Basics of communication protocol "HTTP"

Target Audience –Beginners

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History and Document control

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- Flow of HTTP

- HTTP is used for data exchange on the Web

- It is a client-server protocol.
    - Requests are initiated by the recipient.
    - Example: Web browser.

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Components of HTTP-based systems.

- requests are sent by one entity, the user-agent (or a proxy on behalf of it).

- example for a user-agent is a Web browser, but it can be anything, for example a robot that crawls the Web.

- each individual "request" is sent to a server, which handles it and provides an answer through the "response".

- between the client and the server there are numerous entities, collectively called proxies, which perform different operations and act as gateways or caches.

Real world

In reality, there are more computers between a browser and the server handling the request.

Know more about HTTP.

- HTTP is stateless
    - there is no link between two requests being successively carried out on the same connection. the core of HTTP itself is stateless.

- HTTP is not session less
    - HTTP cookies allow the use of stateful sessions.
    - Using header extensibility, HTTP Cookies are added to the workflow, allowing session creation on each HTTP request to share the same context, or the same state.

Know more about HTTP.

HTTP and connections

- A connection is controlled at the transport layer, and out of scope for HTTP.

Cheers!