1. Client-side and server-side in web development refer to code execution on the user's device and server, respectively. The main distinction is that client-side code runs on the user's browser and handles the interface, while server-side code operates on the server and manages data storage and business logic.

2. An HTTP request is a message sent by a client to a server to initiate a specific action. Various types of HTTP requests exist, including GET, POST, PUT, DELETE, HEAD, and OPTIONS. Each request type serves a unique purpose, such as retrieving data, submitting data, updating data, deleting data, or retrieving headers only.

3. JSON (JavaScript Object Notation) is a lightweight data format widely used in web development. It represents data in key-value pairs and supports nested structures. JSON facilitates data exchange between servers and clients, making it easy to serialize and deserialize complex data structures. It is commonly employed in APIs for standardized data transmission.

4. Middleware in web development is software situated between the web application and the server, providing additional functionality and modifying requests or responses. It can be utilized for logging, authentication, error handling, and request parsing. For instance, a logging middleware can record incoming requests and outgoing responses to aid in analysis or debugging.

5. In web development, a controller acts as an intermediary between the user interface and backend logic. It handles user interactions and is part of the Model-View-Controller (MVC) architecture. The controller receives input from the user interface, processes it, interacts with the model (data and logic), and determines the appropriate response or action. By separating concerns, the controller helps manage user interactions and application data and logic separately.