

Programação para WWW

<https://github.com/genilsonmm/www-unifacisa>

Avaliação Contínua

P1

- HTML e CSS
- Bootstrap e Javascript

P2

- Javascript e Ajax
- Node

Protocolo HTTP

HTTP (Hypertext Transfer Protocol) é um protocolo que permite a obtenção de recursos, tais como documentos HTML. É a base de qualquer troca de dados na Web e um protocolo cliente-servidor, o que significa que as requisições são iniciadas pelo destinatário, geralmente um navegador da Web

HTML é uma linguagem de marcação utilizada na construção de páginas na Web

Uniform Resource Locator - URL

<https://facebook.com>

<https://www.google.com>


<https://www.unifacisa.edu.br/>

Formas de acesso

- HTTPS
- HTTP
- FTP

Formas de acesso

 <https://www.unifacisa.edu.br>

 <https://www2.bancobrasil.com.br/aapf/login.jsp>

HOST

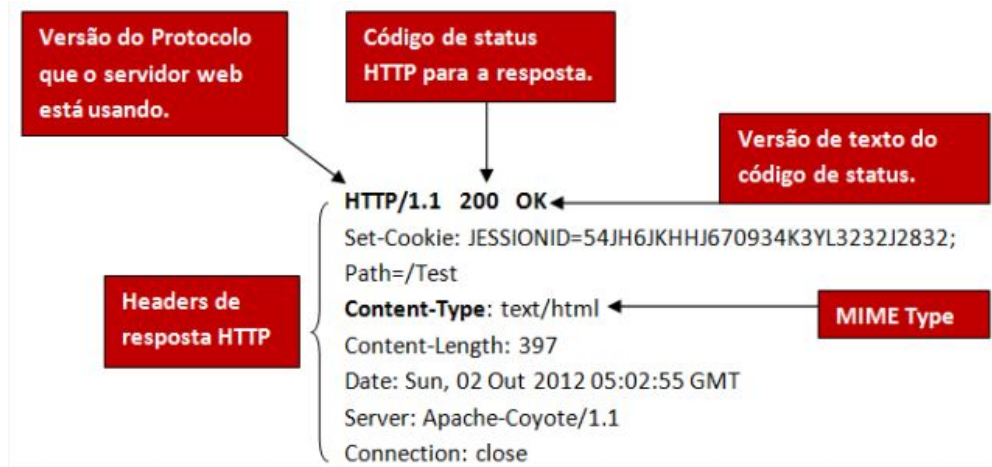
- Nome do computador ou IP
- Uso do Domain Name System (DNS)

www.unifacisa.edu.br

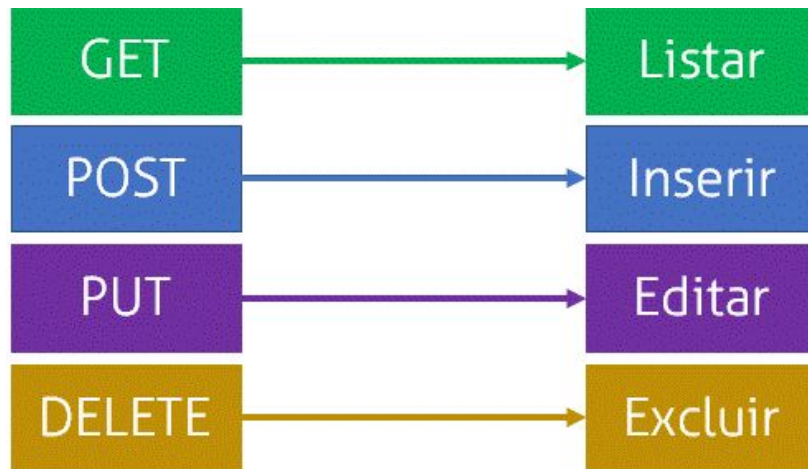
localhost

127.0.0.1


Anatomia de uma resposta HTTP



Verbos HTTP





Verbos HTTP



A Unifacisa ▾ Graduação ▾ Pós-Graduação Cursos Livres Pesquisa

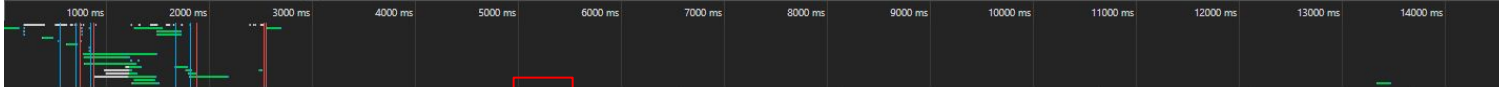
Sou Unifacisa ▾ Inscreva-se




















Deixe uma mensagem 

Elements Console Sources **Network** Performance Memory Application Security Audits

Filter Hide data URLs ☐ XHR JS CSS Img Media Font Doc WS Manifest Other



Name	Status	Type	Initiator	Size	Time	Waterfall
www.unifacisa.edu.br	200	document	Other	7.0 KB	138 ms	
jquery-3.3.1.min.js	200	script	(index)	(memory cache)	0 ms	
bootstrap.min.js	200	script	(index)	(memory cache)	0 ms	
rdstation-forms.min.js	200	script	(index)	(memory cache)	0 ms	
cookieconsent.min.js	200	script	(index)	(memory cache)	0 ms	
runtime.dfd2271a19ea25a0e9dcjs	200	script	(index)	(memory cache)	0 ms	
polyfills.69b0df09f59b5f4fa1b6js	200	script	(index)	(memory cache)	0 ms	
main.569b2be9a4282f537b49js	200	script	(index)	(memory cache)	0 ms	
js?id=UA-79158925-1	200	script	(index)	(disk cache)	3 ms	
sweetalert.min.js	200	script	(index)	(disk cache)	2 ms	
escudo.svg	200	svg+xml	(index)	(disk cache)	2 ms	
hotjar-1069506.js?sv=6	200	script	(index):132	391 B	95 ms	
widgets.js	200	script	(index):134	(disk cache)	3 ms	
sdks.js	200	script	(index):137	(disk cache)	3 ms	
fbevents.js	200	script	(index):160	(disk cache)	2 ms	
1JiBnMayl6S.gif	200	gif	(index):172	(disk cache)	2 ms	
tr.js	200	script	(index):108	(disk cache)	1 ms	

108 requests 96.3 KB transferred 10.3 MB resources Finish: 13.45 s DOMContentLoaded: 543 ms Load: 2.54 s

Códigos de erro HTTP

Error #	Error Code
100	Continue
101	Switching Protocols

Error #	Error Code
200	OK
201	Created
202	Accepted
203	Non-Authoritative Information
204	No Content
205	Reset Content
206	Partial Content

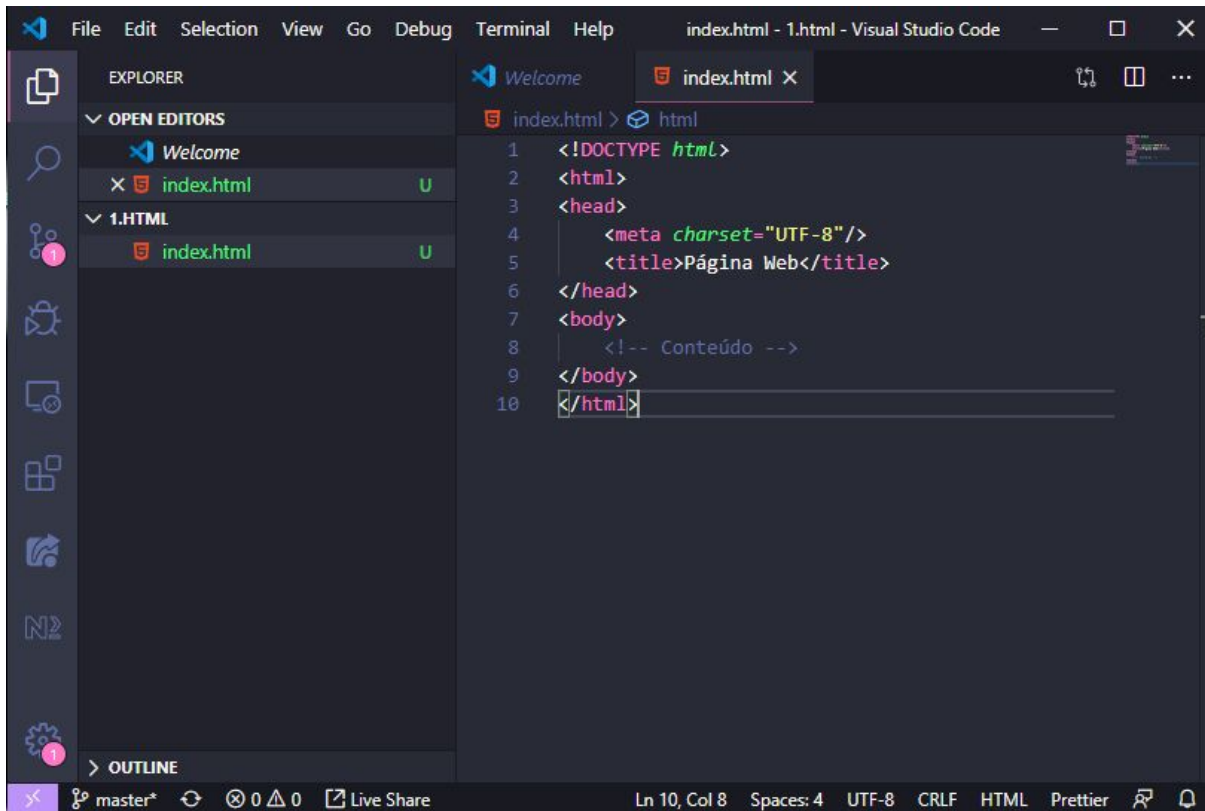
Error #	Error Code
300	Multiple Choices
301	Moved Permanently
302	Found
303	See Other
304	Not Modified
305	Use Proxy
307	Temporary Redirect

Error #	Error Code
400	Bad Request
401	Unauthorized
402	Payment Required
403	Forbidden
404	Not Found
405	Method Not Allowed
406	Not Acceptable
407	Proxy
408	Request Timeout
409	Conflict
410	Gone
411	Length Required
412	Precondition Failed
413	Request Entity Too Large
414	Request-URI Too Large
415	Unsupported Media Type
416	Requested Range Not Satisfiable
417	Expectation Failed

HTML

É uma linguagem de marcação utilizada na construção de páginas na Web

HTML



```
1 <!DOCTYPE html>
2 <html>
3 <head>
4   <meta charset="UTF-8"/>
5   <title>Página Web</title>
6 </head>
7 <body>
8   <!-- Conteúdo -->
9 </body>
10 </html>
```

Algumas TAGs HTML

<https://github.com/genilsonmm/www-unifacisa>

<https://www.w3schools.com/tags>