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• What computers are involved?

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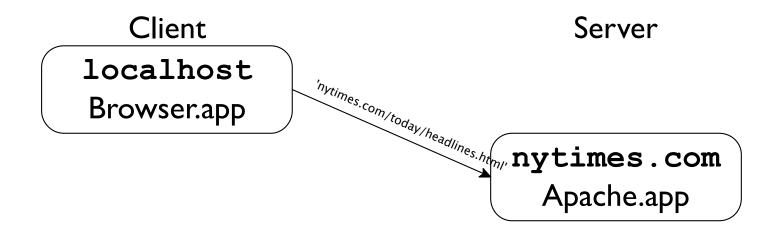
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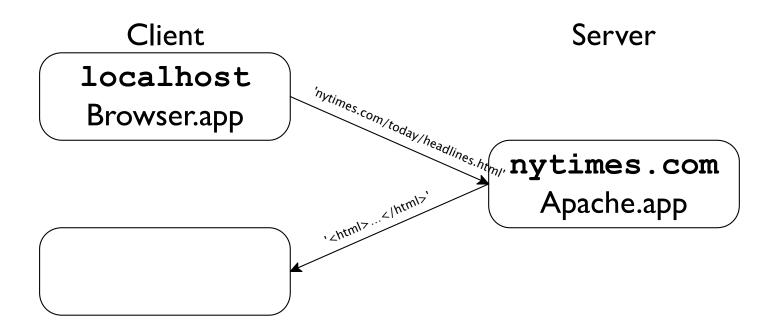
- What computers are involved?
- We will repeatedly consider: What decisions do they each make?

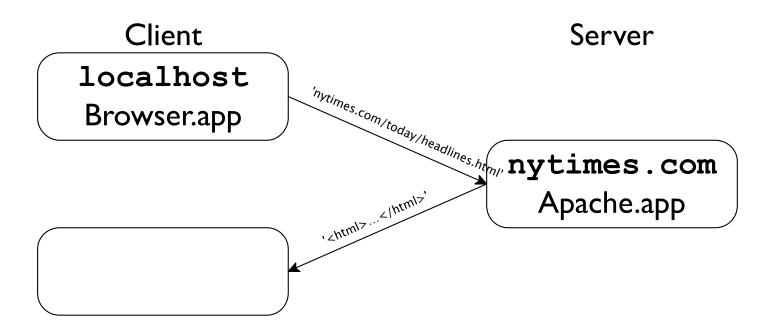
Client Server

Client
localhost
Browser.app

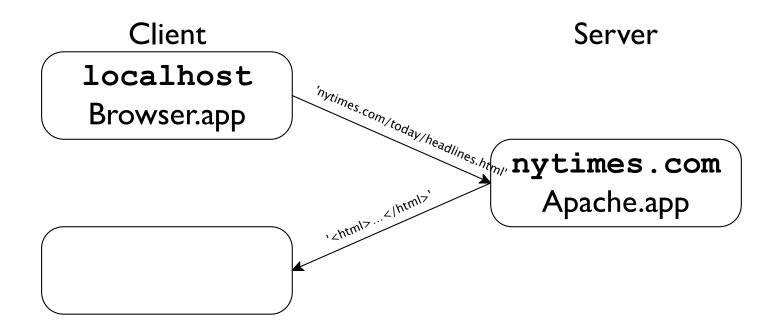
Server





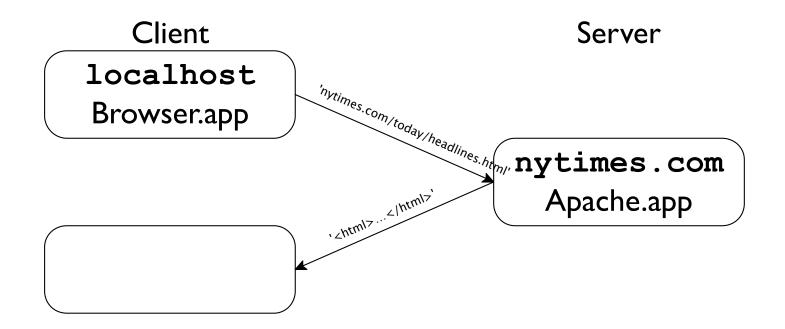


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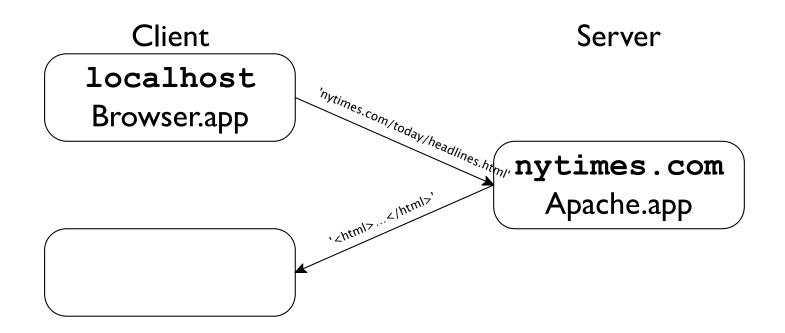
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Client-side processing is a large part of Web I. Before we look more at server-side processing (Web II), let's think through one more client-side question:

Whence images?

When requesting http://foo.com/aPage.html the response is merely a string (starting with the 6 chars "<html>"), presumably.

...So where do any pictures come from, if client only received text?

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But still, that's just some characters – not an image.

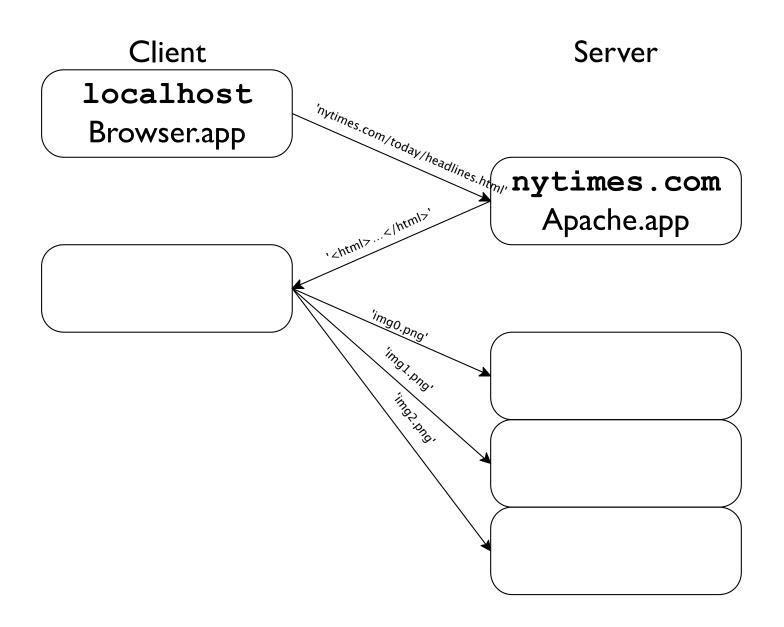
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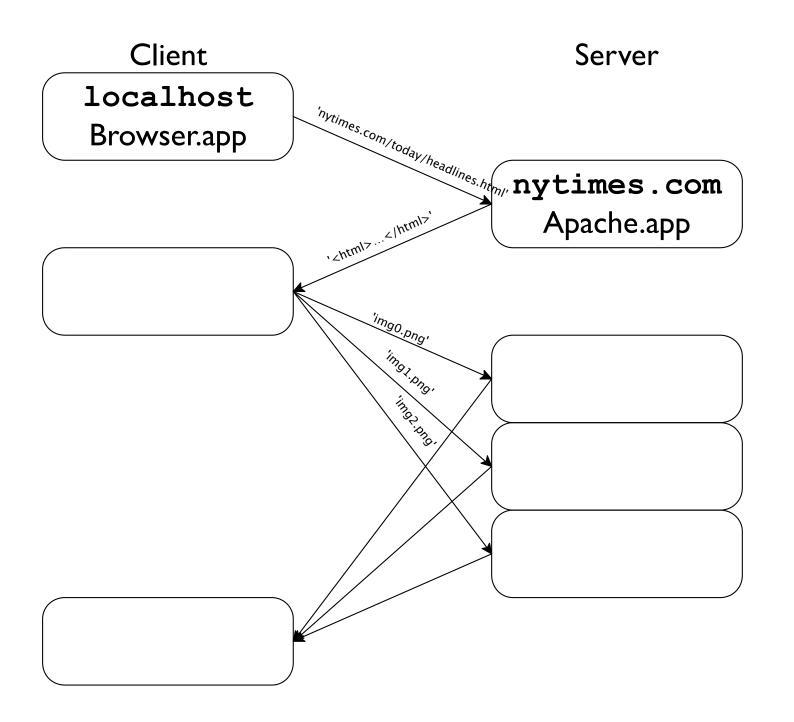
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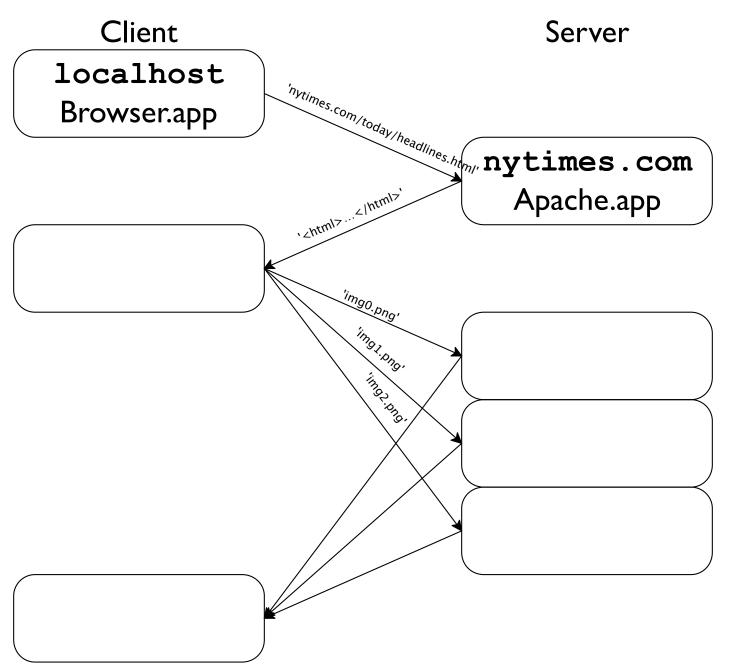
...So where do any pictures come from, if client only received text?

Well, embedded in that string might be the chars .
But still, that's just some characters – not an image.

Seeing this, the browser is programmed to make *another* request! Loading one URL *may* lead to many more requests.







The browser will take the html-and-image-data, and render one big page of pixels.

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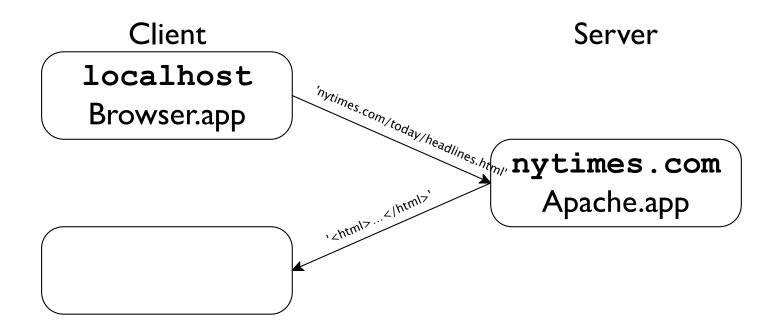
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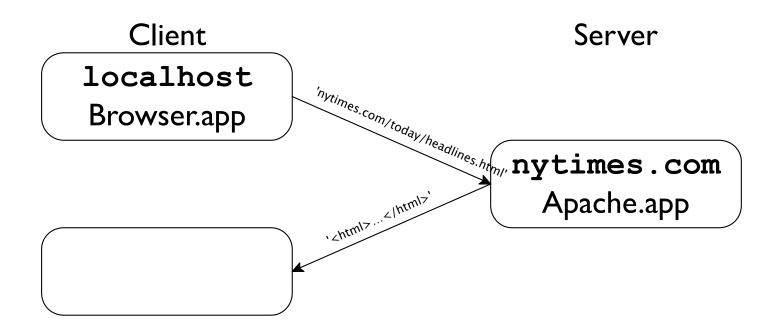
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- Third-party cookies we'll discuss cookies later.



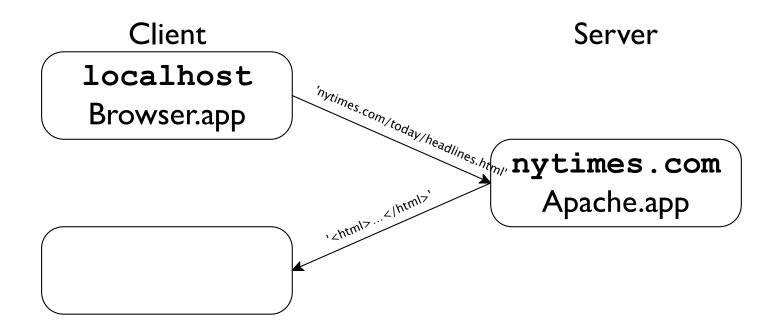
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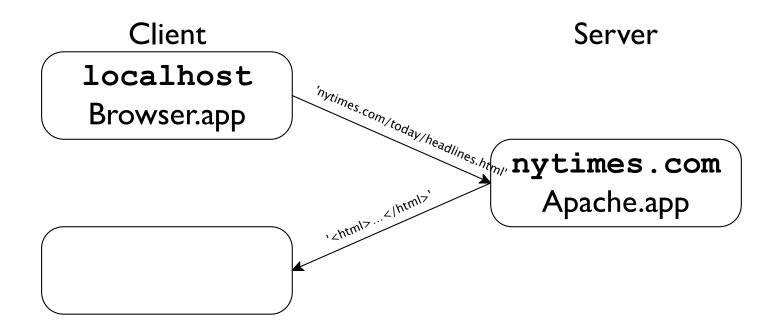
What type of info does the server take in? String What type of info does the server return?



A web **server** is just a function:

What type of info does the server take in? String

What type of info does the server return? String



A web **server** is just a function:

What type of info does the server take in? String
What type of info does the server return? String
Hey, we wrote functions like that in Java 1.

a web server is a function

serve : String → String

or perhaps

server : URL → HTML

Understanding the server as a mundane function* is essential.

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One common behavior might be 'return-file-contents-as-String', but its code can also be filled with oodles of if-else-if statements.

^{*} Admittedly, the input **String** and the return **String** are "passed" via http-packets, but that's just an implementation detail. We will, though, mention http-packets again in the next lecture.

decisions, decisions

Now we'll look at some of the decisions the server makes, when creating a response.

We'll spend 20min requesting various pages; your job is to recognize when the server has an 'if' statement in its code!

http://php.radford.edu/itec325/Lectures/client-server/client-server-I.html

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Examples:

- That's a directory; permission denied.
- That's a directory; I'll serve its index.html instead.
- That's a directory; I'll give some html about it.
- 404 file not found
- 401 Unauthorized
- 200 OK
- That's a php program; I'll run it and serve whatever that program prints.