Feasibilty Report

HTTP Server

HTTP is the abbreviation of "**H**yper**T**ext **T**ransfer **P**rotocol". A protocol is like a language with a simple grammar. The HTTP Server is the implementation of that protocol in a piece of Software.
The protocol specifies how the information must be requested and how the responses are formed, so we have two important actors here: the HTTP Client (well known as Browser) and the HTTP Server.As HTTP Clients we have Firefox, Safari, Opera and Explorer within others. At Server side we have Apache, Nginx, Monkey, Lighttpd, etc.In short terms, every time that you open your browser (HTTP Client) and you write some address like: http://google.com and hit Enter, the browser is connecting to the HTTP server behind http://google.com, the server will interpret the main request and then provide the principal HTML page to the browser, later this last one will render the content for you. The HTTPServer "serves" content located in the server, this includes HTML, images, flash and any file related. The server is not restricted to server static content, it also serves dynamic content generated on fly from a database or similar.

Customer

Since the project is for the educational aspect ,our customer includes those students/people who want to know how server works,how requests are made and responded ,how the web pages are managed and displayed.We will first implement the core module consisting of some basic functionalities of HTTP server.Now assuming Mr. C to be our customer we will present our project after adding each new functionality to our project . If C understands this functionality thoroughly ,then new features would be designed and implemented,else we will break this functionality into more basic modules which the customer will be able to understand.This would be repeated till customer approves this .The deadline for adding each new functionality would be around a week, though some of advance features

may require upto 2 to 3 weeks.Setting this deadline enables us to deploy our product with a new functionality every week to the customer C.

Requirement Analysis
- Database
- Team expertised in any Networking Language
- Networking Connection with client
- Memory to store Database eg RAM ,HDD

Process to be Followed

We will follow Spiral model. Since we dont have a clear picture of the end product so we cant go with waterfall or iterative waterfall model.All risks cannot be handled at the first stage itself so prototype model is also ruled out .Spiral is the one which is best suited for risk management .In Spiral model each new loop represents a completion of a phase . Angular Distance will tell us the project progress.The phases will be objective phase ,risk management phase ,deployment phase and customer feedback phase.

Objective phase : This phase will lay down the objectives i.e what is to be taught to the customer keeping in mind the what the customer is interested to know.

Risk Management plan : Because Web servers are one of the few system components on a target network that typically communicates with third parties, they are frequently the targets of malicious attacks by intruders. Intruders can easily launch automated attacks against thousands of systems simultaneously to identify the relatively few vulnerable systems. New attacks can be set up and launched quickly from remote locations, foiling attempts by organizations to develop effective countermeasures. Once Web servers have been compromised, the organization's other network resources are at greater risk.Also a functionality can be set as objective but still we are not able to complete within a particular time period.

Deployment Phase:After risk management phase ,the objective is coded and implemented and then presented to the customer.

Feedback Phase : In feedback phase the customer tries to understand the functionality we added. Reviews it thoroughly and then sends the feedback whether he understood this or not.If he did not understood no new objective will be set-up ,instead this function will be broken to some lower basic level and again presented to the customer .This step is repeated till he understands this function.After understanding ,new objective is set up ,project velocity is analysed and further delivery dates are set-up.

Interaction among the Team

- Meeting can be arranged in a room where face to face discussion on the project can be done.
- We can interact using social networking sites.
- Project code will be shared using github.