**DCN- THEORY**

**2.2.2 PERSISTANCE AND NON-PERSISTANC CONNECTION**

A nonpersistent connection is the one that is closed after the server sends the requested object to the client. In other words, the connection is used exactly for one request and one response.

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A persistent connection (HTTP persistent connection) is a network communication channel that remains open for further HTTP requests and responses rather than closing after a single exchange. ... Persistent connections can also be used with APIs to enable servers to push data to clients

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1) Although HTTP uses persistent connections in its default mode, HTTP clients and servers can be configured to use non-persistent connections instead

2)80, which is the default port number for HTTP

3)Associated with the TCP connection,

there will be a socket at the client and a socket at the server

4)The HTTP client sends an HTTP request to the HTTP Server

5)The HTTP server process tells TCP to close the TCP connection. (But TCP doesn’t actually terminate the connection until it knows for sure that the client has received the response message intact.

6)HTTP has nothing to do with how a Web page is interpreted by a client. The HTTP specifications ([RFC 1945] and [RFC 2616]) define only the communication protocol between the client HTTP program and the server HTTP program.

7) each TCP connection is closed after the server sends the object—the connection does not persist for other objects. Note that each TCP connection transports exactly one request message and one response message

8)most browsers open 5 to 10 parallel TCP connections, and each of these connections

handles one request-response transaction

9)round-trip time (RTT), which is the time it takes for a small packet to travel from

client to server and then back to the client. The RTT includes packet-propagation delays, packetqueuing delays in intermediate routers and switches, and packet-processing delays

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