

Web开发基础



集中上课时间表

• 8-25 周三 上午综教A205

• 8-26 周四 上午综教A205

• 9-1 周三 上午综教A205

• 9-2 周四 上午综教A205

课程实践

- 课程实践要求鼓励用自己电脑完成,同时也给同学们预定了机房
- 机房地点: 文三楼裙楼西北角
- 机房预留可用时间
 - -8-26 周四下午 221 四机房
 - 9-3 周五下午 221 四机房
 - -9-9 周四下午 221 四机房
 - -9-10 周五下午 221 四机房

请在乐学上选课

- 首先确认你的教学班
- http://lexue.bit.edu.cn/user/index.php?id=84
 04
- 课程ID 8404
- 请在今日12:00前确认选课。
- 最终实验报告将通过乐学提交。

本课程内容摘要

- 网站开发基础知识
- 网站环境构建
- 管理和配置网站
- HTML &CSS
- JavaScript
- Asp服务端编程
- 数据库连结与访问

网站开发基础知识

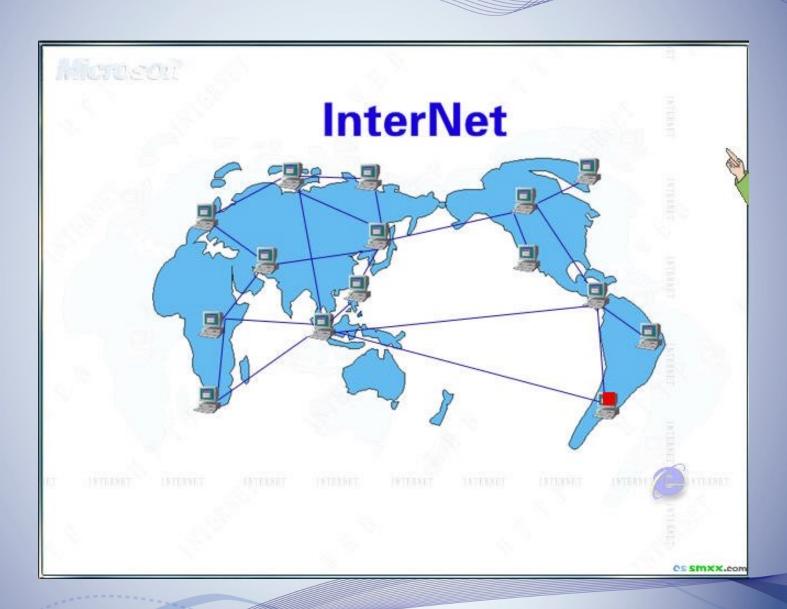
- 计算机网络基础
- 网站的含义
- 网站访问的原理
- 网页的类型
- 动态网站技术

计算机网络基础

- Internet Vs intranet
- 计算机网络的标准模型
- TCP/IP 协议
- 服务器和客户机
- 域名
- 端口

Internet VS Intranet

- The Internet is a global system of interconnected <u>computer networks</u> that use the standard <u>Internet</u> <u>Protocol Suite</u> (TCP/IP) to serve billions of users worldwide
 - It is a network of networks
- An intranet is a private <u>computer network</u> that uses <u>Internet Protocol</u> technologies to securely share any part of an organization's information or <u>network</u> <u>operating system</u> within that organization.





And WWW

- WWW(亦作"Web"、"万维网"、"W3",<u>英文</u>全称为"World Wide Web")
 - 是一个由许多互相链接的超文本文档组成的系统,通过<u>互联网</u>访问。<u>万维网联盟(英语</u>: World Wide Web Consortium,简称W3C),又称W3C理事会。<u>1994年10月</u>在<u>麻省理工学院</u>(MIT)计算机科学实验室成立。万维网联盟的创建者是万维网的发明者蒂姆·伯纳斯-李。
- What's the difference between the Internet and the World Wide Web (WWW)?
 - WWW = HTML* + HTTP(S)
 - * including CSS, JavaScript, and other browser enabled content
 - WWW 是Internet应用之一

Brief History

- began as a US Department of Defense network called <u>ARPANET</u> (1960s-70s)
- initial services: electronic mail, file transfer
- opened to commercial interests in late 80s
- WWW created in 1989-91 by <u>Tim Berners-Lee</u>
- popular web browsers released: Netscape 1994, IE 1995
- Amazon.com opens in 1995; Google January 1996
- Chinese First Connection with Internet: Chinese Academics Net, by Computer Applying Technology Institute of Beijing1986,
- First email, Sep. 14 1987, from CATIB, "Across the Great Wall we can reach every corner in the world"
- Chinese First Full Internet Connection: NCFC (National Computing and Networking Facility of China) 1994
- Baidu1999; Taobao 2003

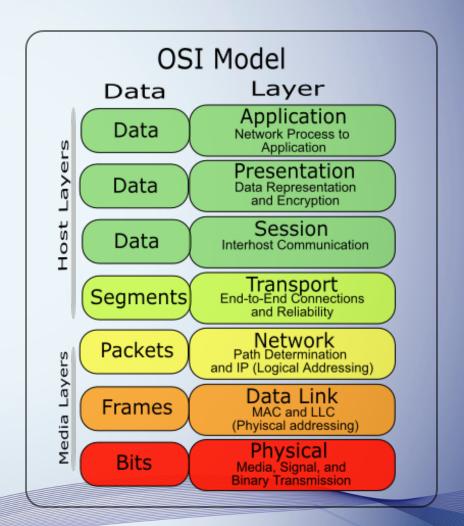


Key aspects of the Internet

- Internet is for freedom of information
- subnetworks can stand on their own
- computers can dynamically join and leave the network
- built on open standards; anyone can create a new device
- lack of centralized control (mostly)
- everyone can use it with simple, commonly available software

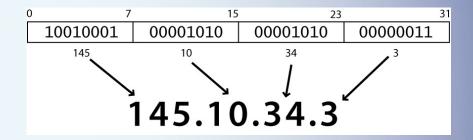
Layered architecture

- The internet uses a layered hardware/software architecture (OSI model):
- physical layer: devices such as coaxial cables, fiber-optic lines, modems
- data link layer: basic hardware protocols (Ethernet, Wi-Fi, DSL, ATM, PPP)
- network / internet layer: basic software protocol (IP)
- transport layer: add reliability to network layer (TCP, UDP)
- application layer: implements specific communication for each kind of program (HTTP, POP3/IMAP, SSH, FTP))



Internet Protocol (IP)

- the IP is the underlying system of communication for all data (packets) sent across the internet.
- each device has a 32-bit IP address as four 8-bit numbers (0-255)
- find out your internet IP address: whatismyip.com
- find out your local IP address:
 - in a terminal, type: ipconfig (Windows) or ifconfig (Mac/Linux)
- IP v4 vs. IP v6 (32-b vs. 128-b)



Transmission Control Protocol (TCP)

- adds multiple, guaranteed message delivery on top of IP
- multiplexing: multiple programs using the same IP address
 - port: a number given to each program or service
 - 80: Web browser (443 for secure browsing)
 - 25: email
 - 22: ssh
 - 21: ftp
 - more common ports
- some programs (QQ, games, streaming media programs) use simpler <u>UDP</u> protocol instead of TCP
- find out ports used:
 - in a terminal, using netstat (Windows) command
 - using <u>CurrPorts</u>



Web servers and browsers

- Web server: software that listens for Web page requests
 - part of Windows
- C/S Vs B/S model

- Web browser: fetches/displays documents from Web servers
 - Microsoft <u>Internet Explorer</u>(IE)
 - Mozilla Firefox
 - Apple <u>Safari</u>
 - Google Chrome
 - Opera

Domain Name System (DNS)

- a set of servers that map written names to IP addresses
 - Example: <u>www.bit.edu.cn</u> 219.143.204.38
 - using Windows command nslookup to find out IP address
- many systems maintain a local cache called a <u>host file</u>
 - Windows: <u>C:\Windows\system32\drivers\etc\hosts</u>
 - Mac: <u>/private/etc/hosts</u>
 - Linux: <u>/etc/hosts</u>

Uniform Resource Locator (URL)

- an identifier for the location of a document on a web site
- a basic URL:
 http://www.aw-bc.com/info/regesstepp/index.html
 <a href="http://www.aw-ww.aw-ww.aw-ww.aw-ww.aw-ww.aw-ww.aw-ww.aw-ww.aw
 - protocol host path
- upon entering this URL into the browser, it would:
 - ask the DNS server for the IP address of www.aw-bc.com
 - connect to that IP address at port 80
 - ask the server to GET /info/regesstepp/index.html
 - display the resulting page on the screen

More advanced URLs

- anchor: jumps to a given section of a web page http://www.textpad.com/download/index.html#downloads
 - fetches index.html then jumps down to part of the page labeled downloads
- port: for web servers on ports other than the default 80 http://www.bit.edu.cn:8080/
- query string: a set of parameters passed to a web program
 http://www.google.com/search?q=miserable+failure&start=1
 0
 - parameter q is set to "miserable+failure"
 - parameter start is set to 10

Hypertext Transport Protocol (HTTP)

- HTTP is the foundation of data communication for the World Wide Web.
- the set of commands understood by a web server and sent from a browser
- some HTTP commands (your browser sends these internally):
 - GET filename : download
 - POST filename : send a web form response
 - PUT filename : upload
 - DELETE filename : remove entity
 - HEAD filename: only status information, not entire content
 - **–** ...

HTTP error codes

- when something goes wrong, the web server returns a special "error code" number to the browser, possibly followed by an HTML document
- common error codes:
- 200 OK
- 301-303 page has moved (permanently or temporarily)
- 403 you are forbidden to access this page
- 404 page not found
- 500 internal server error

complete list



Terms

- Internet Service Provider
 - enterprises or organizations who provide Internet access to you,
 - who? please identify your ISPs
- Web Hosting
 - provide a place for consumers to store pages designed to be consumed by the Web surfing public
 - ISPs often offer Web hosting services along with their standard connectivity packages.
- Client/Server vs. Browser/Server

Web 1.0 vs. Web 2.0

- Web 1.0 is about publishing
 - users are limited to the passive viewing of information that is provided to them
- Web 2.0 is about interaction
 - allows its users to interact with other users or to change website content
 - <u>information sharing</u>, <u>interoperability</u>, <u>user-centered design</u> and collaboration
 - hosted services, web applications, social-networking sites, videosharing sites, wikis, blogs

网站的含义

- 网页是网站的基本单位
 - 用标准的HTML语言将图片、文字、多媒体信息 组织起来的格式文档
- 一般意义上的网站
 - A group of related pages?
 - A dedicate server?
 - A group of servers?

虚拟网站

- 多个网站可以同时运行在一个单一服务器上
 - 利用不同的端口号
 - 利用不同的ip地址
 - 利用不同的域名

网站访问的原理

- 网站中的两种角色-浏览器 & 服务器
- 网站使用的协议-HTTP
- 浏览器
 - HTML语言解析器
 - 图片解析器
 - 声音播放器
 - 视频播放器
 - **—** ...
- 网站的访问过程
 - 没有域名的网站
 - 有域名的网站

网页的类型

- 静态网页
 - 设计人员设计成什么样子,用户看到的就是什么样子
- 动态网页
 - 根据访问者当时的访问环境通过服务器端程序 实时生成的网页
- 以数据库做为后台的动态网页

动态网站技术

- Apache服务器+PHP技术
- WebLogic+JSP技术
- IIS服务器+ASP技术

网站环境的构建

- · 本课程以IIS+ASP技术做为实例
- 典型ASP网站实现方式
 - 服务器操作系统平台
 - IIS版本 5.0 Vs 6.0
 - IIS 5.0 隔离模式
 - 工作进程隔离模式

IIS服务器安装配置

- 设置本机IP地址
- 安装IIS
- 检测服务器是否正常工作
- ·测试asp开发环境
- ·运行第一个ASP程序

IIS服务器的配置和管理

- · IIS服务器的启停
- 新建立网站
- 配置网站的基本参数
- 配置ASP网站网页的组织方法
- 配置ASP网站的访问方法
- 配置ASP网站的性能
- 虚拟目录设置方法

Lab1 实践项目

- 1配置计算机的IP地址
- 2 查看计算机使用端口的情况
- 3 安装IIS服务器
- 4 配置IIS服务器
- 5 创建第一个网站
- 6 配置网站相应参数
- · 7运行你的第一个ASP程序

实践如何启停服务器 实践如何启停一个asp网站 设置网站日志,查看网站日志 熟悉匿名访问网站的设置 熟悉虚拟目录的设置 在上述基本技能基础上,设计一个你自己网 站,规划网站的各项设置参数,并实现