



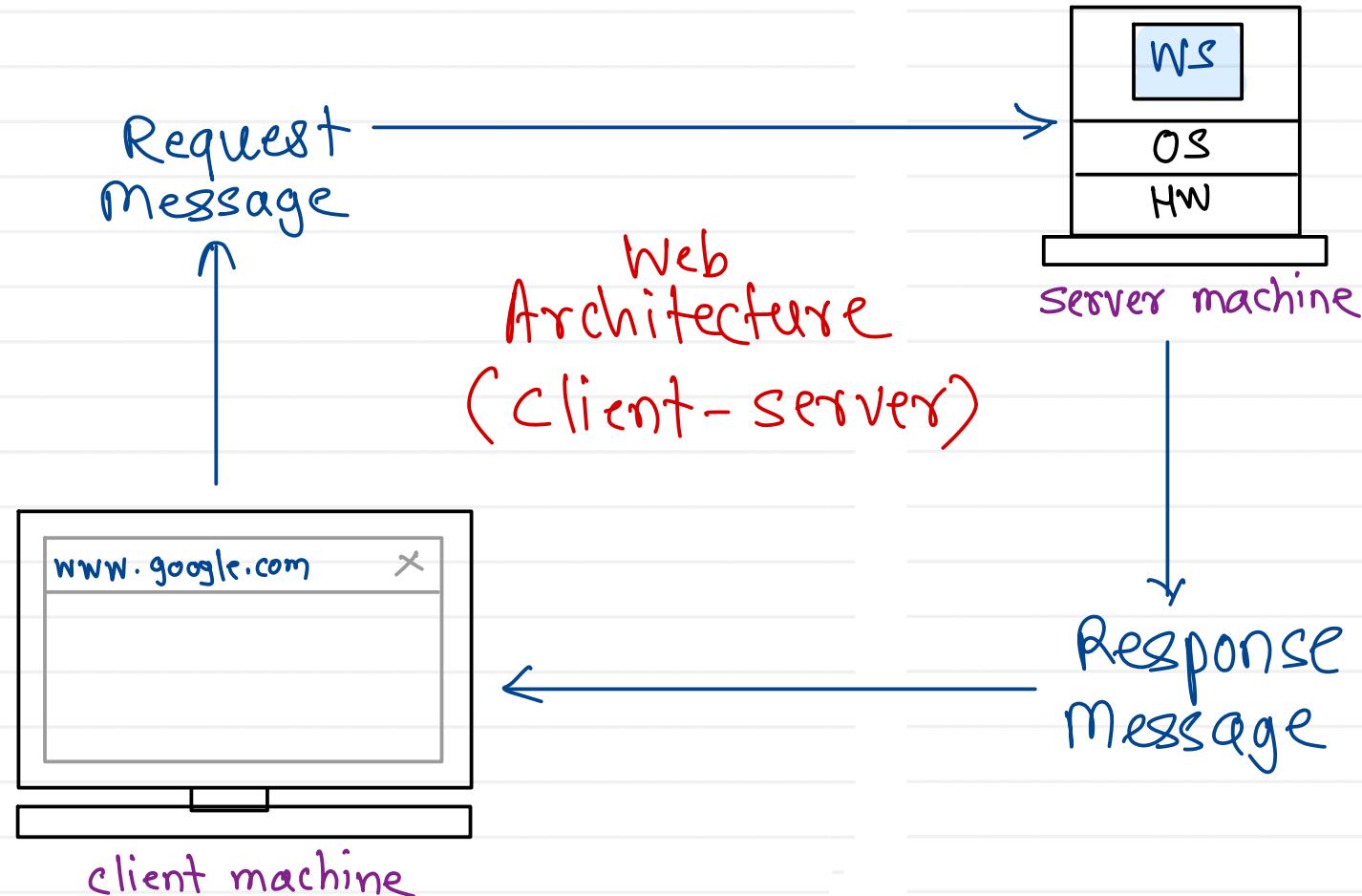
# **Sunbeam Institute of Information Technology**

## **Pune and Karad**

### **Module – Internet of Things (IoT)**

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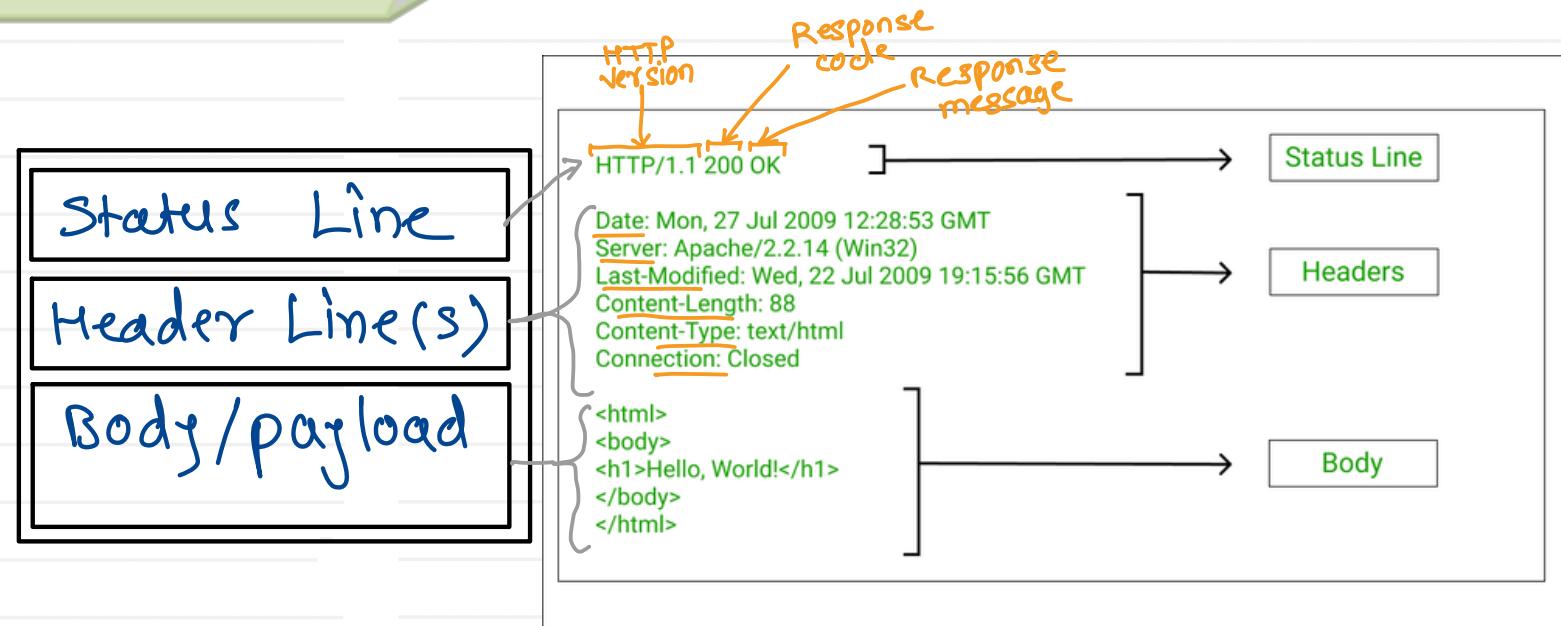
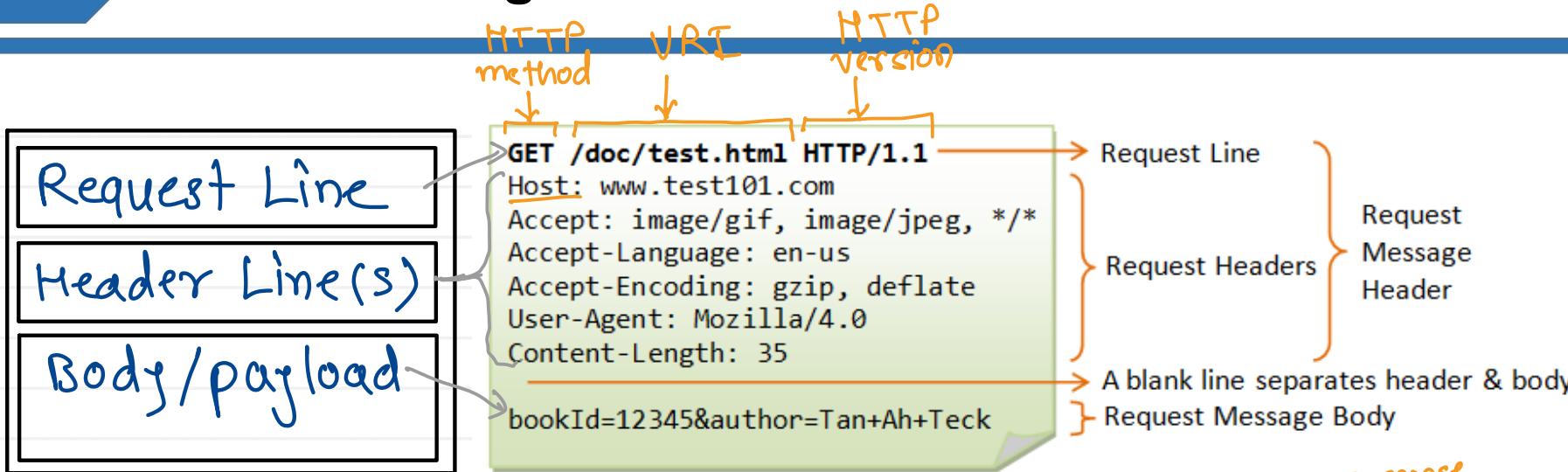
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- **HTTP (Hypertext Transfer Protocol)**
- **protocol** of the Internet, enabling the transfer of data between a client and a server
- HTTP is a generic and stateless protocol which can be used for other purposes as well using extensions of its request 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 - URL

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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