

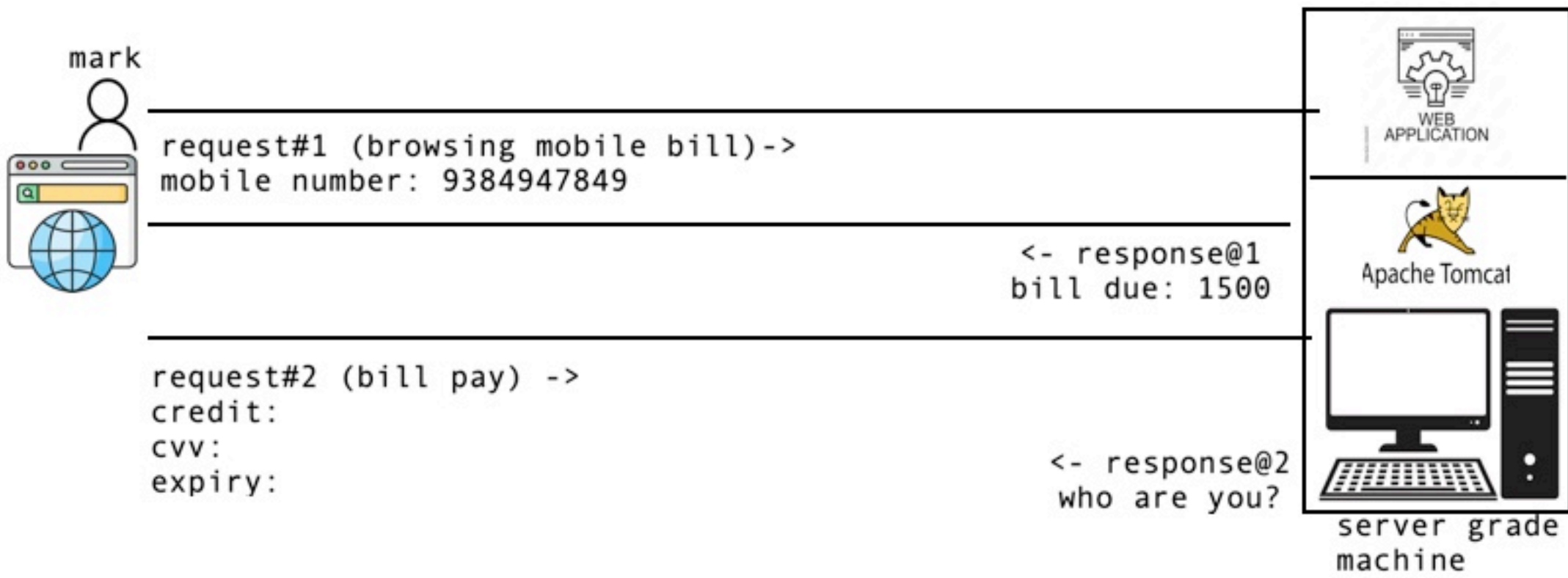
What is a session management?

http is an stateless protocol, which means it doesnt memorizes or keeps track of the state of the client.

user1 -> request1 -> application

user1(new user) -> request2 -> application

user1 -> has interacted with the server application by passing data aspart of the request, and in the subsequent requests from the same user, the http protocol treats him as new user and doesnt carries any of the previous interactions of the same user/data and will serve the request/response.



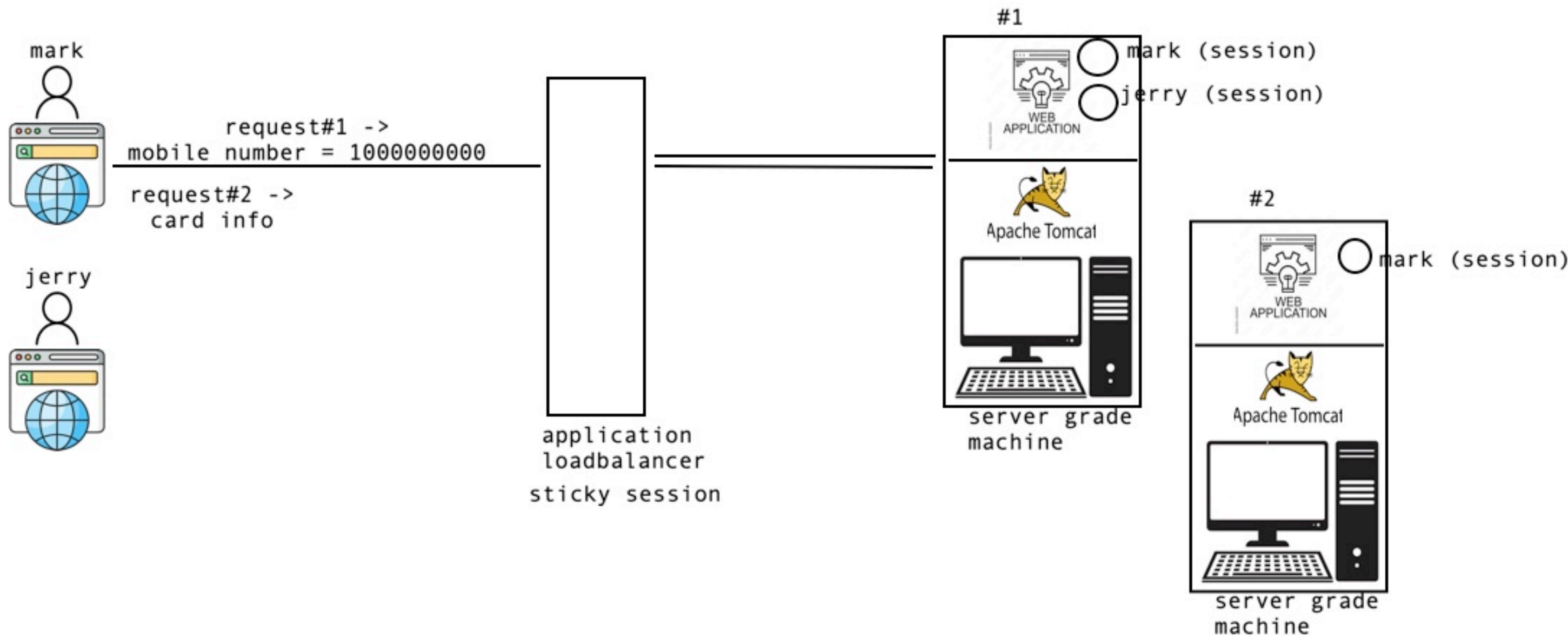
In the above example

The user "mark" send first request to the server by passing mobilenumber aspart of it asking for bill amount that is due on his mobile. The server-side application sent response indicating the bill amount that is due.

when the "mark" send second request to the server with card information to pay the bill amount, the server-application dont remember the mobilenumber that is passed aspart of the request1 by the mark to process the bill amount.

since the server cannot keep track of the client information or his data, it is called "stateless".

To overcome this problem with http protocol, the application languages introduced session management for keeping track of the client/user data on the server.



Inorder to keep track of the user-data on the server-application, the application developers has to write the code for session management.

The session is an temporary memory-location created on the server-side application per each user

1. in which the developer has to write the code for capturing the request-data and store it which ever is needed in sub-sequent requests, so that we can reuse it rather than asking the user to re-send the data again.