

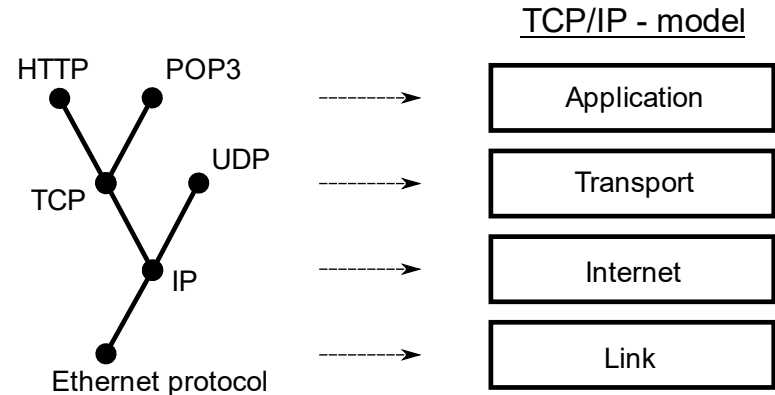


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Software Engineering and Architecture

Hyper Text Transfer Protocol
HTTP

- Tim Berners-Lee approx. 1989 - 1990
 - Task: Sharing research documents at CERN
- Solution:
 - Hypertext protocol over TCP/IP for retrieving documents
- Actually very simple text based format





Just a Note

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- Web, world wide web, HTML, HTTP may seem like one big jumble but they are *distinct concepts* though they were developed in parallel. They have different *roles* to play.
 - HTML: Hypertext Markup Language is a **dataformat**, useful for visual formatting of text document containing images and references (hyperlinks) to ther documents.
 - HTTP: Hypertext Transfer Protocol is an **application protocol** for distributed information systems.
 - WWW: The **system** made that used HTML+HTTP to share documents at CERN, and later – quite a few other places 😊



Message Format

Text format !

HTTP version

```
GET /contact.html HTTP/1.1
Host: www.baerbak.com
Accept: text/html
```

```
HTTP/1.1 200 OK
Date: Mon, 19 Jun 2017 09:58:25 GMT
Server: Apache/2.2.17 (FreeBSD) mod_ssl/2.2.17 OpenSSL/1.0.0c ...
Last-Modified: Mon, 13 Apr 2015 12:34:07 GMT
ETag: "b46bce-676-5139a547e2dc0"
Accept-Ranges: bytes
Content-Length: 1654
Vary: Accept-Encoding,User-Agent
Content-Type: text/html

<html>
  <head>
    <title>Flexible, Reliable Software</title>
    <meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
    <link href="style.css" rel="stylesheet" type="text/css">
```

- Request line
 - Verb resource
 - Header key-values

- Reply line
 - Status line
 - HTTP codes
 - Header fields
 - Message body



Write your Own Web Client

- Exercise in class:
 - Write a web client

```
GET /contact.html HTTP/1.1
Host: www.baerbak.com
Accept: text/html
```

```
import java.io.*;
import java.net.*;

public class EchoClient {
    public static void main(String[] args) throws IOException {

        if (args.length != 2) {
            System.err.println(
                "Usage: java EchoClient <host name> <port number>");
            System.exit(1);
        }

        String hostName = args[0];
        int portNumber = Integer.parseInt(args[1]);

        try {
            Socket echoSocket = new Socket(hostName, portNumber);
            PrintWriter out =
                new PrintWriter(echoSocket.getOutputStream(), true);
            BufferedReader in =
                new BufferedReader(
                    new InputStreamReader(echoSocket.getInputStream()));
            BufferedReader stdIn =
                new BufferedReader(
                    new InputStreamReader(System.in))
        ) {
            String userInput;
            while ((userInput = stdIn.readLine()) != null) {
                out.println(userInput);
                System.out.println("echo: " + in.readLine());
            }
        } catch (UnknownHostException e) {
            System.err.println("Don't know about host " + hostName);
            System.exit(1);
        } catch (IOException e) {
            System.err.println("Couldn't get I/O for the connection to " +
                hostName);
            System.exit(1);
        }
    }
}
```



- URI: Uniform Resource Identifier

```
scheme: [//[user[:password]@]host[:port]] [/path] [?query] [#fragment]
```

```
scheme: [//host[:port]] [/path]
```

- URL = URI in which resource location and means are defined
 - <http://www.baerbak.com/contact.html>
 - **http://localhost:4567/bin**

Exercise:
Identify the parts of the URI



HTTP Verbs

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- Http version 1.1. defines 4 verbs (ok, some more...)
 - GET: request representation of a resource (URI)
 - POST: accept enclosed entity as new subordinate of resource (URI)
 - PUT: request enclosed entity to be stored under URI
 - DELETE: request deletion of resource (URI)
- ... which are basically the **database verbs**
 - **CRUD** **Create, Read, Update, Delete**
- ***These form the core of the REST architectural style...***

- GET is the ‘first and original verb’, and the one most traffic uses on WWW
 - Browsing web pages

```
GET /contact.html HTTP/1.1
Host: www.baerbak.com
Accept: text/html
```

- Or even make searches on the web server

```
scheme: [//[user[:password]@]host[:port]] [/path] [?query] [#fragment]
```

- GET is idempotent
 - Call once or 100 times, the output is the same
 - **It is an ‘accessor’ / ‘query’ method!**

- POST means ‘create’
 - *That is, create new resources/information on the server*
 - **It is a ‘mutator’/‘command’ method**
- Consider ‘paystation.addPayment(5);’
 - Command pattern: *Convert method call to an object*
- *Now, consider that ‘paystation’ is on the server side*
 - POST allows us to **create a command object**
 - POST /paystation HTTP/1.1
 - Body { method: ‘addPayment’, argument: ‘5’ }



PUT, DELETE

- ... Will we return to later...



Failures in Distribution

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- A lot of things can and will go wrong in distributed systems
 - The server has crashed
 - The network has crashed
 - Server does not understand what you talk about
 - You do not have the proper authorization
- We normally use *exceptions* to signal failures
- But – does not work over networks ☹️

- The old way: **Error codes**



HTTP Status Codes

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- Well defined vocabulary of error codes! See Wikipedia

2xx Success [\[edit \]](#)

This class of status codes indicates the action requ

200 OK

Standard response for successful HTTP request. It indicates that the request has succeeded. The response entity (if any) contains information corresponding to the requested action.

201 Created

The request has been fulfilled, resulting in the creation of a new resource.

202 Accepted

The request has been accepted for processing, but the processing has not yet been completed. The server may accept the request without taking any further action.

203 Non-Authoritative Information (since HTTP/1.1)

The server is acting as a proxy (e.g. a Web Proxy Cache) and is returning information based on the status of the source resource.

204 No Content

The server successfully processed the request and therefore has no further response to return.

205 Reset Content

The server successfully processed the request and is asking the client to reset the document view.

206 Partial Content (RFC 7233)

The server is delivering only part of the resource (byte serving) to enable resumable downloads.

207 Multi-Status (WebDAV; RFC 4918)

The message body that follows is an XML message and can contain a number of different response codes.

4xx Client errors [\[edit \]](#)

This class of status code is intended for situations in which the error seems to be caused by the client. Except when responding to a HEAD request, the server should include an entity containing information about the error situation, and whether it is a temporary or permanent condition. These status codes are applicable to any request method. User agents should display any included entity to the user.

400 Bad Request

The server cannot or will not process the request due to an apparent client error (e.g., malformed request syntax, size too large, invalid request message framing, or deceptive request verb).

401 Unauthorized (RFC 7235)

Similar to 403 Forbidden, but specifically for use when authentication is required and has failed or has not yet been provided. The response must include a WWW-Authenticate header field containing a list of challenge types applicable to the requested resource. See Basic access authentication and Digest access authentication. Note: Some sites issue HTTP 401 when an IP address is banned from the website.

402 Payment Required

Reserved for future use. The original intention was that this code might be used to indicate that a particular developer has exceeded the daily limit on requests.

403 Forbidden

The request was valid, but the server is refusing action. The user might not have the necessary permissions.

404 Not Found

The requested resource could not be found but may be available in the future. Subsequent requests use the same URI.

405 Method Not Allowed

A request method is not supported for the requested resource; for example, a GET request on a resource that supports only POST.

5xx Server errors [\[edit \]](#)

The server failed to fulfill a request.

Response status codes beginning with the digit "5" indicate cases in which the server is aware that there is a problem with the requested resource that is preventing it from performing the request. Except when responding to a HEAD request, the server should include an entity containing information about the error situation, and indicate whether it is a temporary or permanent condition. Likewise, user agents should display any included entity to the user. These response codes are applicable to any request method.

500 Internal Server Error

A generic error message, given when an unexpected condition was encountered and no more specific message is suitable.

501 Not Implemented

The server either does not recognize the request method, or it lacks the ability to fulfill the request (e.g., unrecognized extension).

502 Bad Gateway

The server was acting as a gateway or proxy and received an invalid response from the upstream server.

503 Service Unavailable

The server is currently unavailable (because it is overloaded or down for maintenance). Generally, this is a temporary condition.

504 Gateway Timeout

The server was acting as a gateway or proxy and did not receive a timely response from the upstream server.

505 HTTP Version Not Supported

The server does not support the HTTP protocol version used in the request.

506 Variant Also Negotiates (RFC 2295)

Transparent content negotiation for the request results in a circular reference.

507 Insufficient Storage (WebDAV; RFC 4918)

The server is unable to store the representation needed to complete the request.

- The requestor and the replier need to agree on the dataformat that data is exchanged in
 - Media types, defined by IANA
 - Internet Assigned Number Authority
- Well known types
 - text/html: HTML formatted text
 - image/gif: Image in the GIF format
 - application/xml: XML format
 - application/json: JSON format

```
GET /contact.html HTTP/1.1
Host: www.baerbak.com
Accept: text/html
```



I want HTML, please