

## HTTP Connection Simulation

A server available in [www.students.com/marks/index.html](http://www.students.com/marks/index.html), maintains a database of student marks. On entering the register number of a student in the page, the list of courses taken by the student is sent by the server to the client who has requested for the student marks. The marks secured by the student in each course is available as an individual object in [www.students.com/marks/<register-number>/<course-code>](http://www.students.com/marks/<register-number>/<course-code>). Simulate the HTTP protocol for the transfer of messages between the client and the server for fetching the marks of a student using each of the following types of connections:

1. non-persistent (TCP connection opens and closes for transfer of each object)
2. persistent (TCP connection remains open until all objects are transferred)

Compare the time taken by each type of connection for fetching all the marks of a student.

**Note:**

	<u>HTTP Request</u>	<u>HTTP Response</u>																														
Message Format																																
Sample Message	<pre>GET /somedir/page.html HTTP/1.1 Host: www.someschool.edu Connection: close User-agent: Mozilla/5.0 Accept-language: fr</pre>	<pre>HTTP/1.1 200 OK Connection: close Date: Tue, 18 Aug 2015 15:44:04 GMT Server: Apache/2.2.3 (CentOS) Last-Modified: Tue, 18 Aug 2015 15:11:03 GMT Content-Length: 6821 Content-Type: text/html  (data data data data data ...)</pre>																														
Other Information	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Operation</th> <th style="text-align: left;">Description</th> </tr> </thead> <tbody> <tr> <td>OPTIONS</td> <td>Request information about available options</td> </tr> <tr> <td>GET</td> <td>Retrieve document identified in URL</td> </tr> <tr> <td>HEAD</td> <td>Retrieve metainformation about document identified in URL</td> </tr> <tr> <td>POST</td> <td>Give information (e.g., annotation) to server</td> </tr> <tr> <td>PUT</td> <td>Store document under specified URL</td> </tr> <tr> <td>DELETE</td> <td>Delete specified URL</td> </tr> <tr> <td>TRACE</td> <td>Loopback request message</td> </tr> <tr> <td>CONNECT</td> <td>For use by proxies</td> </tr> </tbody> </table>	Operation	Description	OPTIONS	Request information about available options	GET	Retrieve document identified in URL	HEAD	Retrieve metainformation about document identified in URL	POST	Give information (e.g., annotation) to server	PUT	Store document under specified URL	DELETE	Delete specified URL	TRACE	Loopback request message	CONNECT	For use by proxies	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Code</th> <th style="text-align: left;">Type</th> </tr> </thead> <tbody> <tr> <td>1xx</td> <td>Informational</td> </tr> <tr> <td>2xx</td> <td>Success</td> </tr> <tr> <td>3xx</td> <td>Redirection</td> </tr> <tr> <td>4xx</td> <td>Client Error</td> </tr> <tr> <td>5xx</td> <td>Server Error</td> </tr> </tbody> </table>	Code	Type	1xx	Informational	2xx	Success	3xx	Redirection	4xx	Client Error	5xx	Server Error
Operation	Description																															
OPTIONS	Request information about available options																															
GET	Retrieve document identified in URL																															
HEAD	Retrieve metainformation about document identified in URL																															
POST	Give information (e.g., annotation) to server																															
PUT	Store document under specified URL																															
DELETE	Delete specified URL																															
TRACE	Loopback request message																															
CONNECT	For use by proxies																															
Code	Type																															
1xx	Informational																															
2xx	Success																															
3xx	Redirection																															
4xx	Client Error																															
5xx	Server Error																															

Code to determine the time taken:

```
// Headers to be included: time.h
clock_t tStart = clock();
/* CODE for which the time taken for execution is to be determined*/
double t=(double)(clock() - tStart) / CLOCKS_PER_SEC;
printf("Time taken (in seconds) : %f", t);
```