**IP Address :-** Internet Service Provider provides IP Address. IP addresses are used to uniquely identifies the connection of the network with that device takes part in a network.

**MAC Address :-** NIC Card’s Manufacturer provides the MAC Address. MAC Address is used to ensure the physical address of the computer. It uniquely identifies the devices on a network.

**PORTS :-** The ports are the physical docking points present in the computer through which the external devices are connected using cables. Or in other words, a port is an interface between the motherboard and an external device of the computer.

There are different types of ports available:

* USB port
* FireWire Port
* Sockets
* Game Port
* Ethernet Port

**HTTP Methods :-**

* **GET**
* **POST**
* **PUT**
* **HEAD**
* **DELETE**
* **PATCH**
* **OPTIONS**
* **CONNECT**
* **TRACE**

The two most common HTTP methods are: GET and POST.

## The GET Method

## GET is used to request data from a specified resource.

## The POST Method

POST is used to send data to a server to create/update a resource.

## The PUT Method

PUT is used to send data to a server to create/update a resource.

The difference between POST and PUT is that PUT requests are idempotent. That is, calling the same PUT request multiple times will always produce the same result. In contrast, calling a POST request repeatedly have side effects of creating the same resource multiple times.

## The HEAD Method

HEAD is almost identical to GET, but without the response body.

In other words, if GET /users returns a list of users, then HEAD /users will make the same request but will not return the list of users.

HEAD requests are useful for checking what a GET request will return before actually making a GET request - like before downloading a large file or response body.

## The DELETE Method

The DELETE method deletes the specified resource.

## The PATCH Method

The PATCH method is used to apply partial modifications to a resource.

## The OPTIONS Method

The OPTIONS method describes the communication options for the target resource.

## The CONNECT Method

The CONNECT method is used to start a two-way communications (a tunnel) with the requested resource.

## The TRACE Method

The TRACE method is used to perform a message loop-back test that tests the path for the target resource (useful for debugging purposes).