Web Server: HTTP Server

Version 9.4.0.3

Jay McCarthy

November 2, 2026

This manual describes the internals of the Racket Web Server.

1 Dispatching Server

The Web Server is just a configuration of a dispatching server.

1.1 Dispatching Server Signatures

```
(require web-server/private/dispatch-server-sig)
```
package: web-server-lib

The web-server/private/dispatch-server-sig library provides the signatures dispatch-server^, dispatch-server-connect^, and dispatch-server-config*^.

dispatch-server^ : signature

The dispatch-server^ signature is an alias for web-server^.

```
(serve [#:confirmation-channel confirmation-
ach]) → (-> any)
  confirmation-ach : (or/c #f (async-channel/c            = #f
                              (or/c exn? port-number?)))
```

Runs the server. The confirmation channel, if provided, will be sent an exception if one occurs while starting the server or the port number if the server starts successfully.

Calling the returned procedure shuts down the server.

```
(serve-ports ip op) → any
  ip : input-port?
  op : output-port?
```

Asynchronously serves a single connection represented by the ports *ip* and *op*.

dispatch-server-connect^ : signature

The dispatch-server-connect^ signature abstracts the conversion of connection ports (e.g., to implement SSL) as used by the dispatch server.

```
(port->real-ports ip op) → input-port? output-port?
  ip : input-port?
  op : output-port?
```

Converts connection ports as necessary.

The connection ports are normally TCP ports, but an alternate implementation of `tcp^` linked to the dispatcher can supply different kinds of ports.

```
dispatch-server-config*^ : signature
```

Added in version 1.6 of package `web-server-lib`.

```
port : listen-port-number?
```

Specifies the port to serve on.

```
listen-ip : (or/c string? #f)
```

Passed to `tcp-listen`.

```
(read-request c p port-addresses) → any/c boolean?
  c : connection?
  p : listen-port-number?
  port-addresses : (input-port? . -> . (values string? string?))
```

Defines the way the server reads requests off connections to be passed to `dispatch`. The *port-addresses* argument should be a procedure like `tcp-addresses`.

The first result of `read-request` is ordinarily a `request` value, but that is not a requirement at the dispatch-server level. The second result is `#true` if the connection *c* should be closed after handling this request, or `#false` if the connection may be reused.

```
dispatch : (-> connection? any/c any)
```

Used to handle requests. The second argument to `dispatch` is ordinarily a `request` value, like the first result of `read-request`, but that is not a requirement at the dispatch-server level.

```
safety-limits : safety-limits?
```

A safety limits value specifying the policies to be used while reading and handling requests.

```
dispatch-server-config^ : signature
```

NOTE: This signature is deprecated; use `dispatch-server-config*^`, instead.

For backwards compatability, `dispatch-server-config^` extends `dispatch-server-config*^` and uses `define-values-for-export` to define `safety-limits` as:

```
(make-safety-limits
 #:max-waiting max-waiting
 #:request-read-timeout initial-connection-timeout)
```

Changed in version 1.6 of package `web-server-lib`: Deprecated in favor of `dispatch-server-config*^`. See compatability note.

`max-waiting` : `exact-nonnegative-integer?`

Passed to `make-safety-limits`.

`initial-connection-timeout` : `timeout/c`

Passed to `make-safety-limits` as its `#:request-read-timeout` argument.

Changed in version 1.6 of package `web-server-lib`: Loosened contract for consistency with `make-safety-limits`.

1.2 Safety Limits

`(require web-server/safety-limits)` package: `web-server-lib`

`(safety-limits? v)` → `boolean?`
`v` : `any/c`

```
 (make-safety-limits
  [#:max-concurrent max-concurrent
   #:max-waiting max-waiting
   #:request-read-timeout request-read-timeout
   #:max-request-line-length max-request-line-length
   #:max-request-headers max-request-headers
   #:max-request-header-length max-request-header-length
   #:max-request-body-length max-request-body-length
   #:max-form-data-parts max-form-data-parts
   #:max-form-data-header-length max-form-data-header-length
   #:max-form-data-files max-form-data-files
   #:max-form-data-file-length max-form-data-file-length
   #:form-data-file-memory-threshold form-data-file-memory-threshold
   #:max-form-data-fields max-form-data-fields
   #:max-form-data-field-length max-form-data-field-length
   #:response-timeout response-timeout
   #:response-send-timeout response-send-timeout
   #:shutdown-grace-period shutdown-grace-period])
 → safety-limits?
  max-concurrent : positive-count/c = 10000
  max-waiting : exact-nonnegative-integer? = 511
  request-read-timeout : timeout/c = 60
  max-request-line-length : nonnegative-length/c
                          = (* 8 1024) ; 8 KiB
  max-request-headers : nonnegative-length/c = 100
  max-request-header-length : nonnegative-length/c
                            = (* 8 1024) ; 8 KiB
  max-request-body-length : nonnegative-length/c
                          = (* 1 1024 1024) ; 1 MiB
  max-form-data-parts : nonnegative-length/c
                      = (+ max-form-data-fields max-form-data-files)
  max-form-data-header-length : nonnegative-length/c
                              = (* 8 1024) ; 8 KiB
  max-form-data-files : nonnegative-length/c = 100
  max-form-data-file-length : nonnegative-length/c
                            = (* 10 1024 1024) ; 10 MiB
  form-data-file-memory-threshold : nonnegative-length/c
                                  = (* 1 1024 1024) ; 1 MiB
  max-form-data-fields : nonnegative-length/c = 100
  max-form-data-field-length : nonnegative-length/c
                             = (* 8 1024) ; 8 KiB
  response-timeout : timeout/c = 60
  response-send-timeout : timeout/c = 60
  shutdown-grace-period : (or/c #f timeout/c) = #f
nonnegative-length/c : flat-contract?
 = (or/c exact-nonnegative-integer? +inf.0)
```

```
positive-count/c : flat-contract?
 = (or/c exact-positive-integer? +inf.0)
timeout/c : flat-contract? = (>=/c 0)
```

The web server uses opaque *safety limits* values, recognized by the predicate `safety-limits?`, to encapsulate policies for protection against misbehaving or malicious clients and servlets. Construct safety limits values using `make-safety-limits`, which supplies reasonably safe default policies that should work for most applications. See the compatability note and `make-unlimited-safety-limits` for further details.

The arguments to `make-safety-limits` are used as follows:

- The *`max-concurrent`* argument limits the number of open concurrent connections to the server. Once the limit is reached, new connections are queued at the TCP level (see *`max-waiting`*) until existing connections finish or time out.
- The *`max-waiting`* argument is passed to `tcp-listen` to specify the maximum number of client connections that can be waiting for acceptance. When *`max-waiting`* clients are waiting for acceptance, no new client connections can be made.
- The *`request-read-timeout`* limits how long, in seconds, the standard `read-request` implementation (e.g. from `serve` or `web-server@`) will wait for request data to come in from the client before it closes the connection. If you need to support large file uploads over slow connections, you may need to adjust this value.
- The *`max-request-line-length`* limits the length (in bytes) of the the first line of an HTTP request (the "request line"), which specifies the request method, path, and protocol version. Requests with a first line longer than *`max-request-line-length`* are rejected by the standard `read-request` implementation (e.g. from `serve` or `web-server@`). Increase this if you have very long URLs, but see also `is-url-too-big?`.
- The *`max-request-headers`* and *`max-request-header-length`* arguments limit the number of headers allowed per HTTP request and the length, in bytes, of an individual request header, respectively. Requests that exceed these limits are rejected by the standard `read-request` implementation (e.g. from `serve` or `web-server@`).
- The *`max-request-body-length`* limits the size, in bytes, of HTTP request bodies—but it does not apply to multipart (file upload) requests: see *`max-form-data-files`* and related limits, below. Requests with bodies longer than *`max-request-body-length`* are rejected by the standard `read-request` implementation (e.g. from `serve` or `web-server@`).
- The *`max-form-data-files`*, *`max-form-data-fields`*, *`max-form-data-file-length`*, *`max-form-data-field-length`*, *`max-form-data-parts`*, *`form-data-file-memory-threshold`*, and *`max-form-data-header-length`* arguments control the handling of `multipart/form-data` (file upload) requests by the standard `read-request` implementation (e.g. from `serve` or `web-server@`).

The number of files and non-file "fields" per request are limited by *max-form-data-files* and *max-form-data-fields*, respectively, and *max-form-data-file-length* and *max-form-data-field-length* limit the length, in bytes, of an individual file or non-file field. Additionally, the total number of "parts," which includes both files and fields, must not exceed *max-form-data-parts*. Requests that exceed these limits are rejected.

Files longer than request-file-memory-threshold, in bytes, are automatically offloaded to disk as temporary files to avoid running out of memory.

The *max-form-data-header-length* argument limits the length of a header for an individual part (file or field). Since such headers are already tightly constrained by RFC 7578 §4.8., it should be especially rare to need to increase this limit, but doing so could allow for exceptionally long file or field names.

- The *response-timeout* and *response-send-timeout* arguments limit the time for which individual request handlers (as in dispatch) are allowed to run.

  The *response-timeout* specifies the maximum time, in seconds, that a handler is allowed to run after the request has been read before it writes its first byte of response data. If no data is written within this time limit, the connection is killed.

  The *response-send-timeout* specifies the maximum time, in seconds, that the server will wait for a chunk of response data. Each time a chunk of data is sent to the client, this timeout resets. If your application uses streaming responses or long polling, either adjust this value or make sure that your request handler sends data periodically, such as a no-op, to avoid hitting this limit.

- The *shutdown-grace-period* argument controls how long, during shutdown, the server will wait for in-flight requests to finish before stopping. If #f, in-flight requests are killed immediately. Otherwise, the server stops accepting new connections and waits until either all in-flight requests complete, or the grace period passes, at which point it shuts down its custodian.

Compatibility note: The safety limits type may be extended in the future to provide additional protections. Creating safety limits values with make-safety-limits will allow applications to take advantage of reasonable default values for any new limits that are added. However, adding new limits does have the potential to break some existing applications: as an alternative, the make-unlimited-safety-limits constructor uses default values that avoid imposing any limits that aren't explicitly specified. (In most cases, this means a default of +inf.0.) Of course, applications using make-unlimited-safety-limits may remain vulnerable to threats which the values from make-safety-limits would have protected against.

The safety limits type was introduced in version 1.6 of the web-server-lib package. Previous versions of this library only supported the *max-waiting* limit and (in some cases) an initial-connection-timeout limit, which was similar to *request-read-timeout*, but had some problems. These limits were specified through dispatch-server-config^, web-config^, and optional arguments to functions like serve: if values weren't explicitly

supplied, the default behavior was closest to using (make-unlimited-safety-limits #:request-read-timeout 60).

However, version 1.6 adopted (make-safety-limits) as the default, as most applications would benefit from using reasonable protections. When porting from earlier versions of this library, if you think your application may be especially resource-intensive, you may prefer to use make-unlimited-safety-limits while determining limits that work for your application.

Added in version 1.6 of package web-server-lib.

Changed in version 1.11 of package web-server-lib: added the *max-concurrent* limit

```
(make-unlimited-safety-limits
 [#:max-concurrent max-concurrent
  #:max-waiting max-waiting
  #:request-read-timeout request-read-timeout
  #:max-request-line-length max-request-line-length
  #:max-request-headers max-request-headers
  #:max-request-header-length max-request-header-length
  #:max-request-body-length max-request-body-length
  #:max-request-files max-request-files
  #:max-request-file-length max-request-file-length
  #:request-file-memory-threshold request-file-memory-threshold
  #:max-form-data-parts max-form-data-parts
  #:max-form-data-header-length max-form-data-header-length
  #:max-form-data-files max-form-data-files
  #:max-form-data-file-length max-form-data-file-length
  #:form-data-file-memory-threshold form-data-file-memory-threshold
  #:max-form-data-fields max-form-data-fields
  #:max-form-data-field-length max-form-data-field-length
  #:response-timeout response-timeout
  #:response-send-timeout response-send-timeout
  #:shutdown-grace-period shutdown-grace-period])
→ safety-limits?
 max-concurrent : positive-count/c = +inf.0
 max-waiting : exact-nonnegative-integer? = 511
 request-read-timeout : timeout/c = +inf.0
 max-request-line-length : nonnegative-length/c = +inf.0
 max-request-headers : nonnegative-length/c = +inf.0
 max-request-header-length : nonnegative-length/c = +inf.0
 max-request-body-length : nonnegative-length/c = +inf.0
 max-request-files : nonnegative-length/c = +inf.0
 max-request-file-length : nonnegative-length/c = +inf.0
 request-file-memory-threshold : nonnegative-length/c = +inf.0
 max-form-data-parts : nonnegative-length/c = +inf.0
 max-form-data-header-length : nonnegative-length/c = +inf.0
```

```
max-form-data-files : nonnegative-length/c = +inf.0
max-form-data-file-length : nonnegative-length/c = +inf.0
form-data-file-memory-threshold : nonnegative-length/c
                                  = +inf.0
max-form-data-fields : nonnegative-length/c = +inf.0
max-form-data-field-length : nonnegative-length/c = +inf.0
response-timeout : timeout/c = +inf.0
response-send-timeout : timeout/c = +inf.0
shutdown-grace-period : (or/c #f timeout/c) = #f
```

Like `make-safety-limits`, but with default values that avoid imposing any limits that aren't explicitly specified, rather than the safer defaults of `make-safety-limits`. Think carefully before using `make-unlimited-safety-limits`, as it may leave your application vulnerable to denial of service attacks or other threats that the default values from `make-safety-limits` would mitigate. See the compatability note for more details.

Note that the default value for *max-waiting* is `511`, *not* `+inf.0`, due to the contract of `tcp-listen`.

Added in version 1.6 of package `web-server-lib`.

Changed in version 1.11 of package `web-server-lib`: added the *max-concurrent* limit

Changed in version 1.13 of package `web-server-lib`: added the *shutdown-grace-period* limit

1.3 Dispatching Server Unit

```
(require web-server/private/dispatch-server-unit)
```
package: `web-server-lib`

The `web-server/private/dispatch-server-unit` module provides the unit that actually implements a dispatching server.

```
dispatch-server-with-connect@
 : (unit/c (import tcp^
                   dispatch-server-connect^
                   dispatch-server-config*^)
           (export dispatch-server^))
```

Runs the dispatching server config in a very basic way, except that it uses §5.2 "Connection Manager" to manage connections.

Added in version 1.1 of package `web-server-lib`.
Changed in version 1.6: Use `dispatch-server-config*^` rather than `dispatch-server-config^`. See compatability note.

```
dispatch-server@ : (unit/c (import tcp^
                                   dispatch-server-config*^)
                           (export dispatch-server^))
```

Like `dispatch-server-with-connect@`, but using `raw:dispatch-server-connect@`.

Changed in version 1.6 of package `web-server-lib`: Use `dispatch-server-config*^` rather than `dispatch-server-config^`. See compatability note.

1.4 Threads and Custodians

The dispatching server runs in a dedicated thread. Every time a connection is initiated, a new thread is started to handle it. Connection threads are created inside a dedicated custodian that is a child of the server's custodian. When the server is used to provide servlets, each servlet also receives a new custodian that is a child of the server's custodian **not** the connection custodian.

2 Dispatchers

Since the Web Server is really just a particular configuration of a dispatching server, there are several dispatchers that are defined to support the Web Server. Other dispatching servers may find these useful. In particular, if you want a peculiar processing pipeline for your Web Server installation, refer to this documentation.

2.1 General

```
(require web-server/dispatchers/dispatch)
                          package: web-server-lib
```

This module provides a few functions for dispatchers in general.

```
dispatcher/c : contract?
```

Equivalent to `(-> connection? request? any)`.

Changed in version 1.3 of package `web-server-lib`: Weakened the range contract to allow `any`

```
(dispatcher-interface-version/c any) → boolean?
  any : any/c
```

Equivalent to `(symbols 'v1)`

```
(struct exn:dispatcher ()
    #:extra-constructor-name make-exn:dispatcher)
```

An exception thrown to indicate that a dispatcher does not apply to a particular request.

```
(next-dispatcher) → any
```

Raises a `exn:dispatcher`

As the `dispatcher/c` contract suggests, a dispatcher is a function that takes a connection and request object and does something to them. Mostly likely it will generate some response and output it on the connection, but it may do something different. For example, it may apply some test to the request object, perhaps checking for a valid source IP address, and error if the test is not passed, and call `next-dispatcher` otherwise.

Consider the following example dispatcher, that captures the essence of URL rewriting:

```
; (url? -> url?) dispatcher/c -> dispatcher/c
(lambda (rule inner)
  (lambda (conn req)
    ; Call the inner dispatcher...
    (inner conn
           ; with a new request object...
           (struct-copy request req
                        ; with a new URL!
                        [request-uri (rule (request-uri req))]))))
```

2.2 Mapping URLs to Paths

```
(require web-server/dispatchers/filesystem-map)
```
package: web-server-lib

This module provides a means of mapping URLs to paths on the filesystem.

```
url->path/c : contract?
```

This contract is equivalent to `(->* (url?) (path? (listof path-piece?)))`. The returned `path?` is the path on disk. The list is the list of path elements that correspond to the path of the URL.

```
(make-url->path base) → url->path/c
  base : path-string?
```

The `url->path/c` returned by this procedure considers the root URL to be `base`. It ensures that `".."`s in the URL do not escape the `base` and removes them silently otherwise.

```
(make-url->valid-path url->path) → url->path/c
  url->path : url->path/c
```

Runs the underlying `url->path`, but only returns if the path refers to a file that actually exists. If it is does not, then the suffix elements of the URL are removed until a file is found. If this never occurs, then an error is thrown.

This is primarily useful for dispatchers that allow path information after the name of a service to be used for data, but where the service is represented by a file. The most prominent example is obviously servlets.

```
(filter-url->path regex url->path) → url->path/c
  regex : regexp?
  url->path : url->path/c
```

Runs the underlying *url->path* but will only return if the path, when considered as a string, matches the *regex*. This is useful to disallow strange files, like GIFs, from being considered servlets when using the servlet dispatchers. It will return a exn:fail:filesystem:exists? exception if the path does not match.

2.3 Sequencing

```
(require web-server/dispatchers/dispatch-sequencer)
```
package: web-server-lib

The web-server/dispatchers/dispatch-sequencer module defines a dispatcher constructor that invokes a sequence of dispatchers until one applies.

```
(make dispatcher ...) → dispatcher/c
  dispatcher : dispatcher/c
```

Invokes each *dispatcher*, invoking the next if the first calls next-dispatcher. If no *dispatcher* applies, then it calls next-dispatcher itself.

2.4 Timeouts

```
(require web-server/dispatchers/dispatch-timeout)
```
package: web-server-lib

The web-server/dispatchers/dispatch-timeout module defines a dispatcher constructor that changes the timeout on the connection and calls the next dispatcher.

```
(make new-timeout) → dispatcher/c
  new-timeout : integer?
```

Changes the timeout on the connection with adjust-connection-timeout! called with *new-timeout*.

2.5 Lifting Procedures

```
(require web-server/dispatchers/dispatch-lift)
```
package: web-server-lib

The web-server/dispatchers/dispatch-lift module defines a dispatcher constructor.

```
(make proc) → dispatcher/c
  proc : (request? . -> . response?)
```

Constructs a dispatcher that calls *proc* on the request object, and outputs the response to the connection.

2.6 Filtering Requests by URL

```
(require web-server/dispatchers/dispatch-filter)
```
package: web-server-lib

The web-server/dispatchers/dispatch-filter module defines a dispatcher constructor that calls an underlying dispatcher with all requests that pass a predicate.

```
(make regex inner) → dispatcher/c
  regex : regexp?
  inner : dispatcher/c
```

Calls *inner* if the URL path of the request, converted to a string, matches *regex*. Otherwise, calls next-dispatcher.

2.7 Filtering Requests by Method

```
(require web-server/dispatchers/dispatch-method)
```
package: web-server-lib

The web-server/dispatchers/dispatch-method module defines a dispatcher constructor that calls an underlying dispatcher provided the request method belongs to a given list.

```
(make method inner) → dispatcher/c
  method : (or/c symbol? (listof symbol?))
  inner : dispatcher/c
```

Calls *inner* if the method of the request, converted to a string, case-insensitively matches *method* (if method is a symbol, or, if a list, one of the elements of *method*). Otherwise, calls next-dispatcher.

2.8 Procedure Invocation upon Request

```
(require web-server/dispatchers/dispatch-pathprocedure)
```
package: web-server-lib

The web-server/dispatchers/dispatch-pathprocedure module defines a dispatcher constructor for invoking a particular procedure when a request is given to a particular URL path.

```
(make path proc) → dispatcher/c
  path : string?
  proc : (request? . -> . response?)
```

Checks if the request URL path as a string is equal to *path* and if so, calls *proc* for a response.

This is used in the standard Web Server pipeline to provide a URL that refreshes the password file, servlet cache, etc.

2.9 Logging

```
(require web-server/dispatchers/dispatch-logresp)
```
package: web-server-lib

The web-server/dispatchers/dispatch-logresp module defines a dispatcher constructor for transparent logging of requests and responses.

```
format-reqresp/c : contract?
```

Equivalent to `(or/c (-> request? string?) (-> request? response? string?))`.

```
paren-format : format-reqresp/c
```

Formats a request and a response by:

```
(format
 "~s\n"
 (list 'from (request-client-ip req)
       'to (request-host-ip req)
       'for (url->string (request-uri req))
       'at (date->string
            (seconds->date (current-seconds)) #t)
       'code (response-code resp)))
```

```
extended-format : format-reqresp/c
```

Formats a request and a response by:

```
(format
 "~s\n"
 `((client-ip ,(request-client-ip req))
   (host-ip ,(request-host-ip req))
   (referer
    ,(let ([R (headers-assq*
               #"Referer"
               (request-headers/raw req))])
       (if R
           (header-value R)
           #f)))
   (uri ,(url->string (request-uri req)))
   (time ,(current-seconds))
   (code ,(response-code resp))))
```

```
apache-default-format : format-reqresp/c
```

Formats a request and a response like Apache's default. However, Apache's default includes information about the size of the object returned to the client, which this function does not have access to, so it defaults the last field to `-`.

```
combined-log-format : format-reqresp/c
```

Formats a request and a response to approximate the Combined Log Format. As this function does not have access to the size of the object returned to the client, it defaults the field to `-`.

```
log-format/c : contract?
```

Equivalent to `(symbols 'parenthesized-default 'extended 'apache-default 'combined)`.

```
(log-format->format id) → format-reqresp/c
  id : log-format/c
```

Maps `'parenthesized-default` to `paren-format`, `'extended` to `extended-format`, `'apache-default` to `apache-default-format`, and `'combined` to `combined-log-format`

```
(make [#:format format
       #:log-path log-path]
       dispatcher)          → dispatcher/c
```

```
format : (or/c log-format/c format-reqresp/c) = paren-format
log-path : (or/c path-string? output-port?) = "log"
dispatcher : dispatcher/c
```

If *dispatcher* is successfully dispatched, logs requests and responses (without the body information) to *log-path*, which can be either a filepath or an output-port?, using *format* to format the requests and responses (or just requests if *format* only accepts one argument). If *format* is a symbol, a log formatter will be tacitly made using log-format->format.

Added in version 1.12 of package web-server-lib.

2.10 Basic Logging

```
(require web-server/dispatchers/dispatch-log)
```
package: web-server-lib

The web-server/dispatchers/dispatch-log module defines a dispatcher constructor for transparent logging of requests. Consider using the facilities in §2.9 "Logging" instead, as it provides more flexibility.

```
format-req/c : contract?
```

Equivalent to (-> request? string?).

```
paren-format : format-req/c
```

Formats a request like its counterpart in §2.9 "Logging", but without the response code information.

```
extended-format : format-req/c
```

Formats a request like its counterpart in §2.9 "Logging", but without the response code information.

```
apache-default-format : format-req/c
```

Formats a request like Apache's default. However, Apache's default includes information about the response to a request, which this function does not have access to, so it defaults the last two fields to - and -.

```
combined-log-format : format-req/c
```

Formats a request and a response to approximate the Combined Log Format. As this function does not have access to the size of the object returned to the client, it defaults the field to -.

```
log-format/c : contract?
```

Equivalent to `(symbols 'parenthesized-default 'extended 'apache-default 'combined)`.

```
(log-format->format id) → format-req/c
  id : log-format/c
```

Maps `'parenthesized-default` to `paren-format`, `'extended` to `extended-format`, `'apache-default` to `apache-default-format`, and `'combined` to `combined-log-format`

```
(make [#:format format #:log-path log-path]) → dispatcher/c
  format : (or/c log-format/c format-req/c) = paren-format
  log-path : (or/c path-string? output-port?) = "log"
```

Logs requests to *log-path*, which can be either a filepath or an `output-port?`, using *format* to format the requests. If *format* is a symbol, a log formatter will be tacitly made using `log-format->format`. Then invokes `next-dispatcher`.

Changed in version 1.3 of package `web-server-lib`: Allow *log-path* to be an `output-port?`
Changed in version 1.8: Allow *format* to be a symbol (more precisely, a `log-format/c`).

2.11 Password Protection

```
(require web-server/dispatchers/dispatch-passwords)
                                    package: web-server-lib
```

The `web-server/dispatchers/dispatch-passwords` module defines a dispatcher constructor that performs HTTP Basic authentication filtering.

```
denied?/c : contract?
```

Equivalent to `(-> request? (or/c false/c string?))`. The return is the authentication realm as a string if the request is not authorized and `#f` if the request *is* authorized.

```
(make  denied?
       [#:authentication-responder authentication-responder])
 → dispatcher/c
  denied? : denied?/c
  authentication-responder :  (url? header? . -> . response?)
                           = (gen-authentication-responder "forbidden.html")
```

A dispatcher that checks if the request is denied based on *denied?*. If so, then *authentication-responder* is called with a header that requests credentials. If not, then next-dispatcher is invoked.

```
authorized?/c : contract?
```

Equivalent to (-> string? (or/c false/c bytes?) (or/c false/c bytes?) (or/c false/c string?)). The input is the URI as a string and the username and passwords as bytes. The return is the authentication realm as a string if the user is not authorized and #f if the request *is* authorized.

```
(make-basic-denied?/path authorized?) → denied?/c
  authorized? : authorized?/c
```

Creates a denied procedure from an authorized procedure.

```
(password-file->authorized? password-file)
 → (-> void) authorized?/c
  password-file : path-string?
```

Creates an authorization procedure based on the given password file. The first returned value is a procedure that refreshes the password cache used by the authorization procedure.

password-file is parsed as:

```
(list ([domain : string?]
       [path : string?] ; This string is interpreted as a regex
       (list [user : symbol?]
             [pass : string?])
       ...)
      ...)
```

For example:

```
'(("secret stuff" "/secret(/.*)?" (bubba "bbq") (Billy "BoB")))
```

2.12 Virtual Hosts

```
(require web-server/dispatchers/dispatch-host)
```

package: web-server-lib

The web-server/dispatchers/dispatch-host module defines a dispatcher constructor that calls a different dispatcher based upon the host requested.

```
(make lookup-dispatcher) → dispatcher/c
  lookup-dispatcher : (symbol? . -> . dispatcher/c)
```

Extracts a host from the URL requested, or the Host HTTP header, calls *lookup-dispatcher* with the host, and invokes the returned dispatcher. If no host can be extracted, then `'none` is used.

2.13 Serving Files

```
(require web-server/dispatchers/dispatch-files)
                                    package: web-server-lib
```

The `web-server/dispatchers/dispatch-files` module allows files to be served. It defines a dispatcher construction procedure.

```
(make
 #:url->path url->path
 [#:path->mime-type path->mime-type
  #:path->headers path->headers
  #:indices indices
  #:cache-max-age cache-max-age
  #:cache-smaxage cache-smaxage
  #:cache-stale-while-revalidate cache-stale-while-revalidate
  #:cache-stale-if-error cache-stale-if-error
  #:cache-no-cache cache-no-cache
  #:cache-no-store cache-no-store
  #:cache-no-transform cache-no-transform
  #:cache-must-revalidate cache-must-revalidate
  #:cache-proxy-revalidate cache-proxy-revalidate
  #:cache-must-understand cache-must-understand
  #:cache-private cache-private
  #:cache-public cache-public
  #:cache-immutable cache-immutable])
→ dispatcher/c
 url->path : url->path/c
 path->mime-type : (path? . -> . (or/c false/c bytes?))
                 = (lambda (path) #f)
 path->headers : (path? . -> . (listof header?))
               = (lambda (path) '())
 indices : (listof string?) = (list "index.html" "index.htm")
 cache-max-age : (or/c false/c (and/c exact-integer? positive?))
               = #f
```

```
cache-smaxage : (or/c false/c (and/c exact-integer? positive?))
              = #f
cache-stale-while-revalidate : (or/c false/c (and/c exact-integer? positive?))
                             = #f
cache-stale-if-error : (or/c false/c (and/c exact-integer? positive?))
                     = #f
cache-no-cache : boolean? = #f
cache-no-store : boolean? = #f
cache-no-transform : boolean? = #f
cache-must-revalidate : boolean? = #f
cache-proxy-revalidate : boolean? = #f
cache-must-understand : boolean? = #f
cache-private : boolean? = #f
cache-public : boolean? = #f
cache-immutable : boolean? = #f
```

Uses *url->path* to extract a path from the URL in the request object. If this path does not exist, then the dispatcher does not apply and `next-dispatcher` is invoked. If the path is a directory, then the *indices* are checked in order for an index file to serve. In that case, or in the case of a path that is a file already, *path->mime-type* is consulted for the MIME Type of the path. Similarly, *path->headers* is consulted for additional headers of the path. The file is then streamed out the connection object.

This dispatcher supports HTTP Range GET requests and HEAD requests. If the request's method is neither HEAD nor GET, `next-dispatcher` will be called.

If the path works out to something on disk (either as a file, or, if the path refers to directory, one of the specified *indices* files in that directory), it needs to be readable by the process that is running the web server. Existing but unreadable files are handled as non-existing files.

The various keyword arguments that start with `cache-` (*cache-public*, *cache-max-age* and so on) all map straightforwardly to legal values that can appear in the standard `Cache-Control` response header. By default, all are `#f`, which has the effect that responses emitted by this dispatcher do not have a `Cache-Control` header. If any cache-related keyword has a non-`#f` value, a `Cache-Control` header will be present in the response. Thus, if *cache-immutable* is `#t` and *cache-max-age* is `12345`, an `Cache-Control` header will be present in all responses and its value will be `max-age=12345, immutable`. For more information see RFC 2616 section 14.9 "Cache Control" and the Mozilla Developer Network documentation on `Cache-Control`. Note that some combinations of cache headers may lead to unintended behavior. Example: using `#t` for both `#:cache-public` and `#:cache-private` (those two are effectively antonyms). Beyond the contract for each of the keyword arguments, no additional checks are made by `make` to ensure that the supplied cache-related arguments are a meaningful combination or are suitable for your web application.

Changed in version 1.7 of package `web-server-lib`: Support for non-{GET,HEAD} requests.
Changed in version 1.7: Treat unreadable files as non-existing files.

Changed in version 1.9: Support a number of options for setting a `Cache-Control` response header
Changed in version 1.10: Support `#:path->headers`.

2.14 Serving Servlets

```
(require web-server/dispatchers/dispatch-servlets)
```
package: `web-server-lib`

The `web-server/dispatchers/dispatch-servlets` module defines a dispatcher constructor that runs servlets.

```
url->servlet/c : contract?
```

Equivalent to `(-> url? servlet?)`

```
(make-cached-url->servlet url->path
                          path->serlvet)
 → (->* () ((or/c false/c (listof url?)) (-> servlet? void?)) void?)
   url->servlet/c
  url->path : url->path/c
  path->serlvet : path->servlet/c
```

The first return value is a procedure that flushes the cache. If its first optional argument is `#f` (the default), all servlet caches are flushed. Otherwise, only those servlet caches to which *`url->path`* maps the given URLs are flushed. The second optional argument is a procedure which is invoked on each cached value before it is flushed, which can be used to finalize servlet resources. Beware that the default value `void` performs no finalization. In particular, it does not shut down the servlet's custodian, instead allowing the servlet's custodian-managed resources (such as threads) to persist.

The second return value is a procedure that uses *`url->path`* to resolve the URL to a path, then uses `path->servlet` to resolve that path to a servlet, caching the results in an internal table.

Changed in version 1.3 of package `web-server-lib`: Added optional argument to first return value for list of URLs.
Changed in version 1.3: Added optional argument to first return value for servlet finalizer procedure.

```
(make  url->servlet
       [#:responders-servlet-loading responders-servlet-loading
        #:responders-servlet responders-servlet])
 → dispatcher/c
  url->servlet : url->servlet/c
  responders-servlet-loading : (url? exn? . -> . can-be-response?)
                             = servlet-loading-responder
```

```
responders-servlet : (url? exn? . -> . can-be-response?)
                   = servlet-error-responder
```

This dispatcher runs racket servlets, using *url->servlet* to resolve URLs to the underlying servlets. If servlets have errors loading, then *responders-servlet-loading* is used. Other errors are handled with *responders-servlet*. If a servlet raises calls next-dispatcher, then the signal is propagated by this dispatcher.

2.14.1 Setting Up Servlets

```
(require web-server/servlet/setup)
```
package: web-server-lib

This module is used internally to build and load servlets. It may be useful to those who are trying to extend the server.

```
(make-v1.servlet directory timeout start) → servlet?
  directory : path-string?
  timeout : integer?
  start : (request? . -> . can-be-response?)
```

Creates a version 1 servlet that uses *directory* as its current directory, a timeout manager with a *timeout* timeout, and *start* as the request handler.

```
(make-v2.servlet directory manager start) → servlet?
  directory : path-string?
  manager : manager?
  start : (request? . -> . can-be-response?)
```

Creates a version 2 servlet that uses *directory* as its current directory, a *manager* as the continuation manager, and *start* as the request handler.

```
(make-stateless.servlet directory
                        stuffer
                        manager
                        start)    → servlet?
  directory : path-string?
  stuffer : (stuffer/c serializable? bytes?)
  manager : manager?
  start : (request? . -> . can-be-response?)
```

Creates a stateless web-server servlet that uses *directory* as its current directory, *stuffer* as its stuffer, and *manager* as the continuation manager, and *start* as the request handler.

```
default-module-specs : (listof module-path?)
```

The modules that the Web Server needs to share with all servlets.

```
path->servlet/c : contract?
```

Equivalent to `(-> path? servlet?)`.

```
(make-default-path->servlet
 [#:make-servlet-namespace make-servlet-namespace
  #:timeouts-default-servlet timeouts-default-servlet])
→ path->servlet/c
 make-servlet-namespace : make-servlet-namespace/c
                        = (make-make-servlet-namespace)
 timeouts-default-servlet : integer? = 30
```

Constructs a procedure that loads a servlet from the path in a namespace created with *make-servlet-namespace*, using a timeout manager with *timeouts-default-servlet* as the default timeout (if no manager is given.)

2.14.2 Servlet Namespaces

```
(require web-server/configuration/namespace)
                              package: web-server-lib
```

This module provides a function to help create the `make-servlet-namespace` procedure needed by the `make` function of `web-server/dispatchers/dispatch-servlets`.

```
make-servlet-namespace/c : contract?
```

Equivalent to

```
(->* ()
     (#:additional-specs (listof module-path?))
     namespace?)
```

```
(make-make-servlet-namespace #:to-be-copied-module-specs to-be-
copied-module-specs)
 → make-servlet-namespace/c
  to-be-copied-module-specs : (listof module-path?)
```

This function creates a function that when called will construct a new `namespace` that has all the modules from *`to-be-copied-module-specs`* and `additional-specs`, as well as `racket` and `mred`, provided they are already attached to the `(current-namespace)` of the call-site.

Example:

```
(make-make-servlet-namespace
 #:to-be-copied-module-specs `((lib "database.rkt" "my-module")))
```

Why this is useful

A different namespace is needed for each servlet, so that if servlet A and servlet B both use a stateful module C, they will be isolated from one another. We see the Web Server as an operating system for servlets, so we inherit the isolation requirement on operating systems.

However, there are some modules which must be shared. If they were not, then structures cannot be passed from the Web Server to the servlets, because Racket's structures are generative.

Since, on occasion, a user will actually wanted servlets A and B to interact through module C. A custom `make-servlet-namespace` can be created, through this procedure, that attaches module C to all servlet namespaces. Through other means (see §2 "Dispatchers") different sets of servlets can share different sets of modules.

2.14.3 Internal Servlet Representation

```
(require web-server/private/servlet)
```
package: `web-server-lib`

```
(struct servlet (custodian namespace manager directory handler)
    #:extra-constructor-name make-servlet
    #:mutable)
  custodian : custodian?
  namespace : namespace?
  manager : manager?
  directory : path-string?
  handler : (request? . -> . can-be-response?)
```

Instances of this structure hold the necessary parts of a servlet: the `custodian` responsible for the servlet's resources, the `namespace` the servlet is executed within, the `manager` responsible for the servlet's continuations, the current `directory` of the servlet, and the `handler` for all requests to the servlet.

2.15 Statistics

```
(require web-server/dispatchers/dispatch-stat)
```
package: web-server-lib

The web-server/dispatchers/dispatch-stat module provides services related to performance statistics.

```
(make-gc-thread time) → thread?
  time : integer?
```

Starts a thread that calls (collect-garbage) every *time* seconds.

```
(make) → dispatcher/c
```

Returns a dispatcher that prints memory usage on every request.

2.16 Limiting Requests

```
(require web-server/dispatchers/limit)
```
package: web-server-lib

The web-server/dispatchers/limit module provides a wrapper dispatcher that limits how many requests are serviced at once.

```
(make limit inner [#:over-limit over-limit]) → dispatcher/c
  limit : number?
  inner : dispatcher/c
  over-limit : (symbols 'block 'kill-new 'kill-old) = 'block
```

Returns a dispatcher that defers to *inner* for work, but will forward a maximum of *limit* requests concurrently.

If there are no additional spaces inside the limit and a new request is received, the *over-limit* option determines what is done. The default ('block) causes the new request to block until an old request is finished being handled. If *over-limit* is 'kill-new, then the new request handler is killed—a form of load-shedding. If *over-limit* is 'kill-old, then the oldest request handler is killed—prioritizing new connections over old. (This setting is a little dangerous because requests might never finish if there is constant load.)

Consider this example:

```
#lang racket
```

```
(require web-server/web-server
         web-server/http
         web-server/http/response
         (prefix-in limit: web-server/dispatchers/limit)
         (prefix-in filter: web-server/dispatchers/dispatch-
filter)
         (prefix-in sequencer: web-server/dispatchers/dispatch-
sequencer))

(serve #:dispatch
       (sequencer:make
        (filter:make
         #rx"/limited"
         (limit:make
          5
          (lambda (conn req)
           (output-response/method
            conn
            (response/full
             200 #"Okay"
             (current-seconds) TEXT/HTML-MIME-TYPE
             empty
             (list (string->bytes/utf-8
                    (format "hello world ~a"
                            (sort (build-list 100000 (λ x (random 1000)))
                                  <)))))
            (request-method req)))
          #:over-limit 'block))
        (lambda (conn req)
          (output-response/method
           conn
           (response/full 200 #"Okay"
                          (current-seconds) TEXT/HTML-MIME-TYPE
                          empty
                          (list #"<html><body>Unlimited</body></html>"))
           (request-method req))))
      #:port 8080)

(do-not-return)
```

2.17 Wrapping Requests & Responses

```
(require web-server/dispatchers/dispatch-wrap)
```

package: web-server-lib

The web-server/dispatchers/dispatch-wrap module provides a general-purpose wrapping dispatcher that allows one to intercept an incoming request as well as the response returned by other servlets

```
(make servlet req-trans res-trans) → dispatcher/c
  servlet : (-> request? response?)
  req-trans : (-> request? request?)
  res-trans : (-> response? response?)
```

Returns a dispatcher that wraps *res-trans* around *servlet*, which itself receives requests transformed by *req-trans*. Put differently, the servlet underlying the dispatcher returned by make is equivalent to (λ (r) (*res-trans* (*servlet* (*req-trans* r)))).

If you're not interested in transforming requests, pass in identity (the identity function) for *req-trans*. Similarly, using identity for *res-trans* will cause responses to pass through unchanged. (Using identity for *both* *req-trans* and *res-trans* is equivalent to just using *servlet* as-is.)

A typical use case for this dispatcher would be to inject headers into requests or responses. Similarly, functionally updating existing headers also fits into this pattern. Since the entire request – not just its headers – is available to *req-trans* (and similarly for the response and *res-trans*), arbitrary rewriting of request/response bodies is possible. Side effects in *req-trans* and *res-trans* are permitted as long as make's contracts are adhered to.

Changed in version 1.9 of package web-server-lib: First version of this dispatcher

3 Launching Servers

```
(require web-server/web-server)
```
package: web-server-lib

This module provides functions for launching dispatching servers.

```
(serve  #:dispatch dispatch
        [#:confirmation-channel confirmation-channel
         #:connection-close? connection-close?
         #:dispatch-server-connect@ dispatch-server-connect@
         #:tcp@ tcp@
         #:port port
         #:listen-ip listen-ip
         #:max-waiting max-waiting
         #:initial-connection-timeout request-read-timeout
         #:safety-limits safety-limits])
 → (-> any)
  dispatch : dispatcher/c
  confirmation-channel : (or/c #f (async-channel/c
                                   (or/c exn? port-number?)))
                       = #f
  connection-close? : boolean? = #f
  dispatch-server-connect@ : (unit/c (import)
                                     (export dispatch-server-connect^))
                           = raw:dispatch-server-connect@
  tcp@ : (unit/c (import) (export tcp^)) = raw:tcp@
  port : listen-port-number? = 80
  listen-ip : (or/c string? #f) = #f
  max-waiting : exact-nonnegative-integer? = 511
  request-read-timeout : timeout/c = 60
  safety-limits : safety-limits?
                = (make-safety-limits
                   #:max-waiting max-waiting
                   #:request-read-timeout request-read-timeout)
```

Constructs an appropriate `dispatch-server-config*^`, invokes the `dispatch-server@`, and calls its `serve` function.

If *connection-close?* is `#t`, then every connection is closed after one request. Otherwise, the client decides based on what HTTP version it uses.

The *dispatch-server-connect@* argument supports the conversion of raw connections; for example, `make-ssl-connect@` produces a unit to serve SSL by converting raw TCP ports to SSL ports; see also §6.3 “How do I set up the server to use HTTPS?”.

The *tcp@* argument supports replacing TCP connections with other kinds of connections (and was formerly recommended for SSL support). Beware that the server expects the tcp-accept operation from *tcp@* to be effectively atomic; new connections are not accepted while tcp-accept is in progress.

The *safety-limits* argument supplies a safety limits value specifying the policies to be used while reading and handling requests. In the constructed dispatch-server-config*^, it is used directly as the safety-limits value and is also used by the read-request implementation.

The *max-waiting* and *request-read-timeout* arguments are supported for backwards compatability. If a *safety-limits* argument is given, the *max-waiting* and *request-read-timeout* arguments are ignored; otherwise, they are passed to make-safety-limits to construct the safety limits value. If neither *max-waiting*, *request-read-timeout*, nor *safety-limits* are given, the default safety limits value is equivalent to (make-safety-limits).

Here's an example of a simple web server that serves files from a given path:

```
(define (start-file-server base)
  (serve
   #:dispatch
   (files:make
    #:url->path (make-url->path base)
    #:path->mime-type
    (lambda (path)
      #"application/octet-stream"))
   #:port 8080))
```

Changed in version 1.6 of package web-server-lib: Added the *safety-limits* argument and changed to use dispatch-server-config*^ instead of dispatch-server-config^: see compatability note. Corrected documented contracts for the *max-waiting* and *request-read-timeout* arguments.

```
(serve/ports
 #:dispatch dispatch
 [#:confirmation-channel confirmation-channel
 #:connection-close? connection-close?
 #:dispatch-server-connect@ dispatch-server-connect@
 #:tcp@ tcp@
 #:ports ports
 #:listen-ip listen-ip
 #:max-waiting max-waiting
 #:initial-connection-timeout request-read-timeout
 #:safety-limits safety-limits])
→ (-> any)
 dispatch : dispatcher/c
```

```
 confirmation-channel : (or/c #f (async-channel/c
                                  (or/c exn? port-number?)))
                      = #f
 connection-close? : boolean? = #f
 dispatch-server-connect@ : (unit/c (import)
                                    (export dispatch-server-connect^))
                          = raw:dispatch-server-connect@
 tcp@ : (unit/c (import) (export tcp^)) = raw:tcp@
 ports : (listof listen-port-number?) = (list 80)
 listen-ip : (or/c string? #f) = #f
 max-waiting : exact-nonnegative-integer? = 511
 request-read-timeout : timeout/c = 60
 safety-limits : safety-limits?
               = (make-safety-limits
                  #:max-waiting max-waiting
                  #:request-read-timeout request-read-timeout)
```

Calls `serve` multiple times, once for each `port`, and returns a function that shuts down all of the server instances.

Changed in version 1.6 of package `web-server-lib`: Added the *`safety-limits`* argument as with `serve`: see compatability note.

```
(serve/ips+ports
 #:dispatch dispatch
 [#:confirmation-channel confirmation-channel
  #:connection-close? connection-close?
  #:dispatch-server-connect@ dispatch-server-connect@
  #:tcp@ tcp@
  #:ips+ports ips+ports
  #:max-waiting max-waiting
  #:initial-connection-timeout request-read-timeout
  #:safety-limits safety-limits])
→ (-> any)
 dispatch : dispatcher/c
 confirmation-channel : (or/c #f (async-channel/c
                                  (or/c exn? port-number?)))
                      = #f
 connection-close? : boolean? = #f
 dispatch-server-connect@ : (unit/c (import)
                                    (export dispatch-server-connect^))
                          = raw:dispatch-server-connect@
 tcp@ : (unit/c (import) (export tcp^)) = raw:tcp@
 ips+ports : (listof (cons/c (or/c string? #f) (listof listen-port-number?)))
           = (list (cons #f (list 80)))
```

```
 max-waiting : exact-nonnegative-integer? = 511
 request-read-timeout : timeout/c = 60
 safety-limits : safety-limits?
               = (make-safety-limits
                  #:max-waiting max-waiting
                  #:request-read-timeout request-read-timeout)
```

Calls serve/ports multiple times, once for each ip, and returns a function that shuts down all of the server instances.

Changed in version 1.1 of package web-server-lib: Added the #:dispatch-server-connect@ argument.
Changed in version 1.6: Added the *safety-limits* argument as with serve: see compatability note.

```
(serve/web-config@
 config@
 [#:dispatch-server-connect@ dispatch-server-connect@
  #:tcp@ tcp@])
→ (-> void)
 config@ : (unit/c (import) (export web-config*^))
 dispatch-server-connect@ : (unit/c (import)
                                    (export dispatch-server-connect^))
                          = raw:dispatch-server-connect@
 tcp@ : (unit/c (import) (export tcp^)) = raw:tcp@
```

Starts the Web Server with the settings defined by the given web-config*^ unit.

Combine serve/web-config@ with configuration-table->web-config@ and configuration-table-sexpr->web-config@:

```
(serve/web-config@
 (configuration-table->web-config@
  default-configuration-table-path))
```

Changed in version 1.1 of package web-server-lib: Added the #:dispatch-server-connect@ argument.
Changed in version 1.6: Use web-config*^ rather than web-config^: see compatability note.

```
raw:dispatch-server-connect@
 : (unit/c (import) (export dispatch-server-connect^))
```

A default implementation of the dispatch server's connection-conversion abstraction that performs no conversion.

Added in version 1.1 of package web-server-lib.

```
(make-ssl-connect@ server-cert-file
                   server-key-file)
 → (unit/c (import) (export dispatch-server-connect^))
  server-cert-file : path-string?
  server-key-file : path-string?
```

Constructs an implementation of the dispatch server's connection-conversion abstraction for OpenSSL.

Added in version 1.1 of package `web-server-lib`.

```
(do-not-return) → none/c
```

This function does not return. If you are writing a script to load the Web Server you may want to call this functions at the end of your script.

3.1 Simple Single Servlet Servers

```
(require web-server/servlet-dispatch)
```
package: `web-server-lib`

These functions optimize the construction of dispatchers and launching of servers for single servlets and interactive development.

```
(dispatch/servlet
  start
 [#:regexp regexp
  #:stateless? stateless?
  #:stuffer stuffer
  #:manager manager
  #:current-directory servlet-current-directory
  #:responders-servlet-loading responders-servlet-loading
  #:responders-servlet responders-servlet])
→ dispatcher/c
 start : (request? . -> . response?)
 regexp : regexp? = #rx""
 stateless? : boolean? = #f
 stuffer : (stuffer/c serializable? bytes?) = default-stuffer
 manager : manager?
         = (make-threshold-LRU-manager #f (* 1024 1024 64))
 servlet-current-directory : path-string? = (current-directory)
```

```
responders-servlet-loading : (url? any/c . -> . can-be-response?)
                           = servlet-loading-responder
responders-servlet : (url? any/c . -> . can-be-response?)
                   = servlet-error-responder
```

serve/servlet starts a server and uses a particular dispatching sequence. For some applications, this nails down too much, but users are conflicted, because the interface is so convenient. For those users, dispatch/servlet does the hardest part of serve/servlet and constructs a dispatcher just for the *start* servlet.

The dispatcher responds to requests that match *regexp*. The current directory of servlet execution is *servlet-current-directory*.

If *stateless?* is true, then the servlet is run as a stateless

```
#lang web-server
```

module and *stuffer* is used as the stuffer.

The servlet is loaded with *manager* as its continuation manager. (The default manager limits the amount of memory to 64 MB and deals with memory pressure as discussed in the make-threshold-LRU-manager documentation.)

The servlet is run in the (current-namespace).

If a servlet fails to load, *responders-servlet-loading* is used. If a servlet errors during its operation, *responders-servlet* is used.

```
(serve/launch/wait  make-dispatcher
                   [#:connection-close? connection-close?
                    #:launch-path launch-path
                    #:banner? banner?
                    #:listen-ip listen-ip
                    #:port port
                    #:ssl-cert ssl-cert
                    #:ssl-key ssl-key
                    #:max-waiting max-waiting
                    #:safety-limits safety-limits])       → any
  make-dispatcher : (semaphore? . -> . dispatcher/c)
  connection-close? : boolean? = #f
  launch-path : (or/c #f string?) = #f
  banner? : boolean? = #f
  listen-ip : (or/c #f string?) = "127.0.0.1"
  port : number? = 8000
  ssl-cert : (or/c #f path-string?) = #f
  ssl-key : (or/c #f path-string?) = #f
```

```
max-waiting : exact-nonnegative-integer? = 511
safety-limits : safety-limits?
              = (make-safety-limits #:max-waiting max-waiting)
```

The other interesting part of `serve/servlet` is its ability to start up a server and immediately launch a browser at it. This is provided by `serve/launch/wait`.

It starts a server using the result of *make-dispatcher* as the dispatcher. The *make-dispatcher* argument is called with a semaphore that, if posted, will cause the server to quit.

If *launch-path* is not false, then a browser is launched with that path appended to the URL to the server itself.

If *banner?* is true, then a banner is printed informing the user of the server's URL.

The server listens on *listen-ip* and port *port*. If *listen-ip* is `#f`, then the server accepts connections to all of the listening machine's addresses. Otherwise, the server accepts connections only at the interface(s) associated with the given string. For example, providing `"127.0.0.1"` (the default) as *listen-ip* creates a server that accepts only connections to `"127.0.0.1"` (the loopback interface) from the local machine.

If *ssl-key* and *ssl-cert* are not false, then the server runs in HTTPS mode with *ssl-cert* and *ssl-key* as paths to the certificate and private key.

If *connection-close?* is `#t`, then every connection is closed after one request. Otherwise, the client decides based on what HTTP version it uses.

The *safety-limits* argument supplies a safety limits value specifying the policies to be used while reading and handling requests.

The *max-waiting* argument is supported for backwards compatability. If a *safety-limits* argument is given, the *max-waiting* argument is ignored; otherwise, it is passed to `make-safety-limits` to construct the safety limits value. If neither *max-waiting* nor *safety-limits* are given, the default safety limits value is equivalent to `(make-safety-limits)`.

Changed in version 1.6 of package `web-server-lib`: Added the *safety-limits* argument: see compatability note.

4 Web Servers

A Web server is a unit with the `web-server^` signature. The most common way to construct one is to provide a `web-config^` unit to the `web-server@` unit. The most common way to construct a `web-config^` unit is to use `configuration-table->web-config@` to produce one from a configuration table file, such as the one that is shipped with Racket in `default-configuration-table-path`.

4.1 Server Units

4.1.1 Signature

```
(require web-server/web-server-sig)
                package: web-server-lib
```

`web-server^` : signature

```
(serve [#:confirmation-channel confirmation-
ach]) → (-> any)
  confirmation-ach : (or/c #f (async-channel/c            = #f
                               (or/c exn? port-number?)))
```

The same as `serve` from `dispatch-server^`. The `dispatch-server^` signature is an alias for `web-server^`.

```
(serve-ports ip op) → any
  ip : input-port?
  op : output-port?
```

Asynchronously serves a single connection represented by the ports *ip* and *op*.

4.1.2 Unit

```
(require web-server/web-server-unit)
                package: web-server-lib
```

```
web-server-with-connect@
 : (unit/c (web-config*^ tcp^ dispatch-server-connect^)
           (web-server^))
```

Uses the web-config*^ to construct a dispatcher/c function that sets up one virtual host dispatcher, for each virtual host in the web-config*^, that sequences the following operations:

- Logs the incoming request with the given format to the given file
- Performs HTTP Basic Authentication with the given password file
- Allows the "/conf/refresh-passwords" URL to refresh the password file.
- Allows the "/conf/collect-garbage" URL to call the garbage collector.
- Allows the "/conf/refresh-servlets" URL to refresh the servlets cache.
- Executes servlets mapping URLs to the given servlet root directory under htdocs.
- Serves files under the "/" URL in the given htdocs directory.

Using this dispatcher/c, it loads a dispatching server that provides serve and serve-ports functions that operate as expected.

Added in version 1.1 of package web-server-lib.
Changed in version 1.6: Use web-config*^ rather than web-config^. See compatability note.

```
web-server@ : (unit/c (web-config*^ tcp^)
                      (web-server^))
```

Like web-server-with-connect@, but using raw:dispatch-server-connect@.

Changed in version 1.6 of package web-server-lib: Use web-config*^ rather than web-config^. See compatability note.

4.2 Configuration Units

4.2.1 Signature

```
(require web-server/web-config-sig)
                  package: web-server-lib
```

```
web-config*^ : signature
```

Contains the following identifiers.

Added in version 1.6 of package web-server-lib.

`safety-limits : safety-limits?`

A safety limits value specifying the policies to be used while reading and handling requests.

`virtual-hosts : (string? . -> . host?)`

Contains the configuration of individual virtual hosts.

`port : port-number?`

Specifies the port to serve HTTP on.

`listen-ip : (or/c #f string?)`

Passed to `tcp-listen`.

`make-servlet-namespace : make-servlet-namespace/c`

Passed to `servlets:make` through `make-default-path->servlet`.

`web-config^ : signature`

NOTE: This signature is deprecated; use `web-config*^`, instead.

For backwards compatability, `web-config^ extends web-config*^` and uses `define-values-for-export` to define `safety-limits` as:

```
(make-safety-limits
 #:max-waiting max-waiting
 #:request-read-timeout initial-connection-timeout)
```

Changed in version 1.6 of package `web-server-lib`: Deprecated in favor of `web-config*^`. See compatability note.

`max-waiting : exact-nonnegative-integer?`

Passed to `make-safety-limits`.

`initial-connection-timeout : timeout/c`

Passed to `make-safety-limits` as its `#:request-read-timeout` argument.

Changed in version 1.6 of package `web-server-lib`: Loosened contract for consistency with `make-safety-limits`.

4.2.2 Unit

```
(require web-server/web-config-unit)
```
package: web-server-lib

```
(configuration-table->web-config@
 path
 [#:port port
  #:listen-ip listen-ip
  #:make-servlet-namespace make-servlet-namespace])
→ (unit/c (import) (export web-config^))
 path : path-string?
 port : (or/c false/c port-number?) = #f
 listen-ip : (or/c false/c string?) = #f
 make-servlet-namespace : make-servlet-namespace/c
                        = (make-make-servlet-namespace)
```

Reads the S-expression at *path* and calls `configuration-table-sexpr->web-config@` appropriately.

```
(configuration-table-sexpr->web-config@
 sexpr
 [#:web-server-root web-server-root
  #:port port
  #:listen-ip listen-ip
  #:make-servlet-namespace make-servlet-namespace])
→ (unit/c (import) (export web-config^))
 sexpr : list?
 web-server-root : path-string?
                 = (directory-part default-configuration-table-path)
 port : (or/c false/c port-number?) = #f
 listen-ip : (or/c false/c string?) = #f
 make-servlet-namespace : make-servlet-namespace/c
                        = (make-make-servlet-namespace)
```

Parses *sexpr* as a configuration-table and constructs a `web-config^` unit.

4.3 Configuration Table

```
(require web-server/configuration/configuration-table)
```
package: web-server-lib

This module provides functions for reading, writing, parsing, and printing `configuration-table` structures.

```
default-configuration-table-path : path?
```

The default configuration table S-expression file.

```
configuration-table-sexpr? : (any . -> . boolean?)
```

Equivalent to `list?`.

```
(sexpr->configuration-table sexpr) → configuration-table?
  sexpr : configuration-table-sexpr?
```

This function converts a `configuration-table` from an S-expression.

```
(configuration-table->sexpr ctable)
 → configuration-table-sexpr?
  ctable : configuration-table?
```

This function converts a `configuration-table` to an S-expression.

The configuration table format is:

```
`((port ,integer?)
  (max-waiting ,exact-integer?)
  (initial-connection-timeout ,integer?)
  (default-host-table
    ,host-table-sexpr?)
  (virtual-host-table
   (list ,symbol? ,host-table-sexpr?)
   ...))
```

where a `host-table-sexpr` is:

```
`(host-table
  (default-indices ,string? ...)
  (log-format ,symbol?)
```

```
(messages
 (servlet-message ,path-string?)
 (authentication-message ,path-string?)
 (servlets-refreshed ,path-string?)
 (passwords-refreshed ,path-string?)
 (file-not-found-message ,path-string?)
 (protocol-message ,path-string?)
 (collect-garbage ,path-string?))
(timeouts
 (default-servlet-timeout ,integer?)
 (password-connection-timeout ,integer?)
 (servlet-connection-timeout ,integer?)
 (file-per-byte-connection-timeout ,integer?)
 (file-base-connection-timeout ,integer))
(paths
 (configuration-root ,path-string?)
 (host-root ,path-string?)
 (log-file-path ,path-string?)
 (file-root ,path-string?)
 (servlet-root ,path-string?)
 (mime-types ,path-string?)
 (password-authentication ,path-string?)))
```

In this syntax, the `'messages` paths are relative to the `'configuration-root` directory. All the paths in `'paths` except for `'servlet-root` are relative to `'host-root` (other than `'host-root` obviously.) The `'servlet-root` path is relative to `'file-root`.

Allowable `'log-format`s are those accepted by `log-format->format`.

Note: You almost always want to leave everything in the `'paths` section the default except the `'host-root`.

```
(read-configuration-table path) → configuration-table?
  path : path-string?
```

This function reads a `configuration-table` from *path*.

```
(write-configuration-table ctable path) → void
  ctable : configuration-table?
  path : path-string?
```

This function writes a `configuration-table` to *path*.

4.4 Configuration Table Structure

```
(require web-server/configuration/configuration-table-structs)
```
package: web-server-lib

This module provides the following structures that represent a standard configuration (see §4.1 “Server Units”) of the Web Server . The contracts on this structure influence the valid types of values in the configuration table S-expression file format described in §4.3 “Configuration Table”.

```
(struct configuration-table (port
                             max-waiting
                             initial-connection-timeout
                             default-host
                             virtual-hosts)
   #:extra-constructor-name make-configuration-table)
  port : port-number?
  max-waiting : exact-nonnegative-integer?
  initial-connection-timeout : natural-number/c
  default-host : host-table?
  virtual-hosts : (listof (cons/c string? host-table?))
```

```
(struct host-table (indices log-format messages timeouts paths)
   #:extra-constructor-name make-host-table)
  indices : (listof string?)
  log-format : symbol?
  messages : messages?
  timeouts : timeouts?
  paths : paths?
```

```
(struct host (indices
              log-format
              log-path
              passwords
              responders
              timeouts
              paths)
   #:extra-constructor-name make-host)
  indices : (listof string?)
  log-format : symbol?
  log-path : (or/c false/c path-string?)
  passwords : (or/c false/c path-string?)
  responders : responders?
```

```
  timeouts : timeouts?
  paths : paths?
```

```
(struct responders (servlet
                    servlet-loading
                    authentication
                    servlets-refreshed
                    passwords-refreshed
                    file-not-found
                    protocol
                    collect-garbage)
    #:extra-constructor-name make-responders)
  servlet : (url? any/c . -> . response?)
  servlet-loading : (url? any/c . -> . response?)
  authentication : (url? (cons/c symbol? string?) . -> . response?)
  servlets-refreshed : (-> response?)
  passwords-refreshed : (-> response?)
  file-not-found : (request? . -> . response?)
  protocol : (url? . -> . response?)
  collect-garbage : (-> response?)
```

```
(struct messages (servlet
                  authentication
                  servlets-refreshed
                  passwords-refreshed
                  file-not-found
                  protocol
                  collect-garbage)
    #:extra-constructor-name make-messages)
  servlet : string?
  authentication : string?
  servlets-refreshed : string?
  passwords-refreshed : string?
  file-not-found : string?
  protocol : string?
  collect-garbage : string?
```

```
(struct timeouts (default-servlet
                  password
                  servlet-connection
                  file-per-byte
                  file-base)
```

```
    #:extra-constructor-name make-timeouts)
  default-servlet : number?
  password : number?
  servlet-connection : number?
  file-per-byte : number?
  file-base : number?
```

```
(struct paths (conf
               host-base
               log
               htdocs
               servlet
               mime-types
               passwords)
    #:extra-constructor-name make-paths)
  conf : (or/c false/c path-string?)
  host-base : (or/c false/c path-string?)
  log : (or/c false/c path-string?)
  htdocs : (or/c false/c path-string?)
  servlet : (or/c false/c path-string?)
  mime-types : (or/c false/c path-string?)
  passwords : (or/c false/c path-string?)
```

4.5 Standard Responders

```
(require web-server/configuration/responders)
```

package: web-server-lib

This module provides some functions that help constructing HTTP responders. These functions are used by the default dispatcher constructor (see §4.1 "Server Units") to turn the paths given in the `configuration-table` into responders for the associated circumstance.

```
(file-response http-code
               short-version
               text-file
               header ...)    → response?
  http-code : natural-number/c
  short-version : string?
  text-file : string?
  header : header?
```

Generates a `response?` with the given *`http-code`* and *`short-version`* as the corresponding fields; with the content of the *`text-file`* as the body; and, with the *`header`*s as, you

guessed it, headers.

This does not cause redirects to a well-known URL, such as `"conf/not-found.html"`, but rather use the contents of `"not-found.html"` (for example) as its contents. Therefore, any relative URLs in *text-file* are relative to whatever URL `file-response` is used to respond *to*. Thus, you should probably use absolute URLs in these files.

```
(servlet-loading-responder url exn) → response?
  url : url?
  exn : exn?
```

Gives *exn* to the `current-error-handler` and response with a stack trace and a "Servlet didn't load" message.

```
(gen-servlet-not-found file) → ((url url?) . -> . response?)
  file : path-string?
```

Returns a function that generates a standard "Servlet not found." error with content from *file*.

```
(servlet-error-responder url exn) → response?
  url : url?
  exn : exn?
```

Gives *exn* to the `current-error-handler` and response with a stack trace and a "Servlet error" message.

```
(gen-servlet-responder file)
 → ((url url?) (exn any/c) . -> . response?)
  file : path-string?
```

Prints the `exn` to standard output and responds with a "Servlet error." message with content from *file*.

```
(gen-servlets-refreshed file) → (-> response?)
  file : path-string?
```

Returns a function that generates a standard "Servlet cache refreshed." message with content from *file*.

```
(gen-passwords-refreshed file) → (-> response?)
  file : path-string?
```

Returns a function that generates a standard "Passwords refreshed." message with content from *file*.

```
(gen-authentication-responder file)
 → ((url url?) (header header?) . -> . response?)
  file : path-string?
```

Returns a function that generates an authentication failure error with content from *file* and header as the HTTP header.

```
(gen-protocol-responder file) → ((url url?) . -> . response?)
  file : path-string?
```

Returns a function that generates a "Malformed request" error with content from *file*.

```
(gen-file-not-found-responder file)
 → ((req request?) . -> . response?)
  file : path-string?
```

Returns a function that generates a standard "File not found" error with content from *file*.

```
(gen-collect-garbage-responder file) → (-> response?)
  file : path-string?
```

Returns a function that generates a standard "Garbage collection run" message with content from *file*.

5 Internal APIs

The Web Server is a complicated piece of software and as a result, defines a number of interesting and independently useful sub-components. Some of these are documented here.

5.1 Timers

```
(require web-server/private/timer)
```
package: `web-server-lib`

This module provides a functionality for running procedures after a given amount of time, that may be extended.

```
(timer-manager? x) → boolean?
  x : any/c
```

Determines if *x* is a timer manager.

```
(struct timer (tm evt expire-seconds action)
    #:extra-constructor-name make-timer)
  tm : timer-manager?
  evt : evt?
  expire-seconds : number?
  action : (-> void)
```

`evt` is an `alarm-evt` that is ready at `expire-seconds`. `action` should be called when this `evt` is ready.

```
(start-timer-manager) → timer-manager?
```

Handles the execution and management of timers.

```
(start-timer tm s action) → timer?
  tm : timer-manager?
  s : number?
  action : (-> void)
```

Registers a timer that runs *action* after *s* seconds.

```
(reset-timer! t s) → void
  t : timer?
  s : number?
```

Changes `t` so that it will fire after `s` seconds.

```
(increment-timer! t s) → void
  t : timer?
  s : number?
```

Changes `t` so that it will fire after `s` seconds from when it does now.

```
(cancel-timer! t) → void
  t : timer?
```

Cancels the firing of `t` ever and frees resources used by `t`.

5.2 Connection Manager

```
(require web-server/private/connection-manager)
```
package: `web-server-lib`

This module provides functionality for managing pairs of input and output ports. We have plans to allow a number of different strategies for doing this.

```
(struct connection (timer i-port o-port custodian close?)
    #:extra-constructor-name make-connection)
  timer : timer?
  i-port : input-port?
  o-port : output-port?
  custodian : custodian?
  close? : boolean?
```

A connection is a pair of ports (`i-port` and `o-port`) that is ready to close after the current job if `close?` is `#t`. Resources associated with the connection should be allocated under `custodian`. The connection will last until `timer` triggers.

Construct `connection` instances using `new-connection`, which cooperates with connection managers. Constructing connections by other means (e.g. `make-connection` or `struct-copy`) may have undesirable consequences, such as circumventing safety limits.

Changed in version 1.6 of package `web-server-lib`: Deprecate construction other than via `new-connection`.

```
(connection-manager? v) → boolean?
  v : any/c
```

```
(start-connection-manager [#:safety-limits safety-limits])
 → connection-manager?
  safety-limits : safety-limits?
                = (make-unlimited-safety-limits)
```

A *connection manager* is an opaque value, recognized by the predicate `connection-manager?`, which cooperates with `new-connection` to control the creation and behavior of `connection` instances. It encapsulates a timer manager (see §5.1 "Timers"), safety limits policies, and other internal data. Use `start-connection-manager` to create a connection manager.

Note that, if the *safety-limits* argument is not given, the default safety limits value offers minimal protection against malicious or misbehaving clients and servlets: see `make-unlimited-safety-limits`. Most programs should not not use `start-connection-manager` or `new-connection` directly: higher-level interfaces, such as `dispatch-server-with-connect@` and `serve`, incorporate connection management and provide more protections by default. The permissive default safety limits of `start-connection-manager` maximize backwards-compatability for low-level programs that use these functions directly. See the safety limits compatability note for more information.

Changed in version 1.6 of package `web-server-lib`: Added *safety-limits* argument.

```
(new-connection cm i-port o-port cust close?) → connection?
  cm : connection-manager?
  i-port : input-port?
  o-port : output-port?
  cust : custodian?
  close? : boolean?
(new-connection cm
                timeout
                i-port
                o-port
                cust
                close?) → connection?
  cm : connection-manager?
  timeout : number?
  i-port : input-port?
  o-port : output-port?
  cust : custodian?
  close? : boolean?
```

Cooperates with the connection manager *cm* to construct a new `connection` instance. The connection is created with a timer that effectively calls `kill-connection!`. The initial timeout is determened by the safety limits encapsulated in *cm*.

The six-argument form with a *timeout* argument is provided for backwards compatability.

In that case, *timeout* is used for the initial value of the connection's timer, regardless of *cm*'s safety limits. Other aspects of the safety limits still apply to the resulting connection.

Changed in version 1.6 of package web-server-lib: Added five-argument form using *cm*'s safety limits instead of a *timeout* argument.

```
(kill-connection! c) → any
  c : connection?
```

Closes the ports associated with *c*, kills the timer, and shuts down the custodian.

```
(adjust-connection-timeout! c t) → any
  c : connection?
  t : number?
```

Calls increment-timer! with the timer behind *c* with *t*.

```
(reset-connection-timeout! c t) → any
  c : connection?
  t : number?
```

Calls reset-timer! with the timer behind *c* with *t*.

Added in version 1.6 of package web-server-lib.

5.3 Serializable Closures

The defunctionalization process of the Web Language (see §3 "Stateless Servlets") requires an explicit representation of closures that is serializable.

```
(require web-server/lang/serial-lambda)
```
package: web-server-lib

```
(serial-lambda formals body ...)
```

Returns (lambda *formals body* ...), except it is serializable.

```
(serial-case-lambda [formals body ...] ...)
```

Returns (case-lambda [*formals body* ...] ...), except it is serializable.

5.3.1 Definition Syntax

```
(require web-server/private/define-closure)
                          package: web-server-lib
```

```
(define-closure tag formals (free-var ...) body)
```

Defines a closure, constructed with `make-tag` that accepts a closure that returns `freevar` ..., that when invoked with *formals* executes *body*.

Here is an example:

```
#lang racket
(require racket/serialize)

(define-closure foo (a b) (x y)
 (+ (- a b)
    (* x y)))

(define f12 (make-foo (lambda () (values 1 2))))
(serialize f12)
'((1) 1 (('page . foo:deserialize-info)) 0 () () (0 1 2))
(f12 6 7)
1
(f12 9 1)
10

(define f45 (make-foo (lambda () (values 4 5))))
(serialize f45)
'((1) 1 (('page . foo:deserialize-info)) 0 () () (0 4 5))
(f45 1 2)
19
(f45 8 8)
20
```

5.4 Cache Table

```
(require web-server/private/cache-table)
                        package: web-server-lib
```

This module provides a set of caching hash table functions.

```
(make-cache-table) → cache-table?
```

Constructs a cache-table.

```
(cache-table-lookup! ct id mk) → any/c
  ct : cache-table?
  id : symbol?
  mk : (-> any/c)
```

Looks up *id* in *ct*. If it is not present, then *mk* is called to construct the value and add it to *ct*.

```
(cache-table-clear! ct [entry-ids finalize]) → void?
  ct : cache-table?
  entry-ids : (or/c false/c (listof symbol?)) = #f
  finalize : (-> any/c void?) = void
```

If *entry-ids* is `#f`, clears all entries in *ct*. Otherwise, clears only the entries with keys in *entry-ids*. The procedure *finalize* is invoked on each entry before it is cleared.

Changed in version 1.3 of package `web-server-lib`: Added optional argument for list of entry keys.
Changed in version 1.3: Added optional argument for finalizer procedure.

```
(cache-table? v) → boolean?
  v : any/c
```

Determines if *v* is a cache table.

5.5 MIME Types

```
(require web-server/private/mime-types)
```
package: `web-server-lib`

This module provides function for dealing with `"mime.types"` files.

```
(read-mime-types p) → (hash/c symbol? bytes?)
  p : path-string?
```

Reads the `"mime.types"` file from *p* and constructs a hash table mapping extensions to MIME types.

```
(make-path->mime-type p) → (path? . -> . (or/c false/c bytes?))
  p : path-string?
```

Uses a `read-mime-types` with *p* and constructs a function from paths to their MIME type.

5.6 Serialization Utilities

```
(require web-server/private/mod-map)
                    package: web-server-lib
```

The `racket/serialize` library provides the functionality of serializing values. This module compresses the serialized representation.

```
(compress-serial sv) → list?
  sv : list?
```

Collapses multiple occurrences of the same module in the module map of the serialized representation, *sv*.

```
(decompress-serial csv) → list?
  csv : list?
```

Expands multiple occurrences of the same module in the module map of the compressed serialized representation, *csv*.

5.7 URL Param

```
(require web-server/private/url-param)
                    package: web-server-lib
```

The Web Server needs to encode information in URLs. If this data is stored in the query string, than it will be overridden by browsers that make GET requests to those URLs with more query data. So, it must be encoded in URL params. This module provides functions for helping with this process.

```
(insert-param u k v) → url?
  u : url?
  k : string?
  v : string?
```

Associates *k* with *v* in the final URL param of *u*, overwritting any current binding for *k*.

```
(extract-param u k) → (or/c string? false/c)
  u : url?
  k : string?
```

Extracts the string associated with *k* in the final URL param of *u*, if there is one, returning `#f` otherwise.

5.8 GZip

```
(require web-server/private/gzip)
```
package: web-server-lib

The Web Server provides a thin wrapper around `file/gzip` and `file/gunzip`.

```
(gzip/bytes ib) → bytes?
  ib : bytes?
```

GZips *ib* and returns the result.

```
(gunzip/bytes ib) → bytes?
  ib : bytes?
```

GUnzips *ib* and returns the result.

5.9 Miscellaneous Utilities

```
(require web-server/private/util)
```
package: web-server-lib

```
(bytes-ci=? b1 b2) → boolean?
  b1 : bytes?
  b2 : bytes?
```

Compares two bytes case insensitively.

```
(url-replace-path proc u) → url?
  proc : ((listof path/param?) . -> . (listof path/param?))
  u : url?
```

Replaces the URL path of *u* with *proc* of the former path.

```
(url-path->string url-path) → string?
  url-path : (listof path/param?)
```

Formats *url-path* as a string with `"/"` as a delimiter and no params.

```
(explode-path* p) → (listof path-piece?)
  p : path-string?
```

Like `normalize-path`, but does not resolve symlinks.

```
(path-without-base base p) → (listof path-piece?)
  base : path-string?
  p : path-string?
```

Returns, as a list, the portion of *p* after *base*, assuming *base* is a prefix of *p*.

```
(directory-part p) → path?
  p : path-string?
```

Returns the directory part of *p*, returning `(current-directory)` if it is relative.

```
(build-path-unless-absolute base p) → path?
  base : path-string?
  p : path-string?
```

Prepends *base* to *p*, unless *p* is absolute.

```
(network-error s fmt v ...) → void
  s : symbol?
  fmt : string?
  v : any/c
```

Like `error`, but throws a `exn:fail:network`.

```
(exn->string exn) → string?
  exn : (or/c exn? any/c)
```

Formats *exn* with `(error-display-handler)` as a string.

```
(read/bytes bstr) → printable/c
  bstr : bytes?
```

Extracts a value from *bstr* using `read`.

```
(write/bytes v) → bytes?
  v : printable/c
```

Prints *v* into a byte string using `write`.

```
path-piece? : contract?
```

Equivalent to `(or/c path-string? (symbols 'up 'same))`.

6 Troubleshooting and Tips

6.1 How do I use Apache with the Racket Web Server?

You may want to put Apache in front of your Racket Web Server application. Apache can rewrite and proxy requests for a private (or public) Racket Web Server:

```
RewriteEngine on
RewriteRule ^(.*)$ http://localhost:8080/$1 [P,NE]
```

The first argument to `RewriteRule` is a match pattern. The second is how to rewrite the URL. The bracketed part contains flags that specify the type of rewrite, in this case the `P` flag instructs Apache to proxy the request. (If you do not include this, Apache will return an HTTP Redirect response and the client will make a second request to `localhost:8080` which will not work on a different machine.) In addition, the `NE` flag is needed to avoid escaping parts of the URL — without it, a `;` is escaped as `%3B` which will break the proxied request.

See Apache's documentation for more details on RewriteRule.

6.2 Can the server create a PID file?

The server has no option for this, but you can add it very easily. There's two techniques.

First, if you use a UNIX platform, in your shell startup script you can use

```
echo $$ > PID
exec run-web-server
```

Using `exec` will reuse the same process, and therefore, the PID file will be accurate.

Second, if you want to make your own Racket start-up script, you can write:

```
(require racket/os)
(with-output-to-file your-pid-file (lambda () (write (getpid))))
(start-server)
```

6.3 How do I set up the server to use HTTPS?

This requires an SSL certificate and private key. This is very platform specific, but we will provide the details for using OpenSSL on UNIX:

```
openssl genrsa -des3 -out private-key.pem 4096
```

This will generate a new private key, but it will have a passphrase on it. You can remove this via:

```
openssl rsa -in private-key.pem -out private-key.pem

chmod 400 private-key.pem
```

Now, we generate a self-signed certificate:

```
openssl req -new -x509 -nodes -sha1 -days 365 -key private-key.pem
> server-cert.pem
```

(Each certificate authority has different instructions for generating certificate signing requests.)

We can now start the server with:

```
plt-web-server --ssl
```

The Web Server will start on port 443 (which can be overridden with the `-p` option) using the `"private-key.pem"` and `"server-cert.pem"` we've created.

6.4 How do I limit the number of requests serviced at once by the Web Server?

Refer to §2.16 "Limiting Requests".

Index

adjust-connection-timeout!
apache-default-format
apache-default-format
authentication-message
authorized?/c
Basic Logging
build-path-unless-absolute
bytes-ci=?
Cache Table
cache-table-clear!
cache-table-lookup!
cache-table?
Can the server create a PID file?
cancel-timer!
collect-garbage
combined-log-format
combined-log-format
compress-serial
Configuration Table
Configuration Table Structure
Configuration Units
configuration-root
configuration-table (struct)
configuration-table->sexpr
configuration-table->web-config@
configuration-table-default-host
configuration-table-initial-connection-timeout
configuration-table-max-waiting
configuration-table-port
configuration-table-sexpr->web-config@
configuration-table-sexpr?
configuration-table-virtual-hosts
configuration-table?
connection (struct)
Connection Manager
connection manager
connection-close?
connection-custodian
connection-i-port
connection-manager?
connection-o-port
connection-timer
connection?
decompress-serial
default-configuration-table-path
default-host-table
default-indices
default-module-specs
default-servlet-timeout
define-closure
denied?/c
directory-part
dispatch
dispatch-server-config*^
dispatch-server-config^
dispatch-server-connect^
dispatch-server-with-connect@
dispatch-server@
dispatch-server^
dispatch/servlet
dispatcher-interface-version/c
dispatcher/c
Dispatchers
Dispatching Server
Dispatching Server Signatures
Dispatching Server Unit
do-not-return
exn->string
exn:dispatcher (struct)
exn:dispatcher?
explode-path*
extended-format
extended-format
extract-param
file-base-connection-timeout
file-not-found-message
file-per-byte-connection-timeout
file-response
file-root
filter-url->path

Filtering Requests by Method
Filtering Requests by URL
format-req/c
format-reqresp/c
gen-authentication-responder
gen-collect-garbage-responder
gen-file-not-found-responder
gen-passwords-refreshed
gen-protocol-responder
gen-servlet-not-found
gen-servlet-responder
gen-servlets-refreshed
General
gunzip/bytes
GZip
gzip/bytes
host (struct)
host-indices
host-log-format
host-log-path
host-passwords
host-paths
host-responders
host-root
host-table (struct)
host-table
host-table-indices
host-table-log-format
host-table-messages
host-table-paths
host-table-timeouts
host-table?
host-timeouts
host?
How do I limit the number of requests serviced at once by the Web Server?
How do I set up the server to use HTTPS?
How do I use Apache with the Racket Web Server?
increment-timer!
initial-connection-timeout
initial-connection-timeout
initial-connection-timeout
insert-param
Internal APIs
Internal Servlet Representation
kill-connection!
Launching Servers
Lifting Procedures
Limiting Requests
listen-ip
listen-ip
log-file-path
log-format
log-format->format
log-format->format
log-format/c
log-format/c
Logging
make
make
make
make
make
make
make
make
make
make
make
make
make
make
make-basic-denied?/path
make-cache-table
make-cached-url->servlet
make-configuration-table
make-connection
make-default-path->servlet
make-exn:dispatcher
make-gc-thread
make-host
make-host-table

make-make-servlet-namespace
make-messages
make-path->mime-type
make-paths
make-responders
make-safety-limits
make-servlet
make-servlet-namespace
make-servlet-namespace/c
make-ssl-connect@
make-stateless.servlet
make-timeouts
make-timer
make-unlimited-safety-limits
make-url->path
make-url->valid-path
make-v1.servlet
make-v2.servlet
Mapping URLs to Paths
max-waiting
max-waiting
max-waiting
messages (struct)
messages
messages-authentication
messages-collect-garbage
messages-file-not-found
messages-passwords-refreshed
messages-protocol
messages-servlet
messages-servlets-refreshed
messages?
MIME Types
mime-types
Miscellaneous Utilities
network-error
new-connection
next-dispatcher
nonnegative-length/c
paren-format
paren-format
Password Protection
password-authentication
password-connection-timeout
password-file->authorized?
passwords-refreshed
path->servlet/c
path-piece?
path-without-base
paths (struct)
paths
paths-conf
paths-host-base
paths-htdocs
paths-log
paths-mime-types
paths-passwords
paths-servlet
paths?
port
port
port
port->real-ports
positive-count/c
Procedure Invocation upon Request
protocol-message
raw:dispatch-server-connect@
read-configuration-table
read-mime-types
read-request
read/bytes
reset-connection-timeout!
reset-timer!
responders (struct)
responders-authentication
responders-collect-garbage
responders-file-not-found
responders-passwords-refreshed
responders-protocol
responders-servlet
responders-servlet-loading
responders-servlets-refreshed
responders?
Safety Limits

safety limits
safety-limits
safety-limits
safety-limits?
Sequencing
serial-case-lambda
serial-lambda
Serializable Closures
Serialization Utilities
serve
serve
serve
serve-ports
serve-ports
serve/ips+ports
serve/launch/wait
serve/ports
serve/web-config@
Server Units
Serving Files
Serving Servlets
servlet (struct)
Servlet Namespaces
servlet-connection-timeout
servlet-custodian
servlet-directory
servlet-error-responder
servlet-handler
servlet-loading-responder
servlet-manager
servlet-message
servlet-namespace
servlet-root
servlet?
servlets-refreshed
set-servlet-custodian!
set-servlet-directory!
set-servlet-handler!
set-servlet-manager!
set-servlet-namespace!
Setting Up Servlets
sexpr->configuration-table
Simple Single Servlet Servers
Standard Responders
start-connection-manager
start-timer
start-timer-manager
Statistics
struct:configuration-table
struct:connection
struct:exn:dispatcher
struct:host
struct:host-table
struct:messages
struct:paths
struct:responders
struct:servlet
struct:timeouts
struct:timer
Threads and Custodians
timeout/c
Timeouts
timeouts (struct)
timeouts
timeouts-default-servlet
timeouts-file-base
timeouts-file-per-byte
timeouts-password
timeouts-servlet-connection
timeouts?
timer (struct)
timer-action
timer-evt
timer-expire-seconds
timer-manager?
timer-tm
timer?
Timers
Troubleshooting and Tips
URL Param
url->path/c
url->servlet/c
url-path->string
url-replace-path

Virtual Hosts
virtual-host-table
virtual-hosts
Web Server configuration table
Web Server: HTTP Server
Web Servers
web-config*^
web-config^
web-server-with-connect@
web-server/configuration/configuration-table
web-server/configuration/configuration-table-structs
web-server/configuration/namespace
web-server/configuration/responders
web-server/dispatchers/dispatch
web-server/dispatchers/dispatch-files
web-server/dispatchers/dispatch-filter
web-server/dispatchers/dispatch-host
web-server/dispatchers/dispatch-lift
web-server/dispatchers/dispatch-log
web-server/dispatchers/dispatch-logresp
web-server/dispatchers/dispatch-method
web-server/dispatchers/dispatch-passwords
web-server/dispatchers/dispatch-pathprocedure
web-server/dispatchers/dispatch-sequencer
web-server/dispatchers/dispatch-servlets
web-server/dispatchers/dispatch-stat
web-server/dispatchers/dispatch-timeout
web-server/dispatchers/dispatch-wrap
web-server/dispatchers/filesystem-map
web-server/dispatchers/limit
web-server/lang/serial-lambda
web-server/private/cache-table
web-server/private/connection-manager
web-server/private/define-closure
web-server/private/dispatch-server-sig
web-server/private/dispatch-server-unit
web-server/private/gzip
web-server/private/mime-types
web-server/private/mod-map
web-server/private/servlet
web-server/private/timer
web-server/private/url-param
web-server/private/util
web-server/safety-limits
web-server/servlet-dispatch
web-server/servlet/setup
web-server/web-config-sig
web-server/web-config-unit
web-server/web-server
web-server/web-server-sig
web-server/web-server-unit
web-server@
web-server^
Why this is useful
Wrapping Requests & Responses
write-configuration-table
write/bytes