



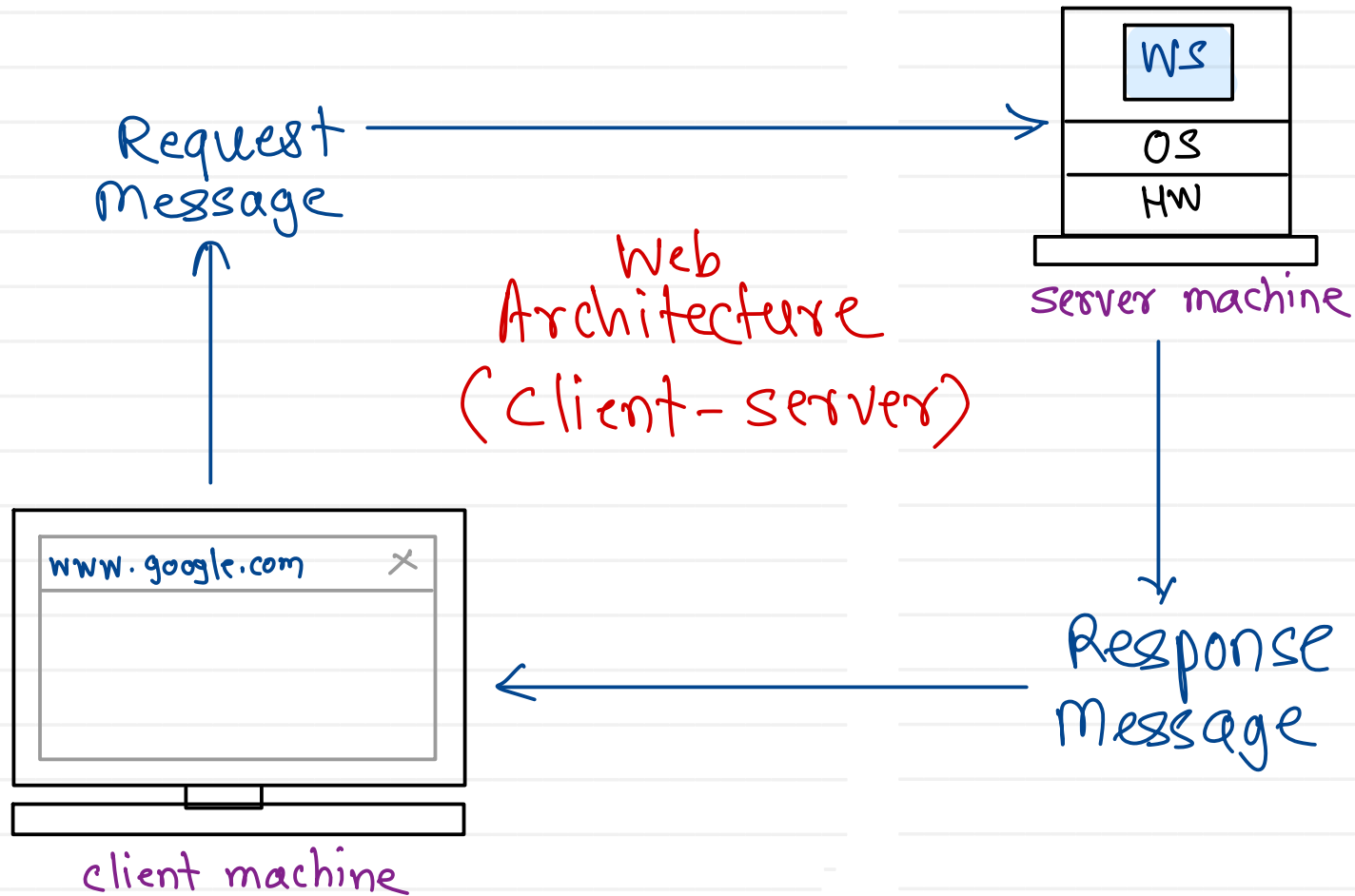
Sunbeam Institute of Information Technology

Pune and Karad

Module – Internet of Things (IoT)

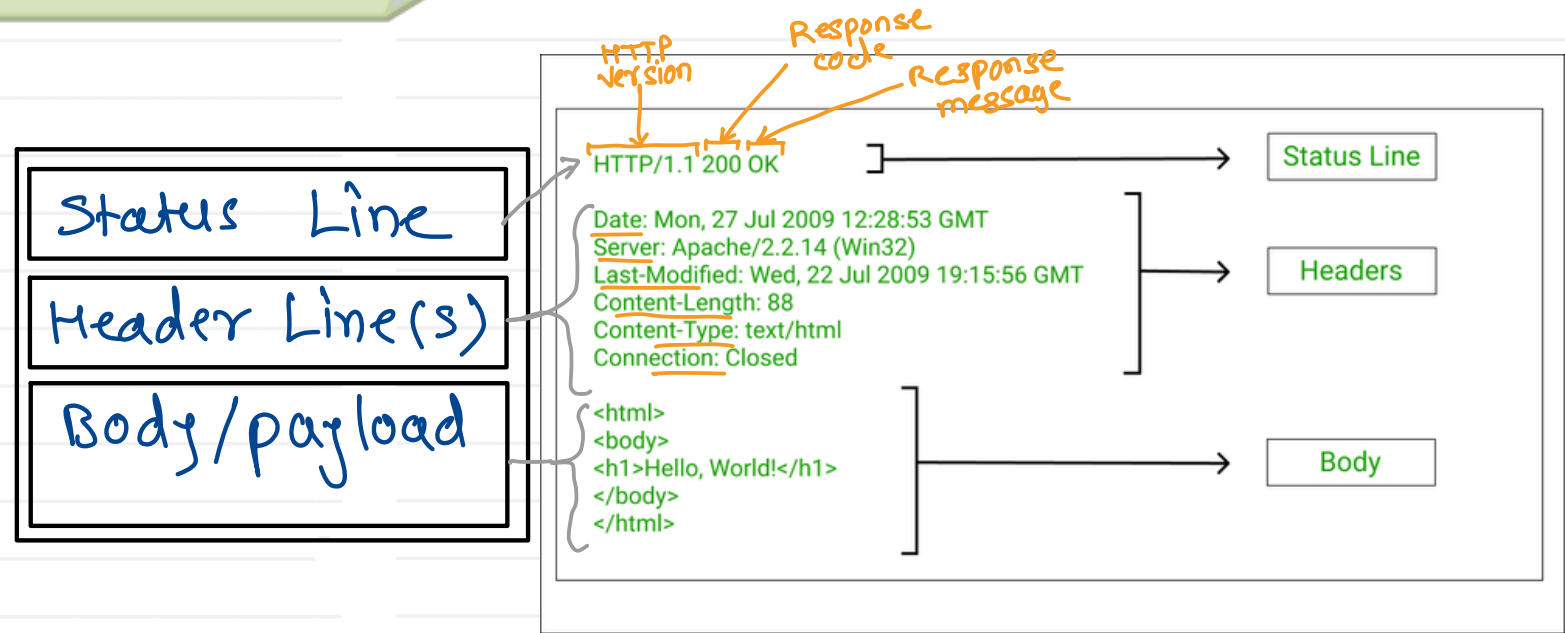
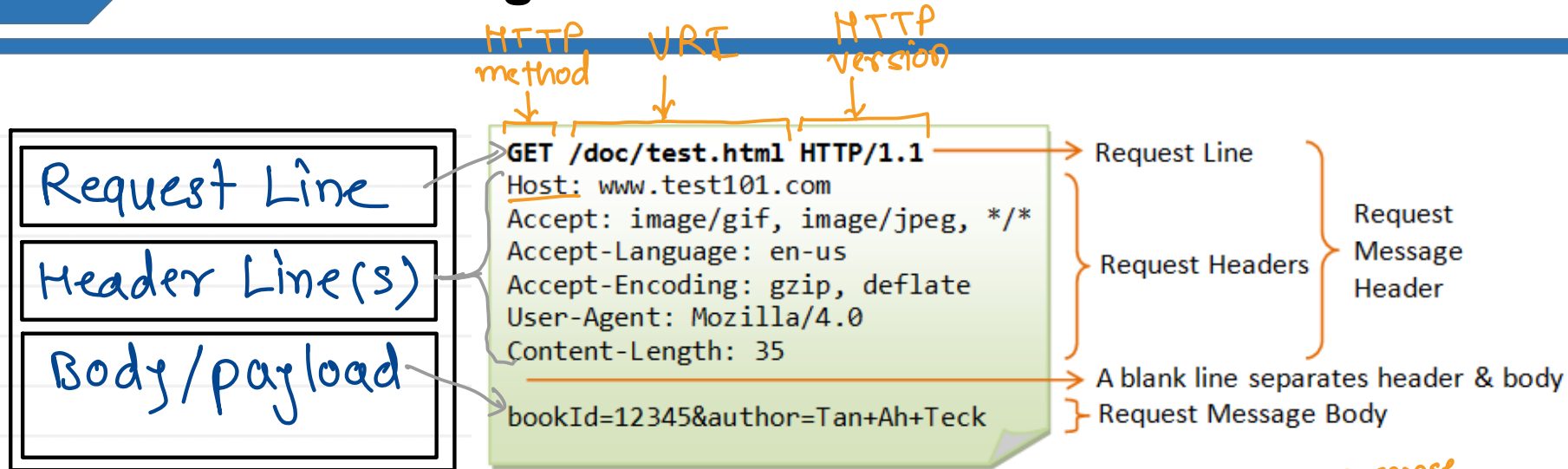
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- **HTTP (Hypertext Transfer Protocol)**
- **protocol** of the Internet, enabling the transfer of data between a client and a server
- HTTP is a generic and stateless protocol which can be used for other purposes as well using extensions of its request methods, error codes, and headers.
- **Evolution:**
 - **HTTP/0.9 (1991):** supported only GET method
 - **HTTP/1.0 (1996):** supported many other request methods such as POST, PUT, DELETE, etc
 - **HTTP/1.1 (1997):** offered various new improvements such as pipelining, persistent connections, efficient caching and additional header fields
 - **HTTP/2 (2015):** various performance improvements, like, header compression, multiplexing, and server push which helped in reducing the latency
 - **HTTP/3 (2020):** latest and currently most used version of HTTP. It aims to improve the performance on unreliable networks.

HTTP Messages



http://www.google.com

https://www.test.com/login

http://actsfeedback.org/student/login

http://172.18.0.7/exam

http://172.18.0.7:2010/- - -

- ① protocol — http/https
- ② server ip/ domain name
- ③ port
- ④ path of Resource (URI)

POST - Create
GET - Retrieve
PUT - Update
DELETE - Delete

1xx - information
2xx - Success
3xx - redirection
4xx - client error
5xx - server error

1. Uniform Interface
2. Client server architecture
client - user interface
server - data processing
3. Stateless
4. Cacheable
5. Layered architecture
MVC Design pattern
6. Code on Demand



Thank you!!!

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