

HTTP Protocol

HTTP

SoftUni Team
Technical Trainers



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#java-web

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Web Application

What is a Web Application?

What is a Web Application?

- **Web application** is a program accessible over the **web**
- System that receives **web requests** (e.g. HTTP)
- Sends **web responses** (e.g. HTTP)



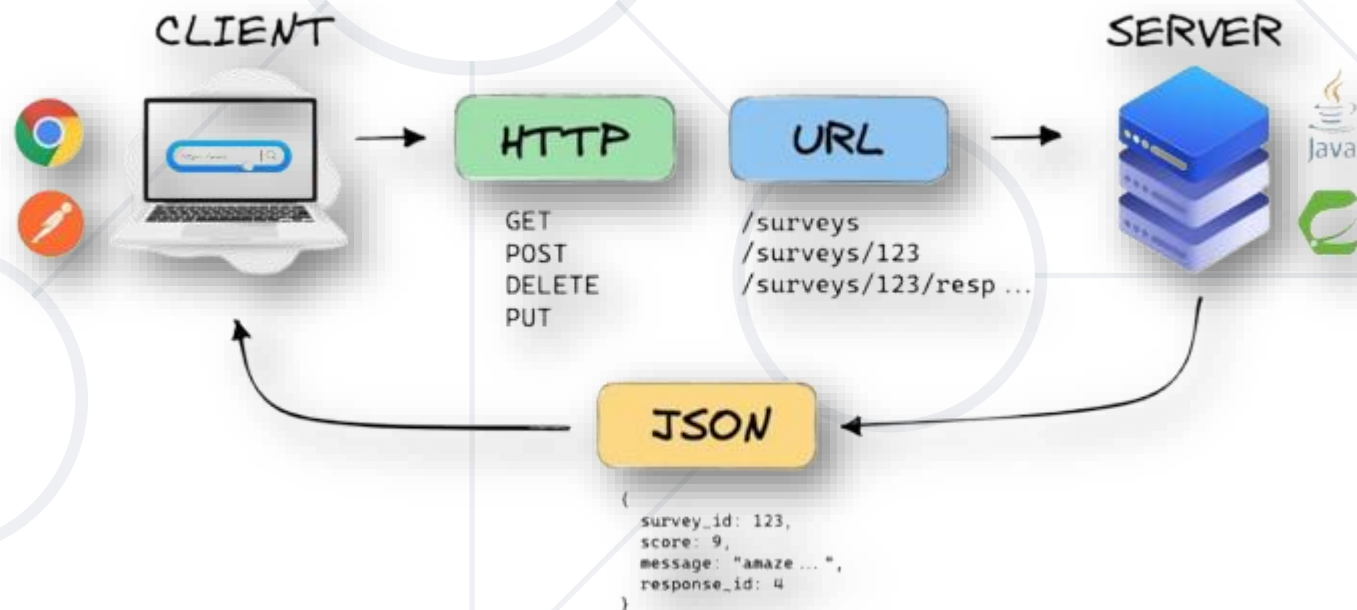
How Does It Work?



- The **client** (web browser) sends an **HTTP request** to access a resource (e.g., a webpage)
- The **web application** receives the request
- **Processes** the request
- A **response** (e.g., HTML, JSON) **is sent back** to the client

Client vs. Server

- **Client:** Initiates requests (e.g., a browser, Postman)
- **Server:** Responds to requests, providing data or resources

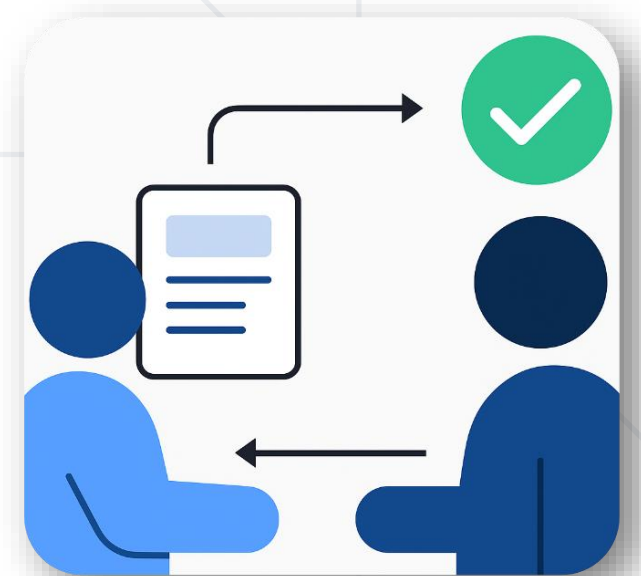


A background network diagram consisting of a central dark blue circle with the text 'HTTP' in white. Surrounding this central circle are several smaller, light gray circles connected by thin gray lines, forming a web-like structure. The lines and circles are arranged in a way that suggests a global network or data flow.

HTTP

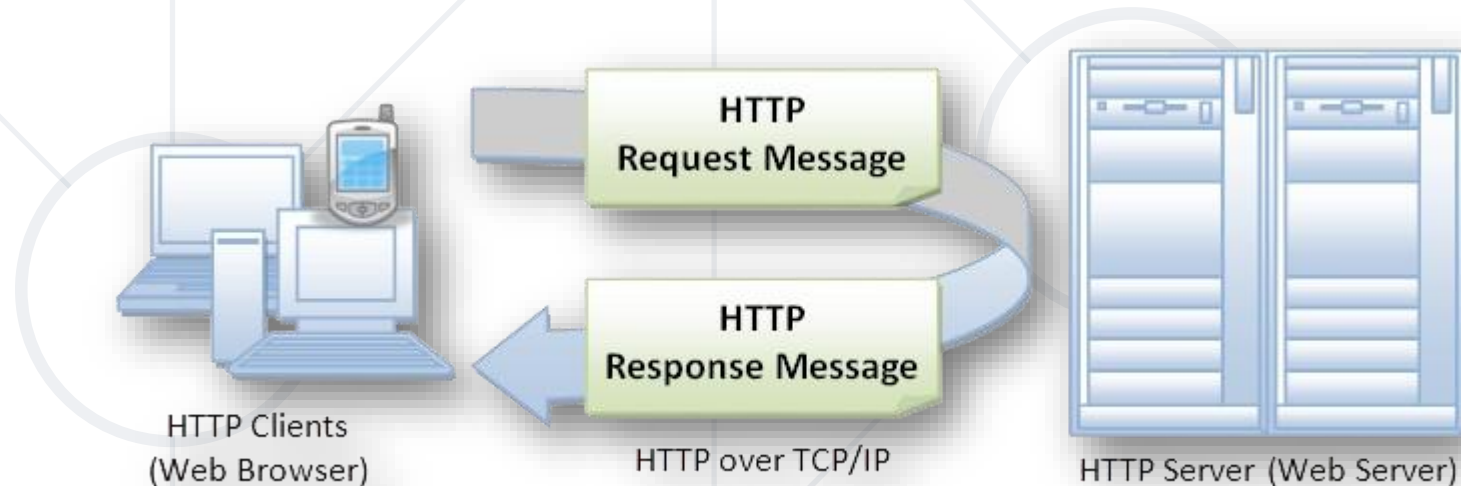
HyperText Transfer Protocol

- To communicate effectively, both sides must follow a shared **format and rules** - this prevents chaos and misunderstandings
- **Examples:**
 - University application (form, documents)
 - Job application (CV, cover letter)
 - Sending a delivery (address, order details)



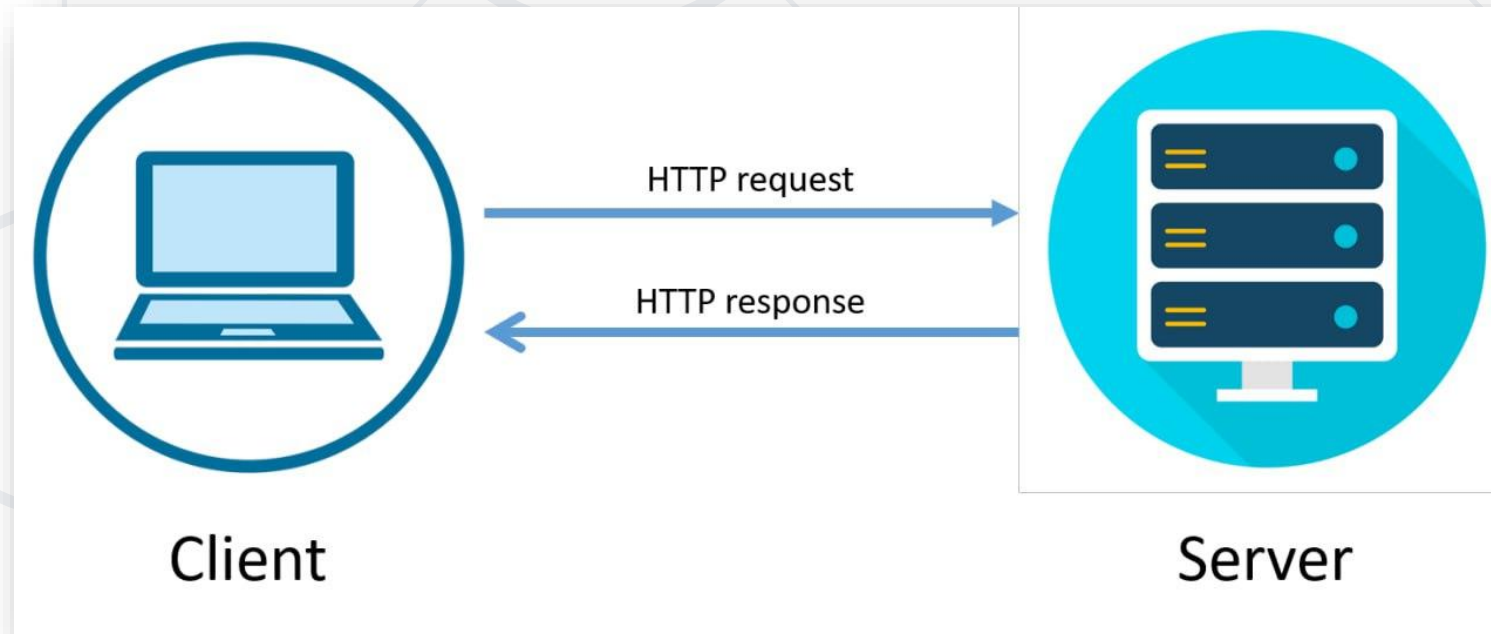
What is HTTP?

- **HyperText Transfer Protocol** The foundational protocol for web communication
- Easy way of sending **requests** and **responses** in a structured way between clients and servers



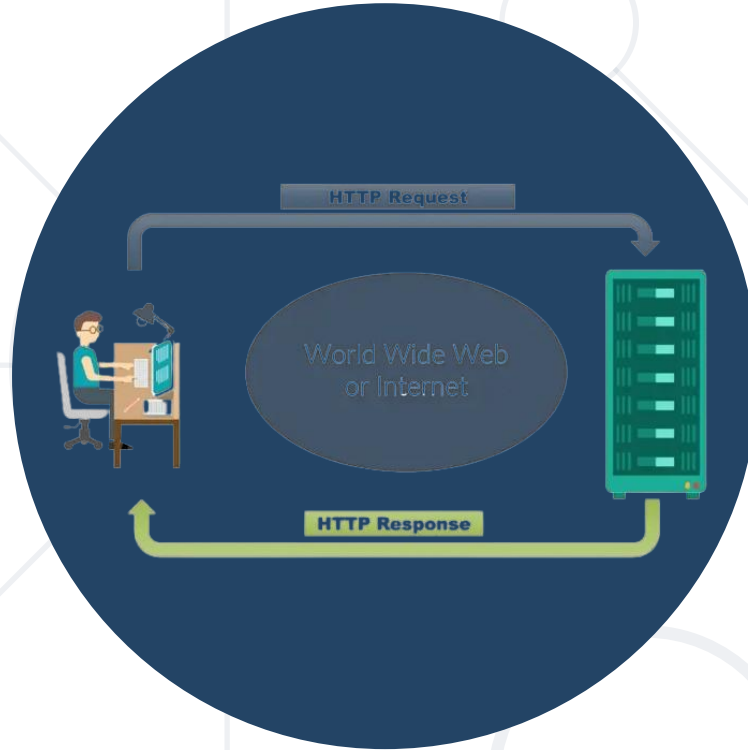
How Does It Work?

- **Client sends** an HTTP **request** to access a resource
- **Server** receives the request and **returns a response**
- Communication happens over **IP**



Is HTTP the Only Way?

- **No! Alternatives include:**
 - **WebSocket:** Real-time bidirectional communication
 - **gRPC:** For efficient communication between services
 - **FTP:** File transfer protocol
 - Just HTTP is a convenient way to build a web application communication



HTTP Request and Response

HTTP Request and Response

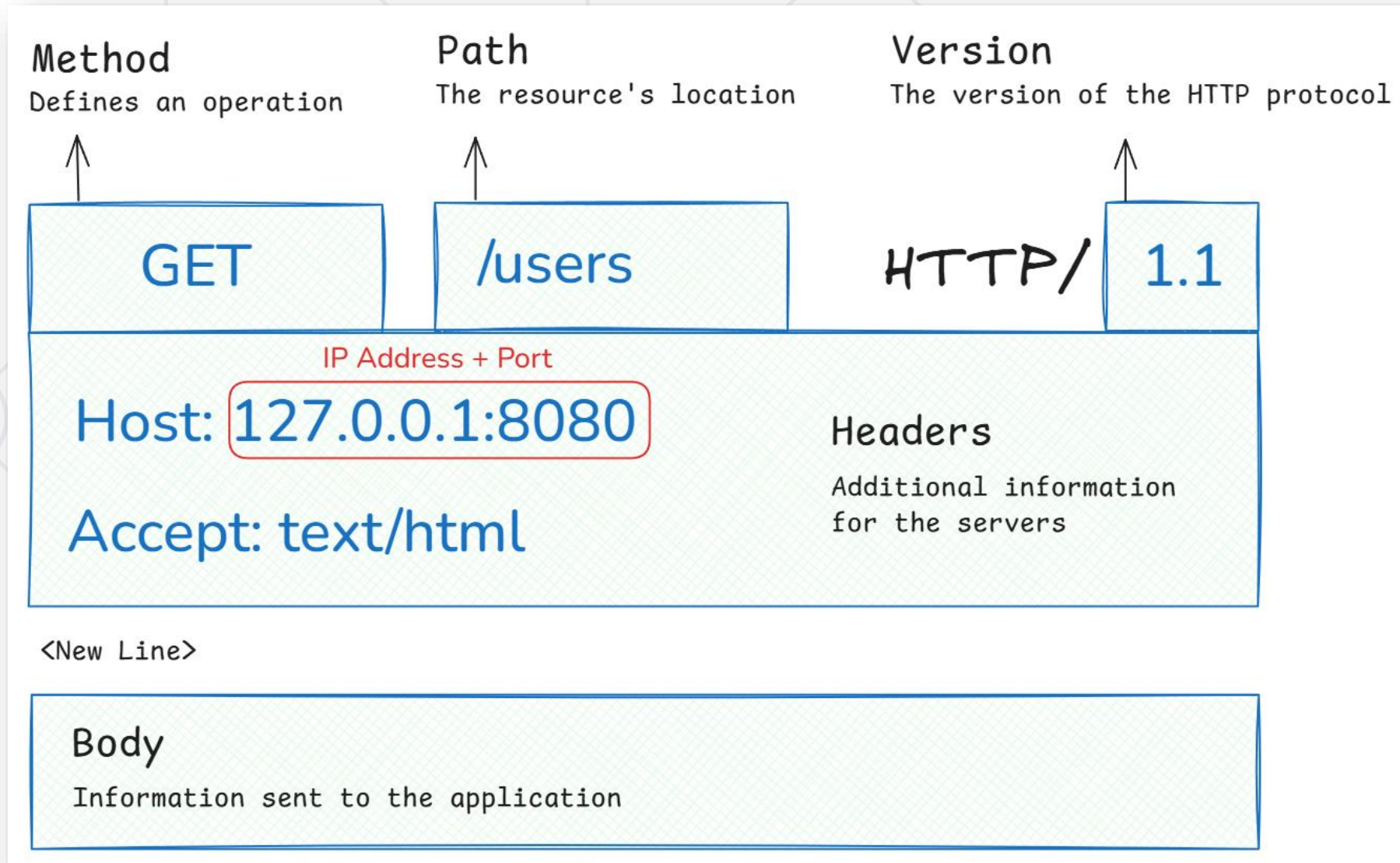
- **HTTP Request:** Sent by the client, asking for a resource



- **HTTP Response:** Sent by the server, providing the resource



HTTP Request Structure



HTTP GET Request – Example

- Example of HTTP **GET** request:

```
GET /products/42 HTTP/1.1  
Host: 192.168.1.100:8080
```


HTTP POST Request – Example

- Example of HTTP **POST** request:

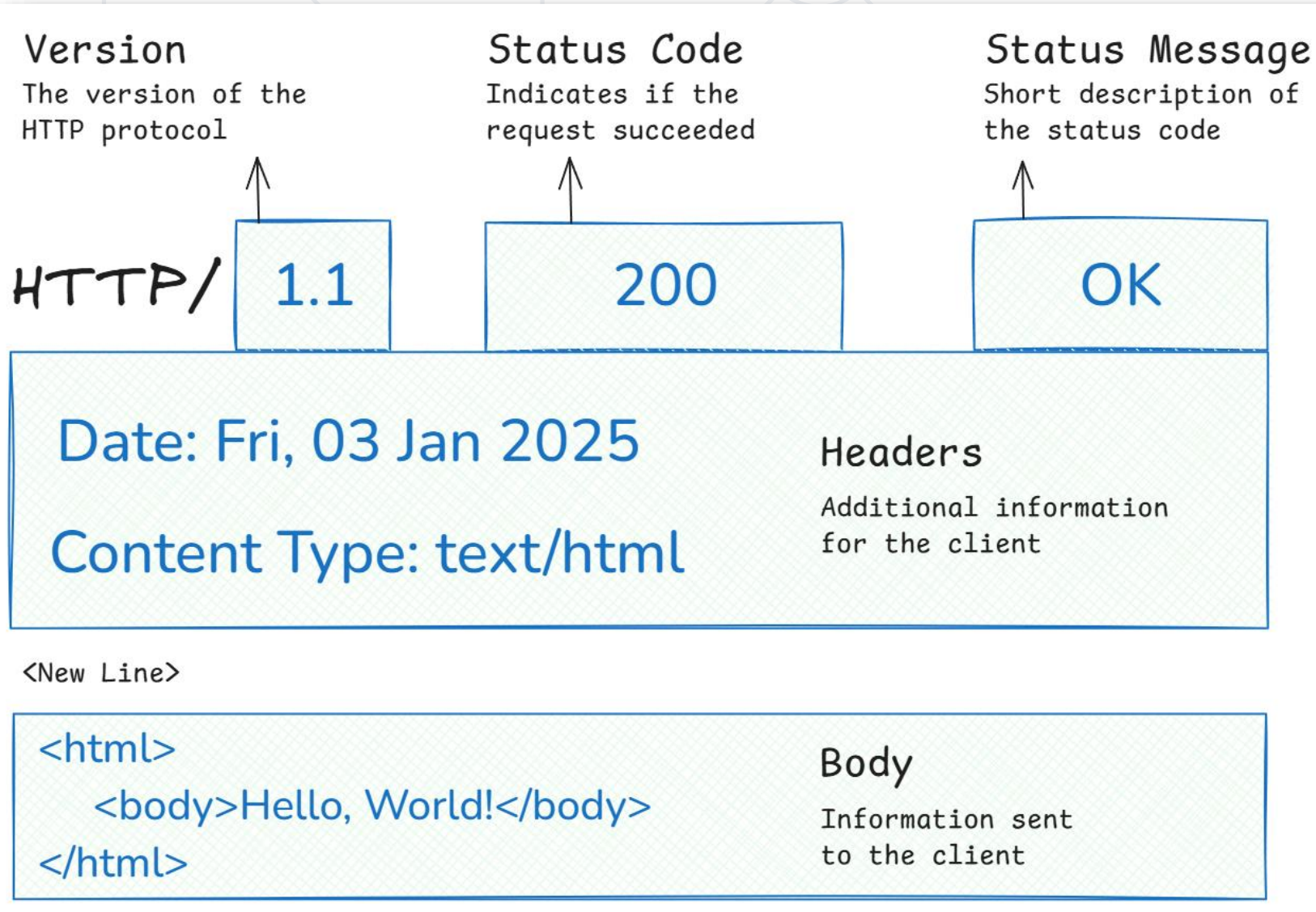
```
POST /orders HTTP/1.1
```

```
Host: 192.168.1.100:8080
```

```
Content-Type: application/json
```

```
{  
  "productId": 42,  
  "quantity": 2,  
  "deliveryMethod": "standard"  
}
```

HTTP Response Structure



HTTP Response – Example

- Example of HTTP **response** from the Web server:

```
HTTP/1.1 200 OK
```

```
Date: Sat, 31 May 2025 13:20:00 GMT
```

```
Content-Type: application/json
```

```
{  
  "id": 42,  
  "name": "Whey Protein",  
  "price": 29.99,  
  "available": true  
}
```

HTTP Error Response – Example

- Example of **HTTP response** with error result:

```
HTTP/1.1 404 Not Found
```

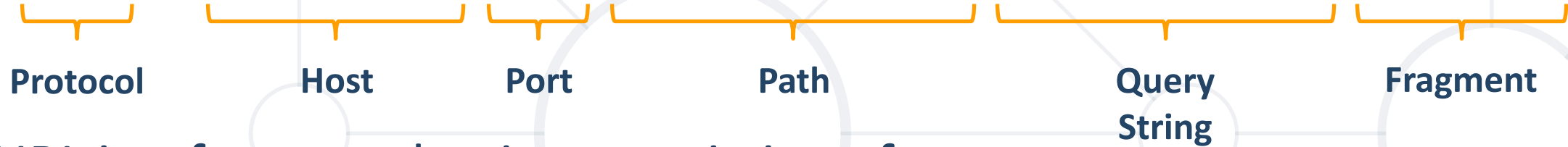
```
Date: Sat, 31 May 2025 13:21:00 GMT
```

```
Content-Type: application/json
```

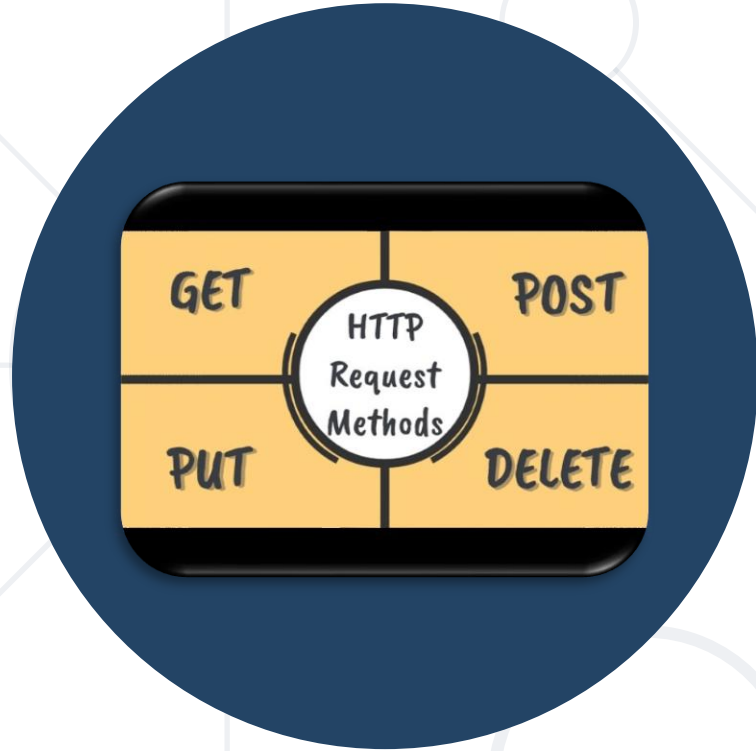
```
{  
  "errorMessage": "Product not found"  
}
```

Uniform Resource Locator (URL)

`http://localhost:8080/demo/index.html?id=27&lang=en#lecture`



- URL is a formatted string, consisting of:
 - Protocol for communicating (**http**, **ftp**, **https**...) – HTTP in most cases
 - Host or IP address (**www.softuni.bg**, **gmail.com**, **127.0.0.1**, **web**)
 - Port (the default port is **80**) – a number in range [0...65535]
 - Path (**/forum**, **/path/index.html**)
 - Query string (**?id=27&lang=en**)
 - Fragment (**#lectures**) – used on the client to navigate to some section



HTTP Methods

Common HTTP Methods



GET

Retrieve a
resource



POST

Create a
resource



PUT

Replace a
resource



PATCH

Update a
resource



DELETE

Delete a
resource

When to Use Each Method

- **POST**: Add a new product to the catalog
 - **Example**: POST /products with product details in the request body
- **GET**: Retrieve all products
 - **Example**: GET /products
- **DELETE**: Remove a product from the catalog
 - **Example**: DELETE /products/123

- HTTP response code classes
 - **1xx**: informational ("**100** Continue")
 - **2xx**: successful ("**200** OK", "**201** Created")
 - **3xx**: redirection ("**304** Not Modified", "**301** Moved Permanently", "**302** Found")
 - **4xx**: client error ("**400** Bad Request", "**404** Not Found", "**401** Unauthorized", "**409** Conflict")
 - **5xx**: server error ("**500** Internal Server Error", "**503** Service Unavailable")



Idempotency

What is Idempotency?

- **Idempotent Methods:**
 - **GET:** Retrieving a resource doesn't change its state
 - **PUT:** Updating a resource results in the same state, regardless of how often it's called
 - **DELETE:** Removing a resource remains the same after multiple attempts
- **Non-Idempotent Methods:**
 - **POST:** Repeated submissions can create duplicate entries or actions
- **Importance**
 - Ensures predictable behavior in network communication



MIME Types

Multi-Purpose Internet Mail Extensions

What are MIME types?

- MIME == Multi-Purpose Internet Mail Extensions
 - Defines the format of data transmitted over the internet
 - Used in HTTP to specify the nature of data in requests and responses
- Used in HTTP through the Content-Type header

```
HTTP/1.1 200 OK
```

```
{Content-Type: application/json}
```



```
{  
  "id": 101,  
  "username": "User123",  
  "email": "user@gmail.com"  
}
```

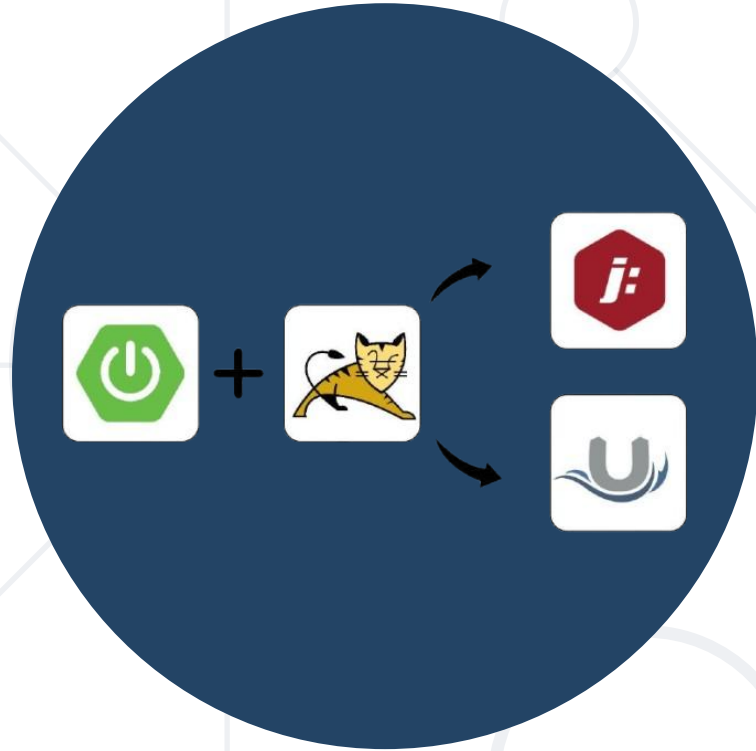
Common MIME Types

MIME Type	Description
application/json	JSON data
image/png	PNG images
image/gif	GIF images
text/html	HTML documents
text/plain	Plain text
text/xml	XML data
video/mp4	MP4 videos
application/pdf	PDF documents

Why MIME Types Matter?

- Helps the browser or client application understand how to **process the content**, it essentially gives the client semantic information about the content
- Ensures **proper rendering** or **handling of data** (e.g., display an image, download a file)





Web Servers

What is a Web Server?

- They are **software components** that handle HTTP requests and responses
- **Java** itself **doesn't** know how to process HTTP requests
- **Java** applications **require** a **web server** like Tomcat, Jetty, or Undertow to handle HTTP communication

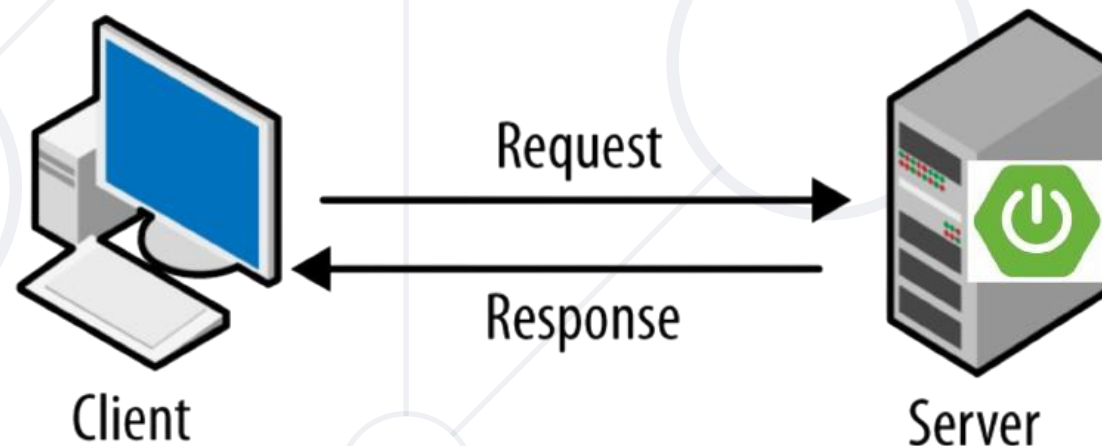
- Web servers are **not part of** the standard Java distribution (**Java SE**)
- They are **installed manually** on our machines
- Manual **configuration** and **deployment** is required (e.g. **.war** files)

Examples of Web Servers

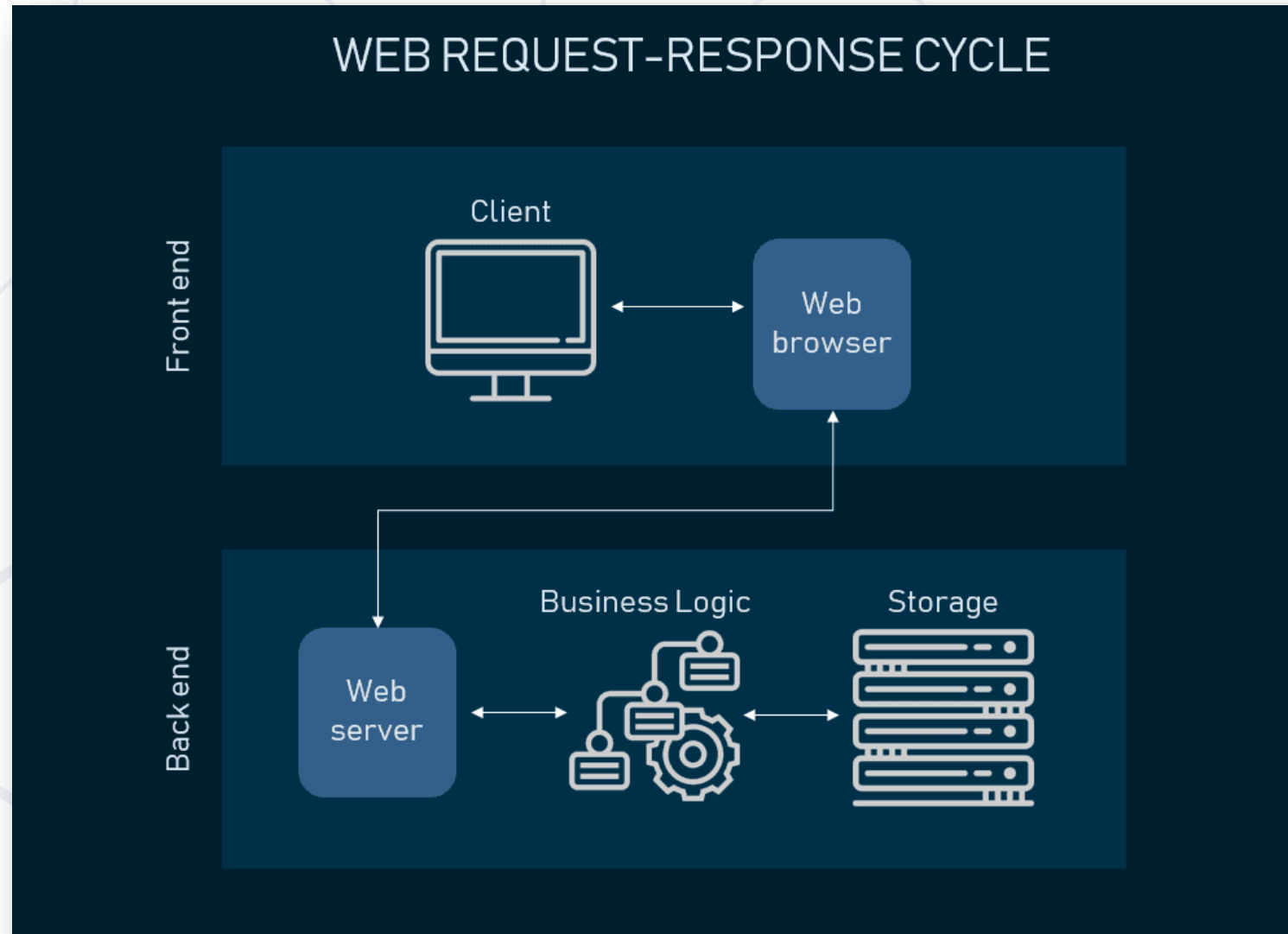
Web Server	Description
Apache Tomcat	Most common Java web server, used by Spring
Jetty	Lightweight and highly embeddable
Undertow	High-performance web server by JBoss

How Spring Simplifies Web Servers?

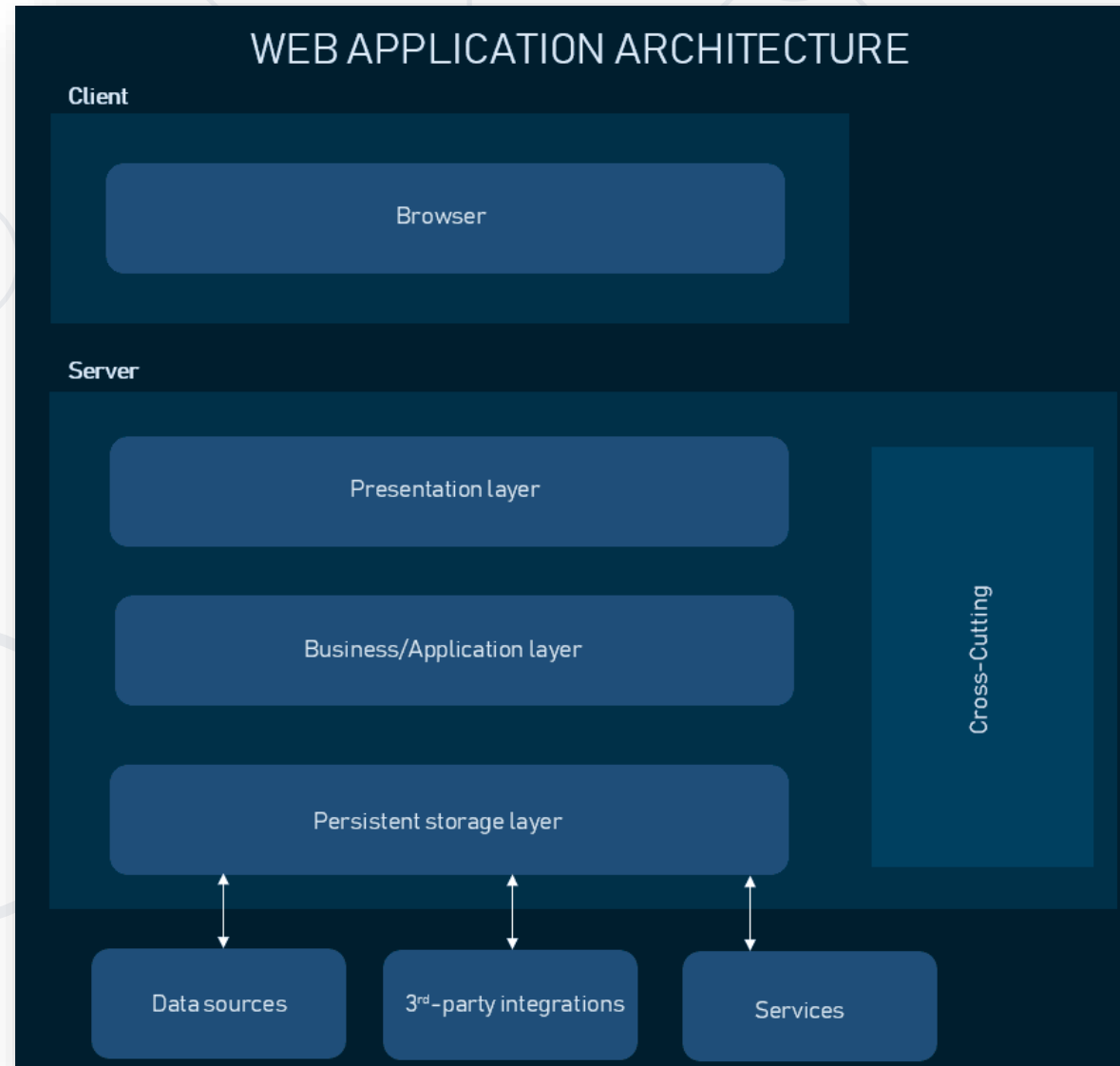
- **Spring Boot** includes an embedded Tomcat server by default
- No need to install or configure **Tomcat** manually—just add your code and run it
- Spring **simplifies** integration, making it ideal for building modern Java web applications



How Web Applications Work?



How Web Applications Work?



How Web Applications Work?

■ The Basics

- **Client:** The user's device, web browser, or anything capable of sending **requests** (communicating to web applications)
- **Server (Web Application):** Hosts the application and **responds** to client requests

■ The Communication Process

- Browser sends **HTTP** requests to the server
- Server **processes** the request and interacts with the **database** if necessary
- **Response** (HTML, JSON, etc.) is **returned** to the browser
- Browser **renders** the content for the user

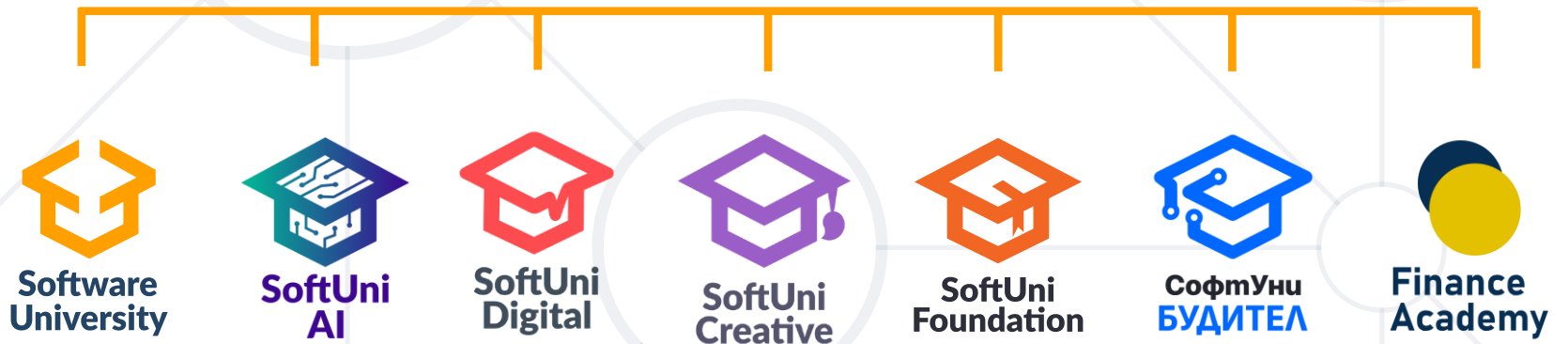
- **Web Application**
- **HTTP**
- **HTTP** Request and Response
- **HTTP** Methods
- **Idempotency**
- **MIME** and **Media types**
- **Embedded Web Servers**



Questions?



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