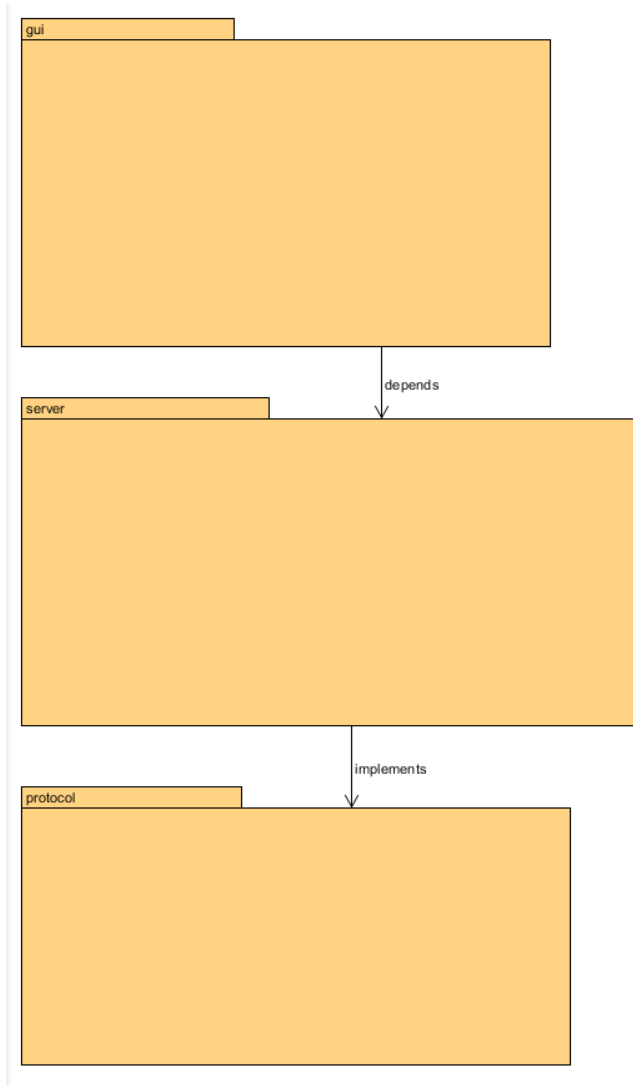


## Web Server Architecture

No changes were made to the original server architecture. All changes were made within the modules themselves.



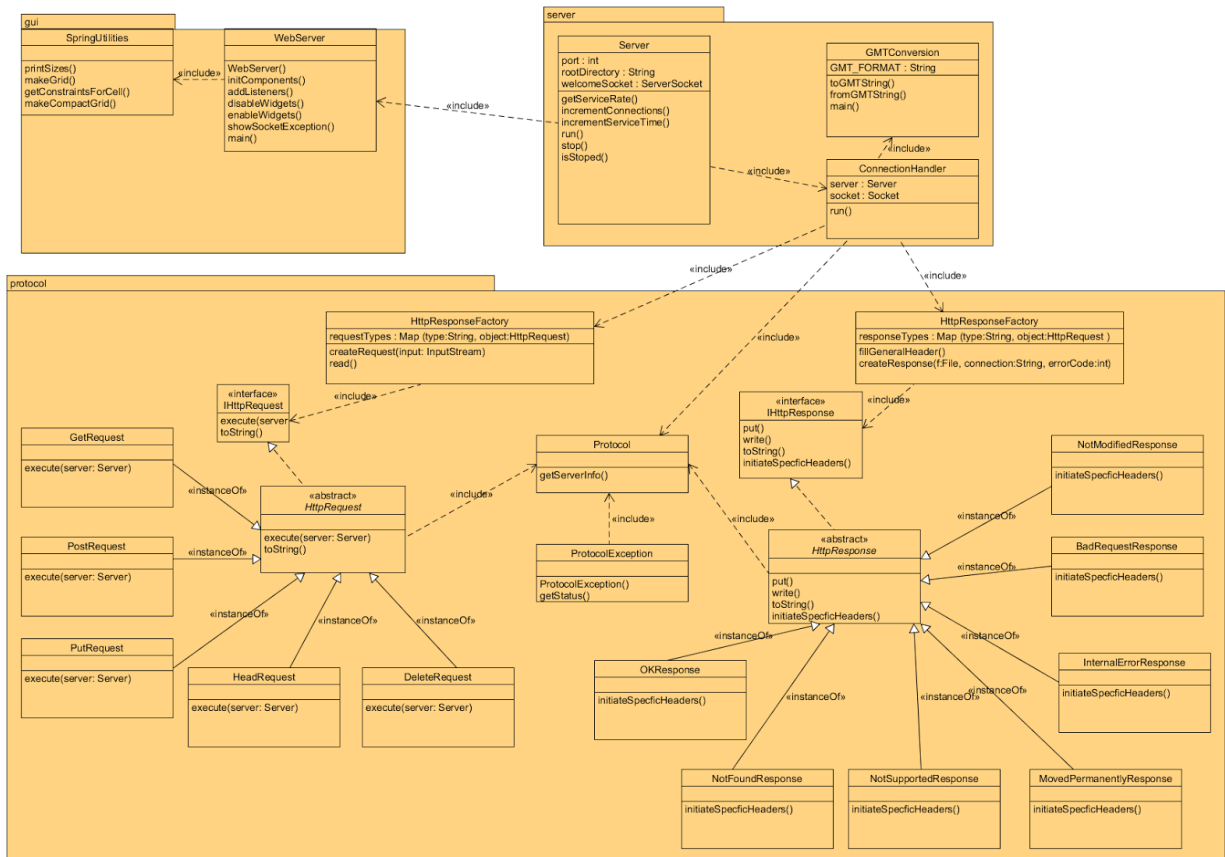
## Web Server Design

Below can be found the architecture of the web server. It now implements interfaces for requests and responses instead of a generic `HttpRequest` and `HttpResponse` allowing for increased modifiability as long as the requirements of the interfaces are met.

We added a `HttpRequestFactory` to facilitate additional request types. This factory uses a map of the request types and their associated objects. To allow additional types of requests to be easily added, we created the `IHttpRequest` interface and the `HttpRequest` abstract class. All of the existing requests make use of this. We also moved the execution of the specific requests to the request objects themselves. This will allow new requests to write their functionality without editing the existing `connectionHandler`. To add an additional request type,

a user would simply have to have that request implement the abstract class, add the string command to the protocol, and add that string and the new object to the map in `HttpRequestFactory`.

In addition to adding the already present methods in the original `HttpResponse` to the `IHttpResponse` interface, an additional method for generating response specific headers was added and the `HttpResponse` was made into an abstract class implementing `IHttpResponse`. This is currently only used in the `200 OkResponse`. This is because the `HttpResponseFactory` originally added additional headers about the file returned in the response. In addition the individual create responses that were contained within the `HttpResponseFactory` were removed and a generic `createResponse` method was added that takes the response code in addition to the original parameters of the individual create methods. It uses a map which uses the string value of the response code to create the correct `IHttpResponse` object and returns it. Since the map does not have access to the file yet an additional method was added to the interface and abstract classes which allows the file to be set after initiation of the class. Each individual response type has a blank constructor. These constructors automatically call the super constructor with the correct parameters. In addition to these changes a `MovedPermanentlyResponse` and an `InternalErrorResponse` were added and their codes and text were added to the Protocol. The `HttpResponseFactory` will now generate an `InternalErrorResponse` whenever an attempt is made to send an unsupported response.





## Design Patterns

We made use of several design patterns in our new design. We created abstractions of the `HttpRequest` and `HttpResponse` to allow these classes to be treated generically. This also allows for extensibility of the existing request and response types. We added a `HttpRequestFactory` and improved on the existing `HttpResponseFactory`. The Factory design pattern allows us to easily create specific instances of the abstract response and requests types.

## Improvements

With our current implementation, all of the request types have similar execute methods. Some of the functionality and basic error checking could be abstracted to the `HttpRequest` class. The put and post request in particular are very similar; the only major difference being whether they overwrite the existing file. These requests could be combined into a file writer superclass, which both requests inherit. An additional improvement could include extracting the requests and responses out into individual plugins and automatically adding them to the maps in the factory classes to allow for drag and drop of jar files to update code.

## Test Report

The following few pages show our testing results. First we create a file using PUT. Then we overwrite the contents of that file using POST. Next we DELETE the file. Finally we try a final GET method, which returns a 404, as the file has been deleted.

HTTP 1.1 Test Client

Connection Settings

Server Name: localhost Port Number: 8080 Connect

Sleep Time (ms): 100 Requests: 10 Disconnect

Connection Request

PUT /test1.txt HTTP/1.1  
Host: localhost  
Connection: Keep-Alive  
User-Agent: HttpTestClient1.0  
Accept: text/html,text/plain,application/xml,application/json  
Accept-Language: en-US,en;q=0.8  
Content-Length: 15  
This is test1

Connection Command

Generate Persistent Request Generate Cache Request Start DOS Attack Send

Generate Bad Request Generate Version Request Stop DOS Attack Clear

Connection Response

HTTP 1.1 Test Client by C.R. Rupakheti

java.net.ConnectException: Connection refused: connect  
Connection Established!  
Request Sent. Waiting for response ...  
----- Header -----  
HTTP/1.1 200 OK  
date: Mon Apr 27 14:54:07 EDT 2015  
server: SimpleWebServer(SWS)1.0.0 (Windows 7/6, 1x86)  
provider: Chandan R. Rupakheti  
connection: Close  
----- Body -----  
Socket Disconnected!

HTTP 1.1 Test Client

Connection Settings

Server Name: localhost Port Number: 8080 Connect

Sleep Time (ms): 100 Requests: 10 Disconnect

Connection Request

POST /test2.txt HTTP/1.1  
Host: localhost  
Connection: Keep-Alive  
User-Agent: HttpTestClient1.0  
Accept: text/html,text/plain,application/xml,application/json  
Accept-Language: en-US,en;q=0.8  
Content-Length: 15  
This is test2

Connection Command

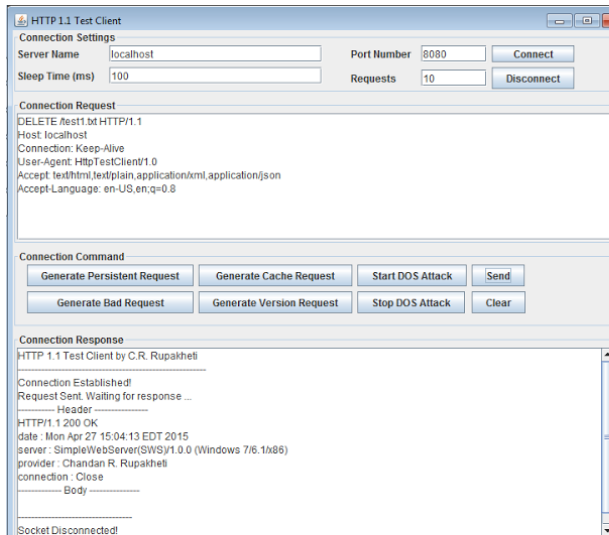
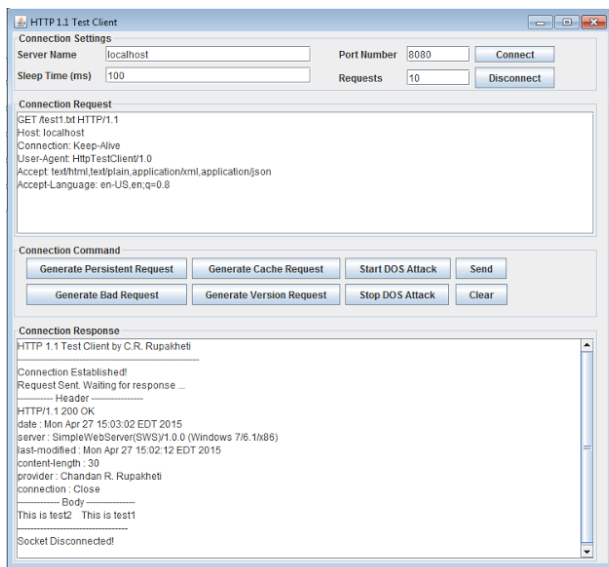
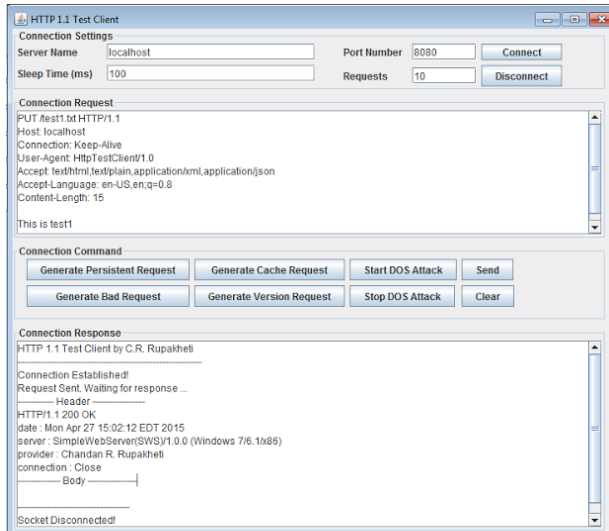
Generate Persistent Request Generate Cache Request Start DOS Attack Send

Generate Bad Request Generate Version Request Stop DOS Attack Clear

Connection Response

HTTP 1.1 Test Client by C.R. Rupakheti

Connection Established!  
Request Sent. Waiting for response ...  
----- Header -----  
HTTP/1.1 200 OK  
date: Mon Apr 27 14:58:23 EDT 2015  
server: SimpleWebServer(SWS)1.0.0 (Windows 7/6, 1x86)  
provider: Chandan R. Rupakheti  
connection: Close  
----- Body -----  
Socket Disconnected!



HTTP 1.1 Test Client

Connection Settings

Server Name: localhost Port Number: 8080 Connect

Sleep Time (ms): 100 Requests: 10 Disconnect

Connection Request

GET /test1.txt HTTP/1.1  
Host: localhost  
Connection: Keep-Alive  
User-Agent: HttpTestClient/1.0  
Accept: text/html;text/plain,application/xml,application/json  
Accept-Language: en-US,en;q=0.8

Connection Command

Generate Persistent Request Generate Cache Request Start DOS Attack Send

Generate Bad Request Generate Version Request Stop DOS Attack Clear

Connection Response

HTTP 1.1 Test Client by C.R. Rupakthel

Connection Established!  
Request Sent. Waiting for response ...  
----- Header -----  
HTTP/1.1 404 Not Found  
date: Mon Apr 27 15:05:06 EDT 2015  
server: SimpleWebServer(SiWSy1.0.0 (Windows 7/6.1x86))  
provider: Chandan R. Rupakthel  
connection: Close  
----- Body -----  
Socket Disconnected!