# Backend Fundamental

Thinc - First Act

# Agenda

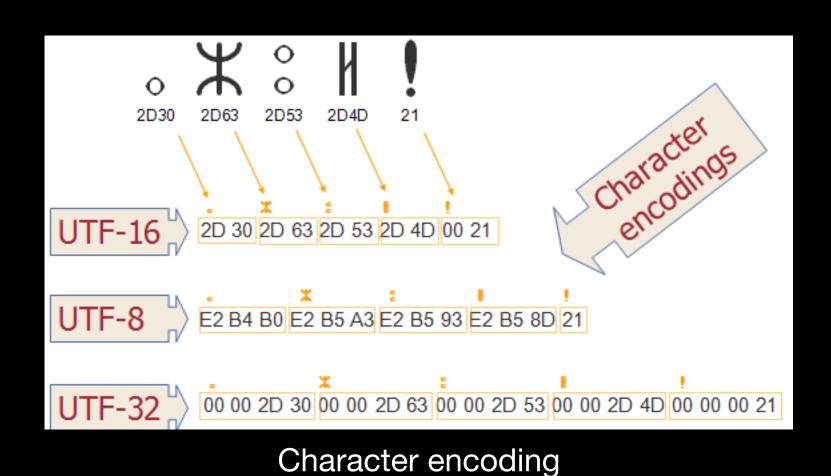
- Learn what is "HTTP Request"
- Implement basic backend server
  - Authorization header
  - Middleware

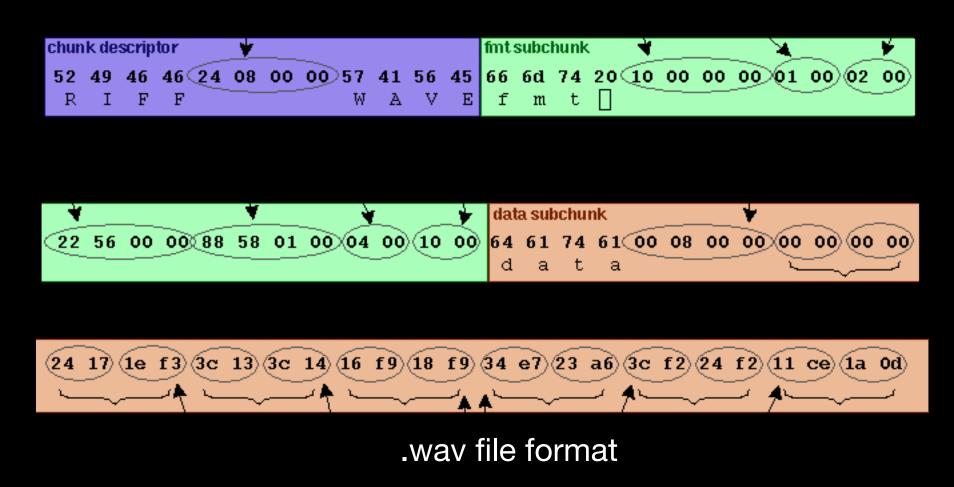
### Let's start with these facts

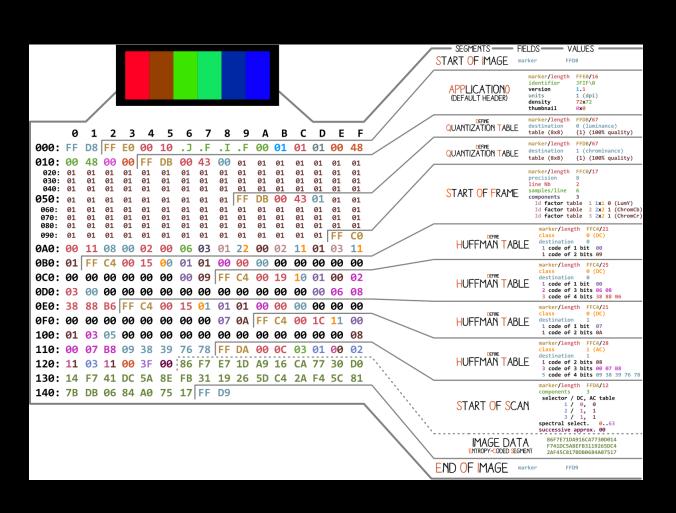
- 1. Computer can *talk* to each other by sending <u>sequence of 0 and 1</u> (data) if they can access each other and they're
- 2. Server is just a fancy word for computer that has different purpose

# What can sequence of 0 and 1 do?

- These bits can mean anything, it is just a representation.
- There're endless possibility of how people defining what does each sequence of bit mean and there's no correct way, so there're methods of interpreting these data.







.jpg file format

### In fact, this is really similar to what happen in Linguists.

Computer	Linguists	Description		
Data	Phoneme (How to pronounce words)	Same (data/phoneme) has different meaning depends on (encoding/language).		
Encoding	Language	People use (encoding/language) that previous generation have created.		
Software	Book	If (encoding/language) changes, the (software/book) can be misinterpreted.		

<sup>[1]:</sup> One different is that encoding/protocol is clearly defined in their specification, so they do not change over time unlike language. (They evolve using versioning instead)

## Where are we going?

- There's nothing special about utf-8, every people seem to agree that this encoding makes sense and build their stuff upon it.
- It does not have to be "the best" or "optimal".

# HTTP (HyperText Transfer Protocol)

- All of websites use this method to send you what they want to send.
- An engineer team (IETF) has developed standard for HTTP request.



# HTTP (HyperText Transfer Protocol)

#### What

Client (you) send HTTP Request to server.

#### When

Every time you want any data from the server.

#### Where

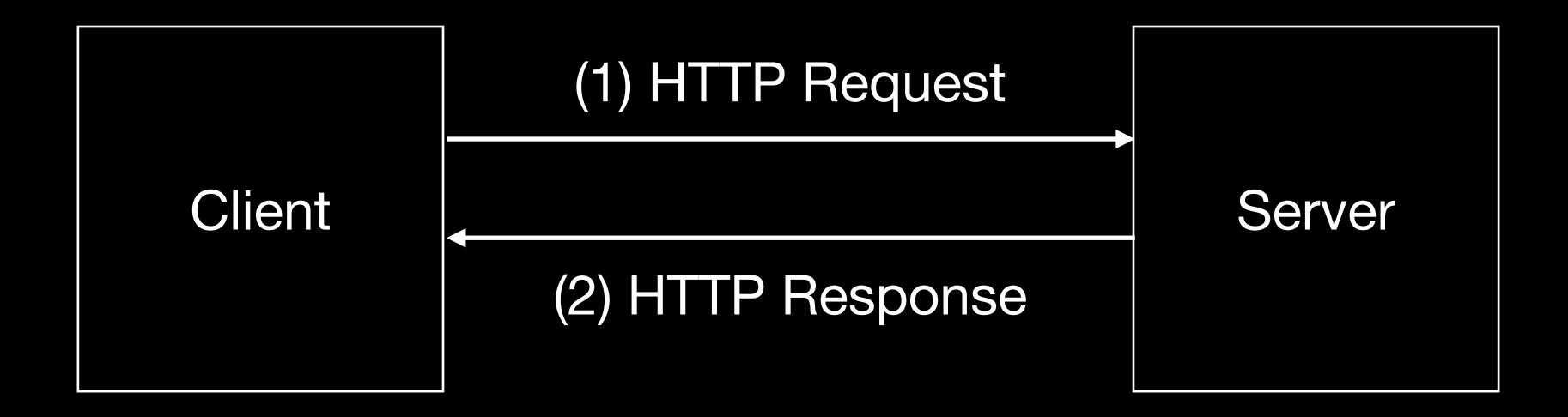
From your browser to their server.

### Why

To get data you want.

# HTTP (HyperText Transfer Protocol)

### Flow



There're a lot of information in the specification (by lot I mean 175 pages for HTTP/1.1 which is reference for the presentation).

So, I'm going to show only important parts.

- Request-Line
- Header
- Message Body

<u>Ref</u>

#### Status Line: Method

- Use to tell action
  - GET → Retrieve
  - POST → Create
  - PUT → Edit
  - DELETE → Delete
- POST, PUT usually have message body

#### Status Line: URI

- Use to tell where to find resource
- Consist of path + query in format {path}?{query1}&{query2}&...&{queryN}
- Each query is pair of key and value
- Client can send zero or more query, each query separated by '&'
- This form dictionary

#### /watch?v=dQw4w9WgXcQ&t=4

[1] I am unable to find specification for query as dictionary, this is the best I can find. "However, as query components are **often** used to carry identifying information in the form "key=value" pairs and ...". [ref]

Maybe, this dictionary is non-standard use of query. But people seem to widely accepted it.

[2] I think [1] make senses because I never find a *conventional* insert array as query.

#### Headers

- Tell metadata of the request
- Important header (for today)
  - Authorization
    - To tell which user is performing the action.
    - Example "Authorization: Basic QWxhZGRpbjpvcGVuIHNlc2FtZQ==" [ref]

### HTTP Request Example

```
$ curl -v 'www.youtube.com/watch?v=dQw4w9WgXcQ'
* Trying 2404:6800:4016:803::200e:80...
* Connected to www.youtube.com (2404:6800:4016:803::200e) port 80 (#0)
> GET /watch?v=dQw4w9WgXcQ HTTP/1.1
> Host: www.youtube.com
> User-Agent: curl/7.85.0
> Accept: */*
```

- My DNS resolver happens to resolve to IPv6
- Port 80 is default for HTTP, HTTPS is beyond scope of the lecture :o
- Request header section ends with 'CRLFCRLF'

- Status-Line
- Header
- Message Body

<u>Ref</u>

#### Status Line: Status Code

- Use to tell status of the request with 3 digit
- [ref]

The first digit of the Status-Code defines the class of response. The last two digits do not have any categorization role. There are 5 values for the first digit:

- 1xx: Informational Request received, continuing process
- 2xx: Success The action was successfully received, understood, and accepted
- 3xx: Redirection Further action must be taken in order to complete the request
- 4xx: Client Error The request contains bad syntax or cannot be fulfilled
- 5xx: Server Error The server failed to fulfill an apparently valid request

#### Status Line: Status Code

- Common status code
  - 200 OK
  - 201 Created
  - 301 Moved Permanently → Redirection
  - 400 Bad Request → The request is malformed
  - 401 Unauthorized → User has not login
  - 403 Forbidden → User login, but does not have enough permission
  - 404 Not Found

```
$ curl -v google.com
-- (HTTP Request) --
< HTTP/1.1 301 Moved Permanently
< Location: http://www.google.com/
-- (Irrelevant) --</pre>
```

google.com tell client to send request to www.google.com instead

#### Headers

- Tell metadata of the request
- Important header (for today)
  - Content-Type
    - tell how to body should be interpreted/parsed
    - This are call MIME type
    - Common MIME type
      - text/html, text/css, application/json, application/xml
      - image/{png,jpeg,svg}

# HTTP Response Example

```
$ curl -v jsonplaceholder.typicode.com/todos/1
- (HTTP Request) -
< HTTP/1.1 200 OK
< Date: Fri, 06 Oct 2023 20:46:21 GMT
< Content-Type: application/json; charset=utf-8
< Content-Length: 83
- (Irreverent headers) -
< alt-svc: h3=":443"; ma=86400
<
{
    "userId": 1,
    "id": 1,
    "title": "delectus aut autem",
    "completed": false
}</pre>
```

- 'Content-Type' header match the response body format
- Response header section ends with 'CRLFCRLF'

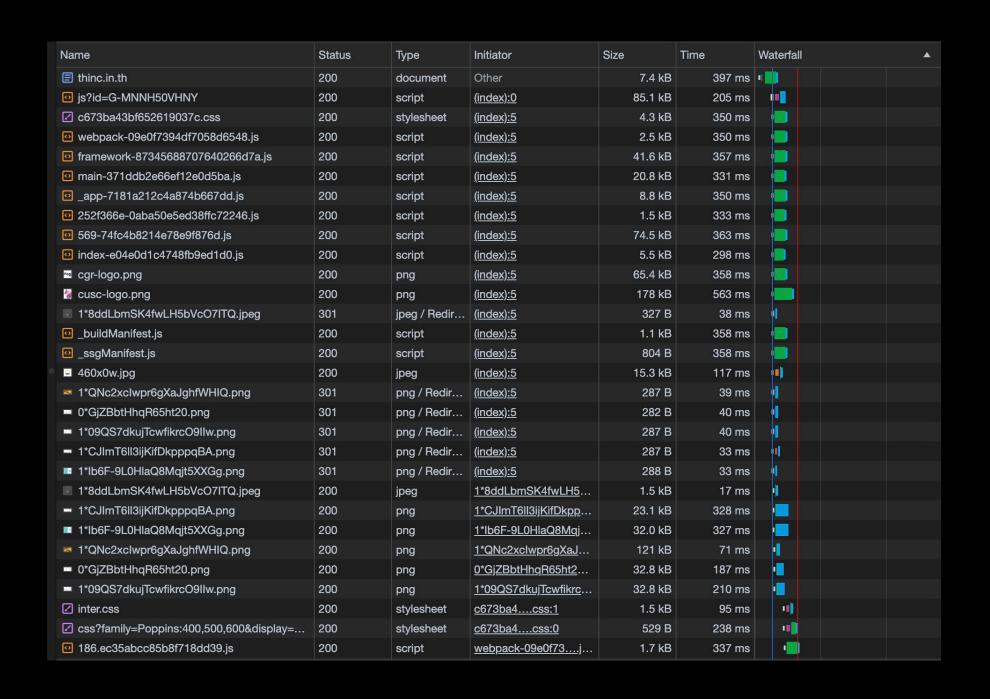
# Why are there are a lot of requests?

Name	Status	Туре	Initiator	Size	Time	Waterfall
<b>■</b> thinc.in.th	200	document	Other	7.4 kB	397 ms	• <b>  •  </b>
js?id=G-MNNH50VHNY	200	script	<u>(index):0</u>	85.1 kB	205 ms	••
☑ c673ba43bf652619037c.css	200	stylesheet	<u>(index):5</u>	4.3 kB	350 ms	<b>100</b>
webpack-09e0f7394df7058d6548.js	200	script	<u>(index):5</u>	2.5 kB	350 ms	<b>.</b>
☑ framework-87345688707640266d7a.js	200	script	<u>(index):5</u>	41.6 kB	357 ms	<b>.</b>
main-371ddb2e66ef12e0d5ba.js	200	script	<u>(index):5</u>	20.8 kB	331 ms	· ·
	200	script	<u>(index):5</u>	8.8 kB	350 ms	
	200	script	<u>(index):5</u>	1.5 kB	333 ms	III
569-74fc4b8214e78e9f876d.js	200	script	<u>(index):5</u>	74.5 kB	363 ms	<b>.</b>
index-e04e0d1c4748fb9ed1d0.js	200	script	<u>(index):5</u>	5.5 kB	298 ms	
□ cgr-logo.png	200	png	<u>(index):5</u>	65.4 kB	358 ms	<b>100</b>
🛮 cusc-logo.png	200	png	<u>(index):5</u>	178 kB	563 ms	
1*8ddLbmSK4fwLH5bVcO7ITQ.jpeg	301	jpeg / Redir	<u>(index):5</u>	327 B	38 ms	
_buildManifest.js	200	script	<u>(index):5</u>	1.1 kB	358 ms	· · · · · · · · · · · · · · · · · · ·
	200	script	<u>(index):5</u>	804 B	358 ms	
□ 460x0w.jpg	200	jpeg	<u>(index):5</u>	15.3 kB	117 ms	•1:
1*QNc2xclwpr6gXaJghfWHIQ.png	301	png / Redir	<u>(index):5</u>	287 B	39 ms	
<ul><li>0*GjZBbtHhqR65ht20.png</li></ul>	301	png / Redir	<u>(index):5</u>	282 B	40 ms	
1*09QS7dkujTcwfikrcO9IIw.png	301	png / Redir	<u>(index):5</u>	287 B	40 ms	
<ul><li>1*CJImT6ll3ijKifDkpppqBA.png</li></ul>	301	png / Redir	<u>(index):5</u>	287 B	33 ms	4
1*lb6F-9L0HlaQ8Mqjt5XXGg.png	301	png / Redir	<u>(index):5</u>	288 B	33 ms	
■ 1*8ddLbmSK4fwLH5bVcO7ITQ.jpeg	200	jpeg	1*8ddLbmSK4fwLH5	1.5 kB	17 ms	1
1*CJImT6ll3ijKifDkpppqBA.png	200	png	1*CJImT6II3ijKifDkpp	23.1 kB	328 ms	
■ 1*lb6F-9L0HlaQ8Mqjt5XXGg.png	200	png	1*lb6F-9L0HlaQ8Mqj	32.0 kB	327 ms	
1*QNc2xclwpr6gXaJghfWHIQ.png	200	png	1*QNc2xclwpr6gXaJ	121 kB	71 ms	
<ul><li>0*GjZBbtHhqR65ht20.png</li></ul>	200	png	0*GjZBbtHhqR65ht2	32.8 kB	187 ms	
■ 1*09QS7dkujTcwfikrcO9IIw.png	200	png	1*09QS7dkujTcwfikrc	32.8 kB	210 ms	
☑ inter.css	200	stylesheet	c673ba4css:1	1.5 kB	95 ms	- 01
css?family=Poppins:400,500,600&display=	200	stylesheet	c673ba4css:0	529 B	238 ms	100
	200	script	webpack-09e0f73j	1.7 kB	337 ms	

# Why are there are a lot of requests?

What really happens is

- 1. When you go to thinc.in.th, your browser send *HTTP Request* to thinc.in.th
- 2. It detects that the response of the request is HTML (using `Content-Type` Header)
- 3. It renders the page as HTML
- 4. The rendered HTML need to make more request to the server. e.g., it need to fetch css, picture, or even more script to run on for the website.



# Time for implementation!!!

### Vote app

#### Specification

- App should have rate limit of 10 requests per ip per 10 seconds
- Status code and message is not strict but should return as appropriate.
- Persistence is not required.

# Time for implementation!!!

### Vote app

Specification

- GET /vote
  - Return object of vote score
  - Example: {"A": 5, "B": 6, "C": 7}
- GET /health
  - For health checking (check that app is up and running)

# Time for implementation!!!

### Vote app

Specification

- POST /vote
  - Use basic authorization with user = student id, no need to check password.
    - Example: "Authorization: MTIzNDU2Nzg5MDo=" # user: '1234567890'
  - Body is specify in this format
    - {"vote": "choiceA"}
  - Don't forget to add 'Content-Type' header
  - User can only vote once, if there's more attempt to vote return 409 Conflict

# Next step 1

### Configuration

Your app should be configurable using any method that is not hard-coded.

# Next step??

- Router
- Serve static file
- Caching (header)
- Authentication

# API Design

Yeah yeah, I can create these endpoints (or can you?), But how do I "design" it

Follow these guidelines

RESTful web API design

### What next??

Choose 1 topic 🙊

- Deployment + Docker → How to deploy your app
- Database + ORM → How to persist your data
- TLS + DNS (https) → How to make your website https://\_\_\_.com
- Git + CI/CD→ How to work with other people