

#Http

HyperText transfer protocol

Versions HTTP/0.9 & HTTP/1.0

⇒ Terminologies

① Connection

Virtual circuit between 2 programs.

② message ⇒

Basic block of data & from which we transfer the data

③ Request ⇒ HTTP request is request from client to server for particular task

④ Response ⇒ It is basically reply from the server for request from client

⑤ Resource ⇒ Resources are basically services provided by the server & can be in any format (Different type of Data)

⑥ Representation

⑦ Entity

⑧ The information transferred as payload of a request or response. It consist

meta-information

⑦ Representation

An entity included with a response that is subject to content negotiation. There can be multiple type of Representation

⑧ Variant

There are more than one representation's & Each representation is called as variant

⑨ Client

A program that established ~~on~~ connections for the purpose of sending

⑩ User agent

The client which initiate request are called as user agent

⑪ Server

The application programme that accept connection & send back response. Any programme can be act as client & server. As

→ main server is basic server

→ Any servers may act as origin server, proxy gateway, or tunnel, & switching behaviour

Date

⑫ origin server
the server on which a given resources reside
is to be created

⑬ proxy

an intermediary programme which acts as
both a server and client for purpose
of making request on behalf of other
clients

⑭ gateway

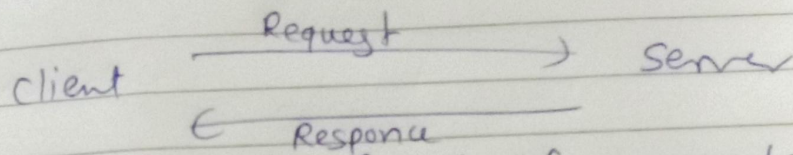
A server which acts as intermediary to
other server, unlike proxy, a gateway receive
requests as if it is were origin
service, a gateway receive request as if
it were the origin server for requested
resources

⑮ tunnel

⑯ ⇒ cache

⑰

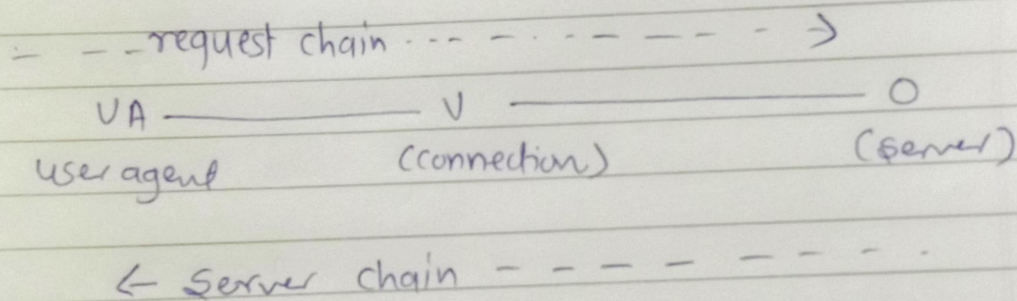
HTTP overall operation



client & server talk in format of requests & responses

⇒ client send the request to server in form of the request methods, URI & Protocol version followed by MIME-like message containing requests.

chain of Http Connection



⇒ the chain can be enlarged with multiple intermediate servers & some server can also act as the client to another server

⇒ So there are many attributes there like tunnel

⇒ HTTP connect → TCP/IP connection

⇒ the implementations are there about HTTP/0.9, these are basically small small upgrades & these go forward & that is web we have