

# Web & Web applications

DBW 2018

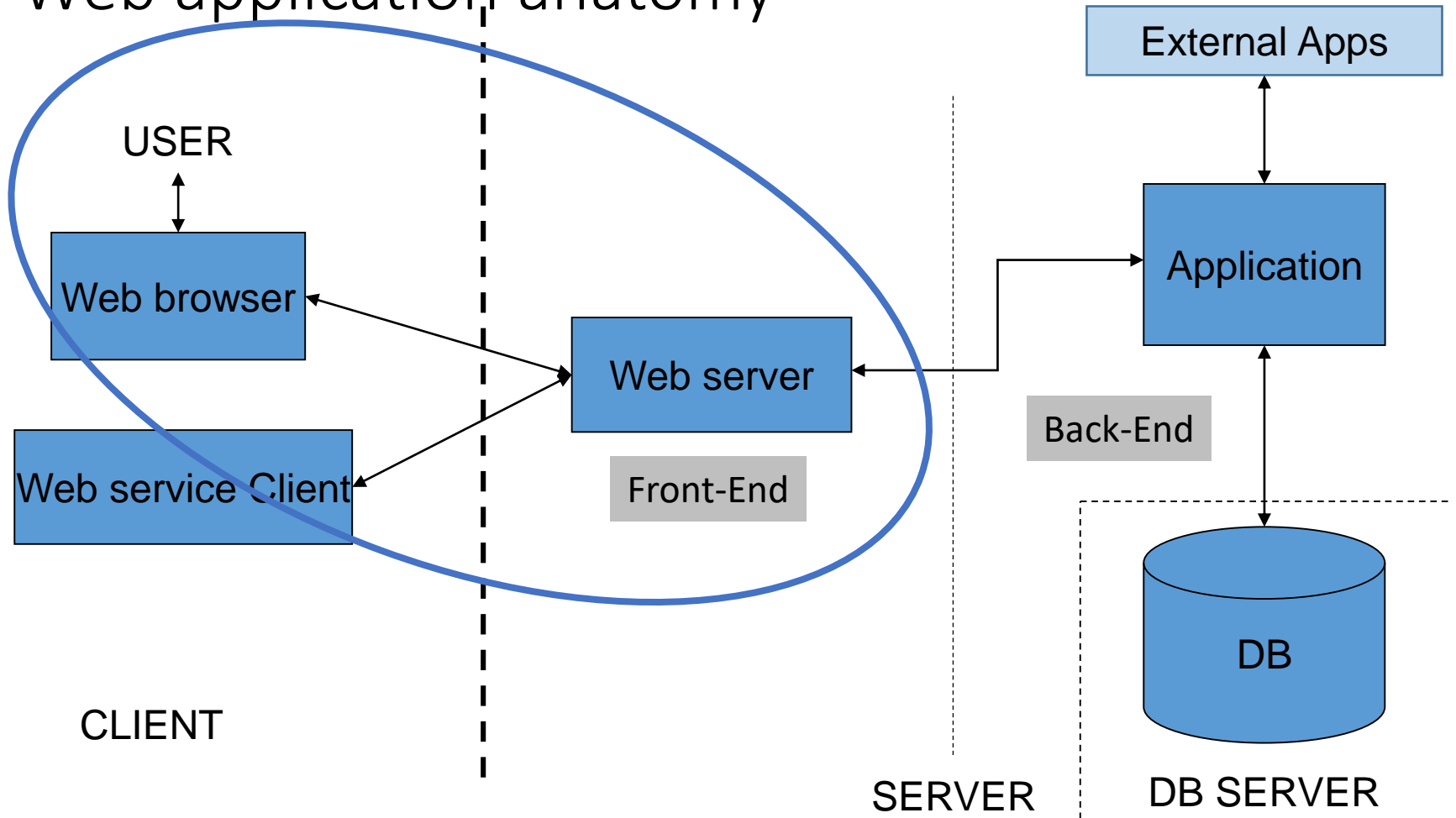
# Outline

- Web basics
  - HTTP servers and browsers
  - Languages
  - Software
- Concept and types of Web applications. Web services
- CGI Protocol.
- Time issues
- Personalization. Cookies & session persistence
- Languages involved

## Reminder: Why Web-based?

- User interface is provided by standard Web servers and browsers (no need to develop friendly interfaces)
- No need to install client software (almost)
- Communications use standard protocols (HTTP, SMTP, SOAP) and languages (HTML, XML)
- Several programming languages available

# Web application anatomy



# Web (HTTP) Servers

- Computer applications that listens to a TCP port (80 typically), and understands HTTP requests.
- Information served are text or binary files (*resources*) stored locally in the server.
- HTTP servers that implements the appropriate protocol, can run **server-side applications** according to the request.
- Example [SimpleHTTPserver](#)

# Web (HTTP) clients (browsers, ...)

- Applications making requests to server at a given TCP port (typically 80) using HTTP protocol
- Simple browsers requests for files (using HTTP) in a similar way to FTP. Resources are identified by URL (wget for example)
- Normal browsers “understand” the contents of the obtained files and combine in graphical output information from one or more servers according to a given language (usually HTML)
- Most **browsers can execute applications** (client-side) obtained from the information server (scripts, Active-X, applets, ...)

# Languages involved

- **HTML: Contents management language**
  - Defines contents and structure of the page, includes the necessary links to all elements
  - Tag formatted language (...<p>Some text</p>...)
- **CSS: Formatting language**
  - Defines how the contents is represented in the user browsers
  - `P {font-family:Times; font-family: 10pt; display:block; background-color:black}`
- **Data interchange formats**
  - **XML: Most traditionally used by web applications**
    - Same structure as HTML, but with no fixed tags
    - Requires XML-schema to specify tags and check coherence

```
<Course id="DBW">  
    <Acronym>DBW</Acronym>  
    <Title>Databases and Web applications</Title>  
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```
  - **JSON: Data interchange format replacing XML**
    - Natively understood by Javascript, and of increasing popularity

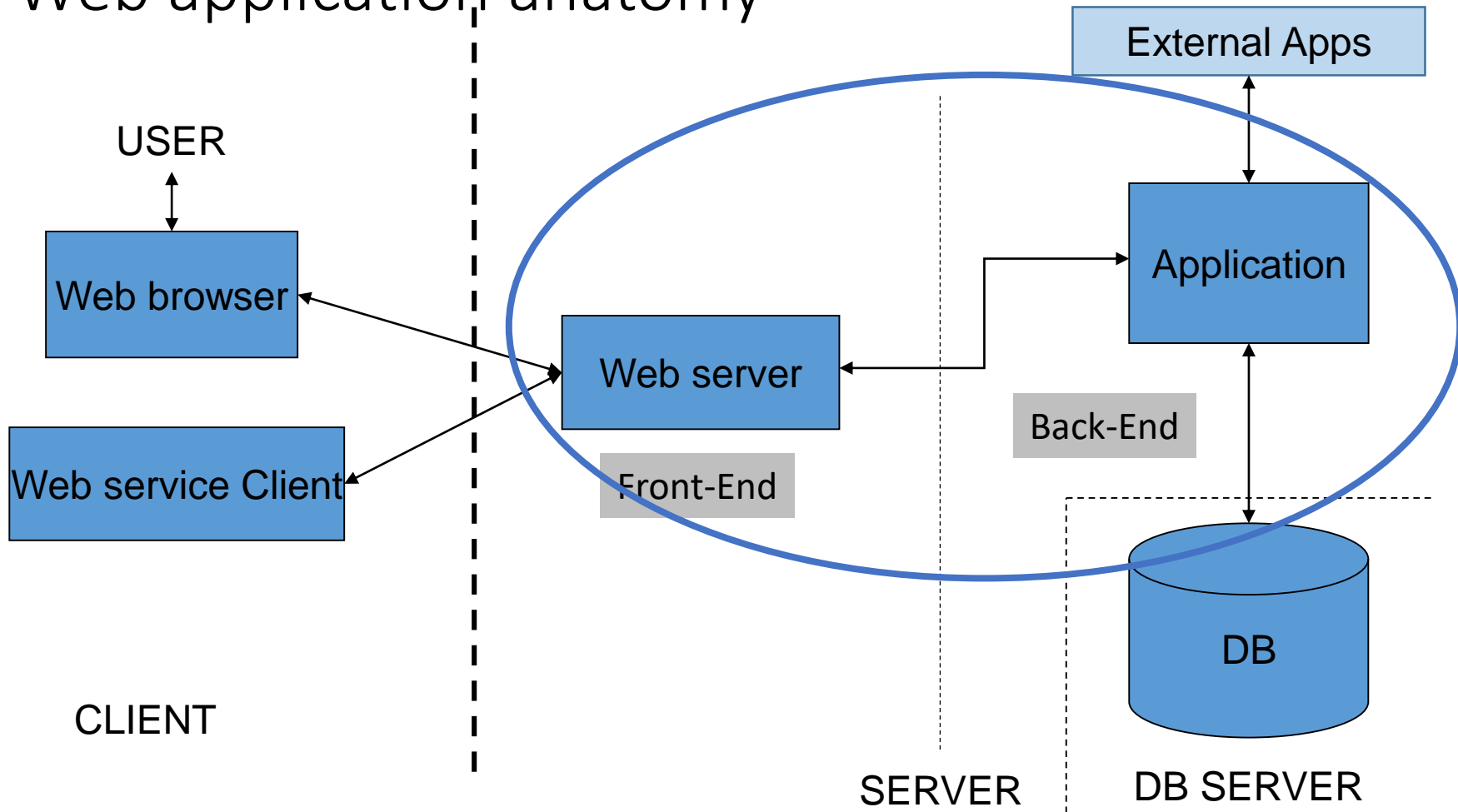
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# Software to build Web pages

- A simple text editor is enough (Notepad, vi, ...)
- Syntax checking editors are more useful (nedit, NetBeans, ...)
- WYSWYG editors are common (Dreamweaver, Openoffice...). However, they MUST allow to check HTML manually!
- Content Manager Systems (CMSs)
  - Integrated environments to build web sites, general or specialized
  - Can include some useful functionality (user management, email, ...)
  - Very useful to build static sites, but difficult to include applications
    - However, web structure and layout made by the CMS can be used
- Drupal, Joomla, Wordpress, Bookstrap, ...



# Web application anatomy



# Definition & types

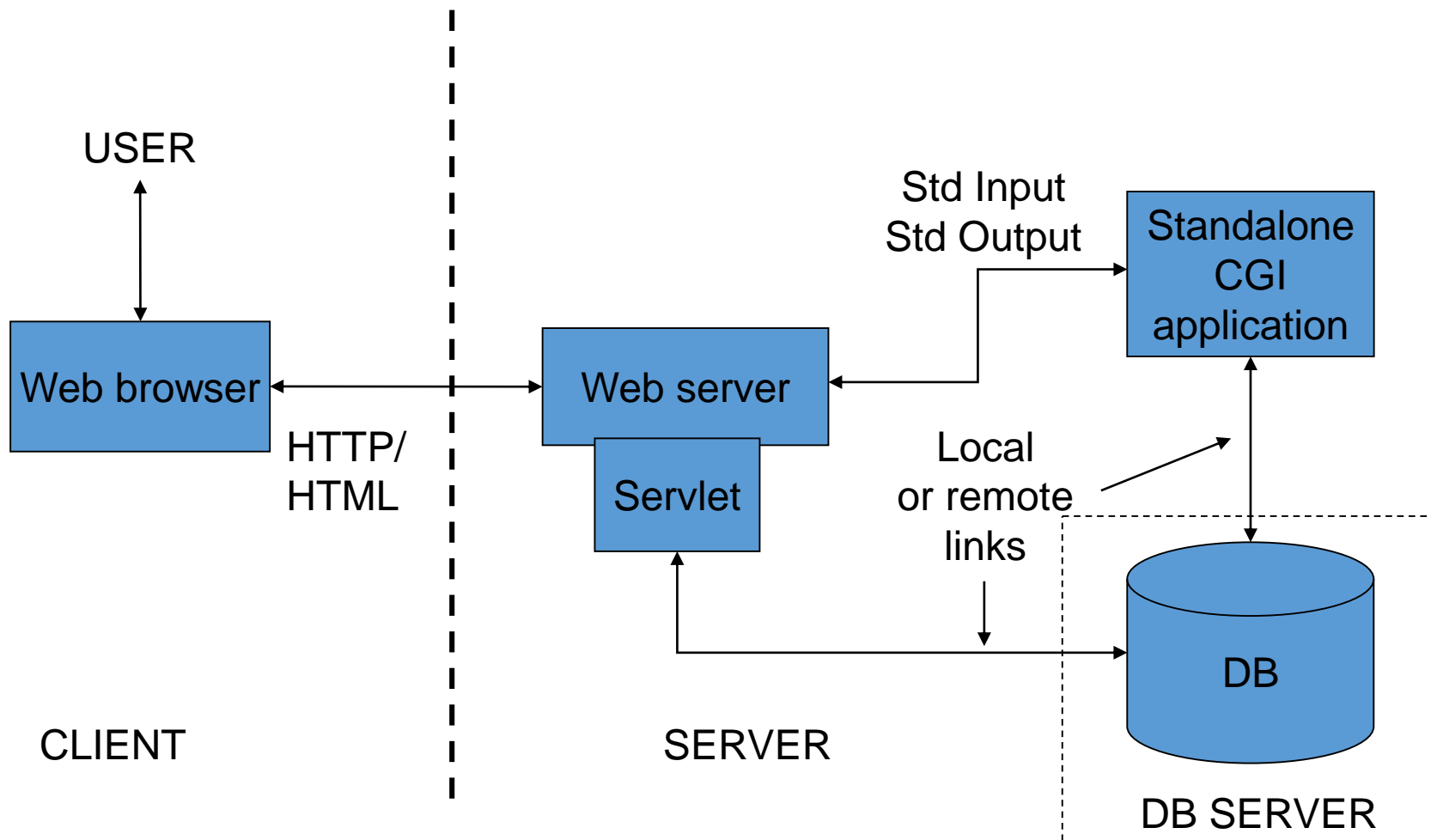
- A Web application is a dynamic extension of a Web server.
  - Adapts to user input
  - Can serve non-static information (generated in real-time)
  - Uses standard protocols (HTTP, SMTP)
  - Users can interact with the application using Web browsers
- Presentation-oriented
  - Generates dynamic Web pages (HTML/HTTP) responding to user queries
  - Usual way to provide bioinformatics results
- Service-oriented
  - Interacts with other applications (XML/SOAP)
  - Allows to build automatic workflows

# Client side

- Application must be compatible with standard web browsers
  - HTTP protocol: GET, POST
- Input comes from URL's or HTML forms
- Output must be standard HTML (XML, JSON), CSS, Javascript
- Output may invoke other programs (plug-ins) though MIME
  - Almost obsolete, except Flash
- HTML v5 include a variety of native functionalities
  - Audio/video, SVG graphics, MathML, Geolocalization, parallel process, ...
- Modern browsers are able to run Java applets, and Javascript
  - Java applets/Javascript are fully qualified applications, served as static files, and run in the browser
  - Javascript is behind most dynamic behaviour of modern web sites (responsiveness).
    - Asynchronous interaction with server (new request do not require reload)
    - JsMol, JQuery, Angular.js,...

# Server side

- Application is invoked by web server
  - External application (CGI)
    - Executable running in the server machine.  
Can be written in **any** language.
    - Get input from standard input and writes in the standard output. Web server redirects both.
  - Server embedded (Servlet).
    - Web server is able to execute the application as a child process
    - Special languages: Scripting: PHP, Python, ASP, JSP, .NET, Servlets (Java, Javascript)
    - Java applications require special servers



# CGI Protocol

- Common Gateway Interface (CGI)
  - Formal interface between Web server and external applications
  - CGI interface provides
    - Environment variables including all relevant information from the browser-server conversation
      - Includes GET queries
    - POST input data, as standard input
    - Redirection of application standard output & error to Web stream.
- External applications
  - Read Input information from Environment variables, and standard input
  - Provides results and error as standard output
  - Are executed by the operative system as usual command lines executables
    - For security reasons they must be in a special directory (cgi-bin) unless the server is configured otherwise (MIME type cgi).
- Servlets
  - Are executed as web server's subprocesses
  - Still use input and output standard and CGI variables, but data is processed

# Some CGI variables

- SERVER\_SOFTWARE
- SERVER\_NAME
- GATEWAY\_INTERFACE
- SERVER\_PROTOCOL
- SERVER\_PORT
- REQUEST\_METHOD ("GET", "HEAD", "POST")
- PATH\_INFO
- PATH\_TRANSLATED
- SCRIPT\_NAME
- QUERY\_STRING
- REMOTE\_HOST
- REMOTE\_ADDR
- CONTENT\_TYPE
- CONTENT\_LENGTH (with POST)
- HTTP\_ACCEPT
- HTTP\_USER\_AGENT
- HTTP\_ HTTP headers

# Basic Input and Output

- Input from HTTP “GET” appears as QUERY\_STRING
- Input from POST appears on standard input

- Output is a document with a MIME Type header

```
Content-type: text/html
```

```
<blank>
```

```
<html><body>
```

```
...
```

```
</body></html>
```

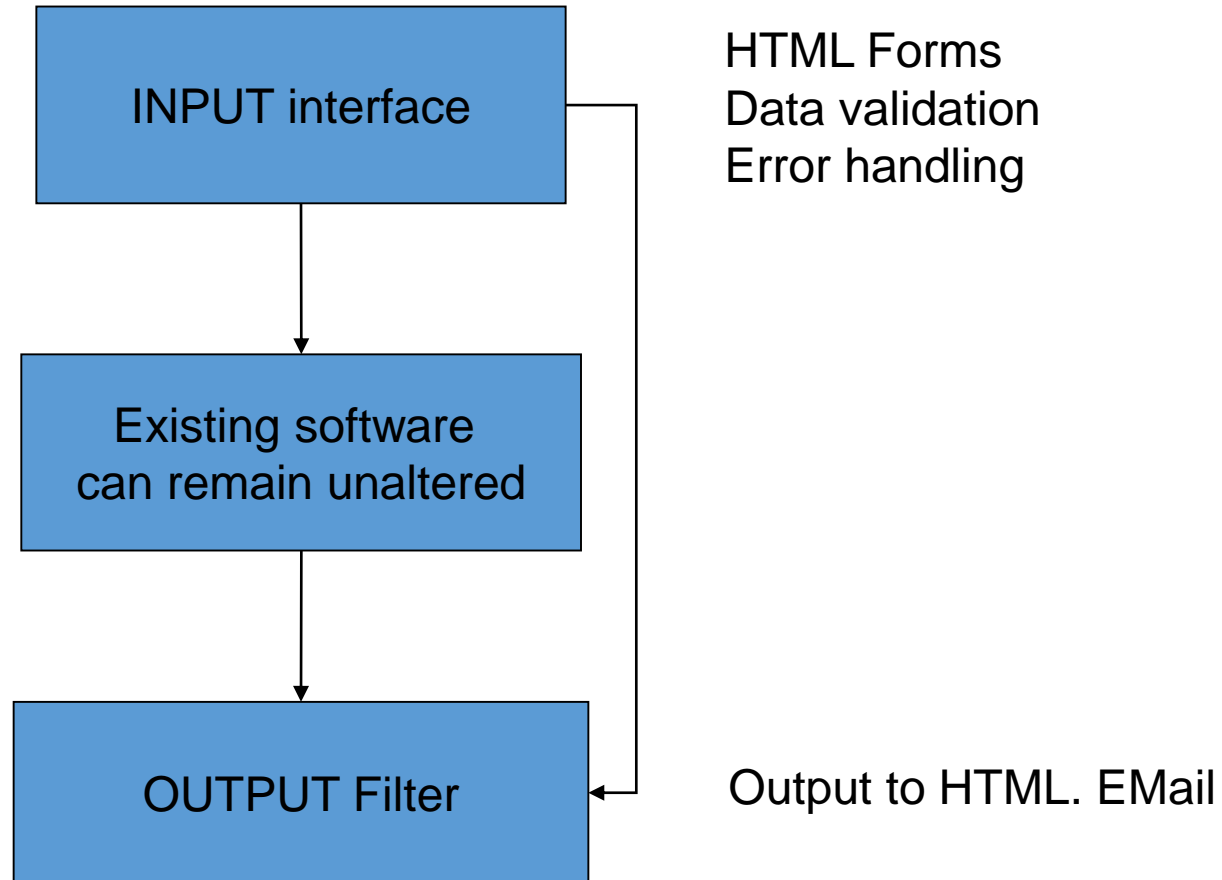
- Or a redirection

```
Location: new URL
```

```
<blank>
```



# The simplest application



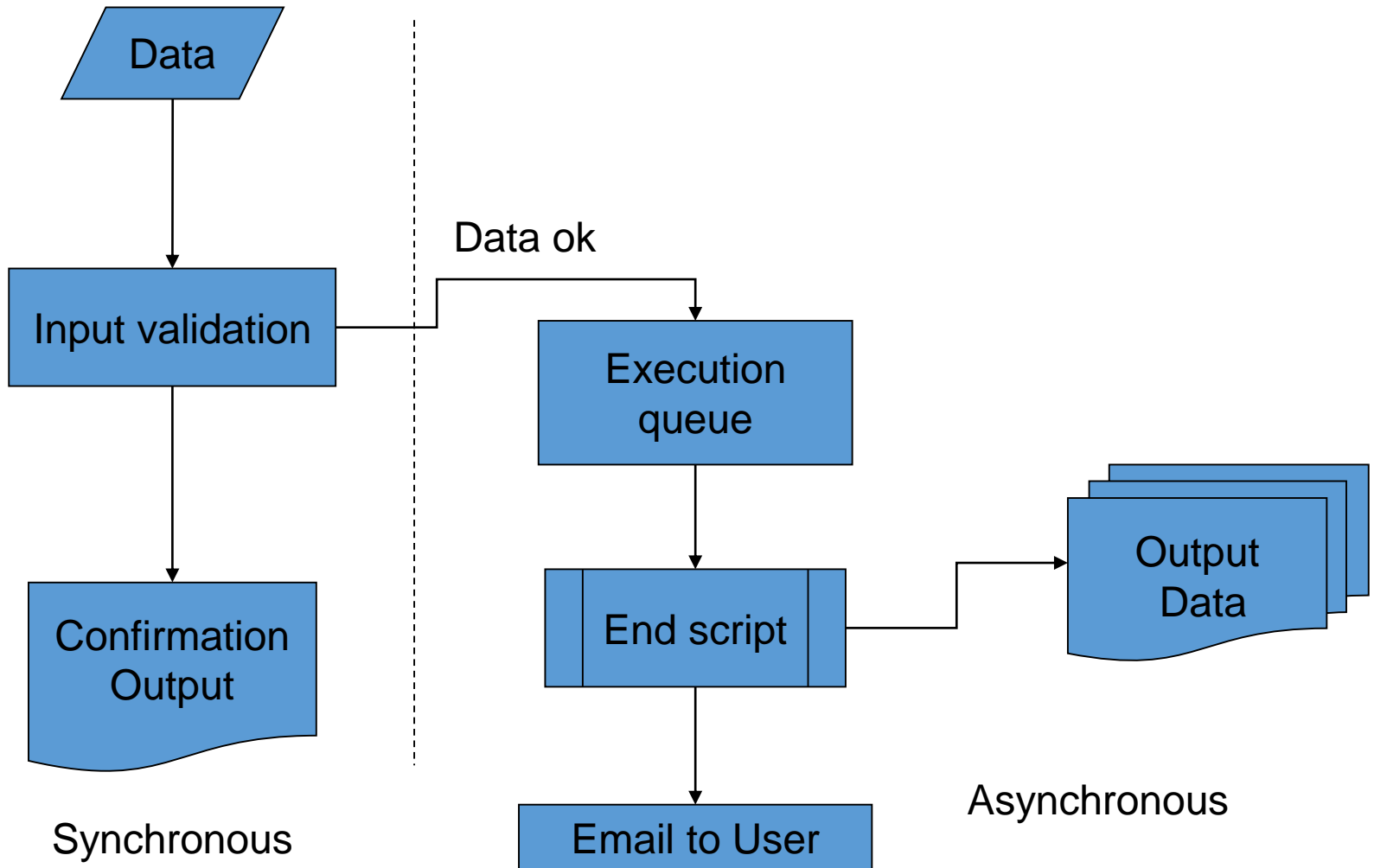
# Servlet languages

- Depends on the server software used
  - Java application servers (Tomcat, Jboss, ...): JSP, Java
  - Microsoft servers: ASP (old), Aspx, .NET
  - Standard servers (Apache): PHP, node.js
  - With the appropriate extensions: Perl, Python
- Most popular:
  - PHP/Apache, Java/Tomcat
- Growing popularity
  - Python, Javascript (Node.js)

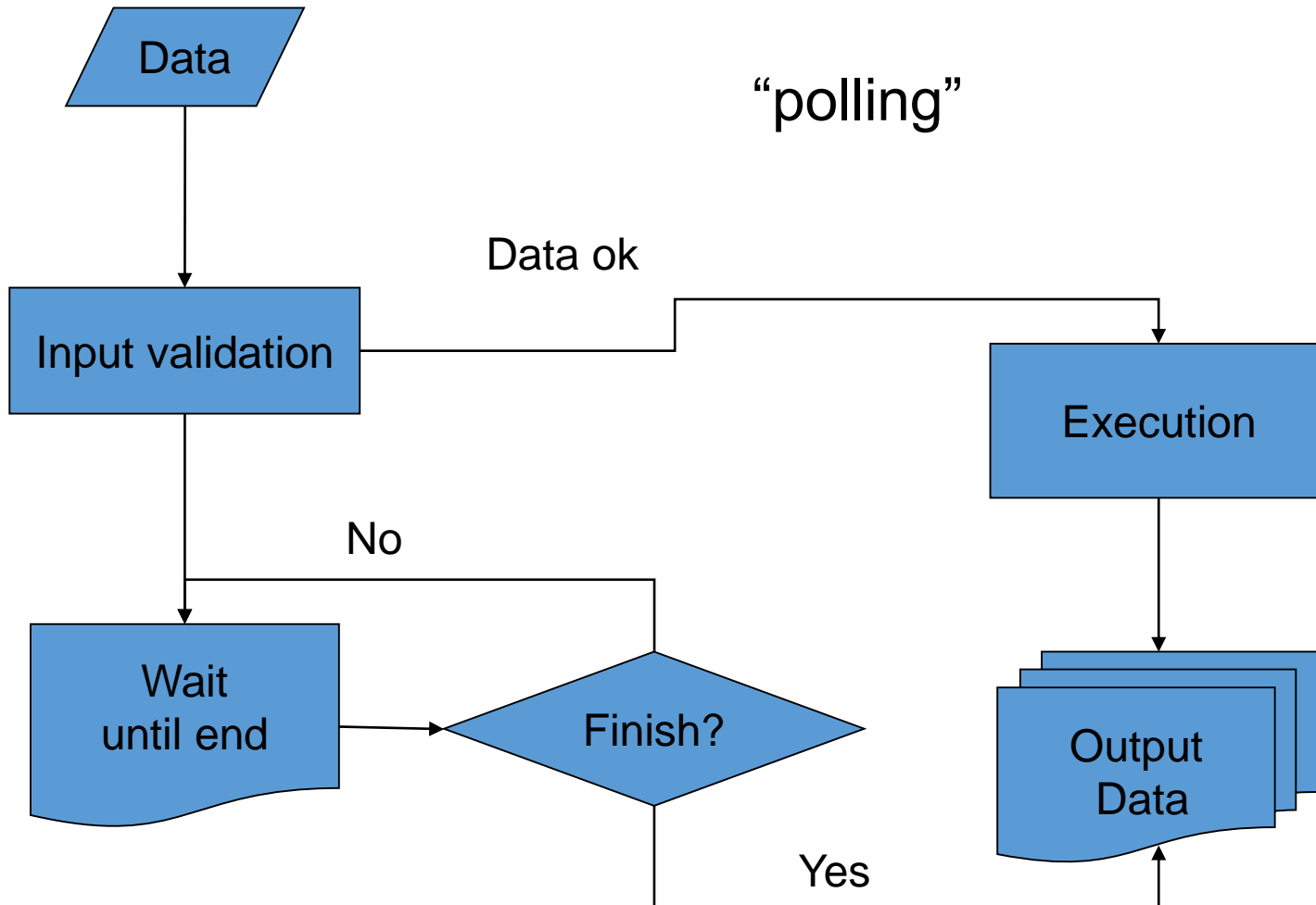
# Known issues

- Time issues
  - Web users require “instant” responses
  - Most web browsers have short “timeouts”
  - Application that last more that 1-2 mins must be asynchronous
- Persistence, and User recognition
  - HTTP protocol is not persistent: Connection closes short time after the servers answers
  - Application need to recognize returning users
    - Authentication (user only must write the login/password once)
    - Keep personal preferences, and private data
    - Grant access to given resources according to previous requests
    - Avoid to request known data more than once
    - Avoid “reloads”

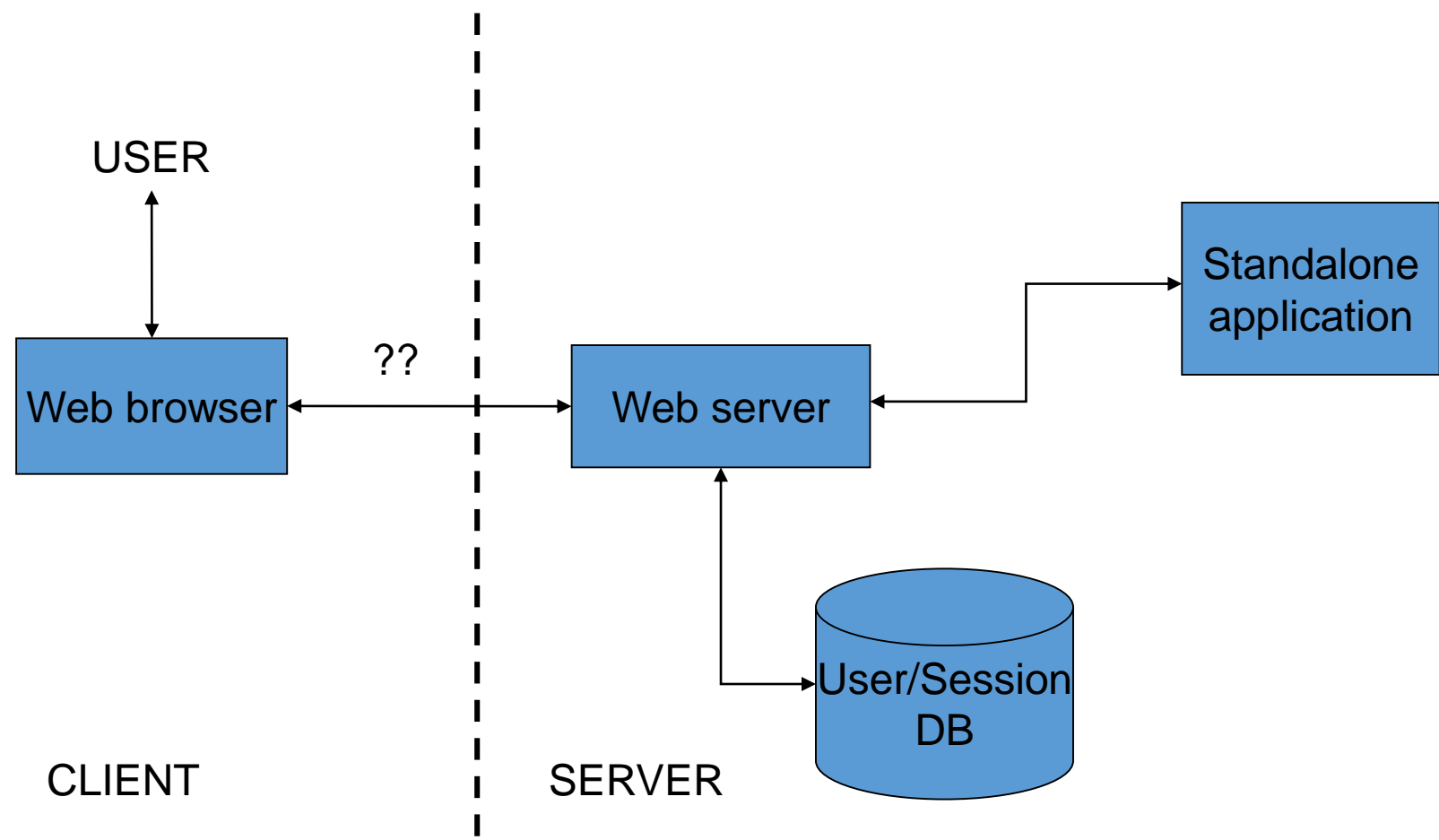
# Time issues. Usual strategies



# Time issues. Usual strategies



# Personalization



A DB stores history of user connections and activities

# Authentication schemes

- Server based
  - Based on unix-like passwd files (login / passwd)
  - Protects folders and sub-folders (.htaccess files)
  - Identity via CGI variable (REMOTE\_USER)
  - May require access to server configuration
  - Persistence via HTTP
  - Environment managed by local DB
- Application based
  - Do not require access to server configuration
  - Authentication and environment managed by a local DB
  - Full control from the application (login / passwd, SSL Keys, ...)
  - Persistence via Cookies or language specific constructs (PHPSessionID / Session)
- Third party authentication
  - Authentication is done by public servers (Google, openID, ...), or other apps (eGroupWare, Drupal, ...) / Session, LDAP

# User identification: cookies

- Small amount of text information stored by the server in the users' web browser.
- Do not require user/password (user do not need to be aware of)
- Limited to 4Kb
- Cookies can last for a single session or till a specified date
- Cookies can be used to avoid password request
- Cookies do not identify persons but browsers!!



# Cookies: details

- Cookies are key / value pairs
- The normal identification cookie is a unique ID generated by the server
- Origin: server URL. Browsers send back cookies to the servers that created them (no other servers can get the data)
- Expiration date

# Web application layout hints

- Static contents (text, images, etc. ) stored as normal web resources
- Dynamic pages managed by servlet scripts
  - No general rule, depends on language, and programming style
  - The easy way: Each different screen is managed by a specific script.
- Global variables
  - Each script acts in a separated HTTP transaction!
  - All scripts should load the same global environment, usually included from a single file
- Protected/public data
  - Protected data should be stored outside of the web directory tree, and be accessed only programmatically

# Web application layout hints

- Temporary data
  - Can be stored anywhere
  - Most language provide automatic temporary directories and file names.
  - Should be deleted after use!!
- Beware of multiple concurrent users
  - Use request specific file names for temporary data and results
  - Use user based directories
  - Think in a queueing system for lengthy operations
- Collect statistics of use