

CS 725/825 & IT 725

Lecture 9

# Application Layer

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September 27, 2023

# Main Operations

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- ▶ Address resolution (DNS)
- ▶ Binding to a local port number
- ▶ Client opening connection to a server
- ▶ Server accepting connections from clients
- ▶ Sending and receiving data
- ▶ Getting and setting connection parameters
- ▶ Closing connection
- ▶ Server handling of simultaneous connections

# Perspectives

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- ▶ Reliable, stream-oriented service (TCP)
  - Connection-oriented client-side
  - Connection-oriented server-side
- ▶ Unreliable, datagram service (UDP)

# In Python...

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## Server

```
import socket
BUFFER_SIZE = 100

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.bind(('', 54321))
s.listen(5)
ss, remote_address = s.accept()
print('Received', ss.recv(BUFFER_SIZE).decode())
ss.send('Message from agate\n'.encode())
ss.close()
```

## Client

```
import socket
BUFFER_SIZE = 100

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
s.connect(('agate.cs.unh.edu', 54321))
s.send('Message to agate\n'.encode())
print('Received', s.recv(BUFFER_SIZE).decode())
s.close()
```

This is in no way an example of how to write networking code! Among other issues, the code does not even do the most trivial error checking



# HTTP/HTML History

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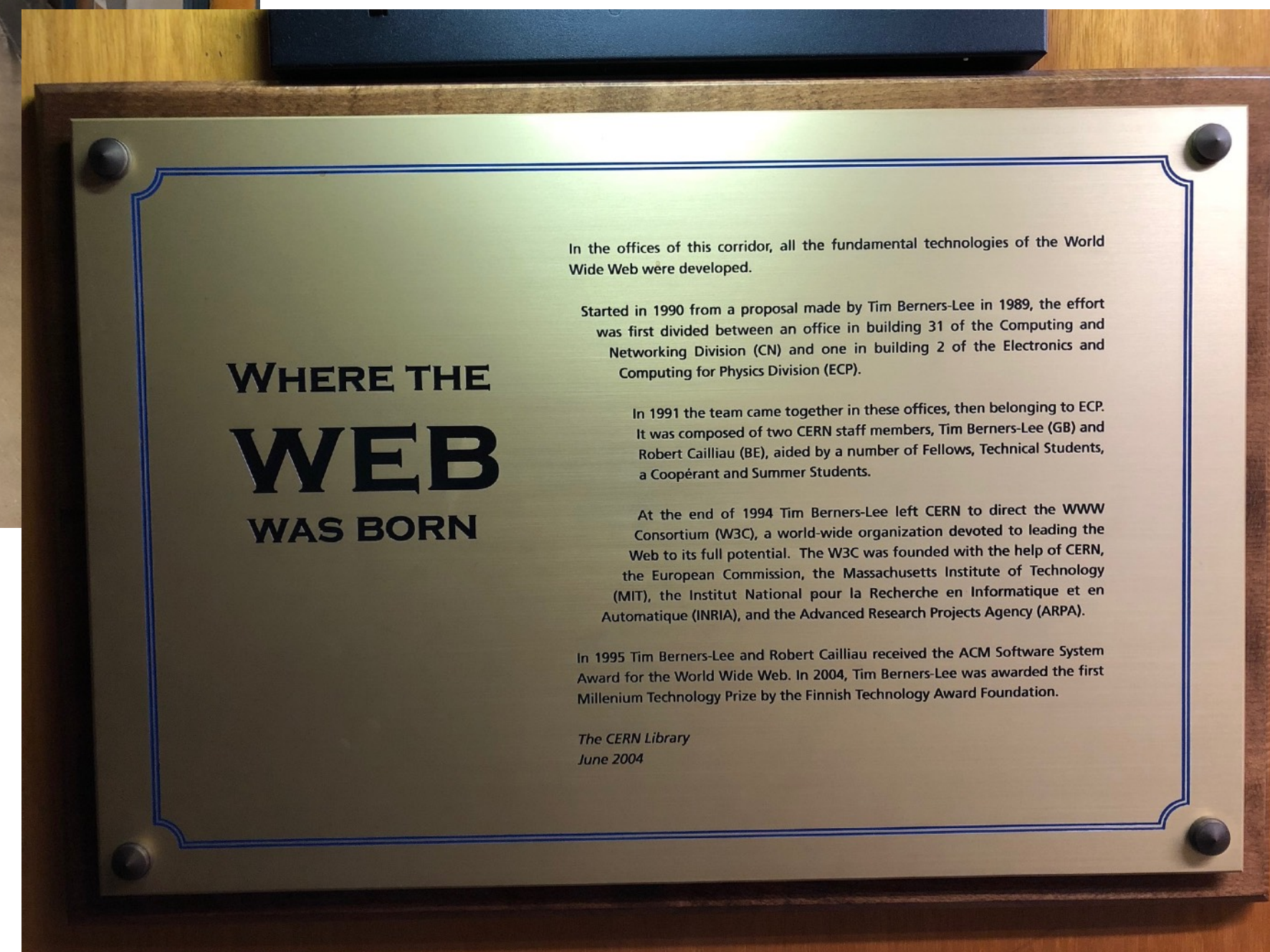
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# HTTP/HTML History



CERN, Geneva

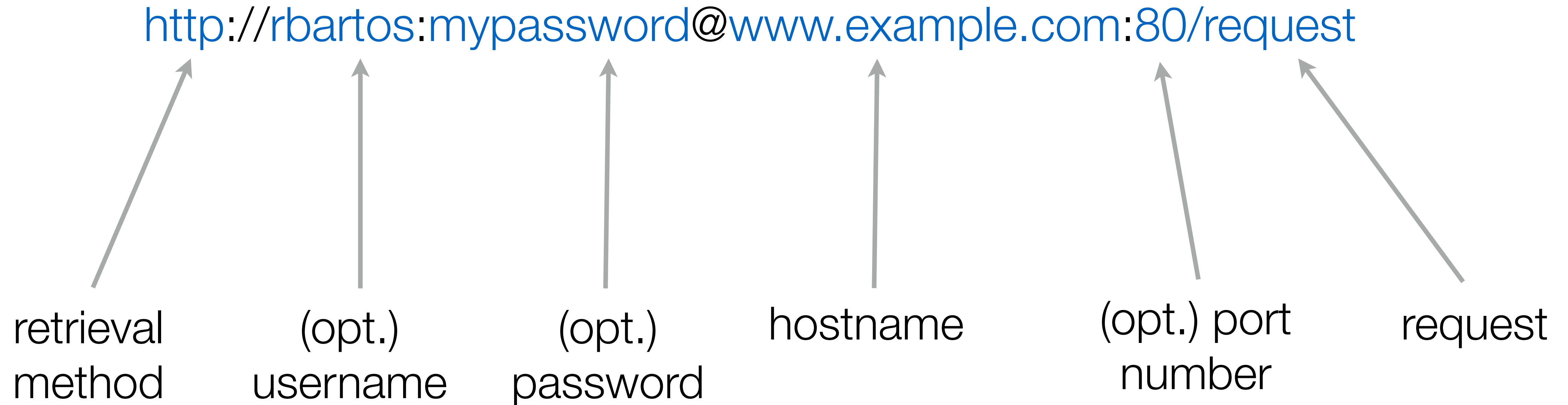




# HTTP

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- ▶ HyperText Transfer Protocol (HTTP)
- ▶ URL (Universal Resource Locator)



# HTTP

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- ▶ HyperText Transfer Protocol (HTTP)
- ▶ Runs on top of (reliable, transparent, connection oriented) TCP
- ▶ A stateless...
- ▶ ... request/response protocol.
- ▶ protocol and payload not secured by default
- ▶ “work in progress”: HTTP/1.1 → HTTP/2 → HTTP/3