CIS 371-01 Web Application Programming HTTP



Lecturer: Dr. Yong Zhuang

HTTP

- HyperText Transfer Protocol
- Invented by Tim Berners Lee @ CERN
- A protocol for delivering resources over the web
- TCP/IP connections, default (server) port 80
- HTTP client & HTTP server



Other network Transfer Protocols

- FTP: File Transfer Protocol
- FTPS: Secure FTP
- SMTP: Simple Message Transfer Protocol
- NTP: Network Time Protocol

Why learn the details of HTTP?



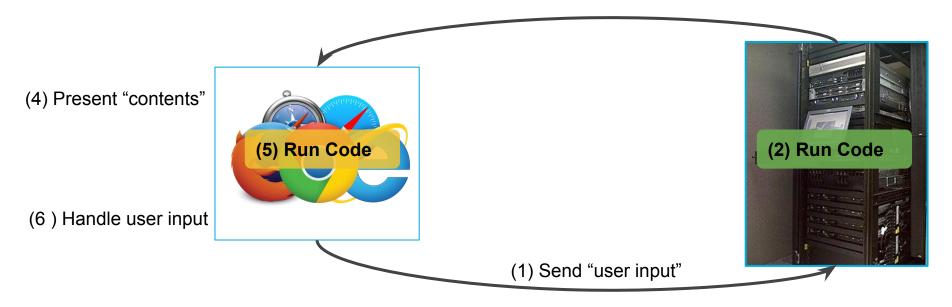
Why learn the details of HTTP?

HTTP requests from your program

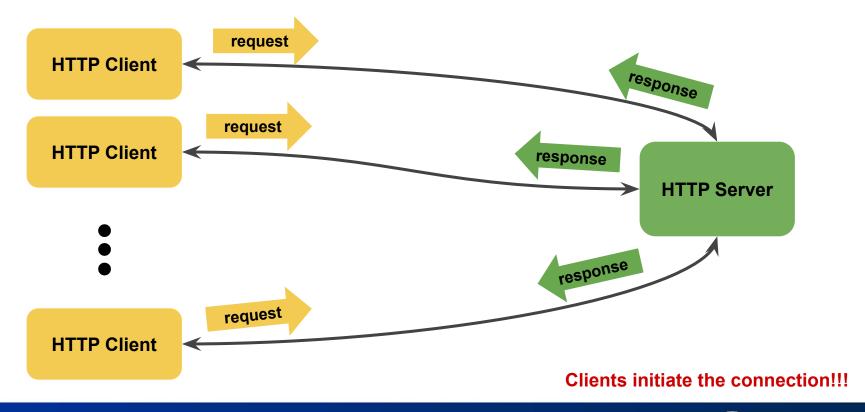


Web Client/Server Architecture

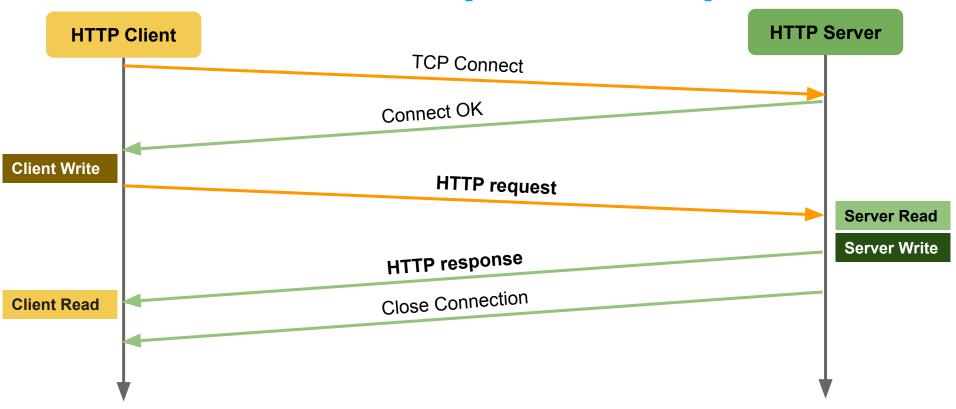
(3) Send "contents" (HTML + CSS + JS & other data)



HTTP Communication Model



Transaction Timeline (TCP Sockets)





HTTP URL: Uniform Resource Locator

http://www.gvsu.edu/files/registrar/622GX/7155/admission.pdf http://www.gvsu.edu/files/img/article/frontpag/5123FG73A.jpg http://www.gvsu.edu/pcec/advising/index.html protocol hostname path to resource (URL scheme)

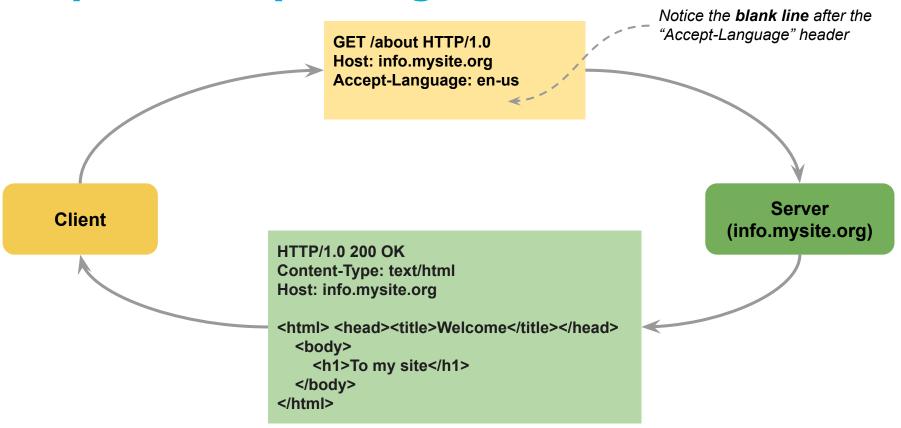


HTTP Messages: Request & Response

Demo: URL & Web Dev Tools



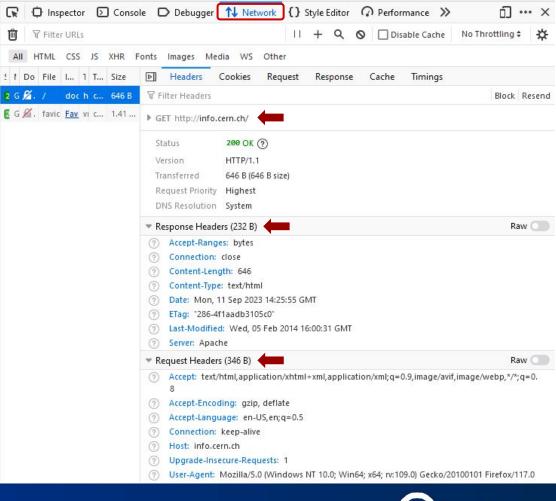
http://info.mysite.org/about/





Web Browser DevTools (Network Tab)

http://info.cern.ch





Fetch the content via the command line

curl --verbose http://info.cern.ch
(On Linux/OSX/Windows 10 WSL)



Fetch the content via the command line



HTTP Request/Response

line Request/Response line Header1: value1 Header2: value2 ... more header lines here ... HeaderN: valueN Ν One blank line N+1 message body N+2 N+3 (plain text or binary) N+4

required

Header lines (optional)

required

Message body (optional)

- Data for POST requests, examples
 - Encrypted userid/password
 - Encrypted credit card details
 - Content of uploaded file(s)
 - o etc.
- Returned contents of server responses
 - o HTML doc
 - Image data
 - o etc.



HTTP headers of interest to web developers

Header	Description	Example	
Accept	Inform server media-type to respond	Accept: image/jpg	
Accept-Langua ge	Inform the server which languages the client is able to understand	Accept-Language: en-US; en-UK	
Content-Type	Media type of the returned content	Content-Type: plain/text	
Content-Langu age	The languages of the content	Content-Language: en-US	
Date	Date and time of the message	Date: Mon, 21 Aug 2017 18:14:36 GMT	
ETag	Identifier used by caching algorithms	ETag: ""8a9-291e721905000"	
Host	Specify the domain name of the intended server (mainly for Virtual Hosting)	Host: www.personal.me:5555	



HTTP 1.0 Commands (Request Methods)

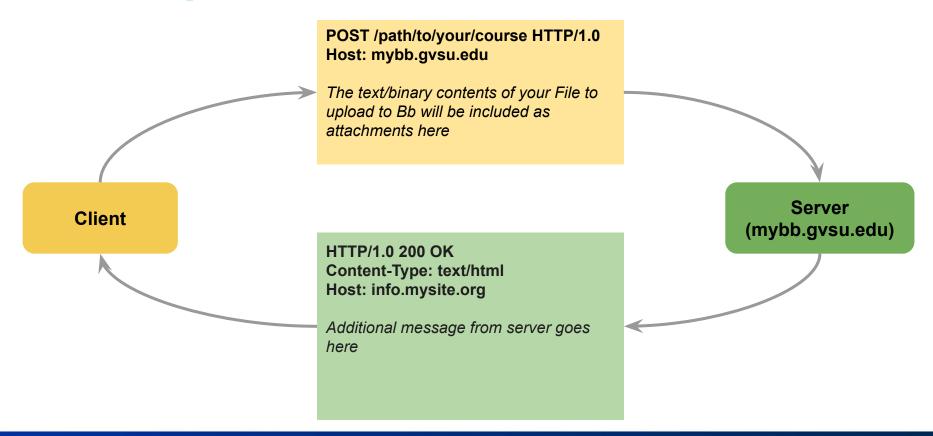


PUT .)	
DELETE	>	Less-frequently used
OPTIONS -) '	

Operation	HTTP Request
Create	POST
Read	GET
Update	PUT
Delete	DELETE



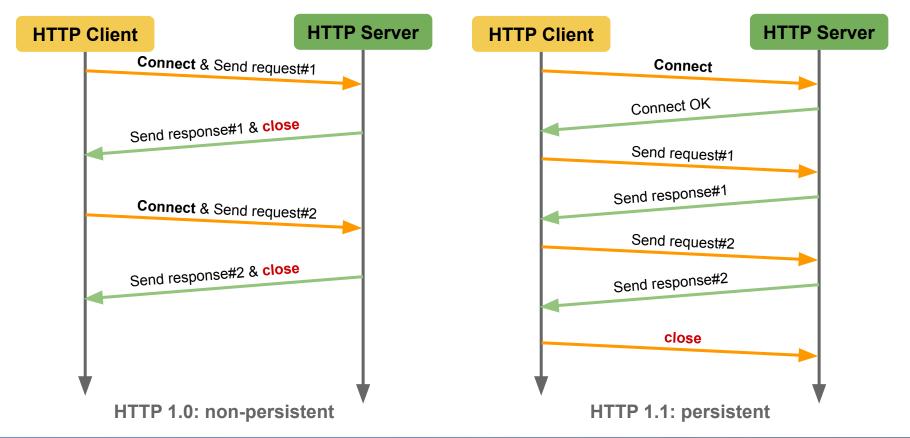
POST: upload file to Bb



HTTP Status Code

Status Code	Description	
1xx	Informational messages	
2xx	Success messages	
3xx	Redirect message	
4xx	Error on the client's behalf	
5xx	Error on the server's behalf	

HTTP Connections: Persistence





HTTP 1.0 vs. HTTP 1.1

HTTP 1.0

- One request per connection (non-persistent)
- Cache control is timestamp based with one-second resolution (inaccurate)
- Client cannot request a portion of a resource
- Responses are delivered in one big chunk

HTTP 1.1

- N requests per connection (persistent)
- Response can be delivered in chunk
- Cache control is content based, responses include entity tag (Etag), similar to hash value
- Clients can request partial content
 - "Range:" header line in HTTP request
- Responses may be delivered in many small chunks



HTTP 1.1 vs. HTTP 2

HTTP 1.1

- HTTP messages encoded in text format
- Require multiple connections to achieve concurrency
- Uncompressed response headers
- No resource prioritization

HTTP 2

- HTTP messages encoded in binary format
 - Message = request or response
- Multiple concurrent channels on a single connection
- Compressed response headers
- Resource prioritization (important requests complete more quickly)



Secure HTTP \rightarrow **HTTPS**

HTTPS

- HTTP Secure
 - HTTP over TLS (Transport Layer Security)
 - HTTP over SSL (Secure Socket Layer)

PKI (Public Key Infrastructure)



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 - HTTP over SSL (Secure Socket Layer)

PKI (Public Key Infrastructure)





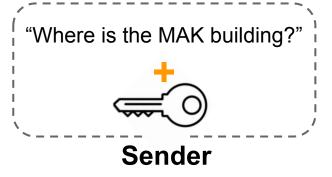


Client Server "Where is the MAK building?" Sender Recipient

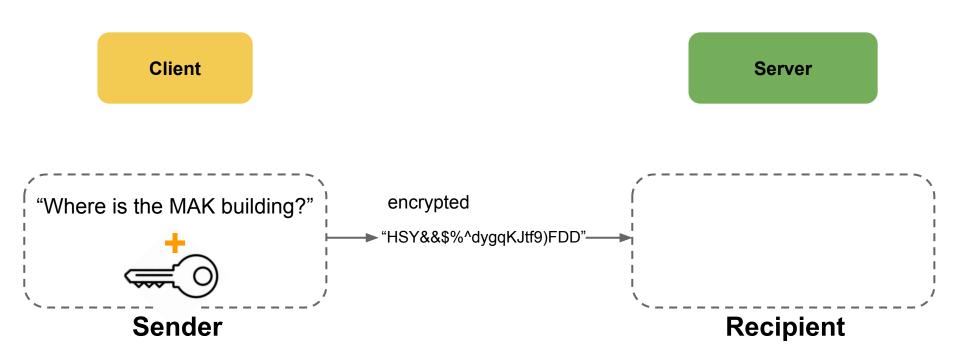


Client

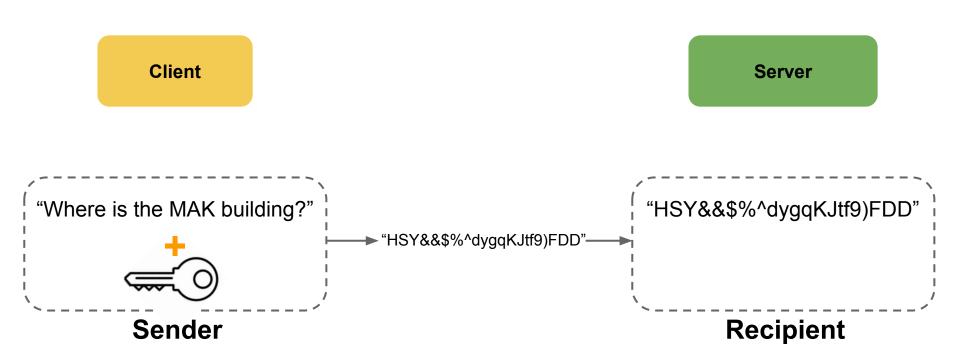
Server



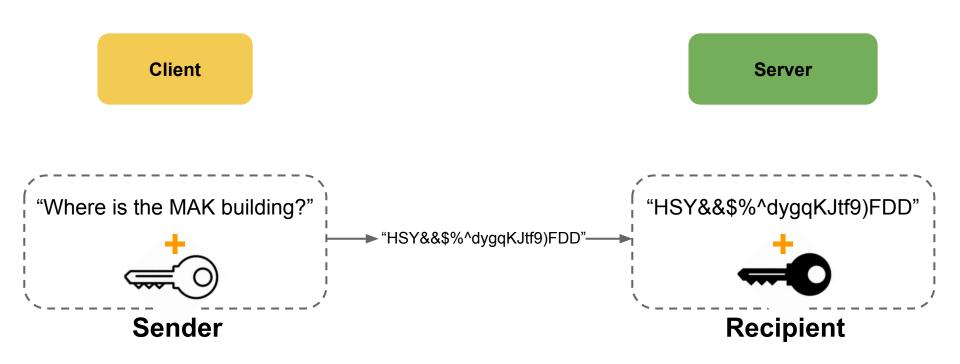




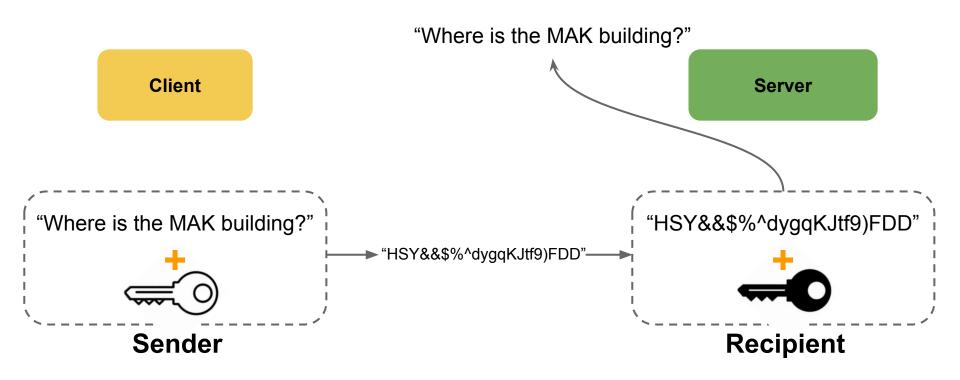




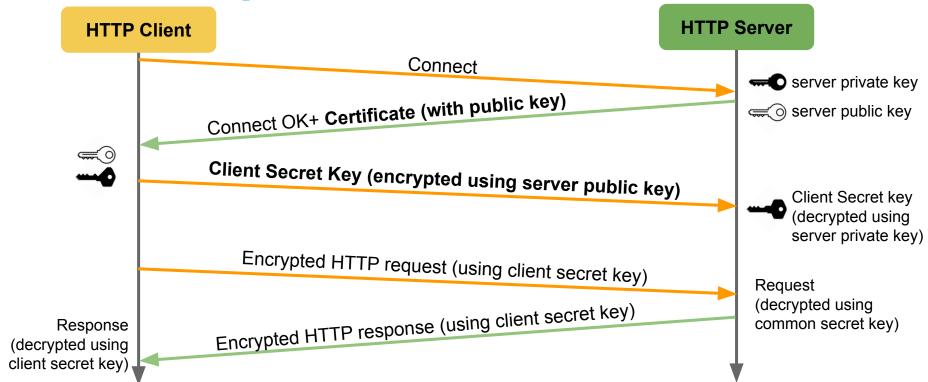






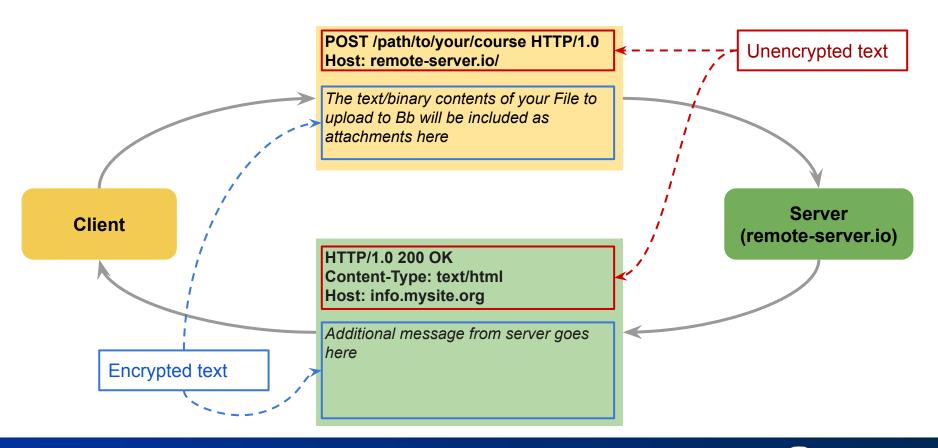


Secure Message Exchange (over Persistent Connection)





GET or POST over secure connections





Uploading Sensitive Data over Encrypted Channel

Embed the sensitive data in a GET request query string

GET /place/my/order/?creditcard=xxxxyyyyzzzzuuuu&zip=12345 HTTP/1.0

Host: www.amazon.co.uk

Embed the sensitive data in a POST message payload

POST /place/my/order HTTP/1.0 Host: www.amazon.co.uk

creditcard=xxxxyyyyzzzzuuuu zip=12345



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Certificate and Certificate Authority (CA)



Certificate: Proof of Your Identity



Certificate Authority: Trusted Organizations who issue certificates



Michigan IDs vs. Browser Certificates

Michigan IDs	(Browser) Certificates
A formal proof of your identity	A formal proof of the web server identity
Issued and signed by Secretary of State	Issued and signed by Certificate Authority
Provide other proof of identity (birth certificate, passport) to apply for Michigan ID to the SoS	Certificate Signing Request: server request a CA to sign the server's identity (public key) using the CA key
The SoS is a trusted government body	Trusted CAs



Obtaining Web Certificates ("Web ID Cards")



Watch:

http://www.youtube.com/watch?v=iQsKdtjwtYI

