

ASHTI
Project Write-Up

Jack Spence

TDQC – Cohort 5

1 March 2019

2. Lessons Learned

2.1 What didn't work

Being unfamiliar with the inner workings of a HTTP server I started this project with a bit of research into the protocol and its banners. As well as the implementation of cgi. I had never heard of cgi before our previous SQL class in which cgi was managed by the python simple HTTP server. I had spent a lot of time trying to get my output to be formatted just right to be readable by each browser. Chrome had the most finicky requirements of the three I tested. This required me to dig into the CGI spec and figure out I had been calculating headers incorrectly for my cgi requests and needed to change things up.

2.2 What went well

Before learning what this project was, I took some time out of the week and came up with an implementation of a thread pool to handle generic jobs and then go to sleep. This library, which is sourced in Threads.h and Threads.c became a large part of the bedrock of my HTTP server.

2.3 Conclusion

This was the first project that I could really see being useful in a production scenario. Even though most people would just use Apache or another production grade server, I can definitely see why knowing how to write a multi-threaded HTTP server is such a valuable skill.