CSE 331
Software Design & Implementation

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Servers

Event-driven programming

An *event-driven* program is designed to wait for events:

- program initializes then enters the *event loop*
- abstractly:

```
do {
    e = getNextEvent();
    process event e;
} while (e != quit);
```

Server Programming

- Servers sit around waiting for events like:
  - new client connections
  - new data from the client (high scale servers)

- Simple version (normal scale):

```
while (true) {
  wait for a client to connect
  process the request; send a response back
}
```

  - probably want to use a new thread for processing
  - high scale web servers might look quite different

Example: Chat Server

`ChatServer.java`

Server Sockets & Ports

- Server creates a "server socket" and waits for a connection
  - each connection comes with an individual socket
  - allows reading from / writing to that client

- Servers on the same machine distinguished by a **port** number
  - numbers below 1024 require admin privileges

```
ServerSocket ssock = new ServerSocket(80);
```

- Clients indicate the port when trying to connect:

```
Socket sock = new Socket("attu", 80);
```

Ports & Protocols

- Sockets API allows reading & writing of byte data
  - like the File API

- Each server can define its own **protocol** for communication
  - the language it uses to speak to clients

- By convention, ports are associated with particular protocols
  - 80 = HTTP
  - 443 = HTTPS
  - 25 = SMTP relay
  - …

- Client that wants to talk HTTP can try connecting to 80

Protocols

- HTTP (Hyper-Text Transfer Protocol) is the most important
  - initially created for retrieving HTML documents
  - simple, text-based protocol

- Trend moving away from new protocols toward re-use of HTTP
  - Google (2010s) used HTTP for almost everything

- Allows for re-use of **libraries** for creating HTTP servers…
  - use of libraries reduces bugs, saves time, etc.
  - do not write your own HTTP server

HTTP

HTTP Request 1

```
GET /index.html HTTP/1.1
```

- Request ends with a **blank line**
- Between GET and blank are optional headers of the form

```
Name: Value
```

  - similar to Java properties files
  - common example would be `User-Agent` to describe client

HTTP Response 1

```
HTTP/1.1 200 OK
content-length: 5678
content-type: text/html; charset=UTF-8
Date: Wed, 27 May 2020 18:30:00 GMT
Connection: close

<html>
…
```

- 200 status code indicates successful
- 400s for error that is the client's fault
- 500s for errors on the server's end

Demo

```
(command-line HTTP request)
```

HTTP Request 2

```
POST /register HTTP/1.1
content-type: application/x-www-form-urlencoded
content-length: 25

fname=Kevin&userid=kevinz
```

- **`POST`** request includes client content

- 25 bytes of content after the blank line
  - newlines are just another byte

HTTP

- **`GET`** & **`POST`** requests are by far the most common
  - other types like DELETE also exist

- See CSE 333 for a more complete discussion
  - (no need to memorize the details here)

Uniform Resource Locators (URLs)

- Tells the browser what to get and how to get it

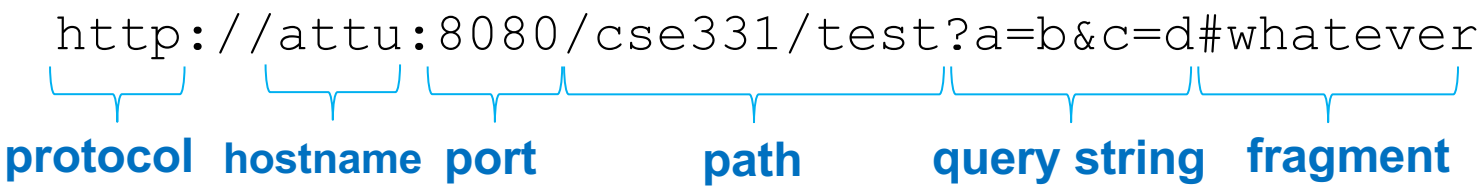
```
http://attu:8080/index.html
```

Connect to server attu on port 8080

Send GET request

```
GET /index.html HTTP/1.1
…
```

Uniform Resource Locators (URLs)



- **Port** is optional (default is 80 for HTTP)
- Optional "`?a=b&c=d`" part of path is called **query string**
  - "&"-separated key=value pairs
  - useful for passing arguments to the server-side code…
- **Fragment** is only kept in the browser
  - client can use this to record its place in the document
  - allows back/forward buttons to work on a single page