**HTTP** (Hypertext Transfer Protocol)

**SSL** (Secure Sockets Layer)

**TLS** (Transport Layer Security)

HTTP is based on a client-server architecture:

* **Clients,** aka User Agents (UA)
* web browsers, web crawlers/spiders, other end user tools and applications
* **Servers**
* proxy servers, gateways, tunnels

HTTP uses a request-response standard protocol:

* clients sends an HTTP request message to the server
* the server processes the request and replies with an HTTP response message

HTTP is a stateless communications protocol:

* servers do not keep information about clients in-between requests

HTTP provides support for other functionalities:

* cache control
* content media type (MIME) specification

**MIME** (Multipurpose Internet Mail Extensions)

* language and character set specification
* content/transfer coding
* client-server protocol negotiation
* persistent connections
* request pipelining
* authentication/authorization