

WEB ESSENTIALS

Unit -I

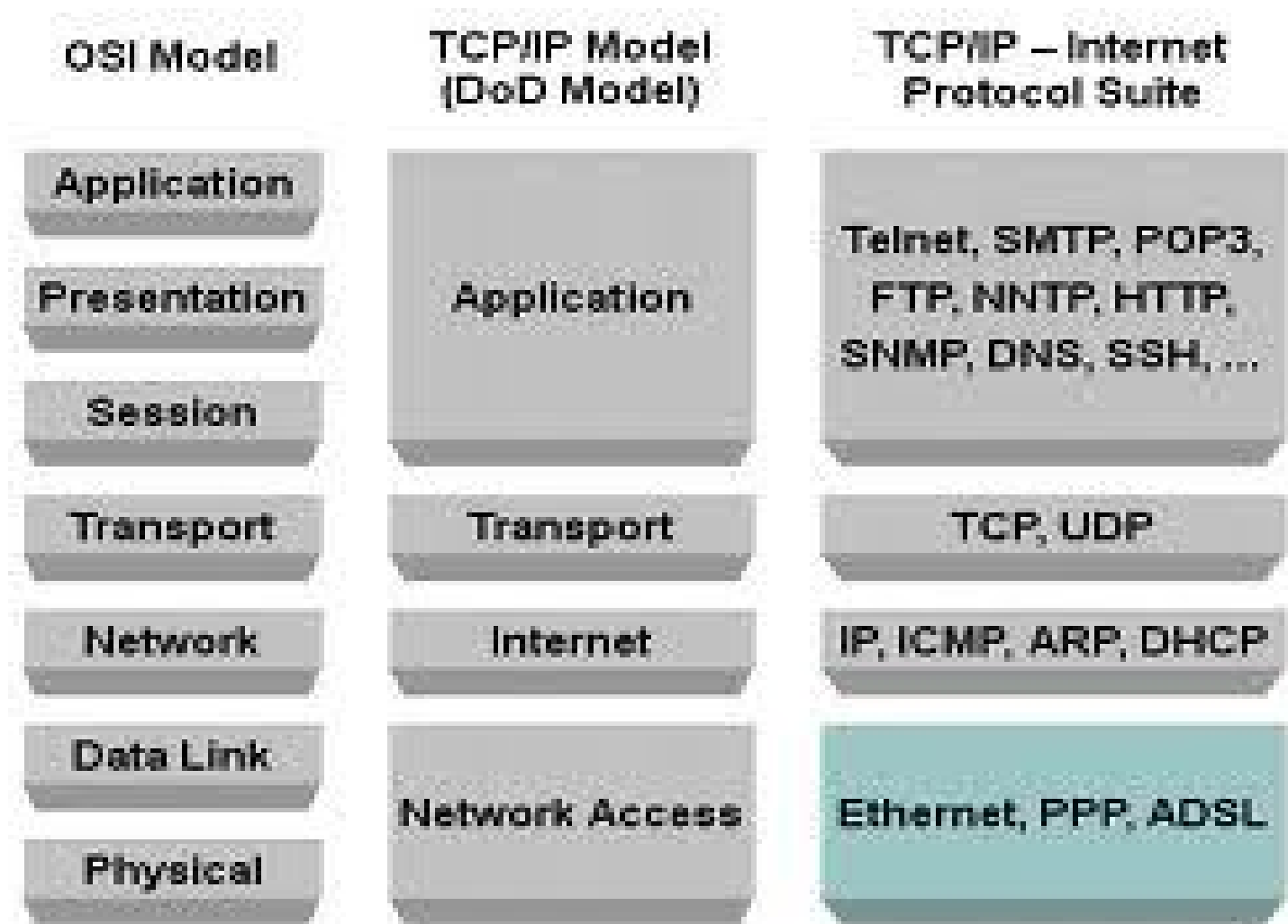
HISTORY OF INTERNET

- ◉ ARPA - Advanced Research Projects Agency
 - Root of internet
 - U.S Department of defense research project
 - This ARPANET project was intended for communication between geographically dispersed computers from diff manufacturers running diff OS
 - Emergence of TCP/IP protocols lead to communication between different networks
 - Initially used for military purposes and limited to universities and research institutions
 - Later decided to use internet for commercial purposes

INTERNET PROTOCOLS

- ⦿ Protocol – agreed formats for communicating between two computers
- ⦿ TCP/IP
- ⦿ HTTP
- ⦿ FTP
- ⦿ SMTP

OSI - TCP/IP



NETWORK LAYER

◉ IP – Internet Protocol

- IP Address – 32-bit number
- Each device on the Internet has one or more IP address
- Function of IP is to transfer data from one computer to another computer
- Error detection
- Corrupted packets are discarded- hence unreliable : packets get lost

TRANSPORT LAYER PROTOCOLS

- ◉ Transmission Control Protocol - TCP
- ◉ User Datagram Protocol - UDP

TRANSMISSION CONTROL PROTOCOL (TCP)

- ◉ Reliable Communication
- ◉ Connection Establishment
- ◉ Full duplex communication
- ◉ Port - Used for communicating with many diff applications on a machine

USER DATAGRAM PROTOCOL(UDP)

- ◉ An alternative to TCP which is also built over IP
- ◉ Unreliable communication.
- ◉ Two way communication is not possible.
- ◉ Advantage - Speed over TCP
- ◉ Generally used for sending short messages which expect short responses (eg. DNS)

APPLICATION LAYER PROTOCOLS

- ◉ SMTP - Simple Mail Transfer Protocol
 - Transfer of email between different email servers
- ◉ FTP - File Transfer Protocol
 - Transfer files between machines
- ◉ Telnet - Execute commands types into one computer on a remote computer
- ◉ Http - Communicating between web servers and clients

WORLD WIDE WEB

- ◉ Internet - Sharing of information
- ◉ WWW is one of the technologies used for managing the information over internet
- ◉ Two types of software
 - Server - that provides information
 - Client - that access information
- ◉ This server and client communicate over Internet using a protocol built on top of TCP/IP - which is HTTP
- ◉ Client requests a document and Server returns the requested document

WORLD WIDE WEB

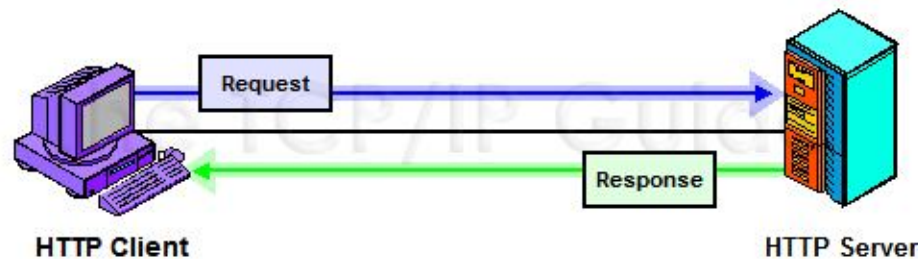
- ◉ Documents are generally web pages which are linked to other documents on the Web
- ◉ Internet - collection of machines connected over IP
- ◉ World Wide Web - collection of machines on the internet that provide information via HTTP

WEB

- ◉ Web 1.0 – Information Web
- ◉ Web 2.0 – Interactive or Social web
- ◉ Web 3.0 – Intelligent or Semantic Web

HYPERTEXT TRANSFER PROTOCOL (HTTP)

- ◉ It is an application layer protocol
- ◉ It specifies how web clients and server communicate
- ◉ Follows a *request-response model*



- ◉ HTTP communication consists of an HTTP Request message sent by a client to a server, which replies with an HTTP Response

HTTP REQUEST

- ◉ The HTTP client sends a request message formatted according to the rules of the HTTP standard—an *HTTP Request*.
- ◉ This message specifies the resource that the client wishes to retrieve, or includes information to be provided to the server.
- ◉ Message structure
 - Start line
 - Header field(s)
 - Message body

HTTP REQUEST (START LINE)

- ⦿ GET /path/servlet.jsp HTTP/1.1
 - Req method
 - Req-URI
 - Protocol/Version

⦿ Request Method

- GET - return the response as specified by Req-URI
- POST - return the response based on the data sent through request
- HEAD -same as GET ,but without message body in response

HTTP REQUEST (START LINE)

- OPTIONS - return list of methods that can be used to access the resource
- PUT - store the information(msg body of the req) in the server
- DELETE - delete the resource identified by the Req-URI
- TRACE - return a copy of the complete http req msg.(testing purposes)

HTTP REQUEST (START LINE)

◎ REQUEST-URI

- **http://** + value of Host header field + Request-URI = Uniform Resource Identifier(URI)
- An URI is an identifier that is intended to be associated with a particular resource on WWW.

◎ HTTP Protocol/Version - HTTP/1.1

- Initial version - 0.9
- Second version - 1.0
- Current version - 1.1

HTTP REQUEST (HEADER FIELD)

- ⦿ This section of an HTTP Request contains the request headers, which are used to communicate information about the client environment.
- ⦿ Few of these headers are: Content-Type, User-Agent, Accept-Encoding, Content-Length, Accept-Language, Host, etc. Field Name : Field value

HTTP REQUEST (HEADER FIELD)

- ◉ GET /path/index.html HTTP/1.1
- ◉ Proxy-Connection: Keep-Alive
- ◉ User-Agent: Mozilla/5.0 [en] (X11; I; Linux 2.2.3 i686)
- ◉ Host: www.vit.ac.in
- ◉ Accept: image/gif, image/x-xbitmap, image/jpeg, image/pjpeg, image/png
- ◉ Accept-Encoding: gzip
- ◉ Accept-Language: en
- ◉ Accept-Charset: iso-8859-1, *, utf-8

HTTP RESPONSE

- ⦿ The server reads and interprets the request. It takes action relevant to the request and creates an *HTTP Response* message, which it sends back to the client.
- ⦿ The response message indicates whether the request was successful, and may also contain the content of the resource that the client requested, if appropriate.
- ⦿ Response structure
 - Status line
 - Header field(s)
 - Message body

HTTP RESPONSE (STATUS LINE)

- ⦿ HTTP/1.1 200 OK
 - Version Response Code Reason Phrase

- ⦿ Response Code
 - 1xx- Informational
 - 2xx -Success
 - 3xx- Redirect
 - 4xx -Client error
 - 5xx - Server error

HTTP RESPONSE (STATUS LINE)

- Some of the status codes with reason phrase

- 200 OK
- 301 Moved Permanently
- 307 Temporary Redirect
- 401 Unauthorized
- 404 Not found
- 500 Internal Server Error

HTTP RESPONSE (STATUS LINE)

- HTTP/1.0 200 OK
- Date: Fri, 13 Nov 2012 06:57:43 GMT
- Content-Location: <http://www.vit.ac.in/site.asp>
- Etag: "07db14afa76be1:1074"
- Last-Modified: Thu, 05 Nov 2009 20:01:38 GMT
- Content-Length: 7931
- Content-Type: text/html
- Server: Microsoft-IIS/4.0
- Age: 922
- Proxy-Connection: close

A SIMPLE TRANSACTION

