



COMPUTER NETWORKS

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Application Layer

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Unit – 2 Application Layer

2.1 Principles of Network Applications

2.2 Web, HTTP and HTTPS

2.3 The Domain Name System

2.4 P2P Applications

2.5 Socket Programming with TCP & UDP

2.6 Other Application Layer Protocols

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Cookies

- Website/HTTP/Internet cookies
- Piece of data from a specific website
- Stored on a user's computer
- Allows sites to keep track of users
- Eg: language selection



Cookies

This site uses cookies to offer you a better browsing experience. Find out more on [how we use cookies and how you can change your settings](#).

I accept cookies

I refuse cookies

This website uses cookies to ensure you get the best experience on our website.

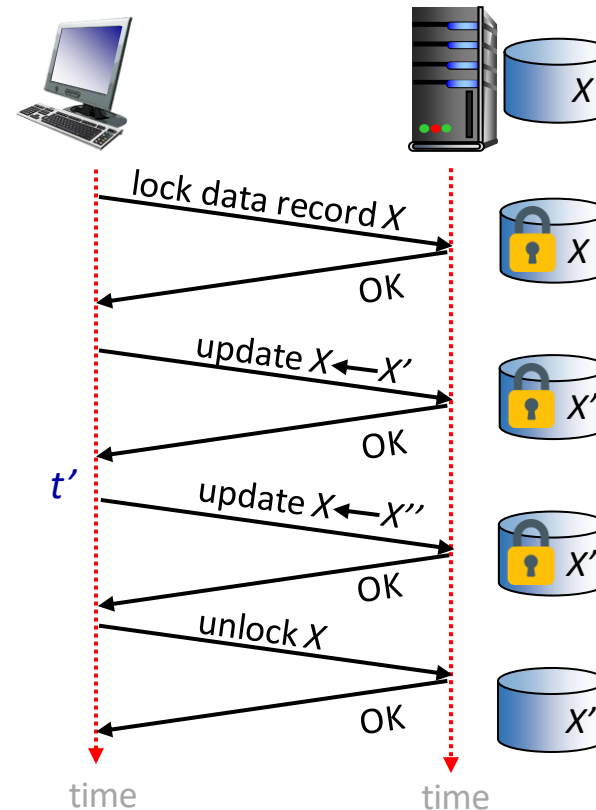
[Learn more](#)

Got it!

Recall: HTTP GET/response interaction is *stateless*

- no notion of multi-step exchanges of HTTP messages to complete a Web “transaction”
 - no need for client/server to track “state” of multi-step exchange
 - all HTTP requests are independent of each other
 - no need for client/server to “recover” from a partially-completed-but-never-completely-completed transaction

a **stateful protocol**: client makes two changes to X , or none at all



Q: what happens if network connection or client crashes at t' ?

Web sites and client browser use *cookies* to maintain some state between transactions

four components:

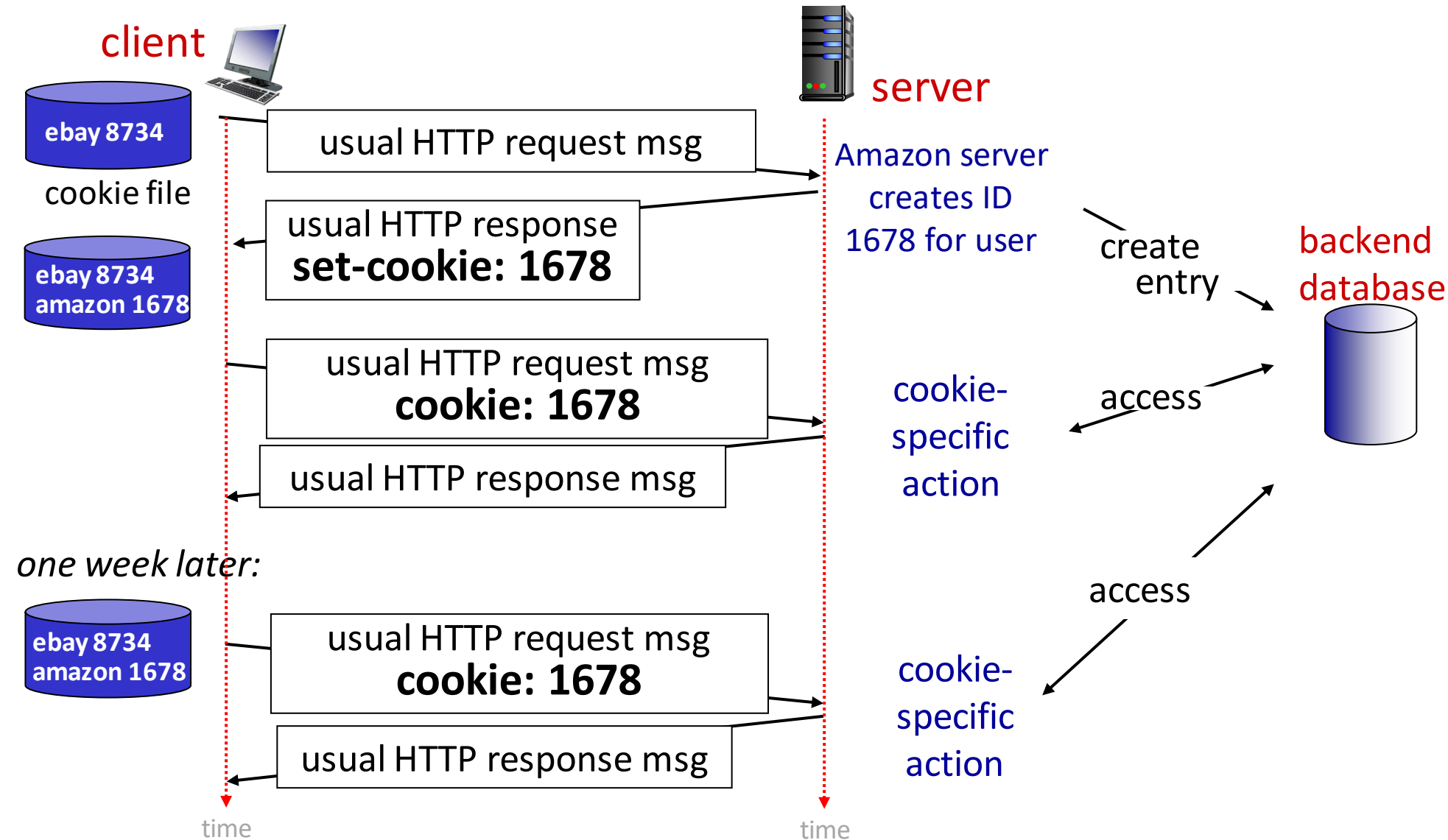
- 1) cookie header line of HTTP *response* message
- 2) cookie header line in next HTTP *request* message
- 3) cookie file kept on user's host, managed by user's browser
- 4) back-end database at Web site

Example:

- Susan uses browser on laptop, visits specific e-commerce site for first time
- when initial HTTP requests arrives at site, site creates:
 - unique ID (aka “cookie”)
 - entry in backend database for ID
- subsequent HTTP requests from Susan to this site will contain cookie ID value, allowing site to “identify” Susan

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Maintaining user/server state: cookies (more)



What cookies can be used for:

- track user's browsing history
- remembering login details
- track visitor count
- shopping carts
- recommendations
- save coupon codes for you

Challenge: How to keep state:

- protocol endpoints: maintain state at sender/receiver over multiple transactions
- cookies: HTTP messages carry state

cookies and privacy: aside

- cookies permit sites to *learn* a lot about you on their site.
- third party persistent cookies (tracking cookies) allow common identity (cookie value) to be tracked across multiple web sites



THANK YOU

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