Web Browsers

Generally, a browser is referred to as an application that provides access to a Web server. Depending on the implementation, browser capabilities and thus structures vary. A Web browser, at a minimum, consists of an Hypertext Markup Language (HTML) interpreter and HTTP client that is used to retrieve HTML Web pages. Besides this basic requirement, many browsers also support FTP, NNTP, e-mail (POP and SMTP clients), among other features, with an easy-to-manage graphical interface.

As with many other Internet facilities, the Web uses a client/server processing model. The Web browser is the client component. Examples of Web browsers include Mozilla Firefox, Netscape Navigator, and Microsoft Internet Explorer® Web browsers are responsible for formatting and displaying information, interacting with the user, and invoking external functions, such as Telnet, or external viewers for data types that Web browsers do not directly support. Web browsers have become the “universal client” for the GUI workstation environment, in much the same way that the ability to emulate popular terminals such as the DEC VT100 or IBM 3270 allows connectivity and access to character-based applications on a wide variety of computers. Web browsers are widely available for all popular GUI workstation platforms and are inexpensive.

There are a lot of web browser available in the market. All of them interpret and display information on the screen however their capabilities and structure varies depending upon implementation. But the most basic component that all web browser must exhibit are listed below:

* Controller/Dispatcher
* Interpreter
* Client Programs

**Controller** works as a control unit in CPU. It takes input from the keyboard or mouse, interpret it and make other services to work on the basis of input it receives.

**Interpreter** receives the information from the controller and execute the instruction line by line. Some interpreter are mandatory while some are optional For example, HTML interpreter program is mandatory and java interpreter is optional.

**Client Program** describes the specific protocol that will be used to access a particular service. Following are the client programs tat are commonly used:

* HTTP
* SMTP
* FTP
* NNTP
* POP