1.platform application architecture

client | server

2.network communication

①layer:interface network transport application

②protocol:mac ip tcp/udp http

③packet:mac frame(mac) ip packet(ip) tcp/udp packet(port) http packet

3.source code/program structure

①API/driver/runtime:underlying function/class

②library/package/module/framework/engine:base function/class

③declaration&implementation:specific function/class

④***flow***:entry function/class

4.platform language

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

5.web application architecture

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

6.http communication

①http url

②http request packet

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

③http 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/acrionscript **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" python: import /xx/xx *sys.path* export *PYTHONPATH*=”/xx/xx”

9.program/process

Program: *data structure, logical, function, class/object*

Process: self- *data handling*; system call – *file system, database, network, web, GUI, process/thread*