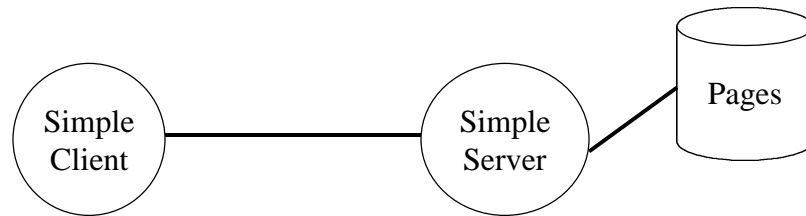


Overview

- Stylized history of the web
- Client server computing in a nutshell (For the first of three times)
 - Client server computing (generally)
 - The World Wide Web model
 - Protocols and Data Interchange Formats
- Course Overview
 - Lectures
 - Laboratories
 - Help during the summer
 - Course examination

Stylized History of the Web (1)

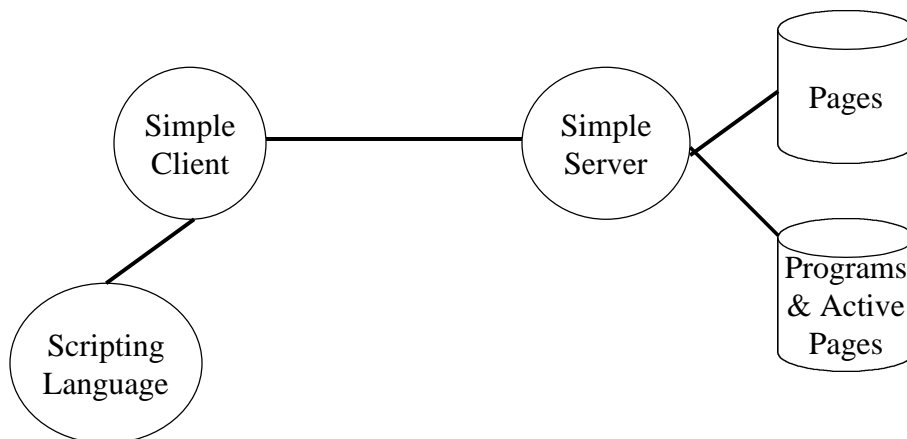


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Course Overview

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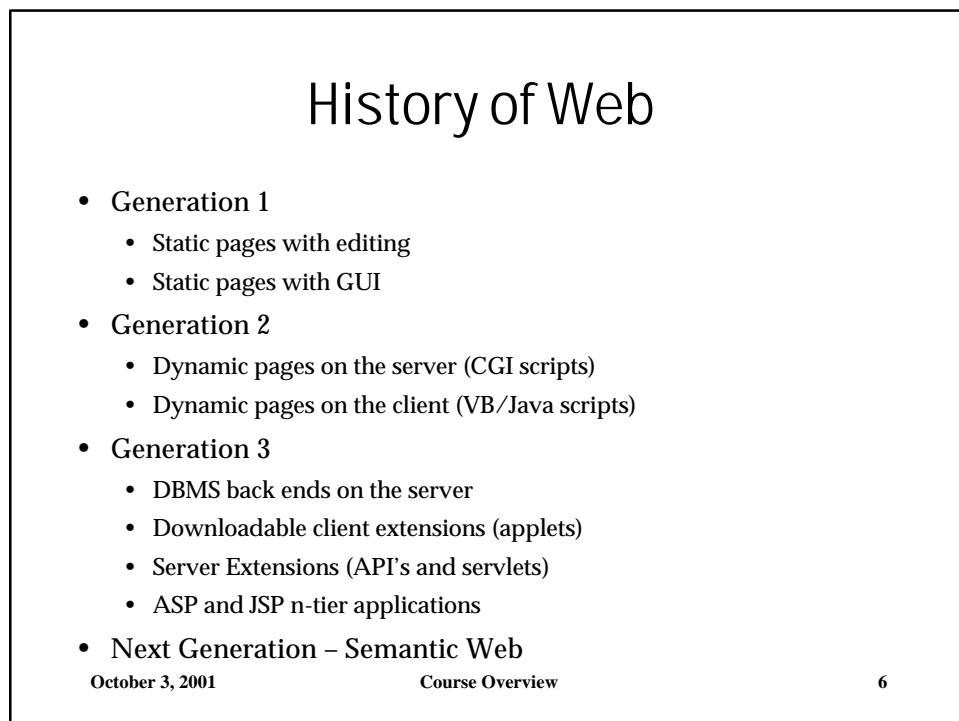
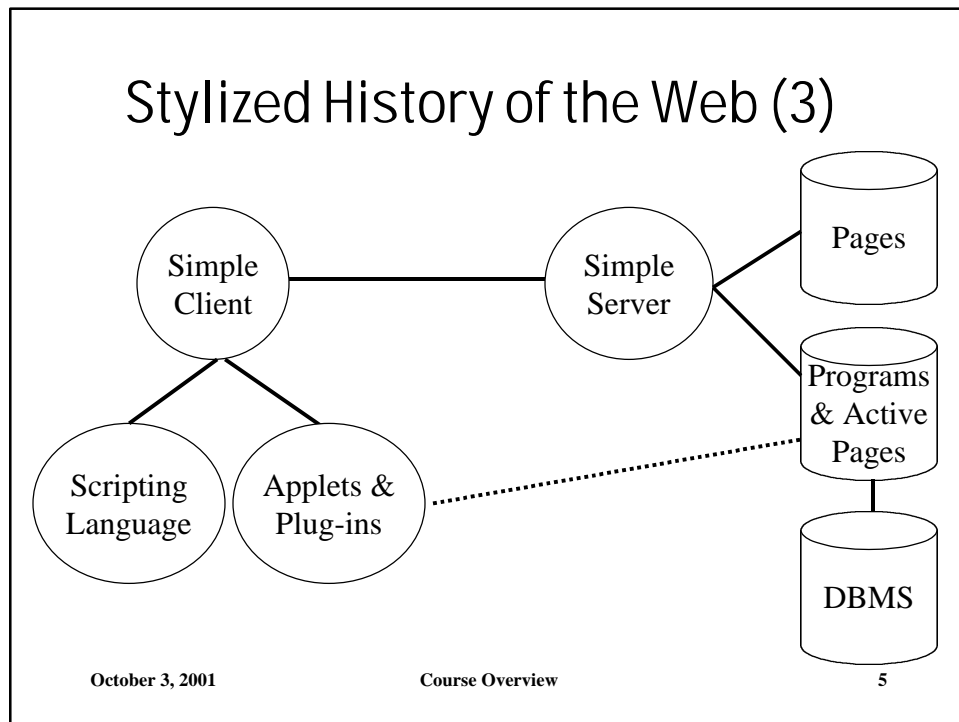
Stylized History of the Web (2)



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Course Overview

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Client-Server Computing Models

- Servers and daemons
 - Server coding and security
- Protocols
 - IP
 - UDP/TCP
 - Application protocol
 - One shot
 - Dialog – fixed, delimited, TLV
 - Data Interchange
 - Text streams
 - Binary transfer formats

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Course Overview

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The WWW model

- The web operates on a client server model
- The client is responsible for:
 - Address resolution
 - Page Display
- The server is responsible for
 - Request management
 - Request resolution
 - Processing of dynamic requests

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Course Overview

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Protocols and Data Interchange

- The http protocol is a simple protocol
 - Make a connection
 - Make a request
 - Accept a response
- The data interchange format for the web is also simple
 - Reminiscent of SMTP
 - Header
 - Blank line
 - Body
- The protocol header and body is not to be confused with the HTML header and body

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Course Overview

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Implications

- How does a web client work
- How does a web server work
- How does CGI work
- How do active server pages work
- How does a spider work
- How does a proxy server work

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Course Overview

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Cautions

- Getting a good grounding
 - Debugging client server code
 - Multiple levels of indirection
 - A servlet writing a servlet to write a form to be processed by a servlet
- The importance of string processing
 - Raw text processing – strings versus lines
 - DOM and SAX processing
 - Well formed XML (HTML)
 - Valid XML (HTML)
- Object Oriented Models and Graphical IDE's

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Course Overview

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