# Web basics

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## Agenda

- Internet in a nutshell
- Web history and basics
  - Idea of the Web
  - Web transport and formats
  - Browsers and DOM
- Crawling basics
  - robots.txt and sitemap
  - Terms and Conditions
  - o APIs

## Ok, Google, what is internet?

## IP protocol and address

Construct URL which looks like whatever, but leads to mail.ru:

- Obtain IP address of mail.ru website
- 2. Convert IP to hex
- 3. Create https://whatever:@ip url 213.159.212.4 (IU) fails with browser

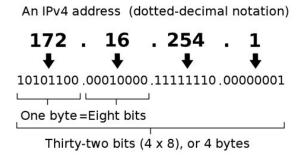
81.19.74.0 (LJ) - works and redirects

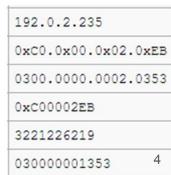
```
ping 192.34.57.61
ping 0xC022393D
ping 3223468349 # same server
```

http://meduza.io:@0x51134a00/

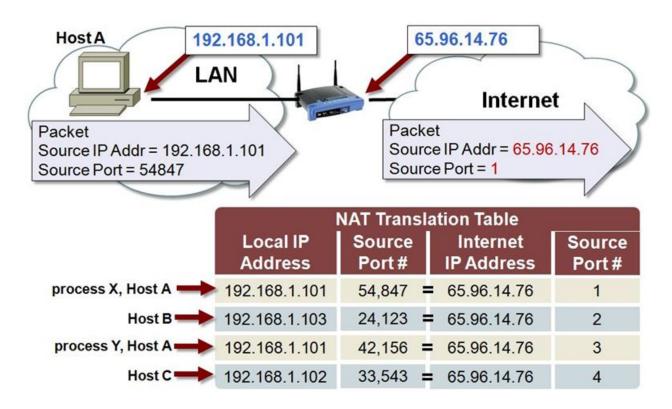
# typical phishing

IPv6 - 128 bits





#### IP != machine



## Try on your machine

```
W> ipconfig.exe | findstr IPv
L/M> ifconfig | grep inet
```

How many addresses do you have?

## Country and IP

Using IP is one of pretty (surprisingly) reliable ways of geo location.

• GeoIP 99% for country detection, 95% for city detection

To detect country you need a database.

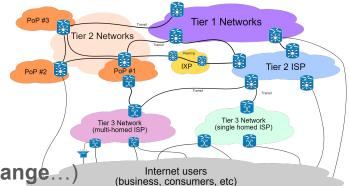
#### Service processes IP of the last visible node in a chain, so:

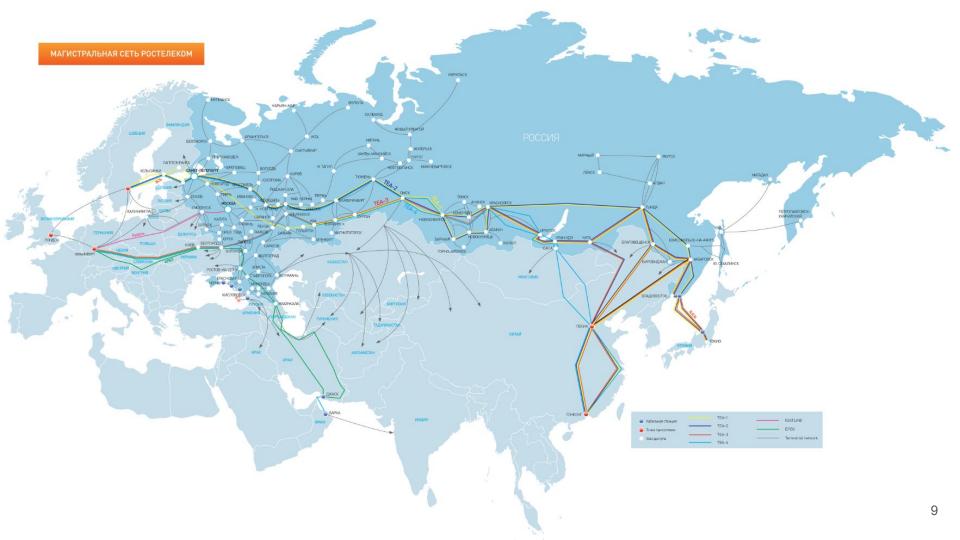
- NAT
- Proxy
- Turbo mode and VPN

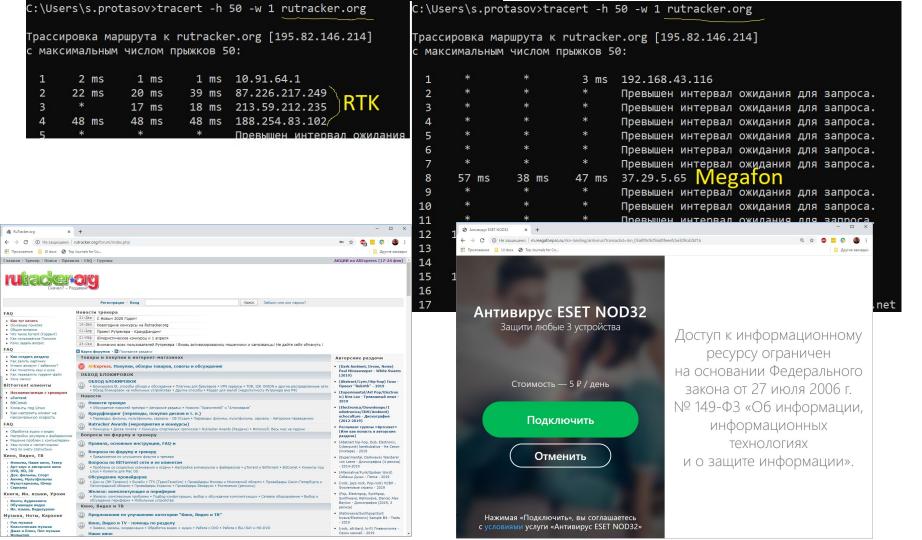
will fool the service.

## Tier-X operators (podcast in rus)

- Tier-1 operators
  - (e.g. Rostelecom\*, MTS\*, ... for Russia | AT&T, Orange...)
  - These networks exchange traffic (<u>IXP</u>) on peer conditions for free
  - Altogether can be considered as a backbone of the Internet
- Tier-2 operators have partially free peering with some segments but paid transit to other segments
- Tier-3 have only paid access to the Internet
- Takeaways:
  - This is all about level-3 (routing) of ISO model
  - Local operators are subjects of regulations (RKN)
  - Backup channels, VPNs and so on are important for service quality
  - Think twice about where to attach/rent/build your DC
  - Small networks share the same IP-address for other networks
  - IPv4 is over







## Try on your machine

W: tracert -w 1 ya.ru

L/M: traceroute -w 1 ya.ru

\*\* sudo apt-get install traceroute also not sure about Linux Subsystem for Windows

Where is provider, where is Yandex?

```
C:\Users\stani>tracert -w 1 ya.ru
Tracing route to ya.ru [87.250.250.242]
over a maximum of 30 hops:
                                  IU corporate network
                               10.91.64.1
       1 ms
                1 ms
                         1 ms
                                                         Tattelekom
                               1.123.18.84.in-addr.arpa [84.18.123.1] RETN (T2)
       4 ms
                4 ms
                         4 ms
 3
                               ae11-498.rt.itp.kzn.ru.retn.net [87.245.231.208]
       3 ms
                         3 ms
                3 ms
 4
      18 ms
               17 ms
                        19 ms
                               ae3-4.rt.m9.msk.ru.retn.net [87.245.233.89]
 5
                               gw-yandex.retn.net [87.245.229.253] MSK-IX
               59 ms
                        61 ms
 6
               66 ms
                               sas-32z5-ae2-1.yndx.net [87.250.239.203]
      79 ms
                        63 ms
                               Request timed out.
                                                       Sasovo Yandex DC
 8
                               ya.ru [87.250.250.242]
```

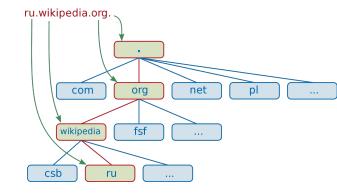
62 ms

65 ms

62 ms

#### Name services

**DNS** — domain name system, allows to operate human-readable names instead of addresses



There are 13 core <u>Root Servers</u> ([a..m].root-servers.net) responsible for the Internet. Lower level responsible for domains, subdomains, ...

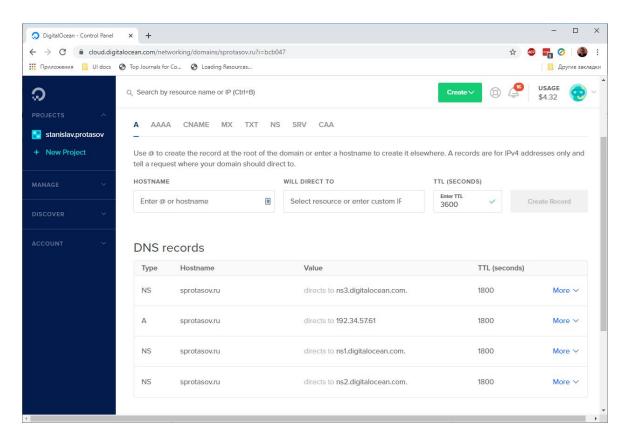
DNS supports forward (domain  $\rightarrow$  IP) and reverse (IP  $\rightarrow$  domain) requests

```
nslookup sprotasov.ru
nslookup 192.34.57.61
nslookup code-test.ru
```

```
root@simpletrack:~# ping -c 1 yandex.ru
PING yandex.ru (77.88.55.80) 56(84) bytes of data.
64 bytes from yandex.ru (77.88.55.80): icmp_seq=1 ttl=244 time=116 ms

--- yandex.ru ping statistics ---
1 packets transmitted, 1 received, 0% packet loss, time 0ms
rtt min/avg/max/mdev = 116.697/116.697/116.697/0.000 ms
root@simpletrack:~# logout
Connection to sprotasov.ru closed.
(base) stranger@sprotasovn:~$ ping yandex.ru
PING yandex.ru (213.180.193.56) 56(84) bytes of data.
64 bytes from familysearch.yandex.ru (213.180.193.56): icmp_seq=1 ttl=56
```

#### Resource record

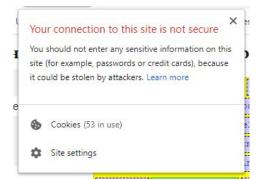


## Short quiz. Test yourself

- 1. One website opens for me, but another does not. Same for my neighbour in the office. Why?
- 2. One website opens for me, but another does not. Both work for my neighbour in office. Why?

3. I clicked a link starting with google.com in my email. I know that all google

pages are secured, but browser says that Why?



#### Before we continue - Internet

- Internet and IP. IP manages (routes) how data is flowing from one machine (e.g. server) to another (e.g. smartphone). Providers are working on this level
  - a. Tools: tracert, ping, ifconfig/ipconfig
  - b. **TCP** manages how to transfer more than one packet of date preserving order and integrity
    - i. Tools: nc, telnet
- 2. **DNS**. Assigning string names to IP-addresses allow to establish many-to-many relations, thus, make infrastructure faster and reliable. Domain names are objects of legal regulations (whois)
  - a. Tools: nslookup, ping

## Web and HTTP

#### **KEY** BUZZ WORDS

**Internet** – network for transferring information among devices

**WWW (Web)** – graph of documents (hypertext), placed at <u>web-servers</u>, that are connected to Internet

**Hypertext** – text, that contain references to other texts

**HTML** (hypertext markup language) – standard of hypertext for Internet

**Web 2.0** – everything, that is beyond static HTML documents: social networks, blogs, video-hostings, internet-marketing, <u>web application and services</u>. Service-oriented network.

**Web 3.0** (*semantic web*) – graph of machine-readable, semantically rich documents. Content-oriented network.

## HYPERTEXT EVOLUTION

Web 1.0	Web 2.0	Web 2.0, 3.0
HTML – Subset of SGML (markup language)	<b>xHTML</b> – fusion of HTML tags and XML standard	[x]HTML5 – valuable layout changes, semantic tags were added
SGML parsers	XML parsers	HTML5/XML parsers
For presentation in browsers	For displaying interactive and media content	For creation of web-applications that support semantic markup

#### **URI VS URL**

**Uniform resource identifier (URI)** –machine-readable text identifier of the resource, created according specific rules

URI common syntax: scheme:scheme-specific-part

**Uniform resource locator (URL)** – subset of URI, describes location and way (protocol) to access object in the Internet

http://www.mail.ru/

**Uniform resource name (URN)** – subset of URI, identifies object, but does not locate it

urn:isbn:0451450523 or

Magnet links: magnet:?xt=urn:btih:c12fe1c06bba254a9dc9f519b335aa7c1367a88a

#### URL SYNTAX

```
http://login:password
user:pass@

www.example.com:80
hostname or IP-address /Path/to/Res
parameters
?k1=v1&k2=v2#hash
identifier inside the document
```

#### Examples:

- https://mail.google.com/
- ftp://root:qwerty@ftp.example.com/
- wss://server.name:443/method/name
- http://sprotasov.ru/index.html#author:Aleksandr%20Buyanov
- https://innopolis.com/index.php/fdgdflgkdjf;lgk%20djf;lgkdfj;gl%20kfdj;gldkfgj%20;dlkgdj;g%20lkdjg%20;df

#### HTTP

**HTTP** (hypertext transfer protocol) – application (7) level protocol to deliver text data. Created to transfer hypertext. Provide communication between *client* (usually browser) and *server* (web-server) using client requests and server responses.

**HTTP v1.0** – does not support using single TCP session for multiple requests. Supports following client request methods:

- GET get content from the server
- HEAD get only header from the server without content ("what to expect")
- POST sent data to the server

HTTP v1.1. – supports also PUT, DELETE, TRACE, OPTIONS, CONNECT, PATCH

**HTTP/2** - SDPY (Google) based update. Binary. Header compression, Server pushes, conveyor requests, request multiplexing over single TCP

#### HTTP HEADER

```
HTTP request =
Request URI + HOST + [[headers]] + <empty line> + body
         POST /index.html HTTP/1.1
         HOST: example.org:8080
         Cache-Control: max-age=0
         Accept: text/html,application/xhtml+xml
         . . .
         param1=value1&param2=value2
HTTP response=
Response code + headers + <empty line> + body
         HTTP/1.0 200 OK
         Content-Type: text/html; charset=UTF-8
         Content-Length: 3123
         <html>...
```

#### Demo with telnet

```
o sprotasov.ru 80
HEAD / HTTP/1.1
host:sprotasov.ru
HEAD / HTTP/1.1
host:code-test.ru
GET / HTTP/1.1
host:code-test.ru
```

#### IMPORTANT HEADERS

#### **REQUEST**

Accept, Accept-Charset, Accept-Encoding — formats, that your browser understands (text/plain, application/xml), encodings (utf-8) and supported compression algorithms (gzip, deflate)

Authorization — header that stores authentication type, credentials/keys,...

Authorization: Basic QWxhZGRpbjpvcGVuIHNlc2FtZQ==

Content-Length – request body length (same for response)

User-Agent – browser and operating system

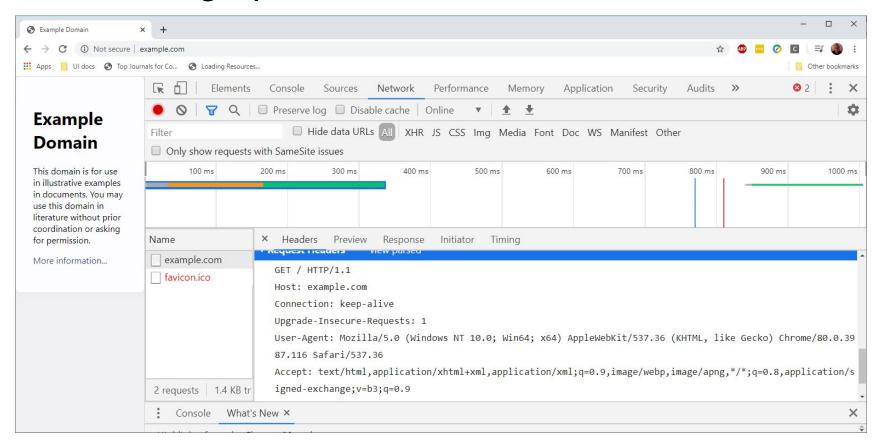
Upgrade - request to change communication protocol (Upgrade:websocket)

#### **RESPONSE**

Cache-Control — time to store document in a browser cache

Content-Encoding, Content-Language, Content-Type — content characteristics

## Browser fingerprint: domain I see first time



#### RESPONSE CODES

- 1xx information
  - 101 Switching Protocols
- 2xx success
  - 200 OK
  - 201 created (new resource)
  - o 206 partial content
- 3xx redirection (specified header Location: addr)
  - 301 moved permanently
  - 304 not modified
- 4xx client-side error
  - 401 unauthorized
  - 404 not found
- 5xx server-side error
  - 503 server unavailable

# REQUESTS AND SYSTEM STATE: SAFE AND IDEMPOTENT REQUESTS

Safe request does not change server/object state. For getting some information

Idempotent request if you make 2 or more identical requests, second and other requests do not change server/object state

F(state) == F(F(state))

	SAFE	NOT SAFE
IDEMPOTENT	HEAD, GET, OPTIONS, TRACE	PUT, DELETE
NON-IDEMPOTENT		POST, PATCH

#### **PARAMETERS**

```
GET params:
```

o http://server.name/path?param1=value1&param2=value2

#### POST params:

○ POST /path HTTP/1.1

param1=value1&param2=value2

#### COOKIES

- Cookies small drive space to store data sent by server to browser. Max – 4KB
- We need cookies for stateful services (e-shop cart, etc) or for storing session keys
- Cookies have life period and are sent to server with each request

#### COOKIES EXAMPLES

```
GET /index.html HTTP/1.1
Host: www.example.org
```

#### browser ----- server

```
HTTP/1.0 200 OK
Content-type: text/html
Set-Cookie: name=value
Set-Cookie: name2=value2; Expires=Wed, 09 Jun 2021 10:18:14 GMT

(content of page)
```

GET /spec.html HTTP/1.1

Host: www.example.org

Cookie: name=value; name2=value2

Accept: \*/\*

browser ------ server

#### Before we continue - Web

- 1. **Hypertext**, **HTML** and **HTTP**. Hypertext is an approach to represent **linked** documents (altogether = The Web). xHTML5 is a de-facto standard. HTTP a protocol for transferring [hyper]text data, or text-encoded media (base64). Defines methods (GET, POST, ...), status codes (200, 403, 502), headers (metainformation), sessions (1.1+). Works over TCP (means one HTTP message can be bigger that 1 IP frame).
  - a. Tools: telnet, curl, wget, postman
- 2. **URI** ⊃ **URL**. URL is a standard way to define together:
  - a. Where is the document (domain + port + path)
  - b. How to access the document (protocol, credentials)

#### **FTP**

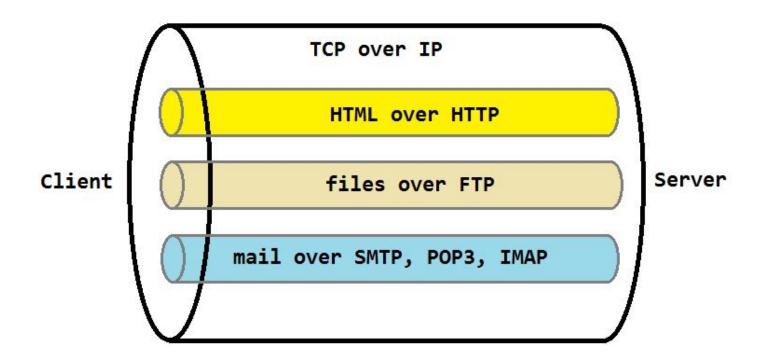
FTP (file transfer protocol), 1971. Consists of greeting session and request session (VERB param [params]\015\012), and server responses

Client:		Connects @server:21
Server:	220 Hello,	
Client:	USER MB1234	
Server:	331 Password required to access user account MB1234.	
Client:	PASS QXJ4Z2AF	PLAIN TEXT
Server:	230 Logged in.	
Client:	CWD Bills	Change directory to "Bills."
Server:	250 "/home/MB1234/Bills" is new working directory.	
Client:	PORT 192,168,1,2,7,138	accepts data @client:1930 [=7*256 + 138]
Server:	200 PORT command successful.	
Client:	LIST	Send the list of files in "Bills."
Server:	150 Opening ASCII mode data connection for /bin/ls.	server connects out from its port 20 to port client:1930
Server:	226 Listing completed.	succeeded
Client:	PORT 192,168,1,2,7,139	
Server:	200 PORT command successful.	
Client:	RETR Yoyodyne.TXT	Download "Yoyodyne.TXT."
Server:	150 Opening ASCII mode data connection for Yoyodyne.TXT	
Server:	226 Transfer completed.	succeeded
Client:	QUIT	
Server:	221 Goodbye.	

## EMAIL: SMTP, IMAP, POP3

- SMTP (simple mail transfer protocol, @:25) for transferring messages between servers and for server-client communication. FTP's brother.
- POP3 (post office protocol v3, @:110) standard protocol for client to get messages from server
- IMAP (internet message access protocol, @:143) standard protocol for client to get messages from server; has sending implementation (considered bad), keeps session, supports multiple clients for 1 mailbox.

### **OVERVIEW**



# Web security (client side)

### **TERMS**

**Identification** – assigning labels (IDs) to objects, as long as process of comparing one label with the list

<u>Authentication</u> – procedure of checking authenticity, proving match between ID and object. We can authenticate user (ID + password), machine, document (digital signature). Can be multi-factor, one-way, both-way

**Authorization** – granting access to perform some action

# FUNCTION OF HTTP-AUTHENTICATION

Limiting access by means of HTTP protocol

 Rare for sites. Most sites use forms-based authentication

 Common for services and APIs. (access not via browser UI, but server or ajax code)

# COMMON FACTS ABOUT AUTHENTICATION

If server returns 401, this means it wants to authenticate you. Server must send <a href="https://www.authenticate"><u>WWW-Authenticate</u></a> header to you.

```
HTTP/1.0 401 Unauthorized
```

Cache-Control: no-cache

Pragma: no-cache

Content-Length: 58

Content-Type: text/html

Expires: -1

Server: Microsoft-IIS/8.0

WWW-Authenticate: <a href="Basic">Basic</a> realm="area to be accessed"</a>

### **BASIC AUTHENTICATION**

Easiest way to setup authentication

```
GET /sometail.aspx HTTP/1.1
Host: somehost
Authorization: Basic bG9naW46cGFzc3cwcmQ=
```

#### where

```
"bG9naW46cGFzc3cwcmQ=" == base64("login:passw0rd")
```

#### NB:

- Login and password are not secured in fact! Only way to use over HTTPS
- You can send this without challenge
- With each request

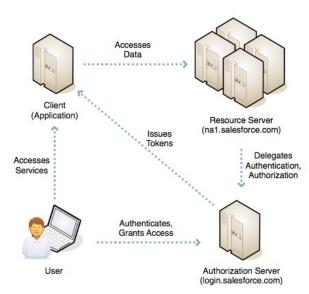
### DIGEST AUTHENTICATION

```
HTTP/1.1 401 Unauthorized
    WWW-Authenticate: Digest realm="testrealm@host.com",
    nonce="dcd98b7102dd2f0e8b11d0f600bfb0c093",
    opaque="5ccc069c403ebaf9f0171e9517f40e41"
    Authorization: Digest username="Mufasa",
              realm="testrealm@host.com",
              nonce="dcd98b7102dd2f0e8b11d0f600bfb0c093",
              uri="/dir/index.html",
              response="e966c932a9242554e42c8ee200cec7f6",
              opaque="5ccc069c403ebaf9f0171e9517f40e41"
                                          RFC 2617:
HA1 = MD5(A1) = MD5(username : realm : password)
HA2 = MD5(A2) = MD5(method : digestURI)
response = MD5(HA1 : nonce : HA2)
```

```
{
m HA1=MD5}{
m (A1)}={
m MD5}{
m (username:realm:password)} {
m HA2=MD5}{
m (A2)}={
m MD5}{
m (method:digestURI)} Если значение директивы QOP равно «auth-int», то HA2 равняется: {
m HA2=MD5}{
m (A2)}={
m MD5}{
m (method:digestURI:MD5}{
m (entityBody)} Если значение директивы QOP равно «auth» или «auth-int», response = {
m MD5}{
m (HA1:nonce:nonceCount:clientNonce:qop:HA2)} Если директива QOP не определена, то ответ вычисляется так: response = {
m MD5}{
m (HA1:nonce:HA2)}
```

### **OAUTH**

- Authenticates <u>application</u> on behalf of user (or anonymously)
- Based on <u>Access Tokens</u>. <u>Twitter example</u>



### FORMS AUTHENTICATION

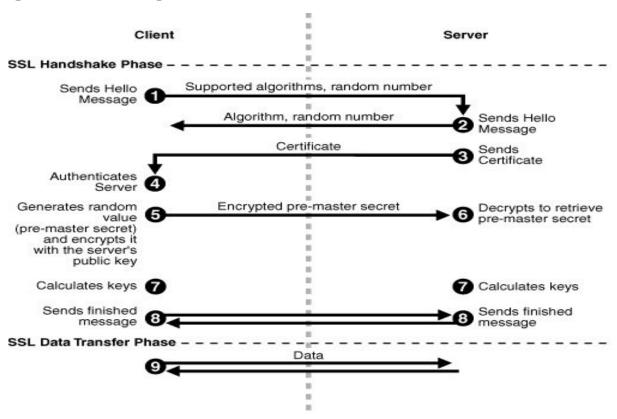
- Not a part of HTTP protocol
- Based on HTML <FORM>-tag and request parameters mechanism

```
request destination
                                        request method (get/post)
<form action="Default.aspx" method="get">
                                                       will be created
    Login: <input type="text" name="username" />
    <br/><br/>
    Password: <input type="password" name="password" />
                                                           password=..." param
    <br/><br/>
                                                          will be created
                                    covers field with
    <input type="submit"</pre>
                                         "stars"
             value="Log me in",
</form>
                                  button that triggers
                                  submission (request)
```

### HTTP SECURE

- HTTPS = HTTP over SSL/TLS
  - SSL protocol with asymmetric cryptography and symmetric encoding
  - $\circ$  TLS = SSL v3
- HTTP (FTP, telnet) work transparently over SSL/TLS
  - Firstly client's application (browser) performs "handshake".
  - Then the channel is created and data is sent over this channel using standard protocol (e.g. HTTP)

### HTTPS HANDSHAKE



### **CERTIFICATES**

**Digital certificate** – electronic document (file), ensuring that <u>public key</u> belongs to bearer. Certificate must be <u>signed</u> by certification authority.

- Mandatory cert parts:
  - resource ID (Subject)
  - public key
  - certification authority (Issuer)
- Optional cert parts
  - private key
  - usage restrictions

### Certificates examples

https://tv.eurosport.com/

W: certmgr.msc

### Before we continue - Security

- 1. HTTP supports **Basic and Digest** *authentication of a user* from the box (defined in standard). Mostly used for service-to-service interaction. **Data is still plaintext**.
- 2. **OAuth** is a new way to grant access to the service. Access to APPLICATION on behalf of a user. 3-sided:
  - a. User passes login/pass to authentication service
  - b. Auth service issues a token for an app to act on behalf of a user.
  - c. **Application** uses token to interact with a service.

#### Data is still plaintext.

3. **TLS/SSL** is used to establish **secure channel over TCP**. Uses asymmetrics keys to build end-to-end encrypted communication (session save overhead!). Certificates are used as containers for keys + validation tool. HTTP over SSL = https://....:443/....

# HTML and DOM

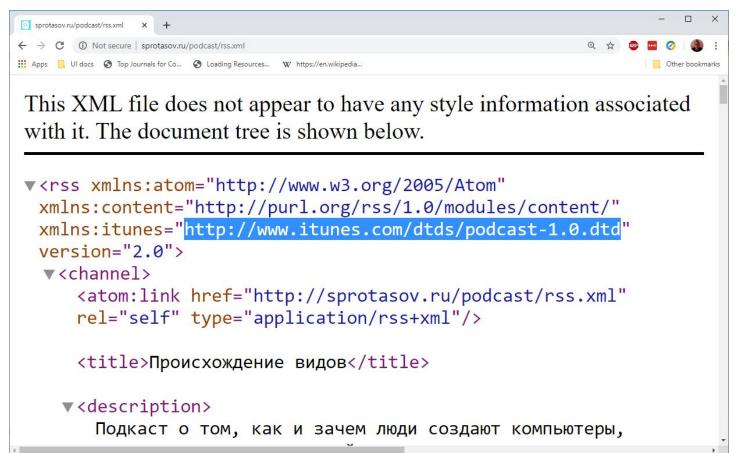
### LANGUAGE TYPOLOGY

- SGML meta language for description of markup languages. It defines
  - Allowed symbol alphabet (SGML declaration)
  - DTD (data type definition) markup syntax + semantics
- XML simplified subset of SGML
  - XML Schema languages (DTD, W3C XSD)
- HTML <u>application</u> of SGML (initially)
  - xHTML application of XML

### SCHEMA LANGUAGES

- DTD, XML Schema define document structure and node constraints
- Used for
  - Defining semantic rules (for values, number of children...)
  - Document pre-validation
- Document can be:
  - type-valid meet all DTD constraints
  - tag-valid meet all [SGML/XML] tag constraints

# RSS - Rich Site Summary



### DTD EXAMPLE

```
<!ELEMENT people list (person*)>
<!ELEMENT person (name, birthdate?, gender?, socialsecuritynumber?)>
<!ELEMENT name (#PCDATA) >
<!ELEMENT birthdate (#PCDATA) >
                                                             <?xml version="1.0" encoding="UTF-8"?>
                                                             <!DOCTYPE people list SYSTEM "example.dtd">
<!ELEMENT gender (#PCDATA) >
                                                             <people list>
<!ELEMENT socialsecuritynumber (#PCDATA) >
                                                                 <person>
                                                                    <name>
                                                                       Fred Bloggs
                                                                    </name>
                                                                    <br/>
<br/>
dirthdate>
                                                                       27/11/2008
                                                                    </bre>
                                                                    <gender>
                                                                       Male
                                                                    </gender>
                                                                    <socialsecuritynumber>
                                                                       1234567890
                                                                    </socialsecuritynumber>
                                                                 </person>
                                                             </people list>
```

```
<!-- Banudayun npocmozo HTML 4.01 -->
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01//EN"
   "http://www.w3.org/TR/html4/strict.dtd">
```

## XML SCHEMA (XSD) EXAMPLE

```
<?xml version="1.0" encoding="utf-8"?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
 <xs:element name="country">
   <xs:complexType>
     <xs:sequence>
       <xs:element name="country name" type="xs:string"/>
       <xs:element name="population" type="xs:decimal"/>
     </xs:sequence>
   </xs:complexType>
  </xs:element>
</xs:schema>
<?xml version="1.0" encoding="utf-8"?>
<country>
   <country name>France</country name>
   <population>59.7
</country>
```

### HTML5 DOCUMENT STRUCTURE

```
<!doctype html>
  □<html>
        <head>
            <title>my title</title>
        </head>
6
        <body>
            body
8
            <footer>
9
            <!-- html5 specific -->
            footer
            </footer>
       </body>
   </html>
```

# \*ML-DOCUMENT PARSING METHODS

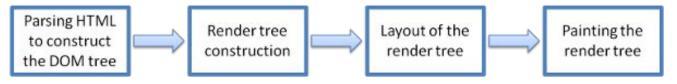
#### **SAX** (Simple API for XML)

- Raises an event/error when new element (token) appears (considering document as stream of tokens and errors)
- Works either as
  - callback-methods (push) or
  - cursor (pull, StAX)
- Requires constant memory
  - Good for embedded systems
- Does not know anything about document's model

#### **DOM** (**Document object model**, DOM tree)

- Creates full document model
- Used in browsers
- Unpredictable memory usage
  - XML-bombs using DTD
- Query languages (CSS-selectors, xpath, xquery)

### BROWSER ENGINES = LAYOUT ENGINE + JS +...



- Good article about browser architecture
- Browser Layout Engine (html + css)
  - Trident (IE), "Edge" (Spartan) → Chromium (2019)
  - Gecko (Mozilla)
  - WebKit (Safari, Chromium-family), WebCore
    - Blink (Chrome 28+, Opera 15+, Chrome for Android)
  - Others (KHTML, <del>Presto</del>)

### HTML TAGS

- Tag
  - tag name from HTML Schema mandatory
    - ..
  - Closing tag mandatory
    - <div> .... </div>
    - <img src="kitty.png" />
  - Attributes define semantics
    - <div id="div1"
       style="border:1px"
       class="myDiv">
      </div>
  - Can have inner tags or inner content (text)
    - <script> console.log(text); </script>
  - Layout of the tag is defined by the style
    - In attribute
    - In CSS specification
    - By default

### STYLE

inline-styles

```
<div
   style="border: 1px solid gray; color: red"/>
```

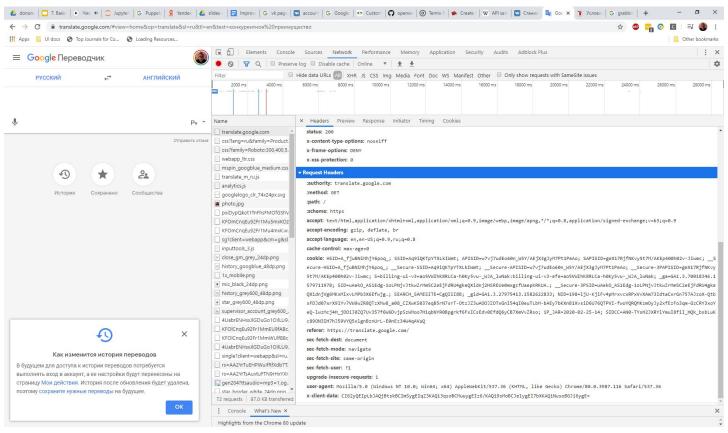
- styles inside document
  - < <head><style> ...... </style></head>
- styles in separate CSS file
  - o <link
     rel="stylesheet" type="text/css"
    href="xxx.css"/>

### STYLE SYNTAX

```
some <u>css selector1</u>
   property1: value1 ;
   property2: value2 ;
some css selector2
   property3: value3 ;
   property4: value4 ;
```

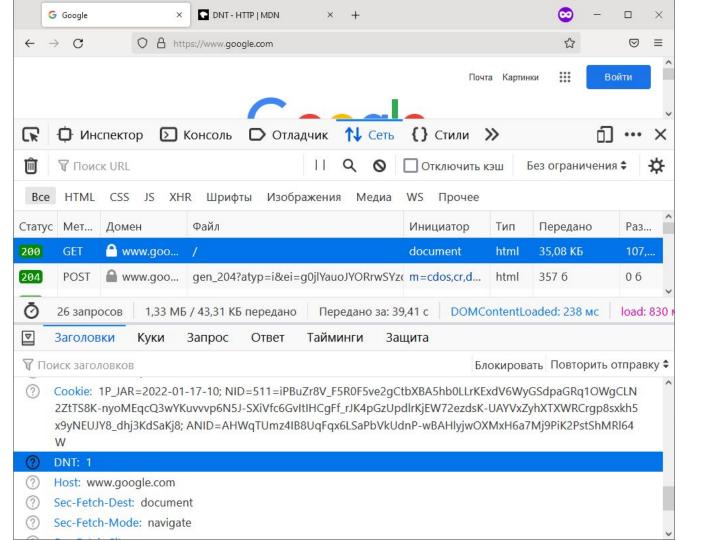
# Small comment on http, html, and privacy

### Browser fingerprint: visited site



### FingerprintJS: 99.5% accuracy [bonus: fresh leak of Safari]

- navigator.userAgent, navigator.language
- new Date().getTimezoneOffset()
- screen.height, screen.width, screen.colorDepth
- HTML5 features support (yes/no)
- doNotTrack/DNT flag (ЫЫЫЫ), cpuClass, platform
- Installed extensions
- canvas fingerprint (draw on canvas and toDataURL()) fonts depend on platform
- WebGL fingerprint (for iOS)
- Installed fonts



# Crawling problems

. . .

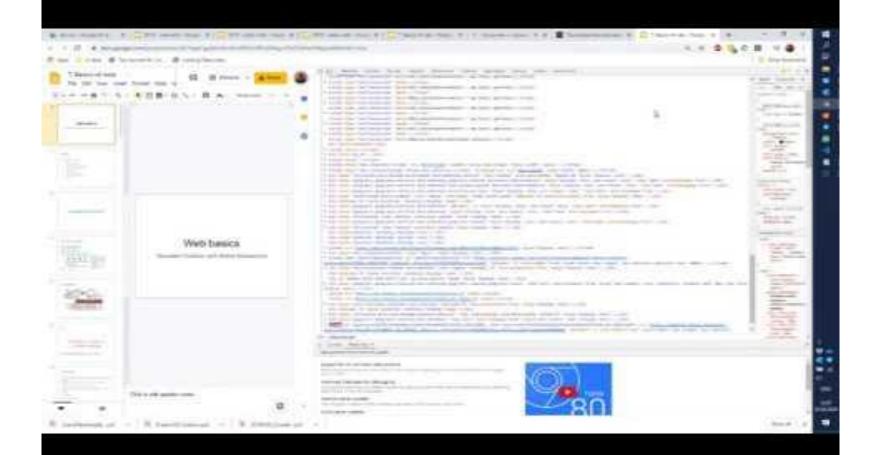
and solutions

### Problem 1: SaaS vs Documents

On your \*nix machines run:

```
wget --no-check-certificate -0 doc.txt http://tiny.cc/00dhkz
cat doc.txt | sed -e "s/;/;\n/g" | grep "QuadTree search"
```

What's wrong?



### How to?

You need a browser engine + JS

- 1. [Headless] browsers
- 2. Drivers to manage browsers
- 3. Automation software:
  - a. Selenium
  - b. Puppeteer

# na2l



# Problem 2: But wait...

# software engineering?!

How would you parse all links from the Wikipedia article page?

```
import requests
from bs4 import BeautifulSoup
...
```

**Stop here!** Every big **company knows** that you will parse it's data. It wants to minimize harm you can do. **APIs!** Free anonymous, free authenticated, paid.

- 1. Wikipedia API
- 2. VK API
- 3. Yandex Search API
- Google Open Search API

5. ...

# Problem 3. I was downloading ... but it stopped working

- 1. Company **considers** the data (and service) it has as:
  - a. A property
  - b. A competitive advantage
- 2. Thus, company **protects** its data from grabbing (and services from proxying):
  - a. With API regulations (Ya, ...) what is the allowed rate
  - b. Etiquette (Wiki)
  - c. Access keys to control grabbing and proxying speed
  - d. Special legal statements that prohibit grabbing (ASOS)
- 3. To **enforce** you to obey
  - a. Access key restriction
  - b. IP [range] blocking
  - c. Browser fingerprint blocking
- 4. So, to speed or just enable you crawling ...

# Problem 4: The last but not the least... Allow and Disallow

- <u>robots.txt</u> prohibits
  - http://innopolis.ru/robots.txt
  - https://yandex.ru/robots.txt
  - O Wiki:)

```
# Sorry, wget in its recursive mode is a frequent problem.
# Please read the man page and use it properly; there is a
# --wait option you can use to set the delay between hits,
# for instance.
#
User-agent: wget
Disallow: /
```

Also,

Sitemap: https://yandex.ru/znatoki/sitemap/sitemap-index.xml

- <u>sitemap.xml</u> helps. Start with robots: <a href="https://www.kinopoisk.ru/robots.txt">https://www.kinopoisk.ru/robots.txt</a>
  - Sitemap: <a href="https://www.kinopoisk.ru/sitemaps/sitemap.xml">https://www.kinopoisk.ru/sitemaps/sitemap.xml</a>

## Crawl safe!

