

HTTP POST

POST Request

- A POST request, or any request containing a body, will be formatted similar to your HTTP responses

```
POST /path HTTP/1.1  
Content-Type: text/plain  
Content-Length: 5
```

```
hello
```


POST Request

- More accurately

```
POST /path HTTP/1.1\r\nContent-Type: text/plain\r\nContent-Length: 5\r\n\r\nhello
```


POST Request

- When parsing, there will be Content-Length and Content-Type headers

```
POST /path HTTP/1.1\r\nContent-Type: text/plain\r\nContent-Length: 5\r\n\r\nhello
```


POST Request

- Look for the blank line that separates the headers from the body
 - "\r\n\r\n"
- Read everything after this blank line
- Make sure you've read "Content-Length" number of bytes
 - It's possible to only receive part of a request and have to read the rest from the TCP socket

POST /path HTTP/1.1\r\nContent-Type: text/plain\r\nContent-Length: 5\r\n\r\nhello

POST Request

- When you read the content from the body:
 - Do whatever your server does based on its feature for this path
 - Send a response to the client

```
POST /path HTTP/1.1\r\nContent-Type: text/plain\r\nContent-Length: 5\r\n\r\nhello
```


Query Strings

Query String

- Allow users to send information in a URL
- Common Application:
 - User types a query in a search engine
 - Their query is sent in the URL as a query string

URL Recall

Protocol://host:port/path?query_string#fragment

- Query String - [Optional] Contains key-value pairs set by the client
- <https://www.google.com/search?q=web+development>
 - HTTPS request to Google search for the phrase "web development"
- <https://duckduckgo.com/?q=web+development&ia=images>
 - An HTTPS request to Duck Duck Go image search for the phrase "web development"
- Fragment - [Optional] Specifies a single value commonly used for navigation
- https://en.wikipedia.org/wiki/Uniform_Resource_Identifier
 - HTTPS Request for the URI Wikipedia page
- https://en.wikipedia.org/wiki/Uniform_Resource_Identifier#Definition
 - HTTPS Request for the URI Wikipedia page that will scroll to the definition of URI

Query String Format

<https://duckduckgo.com/?q=web+development&ia=images>

- Preceded by a question mark - ?
- Consists of key-value pairs
 - Key and value separated by =
 - Pairs separated by &
- Can only contain ASCII characters
- Cannot contain white space

Percent Encoding

- If a non-ASCII character is sent as part of a query string it must be url-encoded (or percent-encoded)
- Specify byte values with a % followed by 2 hex values
- 한
 - %ed%95%9c
- " " <-- single space
 - %20

White Space

- URLs cannot contain spaces
- Spaces can be percent encoded as %20
- Can also replace spaces with +
 - The reserved character + indicates a key mapping to multiple values

Reserved Characters

- Some ASCII characters are reserved
 - Example: ? begins a query string
- Reserved characters must be % encoded
- Notable characters that are NOT reserved
 - Dash -
 - Dot .
 - Underscore _
 - Tilda ~

Reserved

:	&
/	'
?	(
#)
[*
]	+
@	,
!	;
\$	=

HTML Forms

Dynamic Pages

- We've learned how to host static content from our servers
 - Content does not change
- For the rest of the semester we'll add dynamic features
 - Users can change content and interact with other users
- No longer making web sites
- Now we're developing **Web Applications**

HTML Forms

- Forms allow users to send information to your server
- Use the input elements inside a form element

```
<form action="/form-path" method="get">
  <label>Enter your name:<br/>
    <input type="text" name="commenter"><br/>
  </label>

  <label>Comment: <br/>
    <input type="text" name="comment"><br/>
  </label>

  <input type="submit" value="Submit">
</form>
```

Enter your name:

Comment:

Submit

HTML Forms

- The action attribute is the path for the form
- The method attribute is the type of HTTP request made
- When the form is submitted, an HTTP request is sent to the path using this method
 - This behaves similar to clicking a link

```
<form action="/form-path" method="get">
  <label>Enter your name:<br/>
    <input type="text" name="commenter"><br/>
  </label>

  <label>Comment: <br/>
    <input type="text" name="comment"><br/>
  </label>

  <input type="submit" value="Submit">
</form>
```

Enter your name:

Comment:

Submit

HTML Forms

- Use input elements for the user to interact with the form
- The type attribute specifies the type of input
 - This input is a text box
- The name attribute is used when the data is sent to the server

```
<form action="/form-path" method="get">
  <label>Enter your name:<br/>
    <input type="text" name="commenter"><br/>
  </label>

  <label>Comment: <br/>
    <input type="text" name="comment"><br/>
  </label>

  <input type="submit" value="Submit">
</form>
```

Enter your name:

Comment:

Submit

HTML Forms

- **Should** provide a label for each input
 - Helps with accessibility (eg. Screen readers)
 - Clicking the label focuses the input

```
<form action="/form-path" method="get">  
  <label>Enter your name:<br/>  
    <input type="text" name="commenter"><br/>  
  </label>  
  
  <label>Comment: <br/>  
    <input type="text" name="comment"><br/>  
  </label>  
  
  <input type="submit" value="Submit">  
</form>
```

Enter your name:

Comment:

Submit

HTML Forms

- An input of type submit makes a button that will send the HTTP request when clicked
- The value attribute is the text on the button

```
<form action="/form-path" method="get">  
  <label>Enter your name:<br/>  
    <input type="text" name="commenter"><br/>  
  </label>  
  
  <label>Comment: <br/>  
    <input type="text" name="comment"><br/>  
  </label>  
  
  <input type="submit" value="Submit">  
</form>
```

Enter your name:

Comment:

Submit

HTML Forms

- This sends a GET request containing the form data in a query string
- Page reloads with the content of the response

```
GET /form-path?commenter=Jesse&comment=Good+Morning%21 HTTP/1.1
```

```
<form action="/form-path" method="get">  
  <label>Enter your name:<br/>  
    <input type="text" name="commenter"><br/>  
  </label>  
  
  <label>Comment: <br/>  
    <input type="text" name="comment"><br/>  
  </label>  
  
  <input type="submit" value="Submit">  
</form>
```

Enter your name:

Comment:

HTTP GET Limitations

- Sending form data in a query string can cause issues
 - Browsers and servers have limits on the length of a URL
 - Browsers and servers have limits on the the total length of a GET request, including headers
 - Typically a 4-16kB
 - How would we upload a file? URL must be ASCII. Entire file would be % encoded
- Enter **POST** requests

HTML Forms - POST

- Change the method of a form to post to send the entered data in the body of a POST request

```
<form action="/form-path" method="post">
  <label>Enter your name:<br/>
    <input type="text" name="commenter"><br/>
  </label>

  <label>Comment: <br/>
    <input type="text" name="comment"><br/>
  </label>

  <input type="submit" value="Submit">
</form>
```


HTML Forms - POST

- A request is sent to the path from the action attribute without a query string
- Content-Type is a url encoded string containing the entered data
 - Same format as the query string
- Read the Content-Length to know how many bytes are in the body
 - Foreshadow: Very important when receiving more data than the size of your TCP buffer

```
POST /form-path HTTP/1.1
Content-Length: 27
Content-Type: application/x-www-form-urlencoded

commenter=Jesse&comment=Good+morning%21
```


AJAX & Polling

User Interaction

- Our goal is to add more interactivity to our site
 - Submitting a form reloads the page after submission
- We want:
 - To send messages without a reload
 - Get new data without a reload, or any action from the user

AJAX

Asynchronous JavaScript [And XML]

A way to make HTTP requests using JavaScript *after* the page loads

AJAX - HTTP GET Request

```
var request = new XMLHttpRequest();
request.onreadystatechange = function(){
    if (this.readyState === 4 && this.status === 200){
        console.log(this.response);
        // Do something with the response
    }
};
request.open("GET", "/path");
request.send();
```

- Use JavaScript to make an AJAX request
- Create an XMLHttpRequest object
- Call "open" to set the request type and path
- Call send to make the request

AJAX - HTTP GET Request

```
var request = new XMLHttpRequest();  
request.onreadystatechange = function(){  
    if (this.readyState === 4 && this.status === 200){  
        console.log(this.response);  
        // Do something with the response  
    }  
};  
request.open("GET", "/path");  
request.send();
```

- Set onreadystatechange to a function that will be called whenever the ready state changes
- A ready state of 4 means a response has been fully received
 - In this example, when the ready state changes to 4 and the response code is 200, the response is printed to the console
 - This is where the response would be processed

AJAX - HTTP POST Request

```
var request = new XMLHttpRequest();
request.onreadystatechange = function(){
    if (this.readyState === 4 && this.status === 200){
        console.log(this.response);
        // Do something with the response
    }
};
request.open("POST", "/path");
let data = {'username': "Jesse", 'message': "Welcome"}
request.send(JSON.stringify(data));
```

- To make a post request:
 - Change the method to POST
 - Add the body of your request as an argument to the send method

Forms and AJAX

- We have choices for the format when sending the data of the AJAX request
- We can use an HTML form
- Add an onsubmit attribute that calls your JavaScript function
 - Add "return false" to block the page reload
 - Or use event.preventDefault(); in the JS function
- Use JavaScript to read the data from the entire form

```
<form id="myForm" onsubmit="sendMessageWithForm(); return false;">
  <label for="form-chat">Chat: </label>
  <input id="form-chat" type="text" name="message"><br/>
  <input type="submit" value="Submit">
</form>
```

```
function sendMessageWithForm() {
  const formElement = document.getElementById("myForm");
  const formData = new FormData(formElement);

  const request = new XMLHttpRequest();
  // onreadystatechange removed for slide

  request.open("POST", "send-message-form");
  request.send(formData);
}
```


Encodings - JSON

- Another option: Manually format the data using JSON
- Don't use the form element
- Create a button instead of a submit input
- In JavaScript, read the value of each input and create your own JSON object

```
<label>Chat:  
<input id="chatInput" type="text" name="message"><br/>  
</label>
```

```
<button onclick="sendMessage()">Send</button>
```

```
function sendMessage() {  
    const chat = document.getElementById("chatInput");  
    const data = {"message": chat.value()};  
  
    const request = new XMLHttpRequest();  
    // onreadystatechange removed for slide  
  
    request.open("POST", "send-message-form");  
    request.send(JSON.stringify(data));  
}
```


Fetch

- Fetch is an alternate way to send an asynchronous request
- Uses promises
 - Can await a promise (shown) or use “then”
- *Fetch is what the HW front end uses

```
<label>Chat:  
<input id="chatInput" type="text" name="message"><br/>  
</label>
```

```
<button onclick="sendMessage()">Send</button>
```

```
function sendMessage() {  
  const chat = document.getElementById("chatInput");  
  const data = {"message": chat.value()};  
  const response = await ("/send-message-form", {  
    method: "POST",  
    headers: {  
      "Content-Type": "application/json",  
    },  
    body: JSON.stringify(data),  
  });  
}
```


Polling

Making it Live

- What if someone chats after you load the page?
 - Have to refresh or send a new AJAX call to get the new data
 - AJAX is preferred, but what triggers the AJAX request?
- Polling
 - Keep sending AJAX requests at fixed intervals to refresh the data

Polling

```
setInterval(getMessages, 1000)
```

- Browser sends requests for updates at regular intervals
- Use setInterval
 - Takes a function to be called
 - Takes the number of milliseconds to wait between function calls
- This example calls getMessages() (Implementation not shown) every second
 - getMessages() will make the AJAX call to get the most recent data from the server and render it on the page

Polling

```
setInterval(getMessages, 1000)
```

- Easy to implement
 - Assuming the AJAX calls are already setup
 - Just telling the browser to keep making requests to the server
- Limitations
 - Users wait up to an entire interval to get new content
 - Lowering the interval length increases server load and bandwidth

Long-Polling

- Server hangs on requests (Intentionally)
- Client makes a long-poll request to get the most current data
 - If there's new data, the server responds just like polling
 - When the response is received, client makes another long-poll request
- If there's no new data, the server does not send a response
- Server waits until there is new data to be sent, then responds
- Timeouts
 - If there's no new data after ~10-20 seconds, server responds with no new data
 - Client gets the response and sends a new long-poll request

Long-Polling

- End result
 - The client always has a request waiting at the server
 - Whenever the server has data to send to the client, it responds to the waiting request
 - Real-time updates!
 - Minimal delays between users without excess server load
 - *If designed properly. This is not true if each request requires it's own thread
- We'll reach this same goal with WebSockets
 - More modern solution