

## 1.platform application architecture

client | server

## 2.network communication

- ① layer: interface network transport application
- ② protocol: mac ip tcp/udp http
- ③ packet: mac frame(mac) ip packet(ip) tcp/udp packet(port) http packet

## 3.source code/program structure

- ① API/driver/runtime: underlying function/class
- ② library/package/module/framework/engine: base function/class
- ③ declaration&implementation: specific function/class
- ④ **flow**: entry function/class

## 4.platform language

c/c++ java c# **perl python**

## 5.web application architecture

browser(html/css/javascript) | server(script)

## 6.http communication

- ① http url
- ② http request packet

**method request-uri** http-version | request-header:value | request-data

- ③ http response packet

http-version status-code reason-phrase | response-header:value | response-data

method: get post put delete

## 7.web language

presentation layer: html css

business layer: javascript flex/actionscript **php** java-web **python** ruby

data layer: sql

## 8.LIB

shell: source /xx/xx . /xx/xx

perl: require /path/xx use <module> **@INC** perl -V export **PERLLIB/PERL5LIB**="/xx/xx"

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python: import /xx/xx sys.path export PYTHONPATH="/xx/xx"
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