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Web Engineering: JavaScript Lecture.1

JavaScript website

- HTML (web pages)
- CSS (look and feel)
- JavaScript

→ i) Object based Scripting language.

✓ ii) Lightweight

✓ iii) Cross-platform.

Interpreted Programming Language.

Why Javascript? Advantages.

→ Less Server Interaction.

→ Immediate feedback.

→ Increased Interactivity

→ Richer Interfaces.

Uses of Javascript

→ Client-Side Validation

→ Dynamic drop-down menus

→ display date / time

→ Clipping boxes.

<Script type="text/javascript">

First Javascript Program

→ <script> </script>

<html><head>.....</head>

<body>

<h1>First Javascript Prog </h1>

<script>

document.write("Hello");

</script></body></html>

html tags



only characters (Javascript)

@ _

function is used to display dynamic content through Javascript.

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JavaScript Lecture. 4

JavaScript DataTypes

Primitive

String → "EEC"

Number → 10
false

Boolean → true

Undefined (Undefined Value)

Null → no value.

Non-Primitive

Object

→ instance through which we can access members. → Assignment ← =

Array

Reg Exp → regular expression

c is string.

typeof operator

var c = "EEC";

var r = (typeof c == "string" ? 1 : 0);

Javascript Operators

→ Arithmetic

→ Comparison

→ Logical

→ Bitwise

→ Assignment ← =

→ Conditional (?:)

?: ()

(a > b) ? 100 : 200

(JavaScript Lecture-2)

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JavaScript Lecture.2

External Javascript File

Create a javascript file

js1.js

↳ '.js' extension

↳ Link it in
Html.

<script type="text/javascript" src="js1.js">

</script>

write once use anywhere.

//js1.js

function f1()

{ alert("Hello");

}

//a.html

<html> <head>

</head>

<body>

<input type="button"

onclick="f1()" value="click"/>

</body>

</html>

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Web Engineering
JavaScript Lecture.3

JavaScript Variable

Variable is a name of storage location.

```
int i;  
String s;
```

```
var i;
```

Rules for declaring a Javascript Variable :-
i) Name must start with letter, underscore or \$ sign.

ii) var i, number

iii) Are Case Sensitive.
var i } different.
var I }

Variables

Local Variable

declared inside a block or function.

```
<script>  
function f1()  
{  
  var i = 10; // local var.  
}  
</script>
```

Global Variable

Can be accessed from any function.

Window object

Can declare a Global Var. inside a function.

```
<script>
```

```
var i = 100; // Global variable.
```

```
function f1()
```

```
{  
  document.write(i);  
} window.j = 200; // Global.
```

```
function f2()
```

```
{  
  document.write(i);  
  document.write(window.j);  
} f1(); f2();
```

```
</script>
```


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Javascript lecture.5

If-else Statement

```
<html>
<body>
  <script type="text/javascript">
    var i = 15;
    if (i > 18) {
      document.write("Greater than 18");
    }
    else if (i > 16) {
    };
    else { document.write("_____");
    }
  </script>
</body>
</html>
```

Switch Case in Javascript

```
<html>
<body>
  <script type="text/javascript">
    var i = "A";
    switch(i)
    {
      case 'A': document.write("A");
                break;
      default:
```

```
    </script>
  </body>
</html>
```

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JavaScript Lecture. 7

Functions in JavaScript:

- i) Function is a group of reusable code which can be called anywhere in your program.
- ii) Helps in writing modular codes.

Syntax of Function in JavaScript:

function functionname(parameters)
{
 function body
}

Keyword

Example of Function:

```
<html>
<head>
  <script type="text/javascript">
    function f1(first, last) // func with arguments
    {
      var f;
      f = first + last;
      return f;
    }
    function f2() // function w/o arguments
    {
      var result;
      result = f1('EEC', 'classes');
      document.write(result);
    }
  </script>
</head>
<body>
  <form>
    <input type="button" onclick="f2"
    value="Merge">
  </form>
</body>
```

EEC classes

o/p: EECclasses

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Ways to Create Objects in JavaScript

Object literal

```
<script>  
Stud = {id: 1, Age: 19};  
</script>
```

Creating Object Instance

```
<script>  
Var Stud = new Object();  
Stud.id = 1;  
Stud.Age = 19;  
</script>
```

Using Object Constructor

```
<script>  
function Stud(id, Age)  
{  
  this.id = id;  
  this.Age = Age;  
}  
s = new Stud(1, 19);
```

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Web Engineering (JavaScript Lecture. 13)

JavaScript- Arrays

→ are used to store multiple values in a single variable.

Syntax to Create Array:

```
Var array-name = [val1, val2, ....];
```

```
Var dept = ["IT", "CSE", "ECE"];
```

→ array reverse method.
dept.reverse();

Access Elements of an Array

index no.

```
Var i = dept[1];
```

```
document.write(dept);
```

entire array

length → property.

```
dept.length ] o/p:- 3
```

Sort() method.

```
dept.sort();
```

push method.

```
dept.push("EEE");
```


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JavaScript Lecture. 9

JavaScript Form Validation

<script>

```
function ValidateForm()
{
  var i = document.forms["myform"]["fname"]
  if (i == null || i == "")
  {
    alert("Name must be filled");
    return false;
  }
}
```

</script>

```
<form name="myform" action="demo.php"
onsubmit="return ValidateForm()" method="post">
  Name: <input type="text" name="fname">
  <input type="Submit" value="Submit">
</form>
```



6:44 / 7:05



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Web Engineering JavaScript Lecture.10

Methods of Document Object

i) write("String") → on the document.

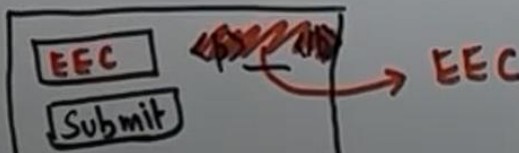
ii) writeln("String") → new line character
→ returns element

iii) getElementById() by given id Value.

iv) getElementsByName() → all elements
given name.

v) getElementsByTagName()

vi) getElementsByClassName()



Example of Accessing Field Value by document object:

```
<script type="text/javascript">
```

```
function f1()
{
  var i=document.f1.name.value;
  document.EECgetElementById("p1").
  innerHTML=i;
}
```

```
</script>
<body>
  <form name="f1">
    Name:<input type="text" name="name"/>
    <input type="button" onclick="f1()" value="
    Submit"/>
  </form>
  <p id="p1"></p>
</body>
```


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JavaScript Lecture.11 (DOM CSS)

JavaScript - Modifying Element Style

Syntax:-

document.getElementById(id).style.property = new style

<html>

<body>

<h1 id="hid">EEC </h1>

<script>

document.getElementById("hid").style.color = "Red";

</script>

</body></html>

Events - clicking a button
↳ Input field is changed...

<button type="button" onclick="

document.getElementById("hid").

style.color="Red"

Click Me </button>



5:48 / 6:08



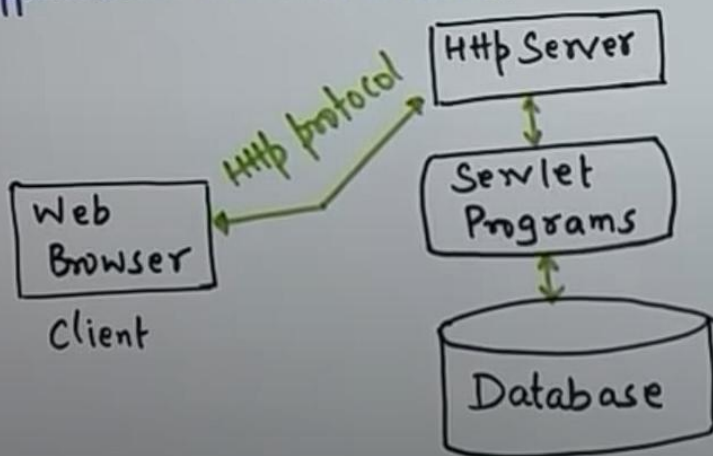
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(Web Engineering - Java Servlet Lecture 1.)

Introduction to Java Servlet

- Java Servlets are the programs that run on a web Application Server. It acts as a middle layer b/w a requests from web browser/client and database/application on HTTP Server.



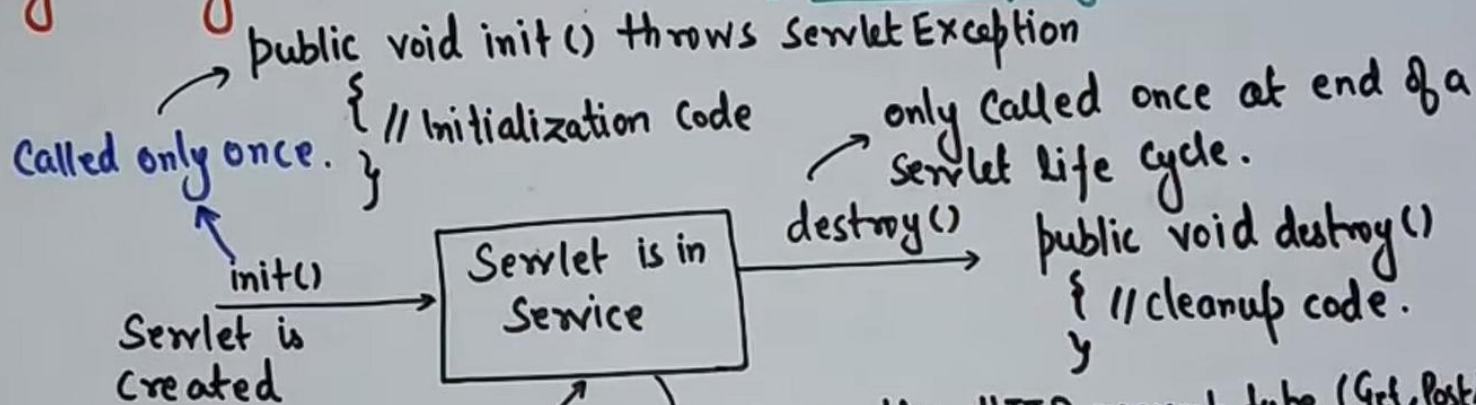
Advantages of Servlets over CGI

- i) Better Performance
 - ii) Servlets executes within add. space of Server.
 - iii) Platform-independent
 - iv) More Secure.
 - v) Communicate with other Applⁿ with RMI.
- Common Gateway Interface.

Uses of Servlet

- i) Read explicit data sent by browser.
 - ii) Read implicit HTTP request data.
 - iii) Process the data → Cookies etc.
 - iv) Send explicit data
 - v) Send Implicit data
- HTML Form

(Web Engineering - Java Servlet Lecture. 2) [Servlet Life Cycle] Imp..



created

checks the HTTP request type (Get, Post) and calls the doGet, doPost etc.

Service() → main method that performs actual task.

Client — Servlet container (web server) → to handle requests coming from client. [public void doGet(

```
public void service (ServletRequest req,  
                    ServletResponse res) throws  
                    ServletException, IOException {
```

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(Web Engineering - Java Servlet Lecture .4) [Servlet First Example]

Web.xml → Configuration.

// Helloworld.java

```
import java.io.*;
import javax.servlet.*;
import javax.servlet.http.*;
```

```
public class Helloworld extends HttpServlet {
    private String message;

    public void init() throws ServletException {
        message = "Hello World";
    }

    public void doGet(HttpServletRequest request, HttpServletResponse response)
        throws ServletException, IOException {
        response.setContentType("text/html");
        PrintWriter out = response.getWriter();
        out.println("<h1>" +
            message + "</h1>");
    }

    public void doPost(HttpServletRequest request, HttpServletResponse response)
        throws ServletException, IOException {
        // ...
    }

    public void destroy() {
        // ...
    }
}
```

```
<Servlet>
<Servlet-name> Helloworld </Servlet-name>
<Servlet-class> Helloworld </Servlet-class>
<Servlet-mapping>
<Servlet-name> Helloworld </Servlet-name>
<Servlet-pattern> /Helloworld </Servlet-pattern>
</Servlet-mapping>
```


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(Web Engineering- Java Servlet Lecture.5) [Reading Form/Parameter Data]

Following methods are used:

i) `getParameter()`: `request.getParameter()`
↳ get value of a form Parameter.

ii) `getParameterValues()`: Check boxes
Call this method if the Parameter appears more than once and returns multiple Values.

iii) `getParameterNames()`: Call this method to get complete list of all parameters in Current request.

//Pl.html

```
<form action="Servlet" method="GET">
  <input type="text" name="firstname"/>
  <input type="text" name="lastname"/>
  <input type="Submit" value="Click"/>
</form>
```

Example: //Servlet.java

```
out.println(docType +
```

```
"<html>\n"+
```

```
"<body>\n"+
```

```
"<b>First Name</b>\n"+
```

```
request.getParameter("firstname")
```

```
"\n"+
```

```
"<b>Last Name</b>\n"+
```

```
request.getParameter("lastname")
```

```
"\n"+
```

```
"</body></html>");
```

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(Web Engineering- Servlet Lecture.6)

Example to Set Cookie

```
Cookie firstname = new Cookie("f-name",  
    request.getParameter("first-name"));  
firstname.setMaxAge(60*60*24);  
response.addCookie(firstname);
```

Example to Read Cookie

```
Cookie ck[] = request.getCookies();  
out.println(ck[0].getName());  
out.println(ck[0].getValue());  
  
o/p:- f-name
```


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(Web Engineering - JSP Lecture.1)
JSP Life Cycle.

i) JSP Compilation

↳ i) Parsing the JSP

ii) Turning the JSP
into the Servlet

iii) Compiling the Servlet

ii) JSP Initialization

↳ `jspInit()` method, before
any request is served.

iii) JSP Execution (Main Logic)

jsp engine → `_jspService()` method

↳ `HttpServletRequest` → `HttpServletResponse`

iv) JSP cleanup

`jspDestroy()` method.

↳ `destroy` method

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[Web Engineering- JSP Lecture.2]

Directive	Description
<code><%@page...%></code>	page-dependent attributes. Scripting lang, Error page etc.
<code><%@include...%></code>	Includes a file during translation phase
<code><%@taglib...%></code>	Declares a tag lib, Containing Custom action.
↓ <u>Imp:</u>	jsp: plugin, jsp: body : :

JSP Actions:- Use Constructs in XML Syntax to control the behavior → Servlet engine.
`<jsp:action_name attribute = "Value">`

Syntax	Purpose
jsp:include	Includes a file at the time is page is requested.
jsp:useBean	Find and Instantiate JavaBean.
jsp:forward	Forwards the requests to a new page.
jsp:text	write template text.

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(Web Engineering - JSP Lecture.3) [First JSP Program]

Simple JSP Page

```
<html><head>
<title>Simple JSP
</title></head>
<body> (a1.jsp)
<%
out.println("<h1>
JSP</h1>");
= insert java
%> code in
</body>
```

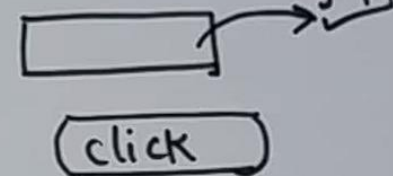
index.html

```
<html>
<head><title>....</title></head>
<body>
<form method="post" action="form.jsp">
<input type="text" name="f-name">
<input type="Submit" value="Click" name="b1">
</form> </body> </html>
```

//form.jsp

```
<body>
<%= request.getParameter("f-name")%>
</body>
```

JSP Page that reads data from HTML form



Same

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[Web Engineering- JSP Lecture.4] [Custom Tags in JSP]

Custom tags are user-defined tags.

- Eliminates the need of scriptlet tag.
- Separating business logic from jsp
- Re-usability.

Syntax:

`<prefix:tagname attr1=Value1... attrn=Value n />`

Create Tag Handler class (inherit TagSupport class and override doStartTag() method)

→ Create TLD file → info of tag and tag handler class.
.tld.

→ using of custom tags in jsp file.

Thel.java → Business logic
mytag.tld

```
<tag>
  <name>eec</name>
  <tag-class>com.eec.Thel</tag-class>
</tag>
```

jsp page.

```
<%@taglib uri="WEB-INF/
mytag.tld"
```

prefix="a"%>

Hello: <a: eec>