



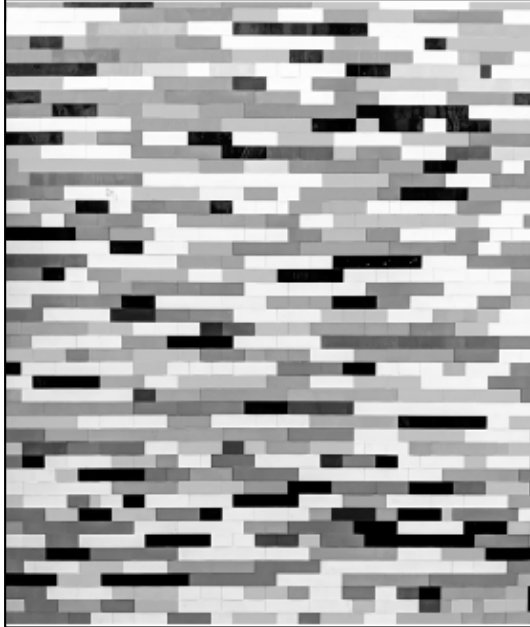
DEEPer

PHP & Libraries
Week 4 Session 1

X

TODAY'S SESSION

2



01

Further PHP

02

PHP Libraries

03

PSR

Committing & Pushing

3

- It's important to push work!
- Pushing means we can see your code on BitBucket, and we can track your progress and help when you're stuck
- Think of it like a backup of your work – we can see a history of changes and easily revert if something breaks

```
git add . && git commit -m "Task complete" && git push
```

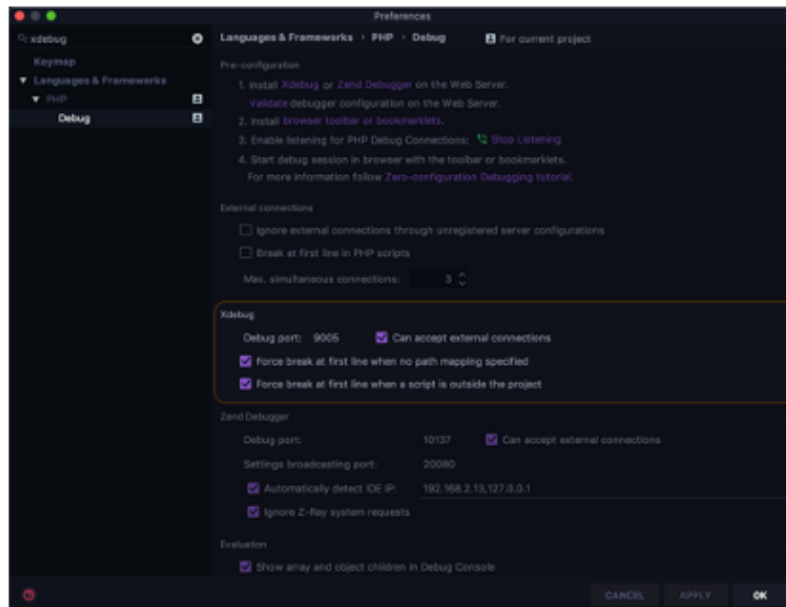
Setting Up XDebug

4

- Install browser extension:
 - <https://www.jetbrains.com/help/phpstorm/browser-debugging-extensions.html>
 - IDE Key: PHPSTORM

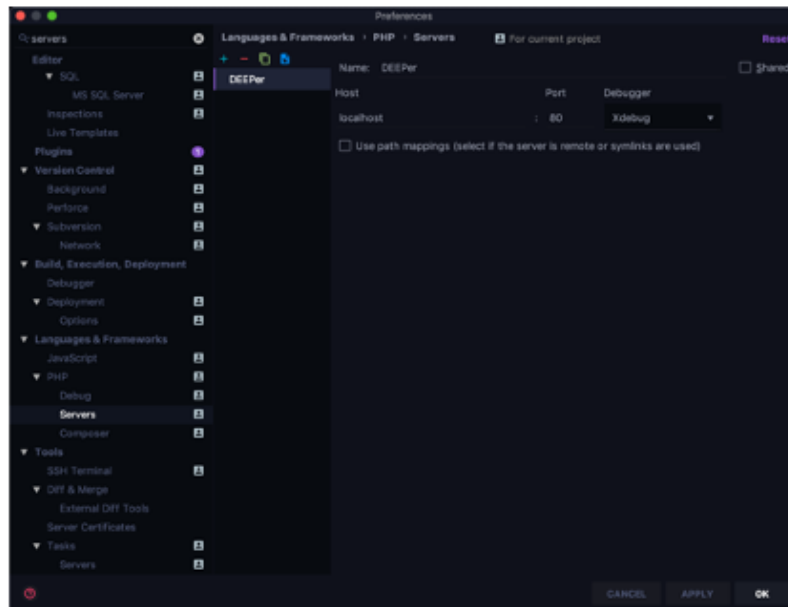
Setting Up XDebug

5



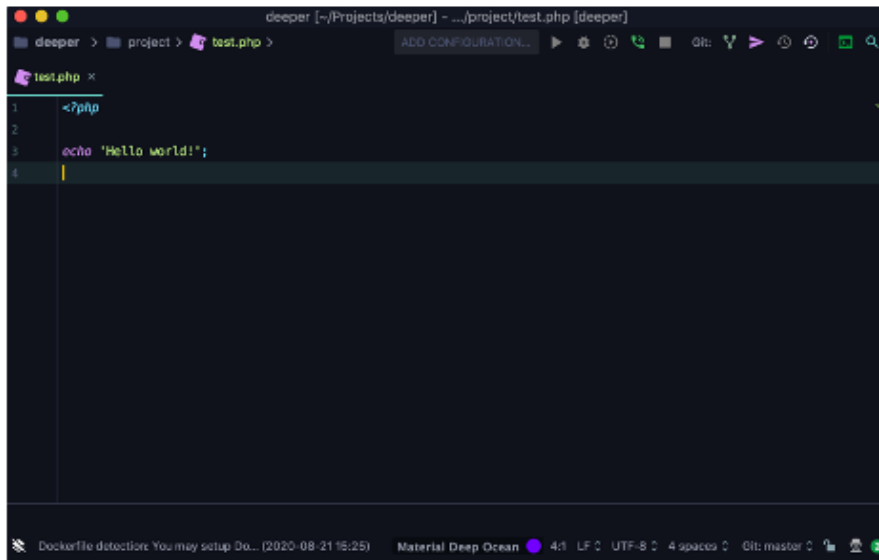
Setting Up XDebug

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Setting Up XDebug

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The screenshot shows the Visual Studio Code editor interface. The top status bar indicates the current file is `test.php` in the `project` directory. The editor window displays the following PHP code:

```
1 <?php
2
3 echo 'Hello world!';
4
```

The bottom status bar shows the following information: Dockerfile detection: You may setup Do... (2020-08-21 15:25), Material Deep Ocean, 4:1, LF, UTF-8, 4 spaces, Git: master.

Setting Up Composer

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- Download script (install-composer.sh)
- In iTerm: `sh ~/Downloads/install-composer.sh`

Further PHP

Some additional concepts

01

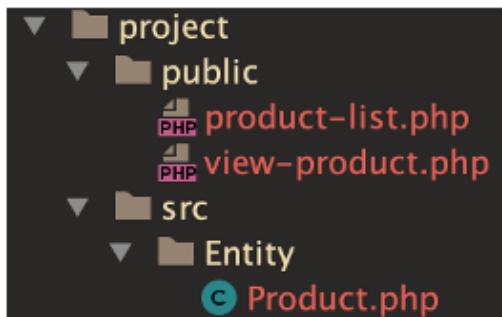
Structuring Projects

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- So far in the DEEPer course project we have included files in the root of the project folder
- All files within this folder are accessible via the browser
- As projects grow however there are some files we do not want to expose directly to users
- This is achieved by creating a directory for the publicly accessible files
- The web server is then configured to only serve from this directory
- Files within this directory can still include files from others

Structuring Projects

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- **public** – the directory of files accessible by the public
- **src** – all application code separated into contextual subdirectories

File Uploads

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- We have learned how to create and write data to files using PHP
- PHP also allows us to upload regular files submitted via the browser
- There are many different methods in the UI of allowing a user to select a file
- The simplest is an `<input/>` with `type="file"`

File Uploads

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```
1 <input type="file" name="myFile" id="my-file">
2 <hr>
3 <input type="file" name="myFile" id="my-file" multiple>
```

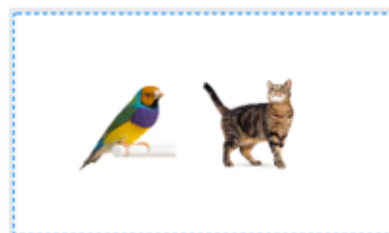
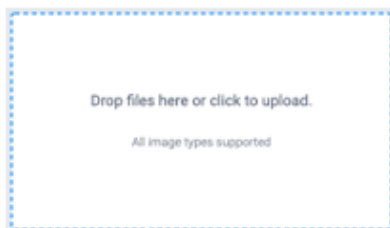
Browse... test-image.png

Browse... 4 files selected.

File Uploads

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- More user-friendly interface components are available through the use of JavaScript
- One example of many is DropzoneJS, but there are **many**



File Uploads

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- File inputs should be rendered within a `<form/>` element
- The form should have `method="post"` and a new attribute – `enctype="multipart/form-data"`
- The rest of the form can behave and submit as normal

- CA Next

File Uploads – Submission Handling

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- All form data we have seen so far where the form has `method="post"` we have retrieved from the `$_POST` Superglobal
- Files however have their own dedicated Superglobal - `$_FILES`
- We therefore need to check both Superglobals on form submission if files are allowed

- CA Next

Anatomy of \$_FILES

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- `name` - The original filename from the uploader's device
- `type` - The MIME type of the file uploaded
- `tmp_name` - Where the uploaded file is temporarily stored, ready to be moved. It will be deleted from this location once the script finishes
- `error` - An error code. Any non-0 value indicates an error
- `size` - The size of the uploaded file in bytes

```
[  
  'name' => 'cat.jpg',  
  'type' => 'image/jpeg',  
  'tmp_name' => '/private/var/folders/fr/89d4rzhx1r9_5q23wld5dg080000gp/T/phpbqIzJE',  
  'error' => 0,  
  'size' => 40144  
]
```

- https://developer.mozilla.org/en-US/docs/Web/HTTP/Basics_of_HTTP/MIME_types
- <https://www.php.net/manual/en/features.file-upload.errors.php>

Storing Uploaded Files

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- In web applications there are a few common ways of storing files
- These include in a database, in an external storage provider like Amazon S3 and storing them on the same server as the code
- For now, we will be looking at the latter option
- A common pattern is to create a directory within the project like `uploads`, where all user-uploaded files are stored

- https://developer.mozilla.org/en-US/docs/Web/HTTP/Basics_of_HTTP/MIME_types
- <https://www.php.net/manual/en/features.file-upload.errors.php>

Moving Uploaded Files

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```
'tmp_name' => '/private/var/folders/fr/89d4rzhx1r9_5q23wld5dg080000gp/T/phpbqIzJE',
```

- As we have already seen, PHP stores uploaded files automatically on a temporary folder on the server
- To store this file permanently, we need to move it from this location to its permanent location
- Some basic validation should also be run against the file before accepting it
- When validating file types, its MIME type should be checked, **not its file extension.**
- It is not however safe to only check the provided `type` value as it can be faked

- https://developer.mozilla.org/en-US/docs/Web/HTTP/Basics_of_HTTP/MIME_types
- <https://www.php.net/manual/en/features.file-upload.errors.php>
- You can think of the concept of temporary files and moving them like downloading a file to Downloads, then moving it somewhere else
- CA Next

Logging

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- Logging is the process of storing useful events and system data somewhere for later review
- Typically logs may be written to a dedicated .log file, with one entry per line
- Common things to log include;
 - Debug data like inbound requests
 - Important system events like user authentication, authentication failure, admin changes
 - Errors to assist with debugging, especially in production
- Sensitive data should not be logged to avoid security issues, or legal issues like GDPR

Logging – Basic Example

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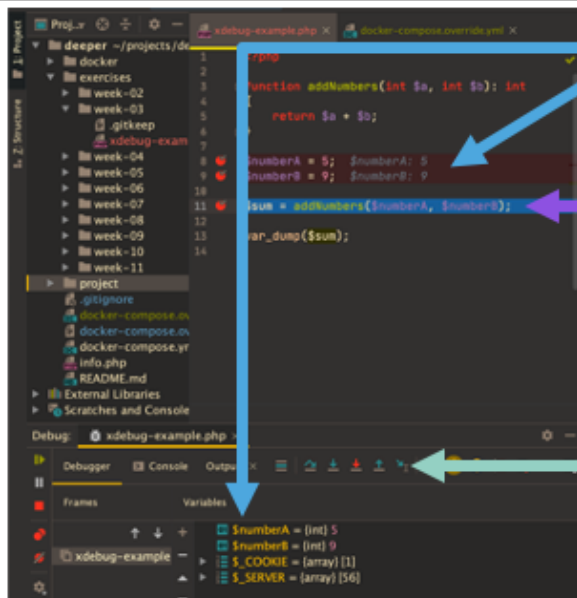
```
1 <?php
2
3 if (!empty($_POST)) {
4     $name = $_POST['name'];
5     $email = $_POST['email'];
6
7     $logMsg = time() . ' - NEW SUBSCRIPTION: ' . $name . ', email: ' . $email . PHP_EOL;
8     file_put_contents('logfile.log', $logMsg, FILE_APPEND | LOCK_EX);
9
10    // Continue with system logic
11 }
```

```
1 1598115073 - NEW SUBSCRIPTION: Joe Bloggs, email: joebloggs@email.com
2 1598115194 - NEW SUBSCRIPTION: Jane Doe, email: janedoe@email.com
```

- Xdebug is a PHP extension used in development to assist with debugging PHP code
- The main benefit is the ability to manually step through PHP code line-by-line and inspect the data
- Xdebug also upgrades the output from `var_dump()` to improve its formatting
- A profiler is also provided, which times how long individual components of a script take to measure performance

Xdebug

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Current variable states are available

The current line of execution is highlighted

Buttons to progress through the script

```
$array = [  
    'key' => 'value',  
    'anotherKey' => 'anotherValue',  
    'intKey' => 123,  
    'nestedArray' => ['orange', 'apple', 'blueberry'],  
];
```

```
var_dump($array);
```

```
array (size=4)  
  'key' => string 'value' (length=5)  
  'anotherKey' => string 'anotherValue' (length=12)  
  'intKey' => int 123  
  'nestedArray' =>  
    array (size=3)  
      0 => string 'orange' (length=6)  
      1 => string 'apple' (length=5)  
      2 => string 'blueberry' (length=9)
```


- Allow us to create a collection or library of classes and functions
- Provide a way of organising code
- Reflects the directory structure
- Help to prevent conflicting class names
- The same class name can appear in multiple namespaces
- Namespaces can be nested
- Each level of nesting is observed by a backslash
- Classes can be imported from a namespace with a `use` command
- `use App\ExampleNamespace\MyClass;`

```
<?php
```

```
use Path\To\BaseClass;
```

```
use Different\Path\To\BaseClass as AliasedBaseClass;
```

```
class MyClass extends BaseClass {}
```

```
class MyOtherClass extends AliasedBaseClass {}
```

- Stands for Client URL
- Allows us to retrieve data via numerous protocols, e.g.
 - HTTP
 - FTP
- Enabled via a PHP extension
- Interaction is similar to `fopen / fclose`, but with some additional options

- Key functions:
 - `curl_init` – initialises a cURL connection
 - `curl_setopt` – sets an option for the cURL resource
 - `curl_exec` – executes the cURL request
 - `curl_close` – closes the cURL resource

```
<?php

$ch = curl_init();

curl_setopt($ch, CURLOPT_URL, 'https://api.jokes.one/jod');
curl_setopt($ch, CURLOPT_RETURNTRANSFER, 1);

$response = curl_exec($ch);

curl_close($ch);

$decodedResponse = json_decode($response);

$joke = $decodedResponse->contents->jokes[0]->joke->text;

echo nl2br($joke);
```

02

PHP Libraries

Why reinvent the wheel?

Why Libraries?

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- There are a lot of common functions which others have already done a million times over
- Instead of reinventing the wheel every time we need to do something, there's often a library to do the heavy lifting for us
- Prime examples include logging and making API requests – which we'll be doing today!

- Composer is a package management utility for PHP libraries
- Enables easy installation (and updates!) of dependencies
- Allows us to define libraries and versions within our code
- Generates a centralised `autoload.php` file, which can be included to pull in all required packages
- Common commands:
 - `composer require vendor/package` – installs a package
 - `composer update` – updates packages
 - `composer install` – install all required packages
 - `composer remove vendor/package` – uninstalls a package

How to Choose a Library

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- How many stars / watchers on GitHub?
- When was the last commit?
- Are there any reported issues which may affect what we want to do?
- How long has the project been alive – is it still in its infancy?
- Does the library *actually* do what we want it to do?
- What does the library offer on top of what we already have?

Today's Live Code Exercises

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- Create the following folder:
- `~/projects/deeper/exercises/week-04/lecture/`
- All files will be situated in that directory
- All commands will be run within that directory, so before running anything, in Iterm, change directory:
- `cd ~/projects/deeper/exercises/week-04/lecture/`

- Commonly, before we install a package, we want to know if there are any security vulnerabilities
- There's a convenient library which will scan any added library for security advisories
- `composer require --dev roave/security-advisories:dev-master`
- Any future attempts at installing a package which has known security vulnerabilities will be blocked

Security Advisories

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```
dannyb:deeper/ (master*) $ composer require symfony/symfony:2.5.2
./composer.json has been updated
Loading composer repositories with package information
Updating dependencies (including require-dev)
Your requirements could not be resolved to an installable set of packages.

Problem 1
- symfony/symfony v2.5.2 conflicts with roave/security-advisories[dev-master].
- symfony/symfony v2.5.2 conflicts with roave/security-advisories[dev-master].
- symfony/symfony v2.5.2 conflicts with roave/security-advisories[dev-master].
- Installation request for symfony/symfony 2.5.2 -> satisfiable by symfony/symfony[v2.5.2].
- Installation request for roave/security-advisories dev-master -> satisfiable by roave/security-advisories[dev-master].

Installation failed, reverting ./composer.json to its original content.
```

Security Advisories

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```
dannyb:deeper/ (master*) $ composer require --dev roave/security-advisories:dev-master
./composer.json has been updated
Loading composer repositories with package information
Updating dependencies (including require-dev)
Your requirements could not be resolved to an installable set of packages.

Problem 1
- roave/security-advisories dev-master conflicts with symfony/symfony[v2.5.2].
- roave/security-advisories dev-master conflicts with symfony/symfony[v2.5.2].
- roave/security-advisories dev-master conflicts with symfony/symfony[v2.5.2].
- Installation request for roave/security-advisories dev-master -> satisfiable by roave/security-advisories[dev-master].
- Installation request for symfony/symfony 2.5.2 -> satisfiable by symfony/symfony[v2.5.2].

Installation failed, reverting ./composer.json to its original content.
```

Whoops

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- PHP errors for cool kids
- Provides us with “pretty” error messages, with detailed information about any errors we might’ve made
- `composer require filp/whoops`

CA Next

DotEnv

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- Allows us to store configuration values (such as keys) in a single file
- .env files should be ignored in Git – we'll cover this later, but your project is already configured to ignore them
- This prevents passwords, API keys, etc being committed in Git
- `composer require vlucas/phpdotenv`

CA Next

Monolog

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- Rather than manually logging manually to a file, Monolog makes it easy to switch between logging via a file or (for example) Slack messages
- It also allows us to write logs in a standardised format
- In this example, we'll still be using a file for log output
- `composer require monolog/monolog`

CA Next

- Guzzle is a handy tool which allows us to consume content from external services (such as APIs)
- It provides a simple interface to make an HTTP request and process the data from the response
- `composer require guzzlehttp/guzzle`
- In this example, we're going to create a *synchronous* request
- It also supports asynchronous requests – similar to JavaScript!

- Dealing with dates can be a PITA!
- Carbon supplies some handy methods which make it simpler
- Introduces additional functionality on top of the usual `DateTime` object
- `composer require nesbot/carbon`

PSRs

Standards

03

What is a PSR?

45

- Stands for PHP Standards Recommendation
- Defines a standard interface for certain aspects of coding
- We won't cover them all today, but worth reading up!
 - <https://www.php-fig.org>

- TODO: Find or make a diagram

PSR-12

46

- Defines a standard “style guide” for PHP
- Best practice which keeps code easily readable at a glance
- If only everyone conformed!
- <https://www.php-fig.org/psr/psr-12/>

```
<?php

use Carbon\Carbon;
use Some\Namespace\With\A\Class as ImportedClass;

class MyClass extends ImportedClass
{
    public const SOME_CONSTANT = 10;

    public int $someProperty = 12;

    public function __construct(?int $someProperty)
    {
        if (!is_null($someProperty)) {
            $this->someProperty = $someProperty;
        }
    }

    public function output(string $message): void
    {
        echo $message;
    }
}
```



```
<?php

use Carbon\Carbon;
use Some\Namespace\With\A\Class as ImportedClass;

class MyClass extends ImportedClass
{
    public const SOME_CONSTANT = 10;

    public function __construct(?int $someProperty)
    {
        if ( !is_null( $someProperty ) ) {
            $this->someProperty = $someProperty;
        }
    }

    public function output(string $message): void
    {
        echo $message;
    }

    public int $someProperty = 12;
}
```

