Computer Networking

HTTP

HTTP defines the structure of these messages and how the client and server exchange the messages.

Each URL has two components: the hostname of the server thathouses the object and the object’s path name. For example, the URL

http://www.someSchool.edu/someDepartment/picture.gif

has www.someSchool.edu for a hostname and /someDepartment/picture.gif for a path name.

Because an HTTP server maintains no information about the clients, HTTP is said to be a stateless protocol.

When this client-server interaction is taking place over TCP, the application developer needs to make an important decision––should each request/responsepair be sent over a separate TCP connection, or should all of the requests and their corresponding responses be sent over the same TCP connection? In the former approach, the application is said to use non-persistent connections; and in the latter approach, persistent connections