

ELECTRONIC MAIL

One of the most popular Internet services is electronic mail (e-mail). The designers of the Internet probably never imagined the popularity of this application program. Its architecture consists of several components that we discuss in this chapter.

Topics discussed in this section:

Architecture

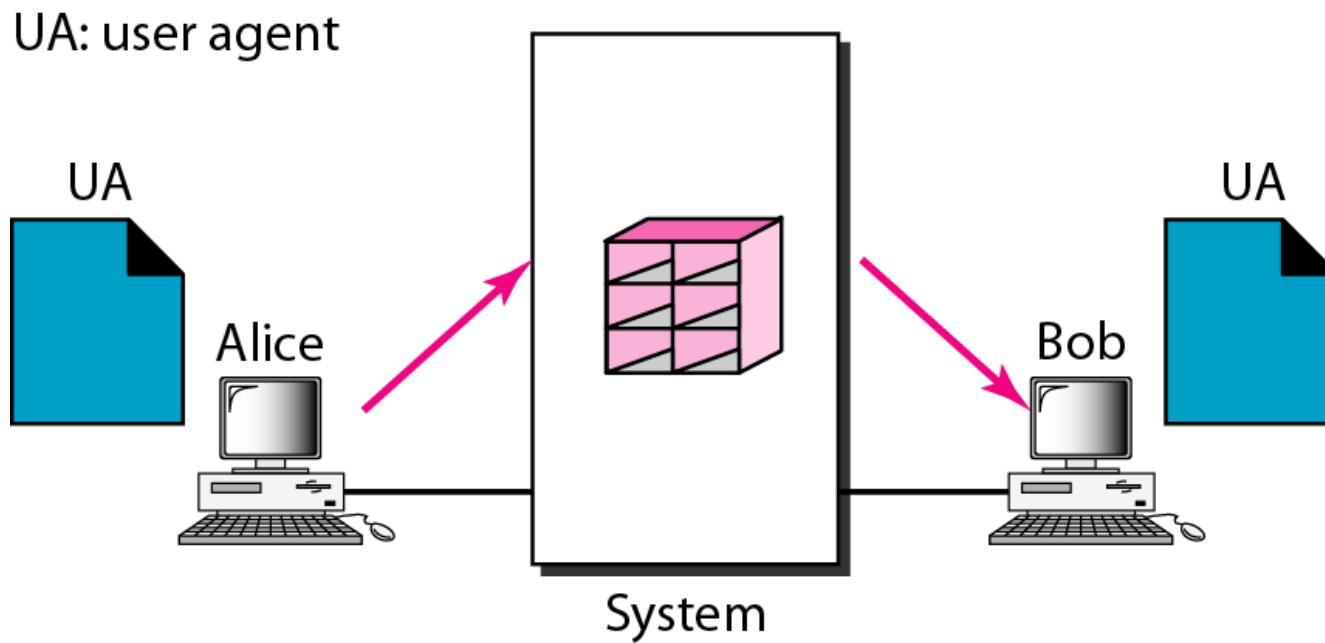
User Agent

Message Transfer Agent: SMTP

Message Access Agent: POP and IMAP

Web-Based Mail

First scenario in electronic mail



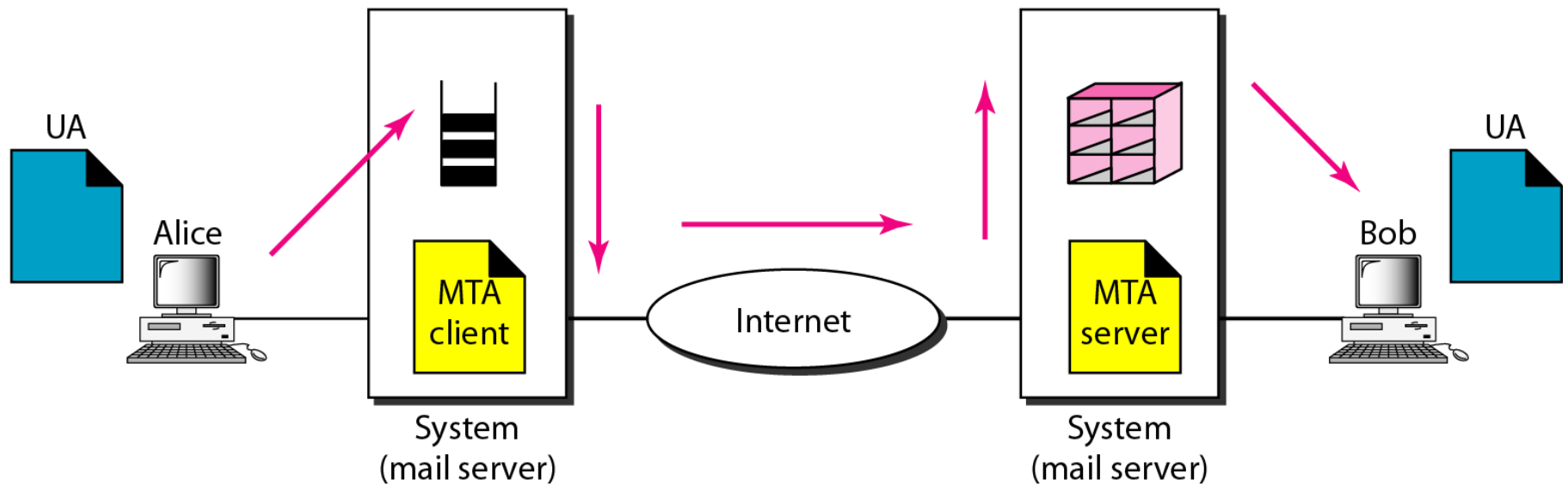
Note

When the sender and the receiver of an e-mail are on the same system, we need only two user agents.

Second scenario in electronic mail

UA: user agent

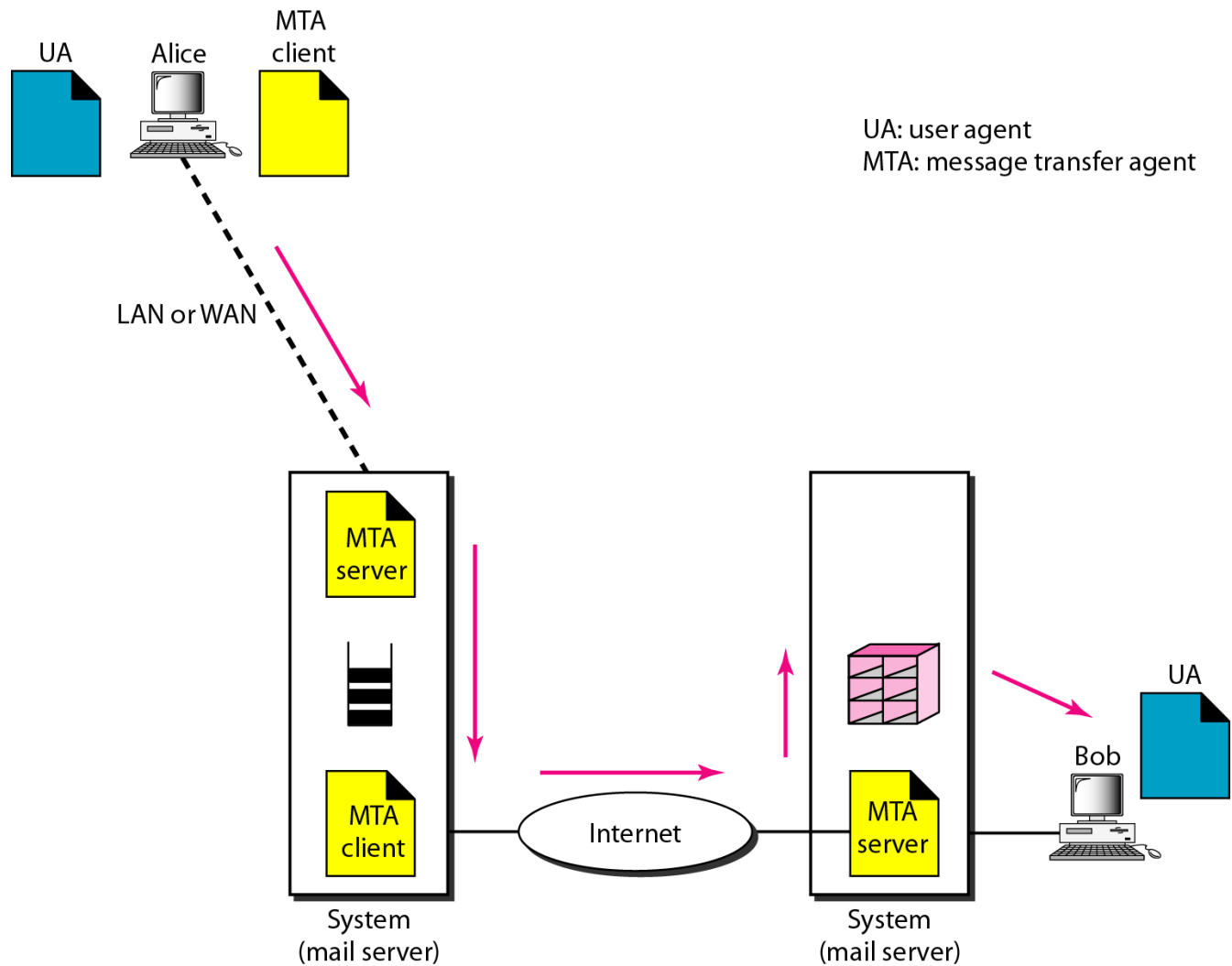
MTA: message transfer agent



Note

When the sender and the receiver of an e-mail are on different systems, we need two UAs and a pair of MTAs (client and server).

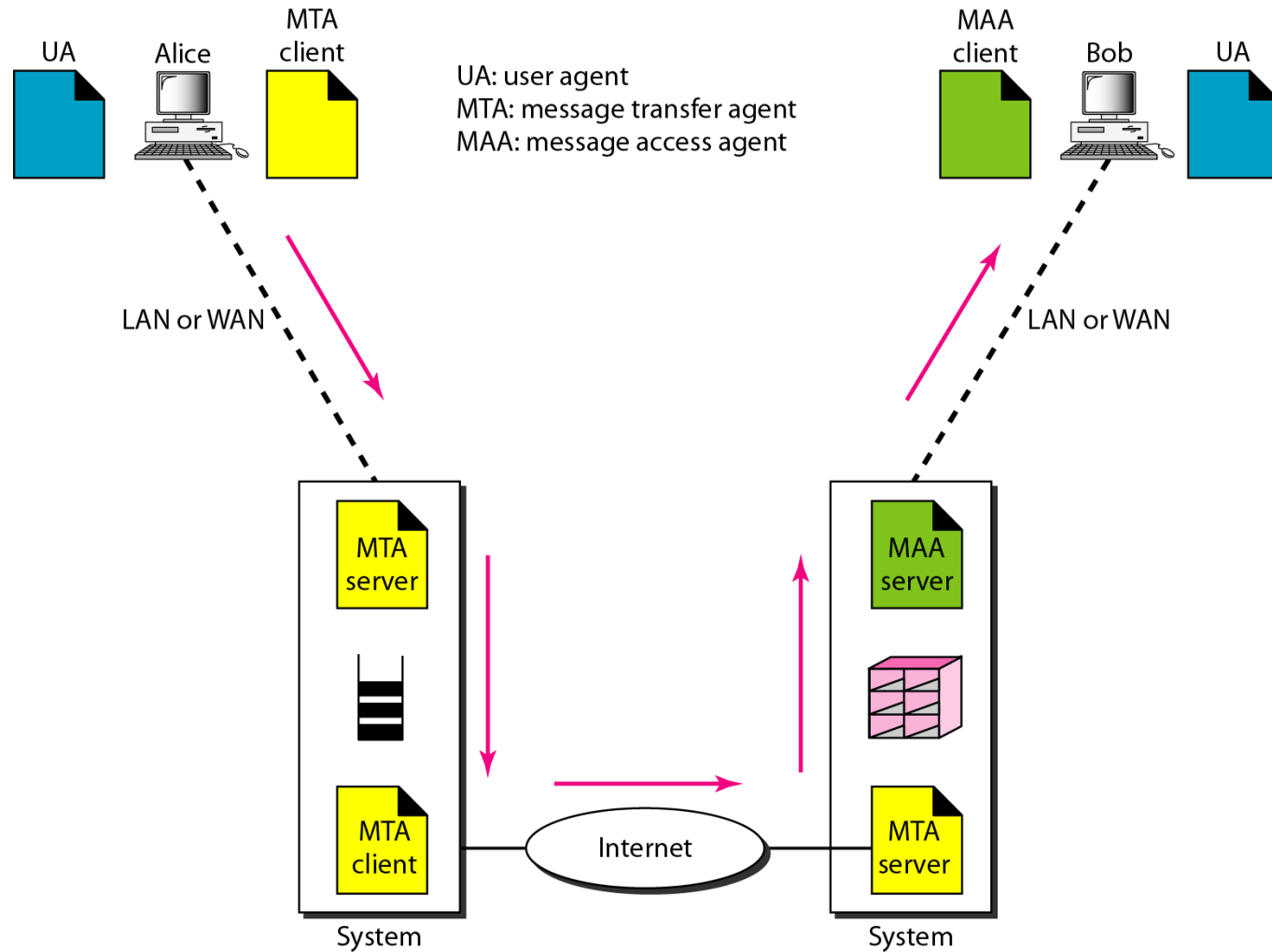
Third scenario in electronic mail



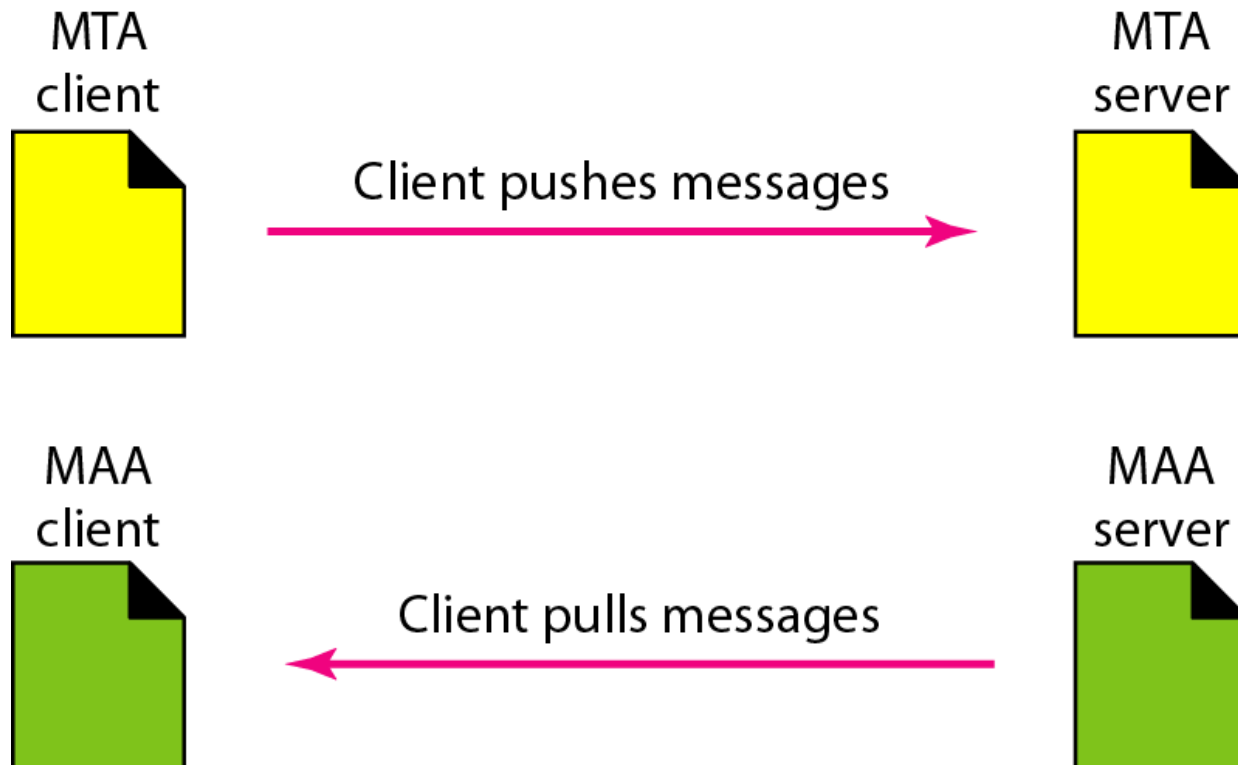
Note

When the sender is connected to the mail server via a LAN or a WAN, we need two UAs and two pairs of MTAs (client and server).

Fourth scenario in electronic mail



Push versus pull in electronic email

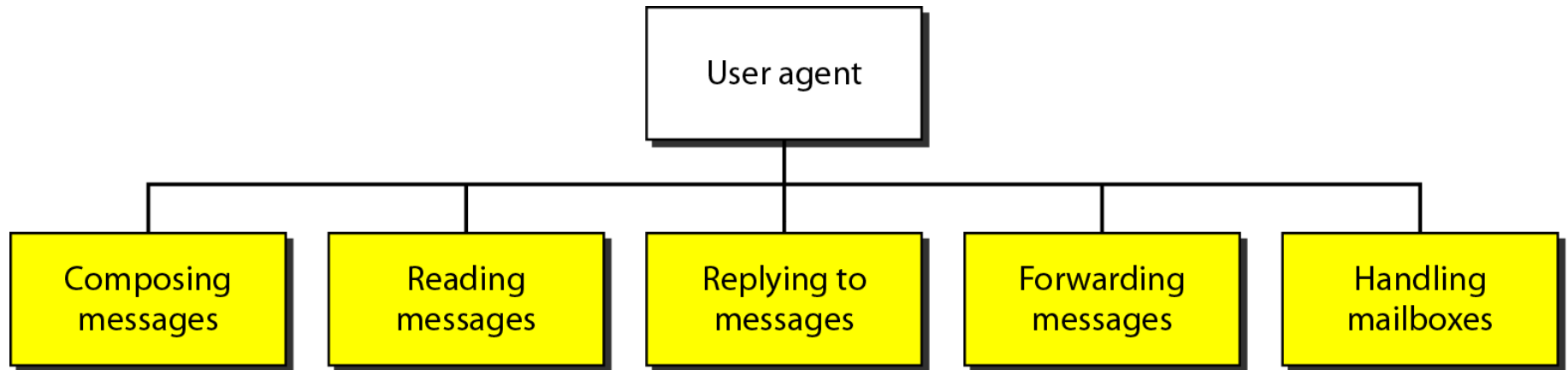


Note

When both sender and receiver are connected to the mail server via a LAN or a WAN, we need two UAs, two pairs of MTAs and a pair of MAAs.

This is the most common situation today.

Services of user agent



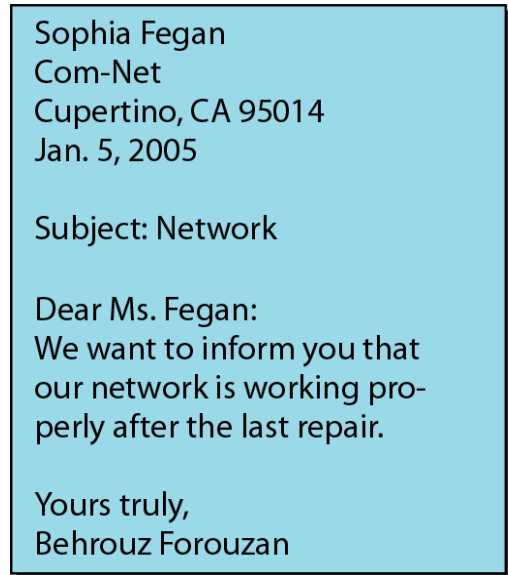
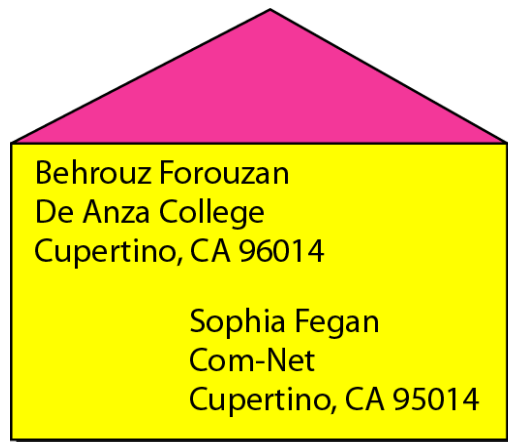
Note

**Some examples of command-driven
user agents are *mail*, *pine*,
and *elm*.**

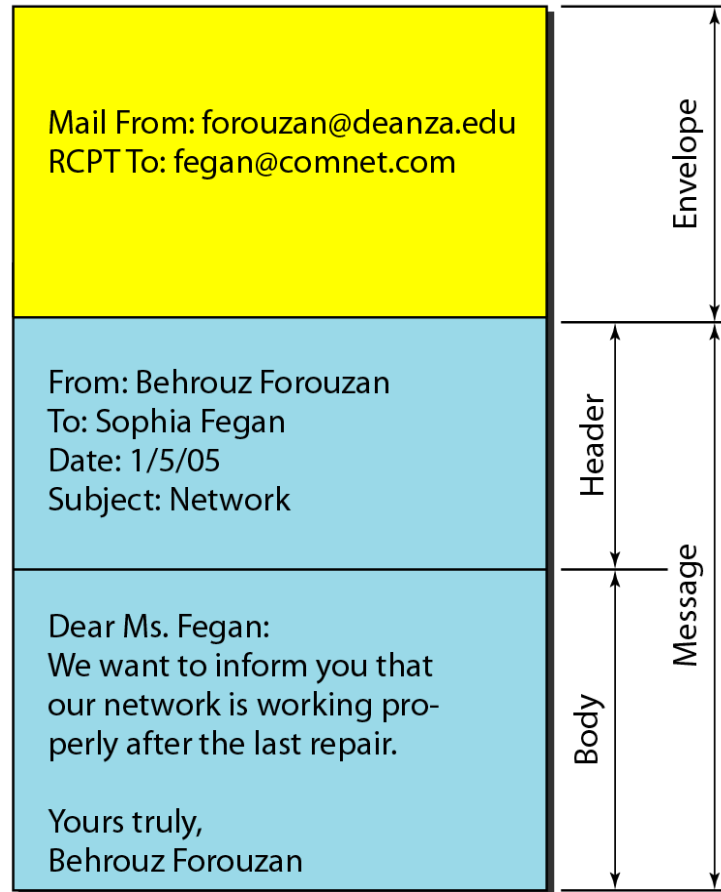
Note

Some examples of GUI-based user agents are *Eudora*, *Outlook*, and *Netscape*.

Format of an e-mail



a. Postal mail

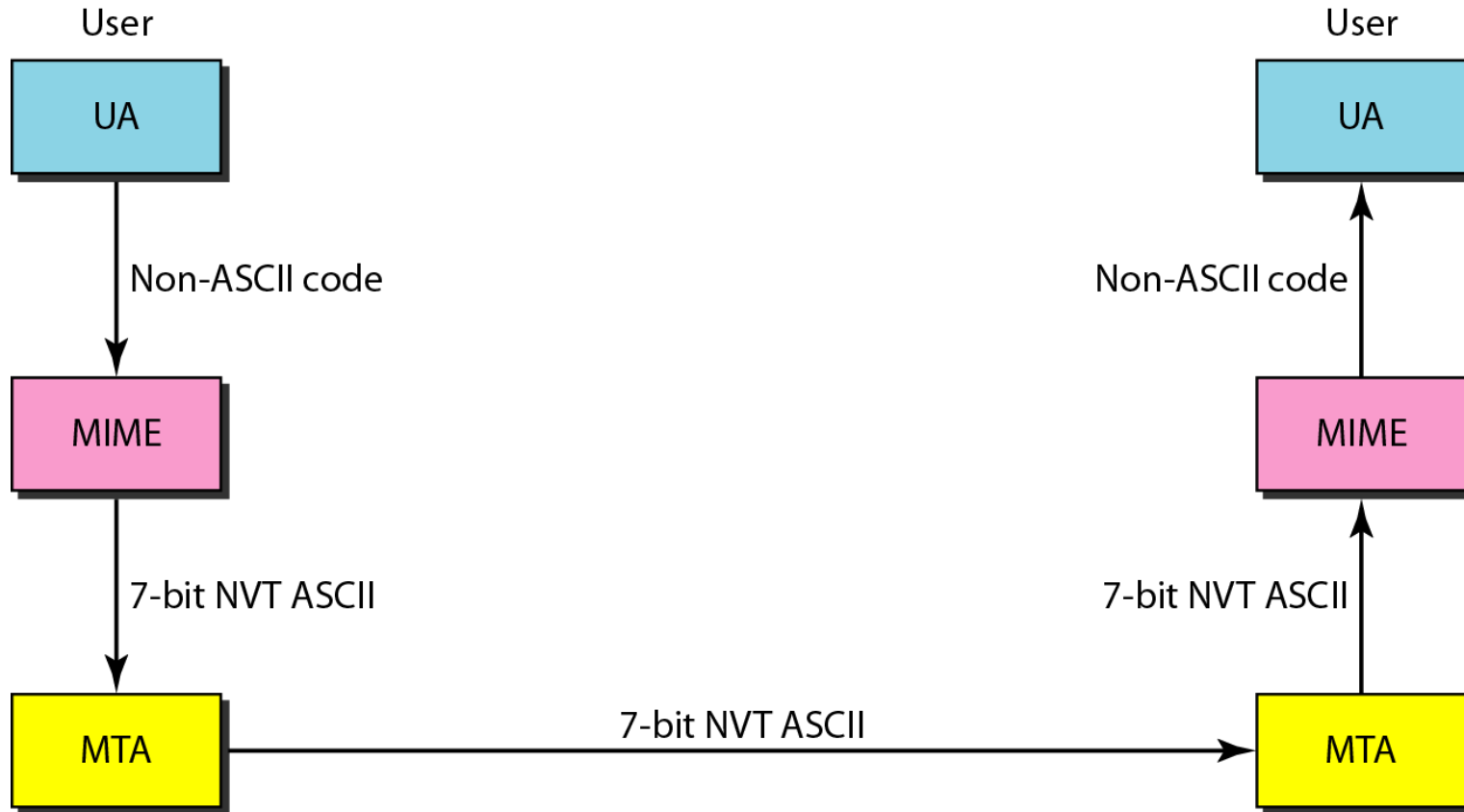


b. Electronic mail

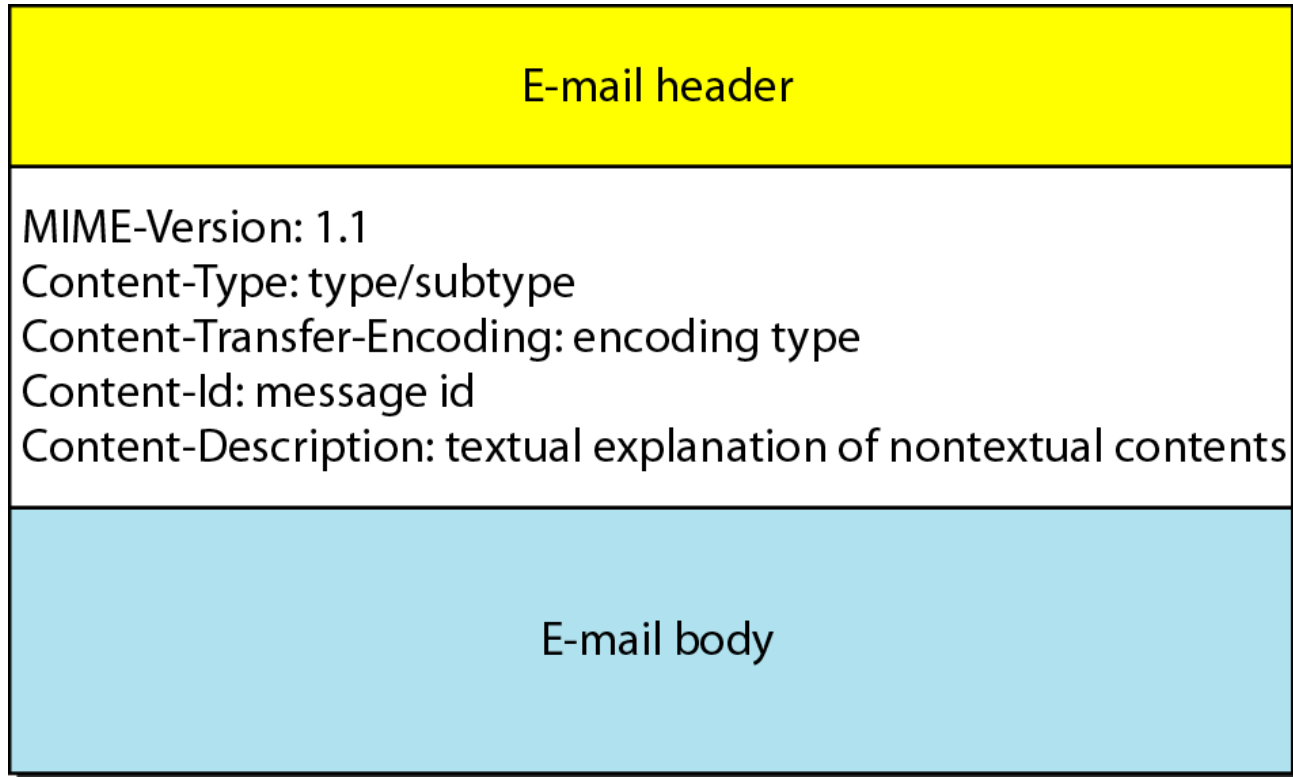
E-mail address



MIME (Multipurpose Internet mail Extension)



MIME header



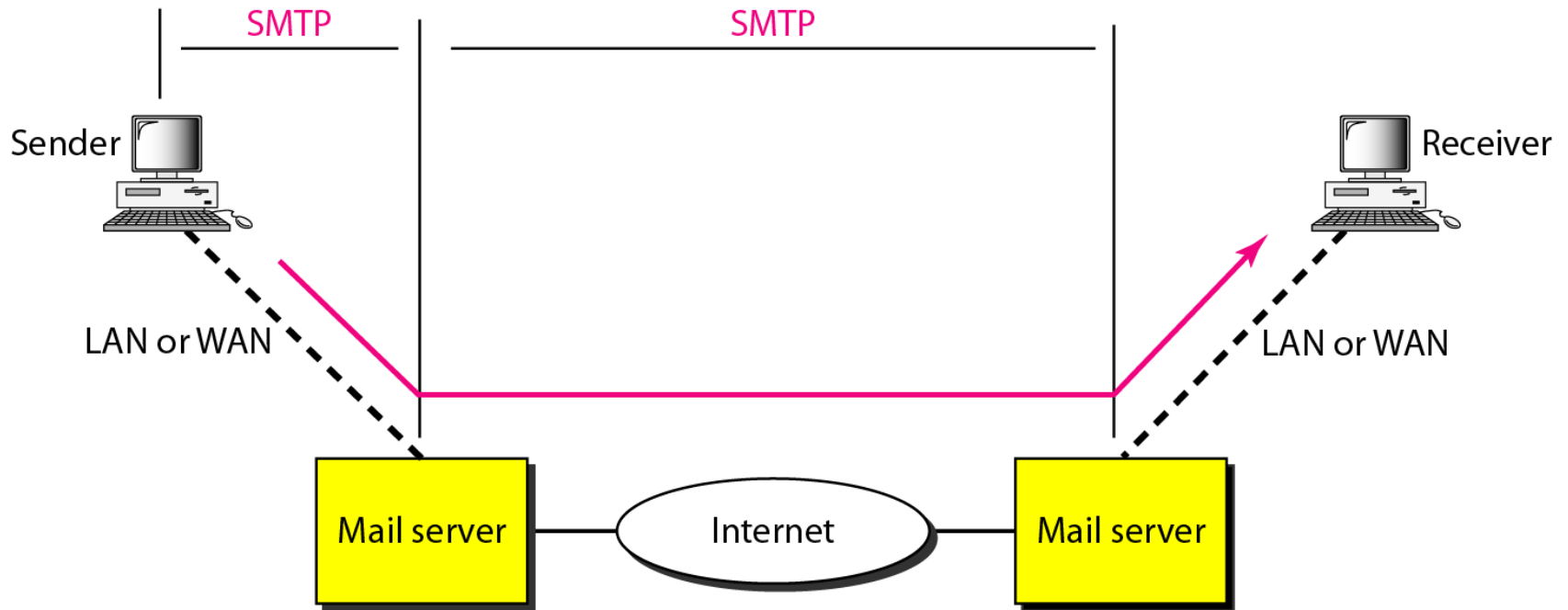
Data types and subtypes in MIME

<i>Type</i>	<i>Subtype</i>	<i>Description</i>
Text	Plain	Unformatted
	HTML	HTML format (see Chapter 27)
Multipart	Mixed	Body contains ordered parts of different data types
	Parallel	Same as above, but no order
	Digest	Similar to mixed subtypes, but the default is message/ RFC822
	Alternative	Parts are different versions of the same message
Message	RFC822	Body is an encapsulated message
	Partial	Body is a fragment of a bigger message
	External-Body	Body is a reference to another message
Image	JPEG	Image is in JPEG format
	GIF	Image is in GIF format
Video	MPEG	Video is in MPEG format
Audio	Basic	Single-channel encoding of voice at 8 kHz
Application	PostScript	Adobe PostScript
	Octet-stream	General binary data (8-bit bytes)

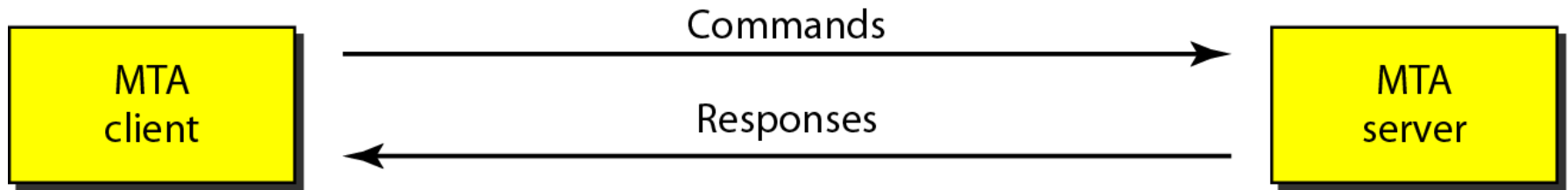
Content-transfer-encoding

<i>Type</i>	<i>Description</i>
7-bit	NVT ASCII characters and short lines
8-bit	Non-ASCII characters and short lines
Binary	Non-ASCII characters with unlimited-length lines
Base-64	6-bit blocks of data encoded into 8-bit ASCII characters
Quoted-printable	Non-ASCII characters encoded as an equals sign followed by an ASCII code

SMTP range



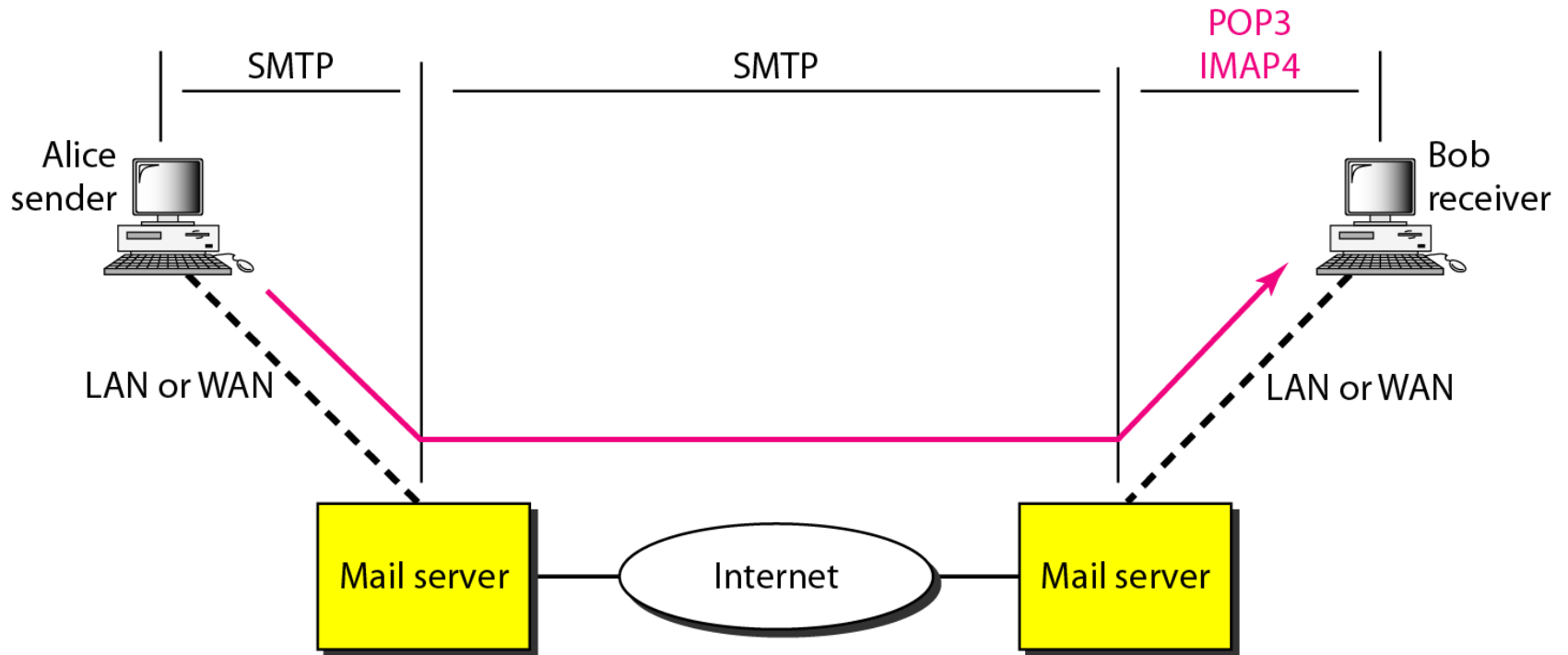
Commands and responses



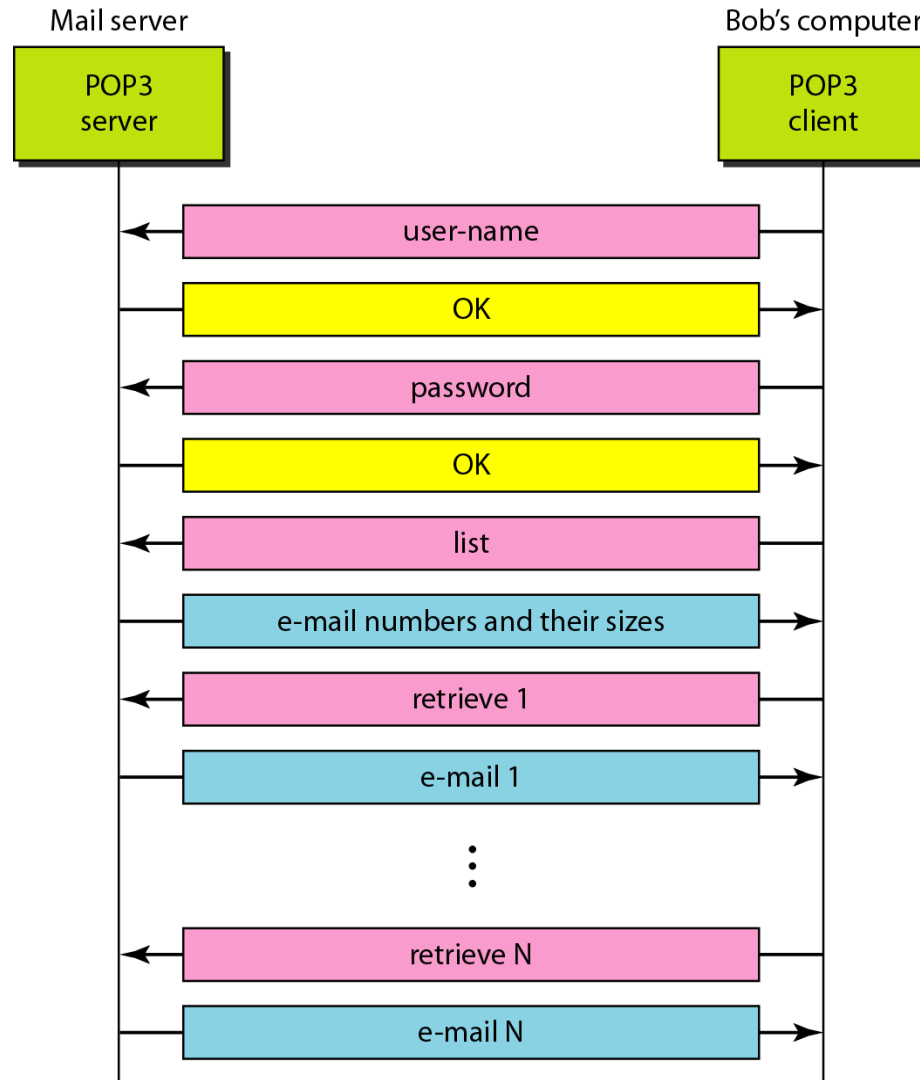
Command format

Keyword: argument(s)

POP3 and IMAP4 (Internet mail access protocol)



The exchange of commands and responses in POP3



FILE TRANSFER

Transferring files from one computer to another is one of the most common tasks expected from a networking or internetworking environment. As a matter of fact, the greatest volume of data exchange in the Internet today is due to file transfer.

Topics discussed in this section:

File Transfer Protocol (FTP)

Anonymous FTP

Note

FTP uses the services of TCP. It needs two TCP connections.

The well-known port 21 is used for the control connection and the well-known port 20 for the data connection.

Figure *FTP*

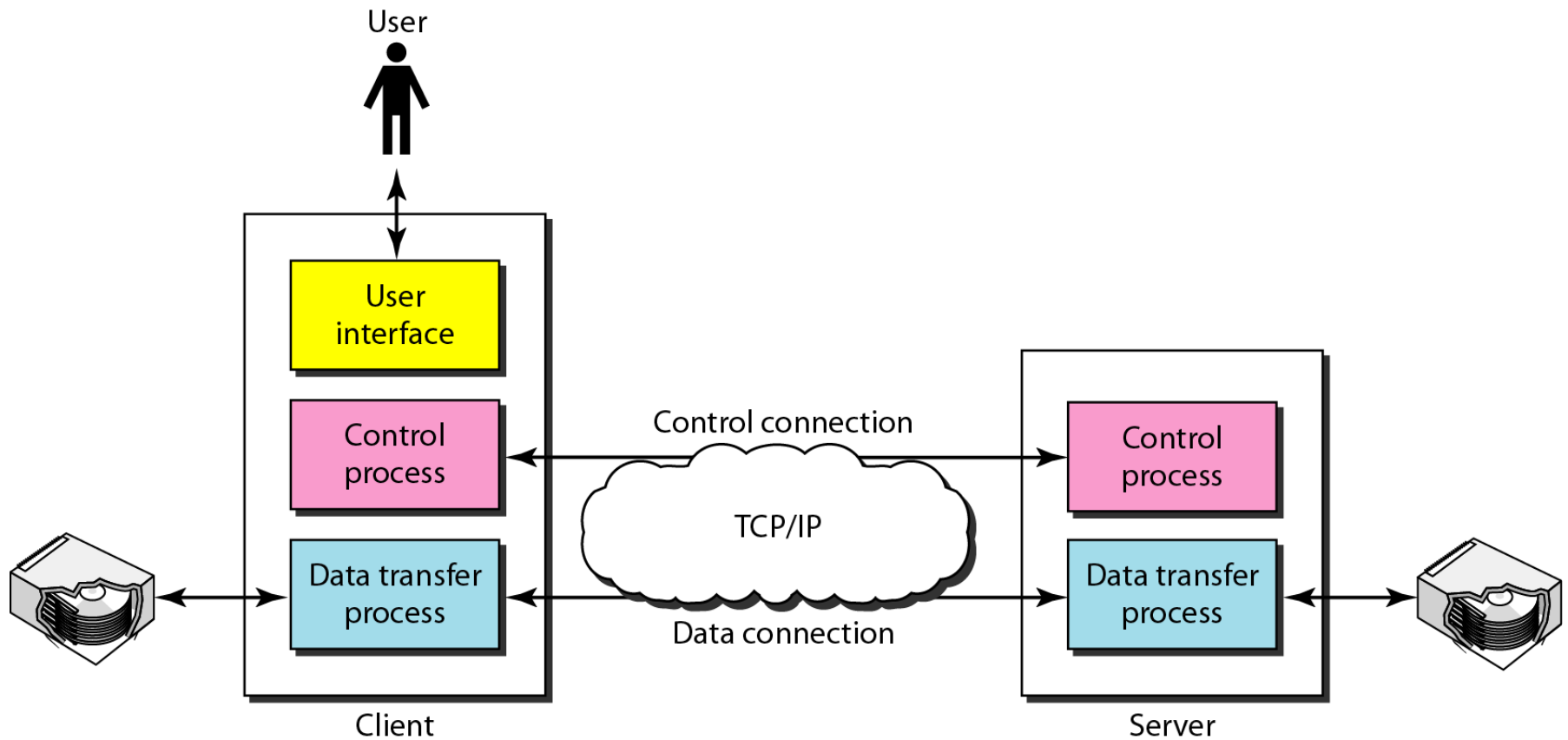


Figure *Using the control connection*

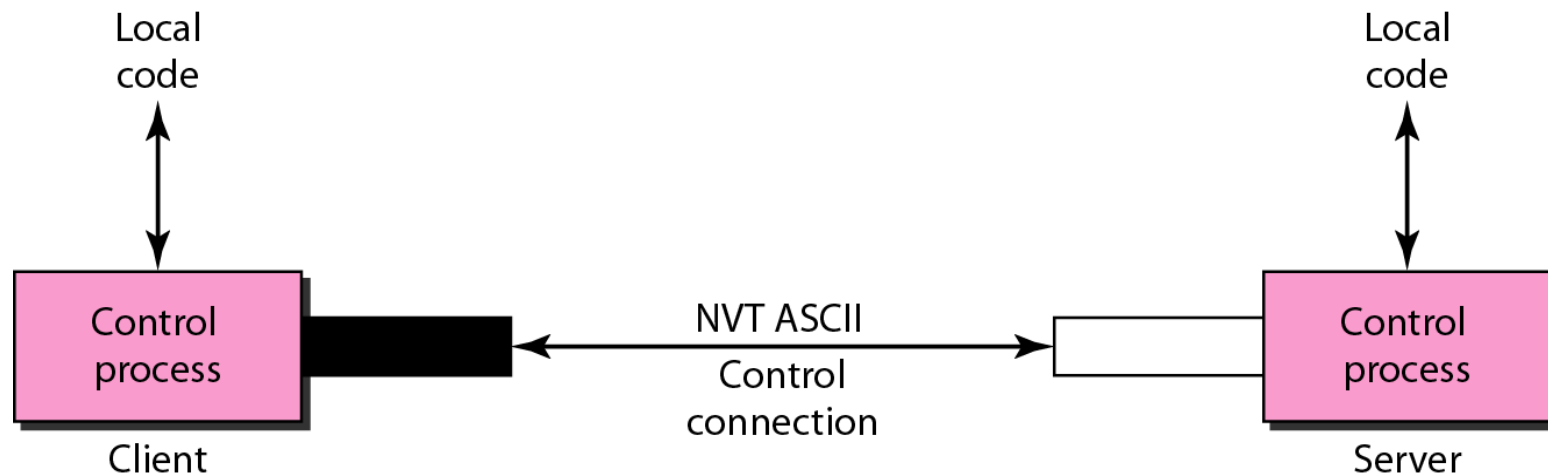
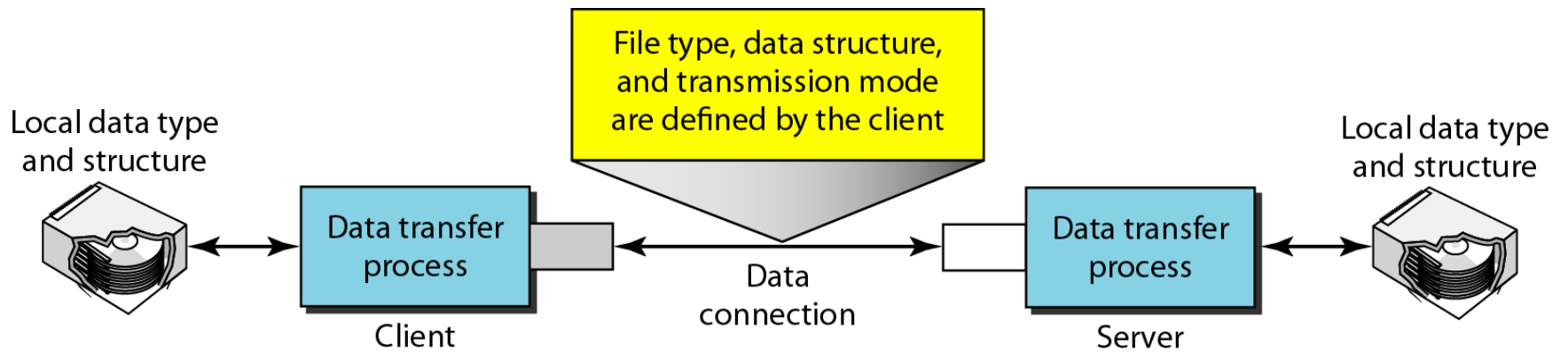


Figure 26.23 *Using the data connection*



27-3 HTTP

The Hypertext Transfer Protocol (HTTP) is a protocol used mainly to access data on the World Wide Web. HTTP functions as a combination of FTP and SMTP.

Topics discussed in this section:

HTTP Transaction

Persistent Versus Nonpersistent Connection



Note

HTTP uses the services of TCP on well-known port 80.

Figure 27.12 *HTTP transaction*

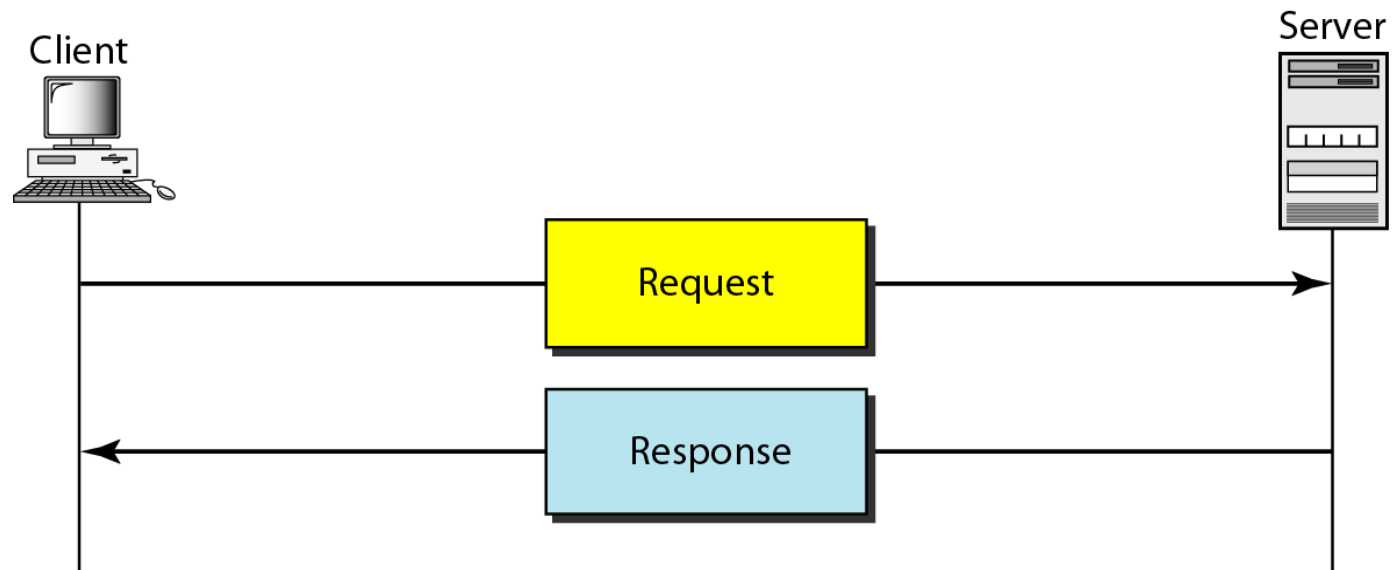


Figure 27.13 *Request and response messages*

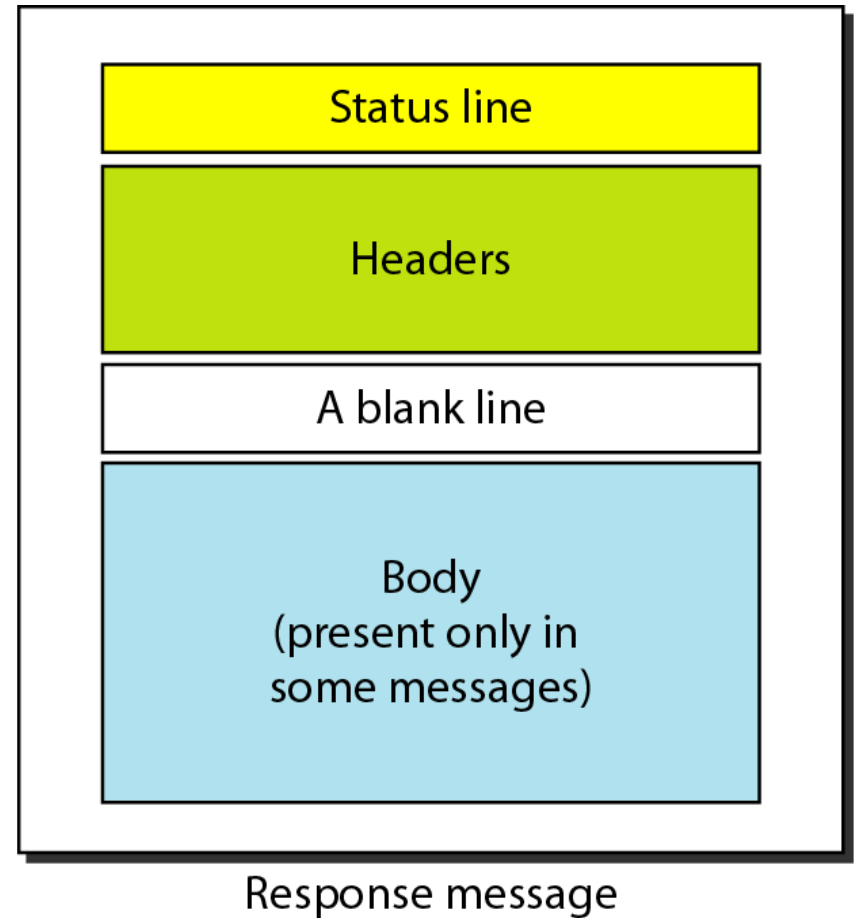
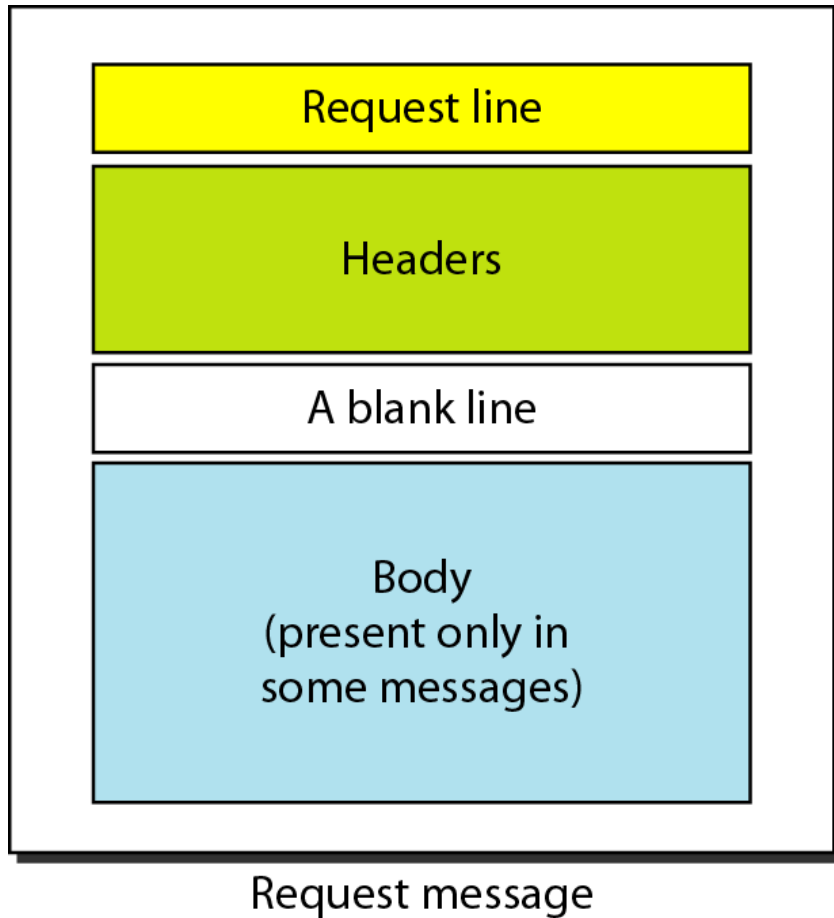


Figure 27.14 *Request and status lines*

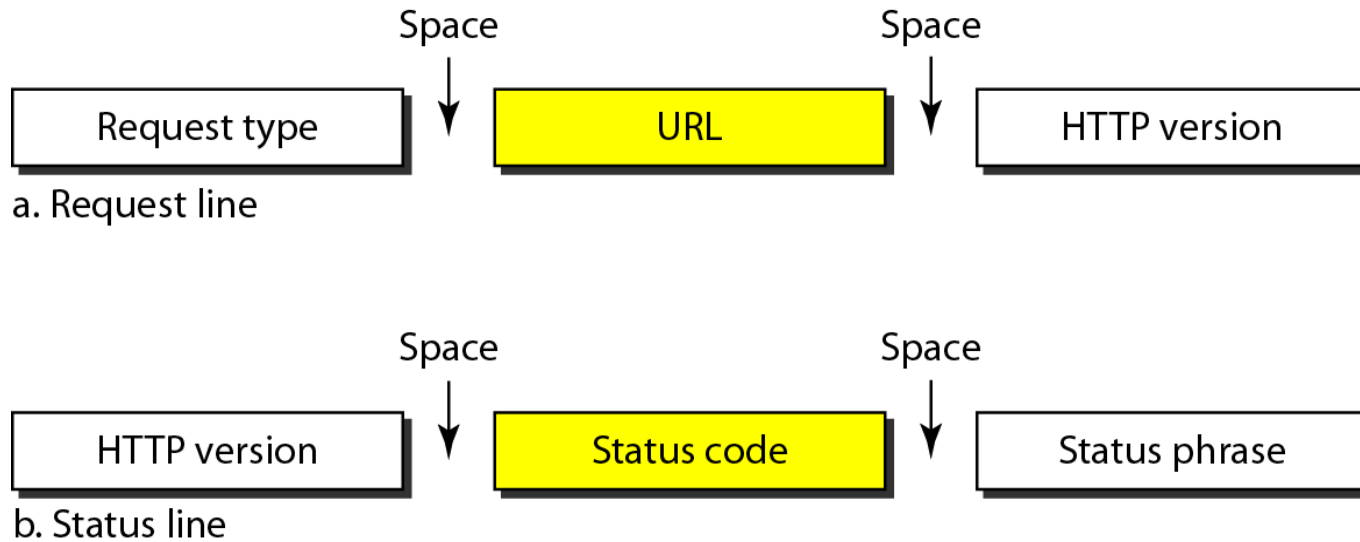


Table 27.1 *Methods*

<i>Method</i>	<i>Action</i>
GET	Requests a document from the server
HEAD	Requests information about a document but not the document itself
POST	Sends some information from the client to the server
PUT	Sends a document from the server to the client
TRACE	Echoes the incoming request
CONNECT	Reserved
OPTION	Inquires about available options

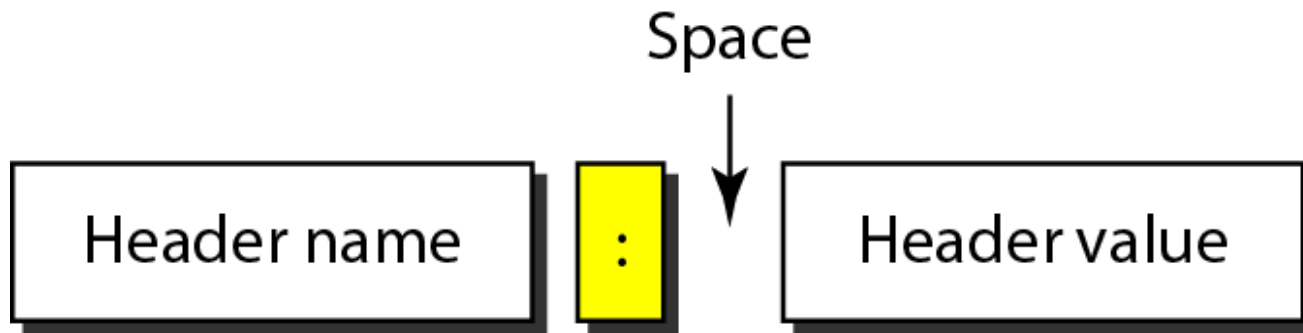
Table 27.2 *Status codes*

<i>Code</i>	<i>Phrase</i>	<i>Description</i>
Informational		
100	Continue	The initial part of the request has been received, and the client may continue with its request.
101	Switching	The server is complying with a client request to switch protocols defined in the upgrade header.
Success		
200	OK	The request is successful.
201	Created	A new URL is created.
202	Accepted	The request is accepted, but it is not immediately acted upon.
204	No content	There is no content in the body.

Table 27.2 *Status codes (continued)*

<i>Code</i>	<i>Phrase</i>	<i>Description</i>
Redirection		
301	Moved permanently	The requested URL is no longer used by the server.
302	Moved temporarily	The requested URL has moved temporarily.
304	Not modified	The document has not been modified.
Client Error		
400	Bad request	There is a syntax error in the request.
401	Unauthorized	The request lacks proper authorization.
403	Forbidden	Service is denied.
404	Not found	The document is not found.
405	Method not allowed	The method is not supported in this URL.
406	Not acceptable	The format requested is not acceptable.
Server Error		
500	Internal server error	There is an error, such as a crash, at the server site.
501	Not implemented	The action requested cannot be performed.
503	Service unavailable	The service is temporarily unavailable, but may be requested in the future.

Figure 27.15 *Header format*





Note

A header line belong to one of four categories:

- 1. General Header**
- 2. Request Header**
- 3. Response Header**
- 4. Entity Header**

Table 27.3 *General headers*

<i>Header</i>	<i>Description</i>
Cache-control	Specifies information about caching
Connection	Shows whether the connection should be closed or not
Date	Shows the current date
MIME-version	Shows the MIME version used
Upgrade	Specifies the preferred communication protocol

Table 27.4 *Request headers*

<i>Header</i>	<i>Description</i>
Accept	Shows the medium format the client can accept
Accept-charset	Shows the character set the client can handle
Accept-encoding	Shows the encoding scheme the client can handle
Accept-language	Shows the language the client can accept
Authorization	Shows what permissions the client has
From	Shows the e-mail address of the user
Host	Shows the host and port number of the server
If-modified-since	Sends the document if newer than specified date
If-match	Sends the document only if it matches given tag
If-non-match	Sends the document only if it does not match given tag
If-range	Sends only the portion of the document that is missing
If-unmodified-since	Sends the document if not changed since specified date
Referrer	Specifies the URL of the linked document
User-agent	Identifies the client program

Table 27.5 *Response headers*

<i>Header</i>	<i>Description</i>
Accept-range	Shows if server accepts the range requested by client
Age	Shows the age of the document
Public	Shows the supported list of methods
Retry-after	Specifies the date after which the server is available
Server	Shows the server name and version number

Table 27.6 *Entity headers*

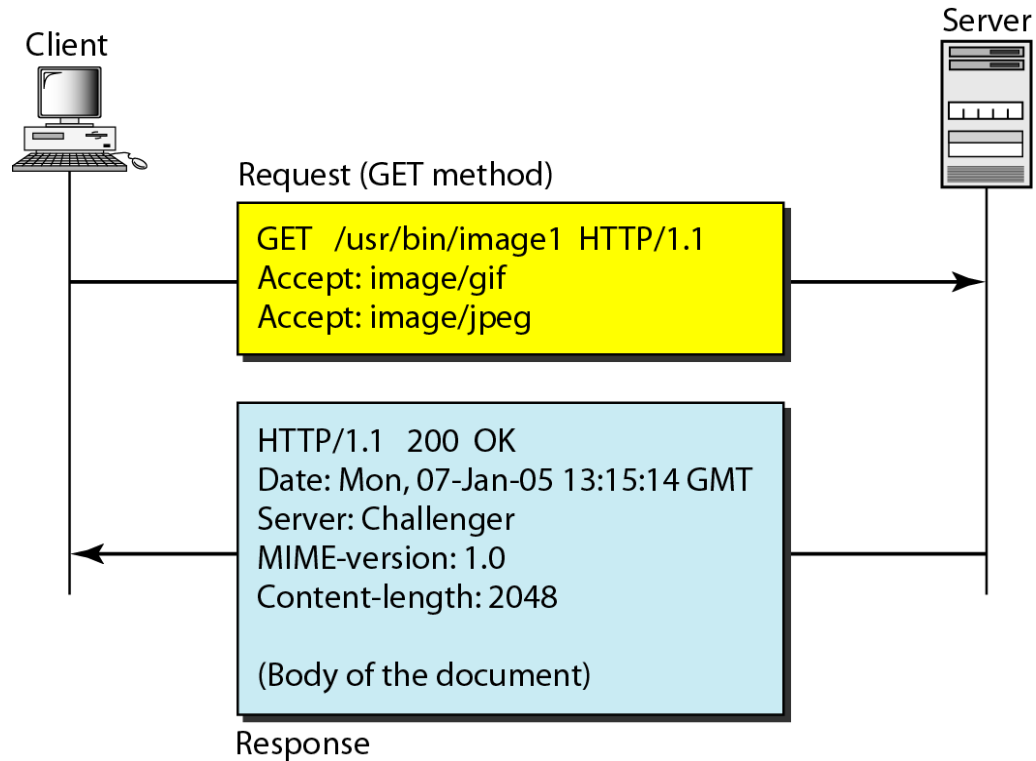
<i>Header</i>	<i>Description</i>
Allow	Lists valid methods that can be used with a URL
Content-encoding	Specifies the encoding scheme
Content-language	Specifies the language
Content-length	Shows the length of the document
Content-range	Specifies the range of the document
Content-type	Specifies the medium type
Etag	Gives an entity tag
Expires	Gives the date and time when contents may change
Last-modified	Gives the date and time of the last change
Location	Specifies the location of the created or moved document



Example 27.1

This example retrieves a document. We use the GET method to retrieve an image with the path /usr/bin/image1. The request line shows the method (GET), the URL, and the HTTP version (1.1). The header has two lines that show that the client can accept images in the GIF or JPEG format. The request does not have a body. The response message contains the status line and four lines of header. The header lines define the date, server, MIME version, and length of the document. The body of the document follows the header (see Figure 27.16).

Figure 27.16 *Example 27.1*

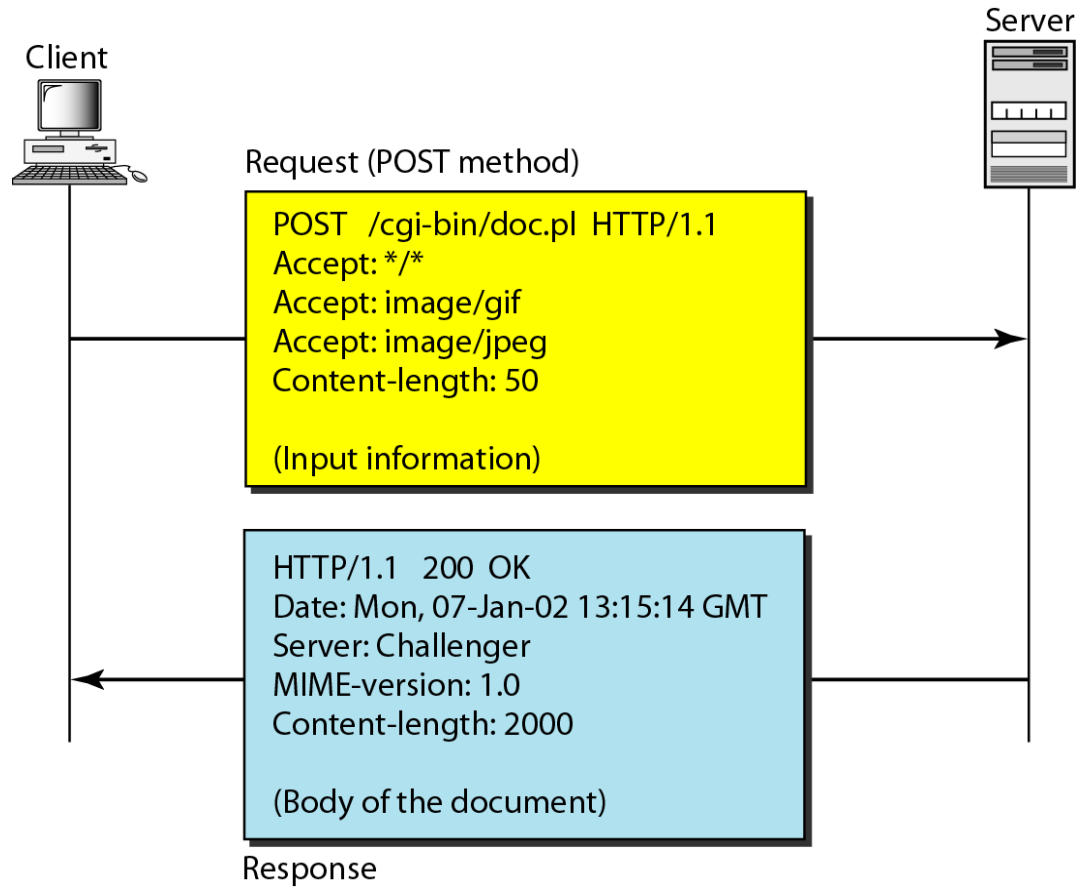




Example 27.2

In this example, the client wants to send data to the server. We use the POST method. The request line shows the method (POST), URL, and HTTP version (1.1). There are four lines of headers. The request body contains the input information. The response message contains the status line and four lines of headers. The created document, which is a CGI document, is included as the body (see Figure 27.17).

Figure 27.17 *Example 27.2*





Example 27.3

HTTP uses ASCII characters. A client can directly connect to a server using TELNET, which logs into port 80 (see next slide). The next three lines show that the connection is successful. We then type three lines. The first shows the request line (GET method), the second is the header (defining the host), the third is a blank, terminating the request. The server response is seven lines starting with the status line. The blank line at the end terminates the server response. The file of 14,230 lines is received after the blank line (not shown here). The last line is the output by the client.

Example 27.3 (continued)

```
$ telnet www.mhhe.com 80
```

```
Trying 198.45.24.104 . . .
```

```
Connected to www.mhhe.com (198.45.24.104).
```

```
Escape character is '^]'.
```

```
GET /engcs/compsci/forouzan HTTP/1.1
```

```
From: forouzanbehrouz@fhda.edu
```

```
HTTP/1.1 200 OK
```

```
Date: Thu, 28 Oct 2004 16:27:46 GMT
```

```
Server: Apache/1.3.9 (Unix) ApacheJServ/1.1.2 PHP/4.1.2 PHP/3.0.18
```

```
MIME-version:1.0
```

```
Content-Type: text/html
```



Note

HTTP version 1.1 specifies a persistent connection by default.

Computer Science & Engineering Assignment

Semester- VI (I & II)

Branch: CSE

Subject with Code: Computer Networks (IT-305-F)

Q:1 Explain the Following.

- 1. SMTP,**
- 2. POP,**
- 3. IMAP;**
- 4. FTP,**
- 5. HTTP**