- Best effort

The Network Layer

- $\mathbf{A} \rightarrow \mathbf{B} \mathbf{A}$ and \mathbf{B} can talk we already have this
- $A \rightarrow B$... C
- $A \rightarrow B$... $B \rightarrow C$
- \bullet A \rightarrow B ... B \rightarrow C ... A \rightarrow C
- What if D comes up? ${}^{4}C_{2} = 6$
- Eventually ... ${}^{50}C_2 = 1225$... ${}^{300}C_2 = 44850$

Relaying Information

- $A \rightarrow B \rightarrow C \rightarrow D$
- Or maybe $A \leftarrow B \rightarrow C, D$
- Routers devices designed for this **B**
- Switches Layer 2

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The Transport Layer

- Flow Control
- Error Control
- Congestion control
- Order of receiving multiple paths of communication

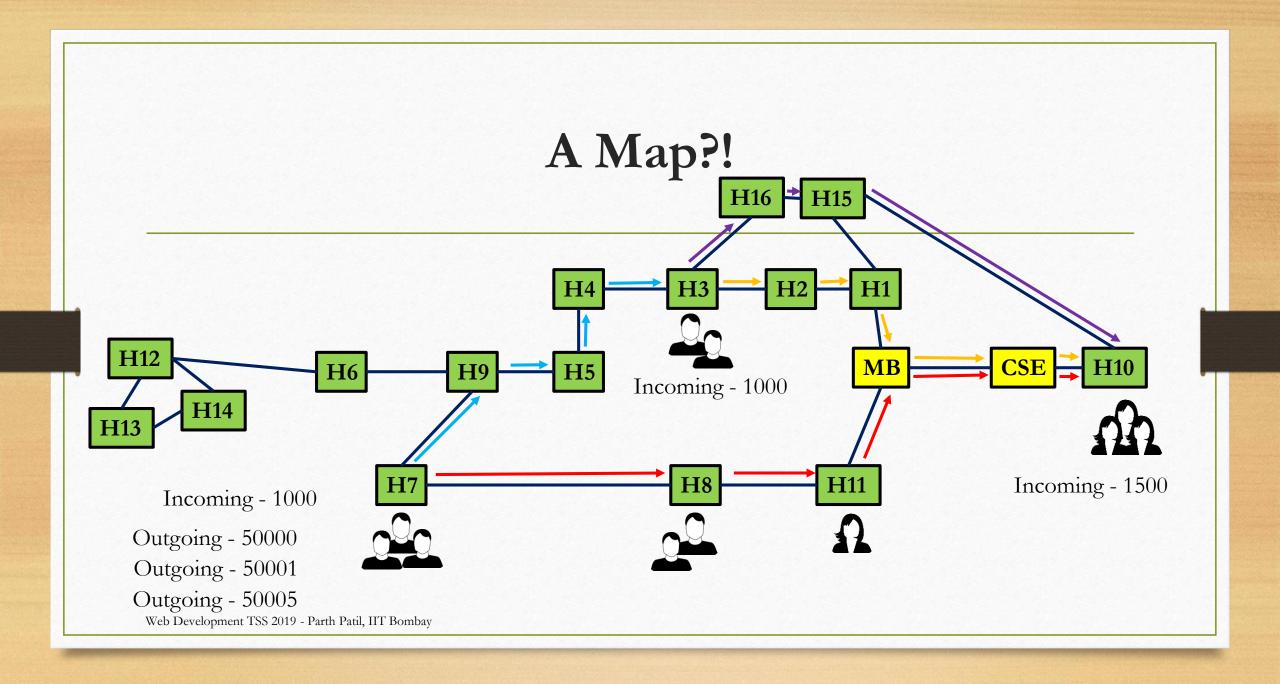
Transmission Control Protocol

- Built into Operating Systems with standards
- Performs error detection/correction
- Ensures correct ordering of data
- Allows multiple applications to communicate with **Ports**

Port

- 16-bit number 0 to 65535
- Outgoing and incoming ports
- Can receive multiple connections on one port
- 4-tuple identifying a unique connection
 - IP Address of A
 - Port of A
 - IP Address of B
 - Port of B

An Analogy



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The Application Layer

- Multiple protocols like HTTP, FTP etc.
- **HTTP** Hypertext Transfer Protocol
 - Can transfer any type of content
 - Primarily for text Hypertext i.e. with Hyperlinks
 - Protocol takes care of only transferring data
 - Understood by Web Browsers
 - Not the same as HTML HTML is usually transferred over HTTP

HyperText Transfer Protocol

- Headers
 - What is being transferred URL
 - Size of content
 - Type of file MIME* type
 - Extra information related to server
 - Extra information related to content
- Body
 - Actual contents of the file the message

Uniform Resource Locator

- Reference to a **web** resource that specifies its location on a computer network
- Usually used with HTTP
- Send as part of HTTP header when requesting a resource

Uniform Resource Locator

- scheme://authority/path?query#fragment authority = userinfo@host:port
- scheme usually http, can be ftp etc.
- path path of resource we want known
- port is usually (and defaults to) 80
- query for passing extra information

Uniform Resource Locator

- http://www.iitb.ac.in/newacadhome/timetable.jsp
 - http:// → using Hypertext Transfer Protocol
 - www.iitb.ac.in → authority
 - port not specified → 80
 - "resolves" (see DNS) to an IP like 10.102.1.111
 - newacadhome/timetable.jsp → path
 - No query or fragment specified
- Server sends a response with the requested page

Web Browser

- Takes in a URL and makes an HTTP request for you
- Receives the content and understands it
- Displays it to the user
- Allows the user to interact with the received content
- Makes more requests

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HyperText Markup Language

- A markup language is a system for **annotating** a document in a way that is **syntactically distinguishable** from the text
- Hypertext Markup Language is the standard markup language for creating web pages and web applications
- HTML elements are the building blocks of HTML pages
- Represented by tags

HTML Tags

- HTML tags label pieces of content such as "heading", "paragraph", "table", and so on
- Browsers do not display the HTML tags, but use them to render the content of the page
- For example
 - **** Make the text bold
 - **-** Begin a new paragraph
- Closed as </tag> e.g. This is bold
- Just syntax

Basic HTML Skeleton

<a>> and

•image.jpg indicates same path as the open page

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•img has no end tag

Tag nesting

```
Coffee
Tea
Milk

       Unordered List
       List Item
       Ordered List
```

- Coffee
- Tea
- Milk

List of common tags (Non-exhaustive)

- <html> HTML document
- <body> Main body
- <h1> Biggest heading, <h2>, <h3> are progressively smaller
- Bold text
- <a> Hyperlink
- Image no end tag
- <button> Button!
- <div> Division
- Paragraph
-
 Line Break no end tag
- Preformatted texT

