

DAC 0521 MET-N Writeup - Java Module 2 Session 11

World Wide Web - It is a large collection of processes which share their resources with each other over TCP/IP endpoints across the internet. It relies upon following two primary standards:

(1) Hyper Text Transmission Protocol (HTTP) - It is a TCP/IP based stateless communication scheme for publishing and consuming resources over the web. It involved following interaction between server (publisher) and the client (consumer)

(A) Client -> Server HTTP Request

<VERB> /<path> HTTP/<version>\r\n

<Header-Name>: <value>\r\n

...

\r\n

<body-content>

;only for POST or

PUT VERBs

(B) Server -> Client HTTP Response

HTTP/<version> <status> <message>\r\n

<Header-Name>: <value>\r\n

...

\r\n

<body-content>

;only for 2xx status

HTTP Request Verbs

GET = read an existing resource

POST = create a new resource

PUT = update an exiting resource

DELETE = delete an existing resource

HTTP Response Status

2xx = requested resource is available

3xx = requested resource location has changed

4xx = requested resource is not available

5xx = requested resource cannot be served because of internal server error

(2) Uniform Resource Locator (URL) - It is a string which specifies the identity of a resource, the endpoint on which that resource is available and the communication scheme required to acquire that resource.

<protocol>://<host>[:<port>]/<path>

