

Introduction to part 4: Network programming with HTTP

<https://github.com/heig-vd-dai-course>

[Web](#) • [PDF](#)

L. Delafontaine and H. Louis, with the help of GitHub Copilot.

This work is licensed under the [CC BY-SA 4.0](#) license.

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.

Today, 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 web infrastructure** to host web applications:
 - **Reverse proxy**
 - **Load balancer**



What will you accomplish?

- Build a **simple web API** in Java
- **Acquire, install** and **set up a server**
- **Acquire** 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 course. 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](#)