



# Walchand College of Engineering, Sangli.

## PL3 - Practical No. 2

### Problem Statement 1:

#### 1. <1> Client Server Architecture

Here, many clients (remote devices) request & receive service from a centralized server (host device).

Client computers provide an interface to allow a computer user to request services of the server & to display the results the server returns. Servers wait to display requests to arrive from clients & then respond to them.

#### <2> Internet

A global computer network providing a variety of information & communication facilities, consisting of interconnected networks using standardized communication protocols.

#### <3> World Wide Web

All the resources & users on the Internet that are using Hypertext Transfer Protocol (HTTP) comes under World Wide Web (WWW).

2. A web browser is a piece of software that retrieves & displays web pages. Here search engine helps find web pages from Internet. While a web server is computer hosting one or more websites. Basically web server will provide whatever a user will request through web browser.





## Problem Statement 2:

1. **Hypertext**: the text displayed on a computer or any electronic device with references to other text that reader can immediately access.
2. **Hyperlink**: a link from a hypertext document to another location, activated by clicking on a highlighted word or image.
3. **HTTP**: It stands for **HYPERTEXT TRANSFER PROTOCOL**. HTTP forms the foundation of World Wide Web. used to load web pages using hyperlinks. It is an application layer protocol stack designed to transfer information between devices in network.
4. **HTTP Status Codes**:  
Status codes are issued by a server in response to a client's request made to server. It defines the state of request response cycle. following are some examples:
  - 200 → OK
  - 202 → Accepted
  - 306 → Switch Proxy
  - 400 → Bad request
  - 404 → Not found
  - 500 → Internal Server errors
  - etc.