

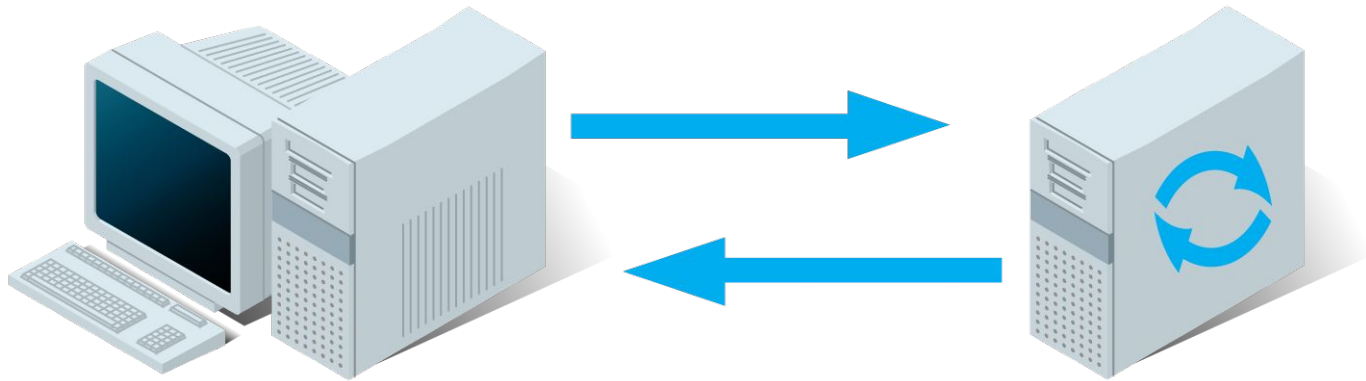
# Polling (Long and Short) Sessions

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\*\* Heavily influenced by W3C PHP &  
TutorialsPoint PHP Sessions

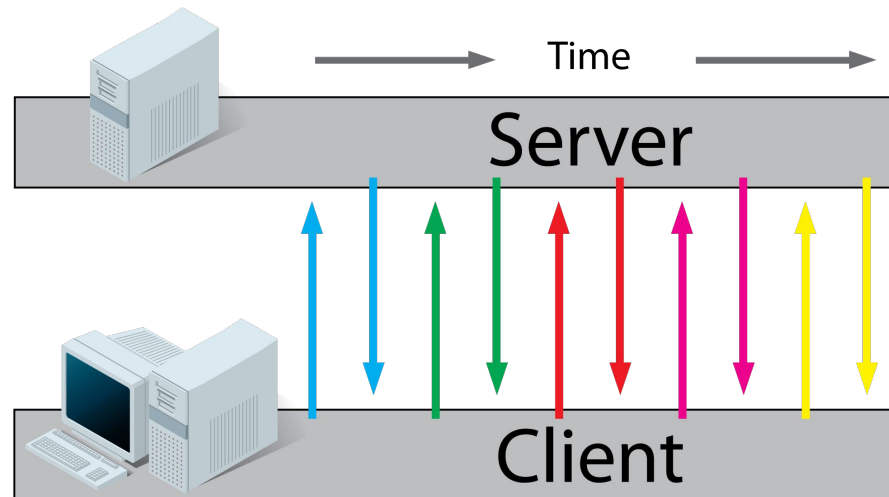
# Polling: Regular HTTP

1. A client requests a webpage from a server.
2. The server calculates the response
3. The server sends the response to the client.



# Short Polling

1. A client requests a webpage from a server using regular HTTP.
2. The requested webpage executes JavaScript which requests a file from the server at regular intervals (e.g. 0.5 seconds).
3. The server calculates each response and sends it back, just like normal HTTP traffic.



# Short Polling: Good vs Bad?

## Good

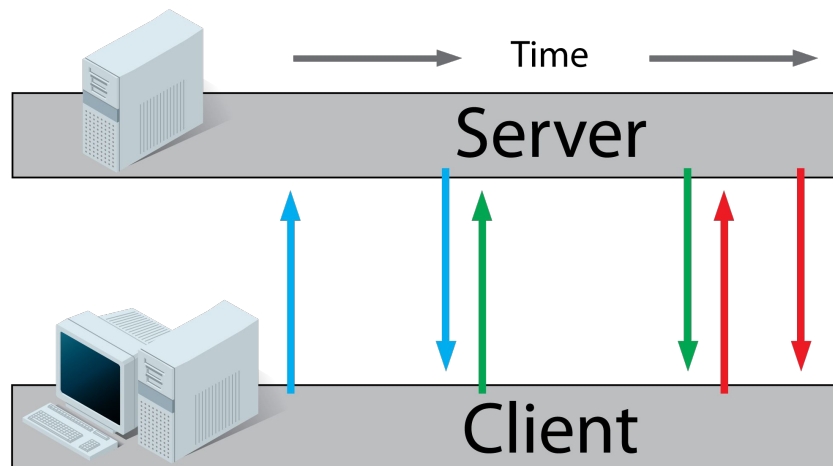
- Keep application up to date

## Bad

- This cost a lot of requests on server

# Long Polling (hanging GET)

1. A client requests a webpage from a server using regular HTTP.
2. The requested webpage executes JavaScript which requests a file from the server.
3. The server does not immediately respond with the requested information but waits until there's new information available.
4. When there's new information available, the server responds (push) with the new information.
5. The client receives the new information and immediately sends another request to the server, re-starting the process.



# Long Polling: Good vs Bad?

## Good

- Makes a near "real-time" application possible.

## Bad

- Can overwhelm a server by requesting so many connections to remain open.

# Let's Code Polling and Sessions

# Server Chat



# A Simple Page: getPage(page)

Create a page that loads info from another php

```
var pages = {}; // set up an array for pages
function getPage(page) {
    if(pages[page] === undefined) // if nothing is in the associative array for the specific page
    {
        pages[page] = $.ajax({           // set up connection with ajax
            type: "GET",                 // Request data with query string in URL
            url: page + ".php",          // add .php to page
            dataType: "json",            // what expecting back from server
        });
        return pages[page];
    } else {                            // if the data-url is already in the array
        return pages[page]; } }
```

# A Simple Page: \$(doc).ready

Create a page that loads info from another php

```
$(document).ready(function(){  
    $("#menu li").click(function(){  
        var page = $(this).attr("data-url")  
        getPage(page).done(function(data){  
            $("#content").html(data.content);  
        });  
        getPage(page).fail(function(){  
            $("#content").html("something went wrong");  
        });  
    });  
});
```

// wait for the page to load  
// when the menu li is clicked  
// get the url  
// when promise is done  
// when getPage fails

# A Simple Page: home.php

Create a page that loads info from another php

```
<?php
    sleep(5); // delay execution of the current script
              // php Associative Array - http://www.w3schools.com/php/php_arrays.asp
    $content = array("content" => "<h1>Home</h1>Welcome to my home page!");

              // used to send raw HTTP header - http://php.net/manual/en/function.header.php
    header("Content-Type: application/json");

              // encode $content as a json - http://php.net/manual/en/function.json-encode.php
    echo json_encode($content);
              // this returns {"content": <h1>Home</h1>Welcome to my home page!}
```

?>

# Simple Single Page Site

[Home](#)  
[About Us](#)  
[FAQ](#)  
[Fail](#)

## Home

Welcome to my home page!

Apps Downloads F2Freestylers - Ultima... ArtisanWorks DIFD 441 Sign in to Office 365 Amazon.com: Prime V...

Elements Console Sources **Network** Timeline Profiles >>




View: ☐ Preserve log ☐ Disable cache No th

Filter

☐ Hide data URLs

All XHR JS CSS Img Media Font Doc WS Other

2000 ms4000 ms6000 ms8000 ms10000

Name	Status	Type	Initiator	Size	Time
 simpleSinglePag...	200	document	Other	1.2 KB	458...
 jquery.min.js	304	script	<u>(index):6</u>	153 B	98...
 home.php	200	xhr	<u>jquery.min.js:4</u>	283 B	5.41 s

# Chatter Box: mySQL

## Connecting to mySQL

```
$myhost = "127.0.0.1";  
$mydbname = "c9";  
$myuser = "csci441";  
$mypass = "";  
  
try  
{  
    // PHP Data Objects (PDO)  
    $db = new PDO("mysql:host=$myhost;dbname=$mydbname", "$myuser", "$mypass");  
    //Makes PDO throw exceptions for invalid SQL  
    $db->setAttribute(PDO::ATTR_ERRMODE, PDO::ERRMODE_EXCEPTION);  
}
```

# Chatter Box: chat.php

```
<?php  
    require("mysql.php");
```

- Same as include() except it will halt script if has error
- Files are included based on the file path given

# Chatter Box: \$\_SERVER

```
if($_SERVER['REQUEST_METHOD'] == "POST")
```

- array containing information such as headers, paths, and script locations
- entries in this array are created by the web server

# Chatter Box: \$\_SERVER

```
header("HTTP/1.1 400 Bad Request - Only GET and  
POST are supported.");
```

- Send a raw HTTP header



# Chatter Box: die(); / exit();

**exit ([ string \$status ] )**

- Output a message and terminate the current script
- `exit("unable to open file ($filename)");`
- do not need parenthesis
- `exit; exit(); exit(0);`

# Chatter Box: isset

**isset** — Determine if a variable is set and is not NULL

```
if(!isset($_POST["user"])) {  
    header("HTTP/1.1 400 Bad Request - Must specify  
'user' when POSTing.");  
    die();  
}
```

# Chatter Box: Prepared statements

```
$stmt = $db->prepare("INSERT INTO Chats  
  (user, message) VALUES (:user, :message)");
```

- A prepared statement or a parameterized statement is used to execute the same statement repeatedly with high efficiency.

# ChatterBox: PDOStatement::bindValue

```
$stmt->bindValue(":user", $_POST["user"]);
```

- Binds a value to a parameter

# ChatterBox: fetch

```
while($row = $stmt->fetch(PDO::FETCH_ASSOC))  
{  
    $result[] = $row;  
}
```

- Fetches the next row from a result set

# ChatterBox: header / json\_encode

```
header("Content-Type: application/json");  
echo json_encode($result);
```

- Returns the JSON representation of a value

# ChatterBox

## Chatter Box

Username:

Chat:

Send

Refresh Chat

**User** : Message - *Date*