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QAP1 Task #01

**Step 2 :**

**2.a.**

***\* HTTP****, or Hypertext Transfer Protocol, is an application-layer protocol used for transmitting and receiving information on the World Wide Web. It serves as the foundation for data communication on the internet and is a key protocol for accessing resources such as web pages, images, and other multimedia content. HTTP follows a client-server model, where clients (such as web browsers) make requests to servers, and servers respond with the requested data. The protocol is text-based and operates on a stateless basis, treating each request as an independent transaction.*

\*A console: is a device or interface that allows users to interact with and control electronic systems or computers. It typically includes a combination of hardware and software components, providing a user-friendly interface for inputting commands, managing system settings, and receiving feedback. Consoles are commonly used in various contexts, such as gaming consoles for video games, command-line consoles for computer systems, and management consoles for network devices or software applications. They facilitate user interaction and system control through commands, and text-based or graphical interfaces, and may include features like display screens, keyboards, and controllers.

\*A URL: or Uniform Resource Locator, is a standardized address used to identify resources on the internet. It specifies the location of a resource, such as a web page or file, and includes information about the protocol for accessing it (e.g., HTTP or HTTPS). A URL typically consists of several components, including the protocol, domain name, path, and optional parameters. It serves as a concise and human-readable way to navigate and access content on the World Wide Web.