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Report 1.4

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# Report on Web Programming Concepts

## 1. Authentication

Authentication is a process to web application to validate if the users are who they say they are. It’s like a way of making sure you have the right username and password to get in or any data that your system require. Sometimes, it’ll even check your device or where you are, depending on how sensitive the data is.

Example: When you go to some party has a security to check an ID if you're able to come into a party or some place require upper 18, authentication as like a security in the party.

## 2. Web Security

Web security is all about patterns and techniques to increase our privacy on the web. Preventing cybercriminals who want to steal data or invade our privacy. Developers do this by using tools and techniques to keep the bad guys out.

Example: One easy move? Using HTTPS instead of HTTP to add a layer of security to the website.

## 3. Hypertext Transfer Protocol (HTTP)

HTTP is the basic language that lets data travel between a server and a web browser. Every website has a server, and when you type in a URL, HTTP is what makes your request for the website’s data possible.

## 4. Session Management

This is used to keep track the flow of users in our system as a reference of our preference or actions through a web app. This is a way was created to keeps us logged between all system and pages. Basically this process create an session ID that's will store to give to you the best journey into your browsing.

Example: After you log into a site, session management lets you move from page to page without needing to sign in again.

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## 5. Principles of Stateless Programming

Stateless programming is a kind each request to the server being independent, without remembering what happened before. The server doesn't save anything, then each request that will receive comes with everything that needs to be processed. This lets the server be simpler and easier to scale.

Example: RESTful web services work this way. Every API call has everything it needs to complete the request, and the server doesn’t remember what you asked for five minutes ago.