Matthew Lowber

SER321

Assignment 2

Task 1

https://api.github.com/users/amehlhase316/repos

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https://api.github.com/repos/amehlhase316/memoranda

https://api.github.com/repos/amehlhase316/memoranda/commits?sha=amehlhase316-patch-1&per_page=40

https://api.github.com/repos/amehlhase316/memoranda/contributors

1. API call #1: List repositories for a user

- a. https://api.github.com/users/amehlhase316/repos
- b. Retrieves a list of all public repositories owned by the user and its metadata
- c. Requires: GitHub username
- **d.** https://docs.github.com/en/rest/repos/repos?apiVersion=2022-11-28#list-repositories-for-a-user

API call #2: Get a specific repository

- e. https://api.github.com/repos/amehlhase316/memoranda
- f. Provides detailed metadata for a single public repository (name, owner, etc,...)
- g. Requires: GitHub username and repository name
- h. https://docs.github.com/en/rest/repos/repos?apiVersion=2022-11-28#get-a-repository

API call #3: List commits on a repository

- i. https://api.github.com/repos/amehlhase316/memoranda/commits?sha=amehlhase316-patch-1&per-page=40
- j. Retrieves a list of commits from a specified branch with # of results per page.
- k. Required: GitHub username, repo name, branch (sha), and # of results (per_page).
- I. https://docs.github.com/en/rest/commits/commits?apiVersion=2022-11-28#list-commits

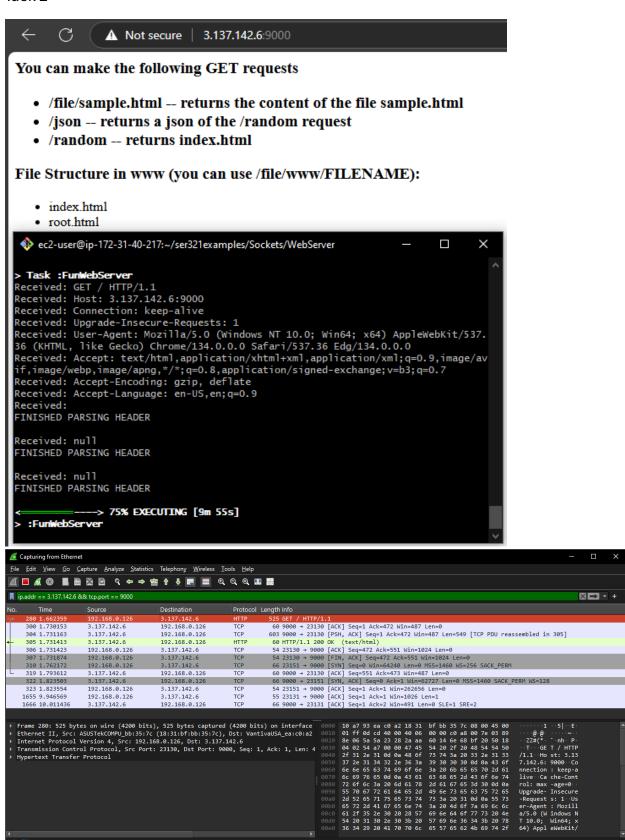
API call #4: List contributors of a repository

- m. https://api.github.com/repos/amehlhase316/memoranda/contributors
- n. Returns a list of contributors to the specified repository, including the number of contributions made by each contributor.
- o. Required: GitHub username and repository name
- p. https://docs.github.com/en/rest/repos/repos?apiVersion=2022-11-28#list-repository-contributors

2. Stateless vs Stateful Communication

In stateless communication, each request from a client to a server is treated as an independent transaction. The server does not store any information about previous requests. HTTP, which is used for web browsing and REST API calls like the ones in this assignment, is a stateless protocol. Each request contains all the information the server needs to process it (e.g., headers, query parameters). In contrast, stateful communication involves the server maintaining information (or "state") about the client between requests. Examples include protocols like FTP or Telnet, where the server keeps track of the session state throughout the interaction. Statelessness makes HTTP simpler and more scalable but also requires clients to resend context with every request.

Ethernet: capture in progress>



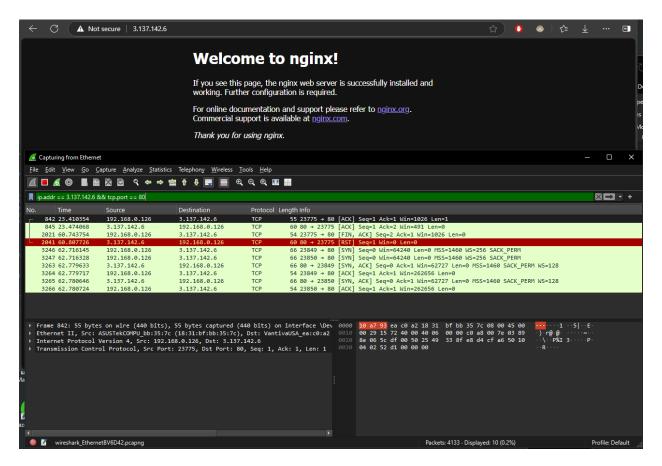
Packets: 5544 · Displayed: 12 (0.2%)

- 1. I used the wireshark filter: "ip.addr == 3.137.142.6 && tcp.port == 9000"

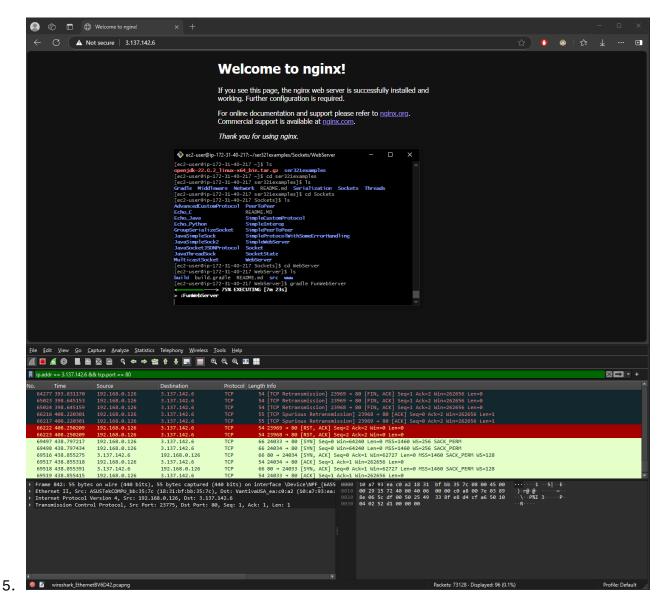
 This filter shows all traffic either to or from my EC2 server on the specified port. I chose this filter because it captures both the requests from my browser and the responses from the server, allowing me to observe the full HTTP conversation.
- 2. When I first visit the '/random' page, I am met by "bread" and a picture of some beautiful bread. When clicking the random button, it cycles between "bread" and "streets" randomly. Refreshing the page visually has the exact same effect, but because it reloaded the entire page and re-fetched all resources, it resulted in more network traffic than just pressing the random button.
- 3. I observed the following response codes:
 - a. '200 OK' for successful page loads or valid requests.
 - b. '404 Not Found' when accessing a non-existent route.
 - c. '400 Bad Request' for malformed or missing parameters in requests like '/multiply'.

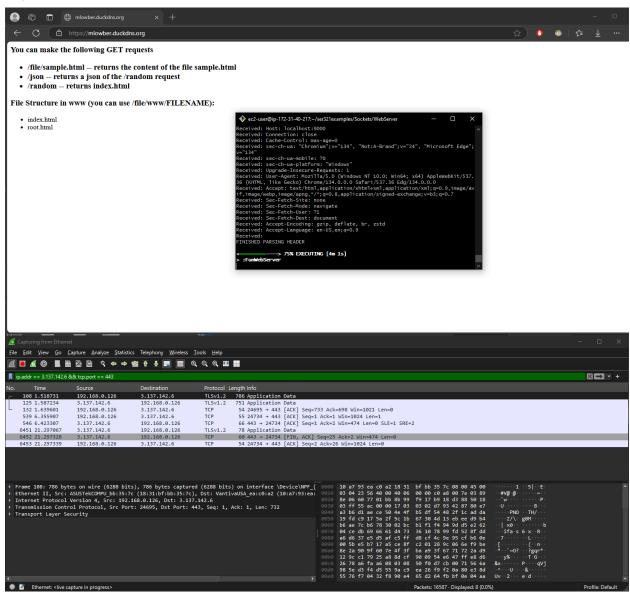
4. Explanations:

- a. Indicates a successful request where the server found and returned the expected resource.
- b. Occurs when I tried to access an endpoint or file that doesn't exist on the server.
- c. Triggered when I tested endpoints like '/multiply' with missing or invalid parameters. This is a good indicator of input validation working correctly.
- 5. Yes, I was able to find the server response in the Wireshark capture. By expanding the "Hypertext Transfer Protocol" section of the HTTP response packet, I could see the HTML content of the web page. It appeared under the "Line-based text data" section in plain text.
- 6. HTTP sends data in plain text, which means anyone monitoring the network (like with Wireshark) can see exactly what's being transmitted including sensitive information. In contrast, HTTPS encrypts the traffic, protecting both privacy and integrity. That's why HTTPS is now the industry standard for secure communication on the web.
- 7. My server listens on port 9000, which is a custom port chosen for development. The most common/default port for HTTP is port 80. Port 9000 works as long as the client knows to request it specifically in the URL.
- 8. Each HTTP request from my local machine used what I found to be called ephemeral ports (high-numbered port like 51000–65000). I learned that these are dynamically assigned by the operating system to handle outgoing connections and are reused across different requests.



- 1. http://3.137.142.6 now works because nginx is forwarding port 80 traffic to the Java server running on port 9000
- 2. Traffic from the browser is going to port 80 (default HTTP). This is different from before, where it was going directly to port 9000. This is expected and intended because nginx listens on port 80 and proxies the request internally.
- 3. It's still using HTTP, not HTTPS. The browser shows 'http://' and traffic is unencrypted. I haven't yet configured TLS/SSL certificates for HTTPS, which seems to happen in the next section.
- 4. Yes. Now that the server is accepting traffic on port 80 instead of 9000, I could remove or restrict access to port 9000 in the AWS EC2 security group and allow only port 80 to open. This would make the server more secure by exposing fewer entry points.





- 1. Port 443, used for secure HTTPS communication.
- 2. No, HTTPS encrypts all data, so I can no longer see HTML or other content in Wireshark—only metadata.

2.6.1) For '/multiply', I added error handling to ensure the server responds well when clients submit incorrect or incomplete requests. I parsed the 'num1' and 'num2' query parameters from the URL. I checked if either parameter was missing, and responded with an error if so. I also used try/catch to handle cases where the inputs couldn't be parsed as integers. Finally, I ensured the server never crashes—every path results in a valid HTTP response.

Error codes used and why:

400 Bad Request: Appropriate because the client submitted invalid or incomplete input — a classic case of malformed request syntax or missing data.

200 OK: The standard success response for well-formed HTTP GET requests.

500 Internal Server Error: Ensures that even unexpected server-side issues don't crash the server and gives a clear indication that something went wrong internally.