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# IT4409: Web Technologies and e-Services

## Lec 11: AJAX

# Objectives



# Outline

1. ...

- ...

2. ...

# Characteristics of Conventional Web Application

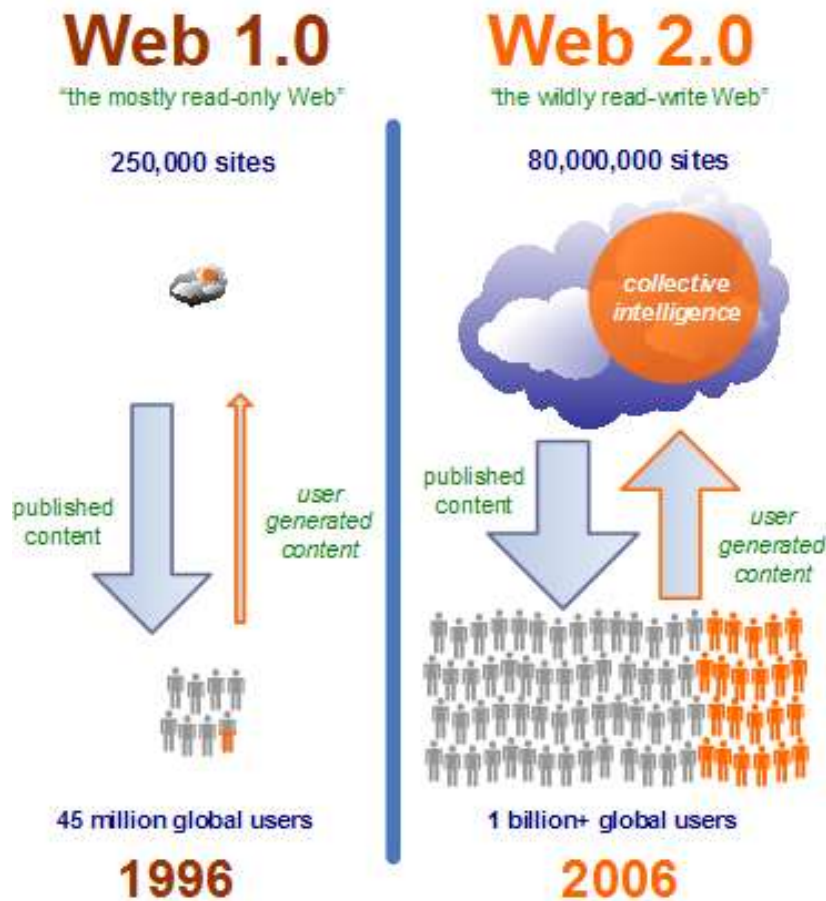
- ❖ “Click, wait, and refresh” user interaction
  - ➔ Page refreshes from the server needed for all events, data submissions, and navigation
  - ➔ The user must wait for the response
- ❖ Synchronous “request/response” communication model
- ❖ Browser always initiates the request

# Issues of Conventional Web Application

- ❖ Slow response
- ❖ Loss of operation context during refresh
- ❖ Excessive server load and bandwidth consumption
- ❖ Lack of two-way, real-time communication capability for server-initiated updates

➔ These are the reasons why Rich Internet Application (RIA) technologies were born.

# Web 2.0 Applications



# Web 2.0 Definition

Web 2.0 is the **network as platform**, spanning all connected devices; Web 2.0 applications are those that make the most of the intrinsic advantages of that platform: delivering software as a **continually-updated service** that gets better the more people use it, **consuming and remixing data** from multiple sources, including individual users, while providing their own data and services in a form that allows remixing by others, creating network effects through an "**architecture of participation**," and going beyond the page metaphor of Web 1.0 to deliver **rich user experiences**.

Tim O'Reilly, “[Web 2.0: Compact Definition?](#)”

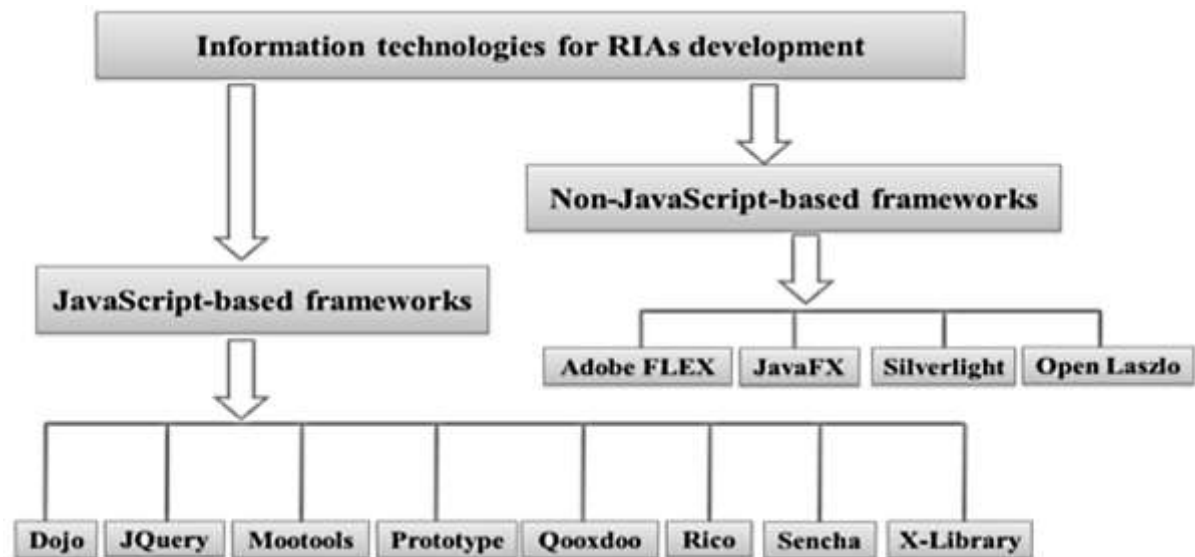
# What Makes the Web 2.0 Different?

- ❖ Personalized
- ❖ User oriented
- ❖ Easy to Use
- ❖ Get you to the information you want
- ❖ Useful
- ❖ You can add more...



# Rich Internet Application (RIA) Technologies

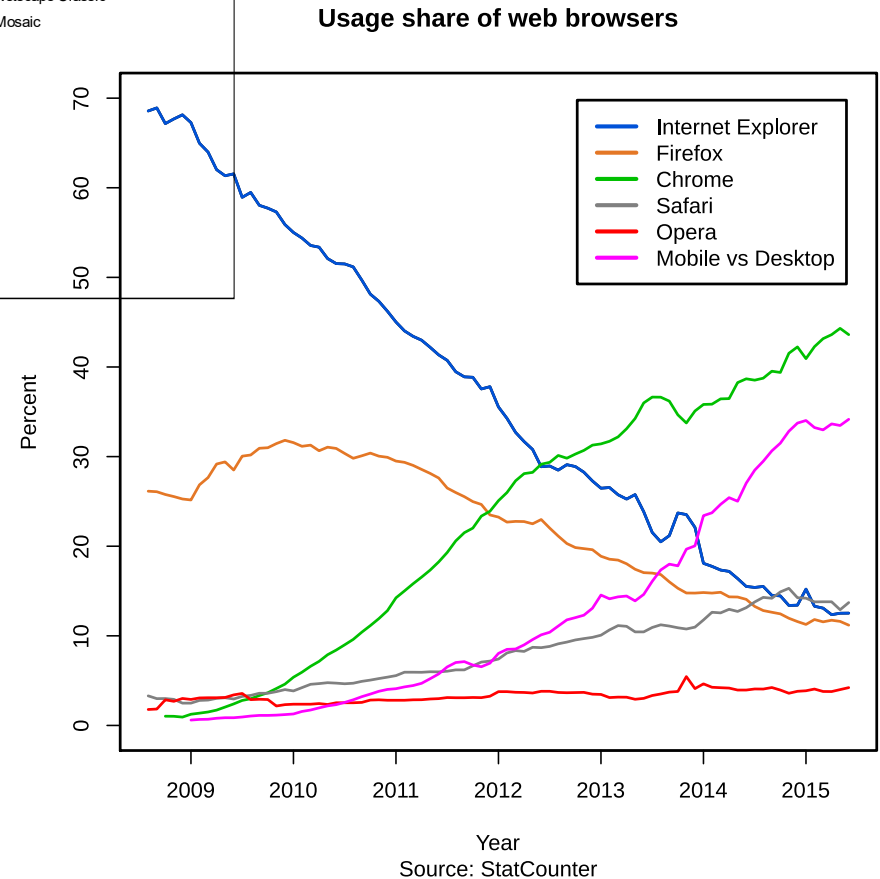
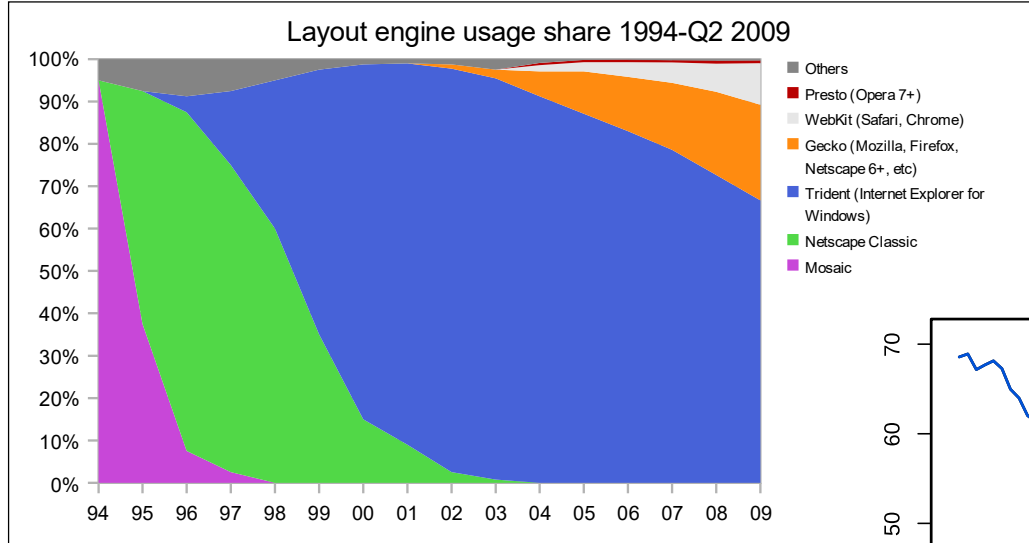
- ❖ Macromedia Flash
- ❖ Java Web Start
- ❖ Dynamic HTML (JavaScript + DOM + CSS)
- ❖ DHTML: No asynchronous communication  
➔ full page refresh still required
- ❖ AJAX



# Browser wars

- ❖ [https://en.wikipedia.org/wiki/Browser\\_wars](https://en.wikipedia.org/wiki/Browser_wars)
  - ❖ competition for dominance in the usage share of web browsers.
  - ❖ The “First Browser War” during the late 1990s pitted Microsoft's Internet Explorer against Netscape's Navigator.
  - ❖ Browser wars continued with the decline of Internet Explorer's market share and the popularity of other browsers including Firefox, Google Chrome, Safari, and Opera.
- ➔ Diversity in Web application script languages

# Browser wars: market data



# History of Ajax

- 199x: Techniques for the asynchronous loading of content is introduced with Java applets
- 1996, Internet Explorer introduced the IFrame element to HTML, which also enables this to be achieved.
- 1999, Microsoft created the XMLHttpRequest ActiveX control in Internet Explorer 5 using the native XMLHttpRequest object.
- However, this feature only became widely known after being used by Gmail (2004) and Google Maps (2005).
- The term "Ajax" itself was coined in 2005

# AJAX Introduction

- ❖ **AJAX = Asynchronous JavaScript and XML**
- ❖ AJAX is not a new programming language, but a technique for creating better, faster, and more interactive web applications.
- ❖ With AJAX, your JavaScript can communicate directly with the server, using the JavaScript **XMLHttpRequest** object. With this object, your JavaScript can trade data with a web server, without reloading the page.
- ❖ AJAX uses asynchronous data transfer (HTTP requests) between the browser and the web server, allowing web pages to request small bits of information from the server instead of whole pages.
- ❖ The AJAX technique makes Web applications smaller, faster and more user-friendly.

# About AJAX

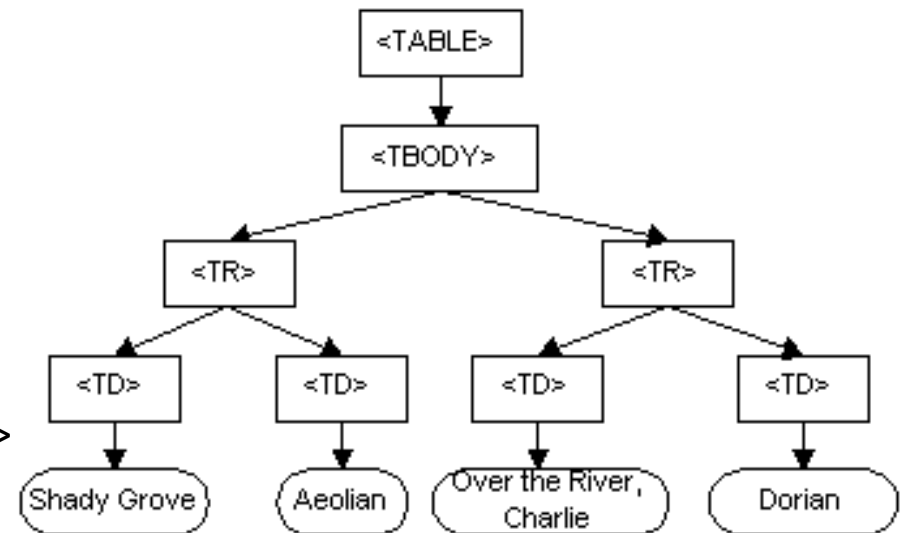
- ❖ AJAX is based on the following web standards:
  - JavaScript
  - XML
  - HTML
  - CSS
  - DOM
- ❖ The web standards used in AJAX are well defined now and supported by all major browsers. AJAX applications are browser and platform independent.

# DOM

- The **Document Object Model (DOM)**
  - platform- and language-independent
  - standard object model for representing HTML or XML documents
- DOM provides an API for querying, traversing and manipulating such documents
- It defines the logical structure of documents and the way a document is accessed and manipulated.
  - programmers can build documents, navigate their structure, and add, modify, or delete elements and content of HTML and XML
  - DOM uses objects to model elements of documents.
- XML presents data as documents, and the DOM may be used to manage this data.
- DOM is a model and is implemented in different language: Javascript, VBscript, Java...

# DOM (cont.)

```
<TABLE>
<TBODY>
  <TR>
    <TD>Shady Grove</TD>
    <TD>Aeolian</TD>
  </TR>
  <TR>
    <TD>Over the River, Charlie</TD>
    <TD>Dorian</TD>
  </TR>
</TBODY>
</TABLE>
```

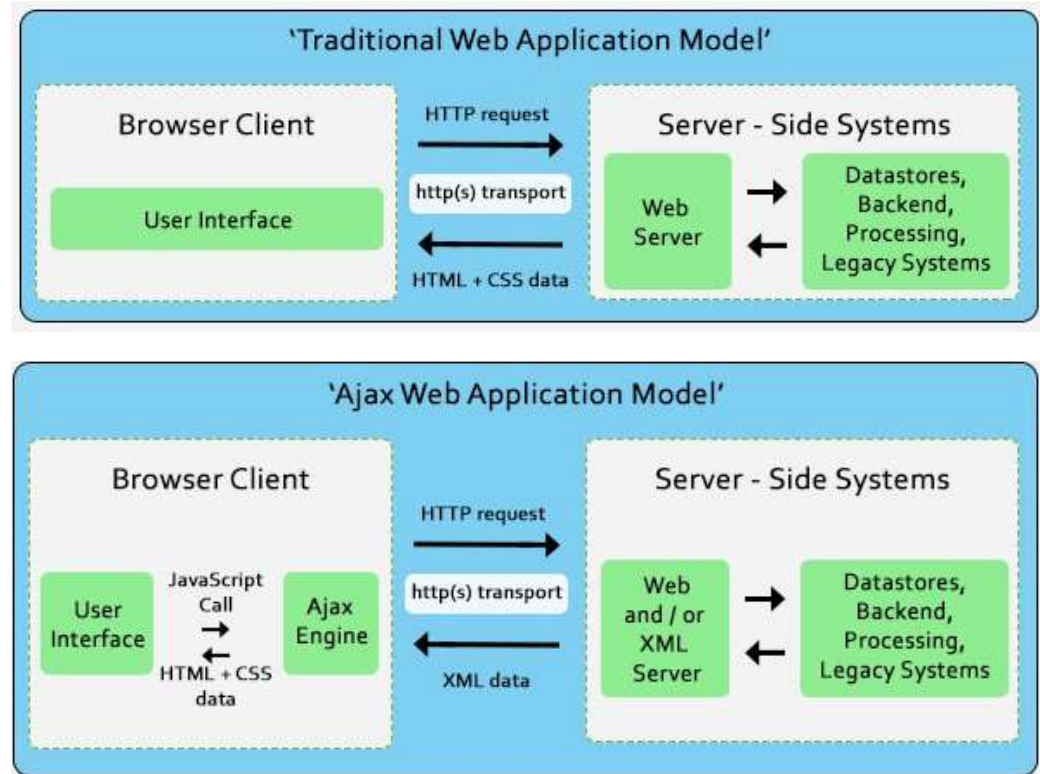


*DOM representation*



# AJAX Architecture

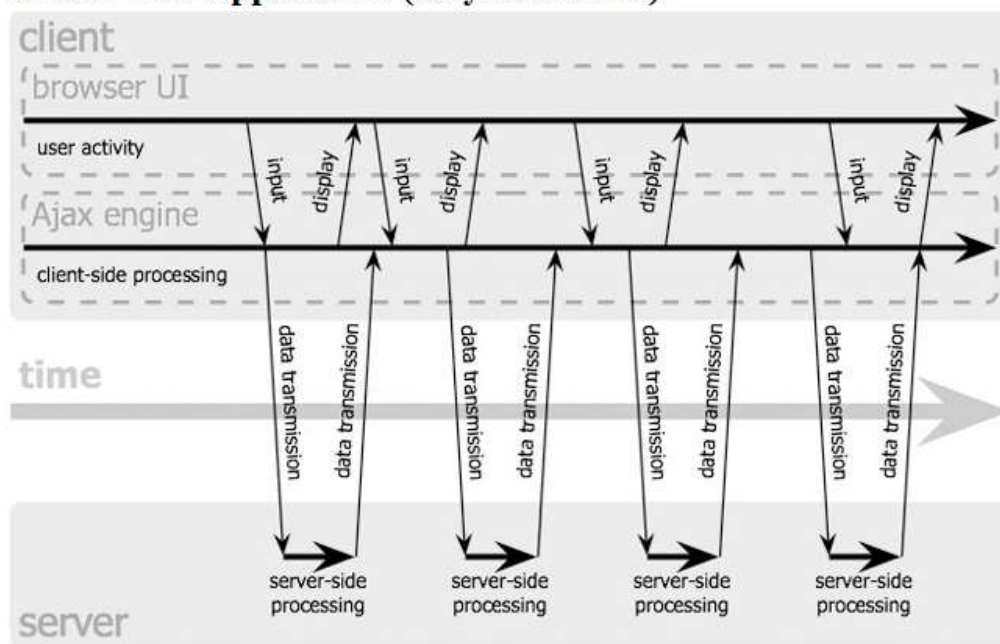
- ❖ Ajax application eliminates the start-stop-start-stop nature of interaction on the Web by introducing an intermediary - an Ajax engine - between the user and the server
- ❖ Instead of loading a webpage, at the start of the session, the browser loads an Ajax engine.
- ❖ AJAX engine is responsible for both rendering the interface the user sees and communicating with the server on the user's behalf.



# AJAX Asynchronous Communication

- ❖ The Ajax engine allows the user's interaction with the application to happen asynchronously - independent of communication with the server.
- ❖ Every user action that normally would generate an HTTP request takes the form of a JavaScript call to the Ajax engine instead.
- ❖ If the engine needs something from the server in order to respond to the browser, the engine makes those requests asynchronously using java script XMLHttpRequest.

AJAX Web Application ( Asynchronous)



# AJAX tutorial by samples