

Internet Engineering



tips

HTTP

#guideline

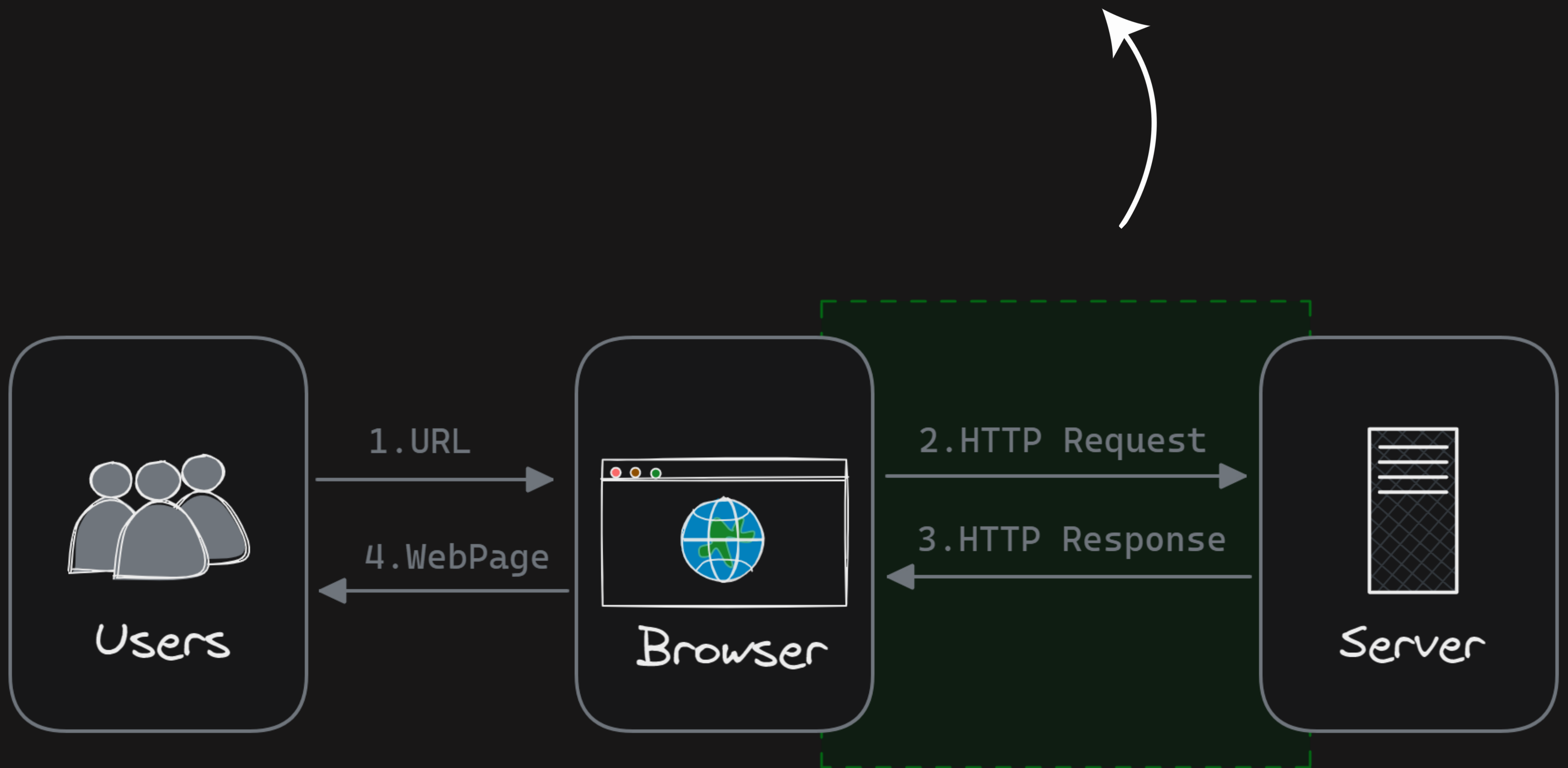


Nabi K.
@thisisnabi

Sponsorship **LOGO**
2M views on month

Definition

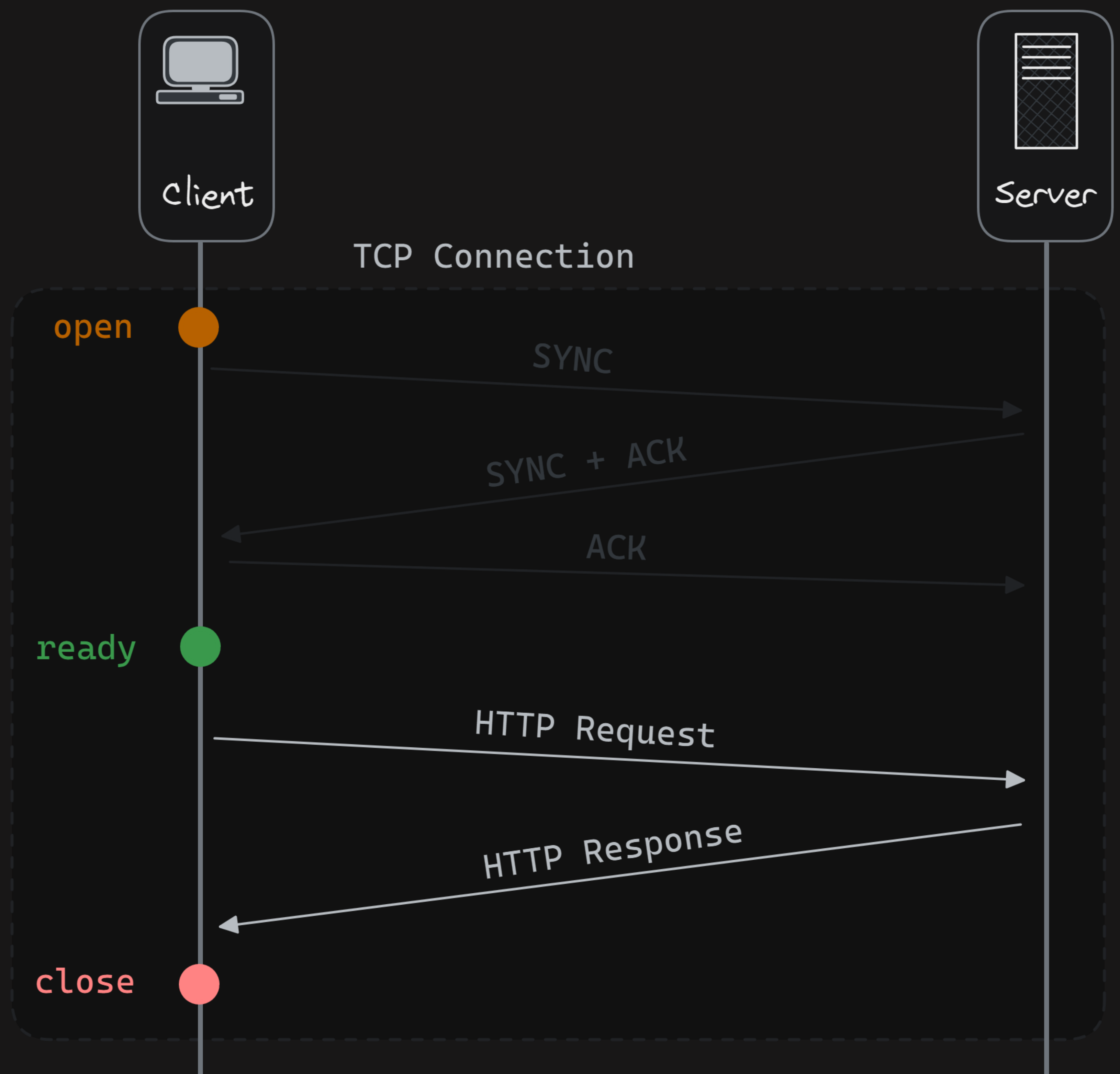
HTTP is a **Protocol** for fetching resources such as HTML documents. It allows browsers and servers to communicate by exchanging requests and responses.



HTTP messages can be read and understood by humans, providing easier testing for developers.

HTTP connection

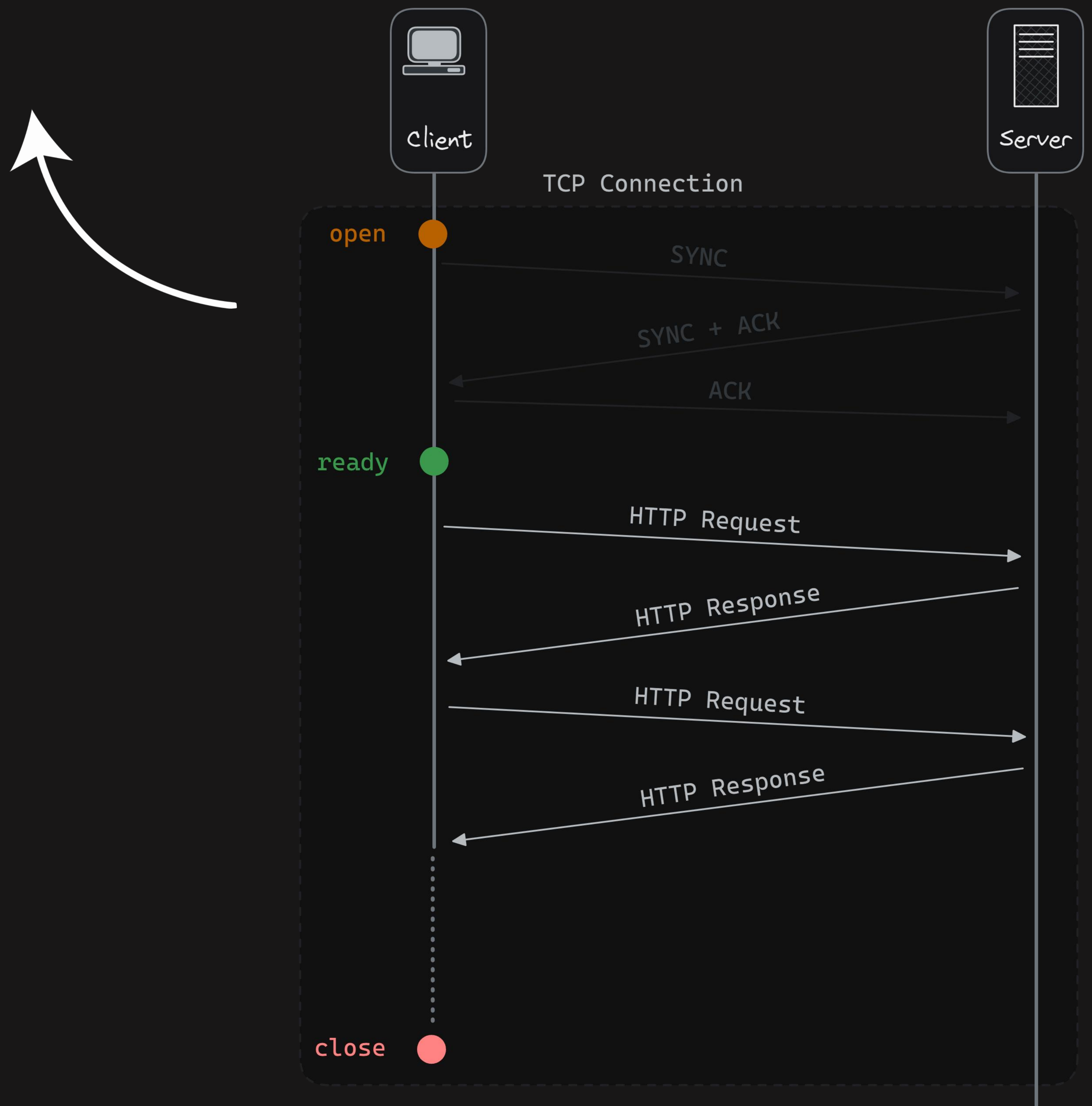
Before a client and server can exchange an HTTP request/response pair, they must establish a TCP connection, a process which requires several round-trips.



HTTP keep-alive mode

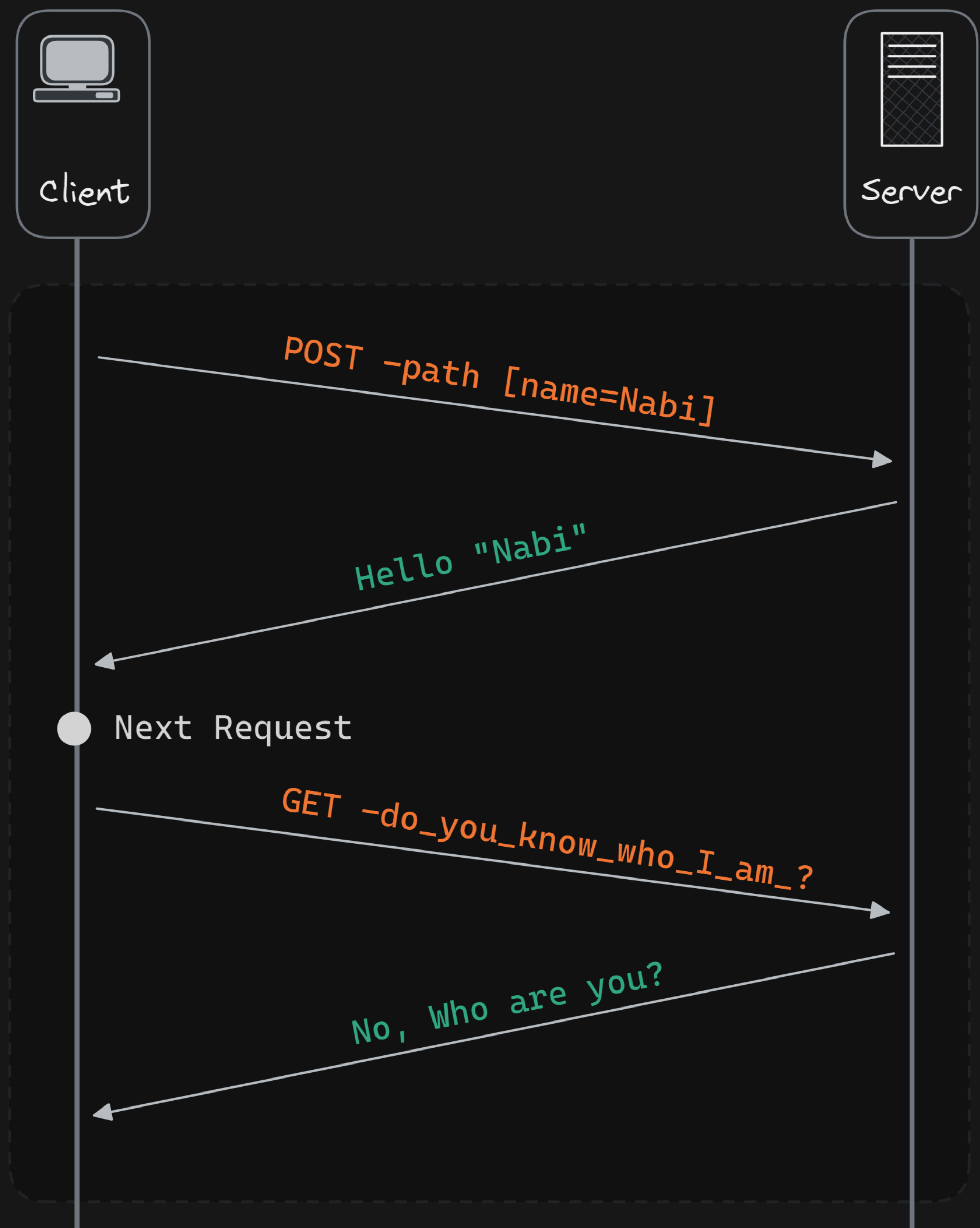
This allows a single TCP connection to remain open for multiple HTTP requests/responses.

- Reduces connection overhead
- improves performance



HTTP stateless

Because it does not remember **anything** between HTTP requests in both of Multiple connections or Keep-alive modes



HTTP state management

Is a mechanism that specifies a way to create a stateful session with HTTP requests and responses.

State can be stored
using several
approaches



Cookies

Session

Query Strings

Hidden fields

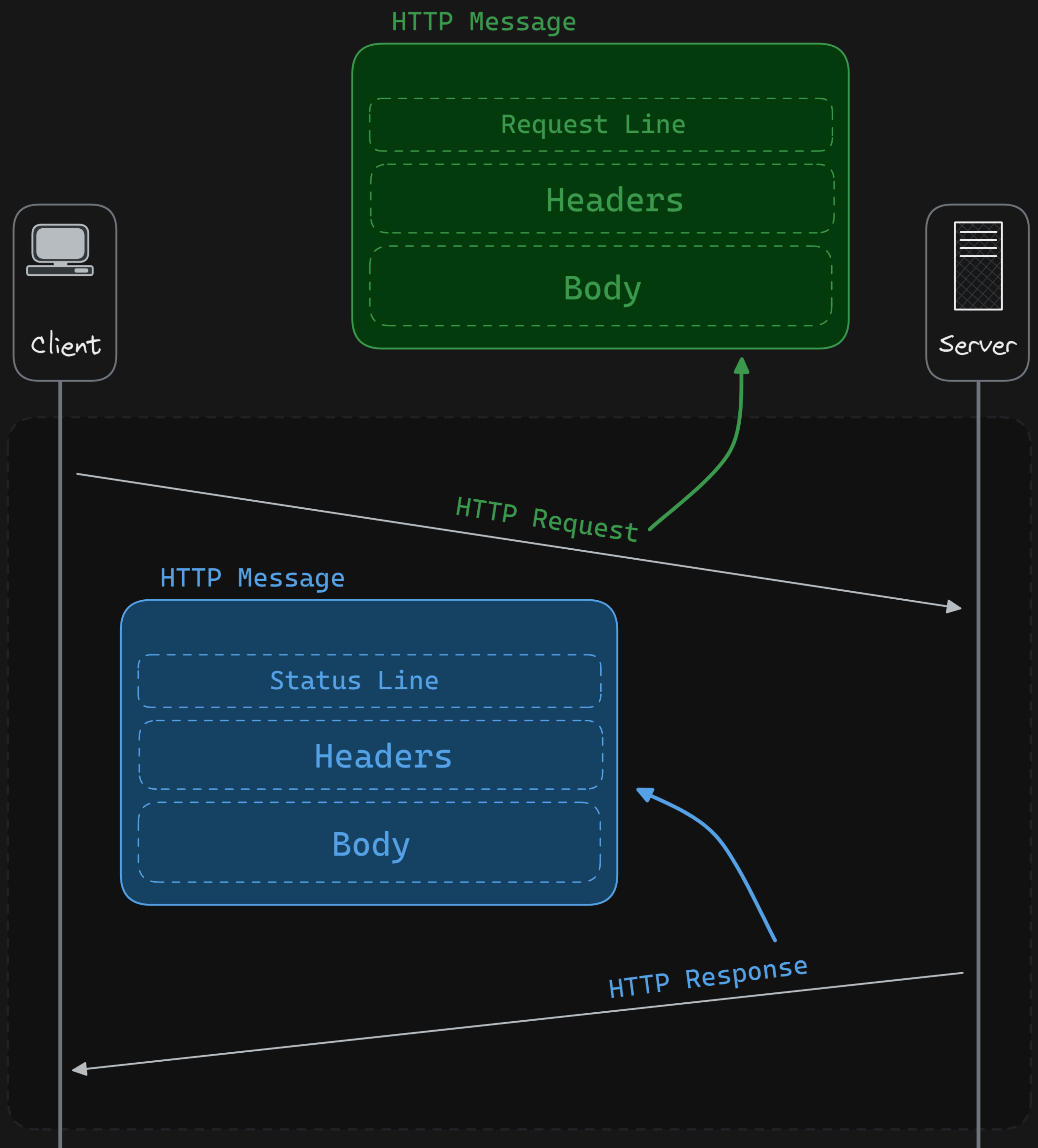


Each of these approaches has a specific usage and you can have all of them in one system.

HTTP message

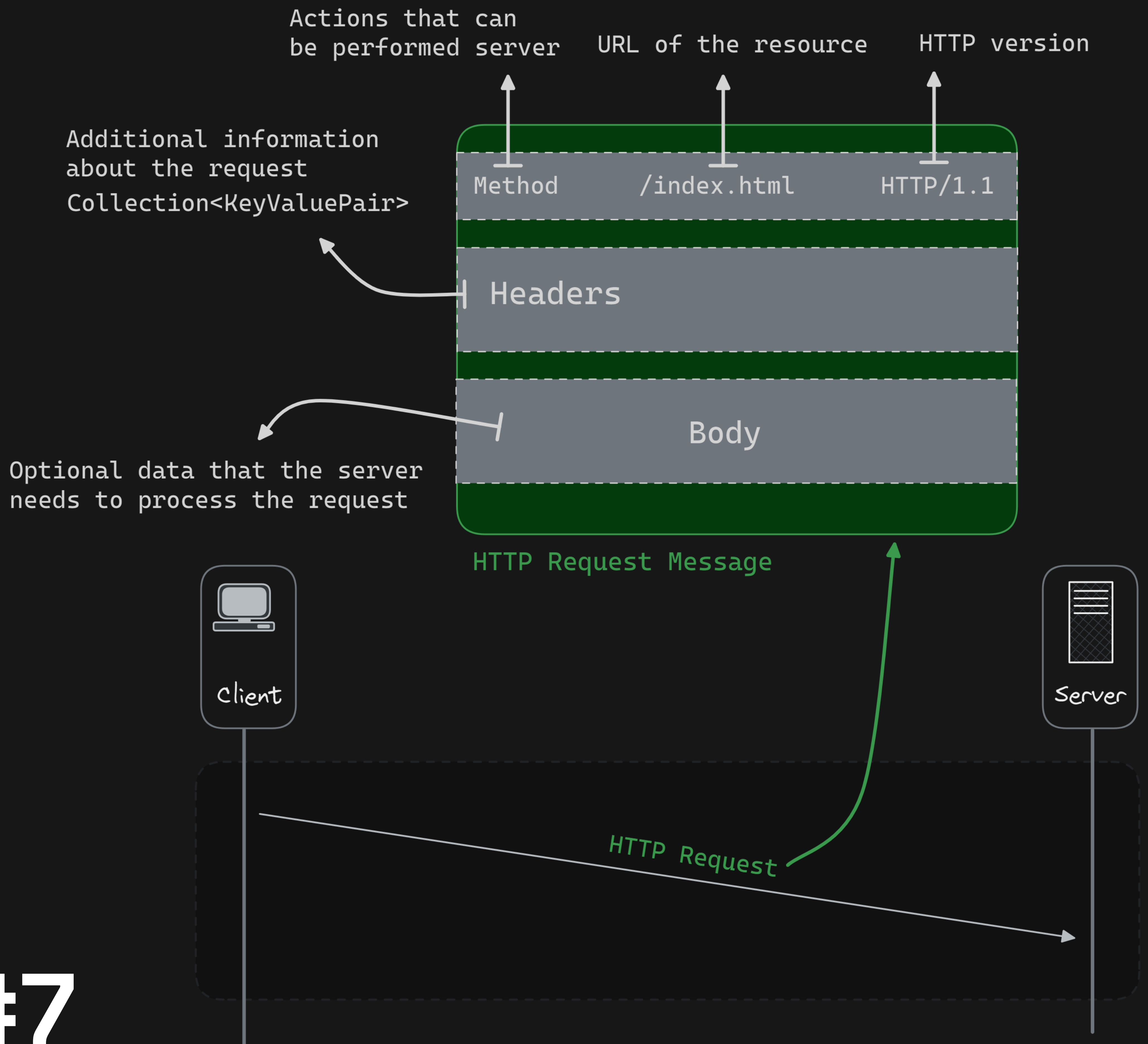
HTTP messages are a way to exchange data between clients and servers on the Web.

There are two types of messages: requests and responses.



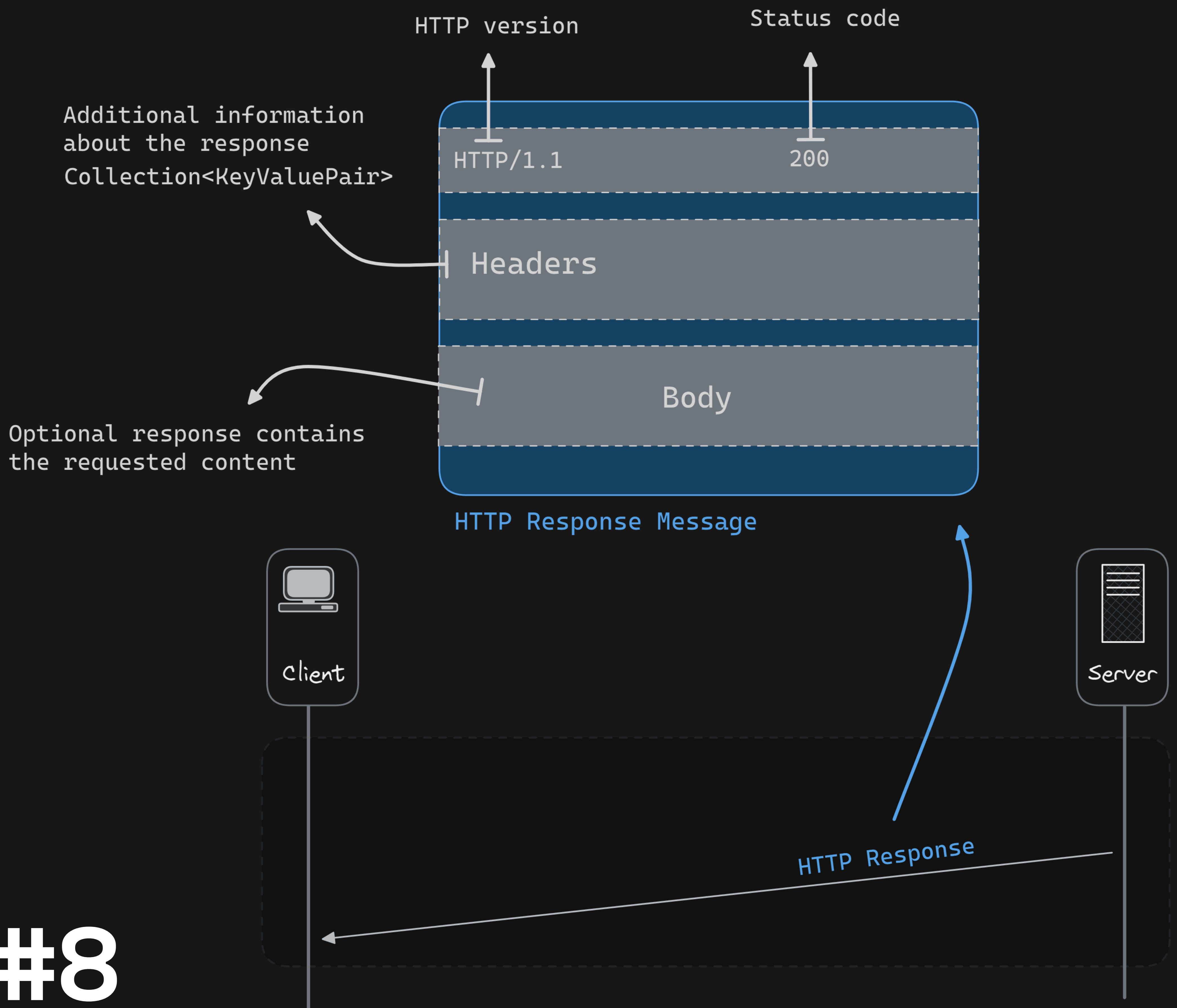
HTTP Request

| A message sent by a client (such as a web browser) to a server.



HTTP Response

Sent by a server to a client (such as a web browser) in response to an HTTP request.



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