

The Internet: HTTP & HTML Video Guided Notes **KEY**

Step 1: Watch the [The Internet: HTTP & HTML](#). The video is 7 minutes long.

Step 2: As you watch the video, answer the following questions

1. What web browser do you use? **Answers will vary. Common answers include Chrome, Safari, Firefox, Microsoft Edge**
2. What does URL stand for? **___Uniform Resource Locator**
3. What language is used when your web browser is communicating with a server?
HTTP hypertext transfer protocol
4. What does HTTP stand for? **Hypertext transfer protocol**
5. What is GET request?
A GET request is your browser asking a server to get files.
6. What does HTML stand for?
Hypertext markup language
7. What is the purpose of HTML?
HTML tells a browser how to display files on a web page.
8. If a webpage has a lot of images or videos, it may load slowly in your browser? Why?
Each image or video is its own file and must be sent individually. The webpage will display them as they come in.
9. What is an HTTP POST request?
This is what happens when you send information to a server.
10. What is a cookie? What is it used for?
A cookie is a small piece of data that a server sends to the user's web browser. The browser may store it and send it back with later requests to the same server. Typically, it's used to tell if two requests came from the same browser — keeping a user logged-in.
11. What protocols do websites use to prevent snooping and tampering?
Secure Sockets Layer (SSL) and/or Transport Layer Security (TLS)
12. How do you know if you are using a secure website that has SSL/TLS running?
HTTPS and a green lock icon

13. What is a digital certificate?

An official ID that proves the website is who it says it is.

14. What is a certificate authority?

Trusted entities that verify identities of websites and issue certificates for them

15. Complete the following chart...

Topic	Purpose
HTTP & DNS	Manage the sending & receiving of web files
TCP/IP & Routing	Breakdown and transport packets
Wires, Cables & Wifi	Binary sequences of 1's and 0's are sent physically