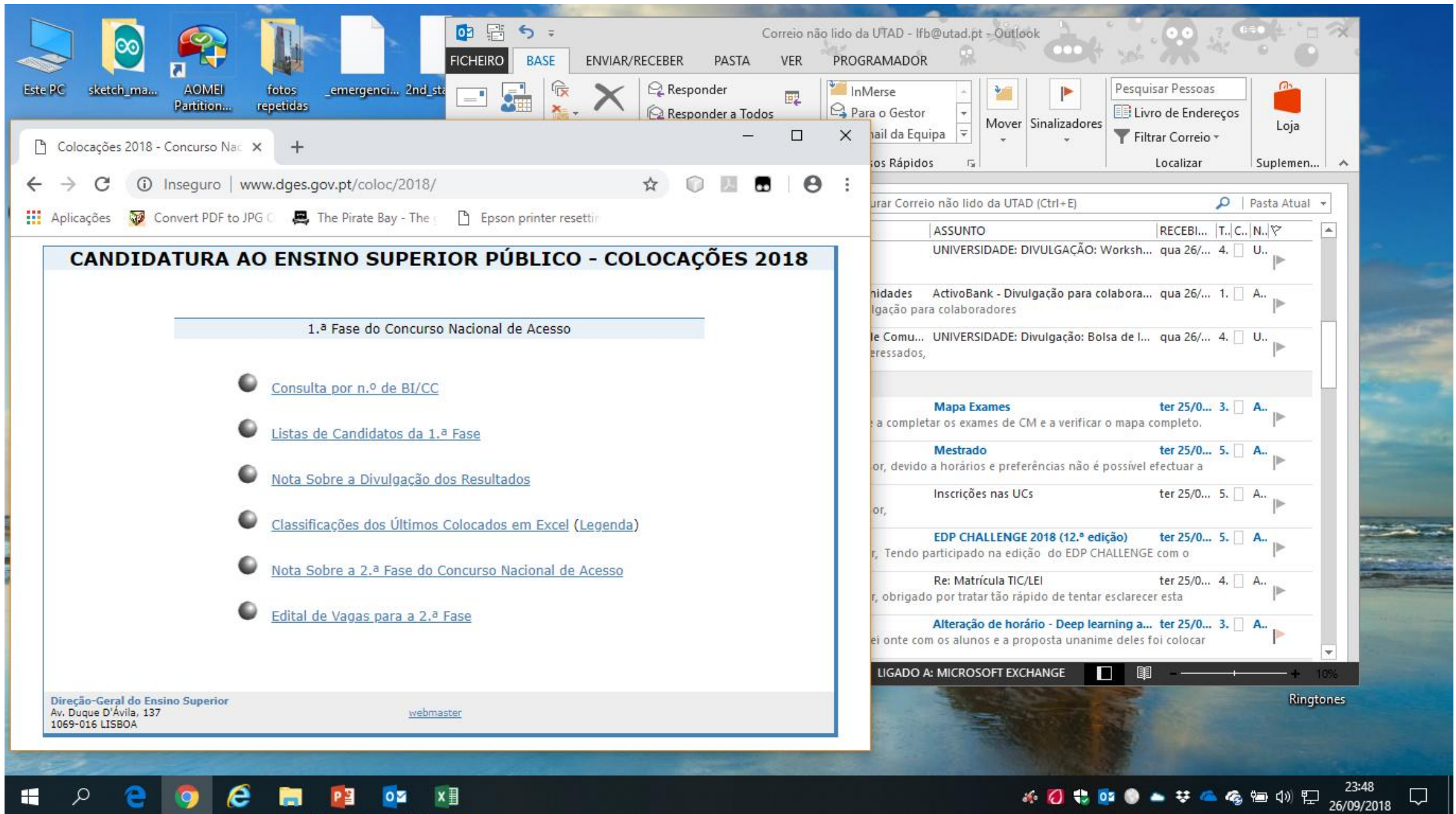


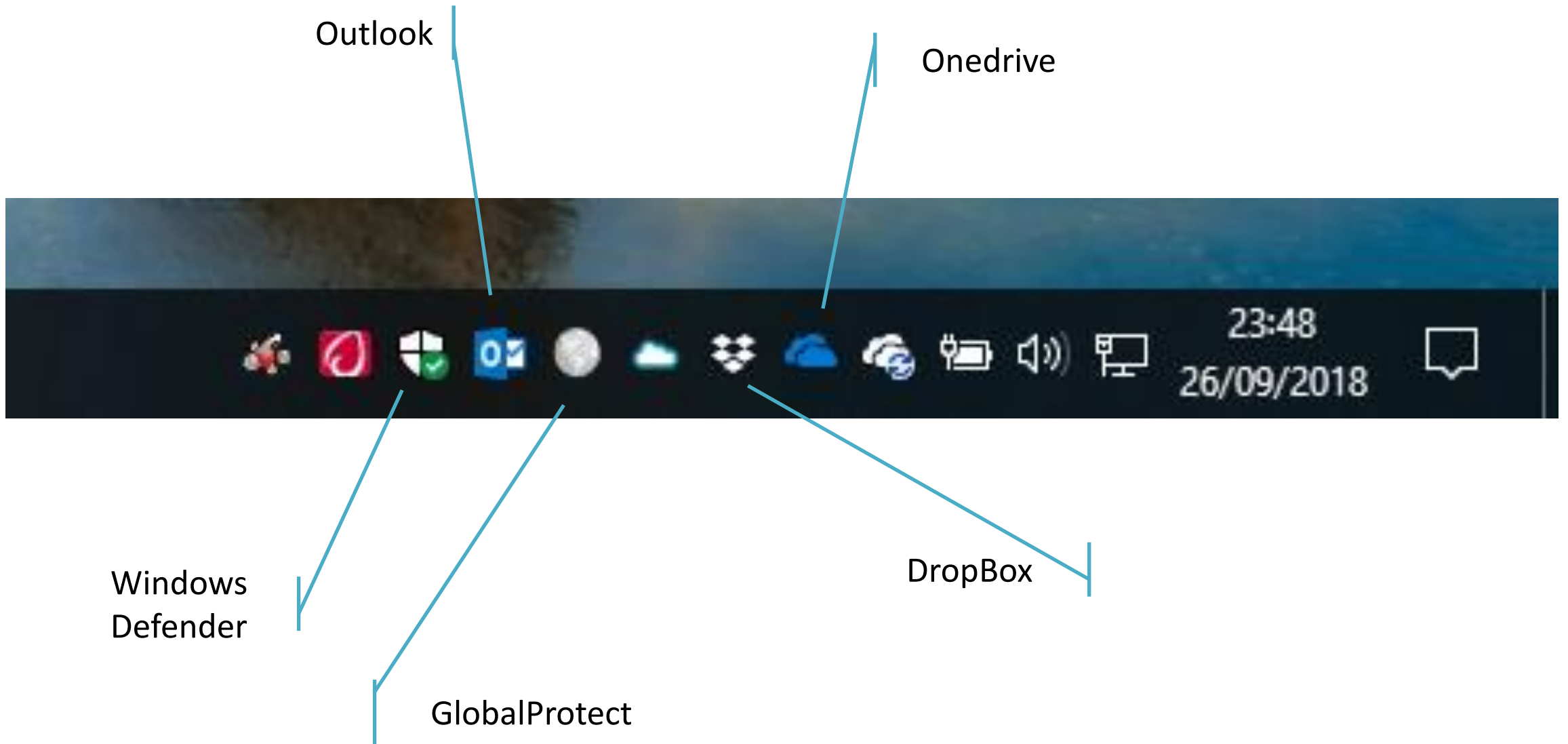
Concept of client-server application

Web Engineering

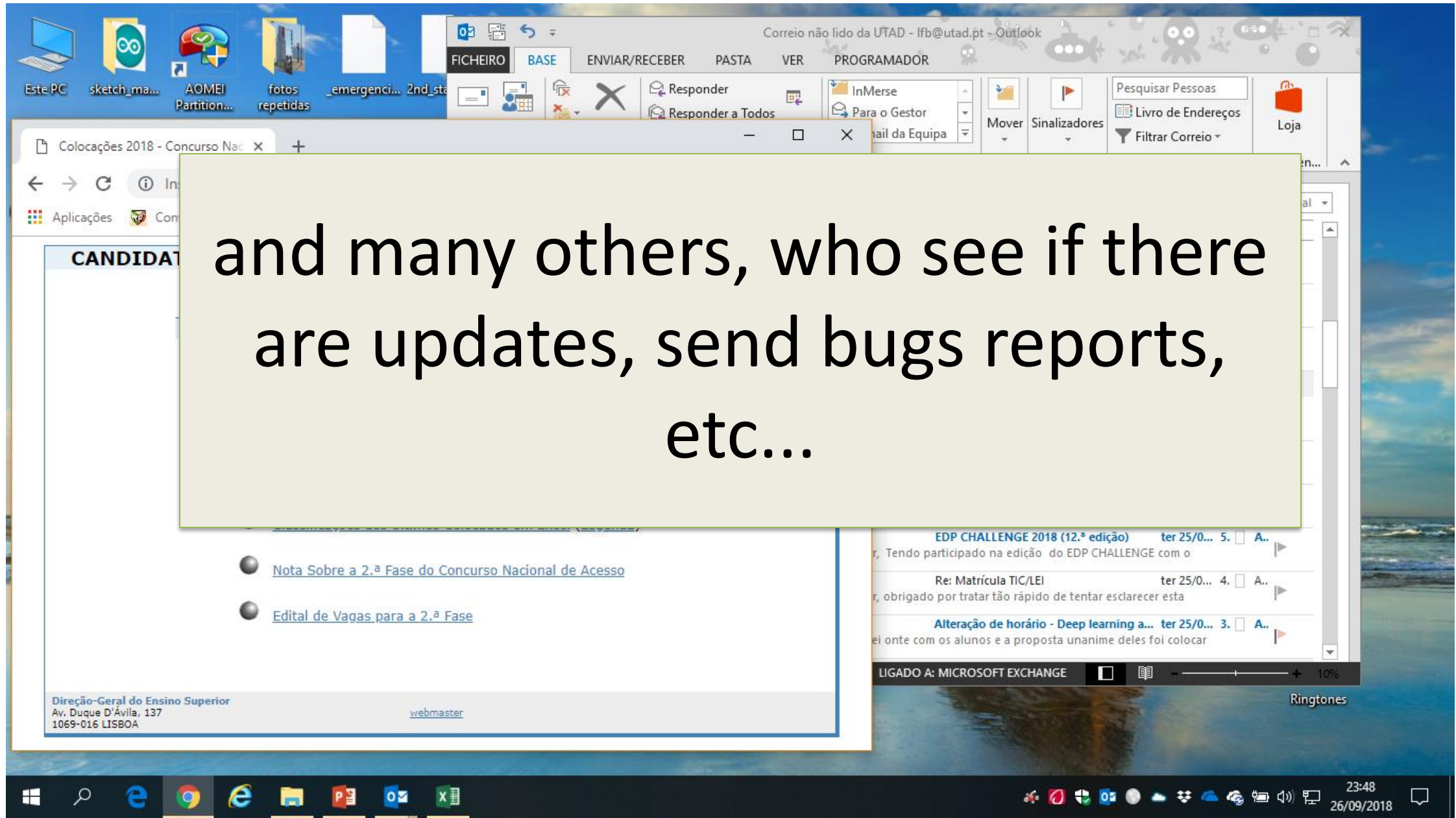
Client-server Applications?



Client-server Applications?



and many others, who see if there are updates, send bugs reports, etc...



...using the most varied protocols
(public, private, different network
layers, etc.)

Browser: HTTP, port TCP 80

Second Life: *Second Life Open Grid Protocol* (SLOPGP), ports TCP 443 e 12043, ports
UDP 12035, 12036 e 13000-13050

Outlook: *Office Exchange Protocols* (OEP), functionality dependent ports (for example:
NNTP 119 to access *newsgroups* as Outlook shared folders).

Messenger: MSNP10, port TCP 1863.

Skype: *Skype Protocol*, ports TCP 81 e 443 or all TCP/UDP above 1024.

BOINC Manager: HTTP, TCP 81 e 443, access to *localhost* on 31416.

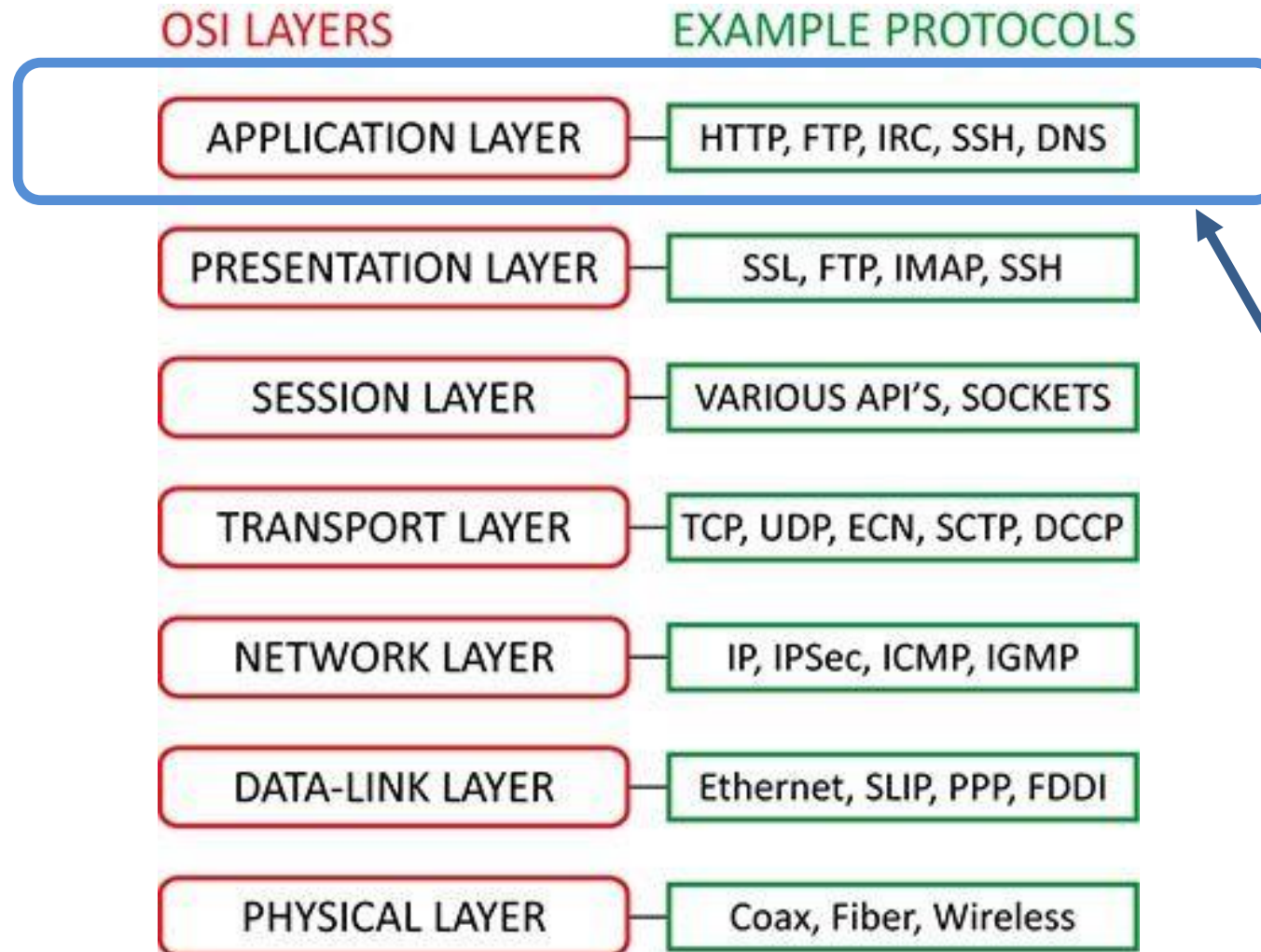
Protocol ports (common examples)

20/TCP	FTP (File Transfer protocol) - data port
21/TCP	FTP (File Transfer protocol) - control (command) port
22/TCP,UDP	SSH (Secure Shell) - Used for secure logins, file transfers and port redirects
23/TCP,UDP	Telnet protocol - Unencrypted text communication
25/TCP,UDP	SMTP (Simple Mail Transfer Protocol) - used for e-mail routing between servers (Currently is being used port 587)
53/TCP,UDP	DNS (Domain Name System)
80/TCP	HTTP (Hypertext Transfer Protocol) - used to transfer WWW pages
81/TCP	Skype protocol
110/TCP	POP3 (Post Office Protocol version 3): E-mail Protocol, version 3 - used for receiving e-mail
143/TCP,UDP	IMAP4 (Internet Message Access Protocol 4) - used to receive e-mail

Protocol ports (common examples)

156/TCP,UDP	SQL Service
443/TCP	HTTPS - HTTP Protocol over TLS/ SSL (secure transmission)(secure transport layer)
989/TCP,UDP	FTP Protocol (data) over TLS/SSL
990/TCP,UDP	FTP Protocol (control) over TLS/SSL
991/TCP,UDP	NAS (Netnews Admin System)
992/TCP,UDP	Telnet protocol over TLS/SSL
993/TCP	IMAP4 over SSL (secure transmission)
995/TCP	POP3 over SSL (secure transmission)
...	

Open Systems Interconnection model (OSI model)



We will focus on an application protocol

What Is a Web Application?

A Web application (Web app) is an **application program that is stored on a remote server and delivered over the Internet through a browser interface.**

Discussion topic...

Web vs Standalone



Discussion topic...

Web vs Standalone

The Pros of Web Apps

- Cross-platform
- Automatic updates
- Resource friendly
- No installation

The Cons of Web Apps

- Security
- Internet required

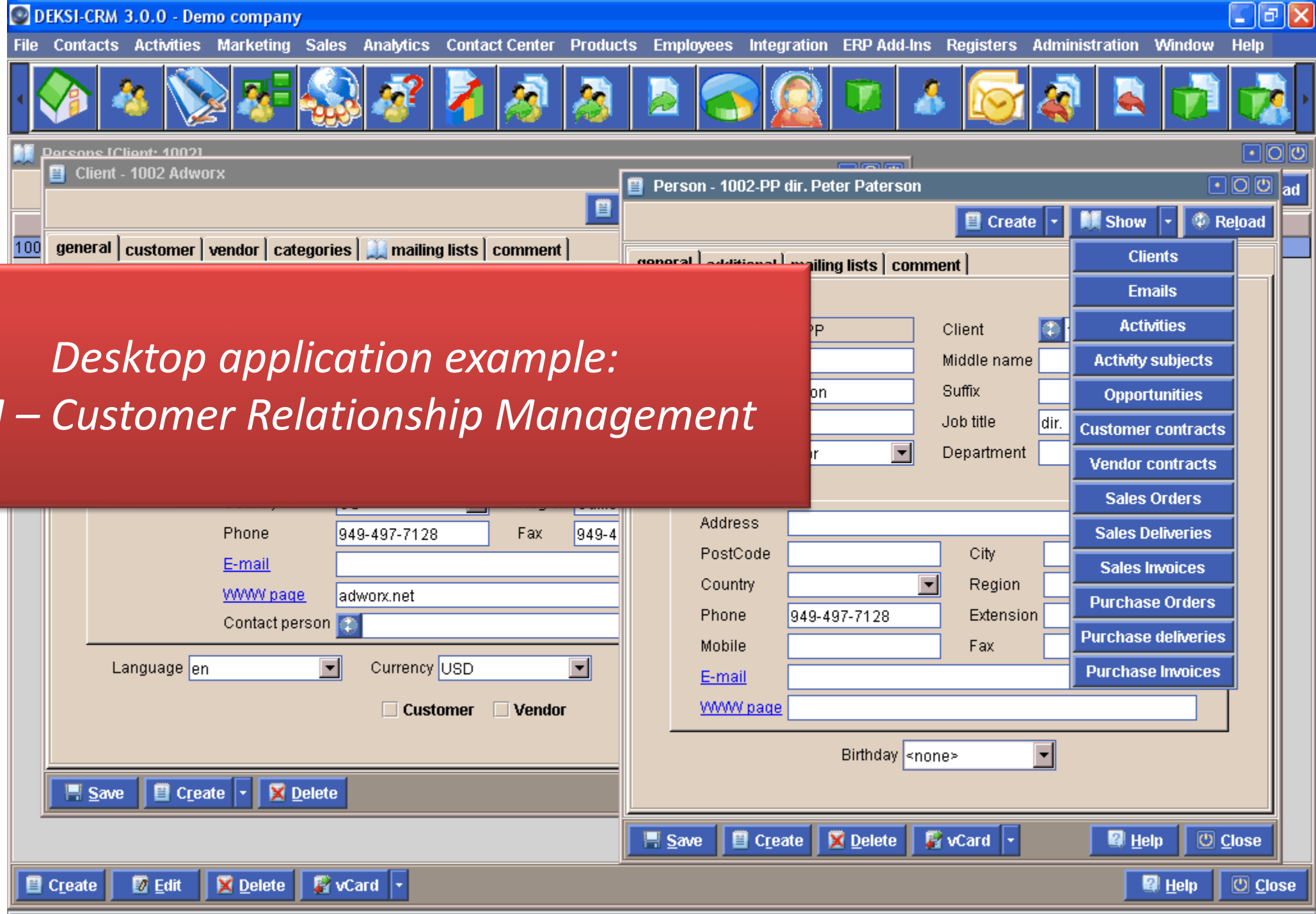
The Pros of Desktop Apps

- Improved performance
- Stronger security control
- No Internet

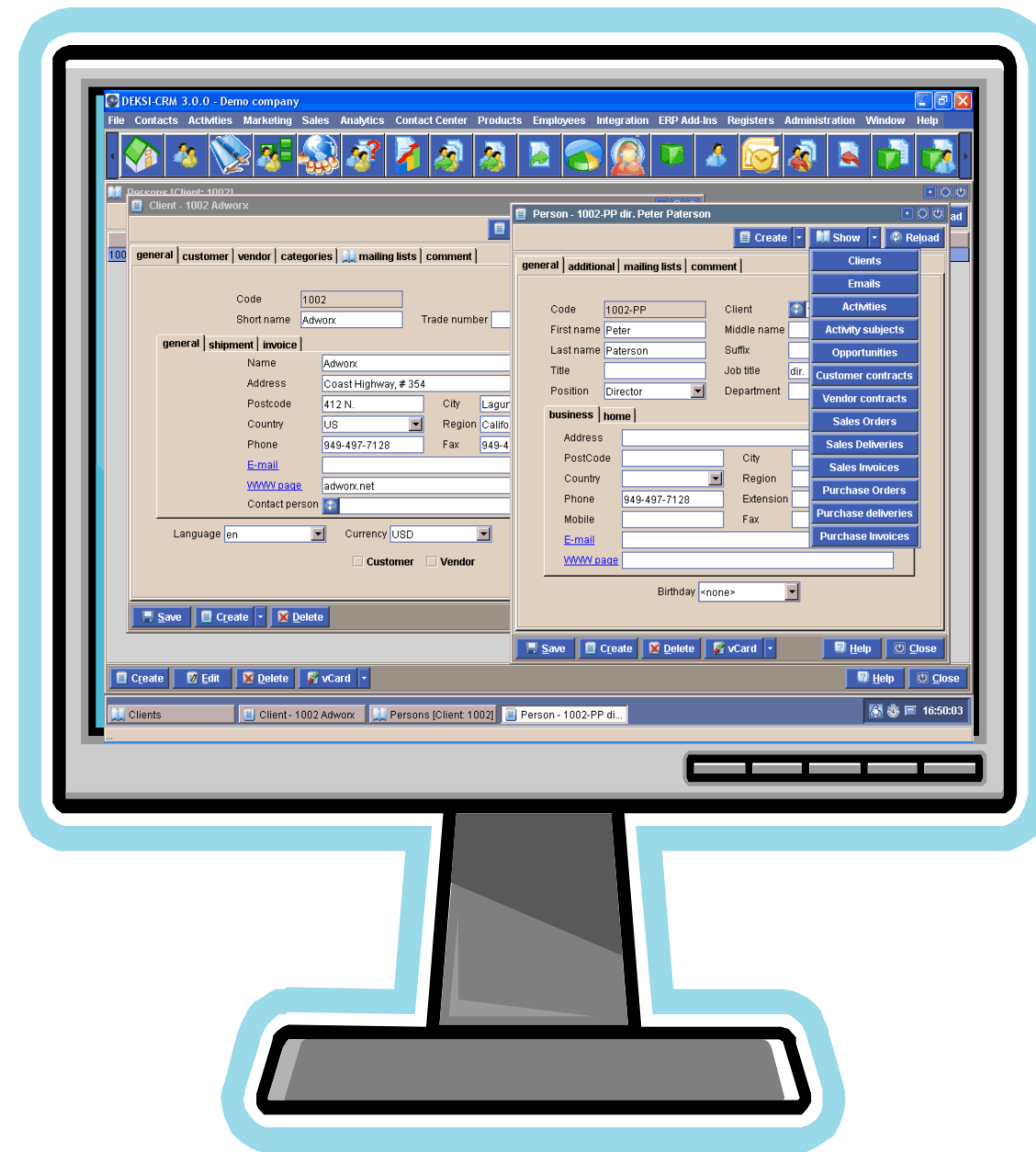
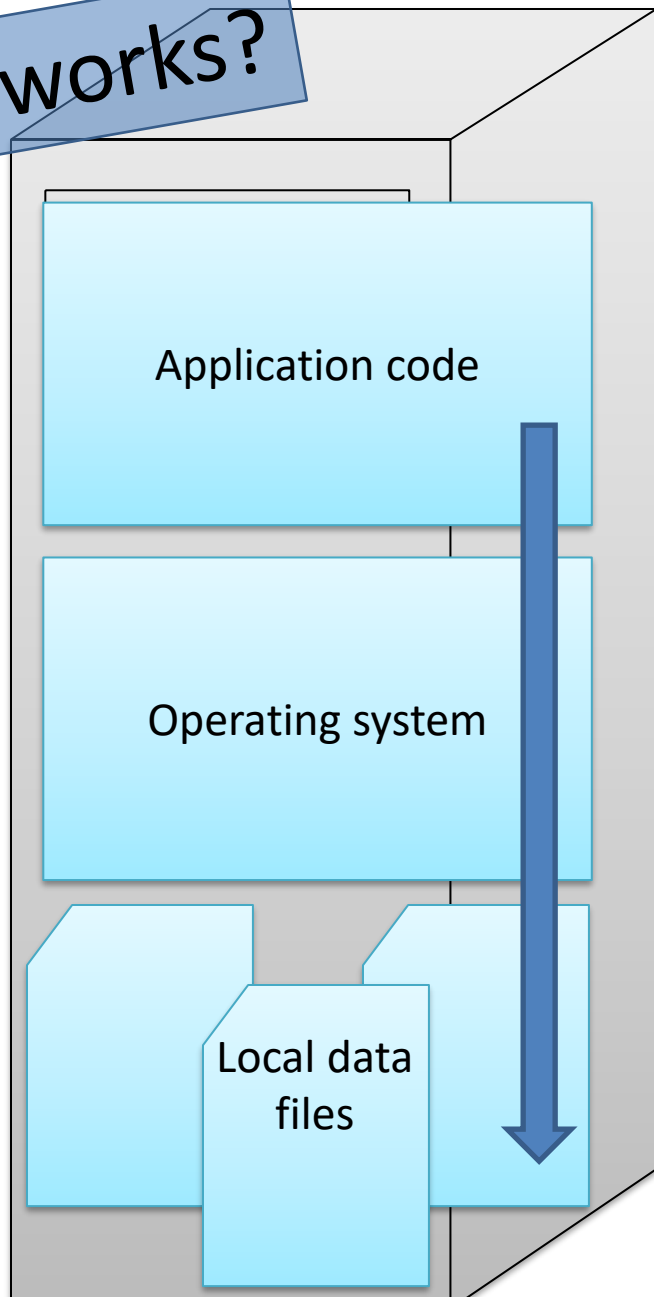
The Cons of Desktop Apps

- Limited to device
- Hard drive resources
- Manual installation and updates

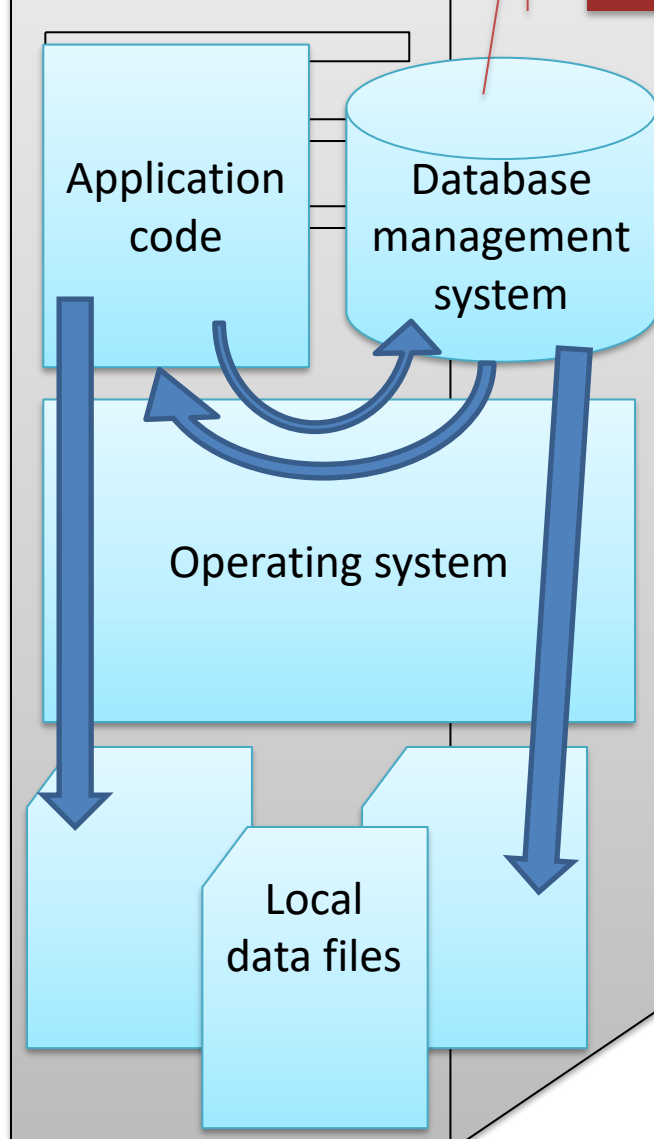
Discussion topic...



How it works?



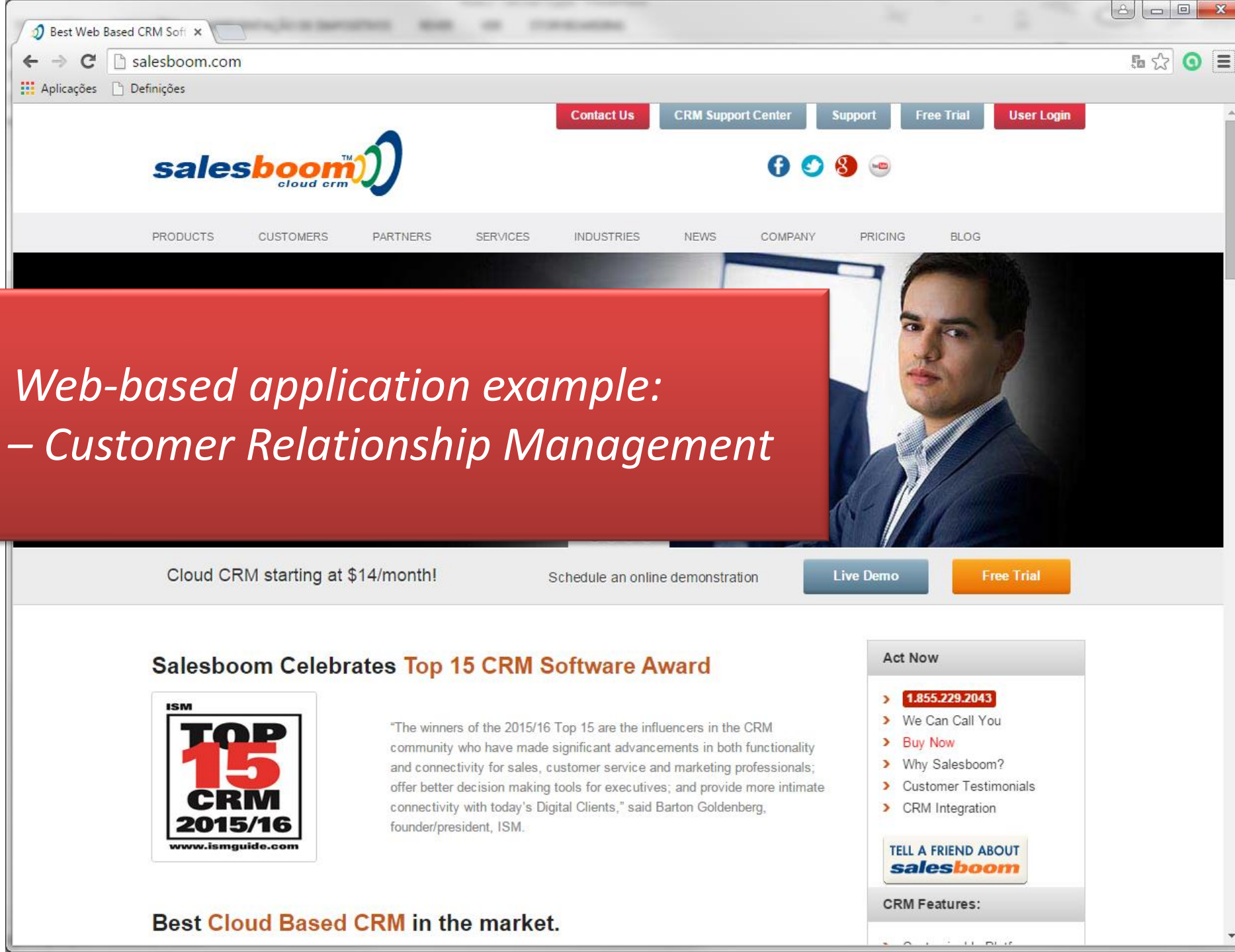
How it works?



It can be an application-server or be integrated.



*Web-based application example:
CRM – Customer Relationship Management*



The screenshot shows the Salesboom CRM website in a web browser. The browser's address bar displays 'salesboom.com'. The website's header includes a navigation bar with links: 'Contact Us', 'CRM Support Center', 'Support', 'Free Trial', and 'User Login'. Below this is the Salesboom logo and social media icons for Facebook, Twitter, Google+, and YouTube. A secondary navigation bar lists categories: 'PRODUCTS', 'CUSTOMERS', 'PARTNERS', 'SERVICES', 'INDUSTRIES', 'NEWS', 'COMPANY', 'PRICING', and 'BLOG'. The main content area features a large banner with a man in a suit looking at a tablet. Below the banner, a grey bar contains the text 'Cloud CRM starting at \$14/month!', a link to 'Schedule an online demonstration', and buttons for 'Live Demo' and 'Free Trial'. The main content area is divided into two columns. The left column features a section titled 'Salesboom Celebrates Top 15 CRM Software Award' with an ISM 'TOP 15 CRM 2015/16' award logo and a quote from Barton Goldenberg, founder/president of ISM. The right column has a section titled 'Act Now' with a list of links: '1.855.229.2043', 'We Can Call You', 'Buy Now', 'Why Salesboom?', 'Customer Testimonials', and 'CRM Integration'. Below this is a button that says 'TELL A FRIEND ABOUT salesboom'. At the bottom of the page, a grey bar contains the text 'Best Cloud Based CRM in the market.'

Best Web Based CRM Sofi x

salesboom.com

Aplicações Definições

Contact Us CRM Support Center Support Free Trial User Login

salesboom™ cloud crm

f t g y

PRODUCTS CUSTOMERS PARTNERS SERVICES INDUSTRIES NEWS COMPANY PRICING BLOG

Cloud CRM starting at \$14/month! Schedule an online demonstration Live Demo Free Trial

Salesboom Celebrates Top 15 CRM Software Award

ISM
TOP 15 CRM 2015/16
www.ismguide.com

"The winners of the 2015/16 Top 15 are the influencers in the CRM community who have made significant advancements in both functionality and connectivity for sales, customer service and marketing professionals; offer better decision making tools for executives; and provide more intimate connectivity with today's Digital Clients," said Barton Goldenberg, founder/president, ISM.

Act Now

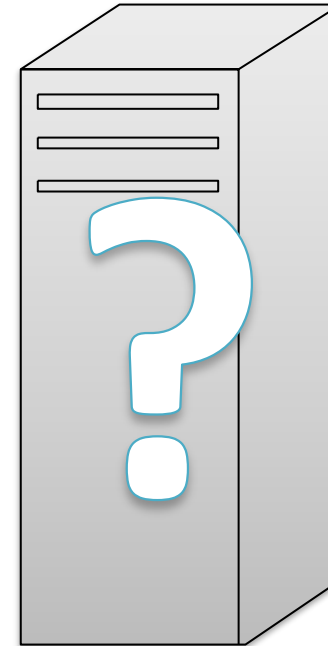
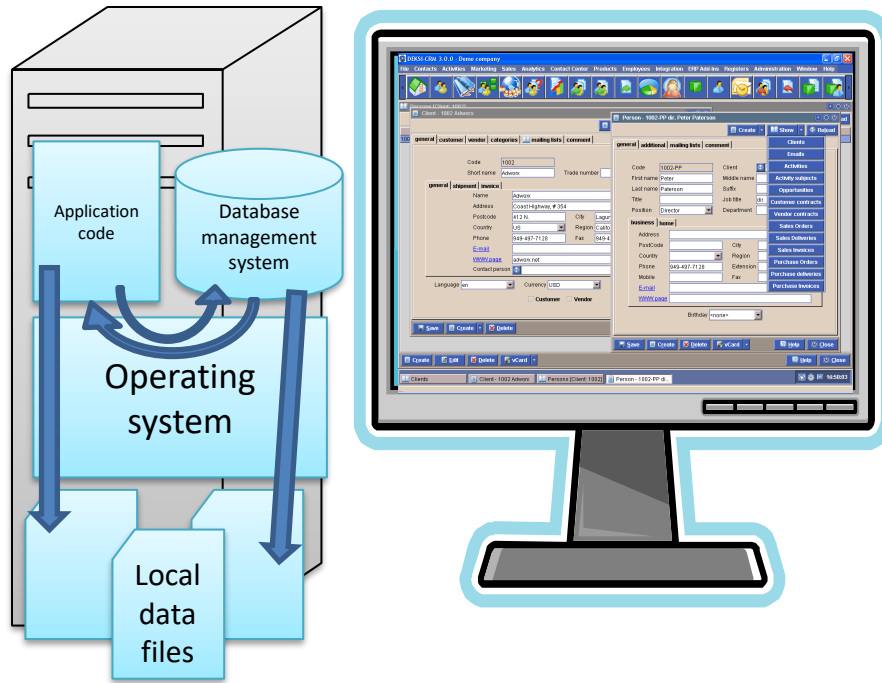
- > 1.855.229.2043
- > We Can Call You
- > Buy Now
- > Why Salesboom?
- > Customer Testimonials
- > CRM Integration

TELL A FRIEND ABOUT salesboom

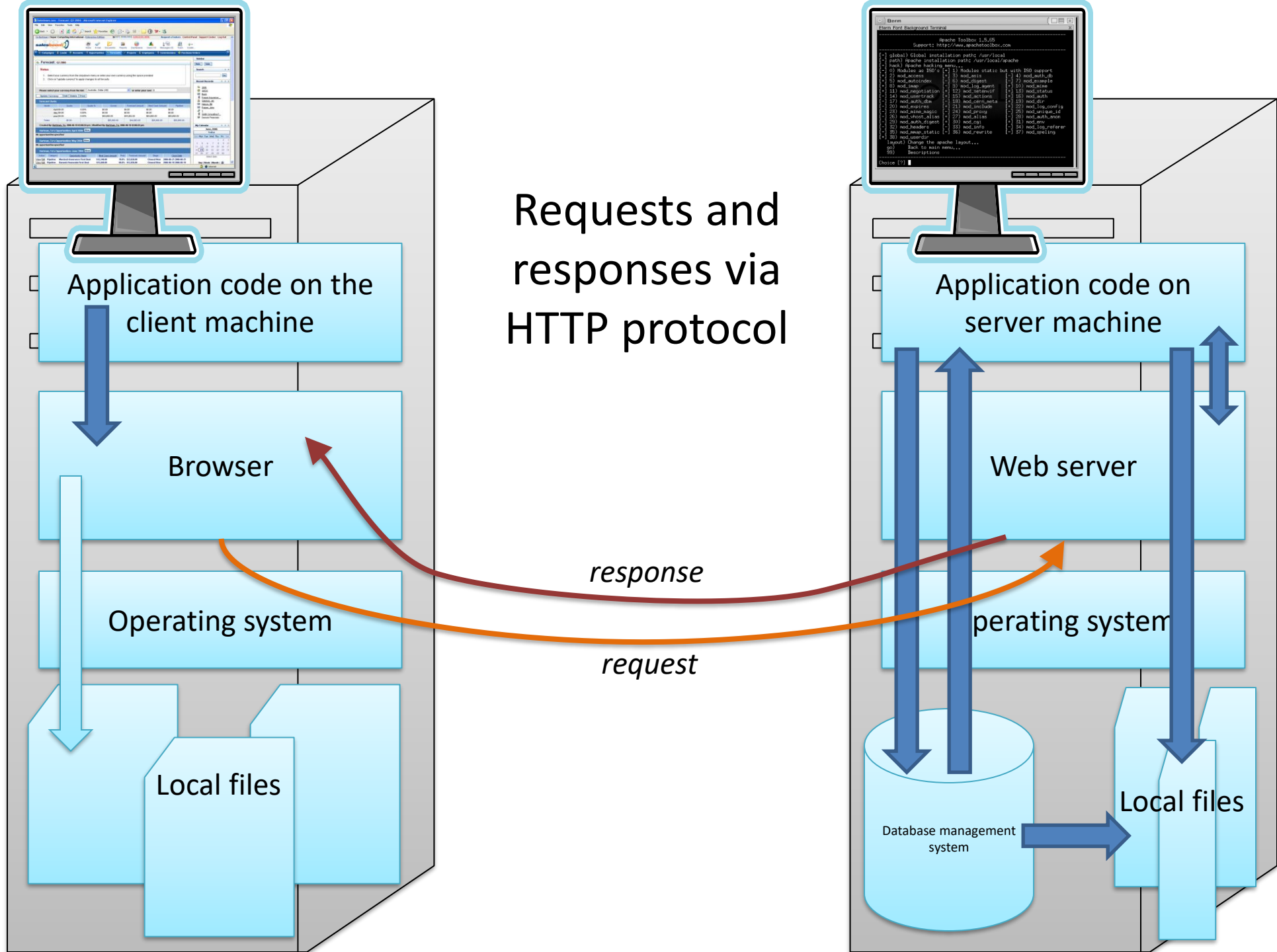
CRM Features:

Best Cloud Based CRM in the market.

With the Web, what changes in previous models?

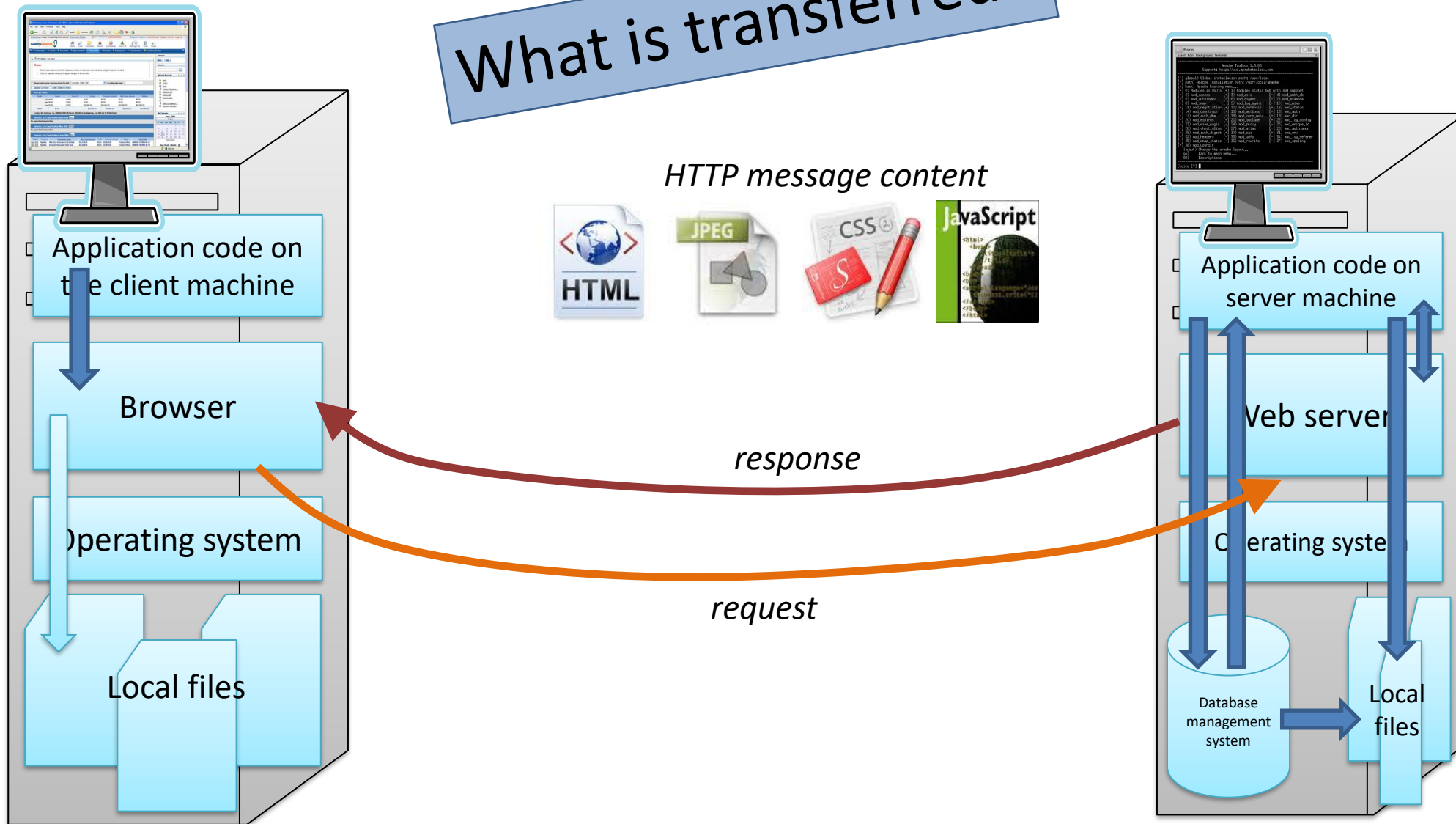


Web-based application example:
CRM – Customer Relationship Management



Requests and responses via HTTP protocol

What is transferred?



Resume

CLIENT-SERVER APPLICATION

WHAT IS A CLIENT-SERVER APPLICATION?

HOW IT WORKS?

EXAMPLES?

STANDALONE AND WEB APPLICATIONS

WHAT ARE THE DIFFERENCES BETWEEN STANDALONE APPLICATIONS AND WEB APPLICATIONS?

ADVANTAGES AND DISADVANTAGES?

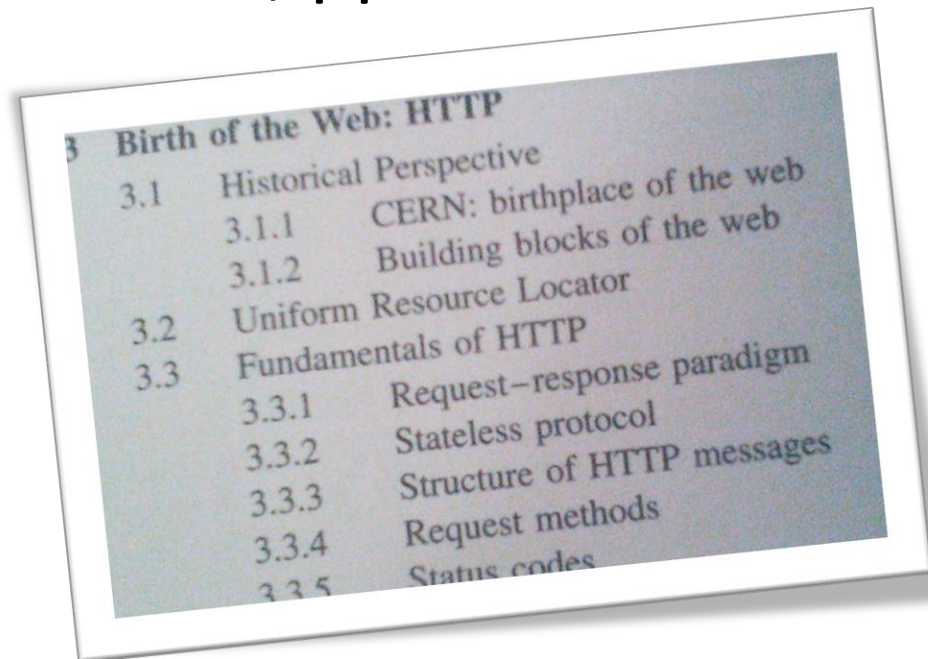
HOW BOTH WORK?

Next section

REQUEST-RESPONSE SEQUENCE OF A WEB PAGE

Readings until September 28's class

Cap. 3: “Birth of the World Wide Web: HTTP”, pp. 29 to 44.



3	Birth of the Web: HTTP	
3.1	Historical Perspective	
3.1.1	CERN: birthplace of the web	
3.1.2	Building blocks of the web	
3.2	Uniform Resource Locator	
3.3	Fundamentals of HTTP	
3.3.1	Request-response paradigm	
3.3.2	Stateless protocol	
3.3.3	Structure of HTTP messages	
3.3.4	Request methods	
3.3.5	Status codes	

