

Introduction to part 3: Network programming with HTTP

[Link to the course](#)

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Up until now, you have mostly worked with low-level protocols such as TCP and UDP

These protocols are the foundation of the Internet and network communications.

In this final part of the teaching unit, you will learn about a higher-level protocol: HTTP.

What will you learn?

- Learn **how** and **why HTTP** is used **widely** to **build web applications**.
- Learn how to use **HTTP in Java** to build simple (CRUD) **APIs**.
- Learn how to **set up a web infrastructure** to host web applications:
 - **Reverse proxy.**
 - **Load balancer.**



What will you accomplish?

- Build a **simple web API** in Java.
- **Obtain, configure** and **set up a server**.
- **Obtain** a (free) **domain name**.
- **Deploy** a web application on the server with a **reverse proxy**.
- **Access** the web application from the **Internet**.



Closing the loop

This part will be the last one of the teaching unit. This is the last step to close the loop (from code to production).

Sources

- Main illustration by [shawnanggg](#) on [Unsplash](#)
- Illustration by [Unseen Studio](#) on [Unsplash](#)
- Illustration by [Jared Erondy](#) on [Unsplash](#)