

CmpE 473 Internet Programming

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Course Information

- Topics
- Work Schedule
- Grading
- Resources
- Academic Integrity

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Introduction

Internet Architectures

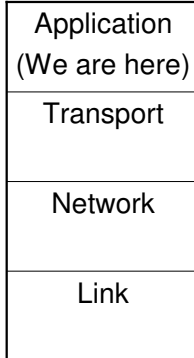
- A set of nodes collaborate to carry out a job
 - A node wants to print, but doesn't have access to a printer
 - A node needs data that is available at a different node
- A common language for communication
 - Usually not a full-fledged language
 - Protocol that specifies what to do in specific situations

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TCP/IP Network Model

1. Link
 - Network hardware and device drivers
2. Network (IP)
 - Communication
 - Addressing
 - Routing
3. Transport (TCP, UDP)
 - Communication among programs
4. Application (HTTP, FTP, DNS)
 - End-user applications



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Transport

- Transmission Control Protocol (TCP)
 - Connection-based (like making a phone call)
 - Reliable (Failures are reported)
 - Order preserving (Why important?)
 - HTTP, FTP
- User Datagram Protocol (UDP)
 - Connectionless (like posting a letter)
 - No guarantee on order or delivery
 - PING, ECHO

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Ports

- Delivering incoming data to the right application
 - One connection
 - Multiple applications
- Application picks a (unique) port number
- Identify the computer (IP address) + identify the application (port number)
- Port numbers
 - Range from 0 to 65,535
 - 0 - 1023 are reserved ports
- Ports: HTTP 80, FTP 21, ...
- Example

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Protocol

- Set of rules that will be followed by the participants
 - Events that take place
 - The initiators
 - The timing of events
 - The data formats
- Does not specify how the protocol should be implemented
- Example*: Hypertext Transfer Protocol (HTTP)

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Protocol Properties (1)

- **Unambiguous:**
 - The protocol state should state clearly what should be done in a situation
 - No misunderstandings
- **Complete:**
 - The protocol should cover all possible requests
 - Garbled data?
 - Illegal request?

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Protocol Properties (2)

- **Extendable:**
 - The protocol should allow new requests and responses to be added
 - Versioning of protocols
 - World Wide Web Consortium (W3C) and Internet Engineering Task Force (IETF) work to standardize versions of protocols
- **Accessible:**
 - Different clients and different servers may be designed and implemented by different programmers
 - Should still be able to speak the same language

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Protocol Types

- **Synchronous**
 - Client sends a request and blocks
 - Server responds
 - Example: HTTP, SMTP
- **Asynchronous**
 - Clients and server send information at the same time
 - Example*: TELNET
- **Deferred Synchronous**
 - Continue operation until a certain point and then wait
 - Example: CORBA

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Client/Server Architecture (1)

- Client and server asymmetric in capabilities
- **Client*:**
 - Represents a user
 - Program that request tasks from servers
- Often users interact with a client through a GUI
- Client translate the user requests to protocol tokens
- Clients initiate the interaction with a server

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Client/Server Architecture (2)

- Server: Program that waits for incoming communication requests from a client
- Usually has some resources that the client does not have
 - Bandwidth, access to printer
- Takes the request
 - Process data
 - Perform a task
 - Return results client
- Examples: Mail servers, Print servers, Web servers

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Client/Server Architecture (3)

- Common protocols
 - Mail servers: SMTP
 - Print servers: LPP, IPP
 - Web servers: HTTP
- On request, the server performs a service and sometimes returns a success/fail response
- The client pulls the information

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Server Tasks

- Application-dependent
- Authentication: Verify the identity of the client
 - Check if the Username/Password supplied by the client matches the one already stored
- Authorization: Check that the client has rights to perform what it wants to perform
 - Check mail of another user?
 - Delete a file?
- Concurrency: Allow multiple clients to use the server at the same time

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Two-Tier Architecture

- Example*: registration.boun.edu.tr
 - What does the client have? Database, logic?
 - Who uses the client?
 - What does the server have? Database, logic?
 - Two tiers?

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Three-Tier Architecture (1)

- Three separate layers
- Presentation tier
 - Runs on client
 - Provides user interface
 - Invokes business logic
- Business logic tier
 - Runs on server
 - Has application logic, business rules, etc.
- Data tier
 - Runs on a database server
 - Stores and provides access to data
- Advantages?

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Three-Tier Architecture (2)

- Presentation tier
 - Thin client (runs in the browser)
 - Thick client (runs as a Java program)
 - JavaBeans: Component model for client side
- Business logic tier
 - Runs on server
 - Has application logic, business rules, etc.
 - Enterprise Java Beans: Component model for the server side
- Data tier
 - Runs on a database server
 - Stores and provides access to data
 - Java Database Connectivity

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Peer-to-Peer Architectures

- Richer models of interaction (compared to client-server)
 - Symmetric client-server
 - Asynchrony
- Control on all peers (not just the client)
- Peers enter and leave; the system stays
- Difficult to shut down
 - No bottleneck

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Symmetric client-server

- *Symmetric client-server*: (callbacks) each party can be the client of the other.
- Example:
 - File sharing
 - Each peer hosts some files (e.g., mp3s)
 - No central server, no central index
 - Query peers to find the file you need
 - Different protocols: Gnutella, Freenet

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Asynchrony

- *Asynchrony**: while the request-response paradigm corresponds to pull, asynchronous communication corresponds to push.
 - Intelligence on the server (pushing) side.
 - What can you push? When do you push?
 - Spamming?

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Invocation vs. Message-Oriented

- Invocation
 - Assumes knowledge of the other party
 - Gives access to others' resources
- Message-Oriented
 - Recipient deals with the message
 - Recipient can change its functioning
 - Increased abstraction
- RMI vs Java Messaging

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Message-Oriented Middleware

- Intermediary message system
- Post and read messages from queues (point to point).
- Publish and subscribe (topic-based)
- Reliability guarantees of delivery or failure notification to sender.
- Some messages correspond to event notifications.
- Examples: IBM MQ Services, Java Message Service (JMS)

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Java 2 Platforms

- J2SE
 - Core (JDBC, RMI, JNDI, ...)
 - Desktop (Swing, JavaBeans)
- J2EE (Enterprise Edition)
 - Web Services Support
 - Java Message Service
- J2ME (Micro Edition)
 - Wireless Messaging API
 - Mobile Media API

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Java Development Environments

- Eclipse
 - Free, open-source IDE
 - Many additional plugins
- Java NetBeans
 - Free, open-source IDE
 - Has mobility support
- Borland JBuilder

Java Programs

- Applications
 - Stand-alone or distributed program
 - Bytecode on the running computer
- Applets
 - Runs in a browser
 - Bytecode downloaded to the computer and run
- Servlets
 - Runs in a browser
 - Bytecode resides on the server