# Exercises 01 -Explore Client/Server communication.

1. Which header field do you find in the http transfer? Get a screenshot of them!
2. The response is divided into header and body. Mark them in the screenshot.
3. Which of the following headers will you find in the HTTP-Request or in the HTTP-Response:  
   host, content-length, Content-type, Server?
4. There is a field for sending information about the used web server (software). Which one?
5. Perhaps you will find "Date" on both messages. How is it solved if the server and client aren’t in the same time zone?
6. What two parameters of the HTTP-Headers would a hacker choose and why?
7. If a web site is not available or not accessible, how will the server tell this fact to the client?  
   As support for that task please visit the web site [HTTP-Status](https://developer.mozilla.org/en-US/docs/Web/HTTP/Status).
8. Can you figure out some more [HTTP-Status](https://developer.mozilla.org/en-US/docs/Web/HTTP/Status) for server to signal to the client that communication between the both partner is interrupted or down?
9. To summarize the whole exercise can you figure out a link between tasks 1 to 8 and the presented client-server model?

# Exercises 02 -Explore Client/Server communication (Advanced).

1. HTTP is a protocol. Do you know additional protocols out of the ISO/OSI Layer 5 to 7?
2. Have a look at SMTP (sending mail). On Wikipedia you find a message exchange diagram. By comparing the diagram with HTTP, do you find some similarities to HTTP?