HTTP SERVER

DESIGN DOCUMENTATION

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# Chosen Language

Our team chose Java as our programming language. It provides us with a simple language that all three members of our team have worked with before and have some familiarity with. This enables us to focus less on details in the language and more on the implementation of the ideas behind a web server itself.

# Socket Infrastructure

Java provides us with two different sockets. It provides us with the Socket class, an implementation of the socket architecture which supports reading and writing from data buffers which the socket automatically handles transfer of packets from, and the ServerSocket class which allows us to bind new instances of Socket once an incoming connection to the ServerSocket is detected. This means that we don’t have to create one socket which when it receives a connection request we then pass connection to a different socket, instead we have to only accept the incoming socket that ServerSocket generates for us. This greatly simplifies the code.

# Stateful Connections

# Security Component

Create a whitelist of allowed IP addresses, similar to an “.htaccess” file.

When a client requests access to the server, their IP is cross-referenced against the whitelisted IPs and, if those IPs do not include the client’s IP, the connection is refused. Otherwise, the connection is accepted as usual. Also, the server will deny any ‘GET’ requests for the whitelist file itself.