

[301] Web 1

Tyler Caraza-Harter

Learning Objectives Today

Network basics

- IP addresses
- host/domain names
- client/server and request/response

HTTP basics

- URLs
- GET/POST/etc
- headers
- status codes

Requests modules

- downloading data with `requests.get`
- remote calls with `requests.post`

Learning Objectives Today

Motivation

Networking Basics

HTTP (Hypertext Transfer Protocol)

Requests Module

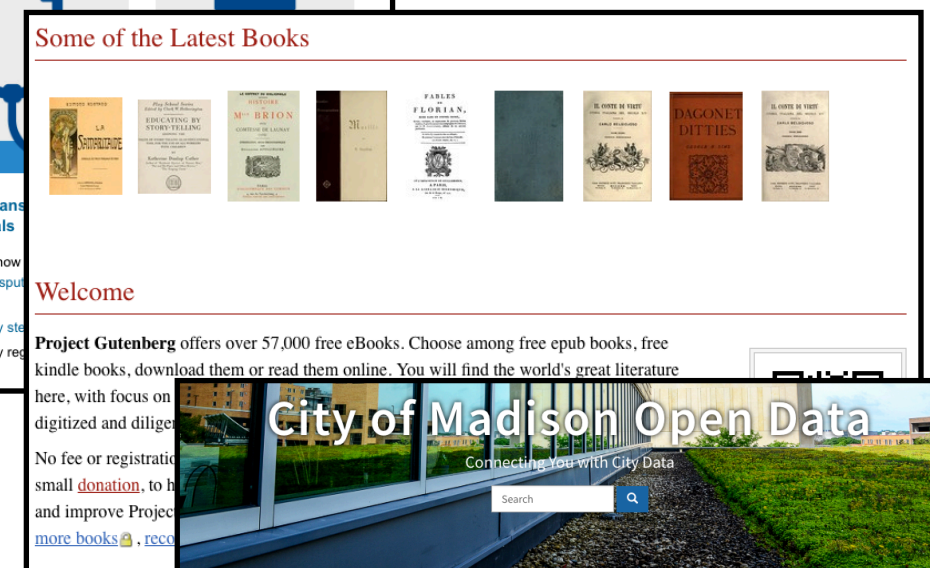
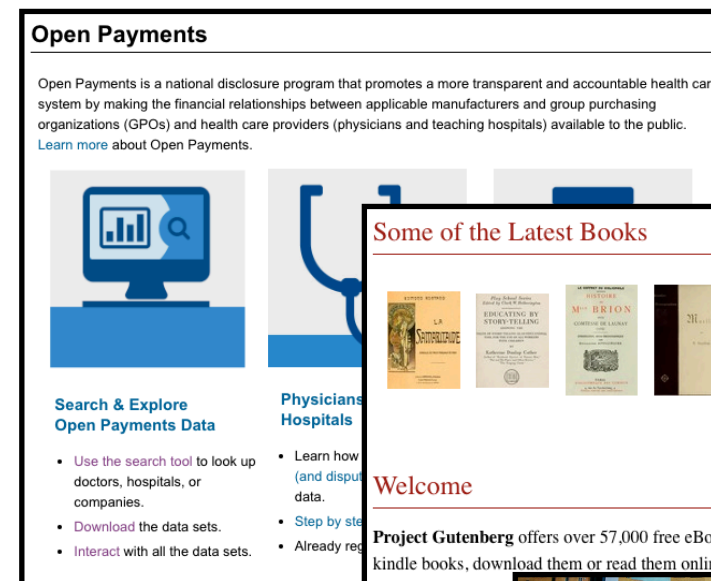
Data Science and the Internet

There are tons of online sources of data

- Examples: <https://tyler.caraza-harter.com/cs301/spring19/datasets.html>

Wide range of topics

- healthcare
- roads and city planning
- astronomy
- population
- business
- entertainment
- education
- etc



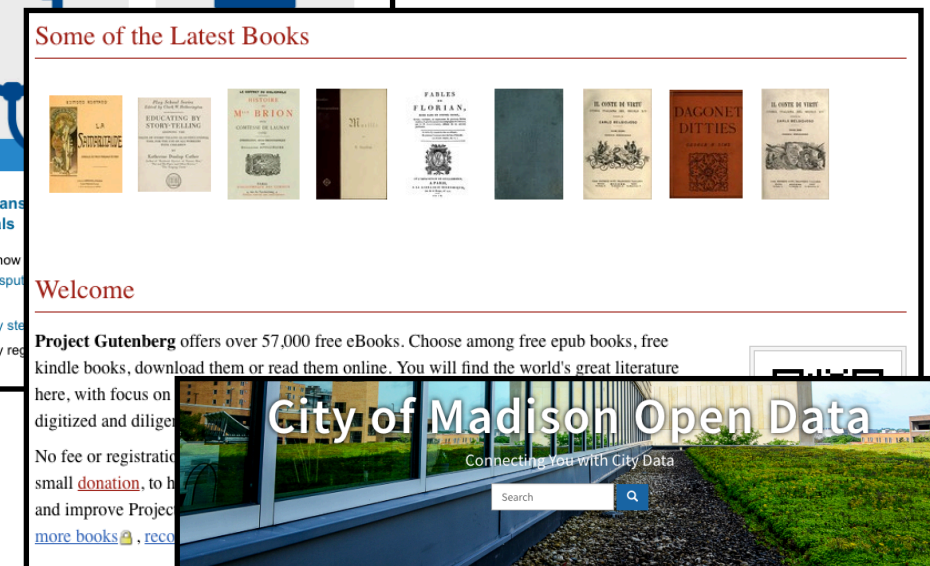
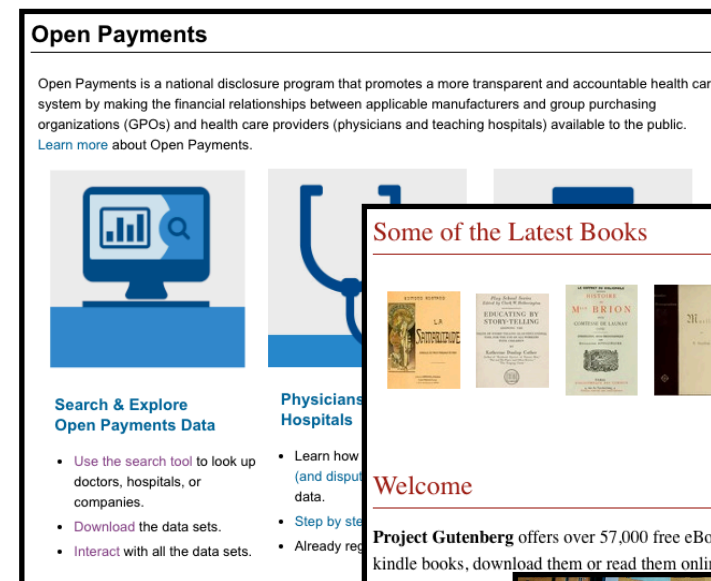
Data Science and the Internet

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Wide range of topics

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- roads and city planning
- astronomy
- population
- business
- entertainment
- education
- etc



Why not just download data by hand?

Motivation 1: too much data

What if you're analyzing language trends over time?

- Dataset: Project Gutenberg has 57K free books
- Too much work to download one by one

Some of the Latest Books



Welcome

Project Gutenberg offers over 57,000 free eBooks. Choose among free epub books, free kindle books, download them or read them online. You will find the world's great literature here, with focus on older works for which copyright has expired. Thousands of volunteers digitized and diligently proofread the eBooks, for enjoyment and education.

No fee or registration is required. If you find Project Gutenberg useful, please consider a small [donation](#), to help Project Gutenberg digitize more books, maintain our online presence, and improve Project Gutenberg programs and offerings. Other ways to help include [digitizing more books](#) 📖, [recording audio books](#) 🎧, or [reporting errors](#).



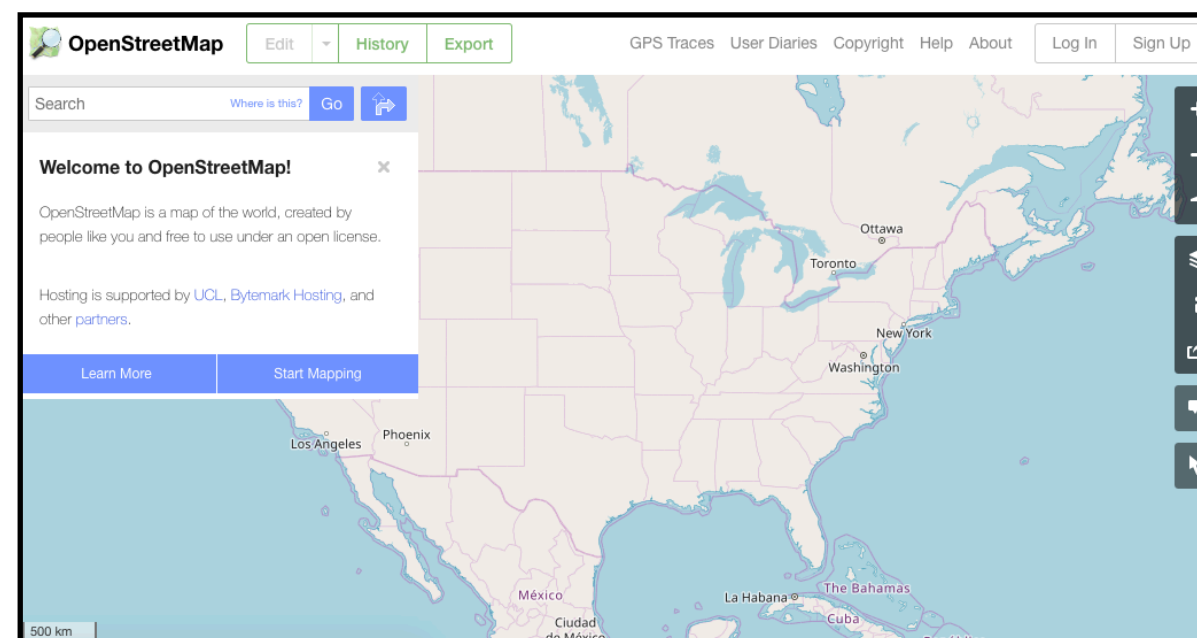
[Project Gutenberg](#)
[Mobile Site](#)

Motivation 2: data doesn't always come in files

Many datasets are difficult to download complete

Instead, you can **make function calls to servers** (we'll learn how) to grab specific data

- Dataset: OpenStreetMap
- You issue calls to get specific data:
 1. specify latitude/longitude rectangle
 2. specify structures of interest (e.g., bike paths)



Learning Objectives Today

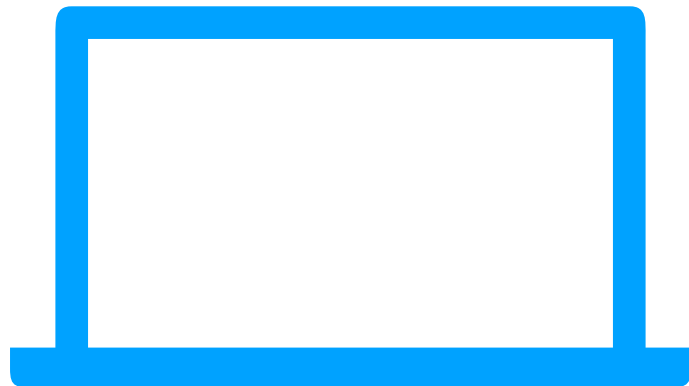
Motivation

Networking Basics

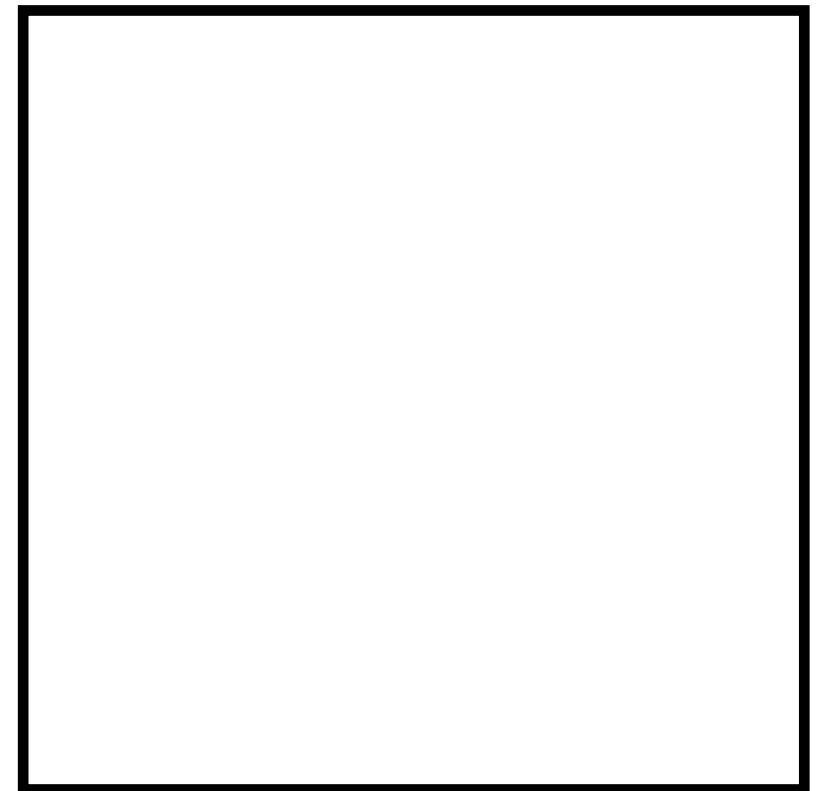
HTTP (Hypertext Transfer Protocol)

Requests Module

Networking Basics



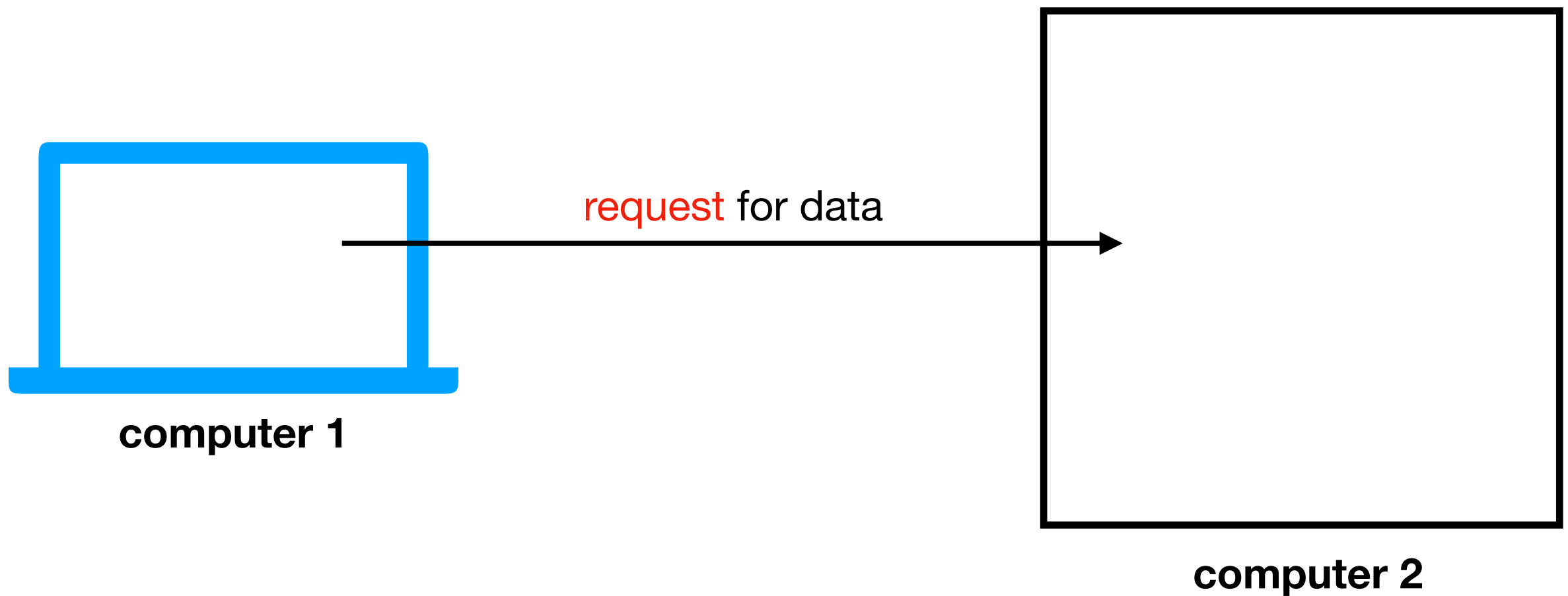
computer 1



computer 2

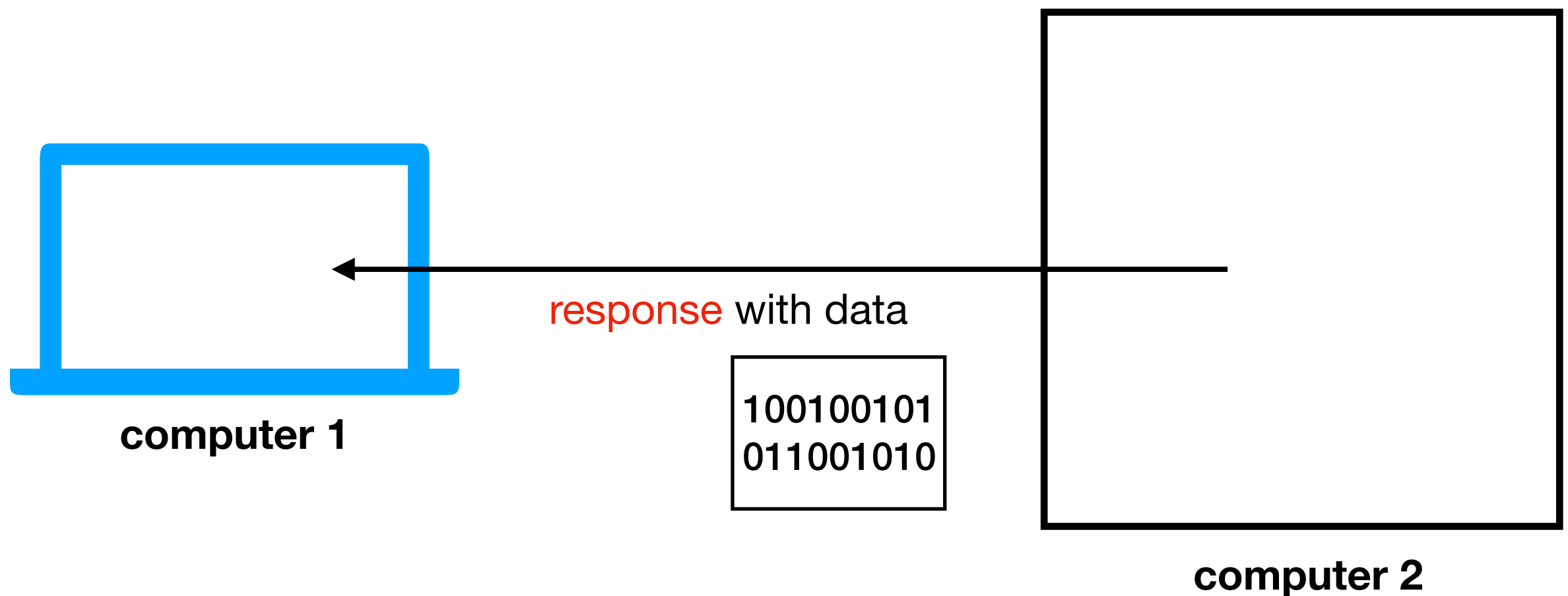
Computers communicate over a network (e.g., the Internet)
by sending messages to each other

Networking Basics



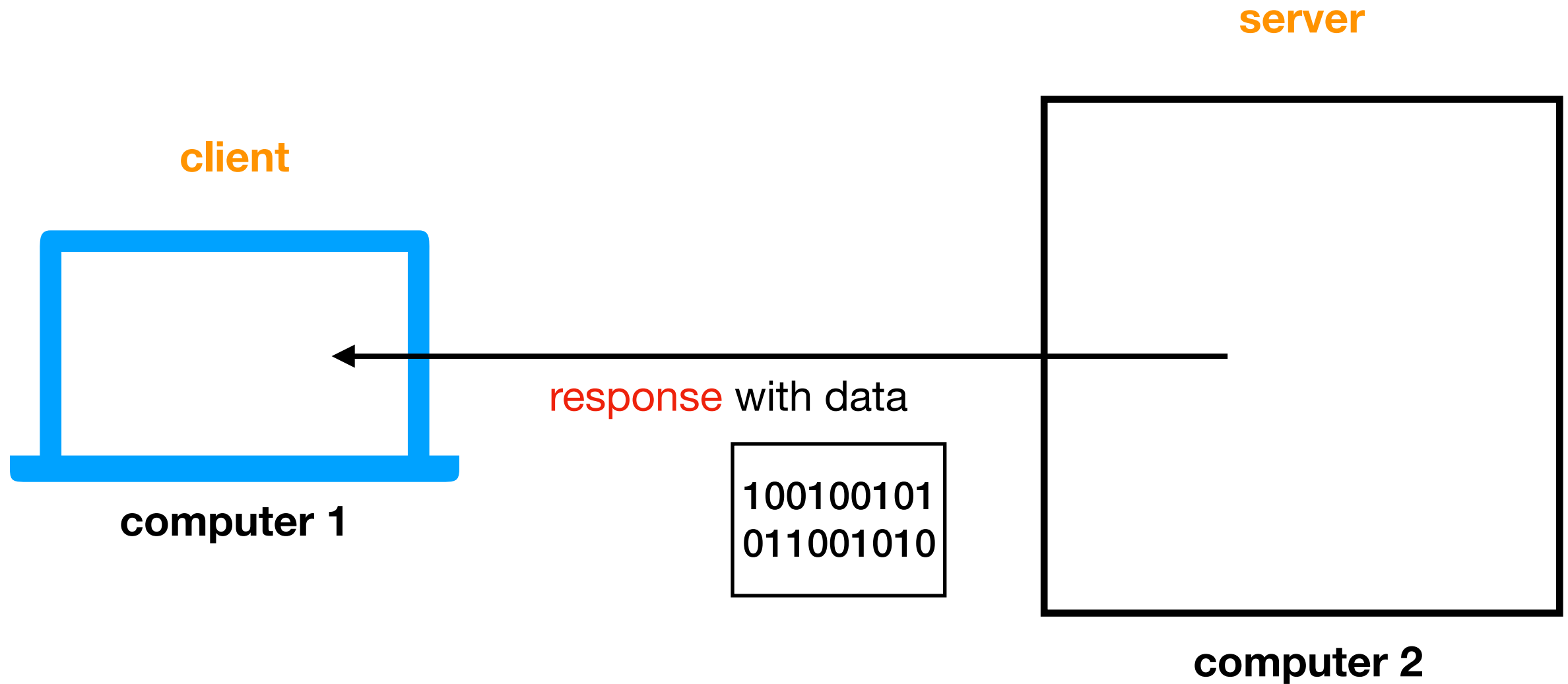
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Networking Basics



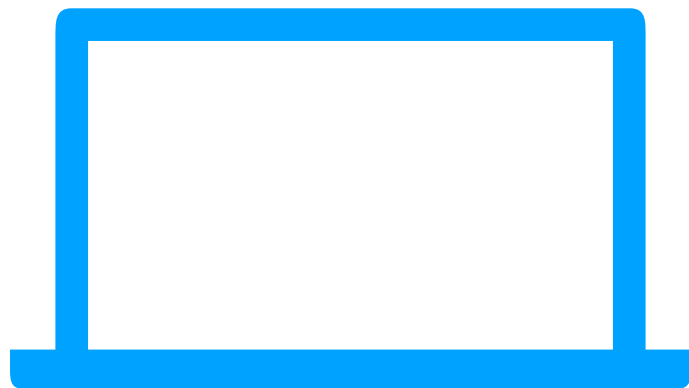
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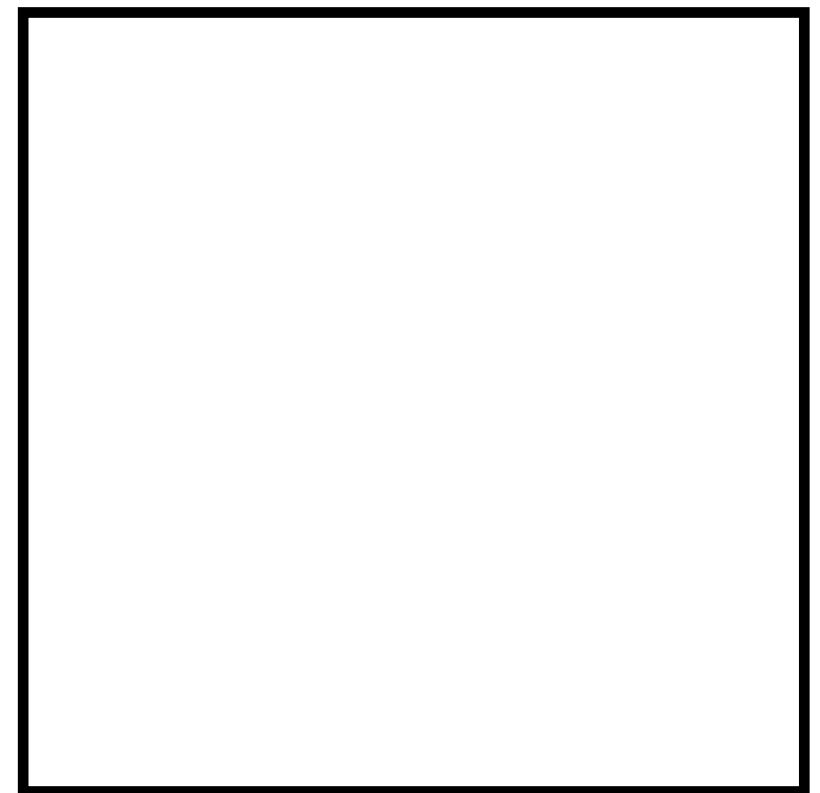


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Networking Basics



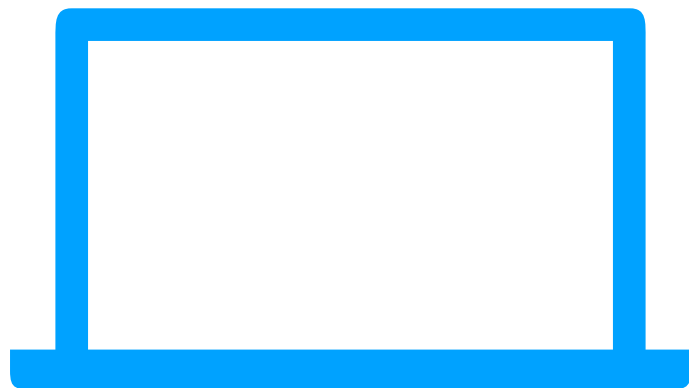
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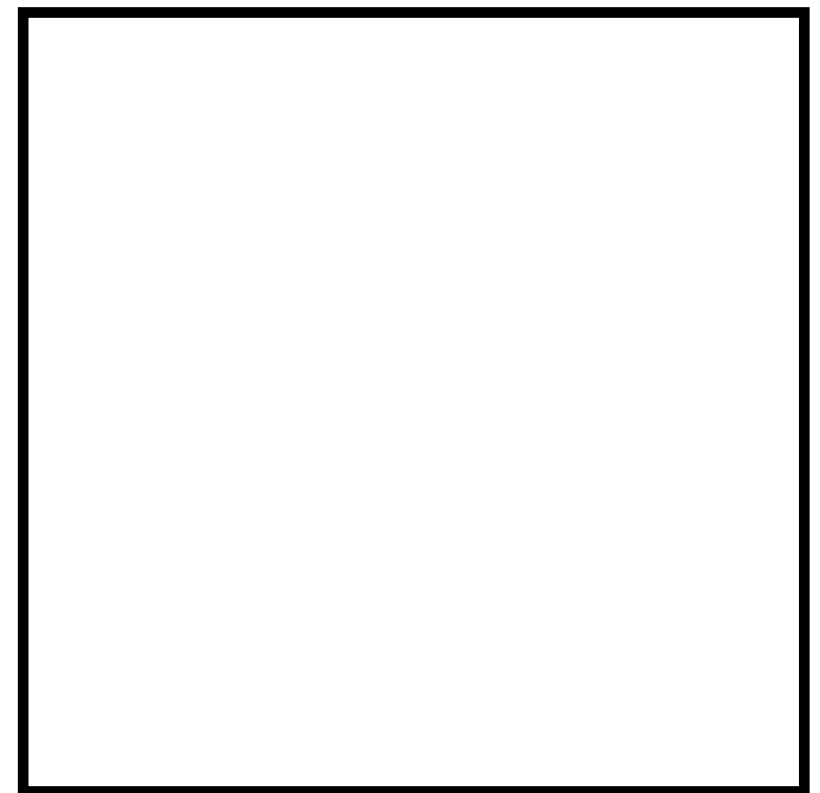
computer 2

Challenge: there are millions of computers.
How do we indicate which machine should get our request?

Internet Protocol



computer 1

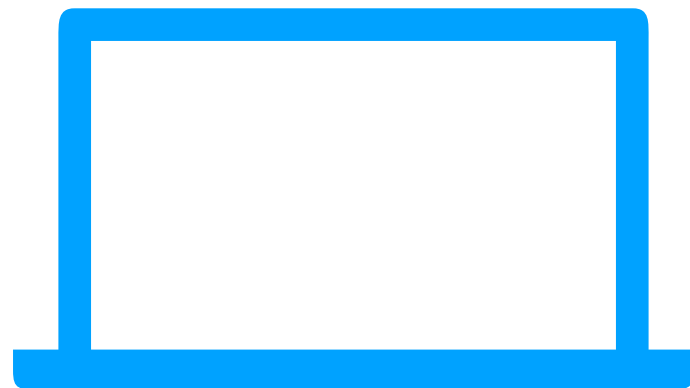


computer 2

Solution: every machine* has an IP address (Internet Protocol).
Requests are sent to a specific IP address.

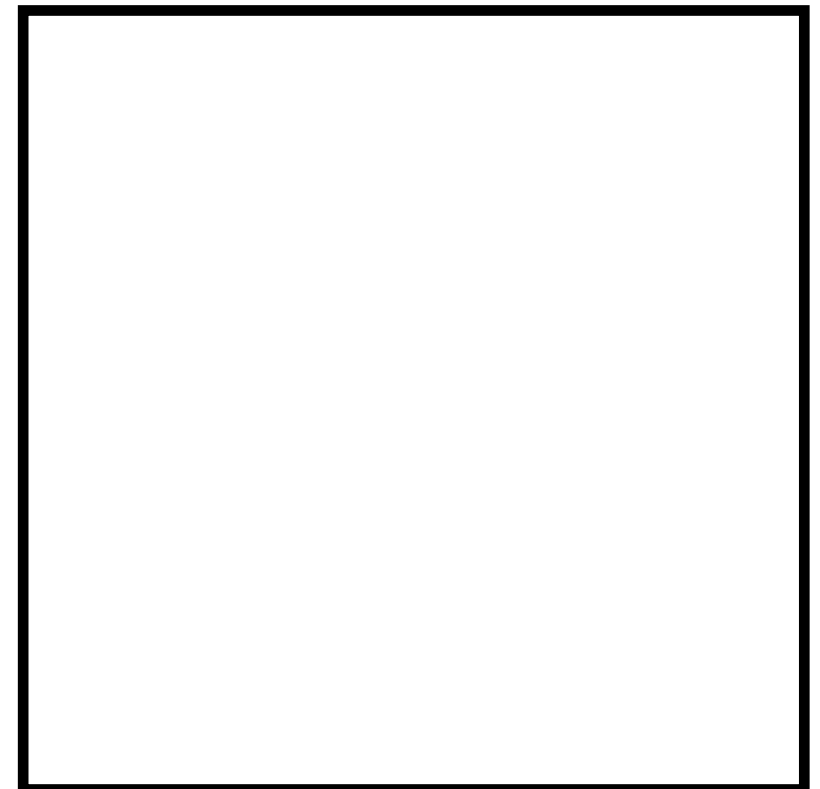
*some machines have more multiple addresses

Internet Protocol



computer 1

address: 18.216.110.65

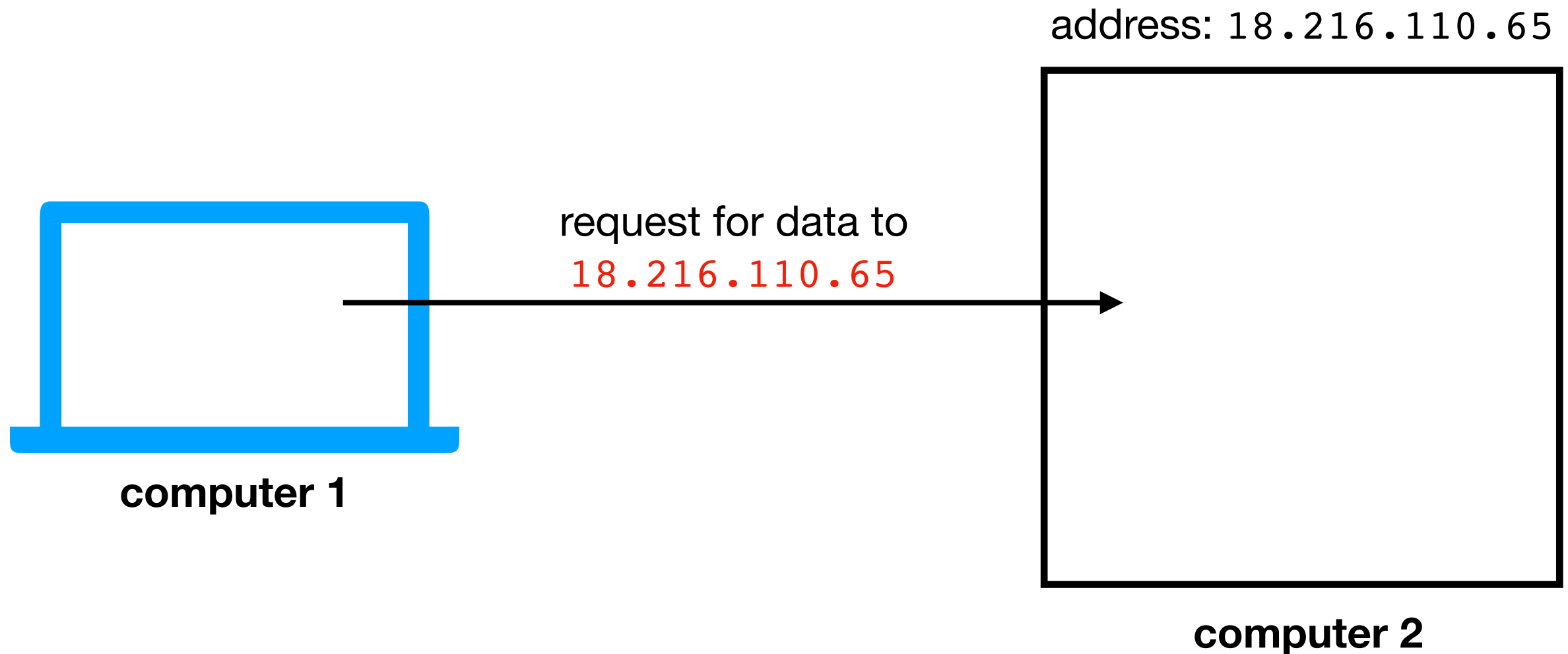


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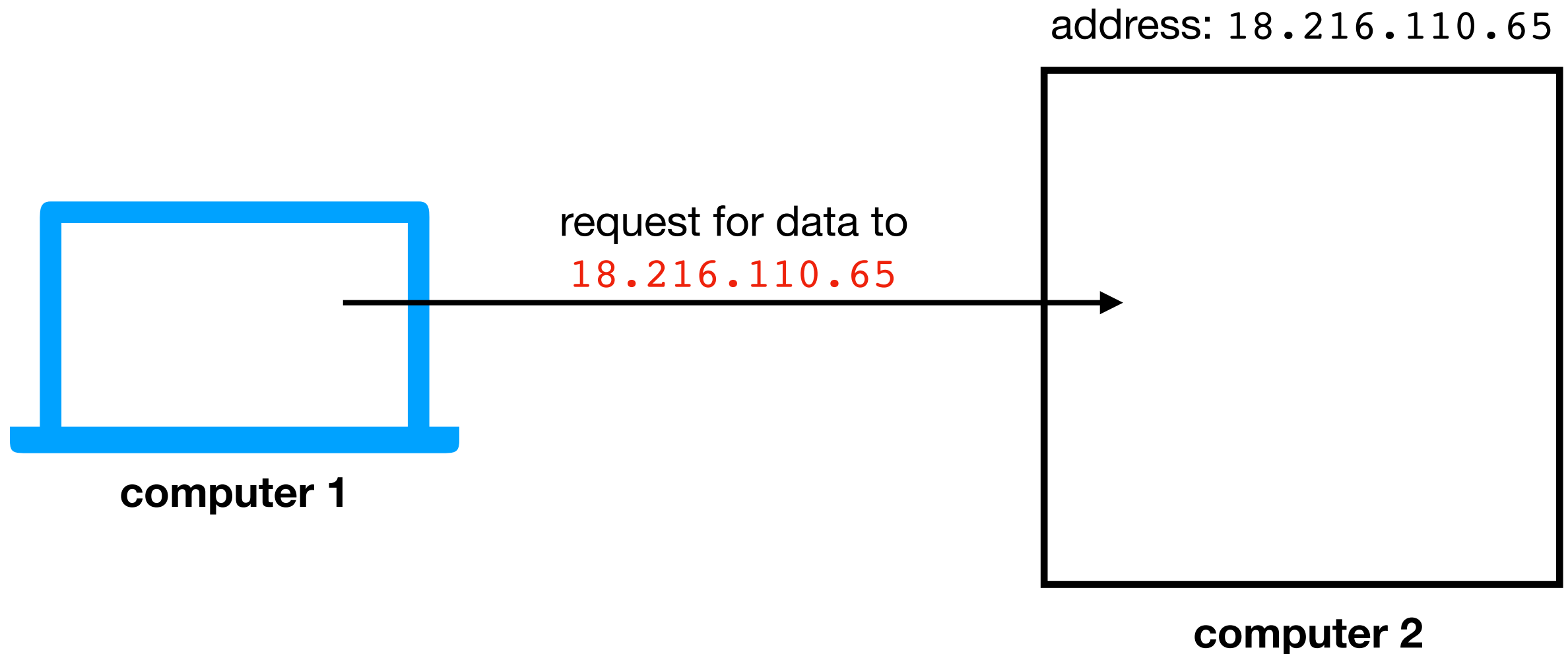
Internet Protocol



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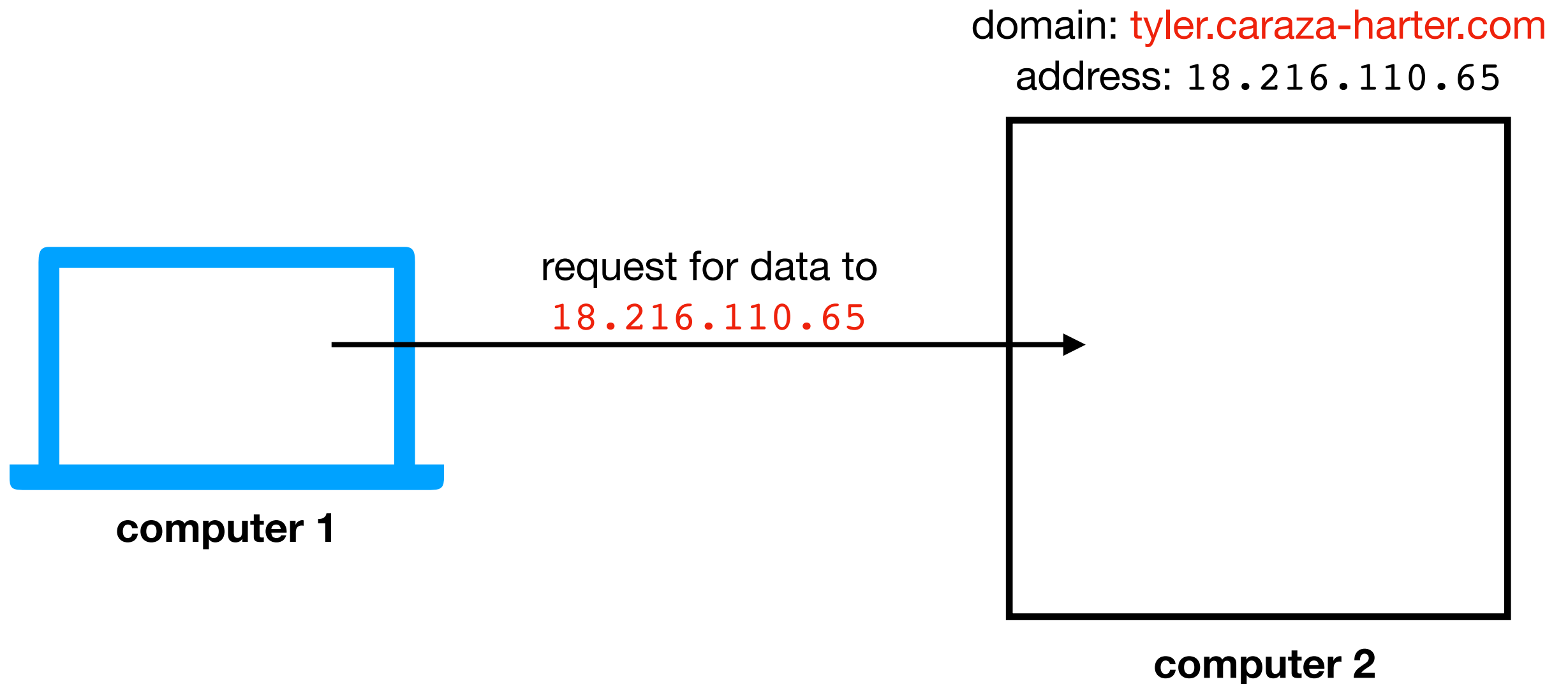
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Internet Protocol



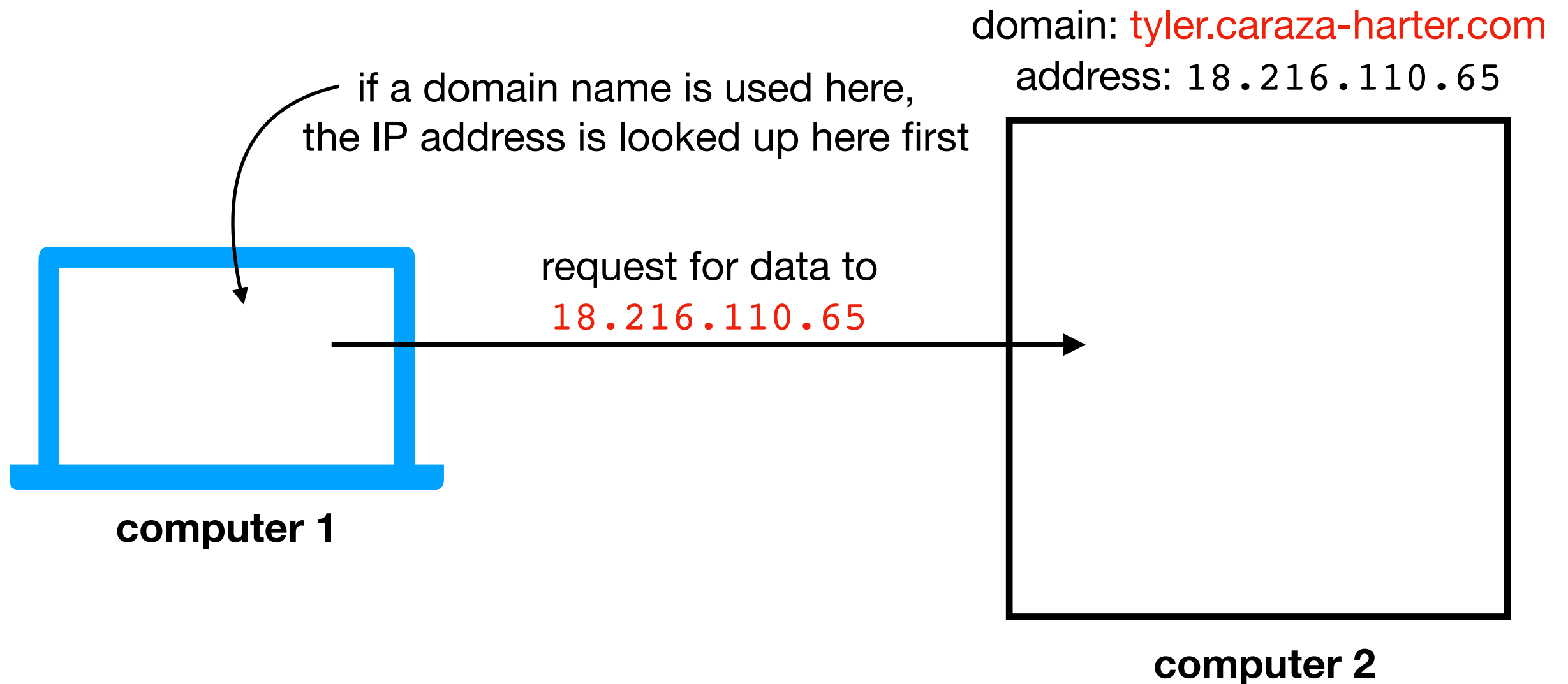
Challenge: it's hard to remember IP addresses.
Imagine you had to type a number instead of www.google.com!

Domain Names



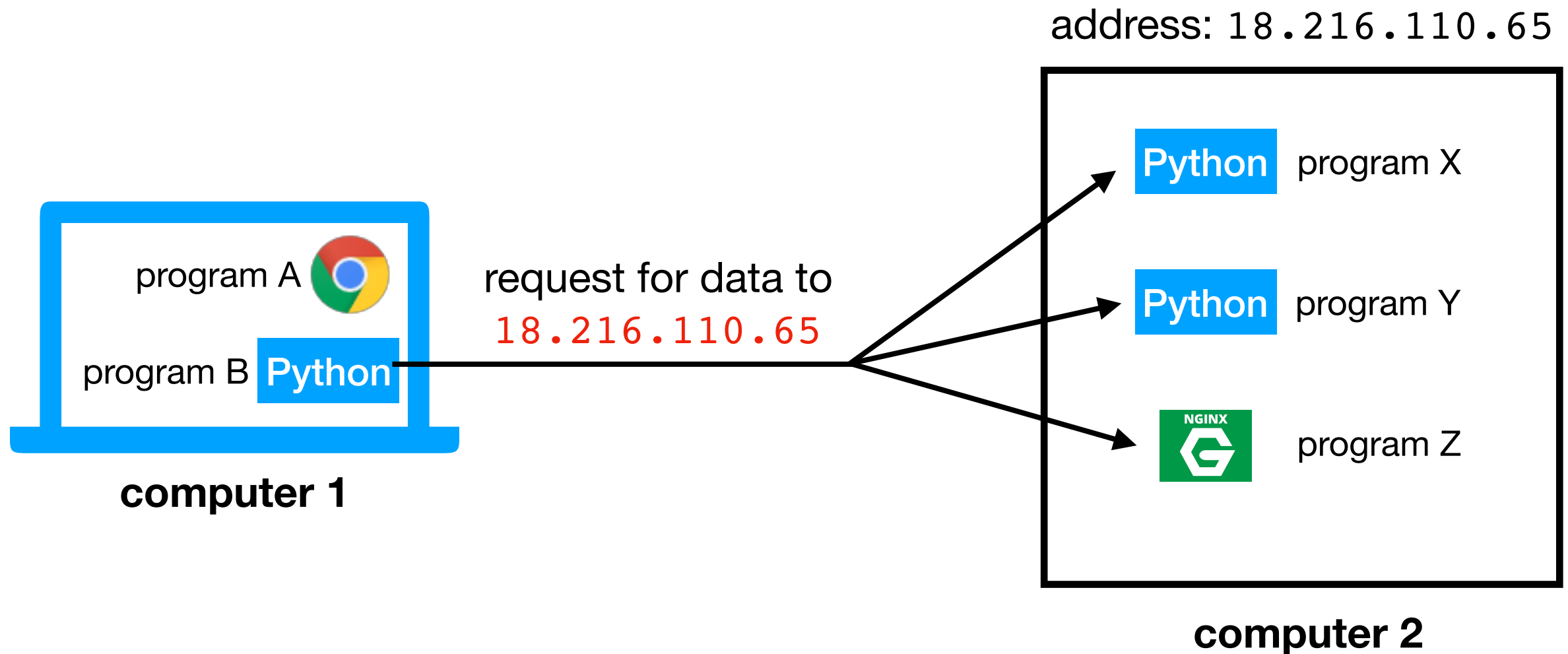
Solution: use "nicknames" (called domain names)
for IP addresses of machines that serve data

Domain Names



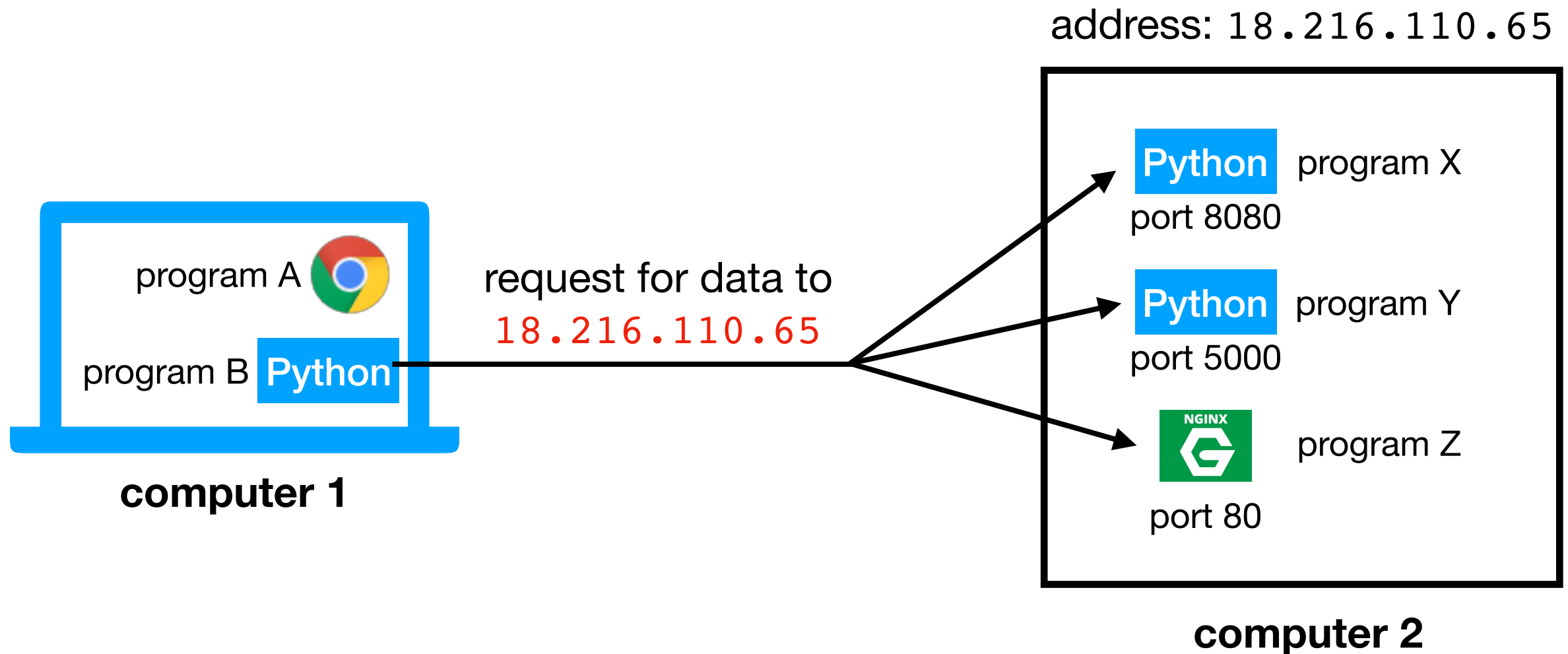
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Port Numbers



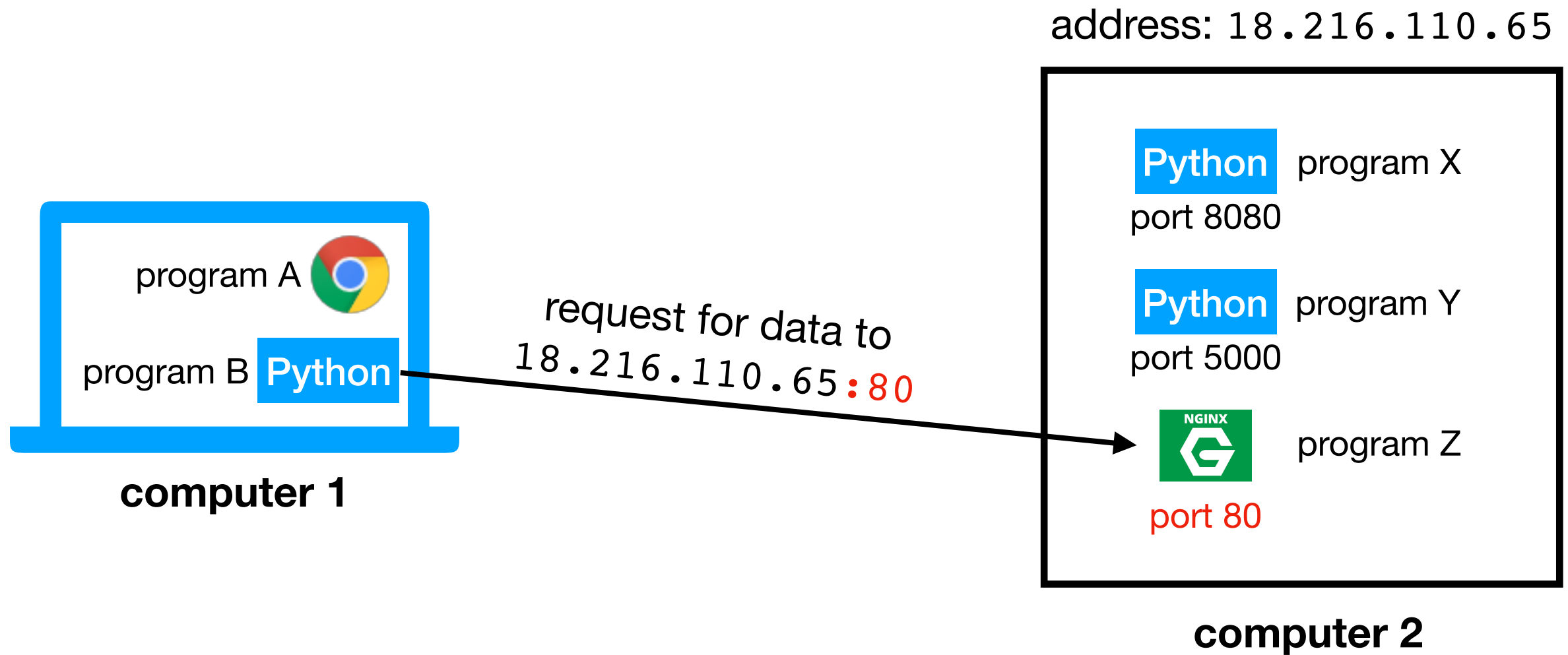
Challenge: there may be multiple programs running on each computer.
How do we get the messages to the right program?

Port Numbers



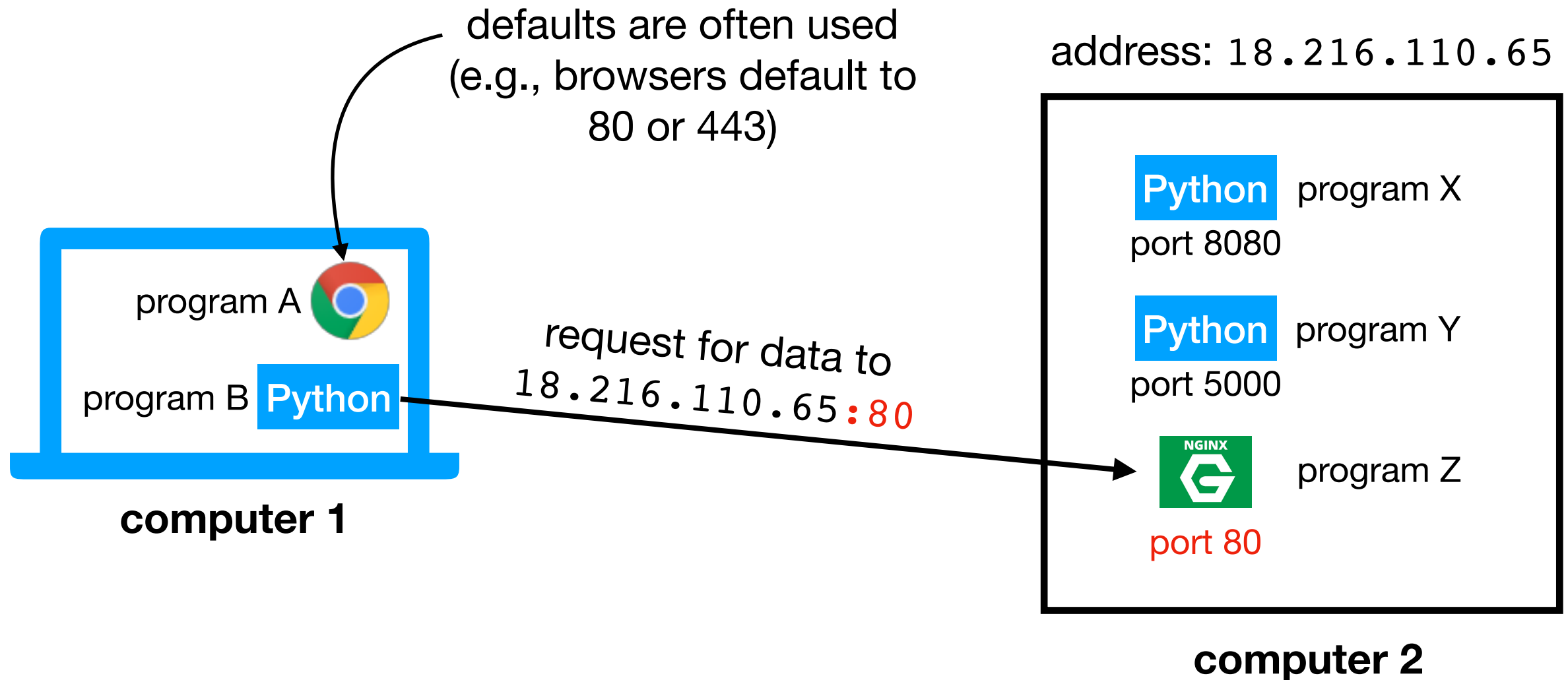
Solution: give each program a unique ID (called a "port number")
(like apartment numbers)

Port Numbers

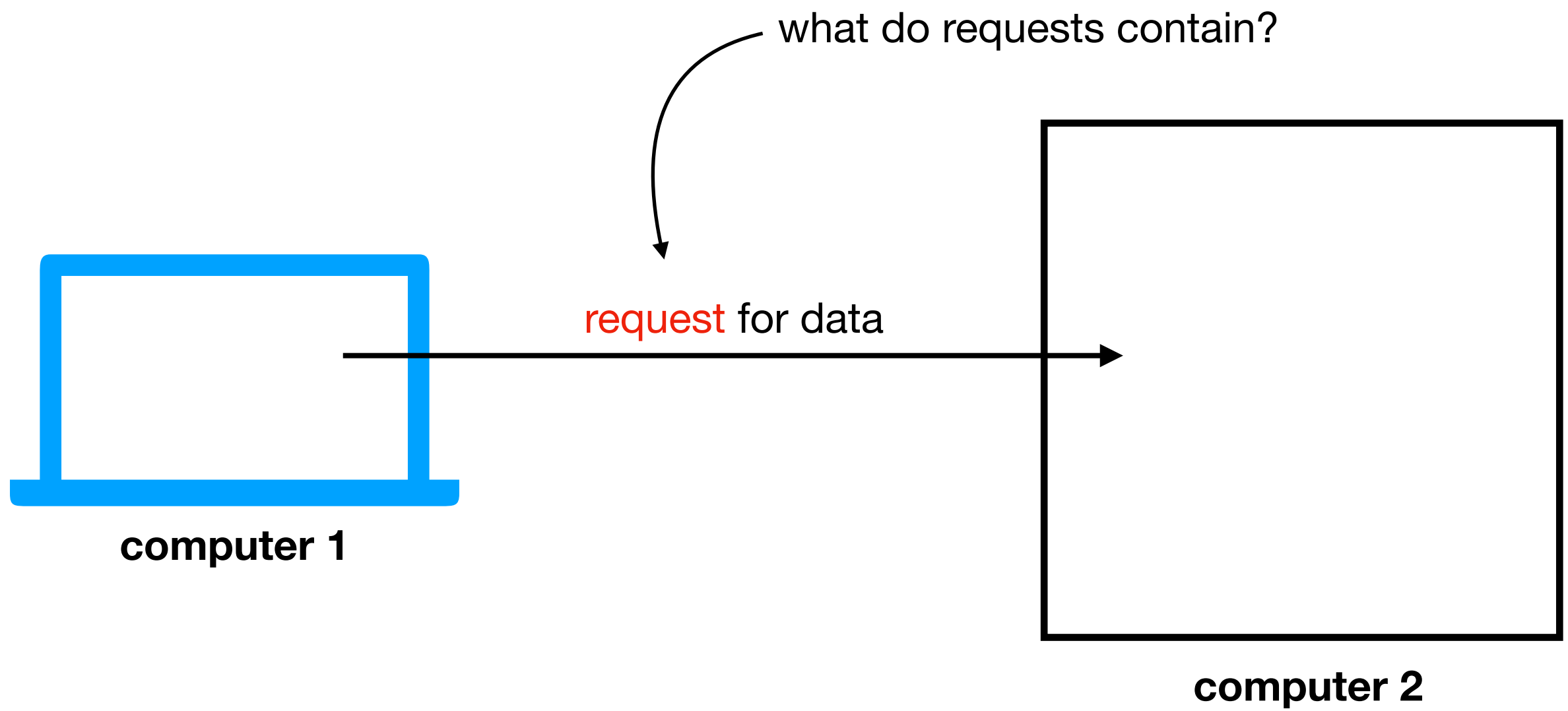


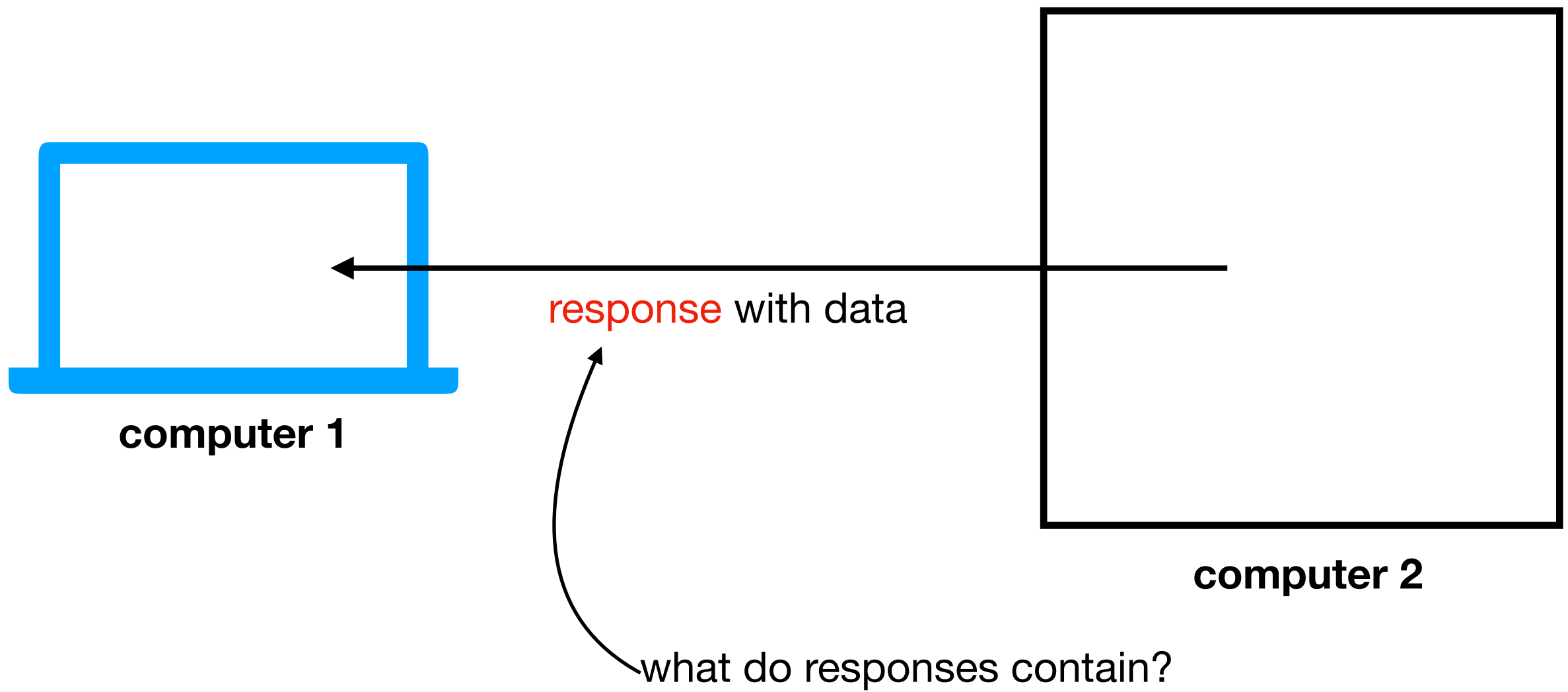
Solution: specify port number in request

Port Numbers



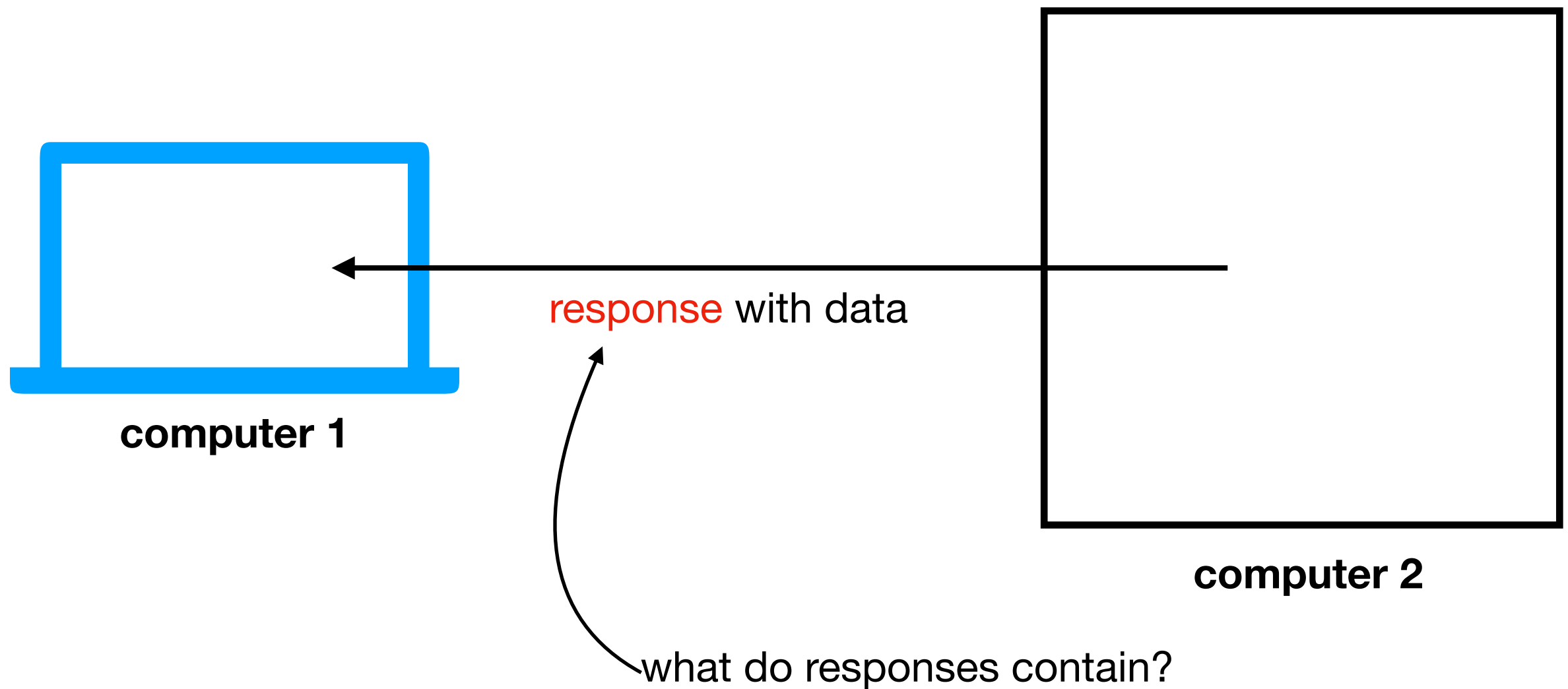
Solution: specify port number in request





depends on application! (video chat, web browsing, etc)

we'll only consider **web applications** for this semester



Learning Objectives Today

Motivation

Networking Basics

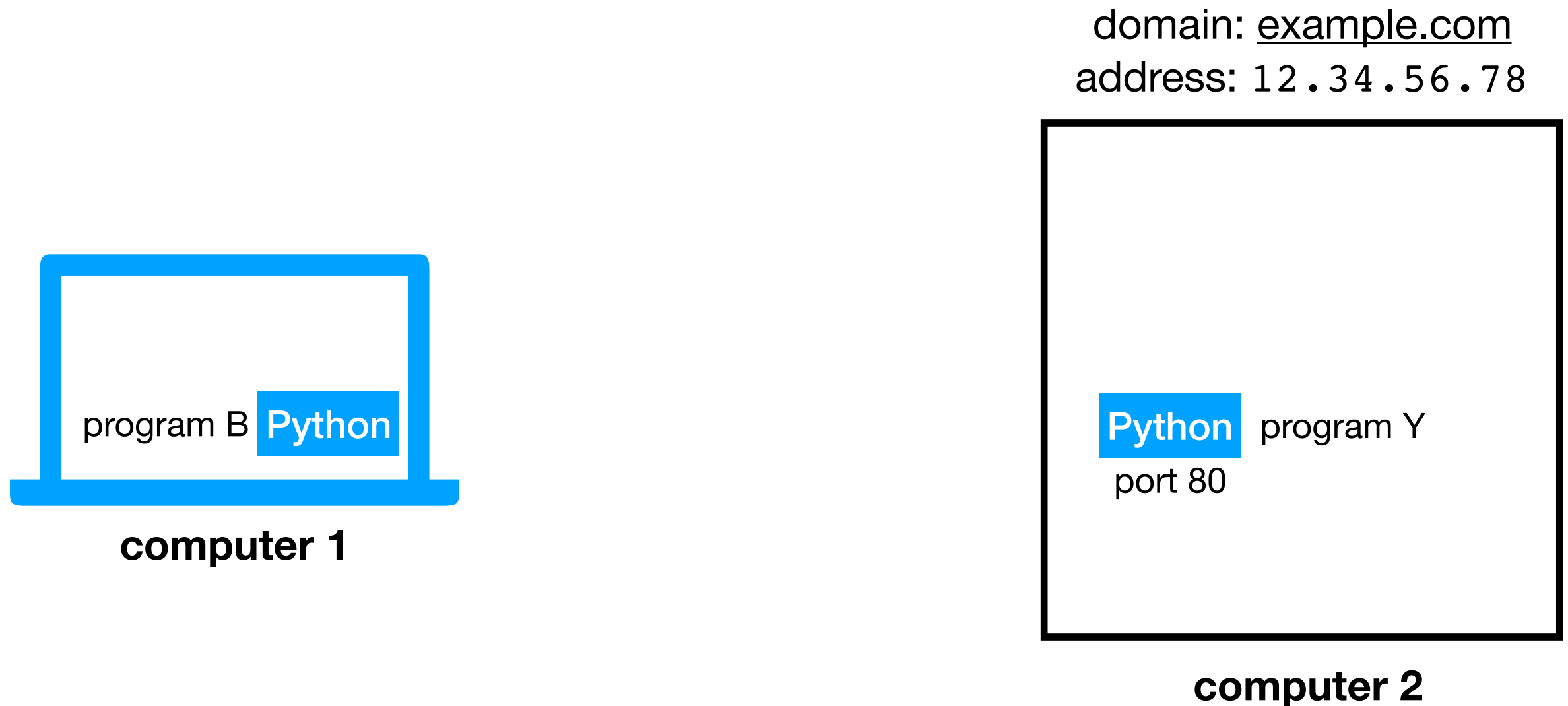
HTTP (Hypertext Transfer Protocol)

Requests Module

HTTP

Protocol for communicating web data

- downloading a specific webpage, image, etc

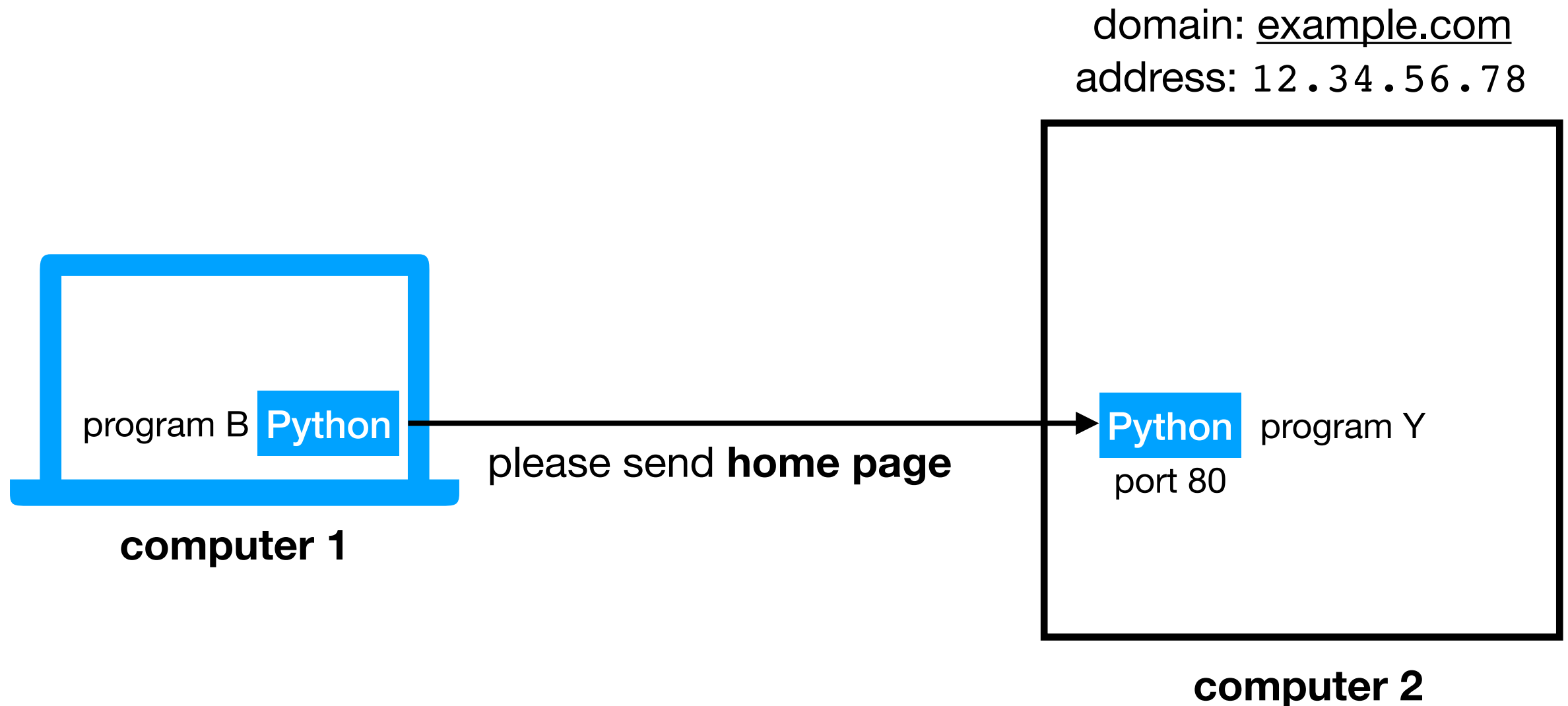


Note: we won't talk about HTTPS today, which is HTTP with encryption

HTTP

Protocol for communicating web data

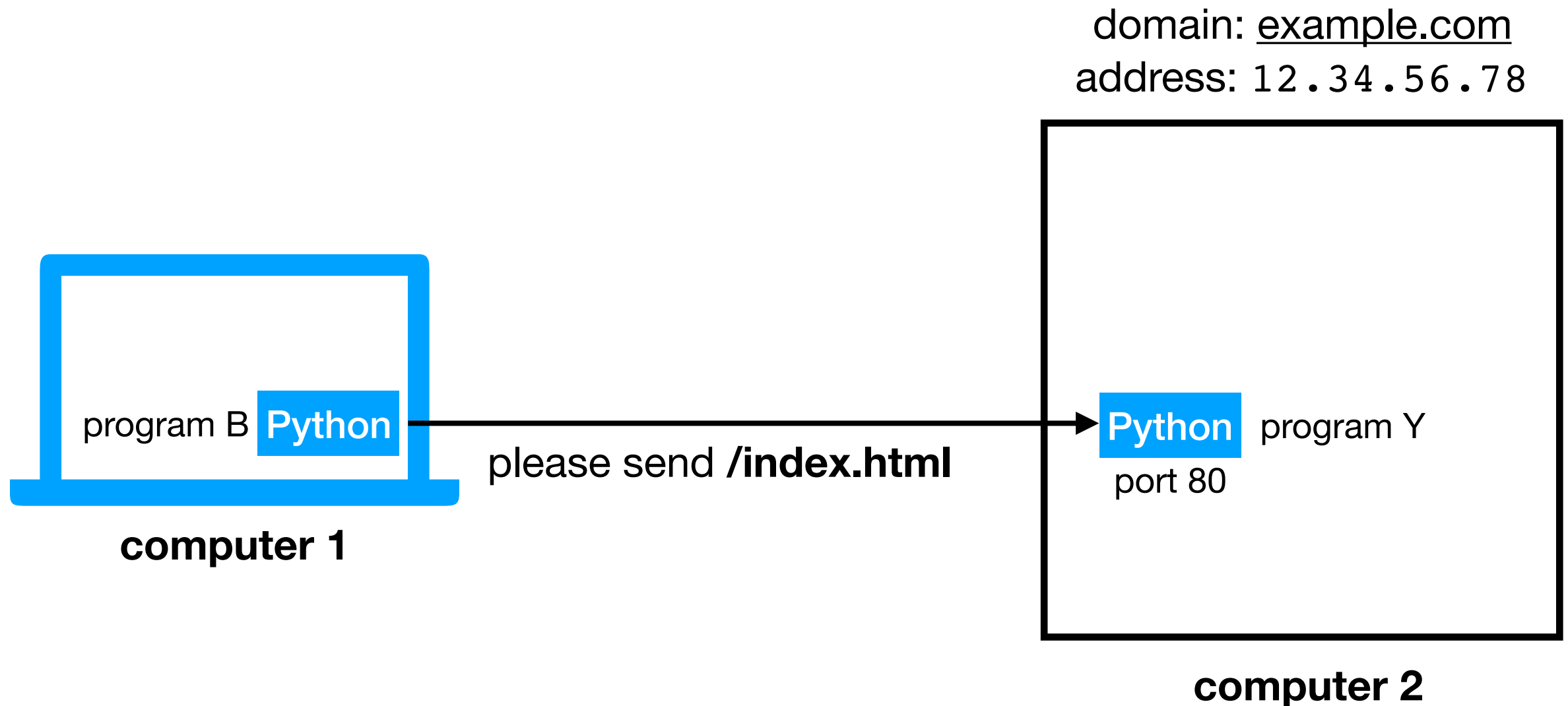
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HTTP

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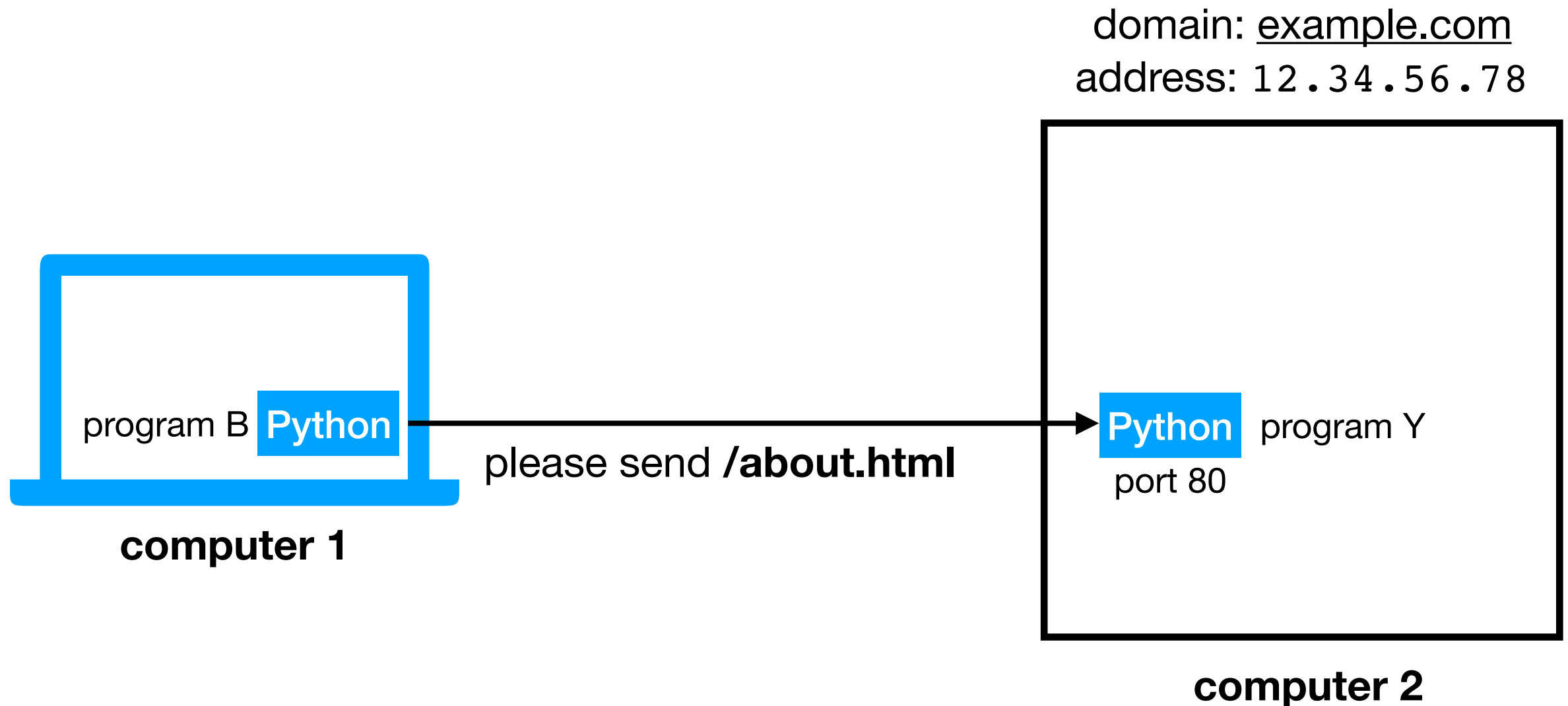
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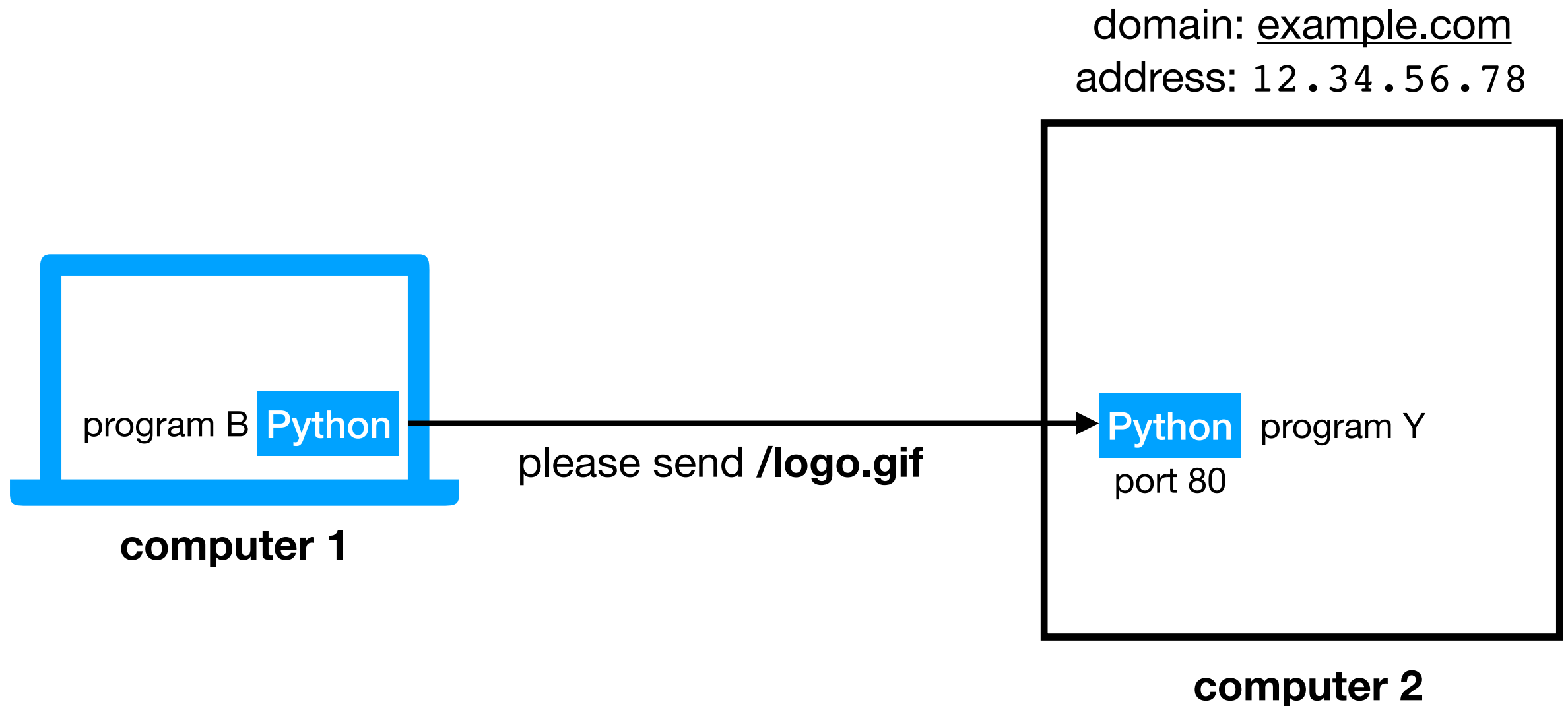
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HTTP

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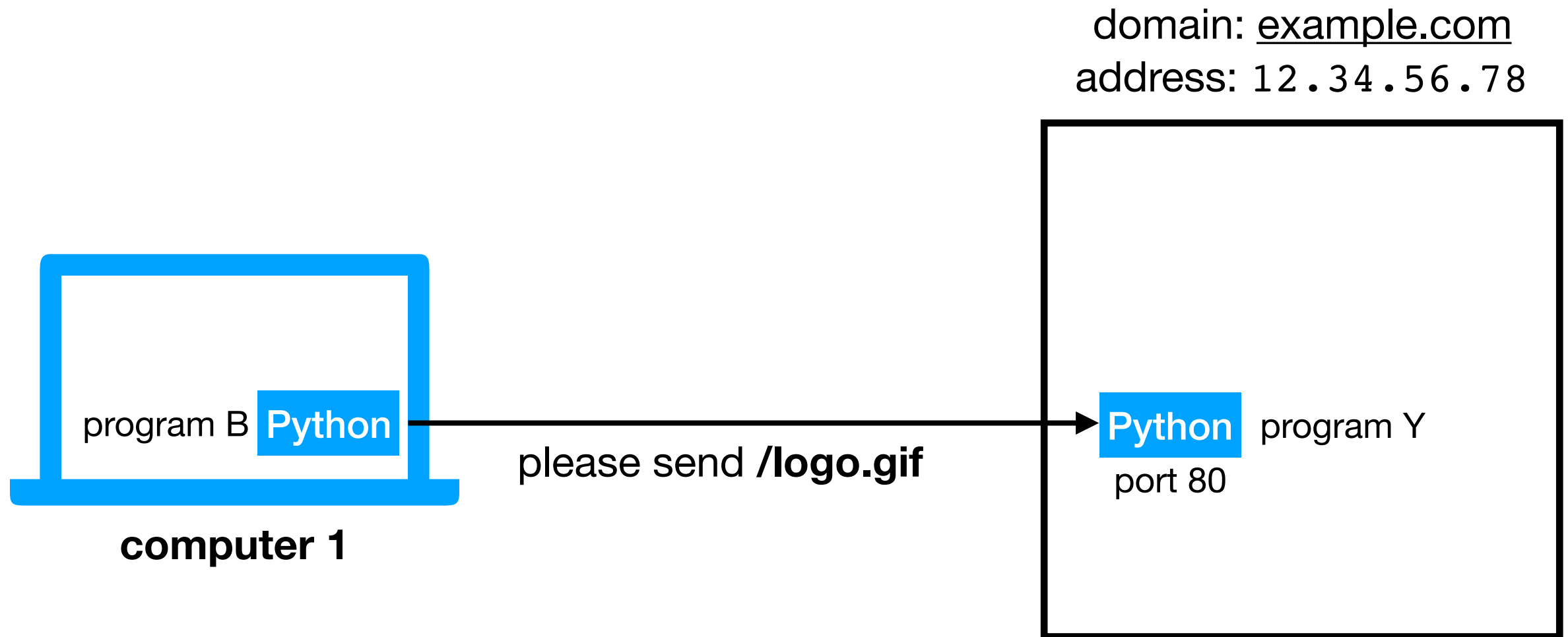
- downloading a specific webpage, image, etc



HTTP

Protocol for communicating web data

- downloading a specific webpage, image, etc



Note we need three things:

1. domain name
2. port number
3. resource (file name)



which computer?

which program
on that computer?

which resource
from that program?

**getting specific
about what we want**

Note we need three things:

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2. port number
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which computer?

which program
on that computer?

which resource
from that program?

**getting specific
about what we want**

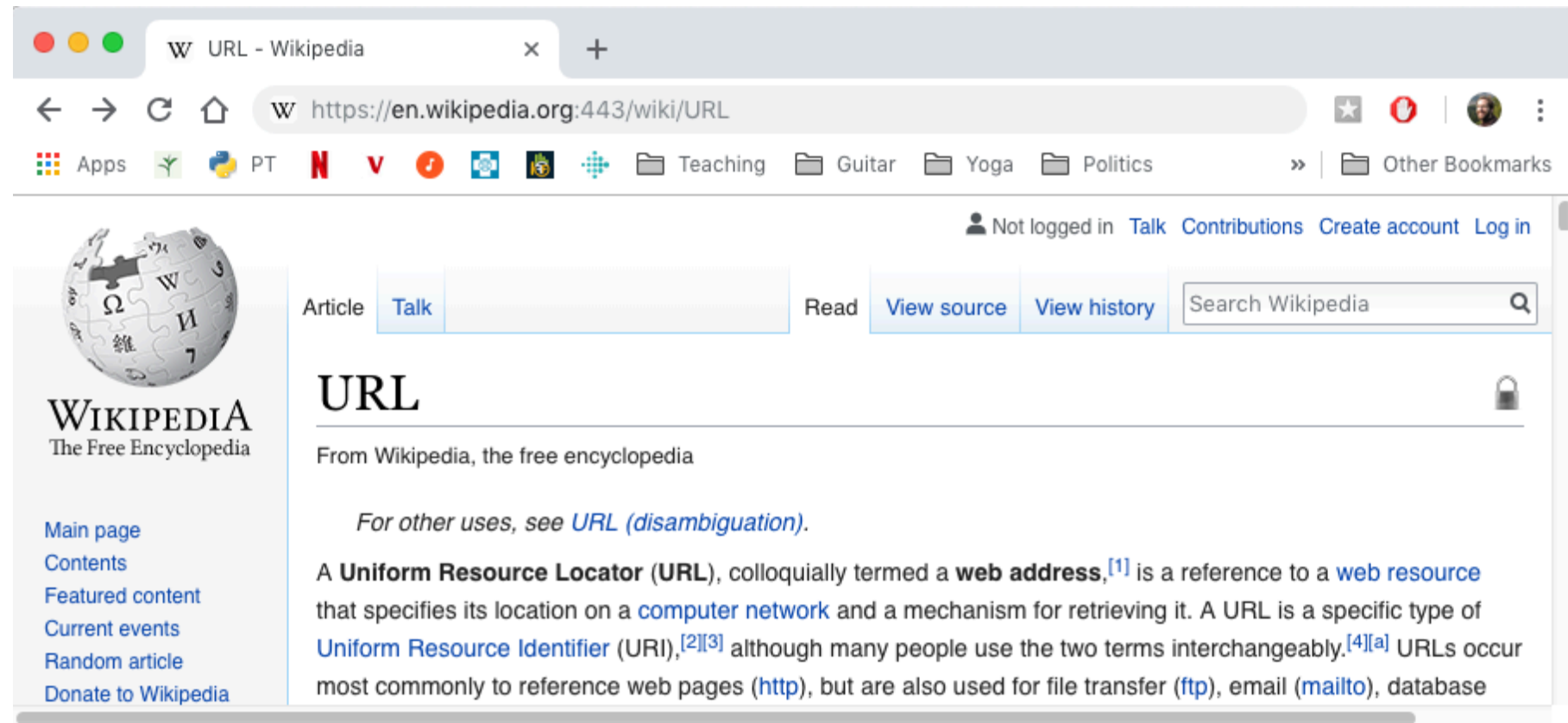
URL

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URLs

`https://en.wikipedia.org:443/wiki/URL`



URL

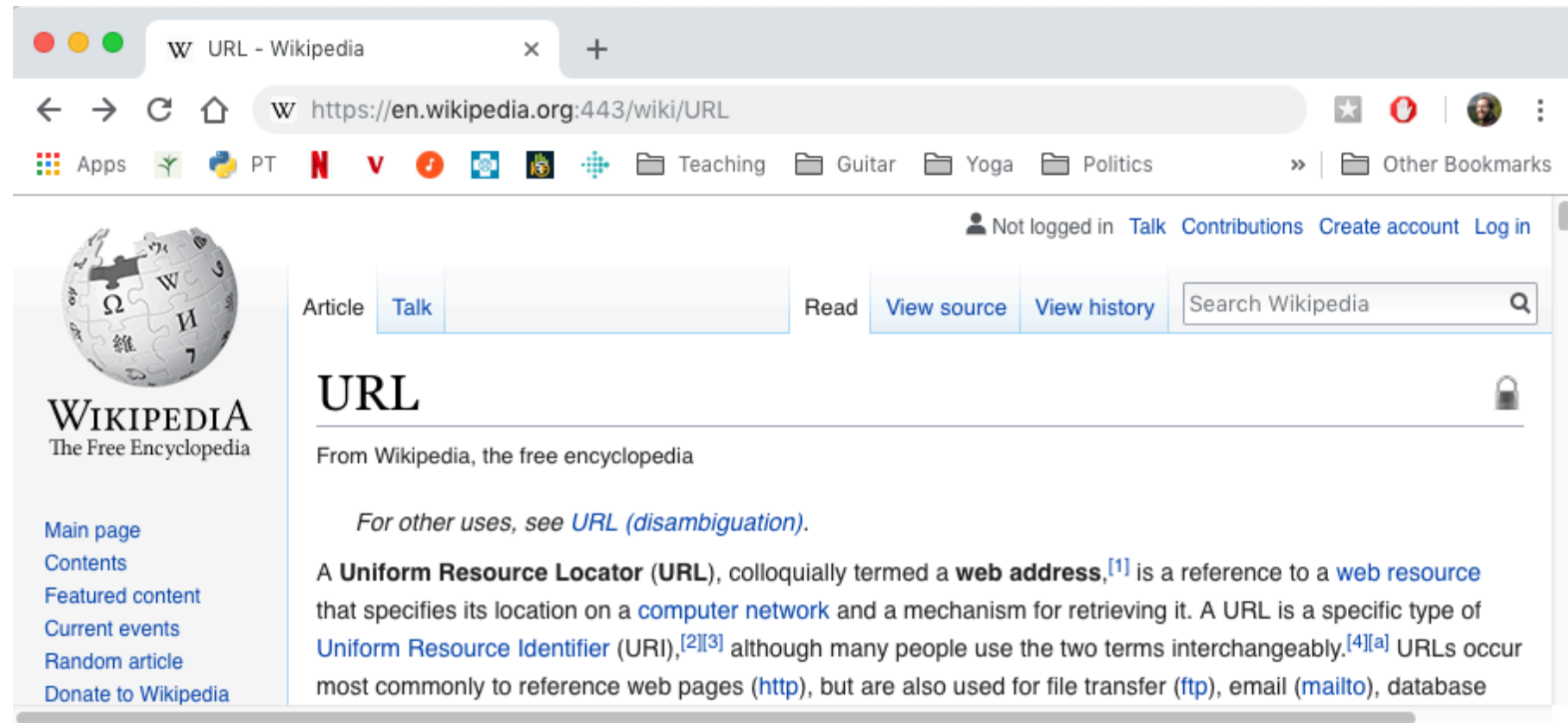
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URLs

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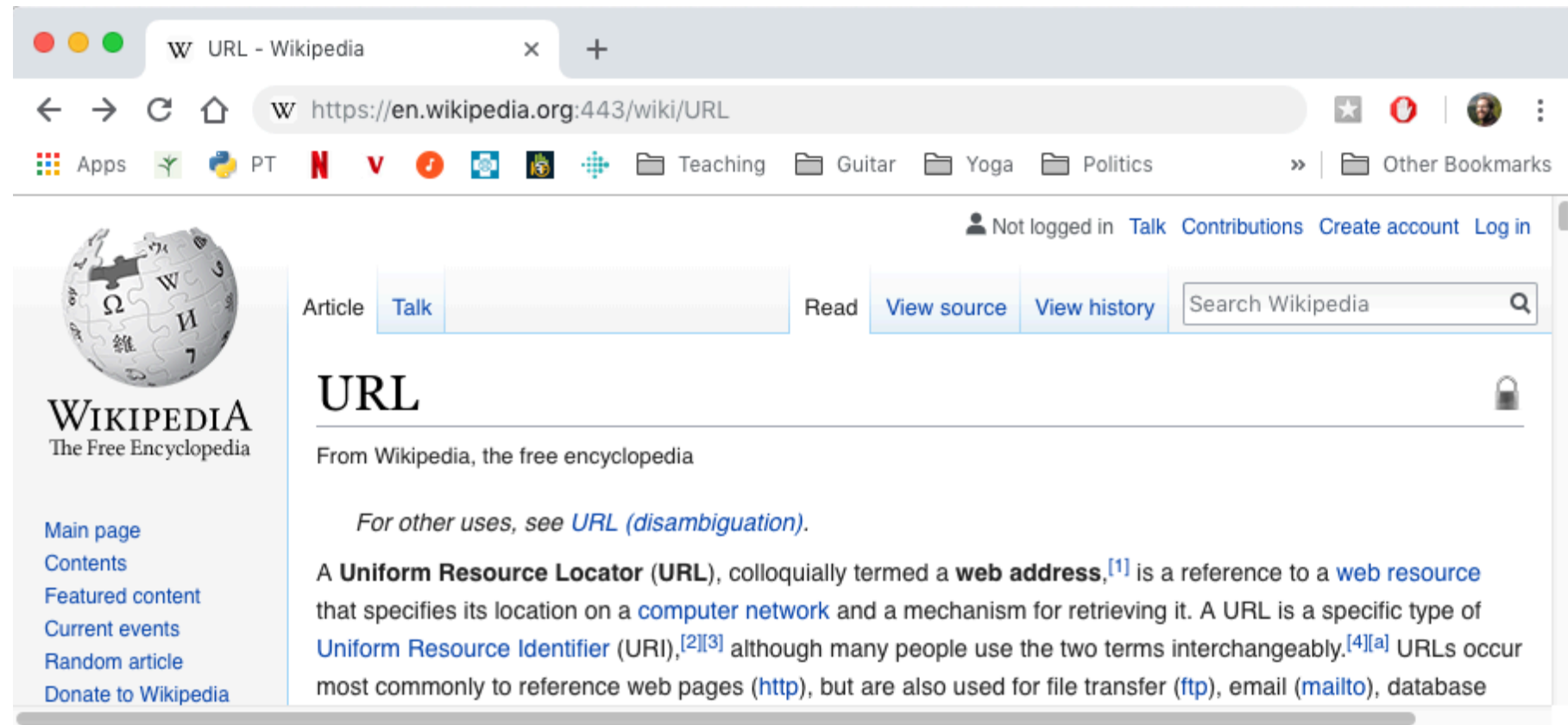
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URLs

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port



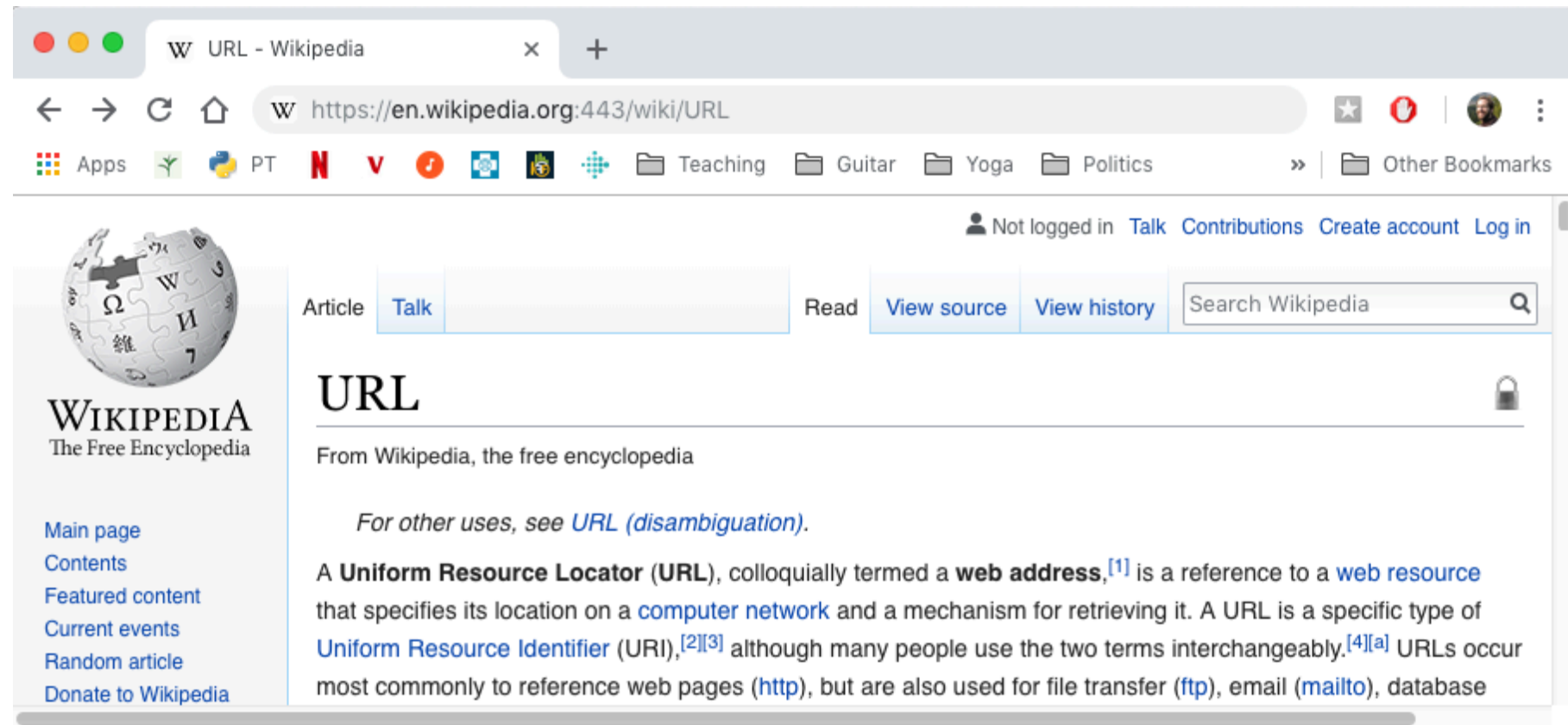
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URLs

domain name resource
https://en.wikipedia.org:443/wiki/URL
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URL

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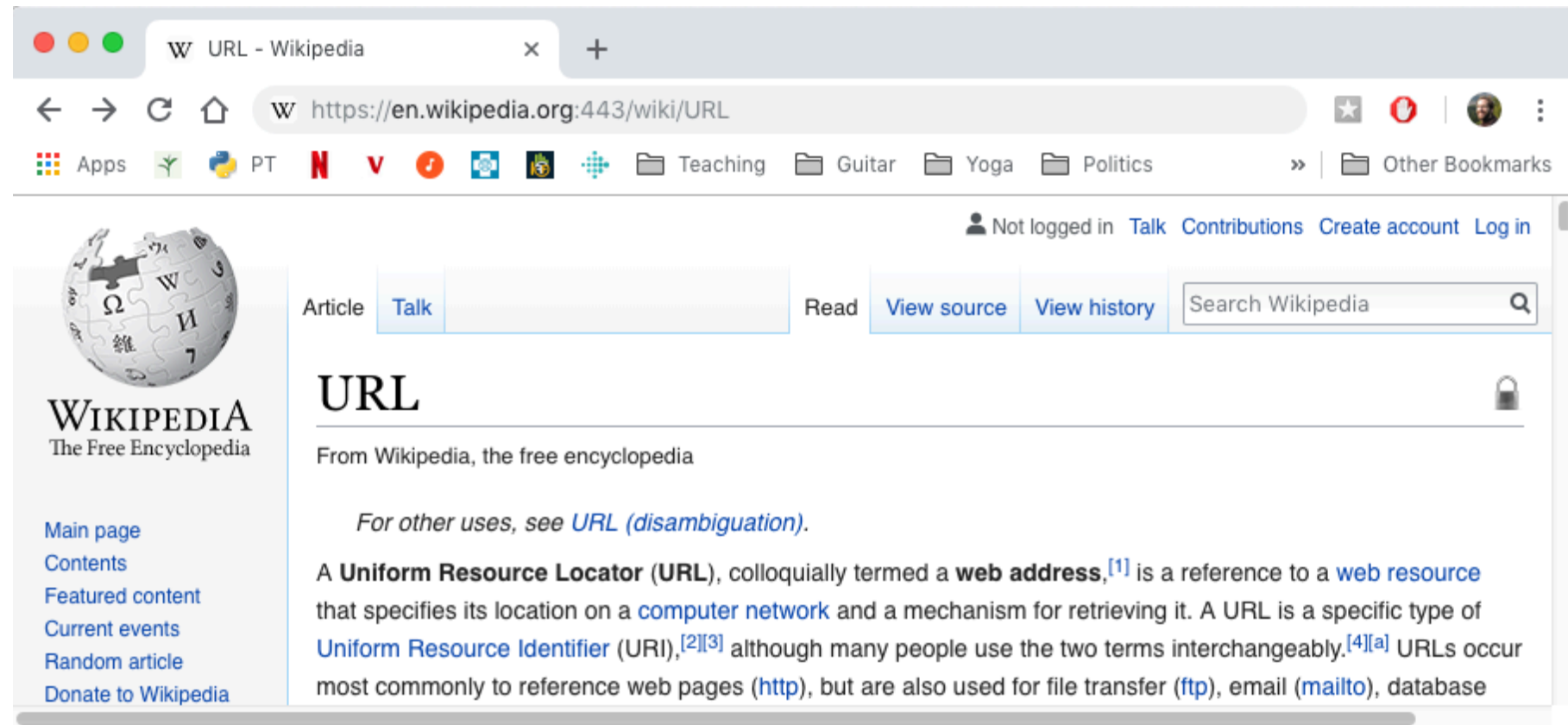
1. domain name
2. port number
3. resource (file name)

URLs

domain name resource

https://en.wikipedia.org/wiki/URL

port would have defaulted to 443 if not specified



URL

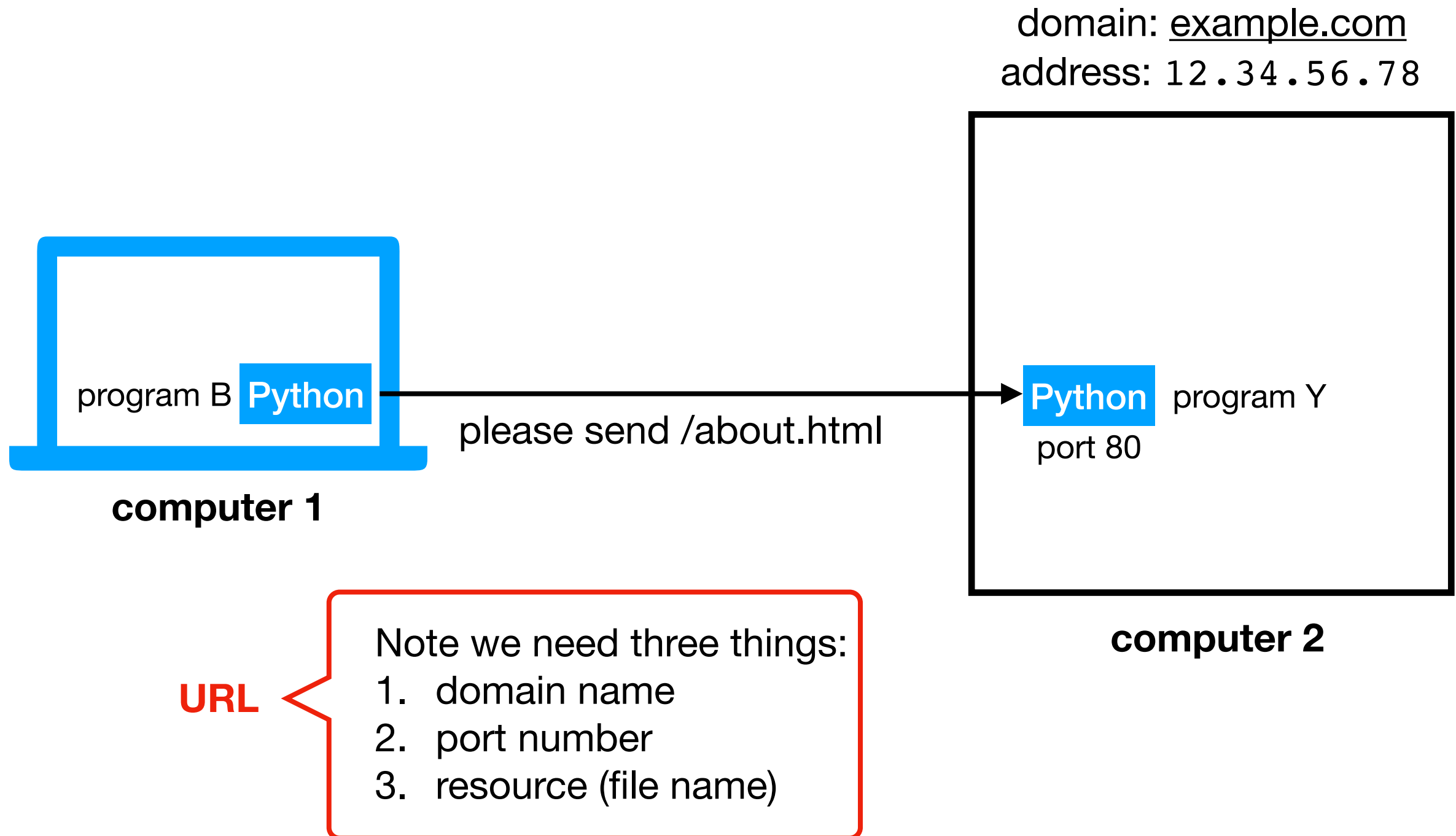
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HTTP

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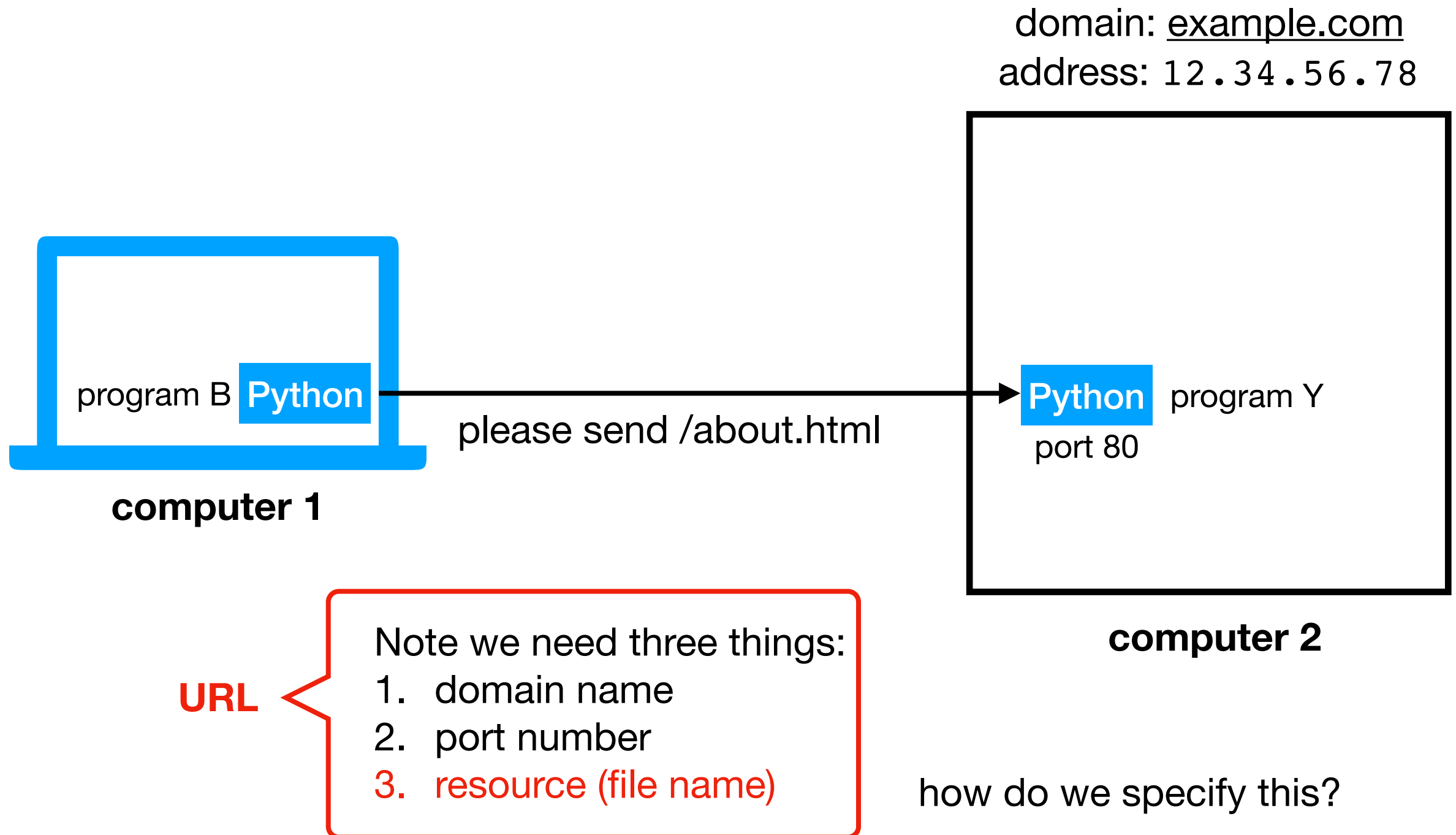
- downloading a specific webpage, image, etc



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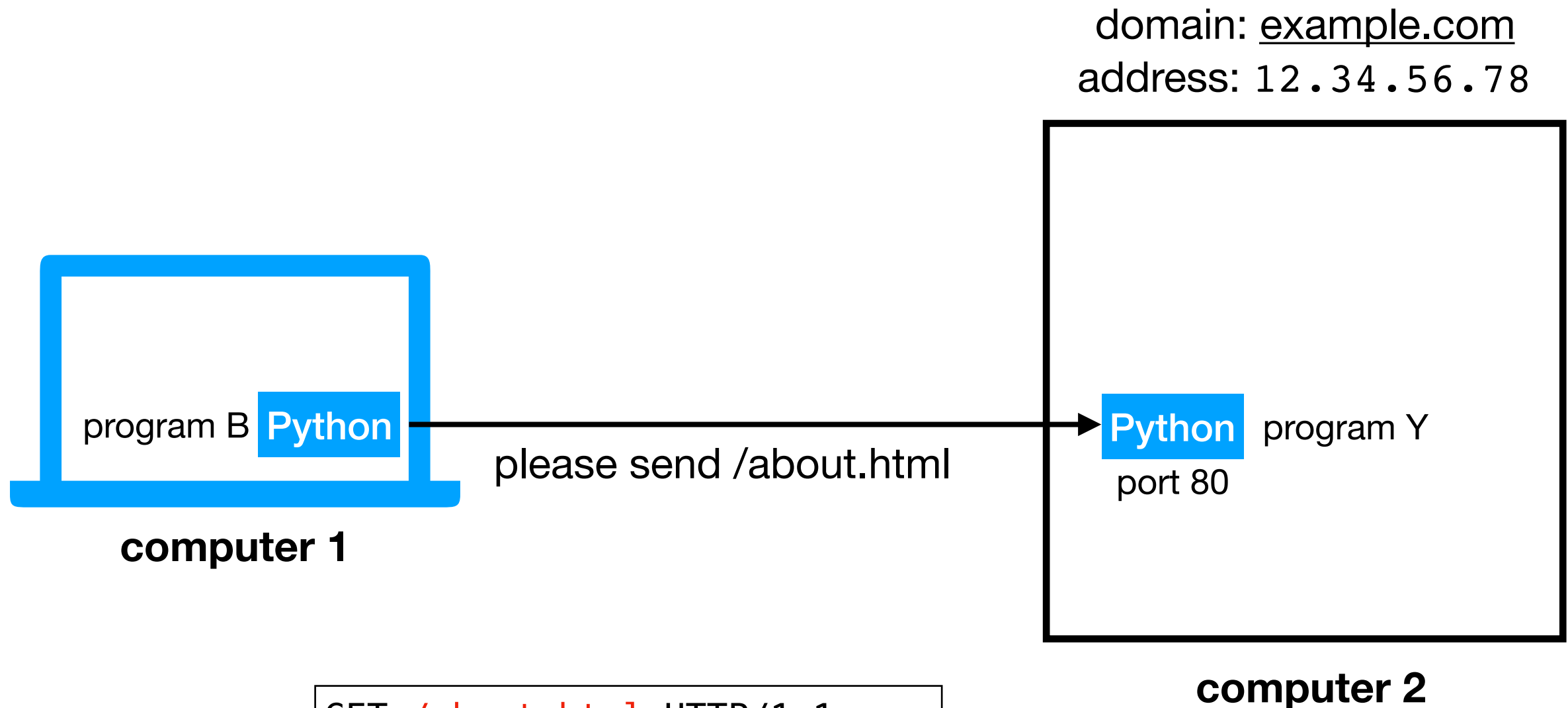
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HTTP

Protocol for communicating web data

- downloading a specific webpage, image, etc



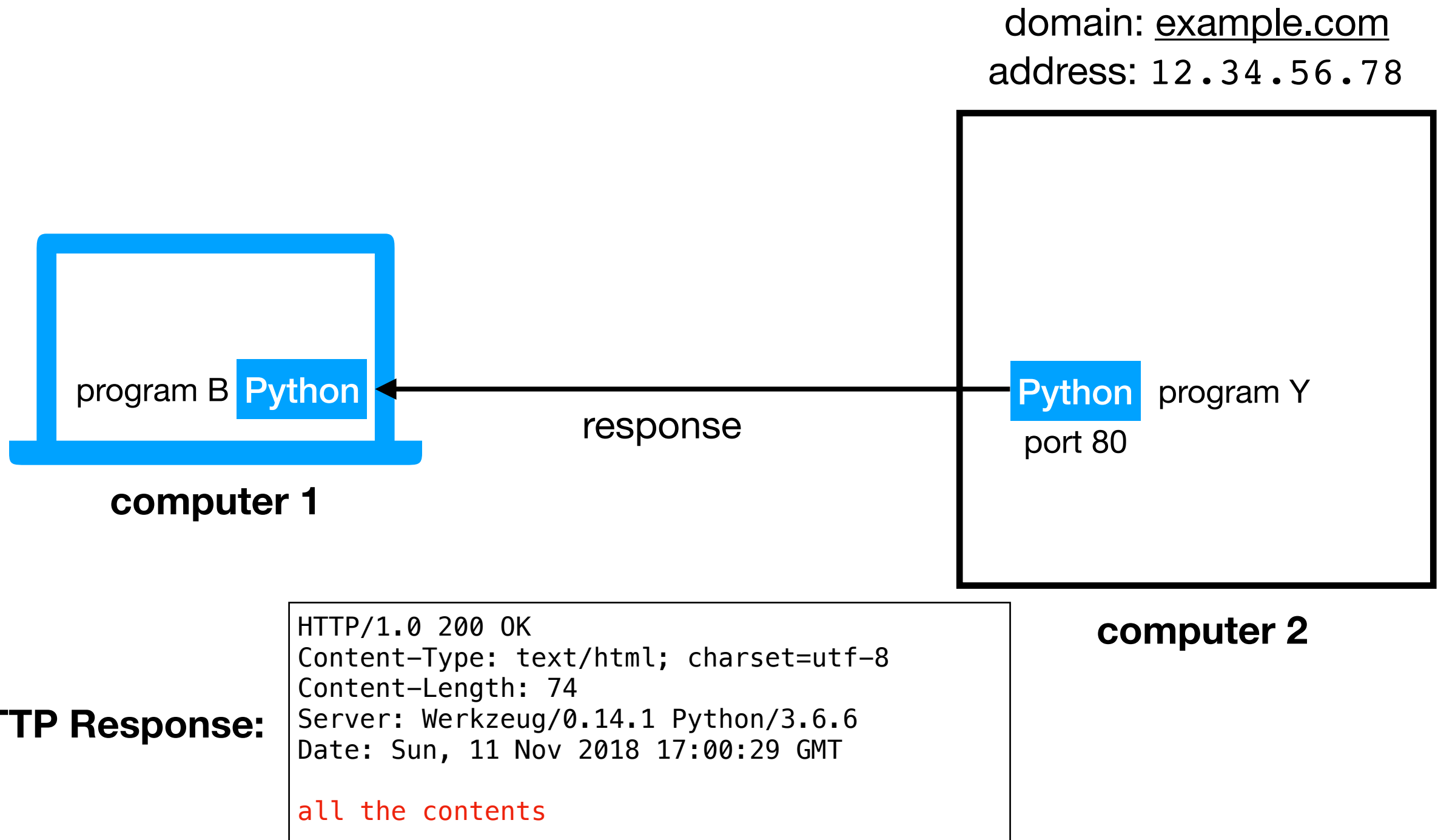
HTTP Request:

```
GET /about.html HTTP/1.1
Host: example.com
User-Agent: ...
Accept: */*
```

HTTP

Protocol for communicating web data

- downloading a specific webpage, image, etc



Request and Response Headers

HTTP Request:

```
GET /about.html HTTP/1.1
Host: example.com
User-Agent: ...
Accept: */*
```

HTTP Response:

```
HTTP/1.0 200 OK
Content-Type: text/html; charset=utf-8
Content-Length: 74
Server: Werkzeug/0.14.1 Python/3.6.6
Date: Sun, 11 Nov 2018 17:00:29 GMT

all the contents
```

There are **LOTS** of details here we don't care about right now

Request and Response Headers

we want the about.html page

HTTP Request:

```
GET /about.html HTTP/1.1
Host: example.com
User-Agent: ...
Accept: */*
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HTTP Response:

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data in about.html

all the contents

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Request and Response Headers

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GET /about.html HTTP/1.1
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Accept: */*

we want the about.html page

status code. 200 is good. 404, 500, others are various errors or other more complicated states

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data in about.html

all the contents

There are **LOTS** of details here we don't care about right now

method. *GET* is simple download.
POST means we are uploading
data as part of our request. We
won't talk about others today.

we want the about.html page

HTTP Request:

```
GET /about.html HTTP/1.1
Host: example.com
User-Agent: ...
Accept: */*
```

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data in about.html

all the contents

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Learning Objectives Today

Motivation

Networking Basics

HTTP (Hypertext Transfer Protocol)

Requests Module

Requests module

Purpose

- easily send requests to a server and parse the response
- "*HTTP for Humans*TM"

Installation

- install:
`pip install requests`

Using it

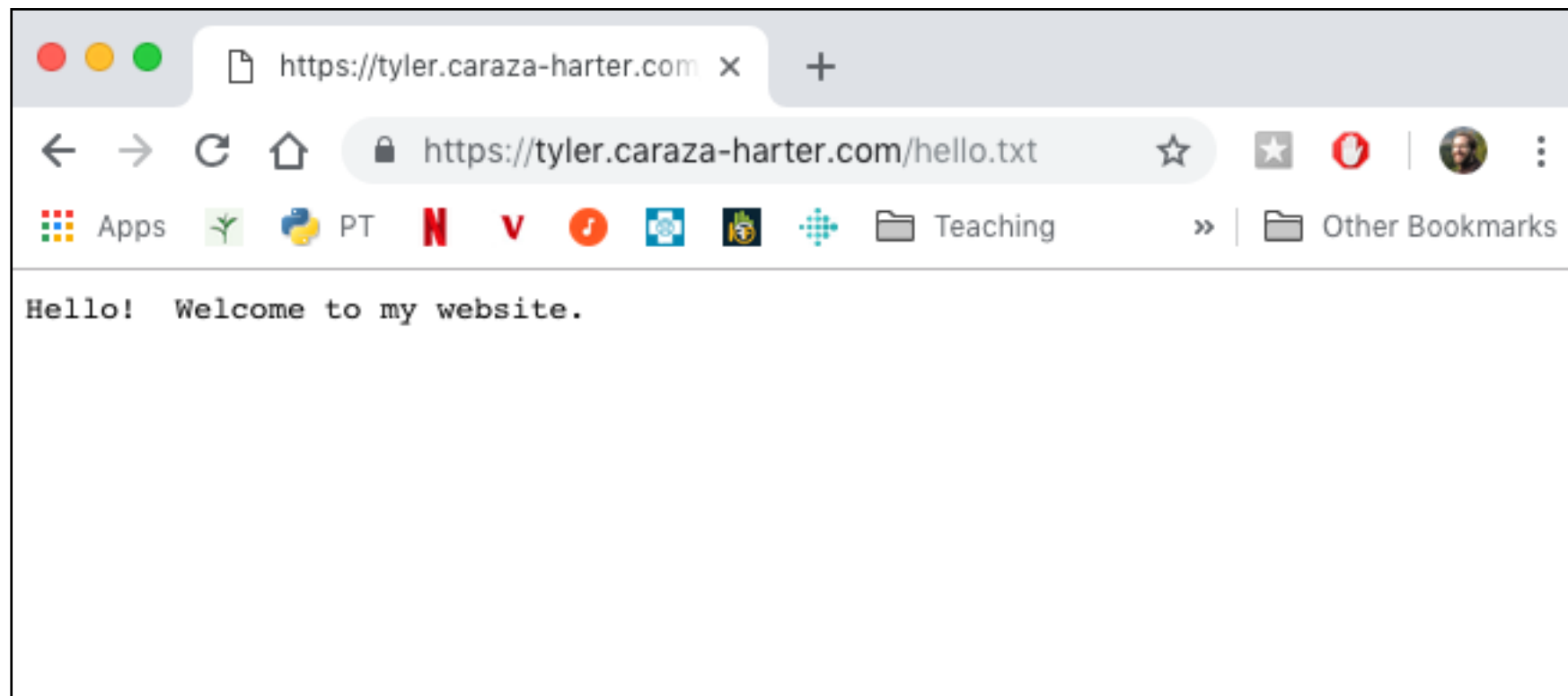
- just import:
`import requests`

GET Request

```
import requests
```

```
url = "https://tyler.caraza-harter.com/hello.txt"
```

```
requests.get(url)
```

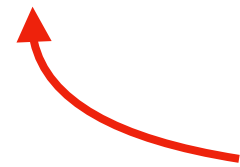


GET Request

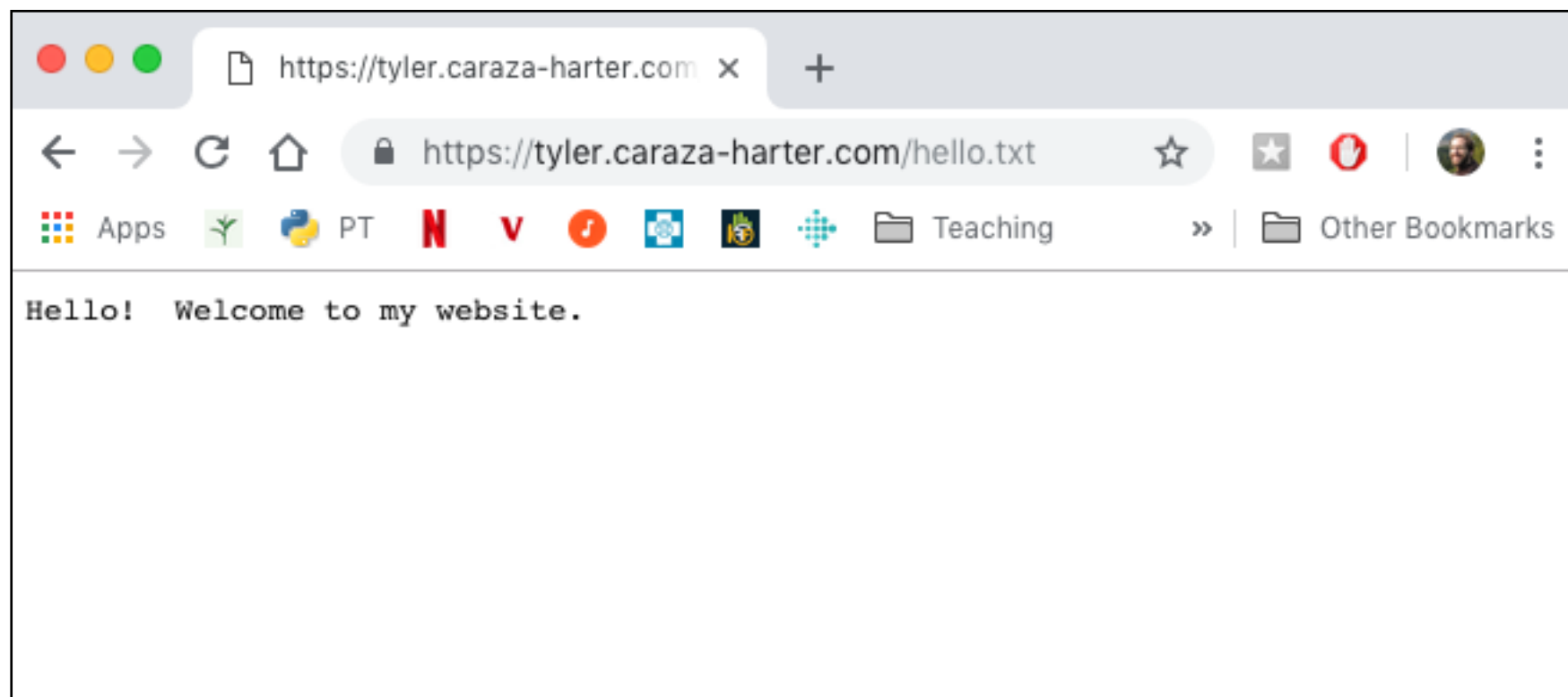
```
import requests
```

```
url = "https://tyler.caraza-harter.com/hello.txt"
```

```
requests.get(url)
```



sends a **GET** request to tyler.caraza-harter.com, asking for the contents of the **/hello.txt** page



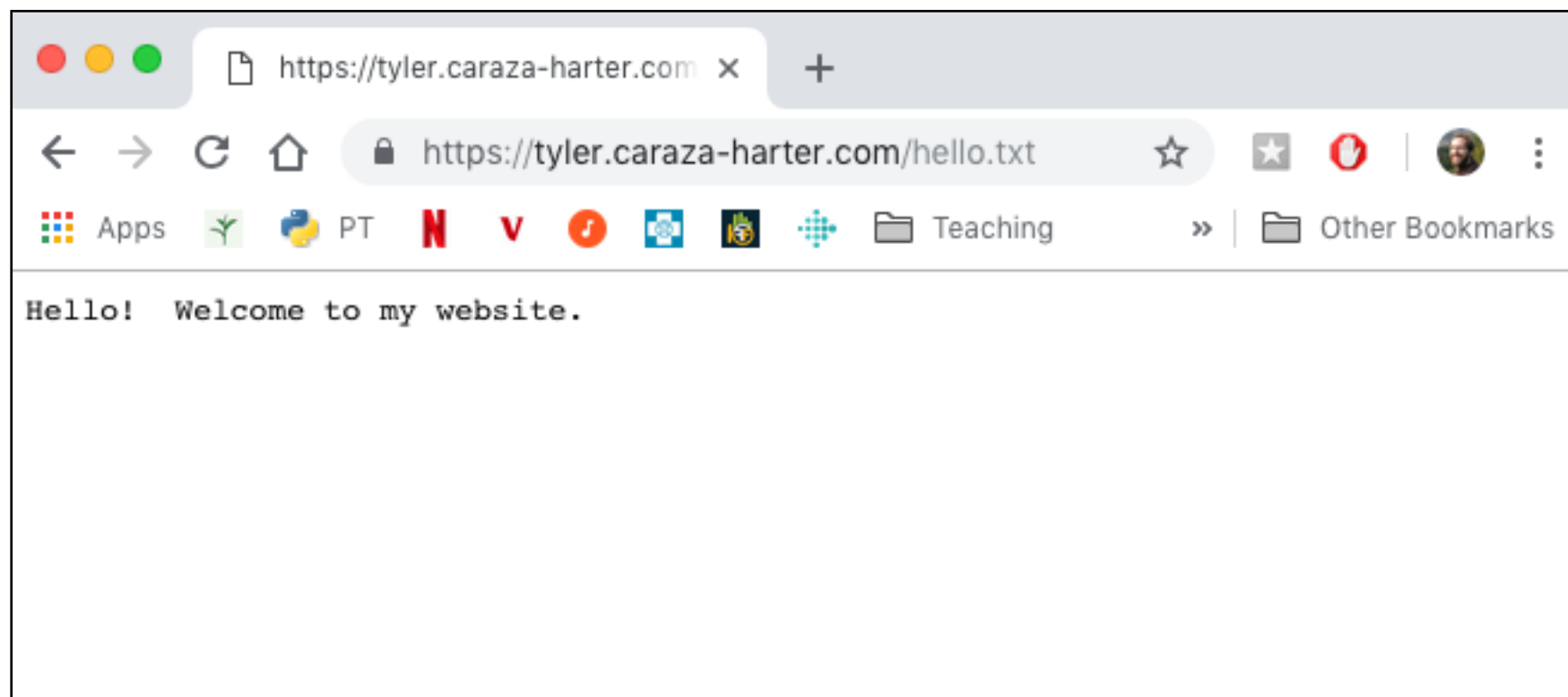
GET Request

```
import requests
```

```
url = "https://tyler.caraza-harter.com/hello.txt"
```

```
resp = requests.get(url)
```

put response from tyler.caraza-harter.com in the resp variable



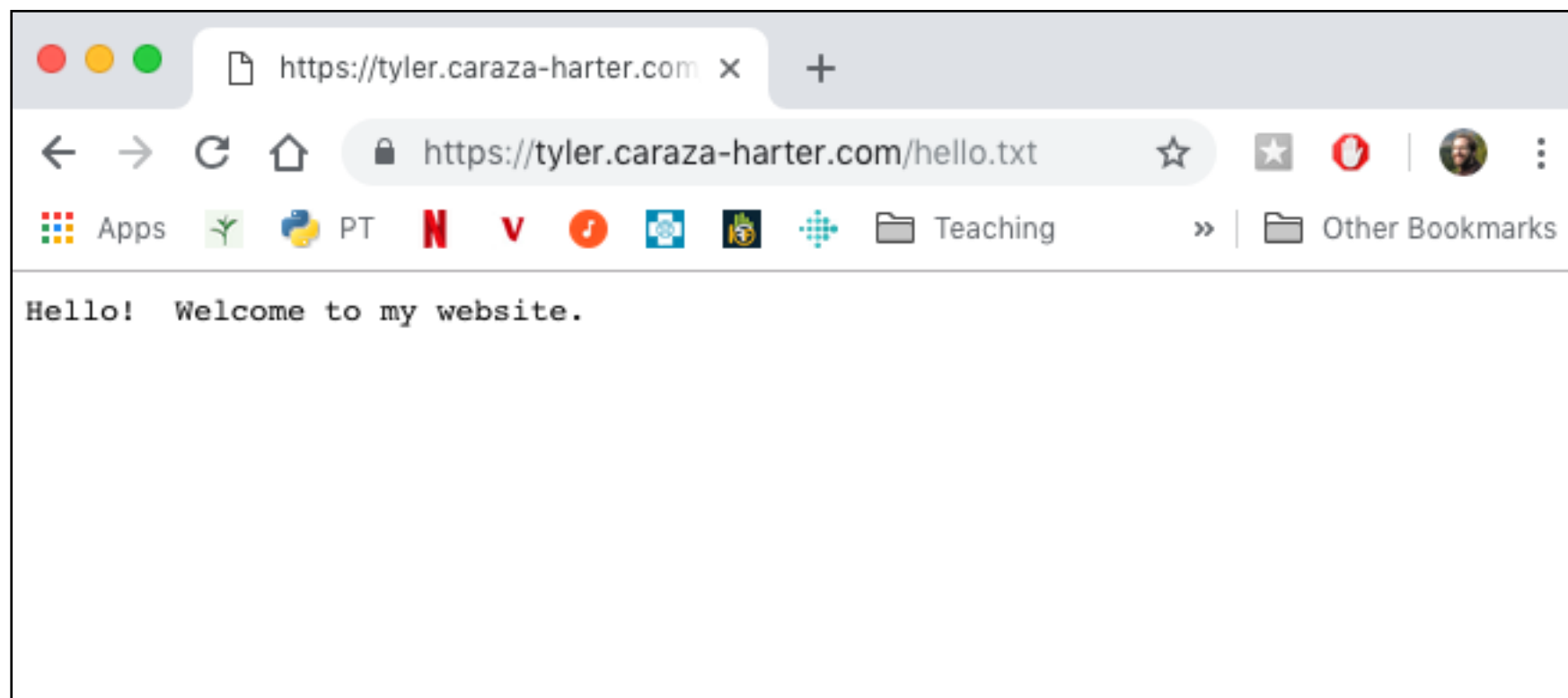
GET Request

```
import requests

url = "https://tyler.caraza-harter.com/hello.txt"

resp = requests.get(url)

# make sure we got 200 (success) back
assert(resp.status_code == 200)
```



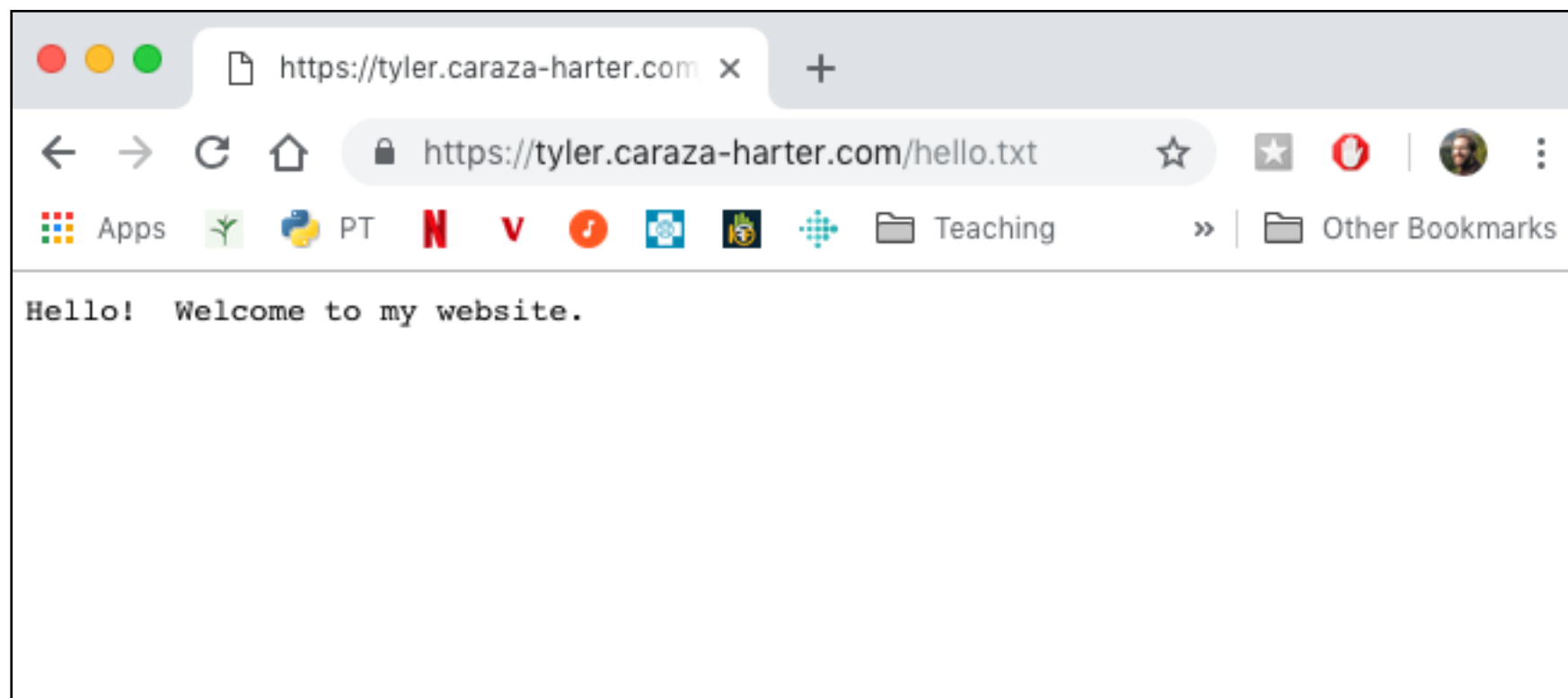
GET Request

```
import requests

url = "https://tyler.caraza-harter.com/hello.txt"

resp = requests.get(url)

resp.raise_for_status() # shortcut
```



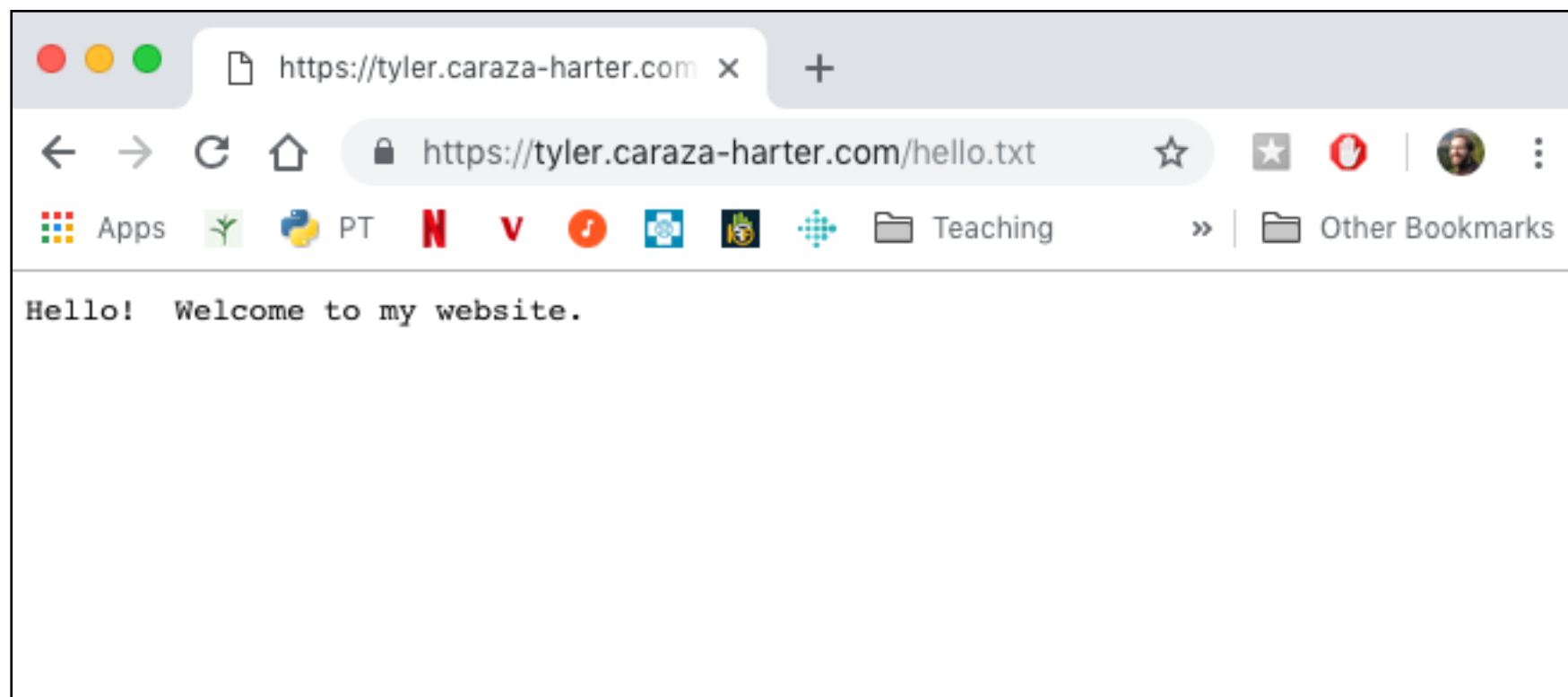
GET Request

```
import requests

url = "https://tyler.caraza-harter.com/hello.txt"

resp = requests.get(url)

resp.raise_for_status() # shortcut
print(resp.text) # "Hello! Welcome to my website."
```



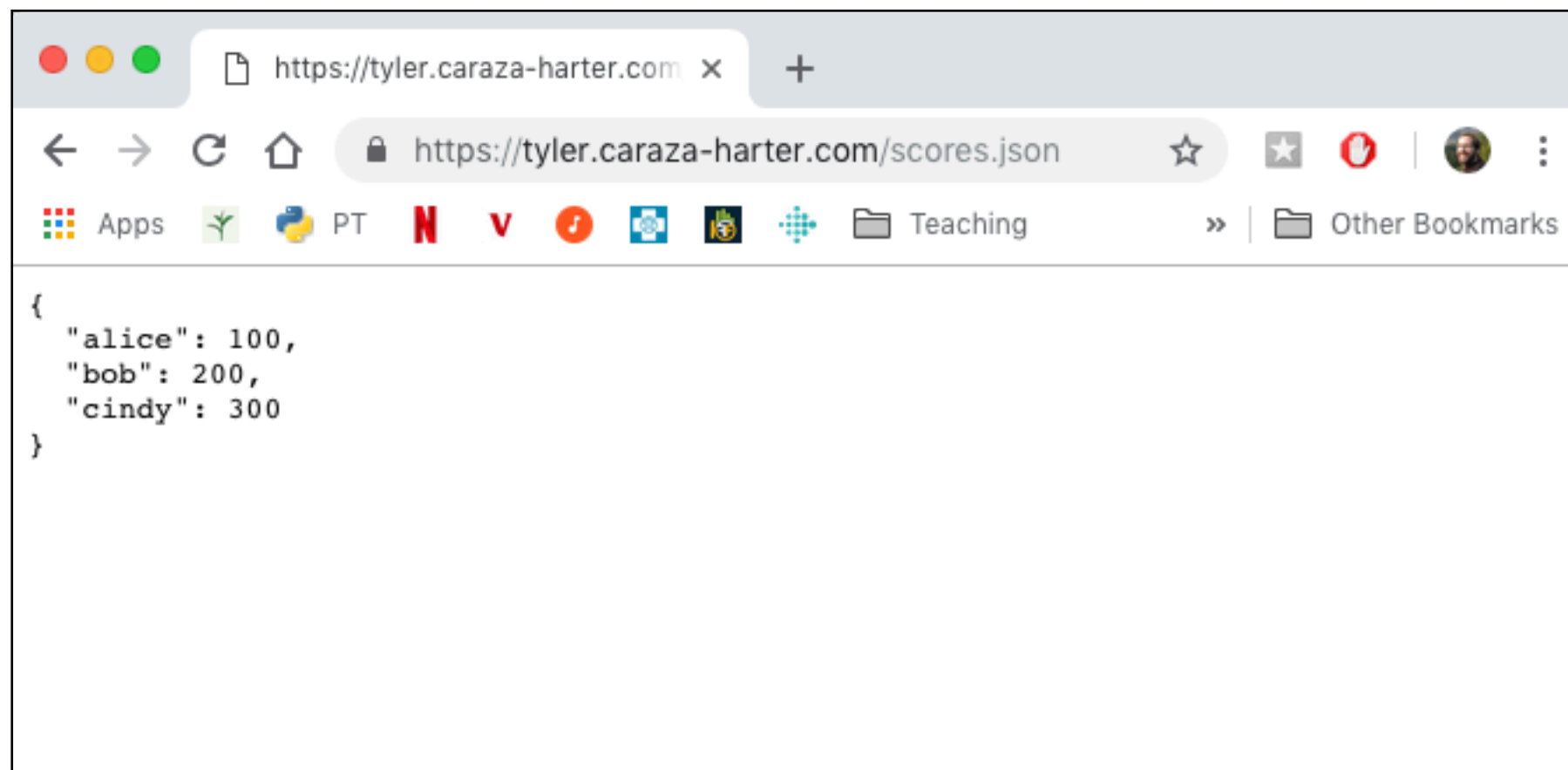
JSON Responses

```
import requests, json
```

```
url = "https://tyler.caraza-harter.com/scores.json"
```

```
resp = requests.get(url)
```

```
scores = json.loads(resp.text)
```



JSON Responses

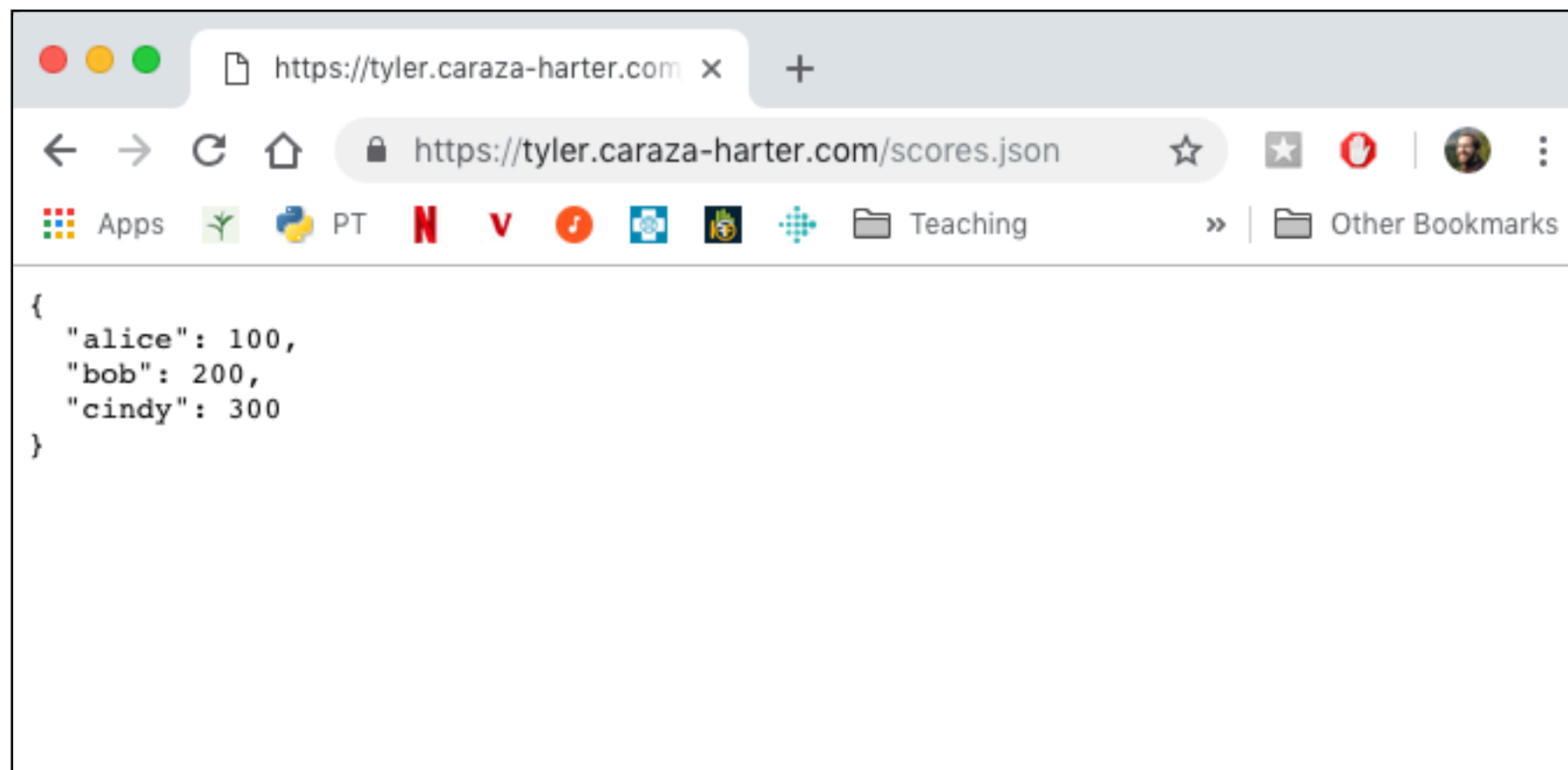
```
import requests,json
```

```
url = "https://tyler.caraza-harter.com/scores.json"
```

```
resp = requests.get(url)
```

```
scores = json.loads(resp.text)
```

```
scores = resp.json() # shortcut
```



Demo 1: State Populations

Goal: fetch population data for all states and provide summary stats

Input:

- List of state files: https://tyler.caraza-harter.com/cs301/spring19/materials/code/lec-30/data/state_files.txt
- The 50 JSON files

Output:

- Stats about population: mean, max, min, etc

```
In [19]: df.describe().astype(int)
```

```
Out[19]:
```

	2000	2010	2015
count	50	50	50
mean	5616996	6162876	6364951
std	6185579	6848235	7152085
min	493782	563626	584304
25%	1735533	1833004	1857308
50%	4026890	4436369	4530803
75%	6281944	6680312	6986155
max	33871648	37253956	38792291

Bonus! "cache" results to make reruns of notebook faster

POST Request

```
import requests
```

```
url = "..."
```

```
requests.post(url, data)
```

POST Request

```
import requests
```

```
url = "..."
```

```
requests.post(url, data)
```



data to upload

Demo 2: Score Keeper

Goal: use POSTs and GETs to keep track of scores

Server Setup:

- `pip install flask`
- download <https://raw.githubusercontent.com/tylerharter/caraza-harter-com/master/tyler/cs301/spring19/materials/code/lec-30/scores.py>
- run this: `python scores.py`
- open `http://127.0.0.1:8080/` in web browser
- see code examples

to view scores:

GET IP:PORT/scores

to record score:

POST a player name to IP:PORT/scores