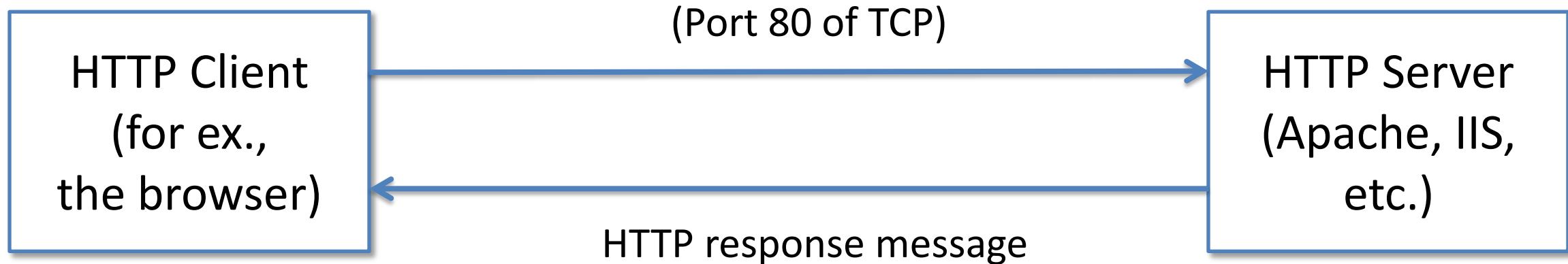


HTTP Protocol Headers

Web Engineering

Recovering HTTP communication....



Recovering HTTP communication....

HTTP Messages

Request

Request line CRLF

Header lines CRLF

CRLF

Body

Response

Status line CRLF

Header lines CRLF

CRLF

Body

HTTP Headers ???

HTTP headers let the client and the server pass additional information with an HTTP request or response. They contain metadata in key-value pairs that are sent along with HTTP requests and responses.

Headers can be grouped according to their contexts:

- **General Header:** This type of headers applied on Request and Response headers both but without affecting the database body.
- **Request Header:** contains more information about the resource to be fetched, or about the client requesting the resource.
- **Response Header:** hold additional information about the response, like its location or about the server providing it.
- **Entity Header:** contains the information about the body of the resources like MIME type, Content-length.

Network Working Group
Request for Comments: 2616
Obsoletes: 2068
Category: Standards Track

R. Fielding
UC Irvine
J. Gettys
Compaq/W3C
J. Mogul
Compaq
H. Frystyk
W3C/MIT
L. Masinter
Xerox
P. Leach
Microsoft
T. Berners-Lee
W3C/MIT
June 1999

Everything about HTTP

Hypertext Transfer Protocol -- HTTP/1.1

Status of this Memo

This document specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" (STD 1) for the standardization state and status of this protocol. Distribution of this memo is unlimited.

Copyright Notice

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...more headers...

Complete header's list:

Hypertext Transfer Protocol -- HTTP/1.1
<https://datatracker.ietf.org/doc/html/rfc2616>



A screenshot of a web browser window showing the RFC 2616 document. The title bar reads "RFC 2616 - Hypertext Transf...". The main content area displays the document's header information, including its status as a DRAFT STANDARD, its authors (R. Fielding, UC Irvine, J. Gettys, Compaq/W3C, J. Mogul, Compaq, H. Frystyk, W3C/MIT, L. Masinter, Xerox, P. Leach, Microsoft, T. Berners-Lee, W3C/MIT), and its publication date (June 1999). Below the header, the document's title "Hypertext Transfer Protocol -- HTTP/1.1" is shown, followed by sections for "Status of this Memo" and "Copyright Notice".

Let's see some examples

GET /tc/home.html HTTP/1.1

Host: www.tribunalconstitucional.pt

Date: Tue, 30 Sep 2008 13:45:29 GMT

User-Agent: Mozilla/5.0 (Windows; U; Windows NT 6.0; en-US; rv:1.9.0.3) Gecko/2008092417 Firefox/3.0.3

Referer: http://home.utad.pt/~lfb/teste.htm

If-Modified-Since: Tue, 30 Sep 2008 13:40:29 GMT

HTTP/1.1 200 OK

Server: Microsoft-IIS/4.0

Date: Tue, 30 Sep 2008 13:45:38 GMT

Content-Type: text/html

Accept-Ranges: bytes

Last-Modified: Wed, 06 Jan 1999 18:56:06 GMT

Content-Length: 9934

Who (and when) sets (inserts) the request headers?

- Web clients (browsers) following a request for a resource and ... web application's code

Who (and when) sets (inserts) the headers of static content responses?

- Web servers following the receipt of a content request

Who (and when) defines (inserts) the headers of the dynamic content responses?

- Web servers following the receipt of a resource request and ... web application's code.

Programmatically in the browser (request)

```
function ajax(url, vars, callbackFunction) {  
    var request = new XMLHttpRequest();  
    request.open("POST", url, true);  
    request.setRequestHeader(  
        "Content-Type",  
        "application/x-www-form-urlencoded");  
    request.onreadystatechange = function() {  
        if (request.readyState == 4 &&  
            request.status == 200) {  
            if (request.responseText) {  
                callbackFunction(request.responseText);  
            }  
        }  
    };  
    request.send(vars);  
}
```

Header injected by
the application code
(javascript)

Programmatically in the server (response)

```
@HttpContext.Current.Response.AddHeader("CustomHeader", "CustomValue")  
<HTML>  
<TITLE>Test</TITLE>  
<BODY>  
<p>This page has a custom HTTP header</p>  
</BODY>  
</HTML>
```

Header injected by
the application code
(Razor)

Dynamic content response

In the server (response)

This always work?

```
<HTML>
<TITLE>Test</TITLE>
<BODY>
<p>This page has a custom HTTP header</p>
@HttpContext.Current.Response.AddHeader("CustomHeader", "CustomValue")
</BODY>
</HTML>
```

Dynamic content response

Current servers implement response buffering:

When the output is buffered, the server will hold back the response to the browser until all of the server scripts have been processed, or until the script calls the Flush or End method.

Examples of buffer manipulation:

```
@HttpContext.Current.Response.ClearContent();  
@HttpContext.Current.Response.ClearHeaders();  
@HttpContext.Current.Response.Buffer = true;  
@HttpContext.Current.Response.End();
```

Programmatically changing headers...

A **forbidden header name** is the name of any HTTP header that cannot be modified programmatically.

Modifying such headers is forbidden because the user agent retains full control over them.

Forbidden header names start with Proxy- or Sec-, or are one of the following names:

- Accept-Charset
- Accept-Encoding
- Connection
- Content-Length
- Origin
- Cookie
- Date
- Host
- Keep-Alive
- Referer
- ...

Associated Readings

Web Application Architecture, Second Edition
Cap. 3: “Birth of the Web: HTTP”, pages 44 to 60.



Hypertext Transfer Protocol -- HTTP/1.1

<http://www.w3.org/Protocols/rfc2616/rfc2616.html>



The screenshot shows a web browser window with the title 'Hypertext Transfer Protocol'. The address bar contains the URL 'www.w3.org/Protocols/rfc2616/rfc2616.html'. The page content includes the following information:

Network Working Group
Request for Comments: 2616
Obsoletes: 2068
Category: Standards Track

R. Fielding
UC Irvine
J. Gettys
Compaq/W3C
J. Mogul
Compaq
H. Frystyk
W3C/MIT
L. Masinter
Xerox
P. Leach
Microsoft
T. Berners-Lee
W3C/MIT
June 1999

Hypertext Transfer Protocol -- HTTP/1.1

MIME types in HTTP protocol

Web Engineering

Multipurpose Internet Mail Extensions

HTTP/1.1 200 OK

Server: Microsoft-IIS/4.0

Date: Tue, 30 Sep 2008 13:45:38 GMT

Content-Type: text/html

Accept-Ranges: bytes

Last-Modified: Wed, 06 Jan 1999 18:56:06 GMT

Content-Length: 9934

MIME encoding

Content-Type: type/subtype [; parameters]

Content-Type: text/html

Content-Type: text/plain

Content-Type: text/css

Content-Type: image/gif

Content-Type: image/jpeg

Content-Type: audio/x-wav

Content-Type: audio/x-mpeg-2

Content-Type: video/quicktime

Content-Type: video/mpeg-2

MIME encoding

Content-Type: type/subtype [; parameters]

Content-Type: text/html ; charset = us-ascii

Content-Type: text/html ; charset = utf-8

(The default character set is [ISO-8859-1](#).)

MIME encoding

Content-Type: type/subtype [; parameters]

```
Content-Type: multipart/x-mixed-replace ;  
                boundary=XPTOText
```

```
... . . .
```

```
--XPTOText
```

```
Content-Type: image/gif
```

```
... . . .
```

```
--XPTOText
```

```
Content-Type: image/gif
```

```
... . . .
```

```
--XPTOText--
```

Content-Type: multipart/form-data ; boundary=...

MIME encoding

Content-Type: type/subtype [; parameters]

Accept-Encoding: x-compress; x-zip

GET /encrypted-area HTTP/1.1
Host: www.example.com
Accept-Encoding: gzip, deflate

HTTP/1.1 200 OK
Date: mon, 28 Sep 2015 22:38:34 GMT
Server: Apache/1.3.3.7 (Unix) (Red-Hat/Linux)
Last-Modified: Wed, 08 Jan 2003 23:11:55 GMT
Accept-Ranges: bytes
Content-Length: 438
Connection: close
Content-Type: text/html; charset=UTF-8
Content-Encoding: gzip

MIME encoding

Base64

`data:[<mediatype>][;base64],<data>`

often used to transmit binary
data by transmission means that
deal only with text

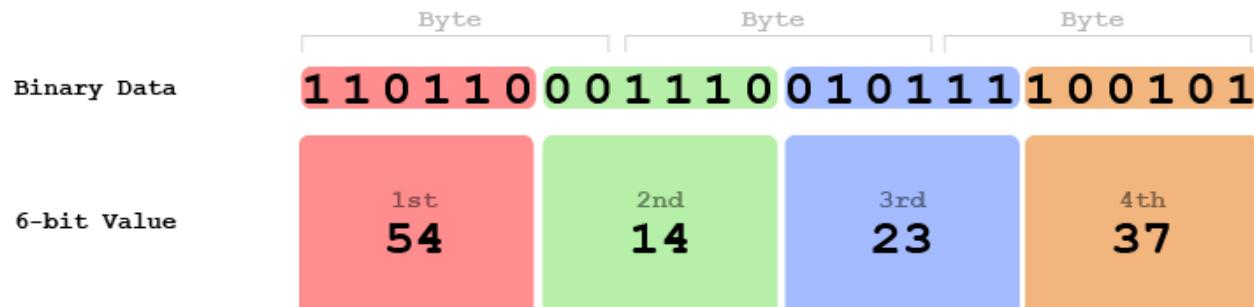
consisting of 64 characters ([A-Z],[a-z],[0-9],"+","=")

```
>
```

MIME encoding

How it works?

Base64 Encoding



Character Lookup

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z
52	53	54	55	56	57	58	59	60	61	62	63														
0	1	2	3	4	5	6	7	8	9	/	+														

This diagram shows a character lookup table for Base64 encoding. It consists of four rows. The first row contains binary values from 0 to 25. The second row contains uppercase letters A through Z. The third row contains lowercase letters a through z. The fourth row contains the symbols / and +. The value 54 is highlighted in red in the first row, corresponding to the letter 'D' in the second row and the symbol '/' in the fourth row. This illustrates how the 6-bit binary value 54 is mapped to the character 'D' in the Base64 alphabet.

Encoded Output



Associated Readings

Web Application Architecture, Second Edition
Cap. 3: “Birth of the Web: HTTP”, pages 46 to 49.



**MIME (Multipurpose Internet Mail Extensions) Part One:
Mechanisms for Specifying and Describing the Format of
Internet Message Bodies**

<https://www.ietf.org/rfc/rfc1521.txt>



Network Working Group N. Borenstein
Request for Comments: 1521 Bellcore
Obsoletes: 1341 M. Freed
Category: Standards Track Innosoft
September 1993

MIME (Multipurpose Internet Mail Extensions) Part One:
Mechanisms for Specifying and Describing
the Format of Internet Message Bodies

Status of this Memo

This RFC specifies an Internet standards track protocol for the Internet community, and requests discussion and suggestions for improvements. Please refer to the current edition of the "Internet Official Protocol Standards" for the standardization state and status of this protocol. Distribution of this memo is unlimited.

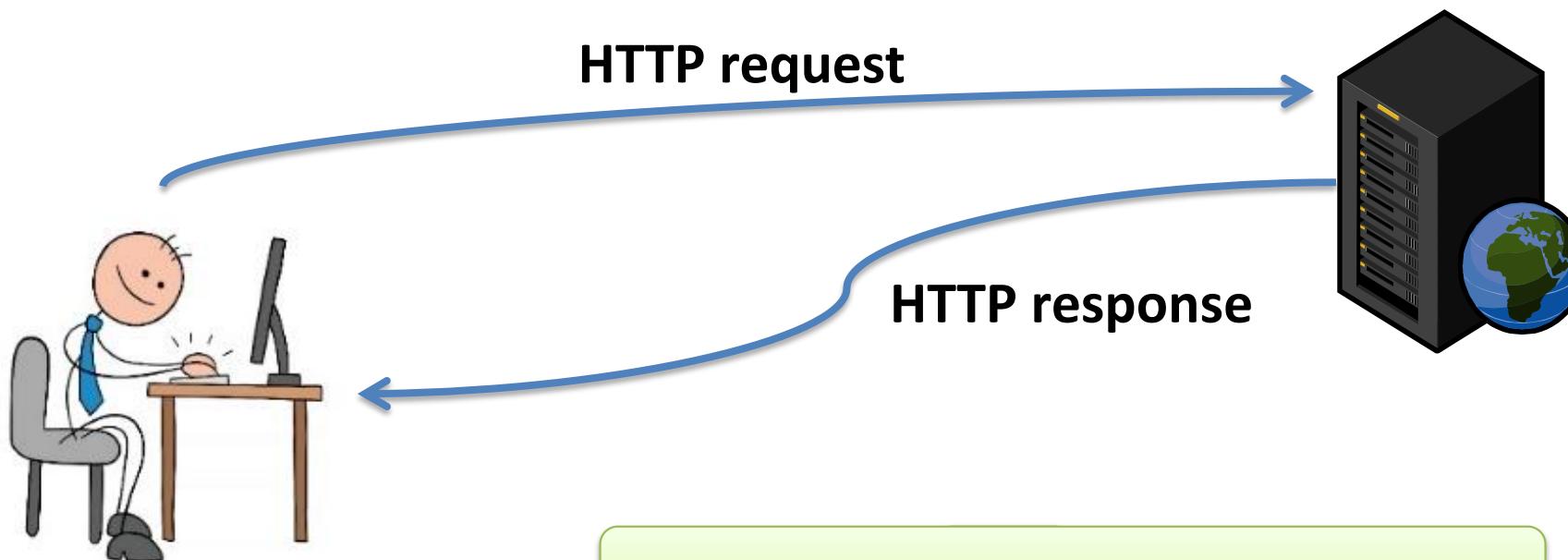
Abstract

STD 11, RFC 822 defines a message representation protocol which specifies considerable detail about message headers, but which leaves the message content, or message body, as flat ASCII text. This document redefines the format of message bodies to allow multi-part textual and non-textual message bodies to be represented and exchanged without loss of information. This is based on earlier work

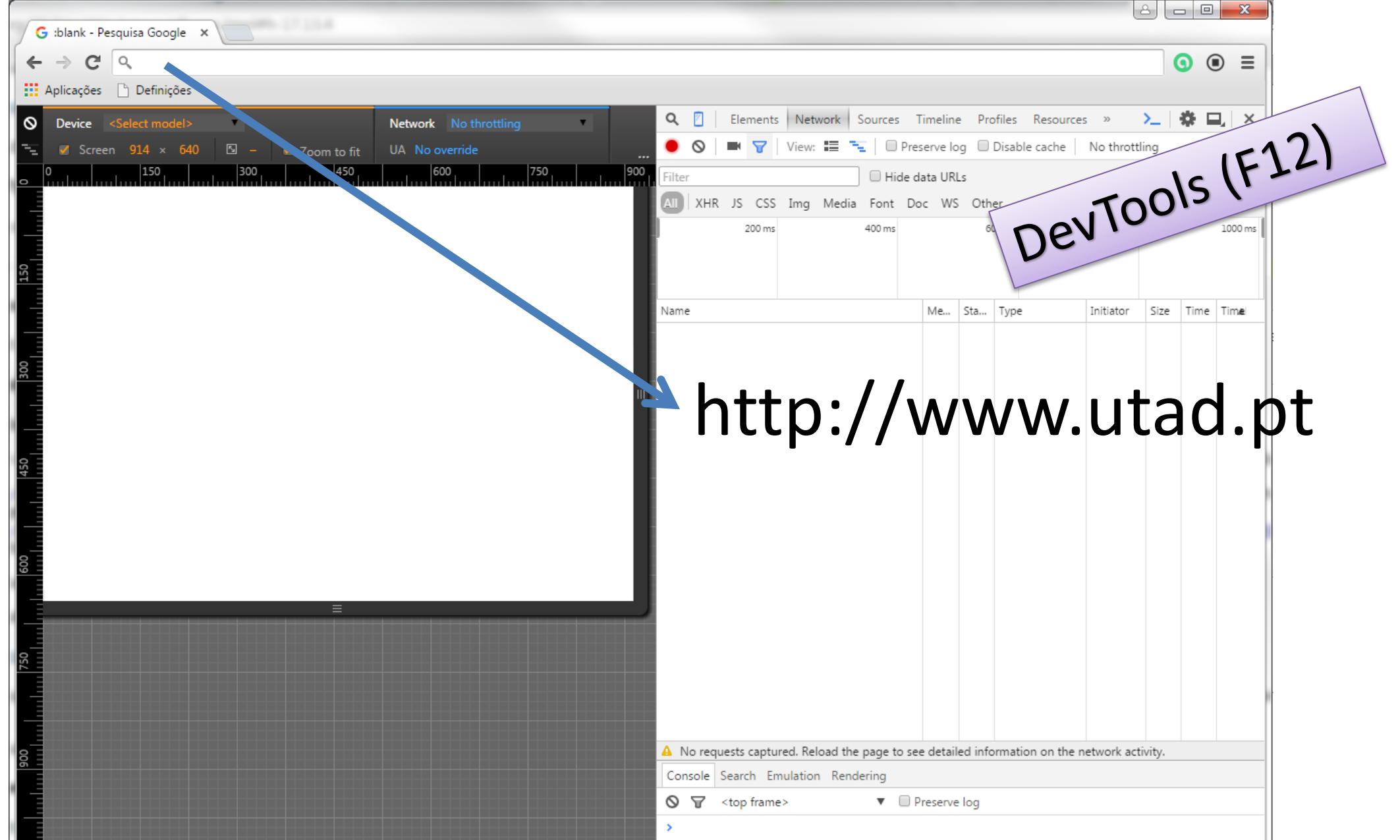
HTTP protocol response status codes

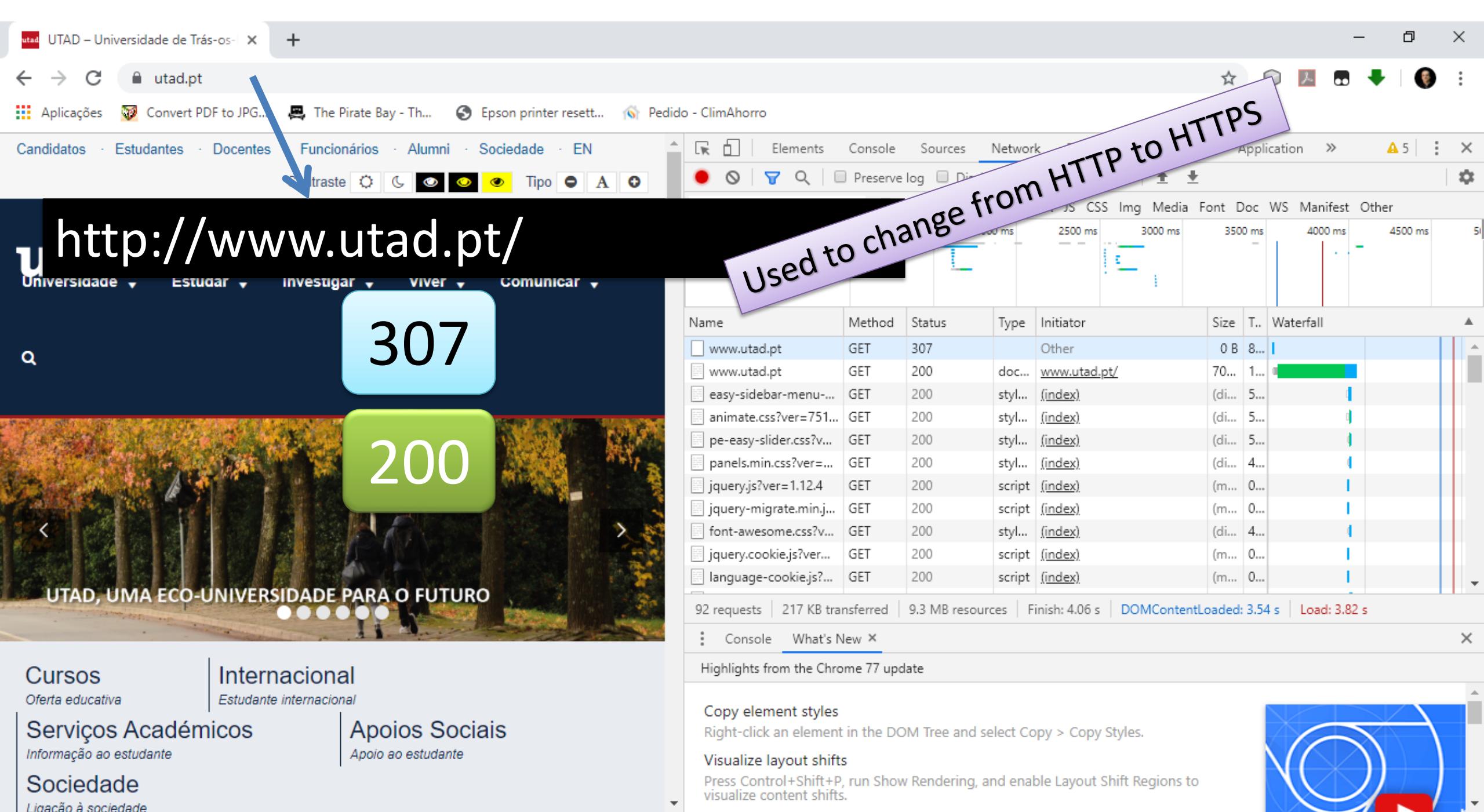
Web Engineering

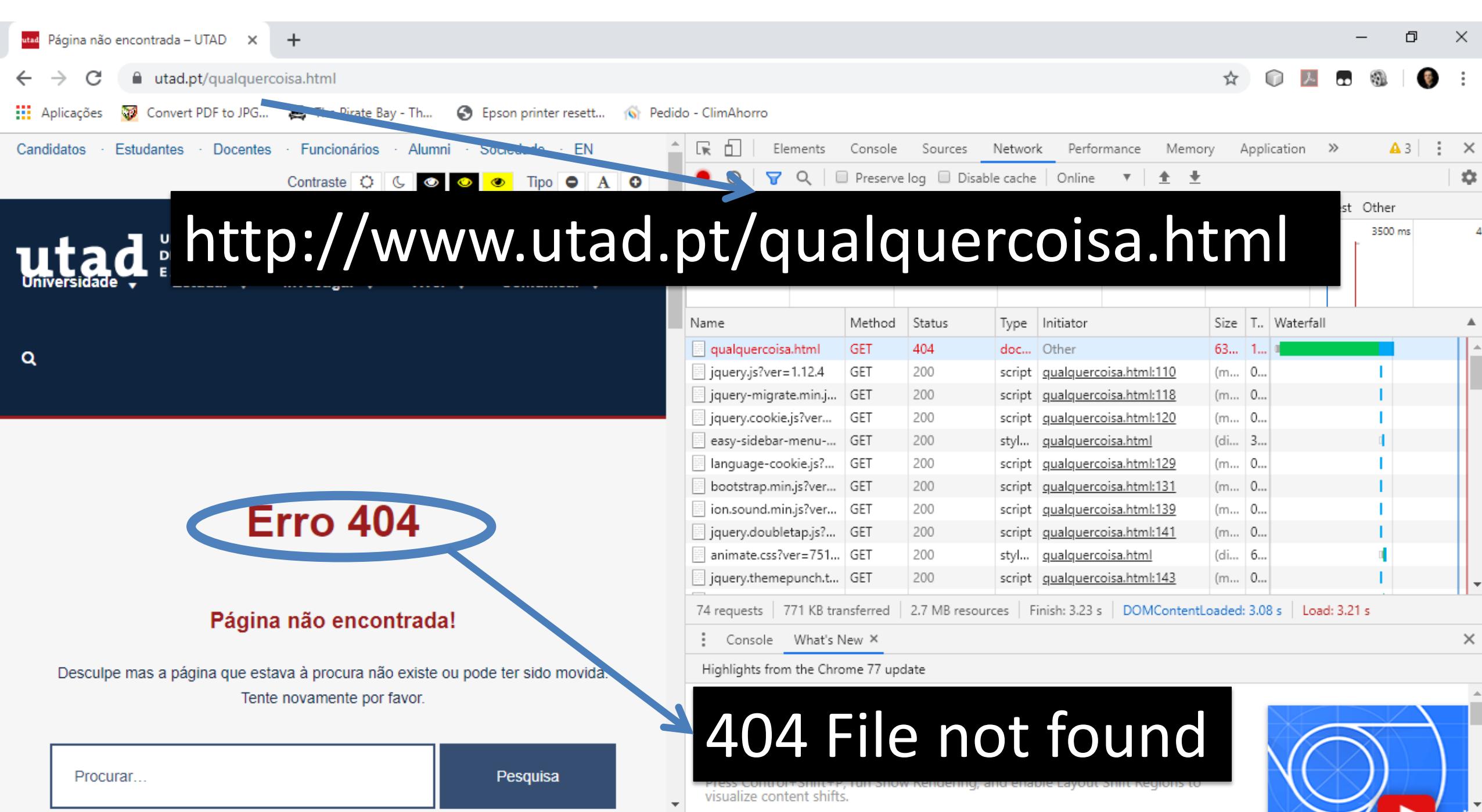
```
GET /tc/home.html HTTP/1.1  
Host: www.tribunalconstitucional.pt  
...
```



```
HTTP/1.1 200 OK  
Content-Type: text/html  
Content-Length: 9934  
...
```







Firefox

Universidade de Trás-os-Montes e Alto Douro

www.utad.pt/pt/index.asp

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Ciclo Cultural da UTAD

Ano Internacional da Química

○ Agenda
○ Sala de Imprensa
○ Intranet
○ Portal Alunos
○ SIDE
○ Serviços Académicos
○ Mapa do Campus

DESTAQUES

Cerimónias

http://www.utad.pt/pt/index.asp

Used to change from oldest reference to a new one based on the technology used to develop the web application

Method	Result	Type	URL
GET	302	Redirect to: http://www.utad.pt/pt/index.htm... http://www.utad.pt/	
GET	301	Redirect to: http://www.utad.pt/pt/index.asp	http://www.utad.pt/pt/index.html
GET	200	text/html	http://www.utad.pt/pt/index.asp

User-Agent Mozilla/5.0 (Windows NT 6.0; WOW64; rv:7.0.1) Gecko/20100101 Firefox/7.0.1
Accept image/png,image/*;q=0.8,*/*;q=0.5
Accept-Language en-gb,en;q=0.5
Accept-Encoding gzip, deflate
Accept-Charset ISO-8859-1 utf-8;q=0.7 *;q=0.7

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www.utad.pt/pt/index.asp

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ACTIVIDADES E ACONTECIMENTOS

Procurar a Alguém? Ciclo Cultural da UTAD

Ano Internacional da Química (De Março a Novembro de 2011 – UTAD – Vila Real)

DESTAQUES Cerimónia de Abertura do Ano Letivo da UTAD

302

HTTP/1.1 302 Object Moved

Location: http://www.utad.pt/pt/index.html

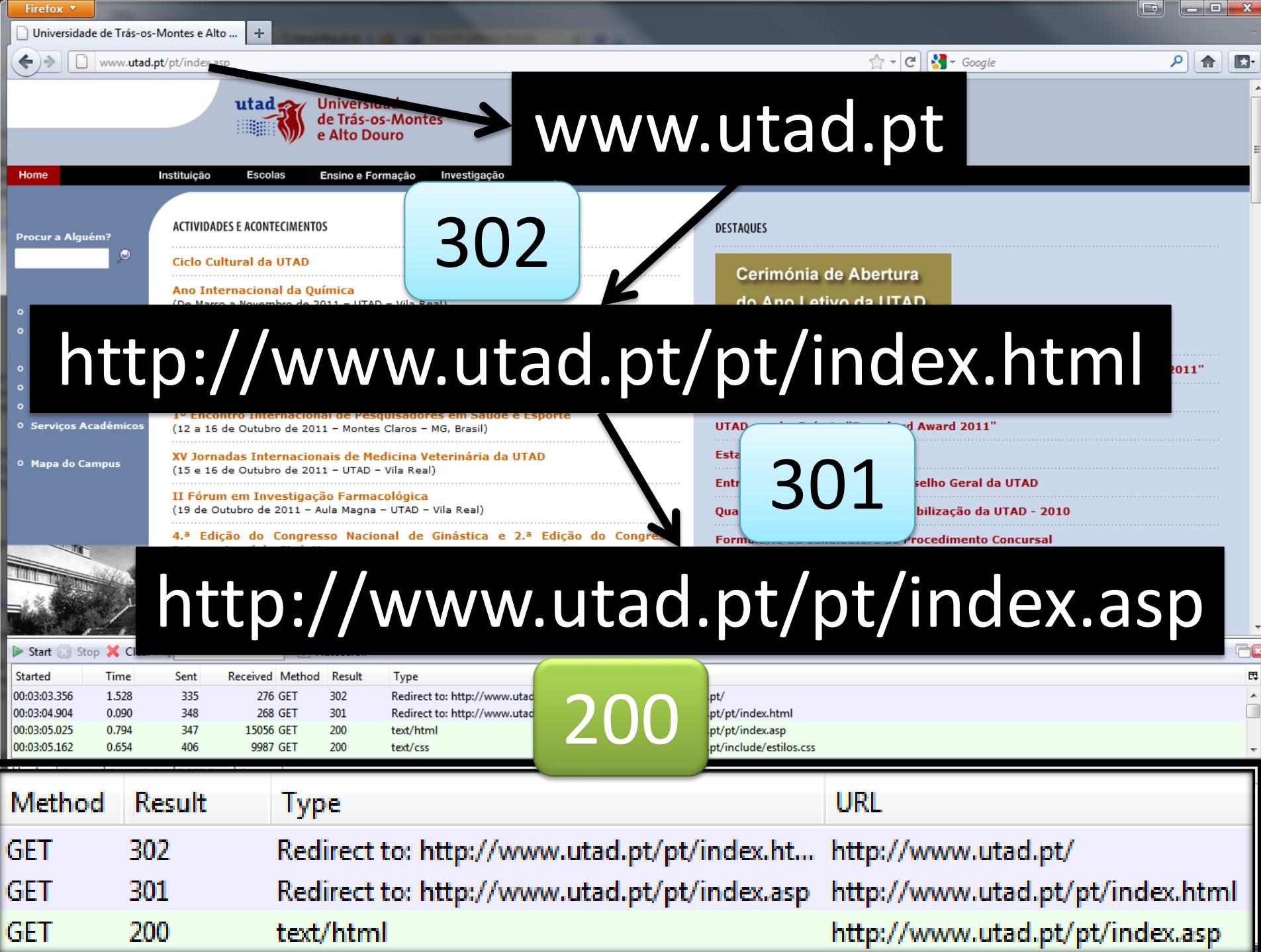
Server: Microsoft-IIS/5.0

Content-Type: text/html

Content-Length: 155

00:03:04.904 0.090 348 268 GET 301 Redirect to: http://www.utad.pt/pt/index.asp http://www.utad.pt/pt/index.html
00:03:05.025 0.794 347 15056 GET 200 text/html http://www.utad.pt/pt/index.asp
00:03:05.162 0.654 406 9987 GET 200 text/css http://www.utad.pt/include/estilos.css

Method	Result	Type	URL
GET	302	Redirect to: http://www.utad.pt/pt/index.asp	http://www.utad.pt/pt/index.html
GET	301	Redirect to: http://www.utad.pt/pt/index.asp	http://www.utad.pt/pt/index.html
GET	200	text/html	http://www.utad.pt/pt/index.asp



Firefox

HTTP/1.1: Status Code Definitions

www.w3.org/Protocols/rfc2616/rfc2616-sec10.html

Google

10.3.2 301 Moved Permanently

The requested resource has been assigned a new permanent URI and any future references to this resource SHOULD use one of the returned URIs. Clients with link editing capabilities ought to automatically re-link references to the Request-URI to one or more of the new references returned by the server, where possible. This response is cacheable unless indicated otherwise.

The new permanent URI SHOULD be given by the Location field in the response. Unless the request method was HEAD, the entity of the response SHOULD contain a short hypertext note with a hyperlink to the new URI(s).

If the 301 status code is received in response to a request other than GET or HEAD, the user agent MUST NOT automatically redirect the request unless it can be confirmed by the user, since this might change the conditions under which the request was issued.

Note: When automatically redirecting a POST request after receiving a 301 status code, some existing HTTP/1.0 user agents will erroneously change it into a GET request.

10.3.3 302 Found

The requested resource resides temporarily under a different URI. Since the redirection might be altered on occasion, the client SHOULD continue to use the Request-URI for future requests. This response is only cacheable if indicated by a Cache-Control or Expires header field.

The temporary URI SHOULD be given by the Location field in the response. Unless the request method was HEAD, the entity of the response SHOULD contain a short hypertext note with a hyperlink to the new URI(s).

If the 302 status code is received in response to a request other than GET or HEAD, the user agent MUST NOT

```
public ActionResult Index()
{
    return View();
}
```

HTTP/1.1 200 OK
Server: Kestrel
Date: Wed, 11 Oct 2023 13:05:44 GMT
Content-Type: text/html; charset=utf-8
Content-Length: 24570
...

```
[HttpPost]
public ActionResult Index(string Name)
{
    return RedirectToAction("MyRoute");
}
```

HTTP/1.1 302 Found
Content-Length: 0
Date: Wed, 11 Oct 2023 22:05:48 GMT
Server: Kestrel
Location: /MyController/MyRoute
...

1xx

Informational

2xx

Successful

3xx

Redirection

4xx

Client Error

5xx

Server Error

- 1xx (Informational): The request was received, continuing process
- 2xx (Successful): The request was successfully received, understood, and accepted
- 3xx (Redirection): Further action needs to be taken in order to complete the request
- 4xx (Client Error): The request contains bad syntax or cannot be fulfilled
- 5xx (Server Error): The server failed to fulfill an apparently valid request

Informational 1xx

- **100 Continue**

Successful 2xx

- 200 OK
- ...
- 206 Partial Content

Redirection 3xx

- 301 Moved Permanently
- 302 Found
- 303 See Other
- 304 Not Modified
- ...
- 307 Temporary Redirect
- 308 Permanent Redirect

Client Error 4xx

- **400 Bad Request**
- **401 Unauthorized**
- ...
- **403 Forbidden**
- **404 Not Found**
- ...
- **411 Length Required**

Server Error 5xx

- **500 Internal Server Error**
- ...
- **502 Bad Gateway**
- **503 Service Unavailable**
- ...
- **505 HTTP Version Not Supported**

Associated Readings

Web Application Architecture, Second Edition
Cap. 3: “Birth of the Web: HTTP”, pages 41 to 44.



**Section 15 of the HTTP protocol specification:
“Status Codes”**

<https://www.rfc-editor.org/rfc/rfc9110.html#name-status-codes>



part of *Hypertext Transfer Protocol – HTTP/1.1*
RFC 2616 Fielding, et al.

10 Status Code Definitions

Each Status-Code is described below, including a description of which method(s) it can follow and any metainformation required in the response.

10.1 Informational 1xx

This class of status code indicates a provisional response, consisting only of the Status-Line and optional headers, and is terminated by an empty line. There are no required headers for this class of status code. Since HTTP/1.0 did not define any 1xx status codes, servers MUST NOT send a 1xx response to an HTTP/1.0 client except under experimental conditions.

A client MUST be prepared to accept one or more 1xx status responses prior to a regular response, even if the client does not expect a 100 (Continue) status message. Unexpected 1xx status responses MAY be ignored by a user agent.

Proxies MUST forward 1xx responses, unless the connection between the proxy and its client has been closed, or unless the proxy itself requested the generation of the 1xx response. (For example, if a proxy adds a "Expect: 100-continue" field when it forwards a request, then it need not forward the corresponding 100 (Continue) response(s).)

10.1.1 100 Continue

The client SHOULD continue with its request. This interim response is used to inform the client that the initial part of the request has been received and has not yet been rejected by the server. The client SHOULD continue by sending the remainder of the request or, if the request has already been completed, ignore this response. The server MUST send a final response after the request has been completed. See section 8.2.3 for detailed discussion of the use and handling of this status code.

10.1.2 101 Switching Protocols

The server understands and is willing to comply with the client's request, via the Upgrade message header field (section 14.42), for a change in the application protocol being used on this connection. The server will switch protocols to those defined by the response's Upgrade header field immediately after the empty line which terminates the 101 response.

The protocol SHOULD be switched only when it is advantageous to do so. For example, switching to a newer version of HTTP is advantageous over older versions, and switching to a real-time, synchronous protocol might be advantageous when delivering resources that use such features.

Resume

HTTP PROTOCOL HEADERS

WHAT ARE? WHAT DO THEY CONSIST OF?

WHAT TYPES (OR GROUPS) EXIST?

WHAT ARE FORBIDDEN HEADER NAMES?

WHO INSERTS HEADERS INTO MESSAGES?

KNOW SOME OF THE MOST COMMON HEADERS.

MIME TYPES IN HTTP PROTOCOL

WHAT ARE MIME-TYPES?

WHAT IS THE PURPOSE/IMPORTANCE OF ITS USE?

CAN ITS VALUE BE PROGRAMMATICALLY CHANGED?

HTTP RESPONSE STATUS

GENERALLY SPEAKING, WHAT DO STATE CODES MEAN?

WHAT ARE THE EXISTING GROUPS?

WHAT DOES EACH GROUP REPRESENT?

UNDERSTAND THE MEANING AND CONSEQUENCES OF USING THE MOST COMMON CODES...

Next section

RESOLVING ADDRESSES ON HTTP SERVERS

Readings until October 19's class

3.4 Better Information Through Headers
3.4.1 Support for content types
3.4.2 Caching control
3.4.3 Security

3.5 Evolution of the HTTP Protocol
3.5.1 Virtual hosting

6 Web Servers
6.1 Basic Operation
6.1.1 HTTP request processing
6.1.2 Delivery of static content
6.1.3 Delivery of dynamic content

6.3 Advanced Functionality
6.3.1 Virtual hosting

