

CPR E 431

## BASICS OF INFORMATION SYSTEM SECURITY

# Internet Security Protocols and Standards

Introduction to Web Applications



# Video summary

- What Are Web Applications?
- Web Browsing (HTTP)
- HTTP Messages
- HTTP Applications



# Web Applications

- A web application is a computer program that utilizes web browsers and web technology to perform tasks over the Internet.
- Web applications use a combination of server-side scripts (PHP) to handle the storage and retrieval of the information, and client-side scripts (JavaScript and HTML) to present information to users. This allows users to interact with the company using online forms, content management systems, shopping carts and more.



# How a Web Application Works?

1. **User** triggers a request to the **web server** over the **Internet**, either through a web browser or the application's user interface
2. **Web server** forwards this request to the appropriate **web application server**
3. **Web application server** performs the requested task – such as querying the **database** or processing the data – then generates the results of the requested data
4. **Web application server** sends results to the **web server** with the requested information or processed data
5. **Web server** responds back to the client with the requested information that then appears on the user's display

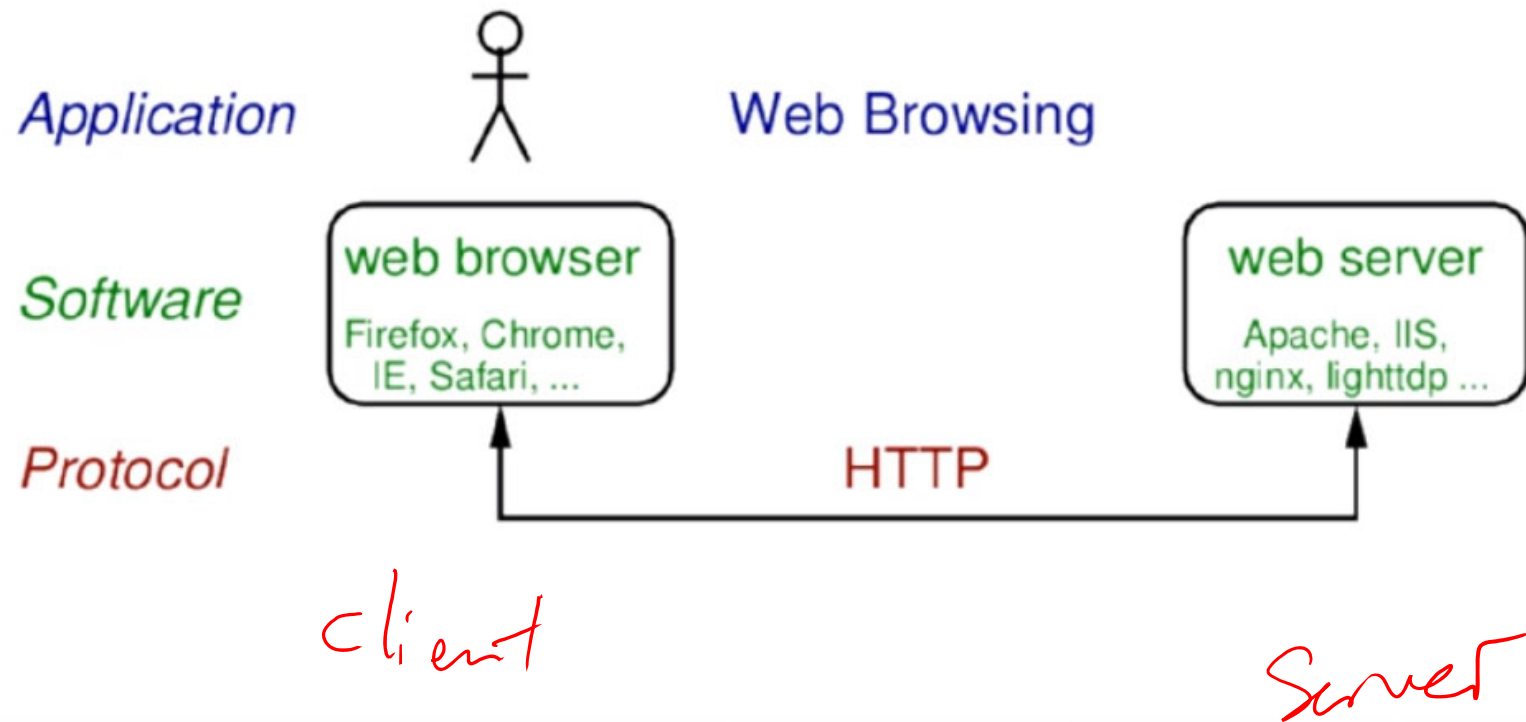


# Examples of Web Applications

- Web applications include online forms, shopping carts, word processors, spreadsheets, video and photo editing, file conversion, file scanning, and email programs such as Gmail, Yahoo and AOL. Popular applications include [Google Apps](#) and [Microsoft 365](#).
- Google Apps for Work has Gmail, Google Docs, Google Sheets, Google Slides, online storage and more. Other functionalities include online sharing of documents and calendars.

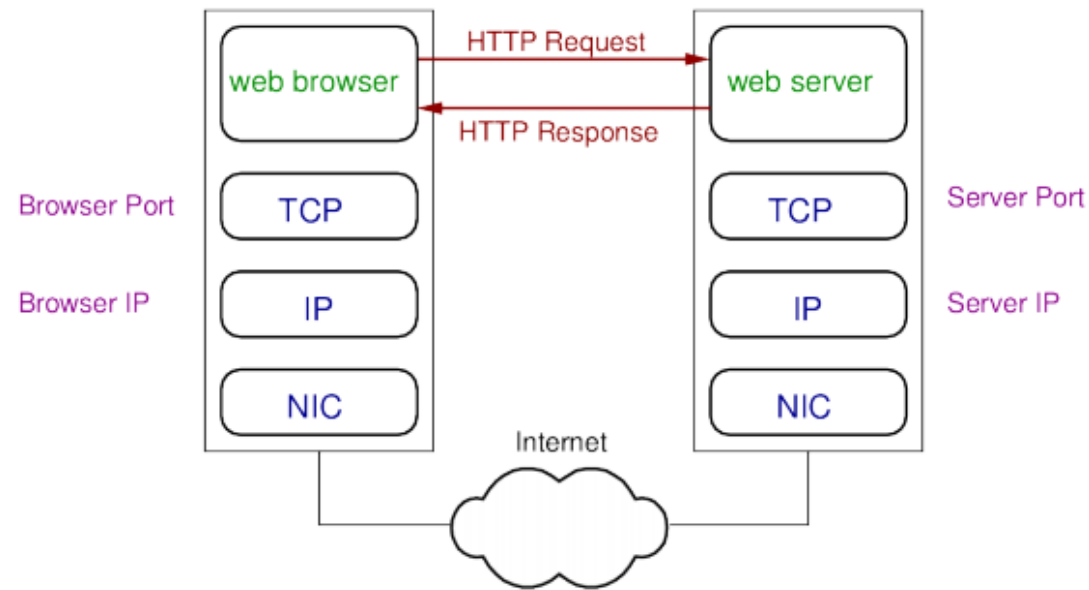


# Web Browsing





# Web Browsing with HTTP



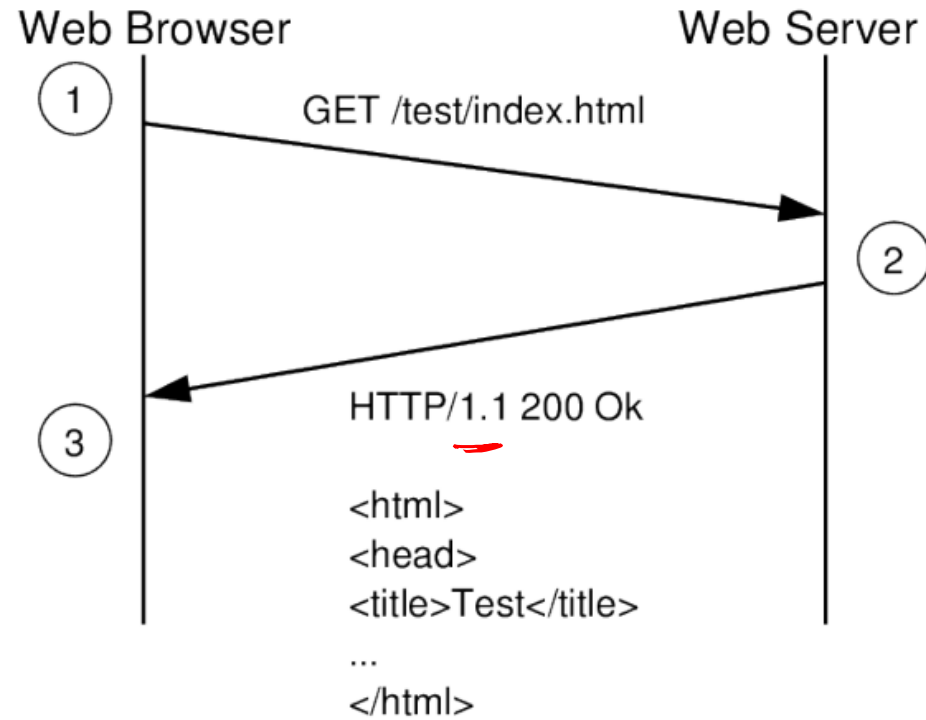
# Web Access with Hypertext Transfer Protocol

- ▶ HTTP is a request/response protocol for web browsing
- ▶ HTTP is stateless; no dependence between a request and previous request
- ▶ User Agent (client) sends HTTP Request message
- ▶ Server responds with HTTP Response message
- ▶ Default server port number: 80





# HTTP Example



# HTTP Request Messages

- ▶ Start line: Method URL Version
- ▶ Methods:
  - ✓ ▶ GET: retrieve the resource at the specific URL
  - ✓ ▶ HEAD: same as GET, except do not return message body (only header)
  - ✓ ▶ OPTIONS: retrieve options available for resource or server
  - ✓ ▶ POST: asks server to accept and process the attached data at the resource
  - ▶ ...
- ▶ Version: version of HTTP, e.g. HTTP/1.0, HTTP/1.1



# HTTP Response Messages

- ▶ Start line: Version StatusCode StatusReason
- ▶ Status Codes and Reasons:
  - ▶ 100: Continue (the client should continue with its request)
  - ▶ 200: OK (the request succeeded)
  - ▶ 301: Moved Permanently (the requested resource has a new URL)
  - ▶ 304: Not Modified (resource hasn't changed since last request, client should use cached copy)
  - ▶ 401: Unauthorized (request must include user authentication)
  - ▶ 403: Forbidden (request was understood, but server refuses to process it)
  - ▶ 404: Not Found (server cannot find resource at requested URL)
  - ▶ 503: Service Unavailable (server currently unable to handle request, e.g. server is too busy)

# HTTP Headers

- ✓ ▶ Date: data and time of message generation
- ✓ ▶ Host: domain name of host of resource (means relative URLs can be used)
- ✓ ▶ Accept-Charset, Accept-Encoding, Accept-Language: indicate the character sets, encodings and languages that client can accept
- ✓ ▶ Authorization: include user credentials (e.g. username, password) if authorization is required
- ✓ ▶ User-Agent: indicates information about the client (user agent), e.g. web browser

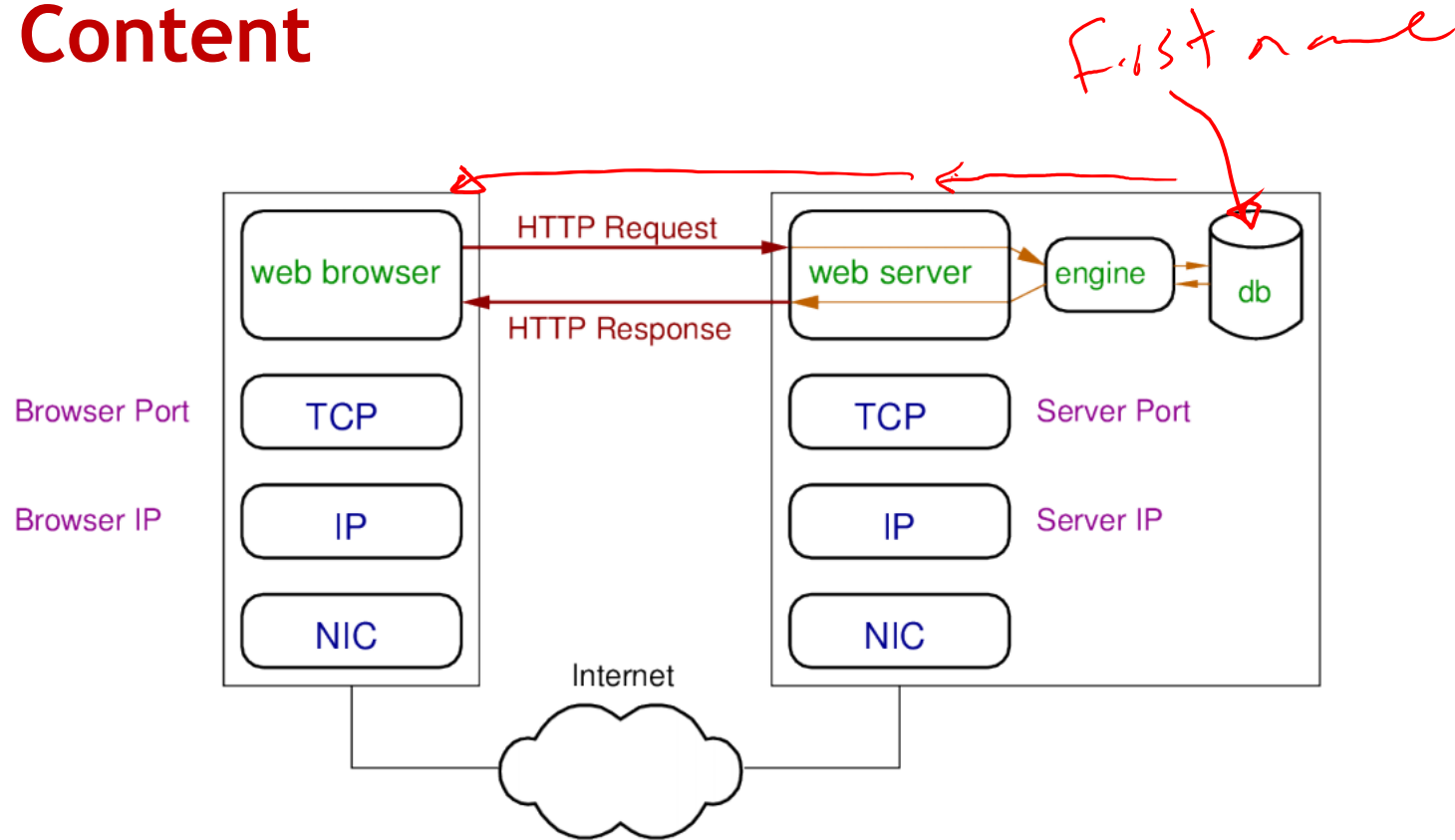


# HTTP Applications

- ▶ Plain, static web pages: HTML, images and other files served to browser
- ▶ But many applications use dynamic content
  - ▶ Content server to browse changes depending on request
  - ▶ Provides interactive, tailored content
  - ▶ Client-side: JavaScript, Flash, Silverlight, Java
  - ▶ Server-side: CGI, ASP, PHP, Coldfusion, Java, ...
  - ▶ Content stored in databases

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# Dynamic Content





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