Internet Engineering

tips

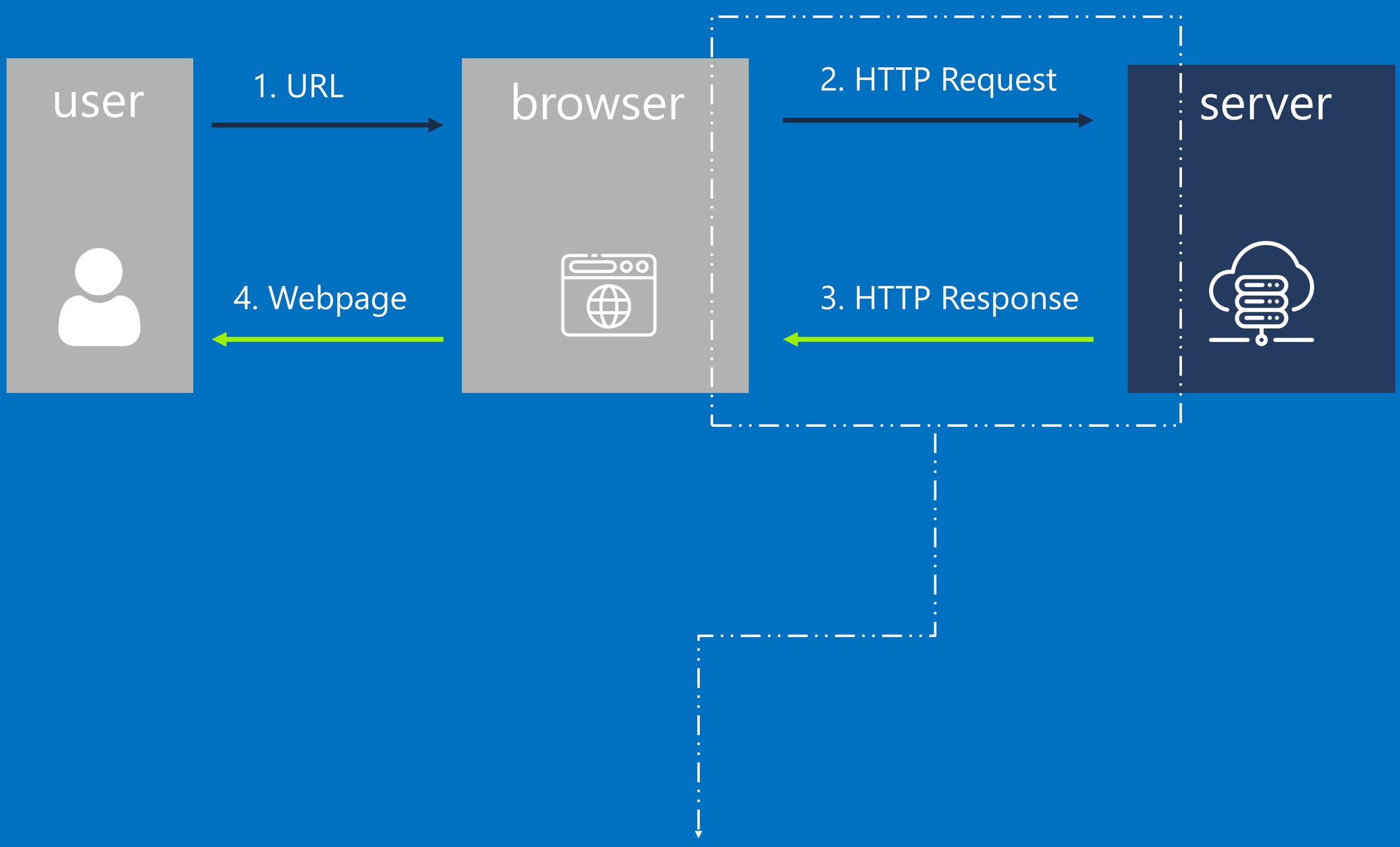
HTTP

State

Management

SWIPE

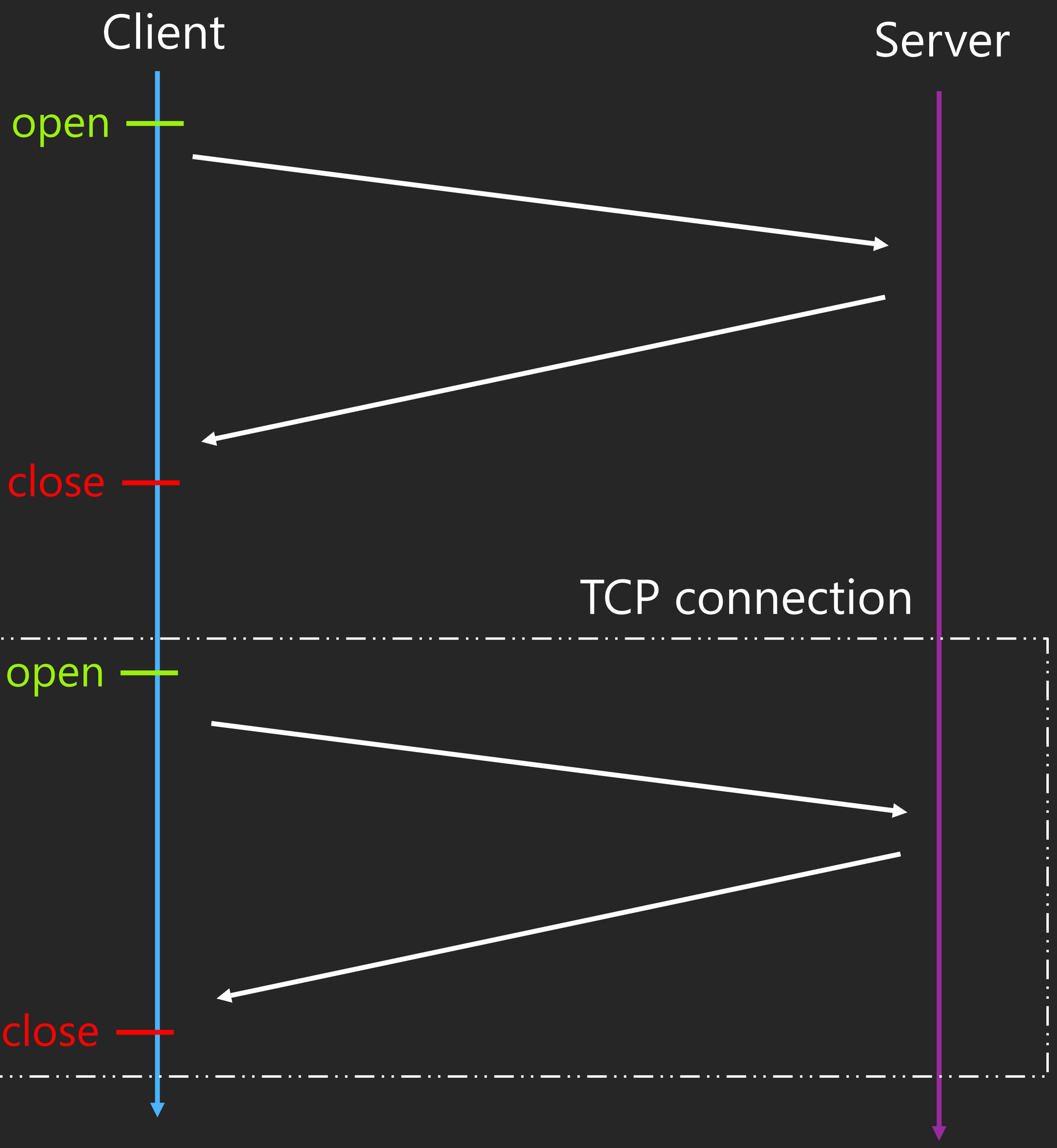
What is **HTTP**



HTTP is a protocol.

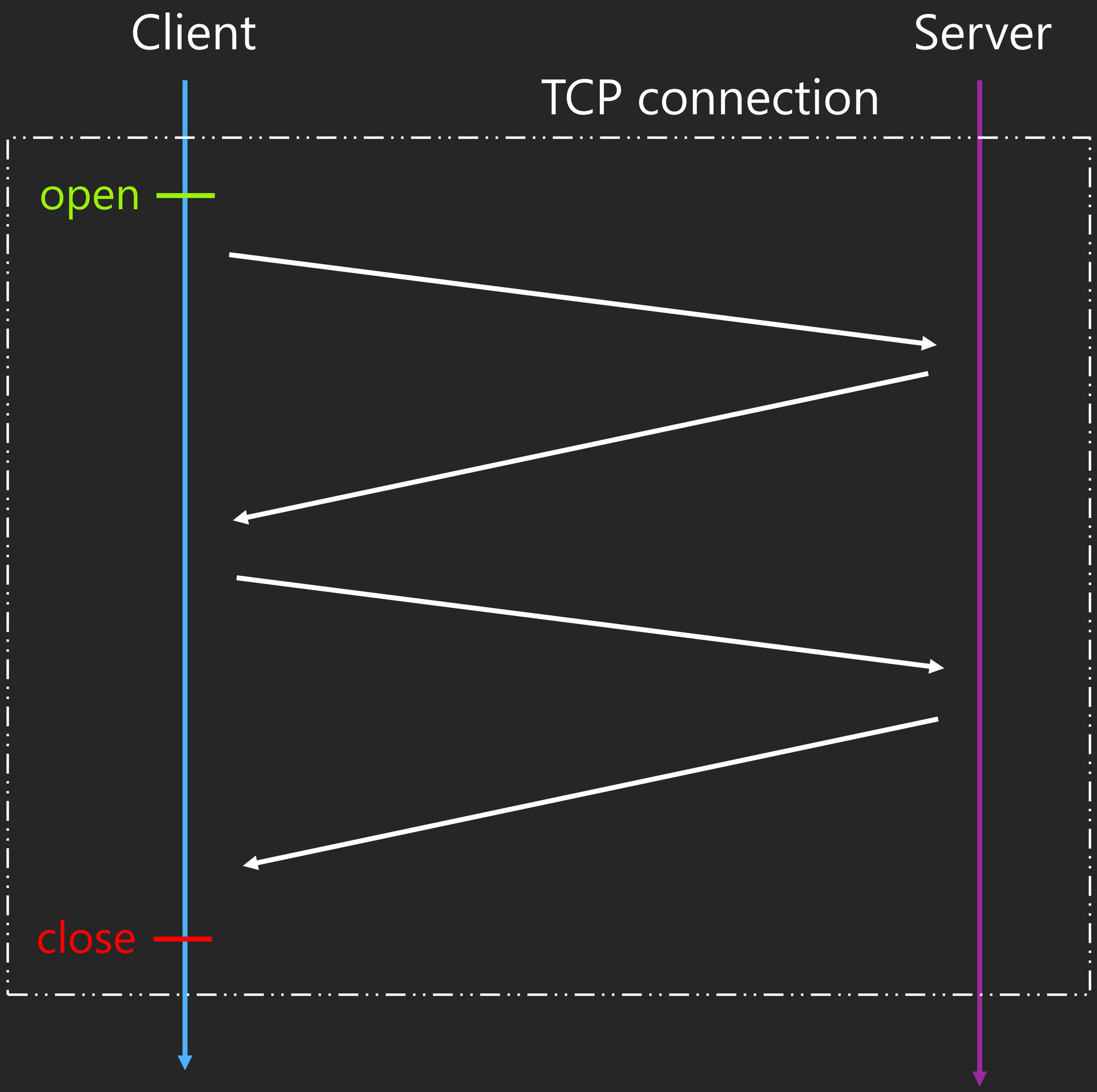
It allows web browsers and servers to communicate by exchanging requests and responses.

HTTP Multiple connections mode



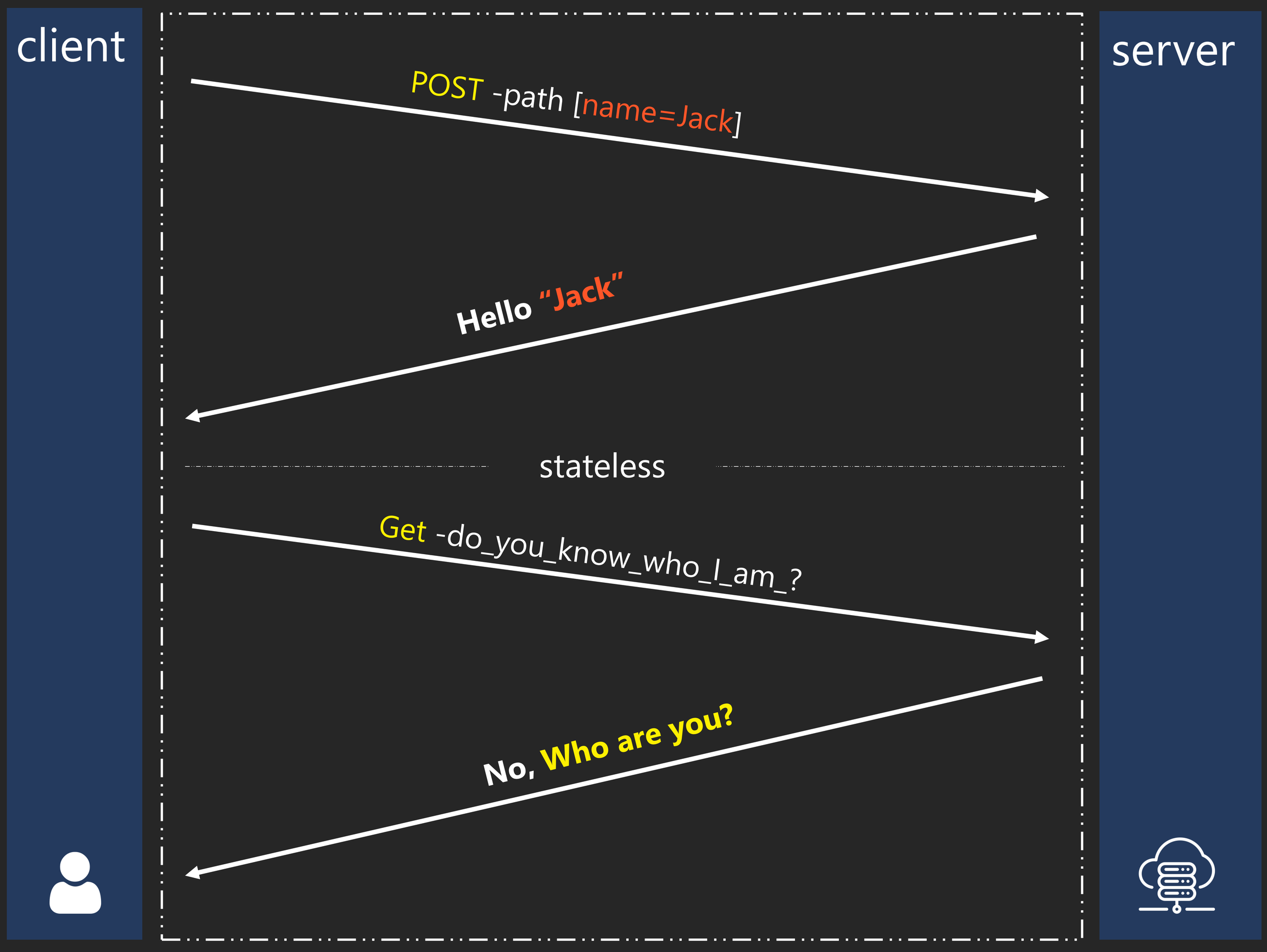
Using more than one TCP connection to send and receive HTTP requests and responses.

HTTP keep-alive mode



This allows a single TCP connection to remain open for multiple HTTP requests/responses.

HTTP is stateless!



Because it does not remember anything between HTTP requests in both of Multiple connections or Keep-alive modes.

HTTP state management

Is a mechanism that specifies a way to create a stateful session with HTTP requests and responses.

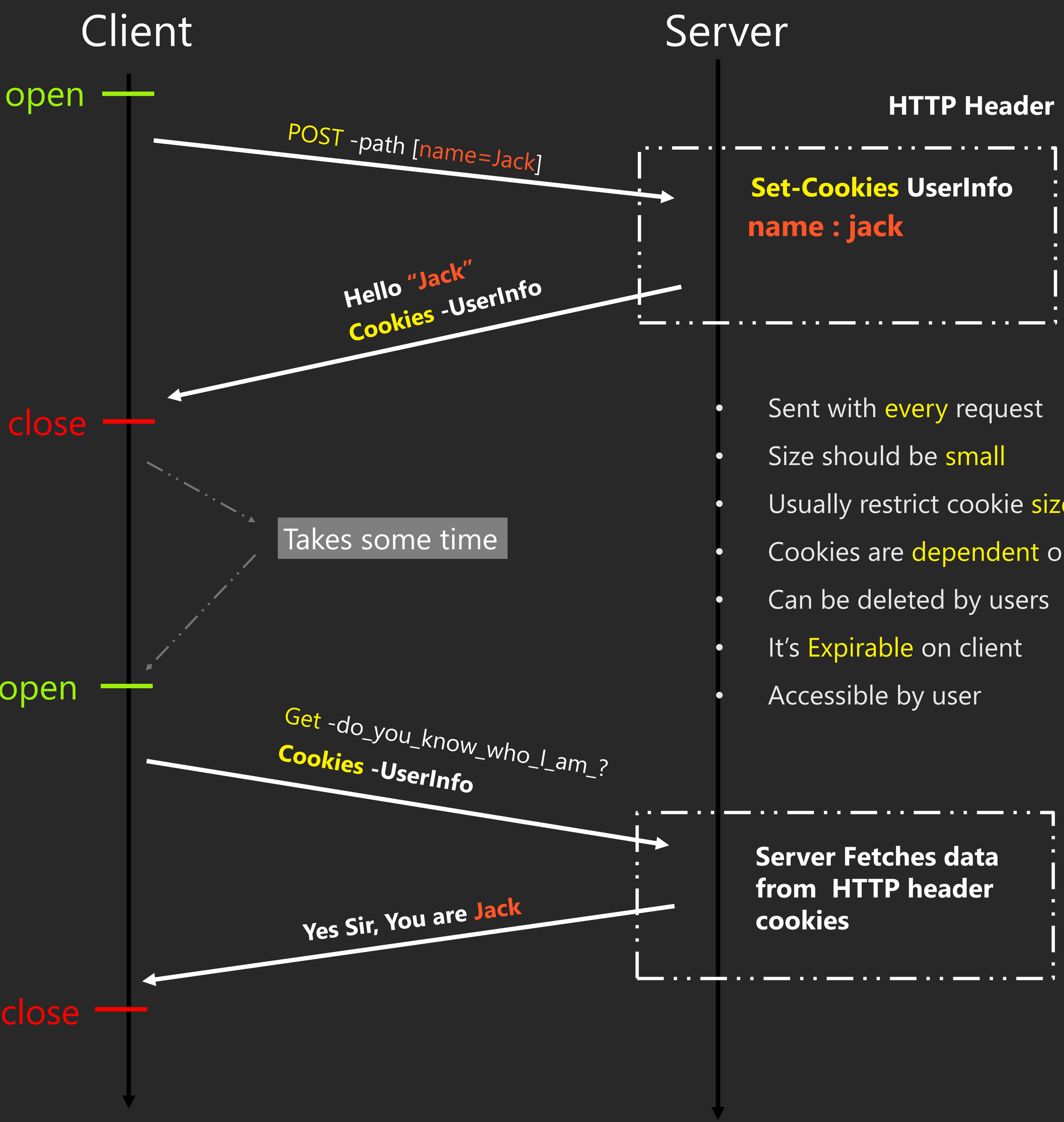
State can be stored using several approaches

- Cookies
- Session State
- Query strings
- Hidden fields

Each of these approaches has a specific usage and you can have all of them in one system.

Cookies

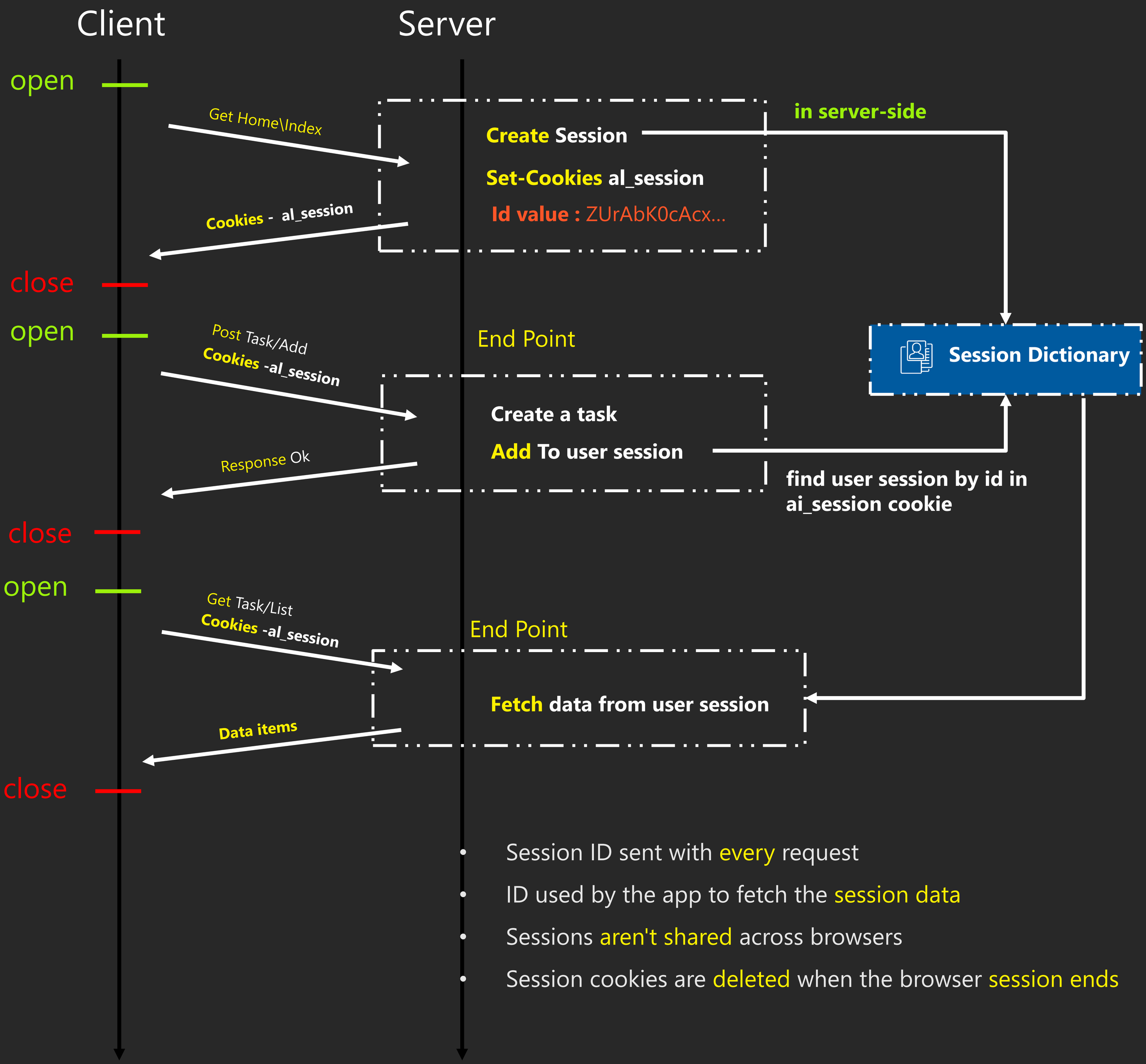
Cookies are small files that server put on your Browser to store info about your preferences.



- Sent with every request
- Size should be small
- Usually restrict cookie size to 4096 bytes
- Cookies are dependent on domain
- Can be deleted by users
- It's Expirable on client
- Accessible by user

Session State

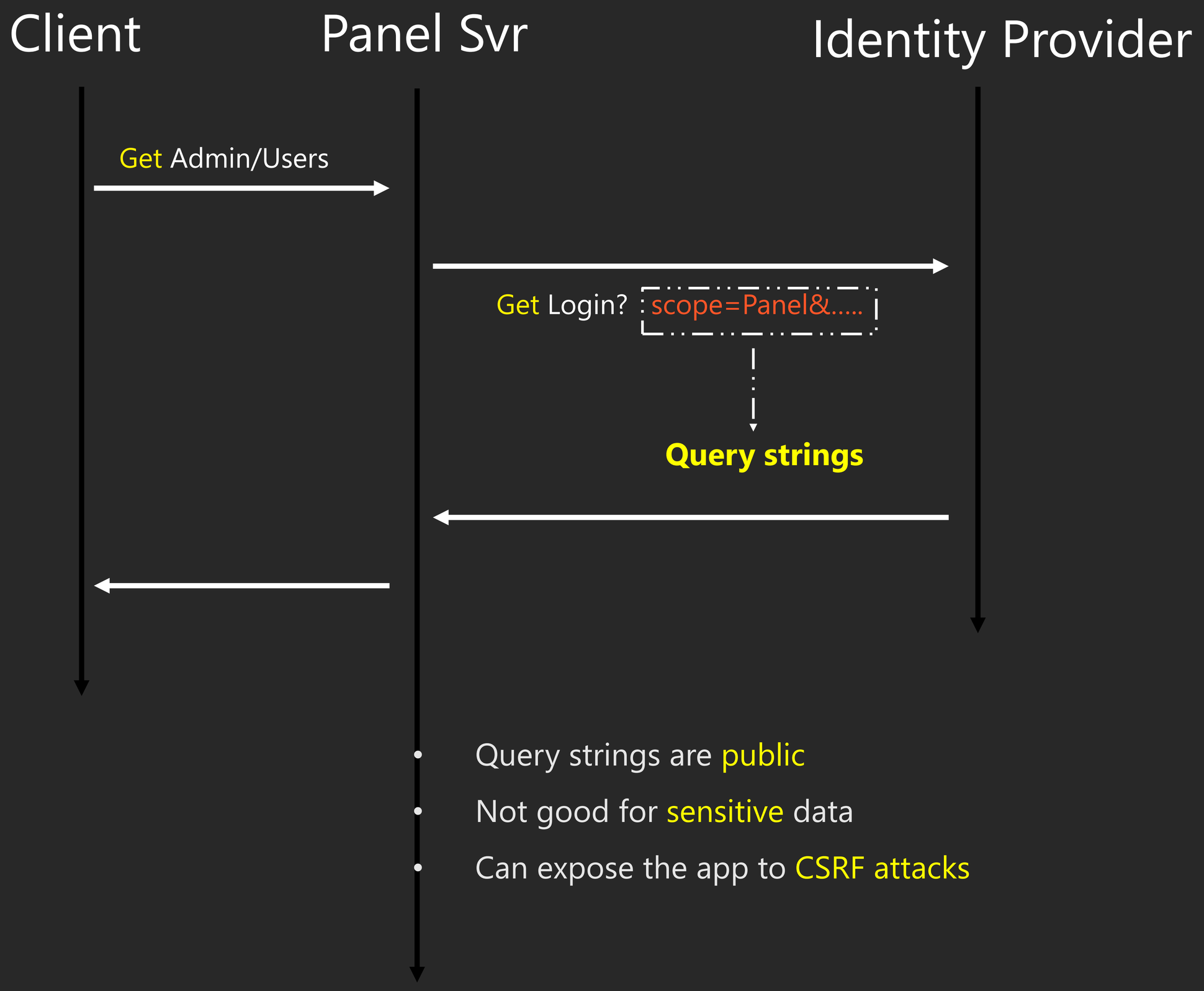
Server-side scenario for storage of user data while the user browses a web app.



- Session ID sent with every request
- ID used by the app to fetch the session data
- Sessions aren't shared across browsers
- Session cookies are deleted when the browser session ends

Query strings

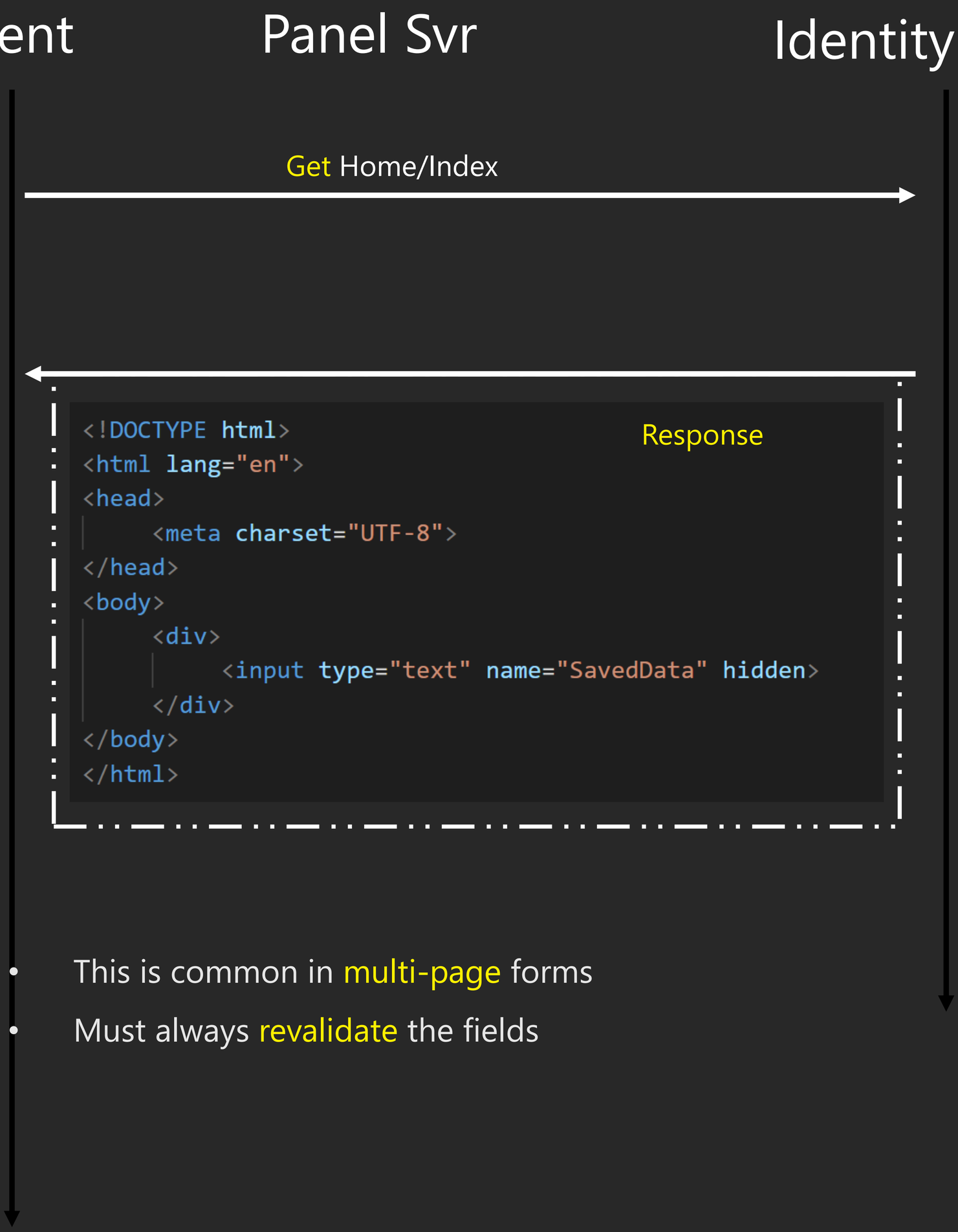
A limited amount of data can be passed from one request to another by adding it to the new request's query string.



- Query strings are public
- Not good for sensitive data
- Can expose the app to CSRF attacks

Hidden fields

Data can be saved in hidden form fields and posted back on the next request.



- This is common in multi-page forms
- Must always revalidate the fields

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