**HTTP:**

The Hypertext Transfer Protocol (HTTP) is an application-level protocol for distributed, collaborative, hypermedia information systems.

This is the foundation for data communication for the World Wide Web .

HTTP is a generic and stateless protocol which can be used for other purposes as well using extensions of its request methods, error codes, and headers.

**HTTP METHODS:**

HTTP defines a set of request methods to indicate the desired action to be performed for a given resource.

Each of them implements a different semantic, but some common features are shared by a group of them: e.g. a request method can be safe, idempotent, or cacheable.

http methods are case sensitive they must be in uppercase.

**GET**

The GET method is used to retrieve information from the given server using a given URI. Requests using GET should only retrieve data and should have no other effect on the data.

**HEAD**

The HEAD method is functionally similar to GET, except that the server replies with a response line and headers, but no entity-body. The following example makes use of HEAD method to fetch header information about hello.htm:

**POST**

The POST method is used to submit an entity to the specified resource, often causing a change in state or side effects on the server.

**PUT**

The PUT method replaces all current representations of the target resource with the request payload.

**DELETE**

Removes all current representations of the target resource given by a URI.

**CONNECT**

The CONNECT method establishes a tunnel to the server identified by the target resource.

**OPTIONS**

The OPTIONS method is used to describe the communication options for the target resource.

**TRACE**

The TRACE method performs a message loop-back test along the path to the target resource.

**PATCH**

The PATCH method is used to apply partial modifications to a resource.