

COLLEGE OF ENGINEERING AND TECHNOLOGY DEPARTMENT OF COMPUTER ENGINEERING

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Lab. Project

An HTTP Server and a Client

Your task is to write a **server** and **client** (a.k.a browser) for the **HTTP** application-layer protocol.

Remember

- 1. The client establishes a TCP connection to a particular **port** on the server. The default port for HTTP is port 80.
- 2. If you are running a unix-like operating system, port 80 may be blocked and only the superuser is the only user allowed to run any servers that listens on the first 1024 reserved ports.
- 3. A client may specify a particular port explicitly rather than the default port, example: http://hostname:8888
- 4. An HTTP server listening on that port waits for a client's request message.
- 5. An HTTP client initiates a **request**.
- 6. Upon receiving the request, the server sends back a **response** containing a **status** line followed by a **message**, that might be the body of the requested page or an error message.
- 7. There are two main standards of the HTTP protocol: HTTP/1.0 and HTTP/1.1.
- 8. The RFC 2616 defines the HTTP/1.1.

Typical HTTP Session

Client's Request

```
1 GET /index.html HTTP/1.1
2 Host: www.mit.edu
3 <newline>
```

Server's Response

```
HTTP/1.1 200 OK
1
    Date: Fri, 11 Dec 2009 23:16:12 GMT
 \mathbf{2}
    \texttt{Server: Apache} \ / \ 1.3.41 \ (\texttt{Unix}) \ \texttt{mod} \ \texttt{ssl} \ / \ 2.8.31 \ \texttt{OpenSSL} \ / \ 0.9.8 \ \texttt{j}
3
 4
    Last-Modified: Fri, 11~{\rm Dec}~2009~15{:}48{:}39~{\rm GMT}
            71e8dca-2ba5-4b2269d7
    ETag:
\mathbf{5}
6
    Accept-Ranges: bytes
 7
    Content-Length: 11173
8
    Connection: close
9
    Content-Type: text/html
10
    <newline>
    <!DOCTYPE html PUBLIC "-//W3C//DTD XHIML 1.0 Strict//EN" "http://www.w3.org/TR/xhtml1/DTD/↔
11
          xhtml1-strict.dtd">
12
    <html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">
13
      <head>
14
         <title>MIT</title>
15
     . . .
16
     . . .
17
     . . .
```

Some Common Status

- 1. 200 OK
- 2. 400 Bad Request
- 3. 404 Not Found

Constraints

Server

- 1. Your server should be a multi-threaded web server, it should handle more than one client at a time.
- 2. Your server's port should be configurable (read from a configuration file).
- 3. Your server should handle the three common status shown above.
- 4. Your server must handle HTML files, but other file types (as images) is optional.
- 5. Your server will be tested against well-known browsers (as Firefox).

Client (Web Browser)

- 1. Your client should at least contain a text box (to enter the url in) and a pane (to display the page).
- 2. Your client should be able to initiate an HTTP connection to any HTTP server, sends the **request** and receives the **response** and finally saves the response body as an **HTML** file.
- 3. You can use the **JEditorPane** class with **URL** class to display the HTML file.
- 4. If the **URL** class is to be used in combination with the **JEditorPane** class only use it to display the saved HTML file.
- 5. Do **not** use the Java **URL** class to handle the HTTP session, you have to use the stream sockets (TCP) to handle the HTTP protocol.
- 6. Your client will be tested against well-known servers (as Apache).