

# Storing Data and Files

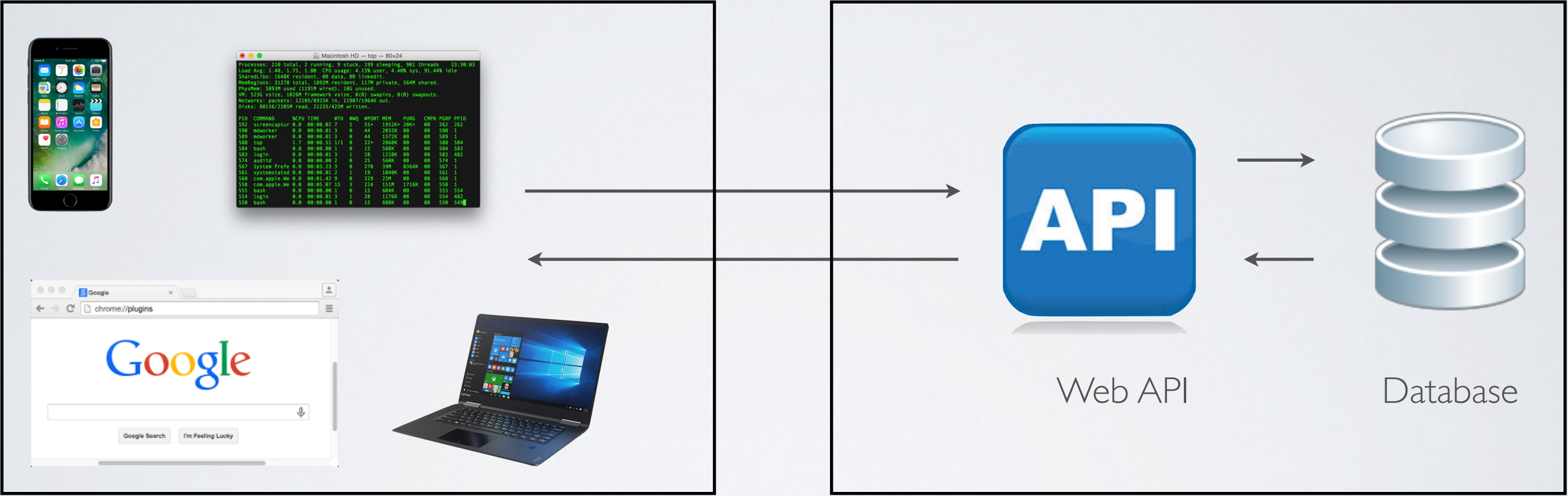
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# Storing Data in a Database

# Modern Web Platform

Client Side

Server Side



# Why using a database

- Persistency
- Concurrency (avoid race conditions)
- Query
- Scalability

# SQL vs NoSQL databases



# Relational database (SQL database)

Data structure	tables and tuples
Query language	SQL
Inconvenient	not-optimized for big data analysis
Advantage	complex queries
Technology	<i>PostgreSQL, MySQL, MariaDB, SQLite, MSSQL</i>

# NoSQL database

Data structure	key/value pairs
Query language	API style
Inconvenient	not adequate for complex queries
Advantage	optimized for big data analysis
Technology	<i>MongoDB, Redis, CouchDB, NeDB</i>

# ORM - Object Relational Mapping

➡ Mapping between (OOP) objects and the database structure

## Examples

- *Sequelize for PostgreSQL, MySQL, MariaDB, SQLite*
- *Mongoose for MongoDB*



# Do/Don't

- Do **retrieve selected elements only**  
rather than retrieving an entire collection and filtering afterwards
- Do **define primary keys**  
rather than relying on auto-generated ones
- Do **split data into different collections**  
rather than storing list attributes
- Do **create join collections** whenever appropriate  
(only for NoSQL database without performant join feature)

# Retrieving collections with paginated results

- ➡ Only retrieve what you need from a potentially large collection

## Examples

```
GET /messages[?page=0]
```

```
GET /messages?page=1
```

```
GET /messages[?max=100]
```

```
GET /messages?max=20
```

# Handling files

# Browser restrictions

- It is **impossible** to write a piece of code that reads an arbitrary file in (client-side) Javascript
- ➔ Only files selected by users through file input forms can be processed

```
<form . . . >  
    <input type="file" name="img" multiple>  
    <input type="submit">  
</form>
```

[optional] select  
multiple files

# Sending a file from the terminal

```
$ curl -X POST  
  -H "Content-Type: multipart/form-data"  
  -F "picture=@localpath/to/img.png"  
  -F "username=bart"  
http://...
```



# Sending a file from the browser

- **Form action** (with page refresh)

```
<form action="/url"  
      method="POST"  
      enctype="multipart/form-data">
```

- **Fetch request** (without page refresh)

```
const file = document.get ...  
const data = new FormData();  
data("picture", file);  
fetch( "/api/users/", {  
  method: "POST",  
  body: data  
})
```

# What is received on the server

## **File metadata**

- filename
- mimetype (file type)
- size
- and others

## **File content**

- Compressed binary or string

# MIME types

MIME (Multipurpose Internet Mail Extensions)  
is also known as the **content type**

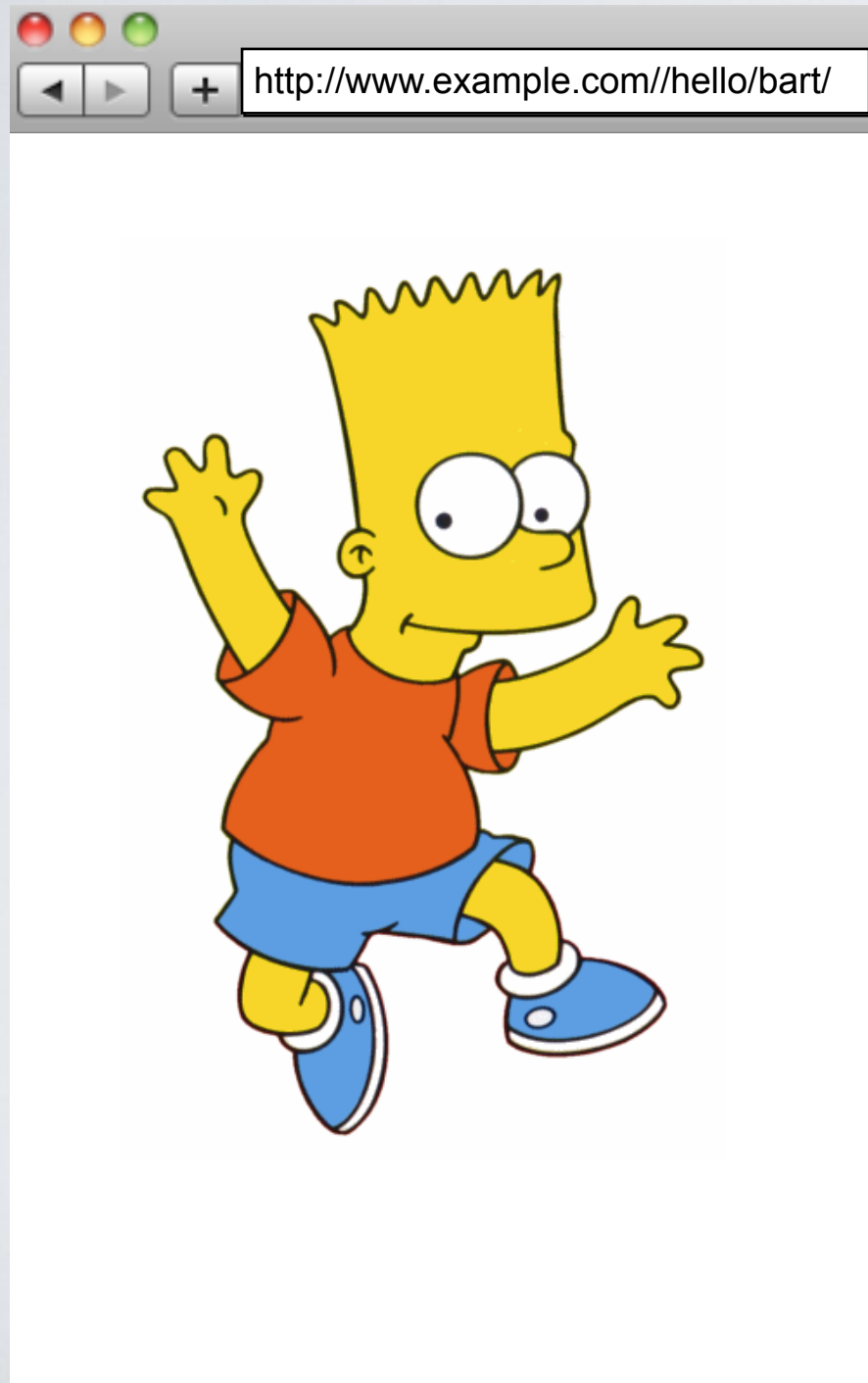
- ➔ Define the format of a document exchanged on internet (IETF standard) <http://www.iana.org/assignments/media-types/index.html>

# Examples of MIME types

- text/html
- text/css
- text/javascript
- image/jpeg - image/gif - image/svg - image/png (and so on)
- application/pdf
- application/json



# Example of how images are retrieved



*GET hello/bart/*



```
<html>
  <body>
    <img src=images/bart.jpg/>
  </body>
</html>
```

MIME : text/html



*GET images/bart.jpg*



MIME : image/jpg



# Do/Don't with files

- Do **not** send a base64 encoded file content with JSON, use `multipart/form-data` instead (compression)
- Do **not** store uploaded files with the static content
- Do **not** serve uploaded files statically (security)
- Do store the mimetype and set the HTTP response header mimetype when files are sent back