

→ install clockify for tracking
for iphone - opal

→ Health - 3 days in week workout

HTTP - hypertext transfer protocol

protocol used to transfer HText



Set of rules



Hyper link text



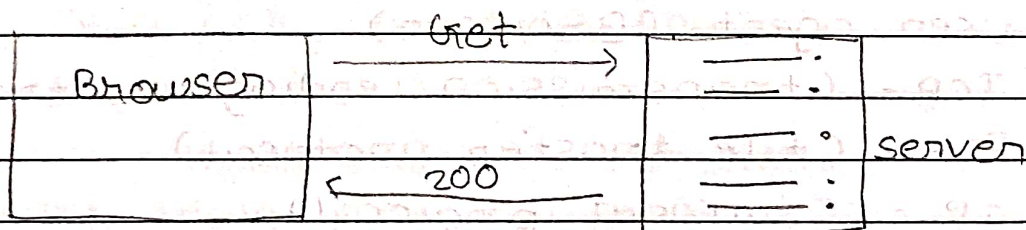
web docs

Stateless means that every time you talk to a website, it doesn't remember what you talked about before. Each time is like starting fresh.

session - stored state

cookie - Just simple information (key value pair)
(cookie send server to client on client to server)

Request - Response cookie model.



Type of Request [Get, post, Delete ...]



Data dedo

Response code [200, 404, 500 - -]

status code rules define in protocol

- ↳ what action to perform - Get post
- ↳ where to perform
- ↳ was it done - 200, 404 < Verb

HTTP/2

↳ uses multiplexing (send many files at same time)

↳ HTTP/2 uses compression

↳ uses encryption (https)

↓ means

ABC

↓ to

xyz

xyz

↓

ABC < description

This process take some compute cost.

TLS (Transport layer Security) ek security protocol hai Jo tumhara secret message (ya chocolate recipe) safe aur secure rakhna mein madad karita hai.

user agent (Browser)

TCP - (Transmission (sending) control protocol)

FTP - (file transfer protocol)

IP - (Internet protocol)

URL - (Uniform Resource Locator) (link)

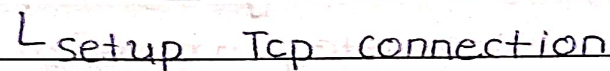
DNS - (Domain Name System Server)

↳ Points URL

Header - additional information

payload tumhara actual gift hai. Jo tum
serve karenge share karke ho!

→ лесар



Exchange TLS Certificate

L_send verb + URL + Data + more.

- ↳ Gets the response back

with status code & data (Img, csv, text)

L TCP connection is closed

OSI model - 7 layers

7. Application layer
6
5. Session layer } consider as application layer

→ 4. Transport → TCP / UDP work here.

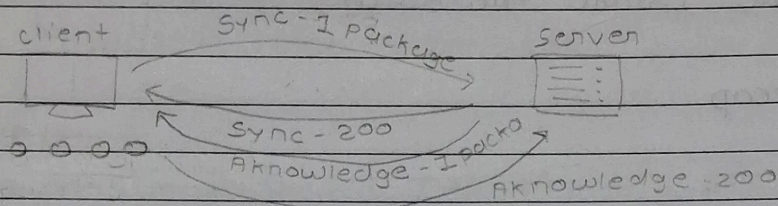
→ 3. Network Layer - Routing (ip address ka work)

2. data link - work on frames

↳ 1. physical layer - Bits

transport using either tcp or udp.

- Tcp →
1. Reliable
 2. work in ordered
 3. 3-way handshake.



Tcp - ensure arrange data, ensure Data completely transfer or not

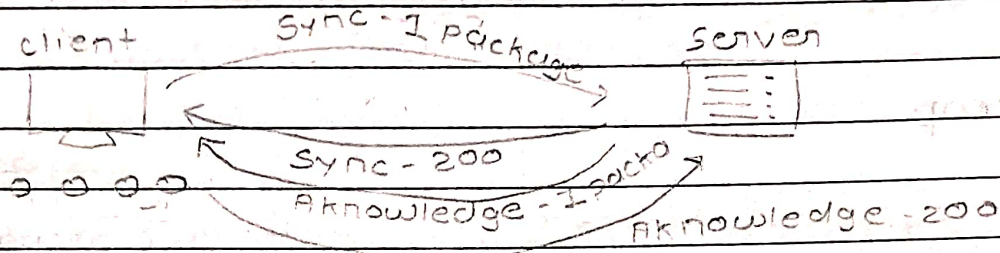
Sync-200 and acknow-1 is consider as 1 response.

HTTP work on application layer

version 1 of HTTP compulsory all time 3 way handshake
Solve in Version 1.1 not all time need only one time when connect.

cricket	video call	yt live
Tcp	UDP	Tcp
↓	↓	↓
delay accepted but no lag accept	Delay Not accepted but lag accepted	Delay accepted but no lag accept

- Tcp → 1. Reliable
2. work in ordered
3. 3-way handshake



Tcp - ensure arrange data, ensure Data completely transfer or not

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HTTP work on application layer

version 1 of HTTP compulsory all time 3 way handshake in Version 1.1 not all time need only one time when connect.

cricket

Tcp



delay accepted

but no lag accept

video call

UDP



Delay Not accepted

but lag accepted

Yt live

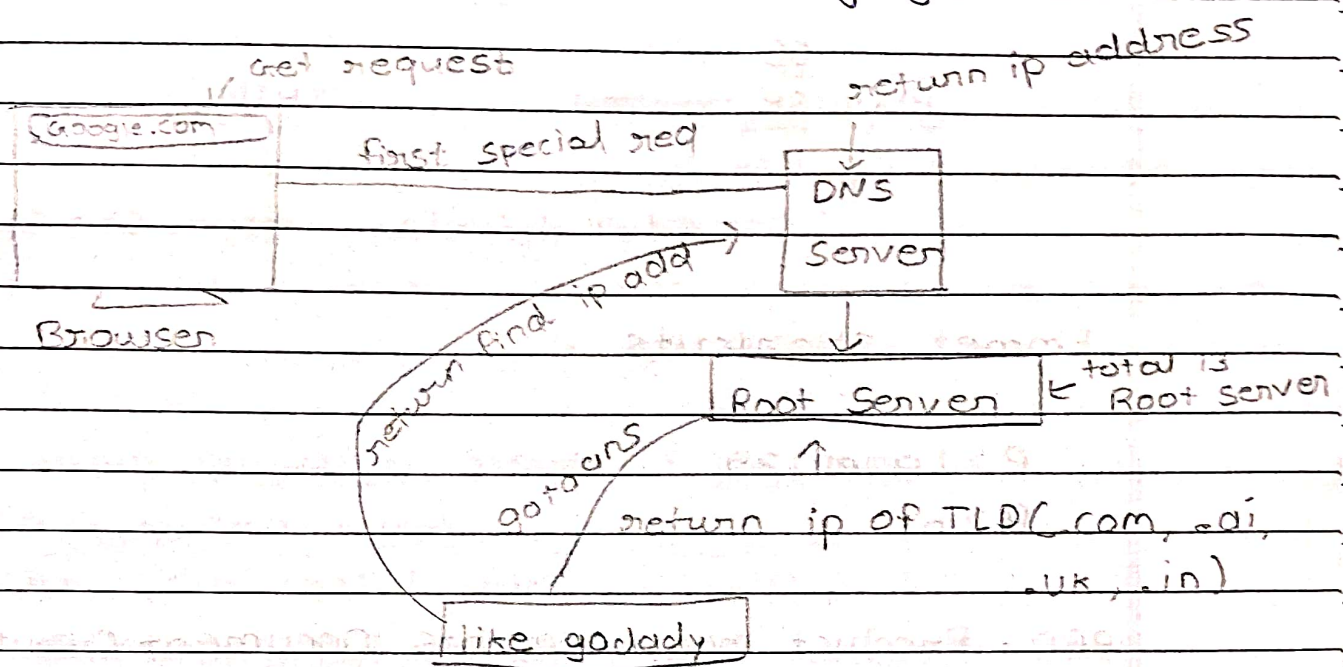
Tcp



delay accepted

but no lag accept

what happen if i click on search google.com



DNS server work on UDP protocol. port number 53.