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## **HTTP CLIENT**

Three Options: a TCP client, the URL class (below), or use/extend any web browser. Web browser = TCP client + HTTP + HTML/CSS/JS + DOM

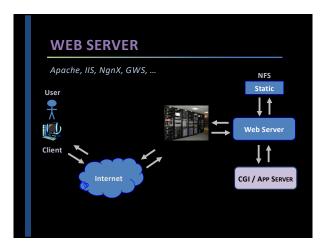
- Find the server's URL URL url = new URL(URL + "?" + QS);
- Open an input stream to the server inputStream = URL.openStream()
- Read the server's response from that stream new Scanner(inputStream).nextLine();

## **HTTP SERVER**

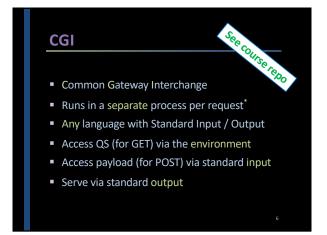
Two Options: a TCP server or use/extend any web server. Web server = TCP Server + Port 80 + HTTP. A web server such as Apache has:

- Built-in static file serving
- Built-in scalability
- Built-in security (https + auth) via .htaccess
- Built-in telemetry (logs and error logs)
- Extensibility: PHP (violates view migration); CGI (good & language agnostic); App Servers (best): Tomcat JSP, WebSphere, WebLogic, NodeJS, ASP.NET, ...)

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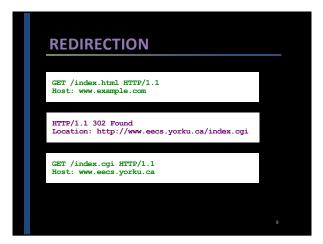


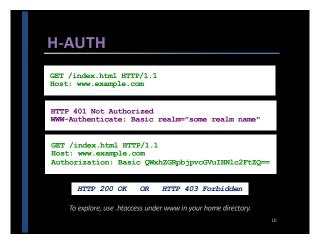
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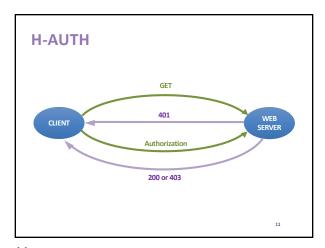


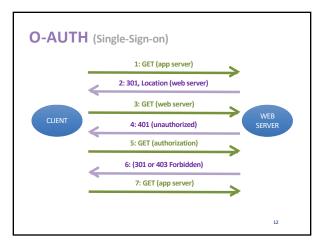
## SESSION MANAGEMENT HTTP cannot maintain state (restful) but we can: Client-Side State maintained by client and sent as needed to server Network Side State shuffled back and forth with every request/response Typically through hidden fields, URL Rewriting, or Cookies Server Side Server keeps it in memory or a database with a key derived from the client's credentials (known thru auth or assigned). The key (cookie) is stored in an http header (network side).

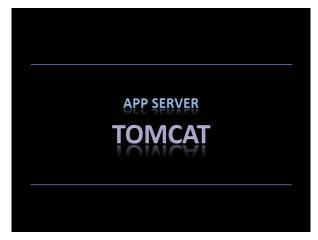


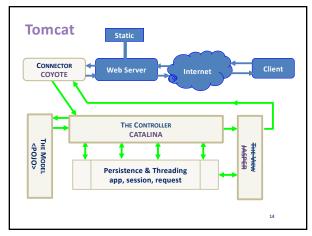


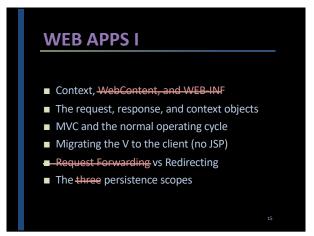












| WEB APPS II  |  |
|--|--|
| ■ Scalability  - Multithreading in Tomcat  - Analytics through Listeners  - Ad-hoc changes through Filters |  |
| ■ Security  - https  - Authentication and Open Authentication  |  |
| — Cross-Site-Request Forgery   |  |