Project 1 Web client and server

> EECS 340 Jan 2015

Project Goals

- Implement a simple WWW client and server – Examples
- Use a restricted subset of HTTP
- Use socket programming
- To give you experience with HTTP and sockets programming

HTTP Protocol



HTTP Usage

 HTTP is the protocol that supports communication between web browsers and web servers.

• A "Web Server" is a HTTP server

 Most clients/servers today speak version 1.1, but 1.0 is also in use.

Request - Response

- HTTP has a simple structure:
 - client sends a request
 - server returns a reply.

HTTP 1.0+ Request

• Lines of text (ASCII).



- Lines end with CRLF "\r\n"
- First line is called "Request-Line"

Request Line

Method URL HTTP-Version\r\n

• The request line contains 3 tokens (words).

• space characters "" separate the tokens.

Newline (\n) seems to work by itself (but the protocol requires CRLF)

The Header Lines

- After the *Request-Line* come a number (possibly zero) of HTTP *header lines*.
- Each header line contains an attribute name followed by a ":" followed by a space and the attribute value.

The Name and Value are just text.

Headers

- Request Headers provide information to the server about the client
 - what kind of client
 - what kind of content will be accepted
 - who is making the request
- There can be 0 headers (HTTP 1.0)
- HTTP 1.1 requires a Host: header

Example HTTP Headers

- Accept: text/html
- Host: www.northwestern.edu
- From: neytmann@cybersurg.com
- User-Agent: Mozilla/4.0

Example GET Request

- GET /~akuzma/index.html HTTP/1.1
- Accept: */*
- Host: www.cs.northwestern.edu
- User-Agent: Internet Explorer
- From: cheater@cs.northwestern.edu



Well Known Address

• The "well known" TCP port for HTTP servers is port 80.

• Other ports can be used as well...

Four parts

- 0: Get build , configure and run the minet stack
- 1: HTTP Client
- 2: Connection-at-a-time HTTP Server
- 3: Simple select-based Multiple-connection-ata-time server
- 4: Complex (Extra Credit)