

Re: Is HTTP Stateless ?

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Right, and the main reason for creating a tcp connection upon each request and response is for reliability reasons... the connection is mostly used for resending dropped packets etc.

"Sami Vaaraniemi" <samivawantsnospam@jippii.fi> wrote in message news:c3i6n6\$mq5\$1@phys-news1.kolumbus.fi...

> *Yes HTTP is stateless even if it runs on top of TCP.*

>

> *A HTTP conversation essentially consists of a single request and a single response. After that the "session" is usually gone. Two subsequent requests*

> *from one client can come through two separate TCP connections. Web servers do optimize things by keeping the connection alive for a while in case the client sends another request, but basically all that HTTP sees is one request and a response.*

>

> *In order to maintain session in the web application, programmers need to associate seemingly unrelated HTTP requests from one client somehow. In practice this is done with cookies or storing cookie-like information in the*

> *URL.*

>

> *Sami*

> *www.capehill.net*

>

> *"Polaris" <etpolaris@hotmail.com> wrote in message*

> *news:urAhF0qDEHA.2768@tk2msftngp13.phx.gbl...*

>> *Read a few books on ASP.NET and seems to me all of them say that HTTP is*

>> *stateless (as a result, it is a complex job to maintain the session state*

> *of*

>> *a web application ,, blaa, blaaaa...). I just wonder if this statement is*

>> *correct? HTTP runs on top of TCP; and TCP is a connection-oriented protocol*

>> *in which each conversation (session) is established through a 3-way*

>> *handshaking and the session state is maintained by the TCP stack until*

the

> > *client signals to end the conversation (in ASP.NET's web application,*

this

> > *action could be the user's explicit "logout", or his session expires).*

> >

> > *ANY thoughts on this is appreciated.*

> >

> > *Thanks*

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