

Web Architectures

Layer, Languages, Protocols

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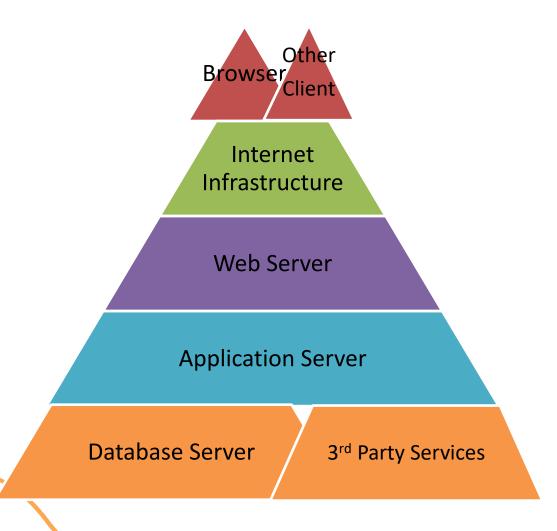
Goal

- Understand what is the Web and its architecture
 - main (logical) components
 - main network protocols
 - existing architectural patterns and languages
- Know the interaction and communication across components
- Learn the basics of how a browser works

 NOTE: Several of the topics mentioned here will be presented in more details along the course

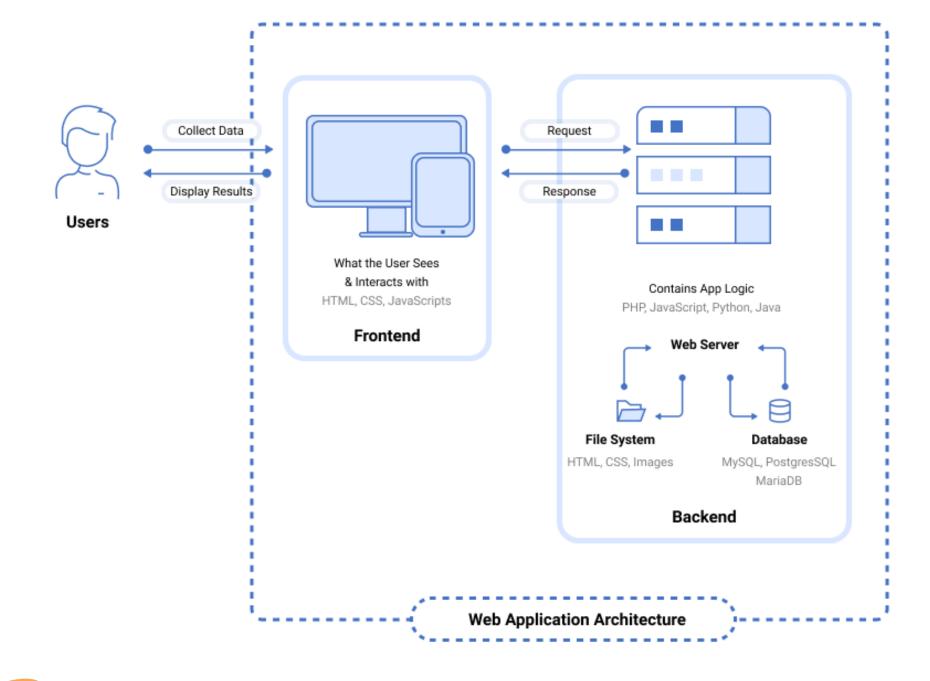


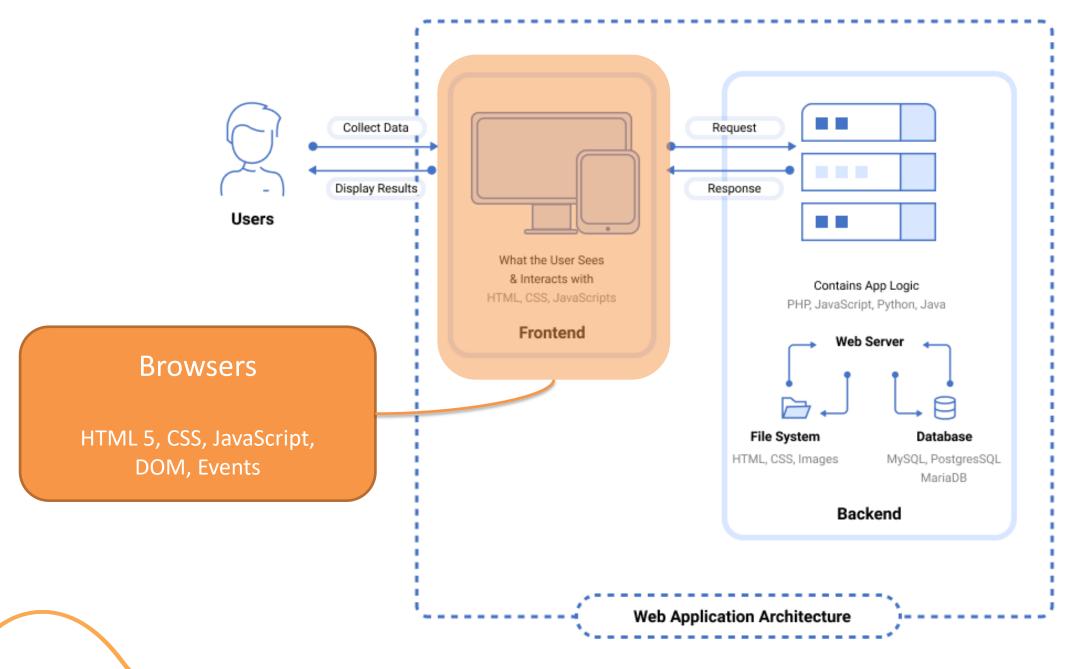
N-tier (N-level) Architecture



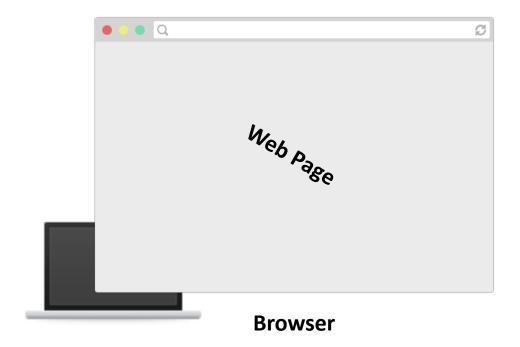
- Each level/tier has a well-defined role
- One or more servers implement each tier/layer
- More servers can share the same hardware or can run on dedicated devices
- Communication between tiers/levels is achieved through the network

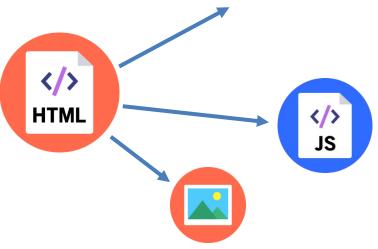
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Browser





The HTML file might link to other **resources** (images, videos, ...) as well as **JavaScript** and **CSS** files, which the browser then also loads

These are stored or generated by a **server**



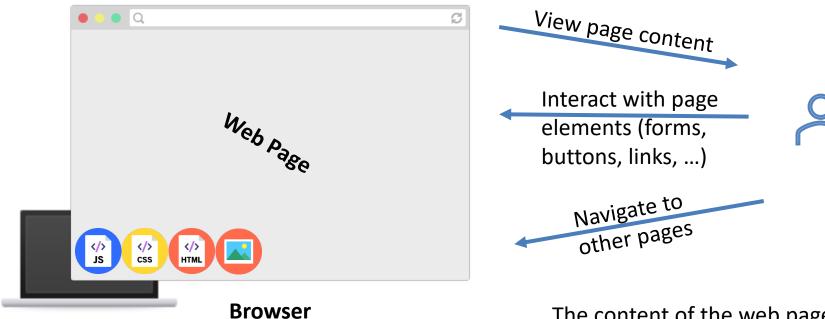
HTML



- Hyper Text Markup Language
- Defines the structure of a web page
- A series of "tags" with an associated semantic meaning
 - <html>...</html>
 - <body>...</body>
 - <header>...</header>
 -
 - ...

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Browser



The content of the web page is described by HTML+CSS.

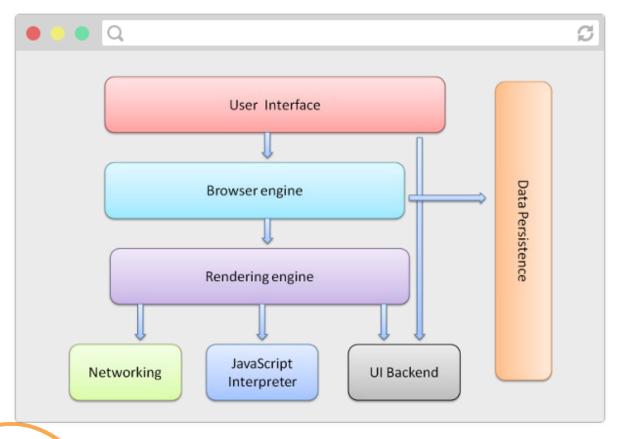
Clicking on a link brings the user to a **new page**.

Interacting with other elements may generate *Events* inside the browser.

Such Events are "captured" by JavaScript and may **update the page content**.

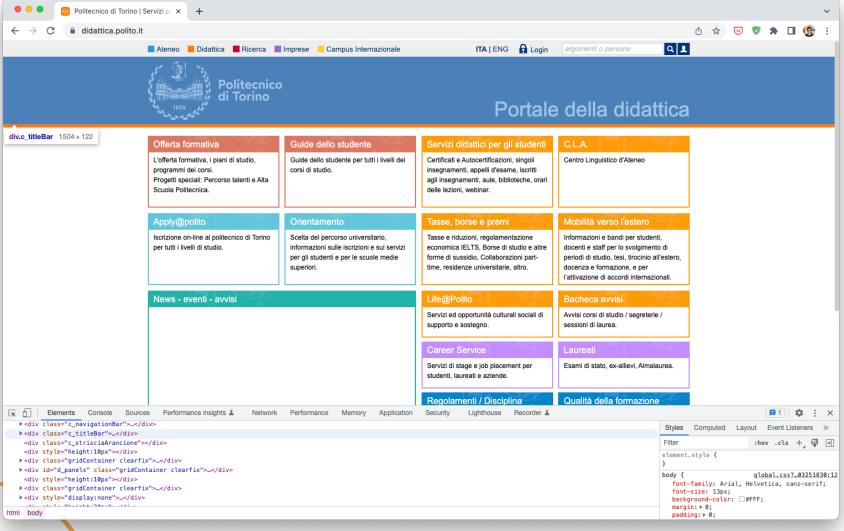


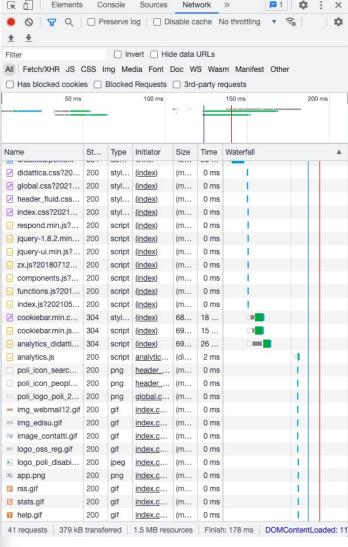
Conceptual Browser Architecture (from 10,000 feet)



- User Interface: the address bar, back/forward button, bookmarking menu, etc. Every part of the browser display except the window where you see the requested page
- The Browser Engine marshals actions between the UI and the rendering engine
- Rendering Engine: responsible for displaying the requested content. For example, if the requested content is HTML, the rendering engine parses HTML and CSS, and displays the parsed content on the screen
- Networking: for network calls such as HTTP requests, using different implementations for different platform behind a platform-independent interface
- UI Backend: used for drawing basic widgets like combo boxes and windows. This backend exposes a generic interface that is not platform specific. Underneath it uses operating system user interface methods
- JavaScript Interpreter: used to parse and execute JavaScript code
- Data Persistence: a persistence layer. The browser may need to save all sorts of data locally, such as cookies. Browsers also support storage mechanisms such as LocalStorage, IndexedDB, WebSQL and FileSystem

Browser Development Tools



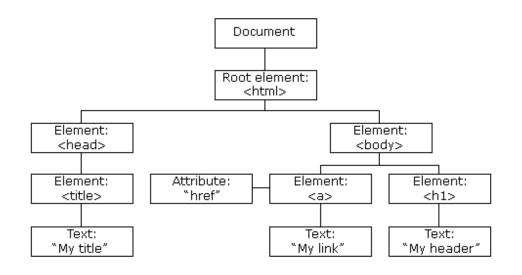




Document Object Model (DOM)

- Standard data structure for representing the web page content
- Allows to get, change, add, or delete HTML elements
- Supported by all browsers
- JavaScript programs can read and modify the DOM
- Abstracts and standardizes APIs to
 - Browser
 - HTML

"The W3C **Document Object Model** (DOM) is a *platform and language-neutral interface* that allows programs and scripts to dynamically *access* and *update* the content, structure, and style of a document."



Cascading Style Sheets (CSS)

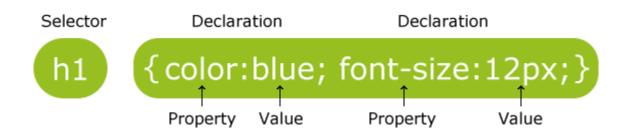


- Define the style and appearance of a web page
- Allow the definition of complex layouts
- Adapt web pages to
 - different resolutions
 - different devices (e.g., smartphones)
 - different preferences (e.g., color schemes)
 - to different media (e.g., text vs. video)
 - in a standard way

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Cascading Style Sheets (CSS)

- A set of "declarations" applied to some "selectors"
 - Selectors identify portions of the DOM
 - Declarations set the value of some properties
 - Properties control everything
 - color, size, font, alignment, border, shadow, position, selection status, transitions, links, buttons, cursors, ...



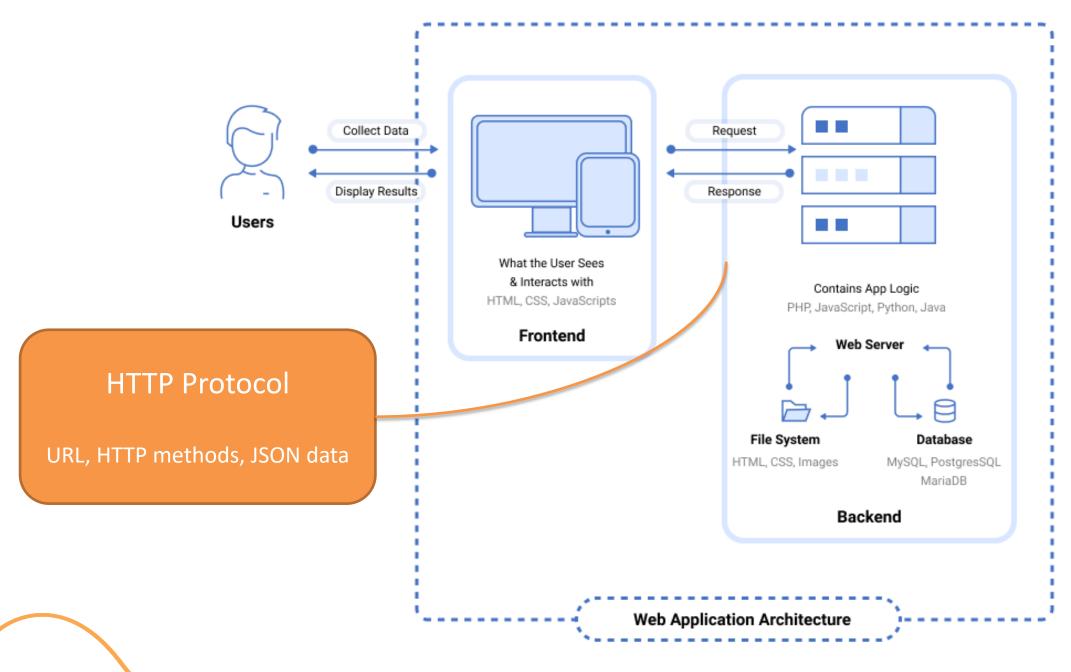


JavaScript



- JS Interpreter embedded in the browser
 - Executes within a strict "sandbox"
- JS Scripts loaded by the HTML page
 - <script src="/js/myscript.js"
 type="text/javascript"></script>
- JS Scripts have read-write access to
 - Browser API
 - HTML DOM (including form data)
 - User events and actions

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Uniform Resource Locator (URL)

```
    http://www.sadev.co.za/users/1/contact
    http://www.sadev.co.za?user=1&action=contact
    Scheme Hostname Path Fragment
    https://bbd.co.za/index.html#about
```

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HTTP Protocol

RFC 2616, RFC 2617 http://www.w3.org/Protocols

```
GET / HTTP/1.1
Host: www.polito.it
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64; x64; rv:86.0) Gecko/20100101 Firefox/86.0
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/webp,*/*;q=0.8
Accept-Language: en-US,en;q=0.5
Accept-Encoding: gzip, deflate, br
DNT: 1
Connection: keep-alive
Cookie: __utma=55042356.701936439.1606736391.1615238467.1615289682.230; __utmz=55042356. [...]
Upgrade-Insecure-Requests: 1
Pragma: no-cache
Cache-Control: no-cache
```

HTTP Request

HTTP Protocol

RFC 2616, RFC 2617 http://www.w3.org/Protocols

```
GET / HTTP/1.1
                                                                                                            HTTP Response
                                      HTTP/1.1 200 OK
Host: www.polito.it
                                      Date: Tue, 09 Mar 2021 14:21:35 GMT
User-Agent: Mozilla/5.0 (Window
                                      Server: Apache
Accept: text/html,application/
                                      Strict-Transport-Security: max-age=31536000
                                      Content-Security-Policy: script-src 'self' 'unsafe-inline' 'unsafe-eval' [...]
Accept-Language: en-US, en; q=0
                                      X-Frame-Options: SAMEORIGIN
Accept-Encoding: gzip, defla
                                      X-Content-Type-Options: nosniff
DNT: 1
                                      X-XSS-Protection: 1; mode=block
Connection: keep-alive
                                      Referrer-Policy: no-referrer-when-downgrade
Cookie: utma=55042356.7
                                      Feature-Policy: accelerometer 'none'; camera 'none'; geolocation 'none'; [...]
Upgrade-Insecure-Request
                                      Last-Modified: Tue, 09 Mar 2021 14:03:41 GMT
Pragma: no-cache
                                      Cache-Control: no-cache, must-revalidate
                                      Vary: Accept-Encoding
Cache-Control: no-cache
                                      Content-Encoding: gzip
                                      Content-Length: 11905
                                                                                                       Header
                                      Keep-Alive: timeout=15, max=100
                                      Connection: Keep-Alive
                                                                                                      Blank line
                                      Content-Type: text/html; charset=UTF-8
                                      <!doctype html>
                                                                                                        Body
                                      <html xmlns="http://www.w3.org/1999/xhtml" lang="it">
```

<meta charset="UTF-8">

<title>Politecnico di Torino</title>

<head>

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HTTP Response Body

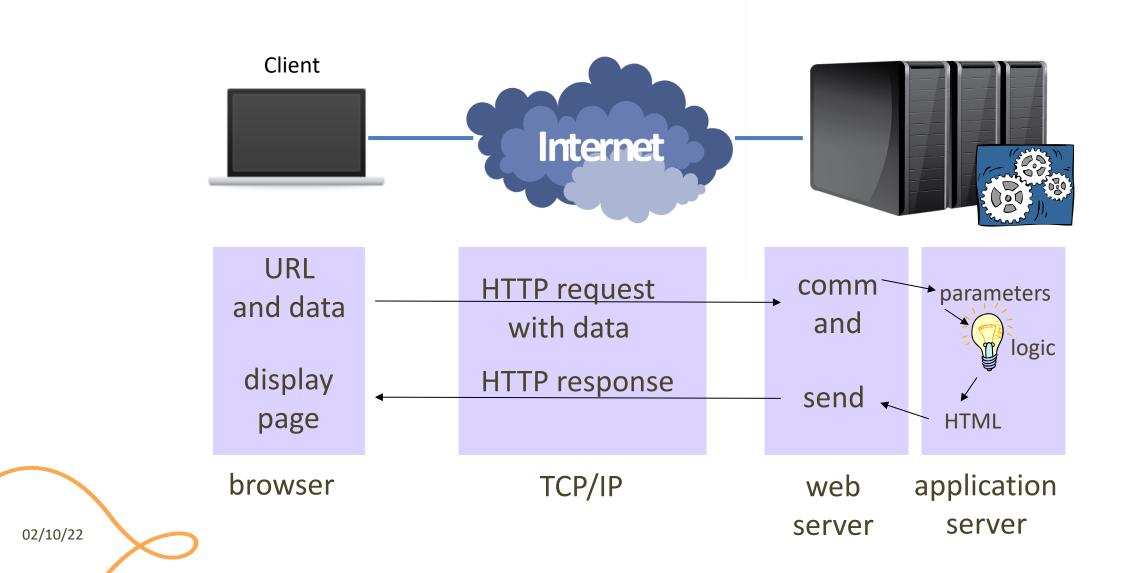
Generation

- Empty Response Body
 - Errors
- Static file (exists in the server)
 - HTML (seldom)
 - Images, JavaScript, CSS, ...
- Dynamically generated on-the-fly by the server
 - HTML (generated with templates)
 - JSON data

File and Content Type

- HTTP does not care about the meaning of the payload
- Web content
 - HTML, CSS, JS
 - Used by the browser
- Data content (API)
 - JSON, XML, binary data, ...
 - Used by JavaScript code

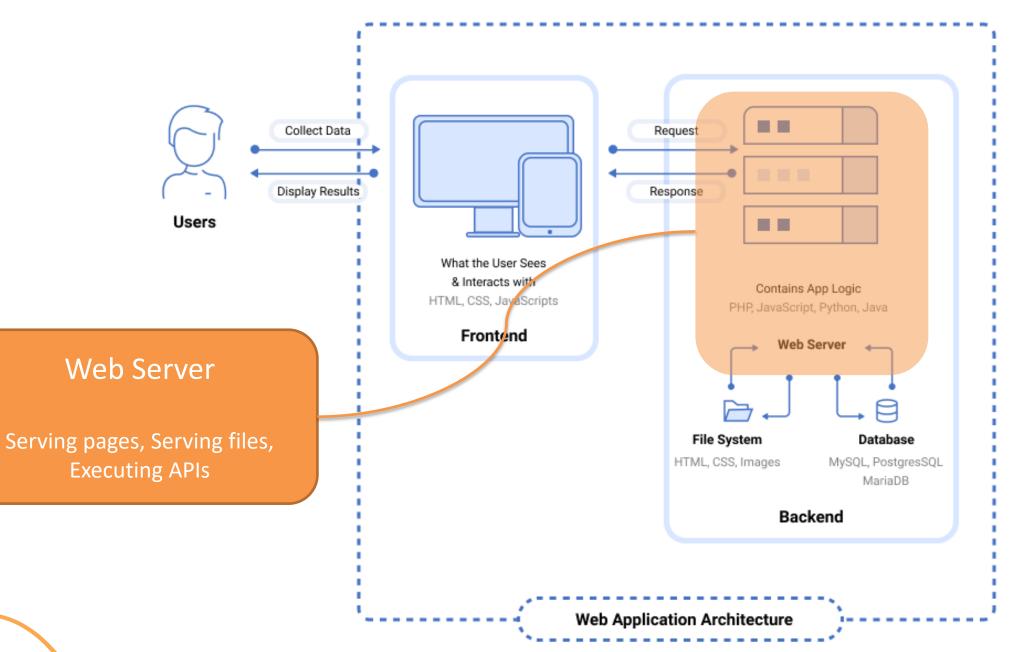
Dynamic Web Transaction



HTTP Methods

HTTP method \$	RFC \$	Request has Body \$	Response has Body \$	Safe ◆	Idempotent +	Cacheable +
GET	RFC 7231&	Optional	Yes	Yes	Yes	Yes
HEAD	RFC 7231&	Optional	No	Yes	Yes	Yes
POST	RFC 7231₺	Yes	Yes	No	No	Yes
PUT	RFC 7231₺	Yes	Yes	No	Yes	No
DELETE	RFC 7231₺	Optional	Yes	No	Yes	No
CONNECT	RFC 7231₺	Optional	Yes	No	No	No
OPTIONS	RFC 7231&	Optional	Yes	Yes	Yes	No
TRACE	RFC 7231&	No	Yes	Yes	Yes	No
PATCH	RFC 5789&	Yes	Yes	No	No	No

https://en.wikipedia.org/wiki/Hypertext_Transfer_Protocol#Request_methods



Server

- Logical definition
 - A process that runs on a host that relays information to a client upon the client sending it a request
- Physical definition
 - A host computer on a network that holds information (e.g., Web sites) and responds to requests for information

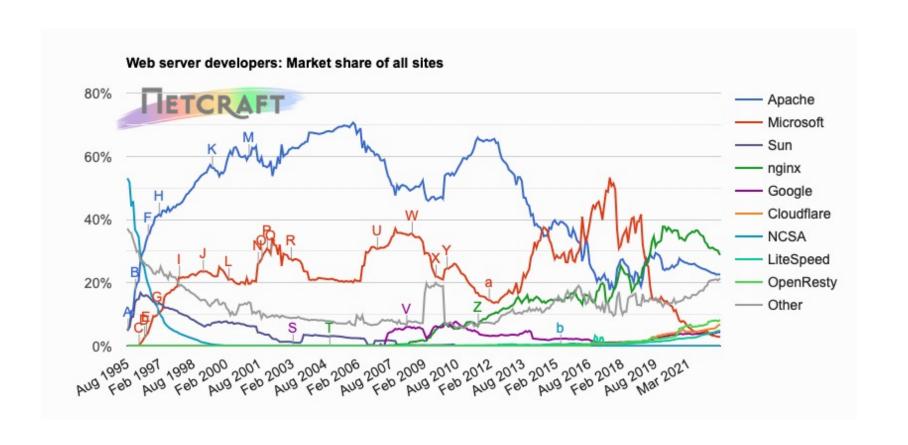


Web Server

- A web server delivers web resources in response to a request
 - manages the HTTP protocol to handle requests and provide responses
- It either reads or generates a web page
 - receives client requests
 - reads static page from the filesystem
 - asks the application server to generate dynamic pages (server-side)
 - provides a file (HTML, CSS, JS, JSON, ...) back to the client
- One HTTP connection for each request
- Multi-process, multi-threaded or process pool

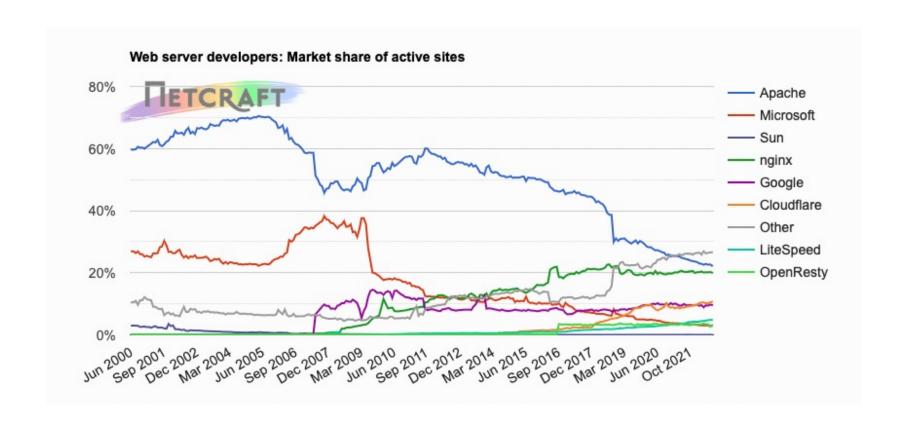


Web Servers... in the wild





Web Servers... in the wild

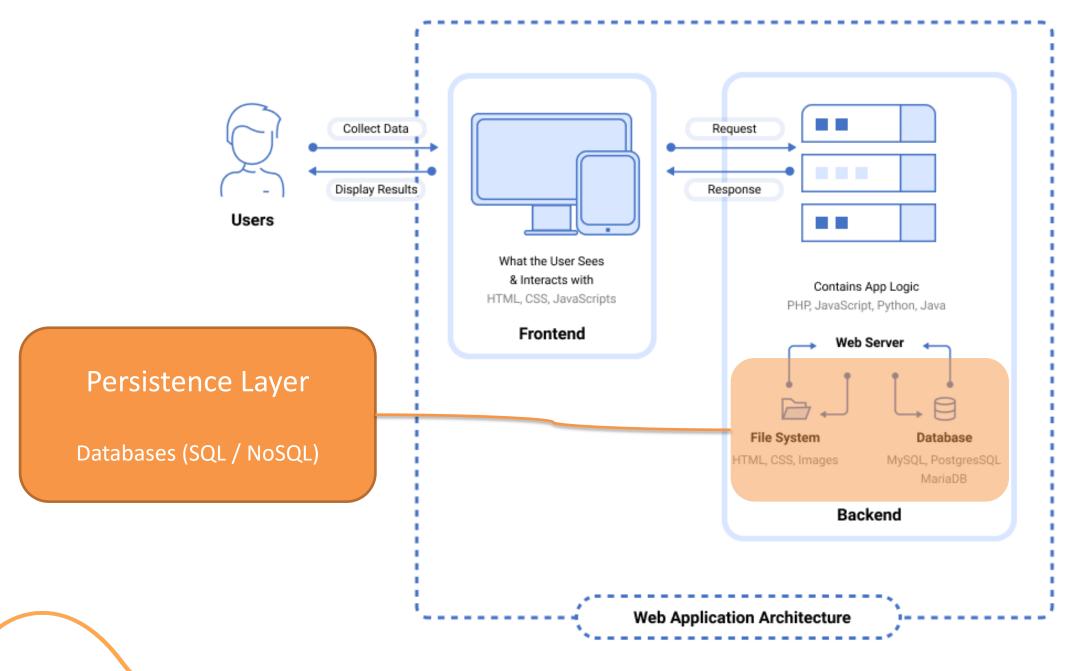




Web Server con Python

- Python provides a "http.server" module that implements a basic web server
- Flask: a simple web application framework, easy to extend with various available extensions
 - https://flask.palletsprojects.com/
- Other alternatives:
 - Django: very popular full-stack web framework
 - Tornado: focus on performance
 - Bottle: simple and fast micro-framework
 - web2py: full-stack web framework with various conventions

— ...



ARCHITECTURAL PATTERNS

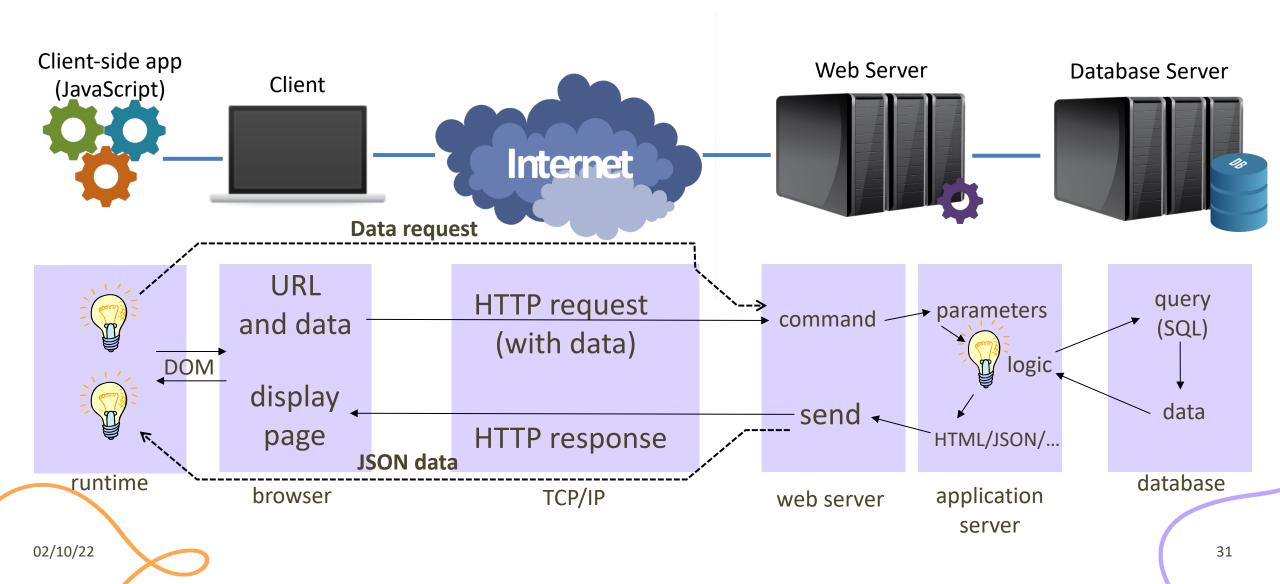


"Traditional" Architectural Pattern

- The so-called "Rich Client" is the "traditional" approach, now
- The server sends a new HTML page for each request it receives
 - with related resources (i.e., images, CSS, ...)
 - some parts of those pages can be, then, dynamically updated with asynchronous JavaScript requests
- A web application is doing **server-side rendering**, and a *multi-page* web application is created



Rich Client: All The Layers At Work...



Modern Patterns

Other three patterns to architect a web application exist, roughly

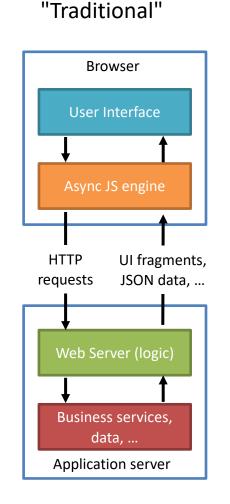
1. Single-Page Application (SPA)

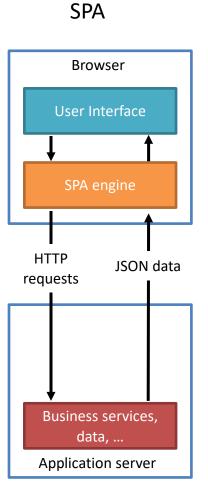
- the server sends the <u>exact same</u> web page for every unique URL
- the page runs JavaScript to change the content and the aspect
- by querying another (logical) server which provides "raw" information



Single Page Application (SPA)

- An evolution of the "traditional" approach
 - JavaScript starts with an (almost empty) HTML
 - add all the content dynamically
 - instead of asking for data to update some parts of a well-formed page
- Goal: to serve an outstanding User
 Experience with no page reloading and no extra time waiting
- Examples: Google Docs, Trello







SPA: Disadvantages

- Search Engine Optimization (SEO) is hard
 - Google launched a new scheme to increase single-page app SEO optimization, but this means extra work for the developer
- Browser history is not working
 - Web History API exists to tackle this problem and to allow a developer to emulate the back and forth action
- Security issues
 - Given that "all the logic is in the client", special care should be taken when handling access control. Cross-Site Scripting (XSS) is a problem as well.
- Client-side rendering can be slow!



Modern Patterns

Other three patterns to architect a web application exist, roughly

1. Single-Page Application (SPA)

- the server sends the <u>exact same</u> web page for every unique URL
- the page runs JavaScript to change the content and the aspect
- by querying another (logical) server which provides "raw" information

2. Isomorphic Application

Combination of SPA with server-side rendering

3. Progressive Web App (PWA)

Web applications that emulate "native" apps



Front-ends, Back-ends, Databases

Websites ≑	Popularity (unique visitors per + month) ^[1]	Front-end (Client-side)	Back-end (Server-side)	Database +
Google ^[2]	1,600,000,000	JavaScript, TypeScript	C, C++, Go,[3] Java, Python, Node	Bigtable, ^[4] MariaDB ^[5]
Facebook	1,100,000,000	JavaScript, Flow	Hack, PHP (HHVM), Python, C++, Java, Erlang, D, ^[6] XHP, ^[7] Haskell ^[8]	MariaDB, MySQL, ^[9] HBase, Cassandra ^[10]
YouTube	1,100,000,000	JavaScript	C, C++, Python, Java,[11] Go[12]	Vitess, BigTable, MariaDB ^{[5][13]}
Yahoo	750,000,000	JavaScript	РНР	PostgreSQL, HBase, Cassandra, MongoDB, ^[14]
Amazon	500,000,000	JavaScript	Java, C++, Peri ^[15]	PostgreSQL, RDS, RDS Aurora ^[16]
Wikipedia	475,000,000	JavaScript	PHP	MariaDB ^[17]
Twitter	290,000,000	JavaScript	C++, Java, ^[18] Scala, ^[19] Ruby	MySQL ^[20]
Bing	285,000,000	JavaScript	C++, C#	Microsoft SQL Server, Cosmos DB
еВау	285,000,000	JavaScript	Java,[21] JavaScript,[22] Scala[23]	Oracle Database
MSN	280,000,000	JavaScript	C#	Microsoft SQL Server
LinkedIn	260,000,000	JavaScript	Java, JavaScript, ^[24] Scala	Voldemort ^[25]
Pinterest	250,000,000	JavaScript	Python (Django),[26] Erlang	MySQL, Redis [27]
WordPress.com	240,000,000	JavaScript	PHP	MariaDB ^[28]



References

- HTTP/1.x vs. HTTP/2 The Difference Between the Two Protocols Explained -https://cheapsslsecurity.com/p/http2-vs-http1/
- How Browsers Work: Behind the scenes of modern web browsers -https://www.html5rocks.com/en/tutorials/internals/howbrowserswork/
- Inside look at modern web browser
 - Part 1: https://developers.google.com/web/updates/2018/09/inside-browser-part1
 - Part 2: https://developers.google.com/web/updates/2018/09/inside-browser-part2
 - Part 3: https://developers.google.com/web/updates/2018/09/inside-browser-part3
 - Part 4: https://developers.google.com/web/updates/2018/09/inside-browser-part4





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