

# CS50 Section 7

## Somewhere In Between

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# Agenda

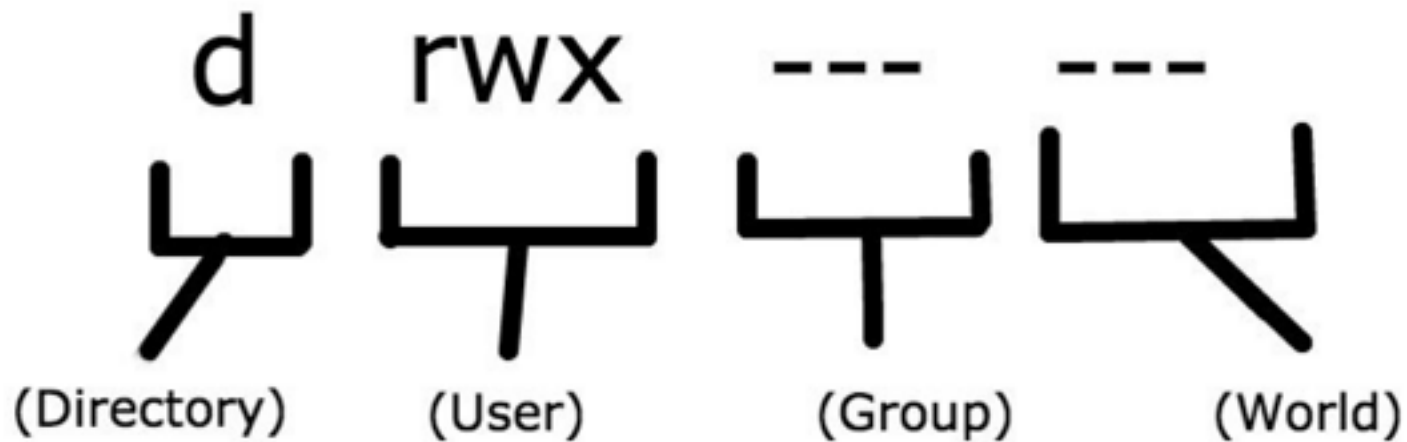
## Introducing Web Based

- ▶ Chmod
- ▶ TCP/IP
- ▶ Ports
- ▶ HTTP
- ▶ HTML & CSS
  - ▶ Resources!
  - ▶ Coding up a Webpage!
  - ▶ Instructions on Using the IDE to view webpages!

# chmod

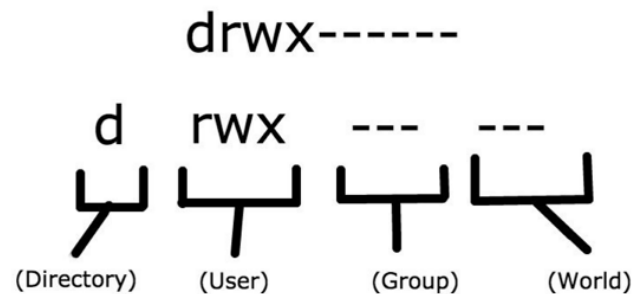
- ▶ Unix system call to change file permissions
- ▶ Use `ls -l` to see what permissions a file has

drwx-----



# chmod

- ▶ We use chmod to change the permissions the file has
- ▶ `chmod --- <filename>` (where each dash is a number from 0 to 7)
  - ▶ `r` : 4 : readable
  - ▶ `w` : 2 : writeable
  - ▶ `x` : 1 : executable
  - ▶ So that means  $rwX = r + w + x = 7$
- ▶ The three dashes represent the numeric value of the permission assigned to
  - ▶ The user
  - ▶ The group
  - ▶ The world



# chmod

- ▶ `chmod <who>+<permissions>`
  - ▶ `+` adds permissions
  - ▶ `-` takes away permissions
- ▶ Permissions
  - ▶ `rwX`, `---`, etc
- ▶ Who
  - ▶ `u` : user or owner
  - ▶ `g` : group
  - ▶ `o` : others
  - ▶ `a` : all
- ▶ Or...
  - ▶ `chmod ---`
    - ▶ Where each dash is a number between 0 and 7
    - ▶ Eg, 444, 711
  - ▶ Used for giving potentially different permissions to all three groups at the same time

# Your turn!

- ▶ Recall that `rwX --- ---` can also be represented as `700`
- ▶ What permissions would the following line grant:
  - ▶ `chmod 444 <filename>`
  - ▶ What's another way we could write this?
    - ▶ Universally readable
    - ▶ `chmod a+r <filename>`

# Your turn! Translate

- ▶ Translate the following into the chmod syntax

- ▶ `chmod 555`

- ▶ `chmod a+rx`

- ▶ `chmod u+x`

- ▶ `chmod 100`

- ▶ `chmod 640`

- ▶ `chmod u+rw`

- ▶ `chmod g+r`

# chmod - common cases

- ▶ `chmod 711 <directory>`
  - ▶ For any directory
- ▶ `chmod 644 <file>.txt`
  - ▶ For any non Python file
- ▶ `chmod 600 <file>.php`
  - ▶ For Python files
- ▶ These are going to be particularly in a couple weeks when we make our own websites



# TCP/IP

- ▶ Transmission Control Protocol / Internet Protocol
- ▶ Means of ensuring data delivery
- ▶ Gives set of standards that govern how data should be routed and received
- ▶ Increases odds of a data actually getting where you want it to go\
  - ▶ Recall David's example from lecture

# Ports

- ▶ Need to tell our destination what type of data is in our packets
  - ▶ Remember, computers aren't dedicated video players - they can do lots of stuff
- ▶ Packets might be routed in various ways/paths
- ▶ Ports are a way to figure out what type of data is being transmitted
- ▶ Common ports:
  - ▶ 21 : FTP (File Transfer Protocol)
  - ▶ 25 : SMTP (email)
  - ▶ 53 : DNS (Domain Name System)
    - ▶ What is the IP address of a domain name?
  - ▶ 80 : HTTP (webpage)
  - ▶ 443: HTTPS (secure webpage)

# HTTP

- ▶ HyperText Transfer Protocol
- ▶ Port 80 (from the previous slide)
- ▶ Let's dissect this a bit..
- ▶ HyperText
  - ▶ “Text taken to the next level”
  - ▶ It's text that gives us more information
- ▶ Transfer Protocol
  - ▶ How we request information and how the server responds
  - ▶ Governed by specific set of rules\
    - ▶ This way the internet will work no matter where you're using it from

# HTTP - example request

- ▶ GET / HTTP/1.1
- ▶ User-Agent: curl/7.24.0
- ▶ Host: www.apple.com
- ▶ <name>: <value>

## Key

- ▶ Method Request URI
- ▶ Protocol Version
- ▶ Field name
- ▶ Field value

# HTTP - example response

- ▶ HTTP/1.1 200 OK
- ▶ Server: Apache
- ▶ Content-Type: text/html; charset=UTF-8
- ▶ Server: Apache
- ▶ Content-Length: 16286
- ▶ Connection: keep-alive

## Key

- ▶ Protocol Version
- ▶ Status Code
- ▶ Field name
- ▶ Field Value

# HTTP - Status codes

- ▶ 200 - OK
- ▶ 301 - Moved Permanently
- ▶ 302 - Found
- ▶ 404 - Not Found
- ▶ 403 - Forbidden
- ▶ 418 - I'm a Teapot

# HTML & CSS

- ▶ HTML: HyperText Markup Language
- ▶ You get to practice and experiment :}
  - ▶ Check out <http://www.w3schools.com/> for useful tutorials!
- ▶ Best practices
  - ▶ Close all tags!
    - ▶ Note: real websites often don't, so if you're looking at a page's source for inspiration, be sure not to copy bad habits!
  - ▶ Validate your page with W3 Validator
    - ▶ <https://validator.w3.org/>
  - ▶ Separate markup (HTML) and style (CSS)
    - ▶ MCV (Model View Controller) paradigm to come!

# HTML & CSS

- ▶ CSS: Cascading Style Sheets
- ▶ Instead of tags, CSS uses attributes
  - ▶ Selectors will be used to match tags with attributes
  - ▶ Map to tags
- ▶ Selectors can be
  - ▶ Id: unique
    - ▶ `#<idname>` in CSS file
  - ▶ Class: can refer to multiple blocks
    - ▶ `.<classname>` In CSS file



# HTML & CSS: selection code

- ▶ reference a tag directly, such as <p>

```
p {  
    text-align: center;  
}
```

- ▶ reference the class, such as <p class="example">

```
.example {  
    color: blue;  
}
```

- ▶ reference its id, such as <p id="main">

```
#main {  
    background-image: url("rob_gym.jpg");  
}
```

# HTML & CSS: Resources

- ▶ HTML Cheat Sheet
  - ▶ <http://lesliefranke.com/files/reference/htmlcheatsheet.html>
- ▶ CSS Cheat Sheet
  - ▶ <http://www.lesliefranke.com/files/reference/csscheatsheet.html>
- ▶ W3schools (for HTML and CSS tutorials)
  - ▶ <http://www.w3schools.com/>
- ▶ W3validator (run this like you would check50 and style50!)
  - ▶ <https://validator.w3.org/>
- ▶ Looking at the source code of pretty webpages, as with Google Chrome's "Inspect Element" tool (just right click on the interesting part of the webpage)

# Together...

- ▶ Let's code up a webpage! Grab your computers and get ready to Google - syntax is the name of the game.
  - ▶ Check out the attached files for our class website!