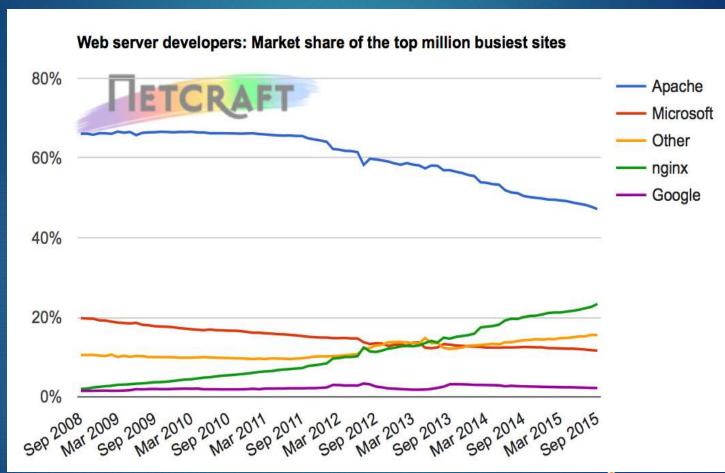
Apache Web Server

SOFTWARE ARCHITECTURE

ERFAN SHARAFZADEH

The Apache HTTP Server ("httpd") was launched in 1995





From Monolithic... ...to Dynamic

Three-tier, J2EE-style architectures —> Microservices

Complex protocols (HTML, SOAP) —> Lightweight (REST, Messaging)

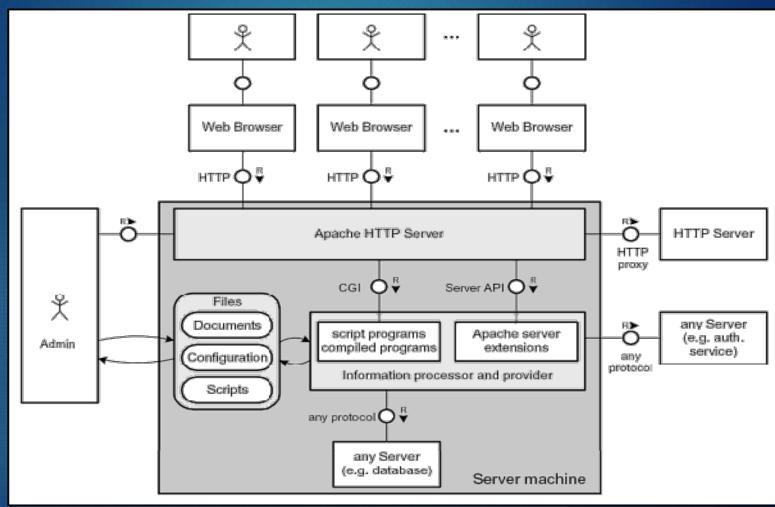
Persistent deployments --> Containers, VMs

Fixed, static Infrastructure -> SDN, NFV, Cloud

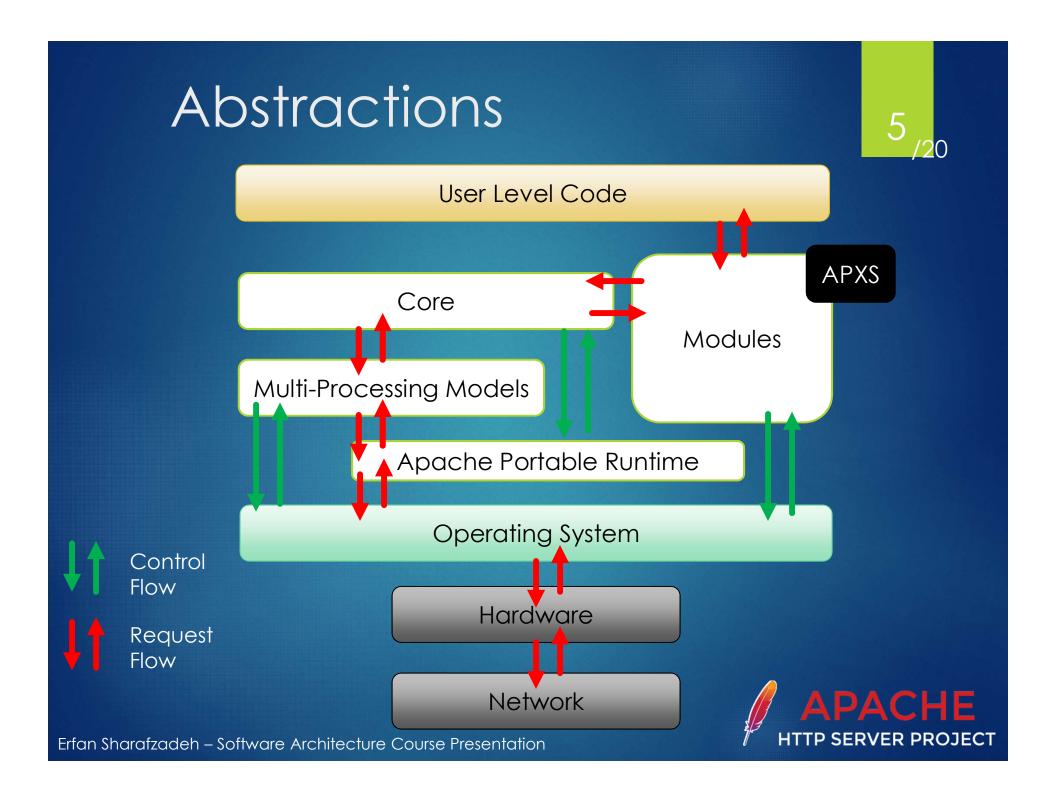
Big-bang releases — Continuous delivery

Silo'ed teams (Dev, Test, Ops) -> DevOps Culture









Project Structure

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Project Structure

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HTTPd

OS

Include

Build

Server

Support

Test

Modules

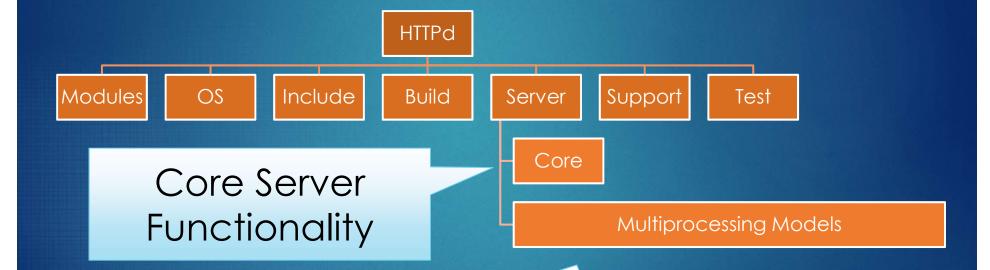
Platform Specific build libraries





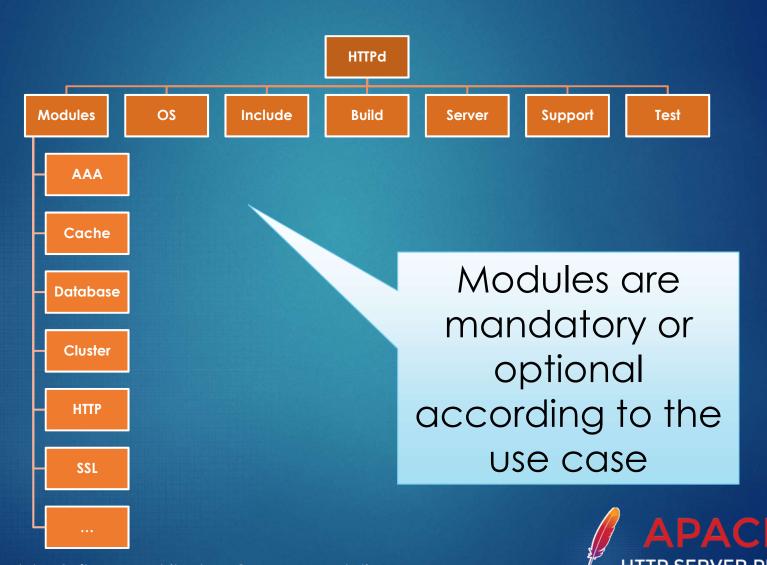
Apache Server Header Files





OS interfaces for processing requests

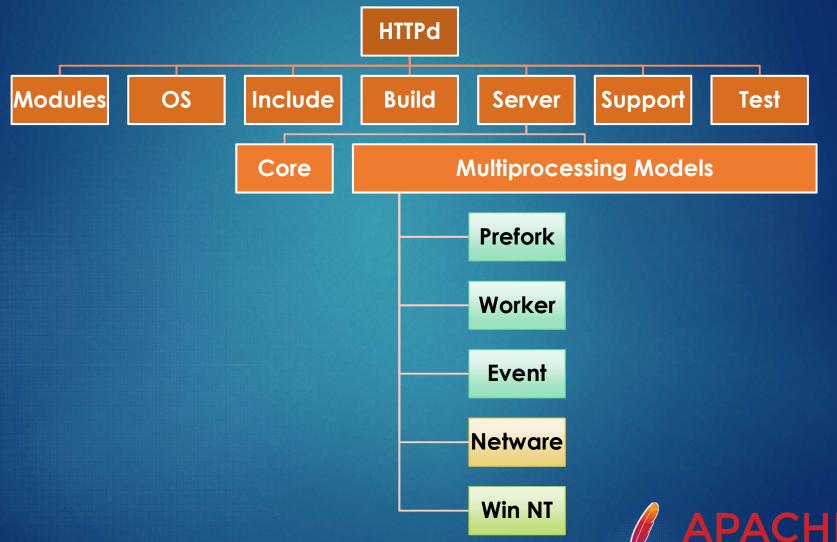




Erfan Sharafzadeh – Software Architecture Course Presentation

Connection Handling

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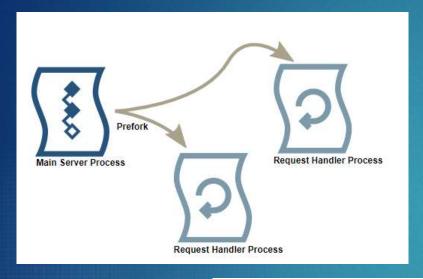
Connection Handling Architecture

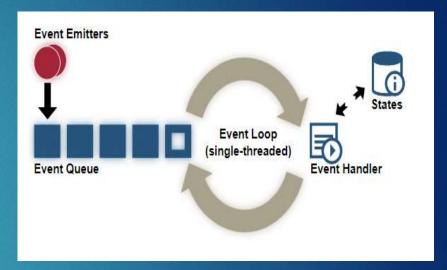
 $12_{/20}$

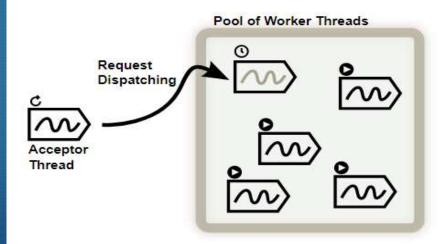
mpm_prefork

mpm_worker

mpm_event







APACHE

HTTP SERVER PROJECT

hg.com/blo



Modules Interface

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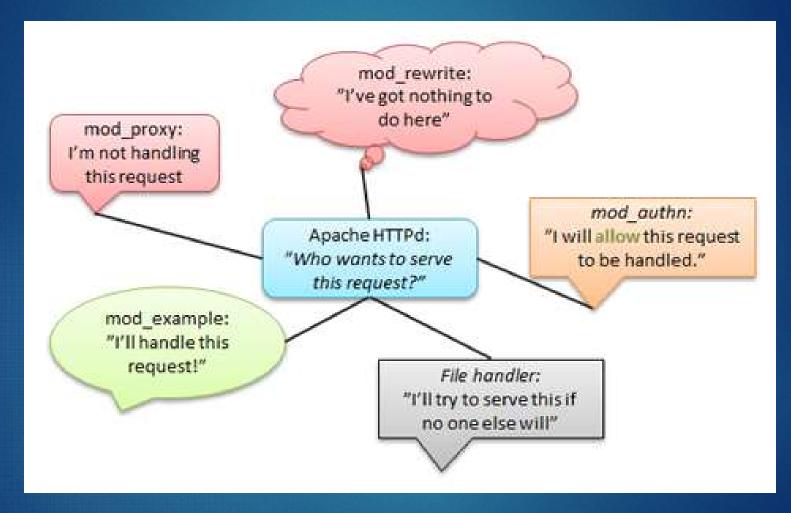
Load Module (x)

Register_hooks()

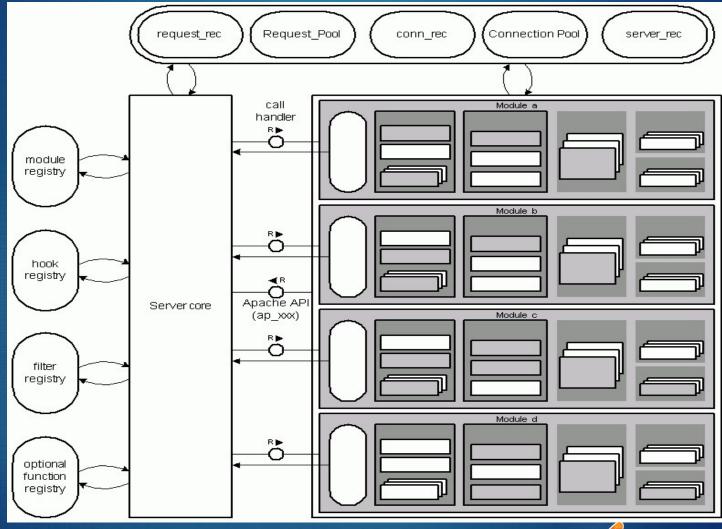
Sort_hooks()





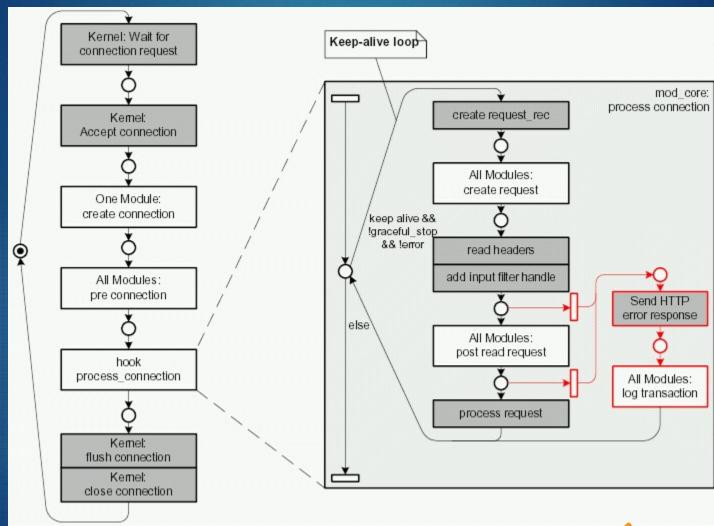




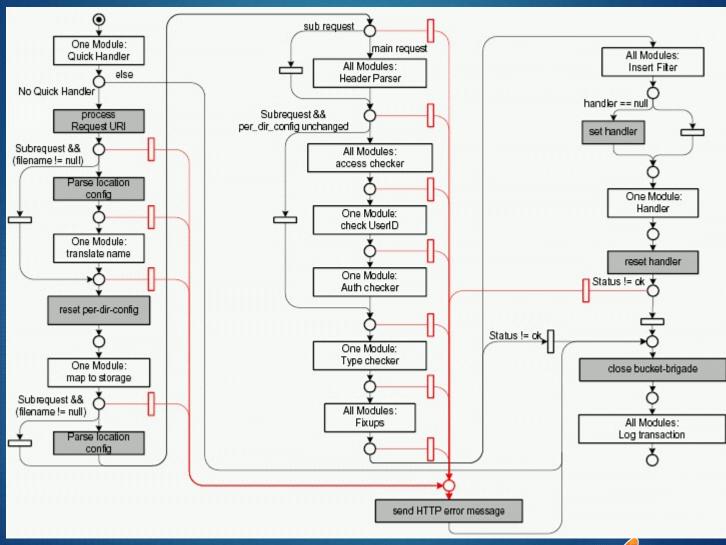




 $17_{/20}$



How Modules Work



Modules Interface

```
static int sample_handler(request_rec *r)
  if (strcmp(r->handler, "sample")) {
    return DECLINED:
  r->content_type = "text/html";
  if (!r->header only)
    ap rputs("The sample page from mod sample.c\n", r);
  return OK:
static void sample_register_hooks(apr_pool_t *p)
  ap hook handler(sample handler, NULL, NULL, APR HOOK MIDDLE);
/* Dispatch list for API hooks */
module AP_MODULE_DECLARE_DATA sample_module = {
  STANDARD20 MODULE STUFF,
                 /* create per-dir config structures */
  NULL.
                 /* merge per-dir config structures */
  NULL,
                 /* create per-server config structures */
  NULL,
                 /* merge per-server config structures */
  NULL.
                 /* table of config file commands
  NULL.
  sample_register_hooks /* register hooks
```



/server/main.c:

```
/* This is a hack until we finish the code so that it only reads

* the config file once and just operates on the tree already in

* memory. rbb

*/
```

/server/config.c:

```
char *tmp = ap_malloc(strlen(m->name));
/* FIXME: memory leak, albeit a small one */
```

