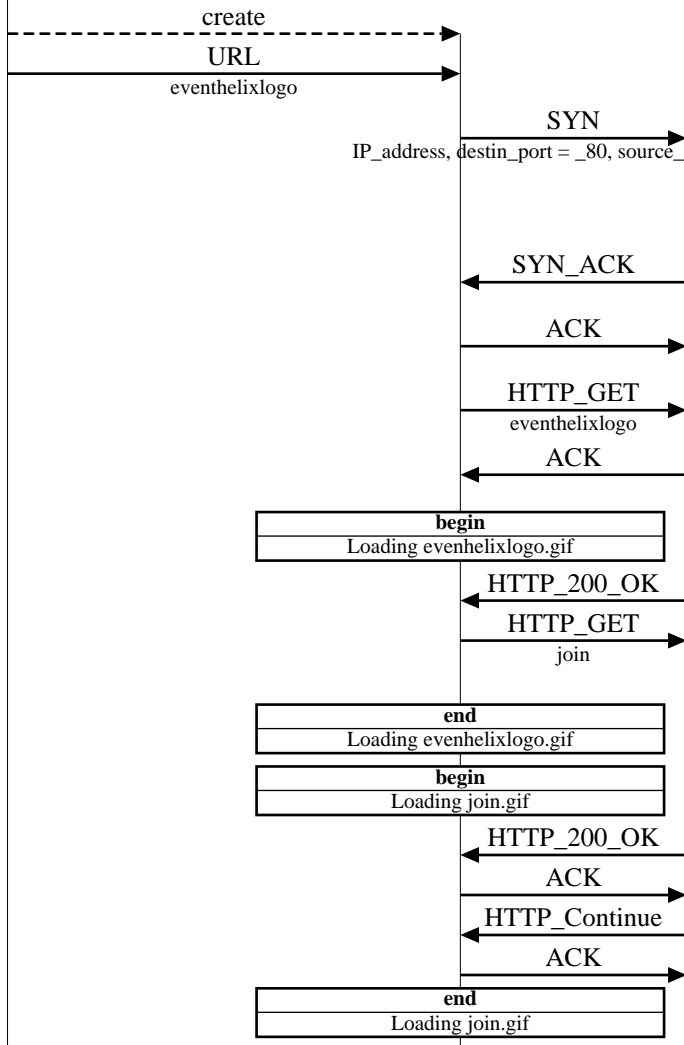


Http_thread_2 Interfaces (Web Browsing)				
client		internet		EventHelix.com/EventStudio 2.0
browser		net		
main thread	http thread 1	http thread 2	net	24-Feb-03 07:25 (Page 1)

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This sequence diagram describes the IP messages exchanged between the browser and servers on the internet. The message exchange presented here was obtained from an older version of EventHelix.com home page. Internet Explorer (IE) with HTTP 1.1 was used for this message trace.

This is a trace of a real page load and shows all the messages that were involved in rendering the complete page. The actual sequence of packets as seen by the browser is preserved.



Browser creates a new thread for the request
 Browser asks the thread to load eventhelixlogo.gif

Browser requests a TCP connection with the web server. The destination port is the well known HTTP port (80). In this case the source port assigned to the socket is 3680. This thread will wait for a response from the web server

HTTP server sends SYN+ACK for the second TCP connection

Three way handshake for TCP connection establishment is complete. The connection is ready for data transfer

The newly setup TCP connection is used to send a HTTP GET for eventhelixlogo.gif

In this case, the web server is late in sending the image, so the TCP layer sends an explicit acknowledgement.

HTTP GET is sent for loading the join.gif image. The TCP layer also piggy backs an acknowledgement to the HTTP_200_OK TCP segment received just before this

Page loading finished

