Surprises About Browser-to-Server Request Processing

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To those downloading this

- This talk was offered as part of a “lightning round” session at the Atlanta CFUG
  - 5-minute quick demos
  - I don’t show here the details of the demos I show
    - But I do summarize them at the end
Introduction

- We presume that when we request a page, the browser will send that request immediately to the server
  - It’s not always so...
- Demo
Requesting pages from one server in two tabs

- If url and querystring are same:
  - Chrome and FF WILL queue them, only one runs at a time
  + IE will not queue them, letting both run at once
- Implications
  - If a user has one tab accessing a slow page, and tries to access it in a new tab, cannot in Chrome/FF
- If url or querystring differ, none of them queue
- If form post is resubmitted
  - None of them will queue them
CFInput’s “submitonce” validation

- **How to use it**
  
  ```c$objx`
  <CFFORM ...>
  Form content...
  <CFINPUT type="submit" validate="submitonce">
  </CFFORM >
  ```

- **When it’s useful/needed**
  - IE needs/benefits from it
  + FF and Safari (on Windows, at least) don’t need it
    - They don’t let a form be submitted twice, inherently
Even more interesting...

- Browsers limit # of connections to server for **any** file on same domain
  - Important: applies to images, js, css files as well as pages!
  - Demo:
    - http://stevesouders.com/efws/domains1.php
  - Details:
    - http://www.stevesouders.com/blog/2008/03/20/roundup-on-parallel-connections/
- Book:
  - Even Faster Web Sites, O’Reilly 2009, Steve Souders
  - Covers still more interesting things, like how scripts and iframes can block page loading
Questions

- charlie@carehart.org
- Preso online at
  - carehart.org/presentations/acfug_lightning_round.pdf