

有关WebSocket的延伸

websocket是HTML5出的东西（协议）。HTTP本身的协议没有变化，但是HTTP是不支持持久链接的。首先http有1.1和1.0的区别，websocket和http是有交界的

- http自己本身是application-layer的protocol for transmitting hypermedia documents, such as HTML, 作为web browser和server之间的交流
 - Http is implemented in two programs: a client program and a server program. They talk to each other by changing HTTP messages. HTTP **defines the structure** of these messages and how the client and server exchange the messages
 - A **web page** consists of objects. An object is simply a file, such as a html file, a JPEG, a java applet, or a video clip, that is addressable by a single URL.
 - Each URL has two components: the host name of the server that houses the object and the object's path name: XXXXXX.com/PATH
 - Popular web server include **Apache** and **Microsoft internet information server**
 - Http uses a TCP connection as its underlying transport protocol. **The client sends http request messages into its socket interface**, and receives HTTP response message from its socket interface. Once in the client sends a message into its socket interface, the message is out of client's hands and is in the hands of TCP.
 - TCP provides a reliable data transfer service to HTTP. It will **eventually arrives intact at the server**. Therefore, HTTP request message sent by a client process eventually arrives intact at the server.
 - Socket (套接字)是网络上进程通信的一段，提供了application layer进行网络协议交换数据的机制，socket上接application layer，下接TCP，是二者之间的接口，表达式为IP+Port
 - E.g. IP = 210.37.145.1, Port = 23, then socket = 210.37.145.1:23
 - HTTP is **stateless** by its nature.
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- **Http1 vs http 1.1:**
 - http 1.1 allows you to have **persistent** connection, you can have more than one request/response in the same Http connection; in http 1.0 you will need to open a new connection for each request/response pair. (Fun fact, most of robots are still using 1.0)