



# HTTP

Hypertext Transfer Protocol

by Charles Cai

# HTTP

- The Hypertext Transfer Protocol (HTTP) is an application protocol for distributed, collaborative, hypermedia information systems.
- HTTP is the foundation of data communication for the World Wide Web.
- Hypertext is structured text that uses logical links (hyperlinks a.k.a. URL) between nodes containing text.
- e.g.
  - <http://www.ridgid.com>
  - <http://www.ridgidportal.com>

C/S → B/S

- Client and Server
  - Desktop/Mobile Application
- Browser and Server
  - Web
- Common “S”
  - Server(Services)

# HTTP Request

- GET
  - Requests a representation of the specified resource.
- HEAD
  - Asks for the response identical to the one that would correspond to a GET request, but without the response body.
- POST
  - Requests that the server accept the entity enclosed in the request as a new subordinate of the web resource identified by the URI.
- PUT
  - Requests that the enclosed entity be stored under the supplied URI.



Demo

# Request fields

Header field name	Description	Example	Status
<b>Accept</b>	Content-Types that are acceptable for the response. See Content negotiation.	Accept: text/plain	Permanent
<b>Accept-Charset</b>	Character sets that are acceptable	Accept-Charset: utf-8	Permanent
<b>Accept-Encoding</b>	List of acceptable encodings. See HTTP compression.	Accept-Encoding: gzip, deflate	Permanent
<b>Accept-Language</b>	List of acceptable human languages for response. See Content negotiation.	Accept-Language: en-US	Permanent
<b>Accept-Datetime</b>	Acceptable version in time	Accept-Datetime: Thu, 31 May 2007 20:35:00 GMT	Provisional
<b>Authorization</b>	Authentication credentials for HTTP authentication	Authorization: Basic QWxhZGRpbjpvvcGVuIHNIc2FtZQ==	Permanent
<b>Cache-Control</b>	Used to specify directives that <i>must</i> be obeyed by all caching mechanisms along the request-response	Cache-Control: no-cache	Permanent
Connection	Control options for the current connection and list of hop-by-hop request fields <sup>[8]</sup>	Connection: keep-alive Connection: Upgrade	Permanent
<b>Cookie</b>	An HTTP cookie previously sent by the server with <code>Set-Cookie</code> (below)	Cookie: \$Version=1; Skin=new;	Permanent: standard
Content-Length	The length of the request body in octets (8-bit bytes)	Content-Length: 348	Permanent
Content-MD5	A Base64-encoded binary MD5 sum of the content of the request body	Content-MD5: Q2hIY2sgSW50ZWdyaXR5IQ==	Permanent
Content-Type	The MIME type of the body of the request (used with POST and PUT requests)	Content-Type: application/x-www-form-urlencoded	Permanent
Date	The date and time that the message was sent (in "HTTP-date" format as defined by RFC 7231)	Date: Tue, 15 Nov 1994 08:12:31 GMT	Permanent

# Response fields

Field name	Description	Example	Status
Access-Control-Allow-Origin	Specifying which web sites can participate in cross-origin resource sharing	Access-Control-Allow-Origin: *	Provisional
<b>Accept-Patch</b>	Specifies which patch document formats this server supports	Accept-Patch: text/example;charset=utf-8	Permanent
Accept-Ranges	What partial content range types this server supports	Accept-Ranges: bytes	Permanent
Age	The age the object has been in a proxy cache in seconds	Age: 12	Permanent
Allow	Valid actions for a specified resource. To be used for a <i>405 Method not allowed</i>	Allow: GET, HEAD	Permanent
<b>Cache-Control</b>	Tells all caching mechanisms from server to client whether they may cache this object. It is measured in seconds	Cache-Control: max-age=3600	Permanent
Connection	Control options for the current connection and list of hop-by-hop response fields <sup>[8]</sup>	Connection: close	Permanent
Content-Encoding	The type of encoding used on the data. See HTTP compression.	Content-Encoding: gzip	Permanent
Content-Language	The language the content is in	Content-Language: da	Permanent
Content-Length	The length of the response body in octets (8-bit bytes)	Content-Length: 348	Permanent
Content-Location	An alternate location for the returned data	Content-Location: /index.htm	Permanent



# Request/Response

```
GET /index.html HTTP/1.1  
Host: www.example.com
```

```
HTTP/1.1 200 OK  
Date: Mon, 23 May 2005 22:38:34 GMT  
Server: Apache/1.3.3.7 (Unix) (Red-Hat/Linux)  
Last-Modified: Wed, 08 Jan 2003 23:11:55 GMT  
ETag: "3f80f-1b6-3e1cb03b"  
Content-Type: text/html; charset=UTF-8  
Content-Length: 131  
Accept-Ranges: bytes  
Connection: close
```

```
<html>  
<head>  
  <title>An Example Page</title>  
</head>  
<body>  
  Hello World, this is a very simple HTML document.  
</body>  
</html>
```



# HTTP Status Codes

- 1xx Informational
  - e.g. 100 continue
- 2xx Success
  - e.g. 200 ok 204 No Content
- 3xx Redirection
  - e.g. 301 Moved Permanently 307 Temporary Redirect
- 4xx Client Error
  - e.g. 400 bad request 404 Not Found 406 Not Acceptable
- 5xx Server Error
  - e.g. 500 Internal Server Error 502 Bad Gateway 503 Service Unavailable

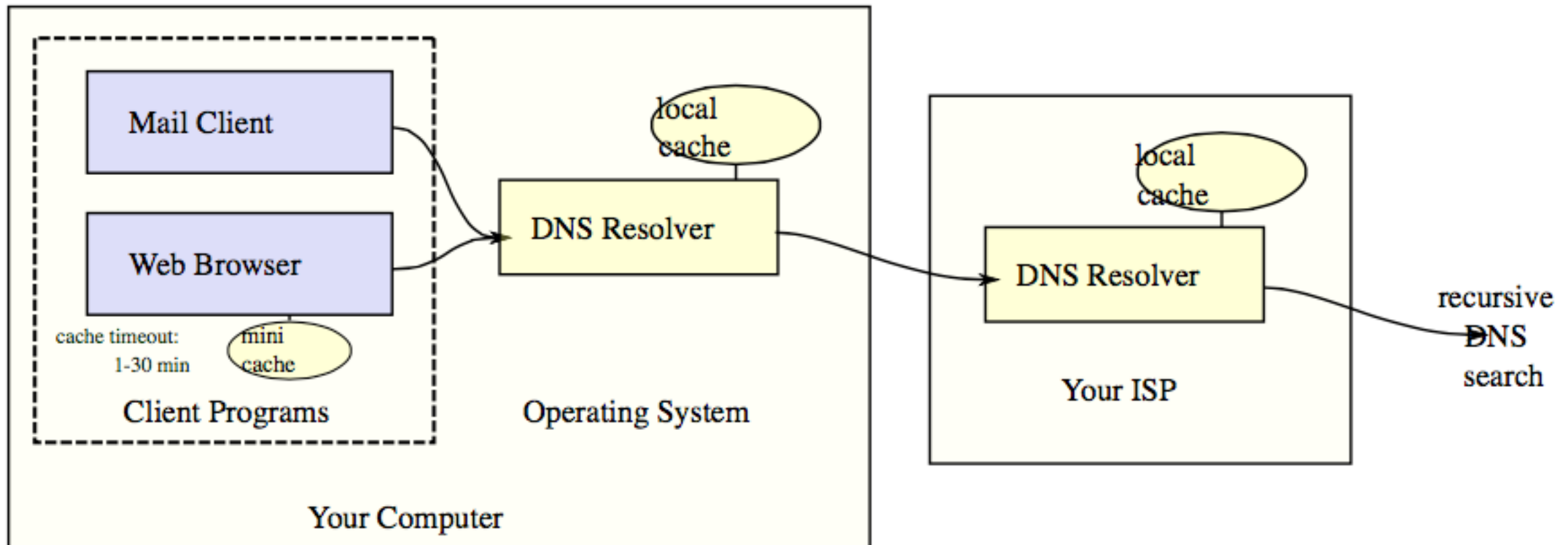
# Web Server

- Apache — Apache Software foundation
- IIS — Microsoft
- Nginx — ???
- Tomcat — Apache Software foundation
- JBoss — RedHat
- Weblogic — Oracle

# DNS / IP

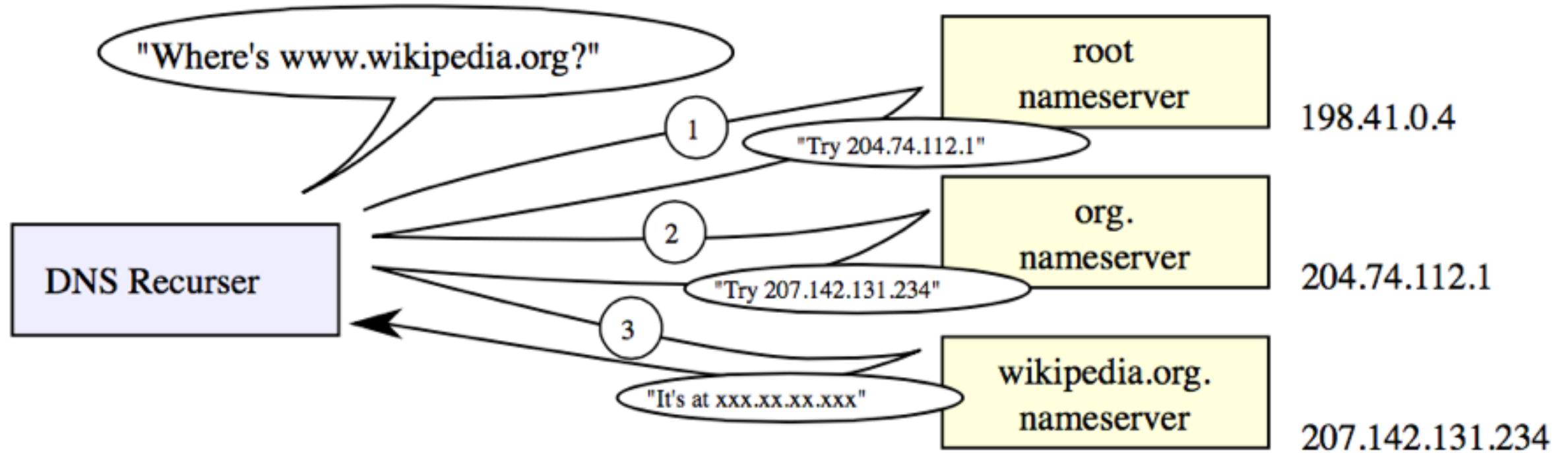
- DNS - is a hierarchical **Distributed Naming System** for **computers, services, or any resource** connected to the Internet or a private network.
- It associates various information with **domain names** assigned to each of the participating entities.
- Most prominently, **it translates domain names**, which can be easily memorized by humans, to the numerical **IP addresses** needed for the purpose of computer services and devices worldwide.
  - e.g. Terminal: >ping [www.ridgidportal.com](http://www.ridgidportal.com)

# DNS / IP





# DNS / IP



# Google

Google Search

I'm Feeling Lucky

Elements Network Sources Timeline Profiles Resources Audits Console

Preserve log  Disable cache

Name Path	Method	Status Text	Type	Initiator	Size Content	Time Latency	Timeline
www.google.com	GET	200 OK	text/h...	Other	35.7 KB 122 KB	373 ms 316 ms	
logo11w.png /images/srpr	GET	200 OK	image...	www.google... Parser	(from ...)	9 ms 9 ms	
i1_71651352.png ssl.gstatic.com/gb/ima...	GET	200 OK	image...	www.google... Parser	(from ...)	7 ms 7 ms	
photo.jpg lh6.googleusercontent...	GET	200 OK	image...	www.google... Parser	(from ...)	6 ms 6 ms	
data:image/gif;base...	GET	(data)	image...	www.google... Parser	(from ...)	0 ms 0 ms	
nav_logo195.png /images	GET	200 OK	image...	Other	(from ...)	3 ms 3 ms	
rs=ACT90oHILTEly3QE... /xjs/_/js/k=xjs.s.en_U...	GET	200 OK	text/j...	Script	(from ...)	8 ms 8 ms	
data:image/gif;base...	GET	(data)	image...	Script	(from ...)	0 ms 0 ms	

24 requests | 75.2 KB transferred | 12.97 s (load: 537 ms, DOMContentLoaded: 528 ms)

# Chrome Developer Tool

Question ?

# HTML



# HTML

HyperText Mark-up Language



# HTML

- HTML is written in the form of HTML elements consisting of tags enclosed in angle brackets (like `<html>`).
- HTML tags most commonly come in pairs like `<h1>` and `</h1>`

# HTML

- A Web browser can read HTML files and compose them into visible or audible Web pages.
- The browser does not display the HTML tags and scripts, but uses them to **interpret** the content of the page.

# Demo/Practice

<http://www.w3schools.com/html/default.asp>

Question ?