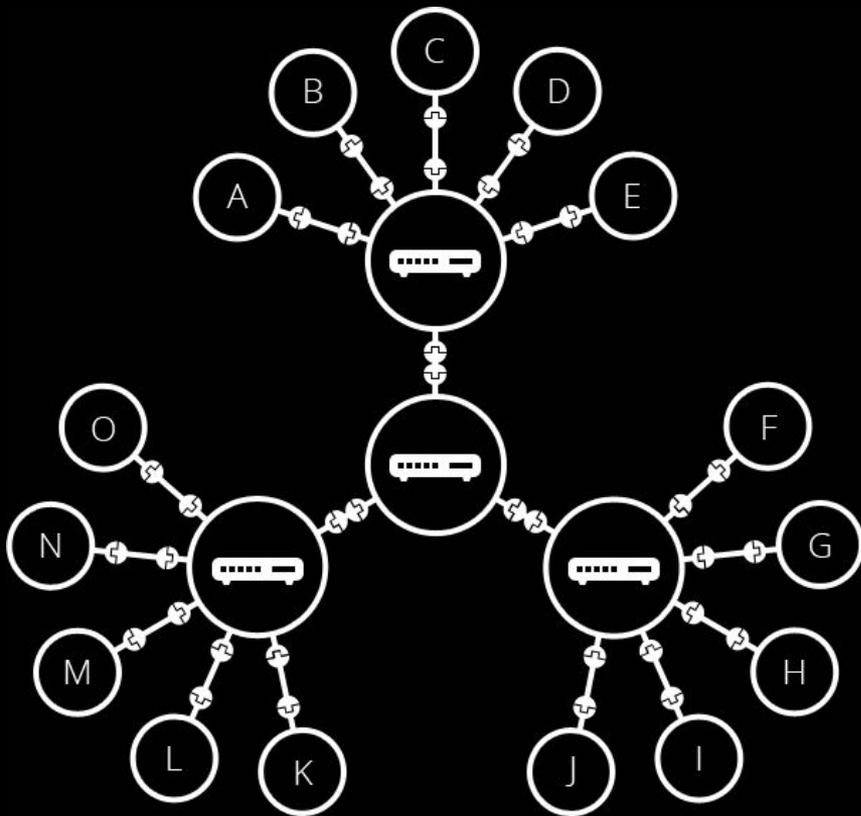
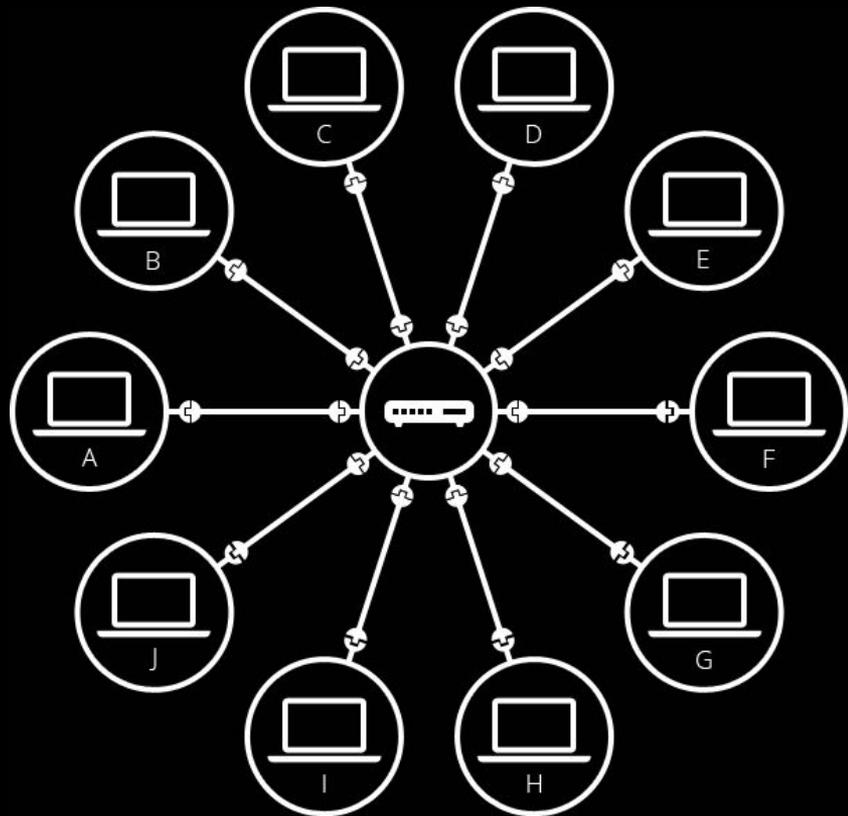


# Web Basics

CS 272 Software Development



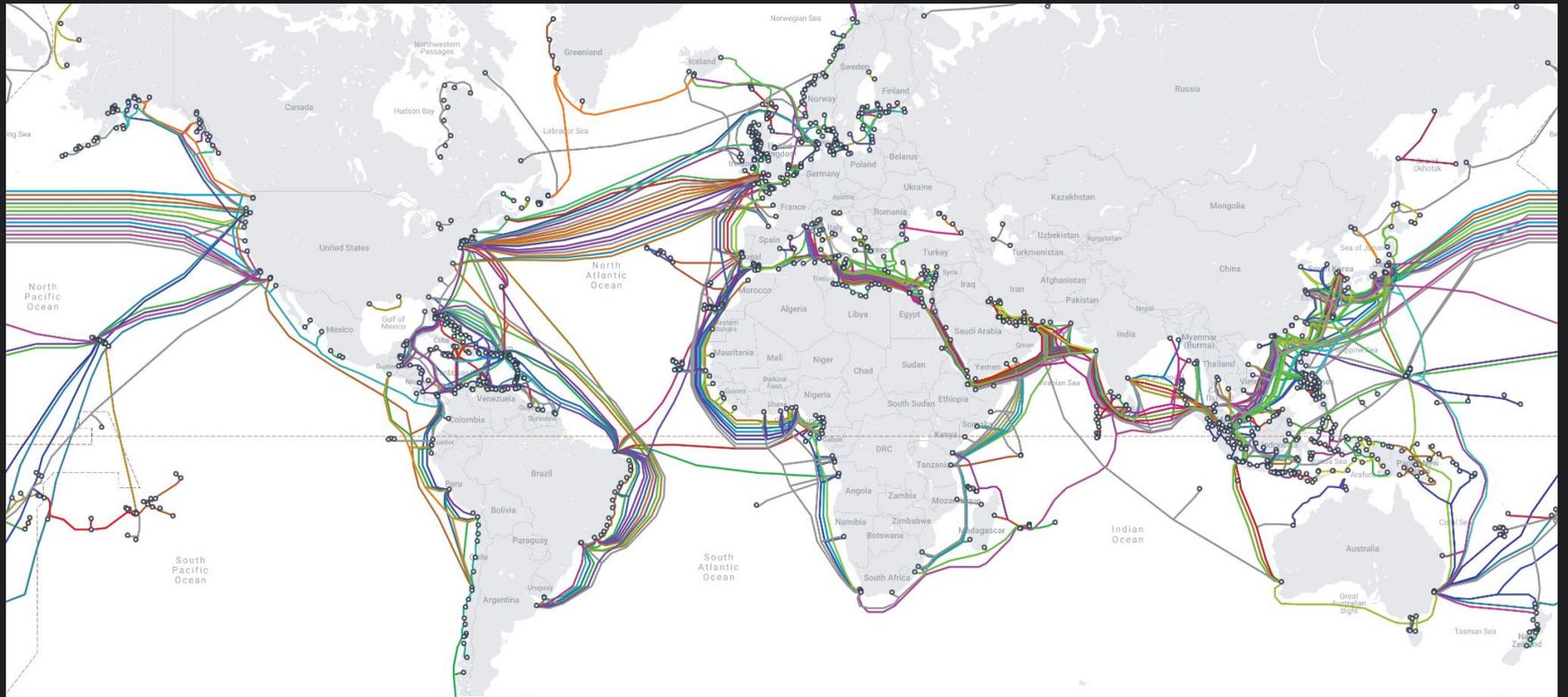
[https://developer.mozilla.org/en-US/docs/Learn/Common\\_questions/How\\_does\\_the\\_Internet\\_work](https://developer.mozilla.org/en-US/docs/Learn/Common_questions/How_does_the_Internet_work)





<https://www.google.com/about/datacenters/gallery/>





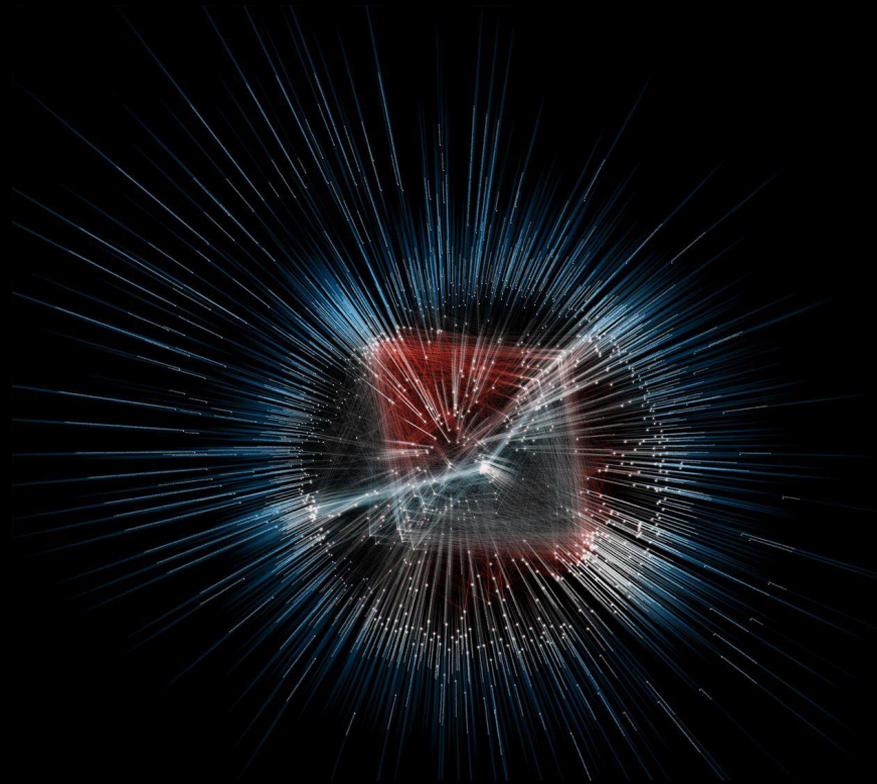
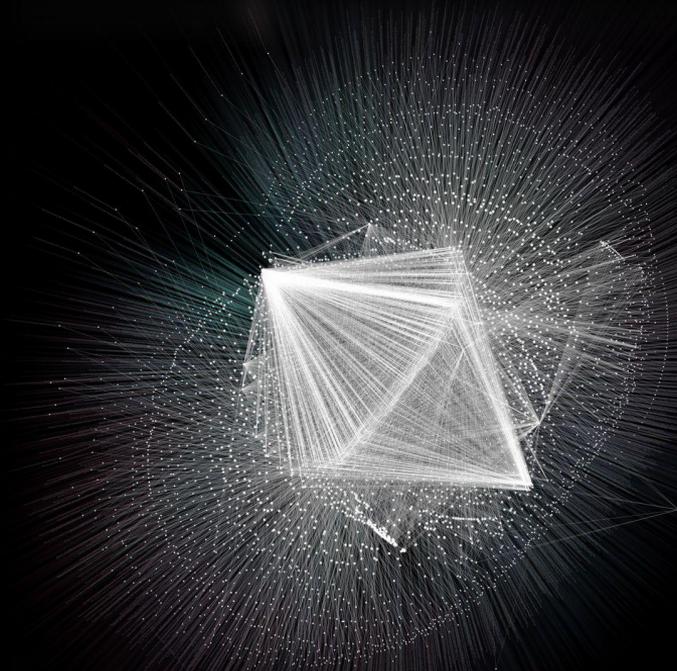
<https://www.submarinecablemap.com/>



# Internet

- World-wide internetwork (network of networks)
- Built on various hardware components
  - Individual networks of servers, switches, etc.
  - Networks connected via routers, gateways, etc.
- Hardware uses standard protocols to communicate
  - TCP/IP (Transport Control Protocol/Internet Protocol)





Martin Dade Robertson · <https://www.wired.co.uk/gallery/internet-artworks-gallery>



# World Wide Web

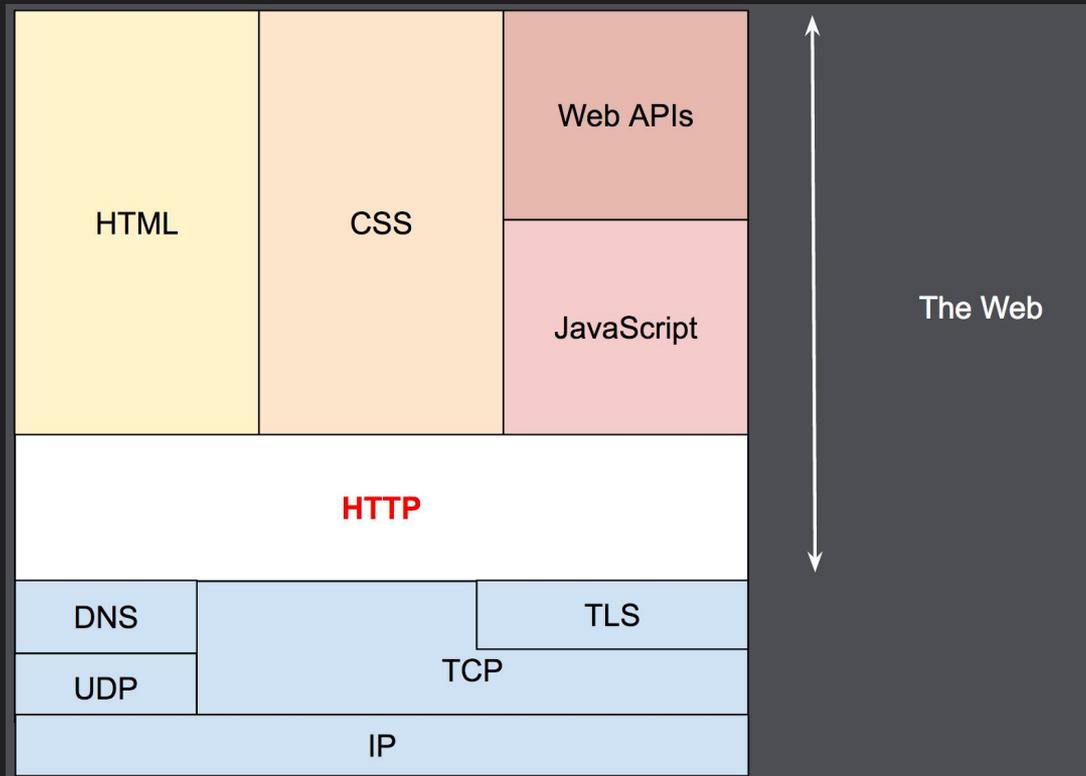
- Runs on the Internet
- Collection of hyperlinked websites and web pages
- Uses application-layer (high-level) software protocols
  - **U**niform **R**esource **L**ocator (**URL**)
  - **H**ypert**t**ext **T**ransfer **P**rotocol (**HTTP**)
  - **H**ypert**t**ext **M**arkup **L**anguage (**HTML**)



# World Wide Web

- **Uniform Resource Locator (URL)**
  - Identifies web pages and other resources
- **Hypertext Transport Protocol (HTTP)**
  - Transfers web pages from server to client (browser)
- **Hypertext Markup Language (HTML)**
  - Creates web pages (parsed/displayed by browser)

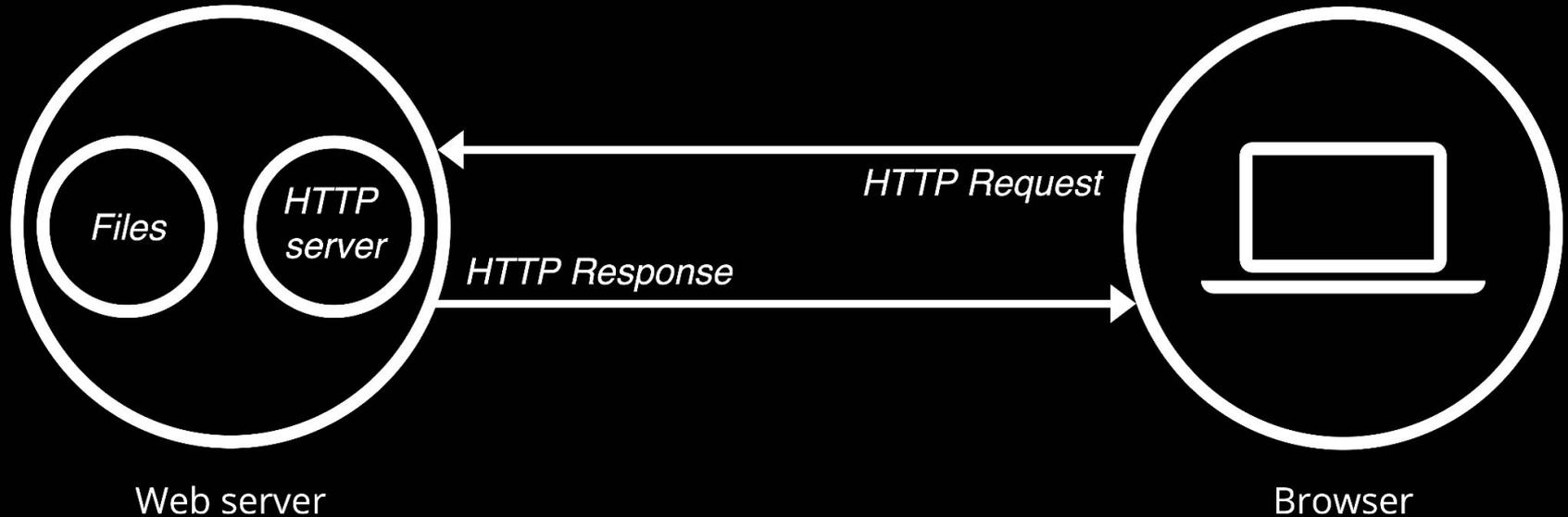




<https://developer.mozilla.org/en-US/docs/Web/HTTP/Overview>



# Client-Server Overview



[https://developer.mozilla.org/en-US/docs/Learn/Common\\_questions/What\\_is\\_a\\_web\\_server](https://developer.mozilla.org/en-US/docs/Learn/Common_questions/What_is_a_web_server)

# Questions?

