Web Technologies and Applications

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CMPUT 499: Protocols

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Course Content

- Introduction
- Internet and WWW



- **Protocols**
- HTML and beyond
- Animation & WWW
- Java Script
- Dynamic Pages
- Perl
- Java Applets

- Databases & WWW
- SGML/XML
- Managing servers
- Search Engines
- Web Mining
- CORBA
- Security Issues
- Selected Topics
- Projects



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Objectives of Lecture 3Protocols

 Get acquainted with some communication protocols relevant to the Internet and the World-Wide Web

Outline of Lecture 3



- Protocols
- TCP/IP
- File Transfer Protocol
- HTTP
- URL Syntax





Communication Essentials

- For two parties to communicate efficiently, there is a need for a set of rules to exchange information.
- A protocol is a format or set of rules for communication, either over a network or between applications.
- Two machines communicating on the Internet use defined protocols to "understand" each other.
- There is a need to standardize protocols.

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Internet Governance

- Internet Society:
- Non-profit, non-governmental, membershipbased, body
- Two standards bodies:
 - IETF (Internet Engineering Task Force): e.g. internet security standards.
 - IAB (Internet Architecture Board): e.g. Internet addresses.

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Web Governance

- World Wide Web Consortium (W3C) created in 1993.
- Organizational Hosts: MIT (USA), Keio University (Japan), and INRIA (France)
- W3C is responsible for web-related protocols (e.g. HTTP, HTML, and XML).
- W3C organizes work groups and ratifies WWW related standards.

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TCP/IP

- TCP/IP: Transmission Control Protocol/Internet Protocol.
- First defined by Vint Cerf and Bob Kahn in 1973, the protocol made the Internet possible and has become the default network protocol around the world.
- Every computer on the Internet supports TCP/IP.

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TCP/IP

- Protocols on the Internet are layered protocols.
- Data transferred across the network with TCP/IP are transmitted in *packets*.
- TCP/IP is actually two protocols
- IP (the lowest layer) is responsible for moving the messages from one location to another. It does not guarantee the delivery.
- TCP guarantees the delivery of data by serializing the packets.

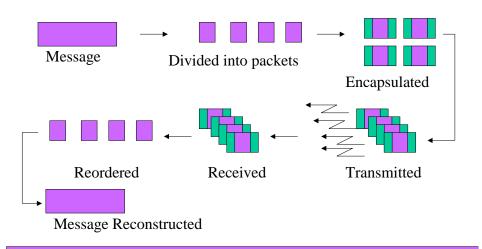
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Packet Switching

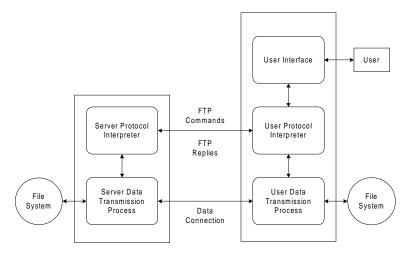


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File Transfer Protocol (FTP)



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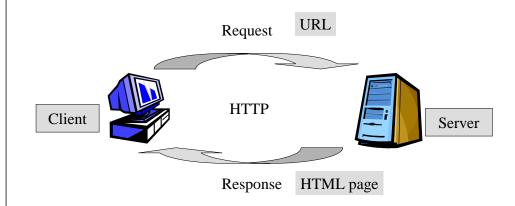
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HyperText Transfer Protocol

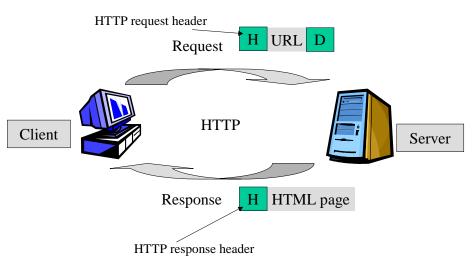
- Is the underlying protocol of the Web.
- It runs on top of TCP/IP and determines the communication between the client (a browser) and a server (web server).

Client-Server Architecture



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Client-Server Architecture



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HTTP Request Header Example

Get /index.html HTTP/1.0 conncection: Keep-Alive

user-agent: Mozilla/3.0 [en] (sunos/4.006) accept: image/gif, image/jpeg, image/png, */*

accept-language: en

 $authorization: alpha\ dG8tBYt6dG9t$

pragma: no-cache

if-modified-since: 7 March 1996

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HTTP Response Header Example

HTTP/1.0 200 Document follows

MIME-version: 1.0 Server: CERN/3.6

Date: Tuesday, 12 March 1996 13:30 GMT

Content-Type : text/html Content-Length : 2124

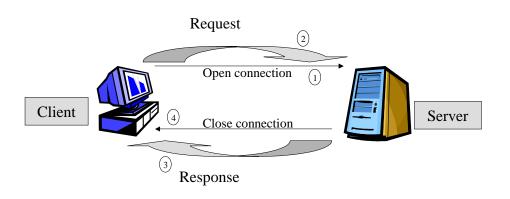
Last-Modified: Sunday, 10 March 1996 15:53 GMT

... message body ...

Blank line

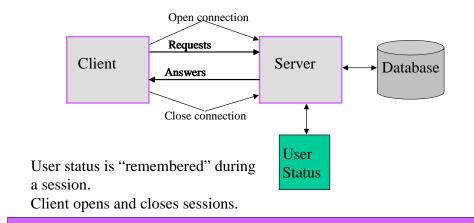
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Client-Server Architecture



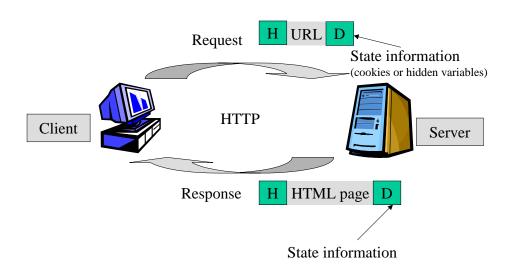
HTTP has stateless sessions

Database Client-Server Architecture



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Simulation of Status in Stateless Session



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State Information for Web- Based Applications

- Statelessness of HTTP allows the server to handle a large number of clients & frees resources quickly.
- An application may need to keep persistent data.
- HTTP/1.0 added the specification for a *Keep-Alive* connection that is either closed by client or server.
- HTTP/1.1 specifies persistent connections by default that can be closed or timed-out (eliminates some overhead).

Common Status Codes

200	OK	Request successfully processed
302	Found	Client is redirected to new location
304	Not Modified	Client should use a local copy
400	Bad Request	Server could not interpret the request
401	Unauthorized	Client is not authorised to access the data
403	Forbidden	Access to the resource is forbidden
404	Not Found	Requested data was not found by server
500	Server Error	Error occurred while processing request

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Uniform Resource Locator

A type of URI, Universal Resource Identifier

cprotocol>://<server_DNS_or_IP_address>[:port]/[path][/resource]

Specifies the type of connection. Usually http or https (secured site). Could also be ftp, telnet, etc.

Web server domain name or an IP address such as 128.129.8.32

Optional port number. By default it is 80 for an http connection and 443 for a secured http connection.

Name of requested item.

Directory where resource is located

http://www.cs.ualberta.ca:80/~zaiane/courses/cmput499/index.html

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