

Networks project

Web browser



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Introduction:

Our web browser is a software application that is used to access and view websites and other online content on the internet. It is an essential tool for anyone who uses the internet, whether for work, entertainment, or communication. A web browser provides a graphical user interface that allows users to enter URLs or search terms and navigate between web pages using hyperlinks and other navigation tools.

The project is a simple web browser application built using Python and the tkinter library for the user interface, and the cefpython3 library for rendering web pages.

The code imports several modules including datetime, tkinter, messagebox, urlopen, cefpython as cef, sys, PIL, socket, and urlparse.

Operation:

Our web browser operates in a simple manner. It takes the input from the user, then parses it into the right http format (ex. If 'http' or 'www.' was not written our browser will assume that the user wrote it and will work perfectly), after that it creates the request and sends it to the server host. Finally it receives the html file, saves it, and displays it to the user.

Features:

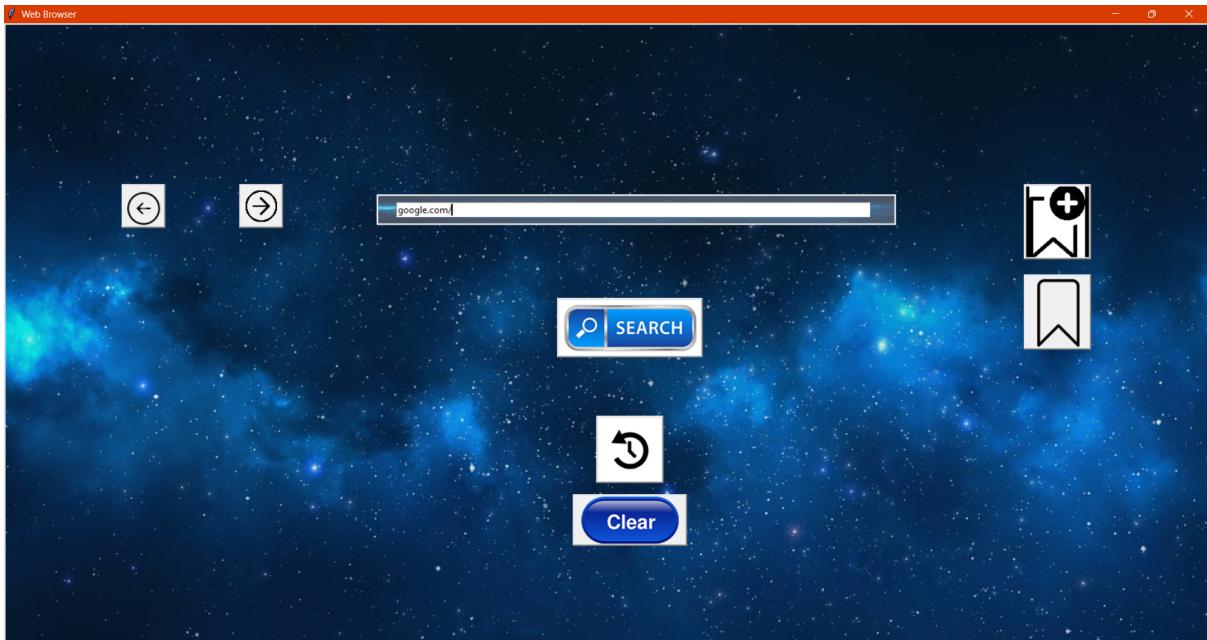
Our browser also supports other functions to make web browsing more comfortable, and an easy experience such as go back, go forward, history manager to keep your bookmarks.

Future ideas:

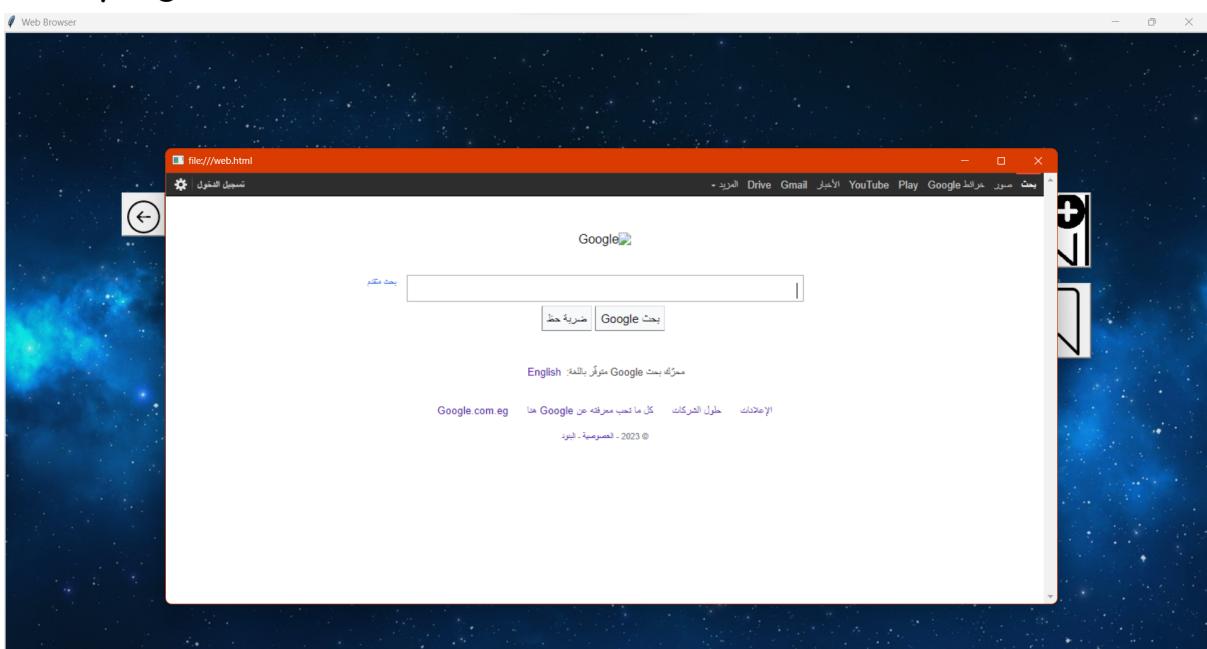
Our browser's journey will not end here(^_~), there are going to be some updates regarding quality and features. We are planning to make more features like downloading files, streaming, adding tabs, handling Https and other protocols and much more.

Screen shots :

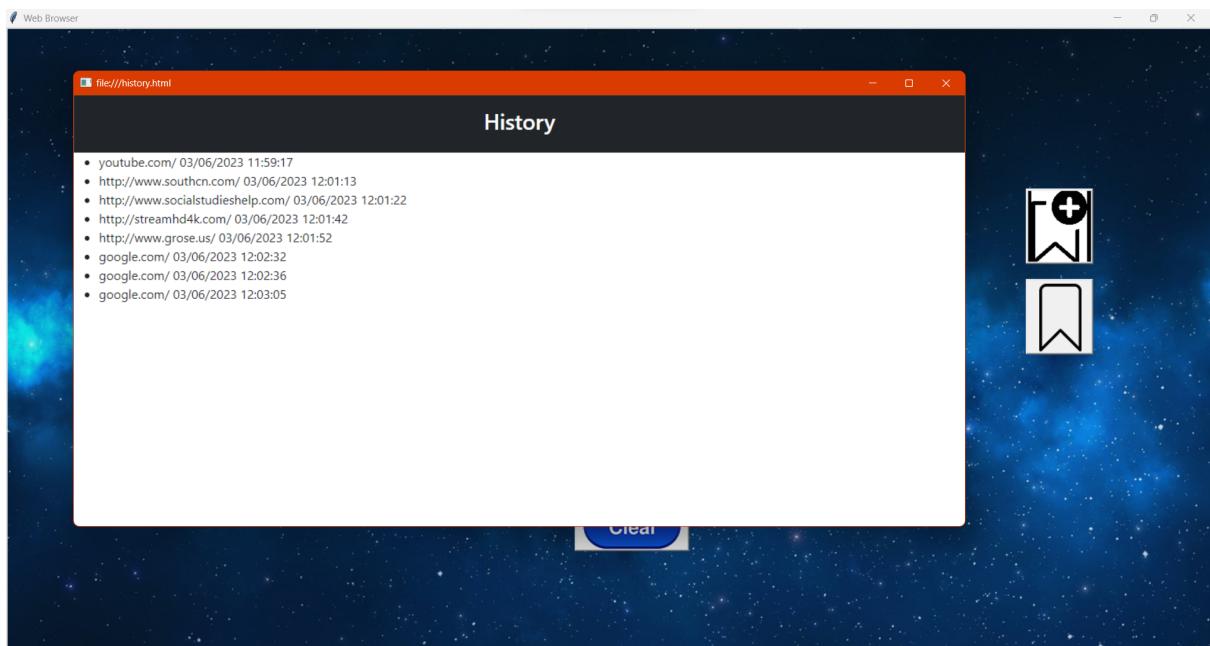
Home page



Web page



History



Bookmarks

