**PART A**

(Part A: TO BE REFERRED BY STUDENTS) **Experiment No. 01 A.1 AIM:**

Observing a Website. Study about its content, structure.  **A.2 Pre requisite:**

Basic Knowledge of Internet, Web Browsers, Web Servers.

**A.3 Outcome:**

After successful completion of this experiment students will be able to:

1. Understand structure of web pages.
2. Understand content of web pages.
3. Features & shortcomings of the website.
4. Working of Web Browsers, Web Servers, Protocols & Client Server Architecture. **A.4 Theory:**

Website or simply site, is a collection of related web pages, including multimedia content, typically identified with a common domain name, and published on at least one web server. A website may be accessible via a public Internet Protocol (IP) network, such as the Internet, or a private local area network (LAN), by referencing a uniform resource locator (URL) that identifies the site.

Websites have many functions and can be used in various fashions; a website can be a personal website, a commercial website for a company, a government website or a non-profit organization website. Websites are typically dedicated to a particular topic or purpose, ranging from entertainment and social networking to providing news and education. All publicly accessible websites collectively constitute the World Wide Web, while private websites, such as a company's website for its employees, are typically a part of an intranet.

**A.4 Tasks to be Performed:**

1. Browse a website of your choice
2. Note down the features & shortcomings of the website visited
3. Find if there is any broken link in the website
4. Explain the following terms :
   1. Internet
   2. WWW
   3. MVC Model
   4. Web Server and its types
   5. Client
   6. Browser and its types
   7. Web Pages and its types
   8. Client Server Architecture and its types
   9. URL
   10. Router
   11. Gateways
   12. DNS
   13. JSON

**PART B**

# (PART B: TO BE COMPLETED BY STUDENTS)

(Students must submit the soft copy as per following segments within two hours of the practical. The soft copy must be uploaded on the Blackboard or emailed to the concerned lab in charge faculties at the end of the practical in case the there is no Black board access available)

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| --- | --- |
| Roll No. : C146 | Name: Manan Gandhi |
| Class : D | Batch : D1 |
| Date of Experiment : 16/7/24 | Date/Time of Submission : |
| Grade : |  |

**B.1 Findings:**

*(Paste your learnings here)*

1. Website – My Portfolio Website ([https://manangandhi.tech](https://manangandhi.tech/))
2. Features -
   1. It is a portfolio website showcasing skills, projects, education qualifications and social media links
   2. The website is designed with a mobile screen in the center signifying a Mobile Application Developer
3. None
4. 1. Internet – Internet is a network of computers connected with each other for high-speed transfer of data and information
   2. WWW – WWW stands for World Wide Web which is a system through which information can be shared among multiple computers
   3. MVC Model – MVC stands for Model View Controller and helps in separating the User Interface code with the Business Logic of the application.
   4. Web Server – A Web server is a computer software that accepts requests from a device, processes data, and sends a relevant response. Types -
      1. HTTP Server
      2. WebSocket Server
      3. Socket.io Server
      4. MQTT Server
      5. GRPC Server
   5. Client – A client is a device which sends a request to the server containing data and consumes the response to perform certain tasks
   6. Browser – A browser is a software which acts as a client and allows the user to browse various websites and perform different tasks
   7. Web page – A web page is a document on a web server which can be accessed through a web browser. It displays information and can be used to perform various tasks
   8. Client Server architecture – The client server architecture consists of a client and a server which communicate over a certain pre-defined protocol, commonly REST (Representational State Transfer).
   9. URL – Unique Resource Locator is used to locate any resource on the internet, and share it with others
   10. Router – A router is a gateway that passes data between one or more local area networks (LANs)
   11. Gateway – A gateway is a device which passes data between multiple networks
   12. DNS – A Domain Name System is used to locate the physical IP address of a server using its URL
   13. JSON – Javascript Object Notation is a lightweight format for storage and transfer of data.

**B.2 Output**

*(Take screen shots of the sites visited)*

A screenshot of a cell phone

Description automatically generatedA cellphone with a screen on it

Description automatically generatedA screenshot of a cell phone

Description automatically generatedA screen shot of a phone

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