

# Lecture 5

25 August 2021 17:00

- Recap → socket programming ↔ UDP client UDP server → TCP
- HTTP protocol.
- FTP, Email

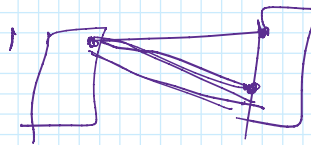
client → (IP, 80) server.

Connectionless

TCP

client → Server welcome socket

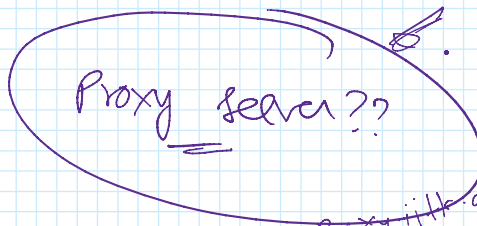
TCP - connection oriented.



HTTP request msg

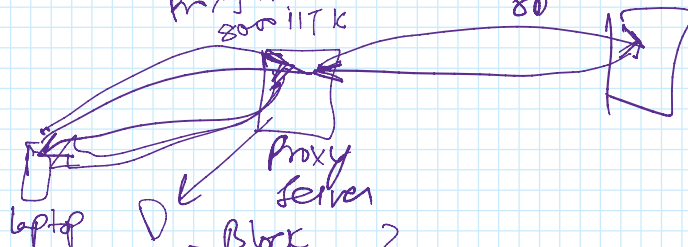
{servername, 80, Transport layer.

GET



proxy with action 800 HTTP

HTTP 80 google server



Block Cache

method POST /image.png version → request line  
GET http://www.google.com/ HTTP/1.1  
Host: www.google.com

User-Agent: Mozilla/5.0 (Windows NT 10.0; WOW64; rv:48.0) Gecko/20100101 Firefox/48.0  
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,\*/\*;q=0.8

Header  
lines

GET <http://www.google.com/> HTTP/1.1 → keep ✓  
Host: [www.google.com](http://www.google.com) ✓  
✓ User-Agent: Mozilla/5.0 (Windows NT 10.0; WOW64; rv:48.0) Gecko/20100101 Firefox/48.0  
✓ Accept: text/html,application/xhtml+xml,application/xml;q=0.9,\*/\*;q=0.8  
✓ Accept-Language: en-US,en;q=0.5  
✓ Accept-Encoding: gzip, deflate  
Connection: keep-alive → Persistent TCP ✓  
Upgrade-Insecure-Requests: 1 → Insecure ✓  
From <<http://www.google.com/>> •

POST  
PUT