

COMP284 Scripting Languages

Lecture 9: PHP (Part 1)

Handouts

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Department of Computer

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1 PHP

Motivation

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2 Overview

Features

Applications

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3 Types and Variables

Types

Variables

Type juggling and Type casting

Comparisons

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Common Gateway Interface — CGI

The [Common Gateway Interface](#) (CGI) is a standard method for web servers to use external applications, a [CGI program](#), to dynamically generate web pages

- 1 A [web client](#) generates a [client request](#), for example, from a HTML form, and sends it to a [web server](#)
- 2 The [web server](#) converts the request into a [CGI program](#)
- 3 The [CGI program](#) generates the [program's response](#) back to the client

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Disadvantages of CGI/Perl

- A distinction is made between **static web pages** and **dynamic web pages** created by an external program
- Using Perl scripting it is difficult to add 'a little bit' of dynamic content to a web page

– can be a

- Use of a
 - star
 - exchanging data between web server and external p

→ resource-intensive

If our main interest is the creation of **dynamic web pages**, then the **scripting language** we use

- should integrate well with HTML
- should not require a web server to execute an external program

PHP

- PHP is (now) a recursive acronym for PHP: Hypertext Preprocessor

- Development started in 1994 by Rasmus Lerdorf

- Originally designed as a tool for tracking visitors at Lerdorf's website

- Devel

server

- Inheri

- Easy-to-use interface to databases

- Free, open-source

- Probably the most widely used server-side web pre

- Negatives: Inconsistent, muddled API; no scalar objects

The departmental web server uses PHP 5.6.25 (released August 2014)

PHP 7 was released in December 2015 (PHP 6 was never released)

PHP processing

- **Server plug-ins** exist for various web servers
 - ↪ avoids the need to execute an external program
- **PHP code is embedded into HTML pages** using tags
 - ↪ static web pages can easily be turned into dynamic ones

PHP satis

Processi

- 1 The web server receives a **client request**
- 2 The web server recognizes that the **client request** is a HTML page containing **PHP code**
- 3 The server executes the **PHP code**, substitutes output into the HTML page, the resulting page is then send to the client

As in the case of **Perl**, the client never sees the **PHP code**, only the HTML web page that is produced

PHP: Applications

- Applications written using PHP

- [activeCollab](#) – Project Collaboration Software

<http://www.activecollab.com/>

- [Drupal](#) – Content Management System (CMS)

<http://drupal.org/home>

- [Mantis](#) – eCo

<http://mantisproject.org/>

- [MediaWiki](#)

<http://www.mediawiki.org/wiki/Me>

- [Moodle](#) – Virtual Learning Environment (VLE)

<http://moodle.org/>

- [SugarCRM](#) – Customer Relationship Management (CRM) platform

<http://www.sugarcrm.com/crm/>

- [WordPress](#) – Blogging tool and CMS

<http://wordpress.org/>

PHP: Websites

- Websites using PHP:

- [Delicious](#) – social bookmarking

<http://delicious.com/>

- [Digg](#) – social news website

<http://digg.com>

- [Facebook](#) – so

<http://www.facebook.com>

- [Flickr](#) – photo sharing

<http://www.flickr.com>

- [Friendster](#) – social gaming

<http://www.friendster.com>

- [SourceForge](#) – web-based source code repository

<http://sourceforge.net/>

- [Wikipedia](#) – collaboratively built encyclopedia

<http://www.wikipedia.org>

Recommended texts

- R. Nixon:

[Learning PHP, MySQL, and JavaScript](#)

O'Reilly, 2009.

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- M. Achour, F. Betz, A. Dovgal, N. Lopes,
H. Magnusson, G. Richter, D. Seguy, J.

[PHP Manual](#).

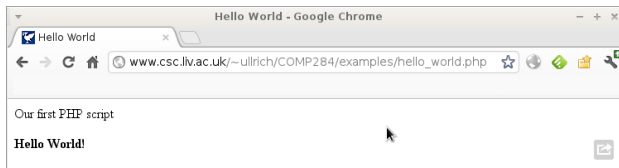
PHP Documentation Group, 2018.

<http://www.php.net/manual/en/index.php>

PHP: Hello World!

```
1 <html>
2 <head><title>Hello World</title></head>
3 <body>
4 <p>Our first PHP script.</p>
5 <?php
6     print ("<p><b>Hello World!</b></p>\n");
7 ?>
8 </body>
```

- PHP code
- File must be stored in a directory accessible by the web
example \$HOME/public_html and be readable
- File name must have the extension .php



PHP: Hello World!

Since version 4.3.0, PHP also has a [command line interface](#)

```
1 #!/usr/bin/php
2 <?php
3 /* Author: Ulrich Hustadt
4    A "Hello World" PHP script. */
5 prin
6 // A sing
7 ?>
```

- PHP [code](#) still needs to be enclosed between `<?php` and `?>`
- Code must be stored in an executable file
- File name does not need to have any particular format

→ PHP can be used as [scripting language](#) outside a web programming context

Output:

Hello World!

PHP: Hello World!

```
<html>
<head><title>Hello World</title></head>
<body><p>Our first PHP script</p>
<?php
    print("<p><b>Hello World!</b></p>\n");
?>
</body></
```

- Can also

```
php filename
```

- File does not need to be executable, only readable for the user

Output:

```
<html>
<head><title>Hello World</title></head>
<body><p>Our first PHP script</p>
<p><b>Hello World!</b></p>
</body></html>
```

PHP scripts

- PHP scripts are typically embedded into HTML documents and are enclosed between `<?php` and `?>` tags

A PHP script consists of one or more statements and comments

→ there is no need for a main function (or classes)

- Statements are enclosed in `{ }`
- Whitespace is ignored (but indentation is used for readability)
- One-line comments are enclosed in `//` or `#`
- Multi-line comments are enclosed in `/* */`

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Types

PHP has eight **primitive types**

• Four **scalar types**:

- [bool](#) – booleans
- [int](#) – integers
- [flo](#)
- [str](#)

• Two **compound types**:

- [array](#) – arrays
- [object](#) – objects

[NULL](#)

- Integers, floating-point numbers, and strings don't differ from the corresponding **Perl scalars**, including the distinction between **single-quoted** versus **double-quoted strings**

- In contrast to Perl, PHP does distinguish between different types including between the four scalar types

Variables

- All **PHP variable names** start with \$ followed by a **PHP identifier**
- A **PHP identifier** consists of letters, digits, and underscores, but cannot start with a digit
PHP identifiers are case sensitive

- In PHP
- A **variable** although **initialisation** is a good idea

- **Uninitialized variables** have a **default value** of their type in the context in which they are used

Type	Default	Type	Default
<u>bool</u>	FALSE	<u>string</u>	empty string
<u>int</u> / <u>float</u>	0	<u>array</u>	empty array

If there is no context, then the default value is NULL

Assignments

- Just like Java and Perl, PHP uses the equality sign = for assignments

```
$student_id = 200846369;
```

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- The value of an assignment expression is the value assigned

```
$b = ($a = 0) + 1;
```

```
// $a = 0
```

```
// $b = 1
```

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Binary assignments

PHP also supports the standard **binary assignment** operators:

Binary assignment	Equivalent assignment
<code>\$a += \$b</code>	<code>\$a = \$a + \$b</code>
<code>\$a -= \$b</code>	<code>\$a = \$a - \$b</code>
<code>\$a **= \$b</code>	<code>\$a = \$a ** \$b</code>
<code>\$a .= \$b</code>	<code>\$a = \$a . \$b</code>

Example.

```
// Convert Fahrenheit to Celsius:  
// Subtract 32, then multiply by 5, then divide by 9  
$temperature = 105;           // temperature in Fahrenheit  
$temperature -= 32;  
$temperature *= 5/9;           // converted to Celsius
```

Constants

- `bool define(string, expr [, case_insensitive])`

- defines a constant that is globally accessible within a script

string should be a string consisting of a PHP identifier (preferably all upper-case)

The PHP identifier is the `name` of the constant

- *exp*

- *cas*

where

- returns TRUE on success or FALSE on failure

```
define("PI", 3.14159);  
define("SPEED_OF_LIGHT", 299792458, true);
```

Constants

- To use a constant we simply use its **name**

```
define("PI", 3.14159);  
define("SPEED_OF_LIGHT", 299792458, true);  
$circumference = PI * $diameter;  
$distance      = speed_of_light * $time;
```

- Cavea

```
print "1 - Value of PI: PI\n";  
print "2 - Value of PI: ".PI."\n";
```

```
1 - Value of PI: PI  
2 - Value of PI: 3.14159
```

Values, Variables and Types

PHP provides several functions that explore the type of an expression:

<code>string</code> <code>gettype(<i>expr</i>)</code>	returns the type of <i>expr</i> as string
<code>bool</code> <code>is_type(<i>expr</i>, <i>type</i>)</code>	checks whether <i>expr</i> is of type <i>type</i>
<code>void</code> <code>var_dump(<i>expr</i>)</code>	displays structured information about <i>expr</i>

```
<?php print "Type of 23: ";
```

```
print "Type of \"23\": ".gettype("23")."\n";
```

```
if (is_int(23)) { echo "23 is an integer\n"; }  
else { echo "23 is not an integer\n"; }
```

```
?>
```

```
Type of 23: integer
```

```
Type of 23.0: double
```

```
Type of "23": string
```

```
23 is an integer
```

Type juggling and Type casting

- PHP **automatically converts** a value to the appropriate **type** as required by the operation applied to the value (**type juggling**)

```

"worlds" * 3      "worlds"
"2" * 3           6
"1.2"
"hel
"10h

```

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- PHP also supports explicit **type casting** via

(int) "12"	~>	12	(int) "12"	~>	12	(bool) "12"	~>	TRUE
(int) "1.23e2"	~>	1	(int) "1.23e2"	~>	1	(bool) "1.23e2"	~>	TRUE
(int) ("1.23e2" + 0)	~>	123	(float) "1.23e2"	~>	123	(bool) "1.23e2"	~>	TRUE
(int) "10hello5"	~>	10						
(int) 10.5	~>	10						
(array) "foo"	~>	array(0 => "foo")						

Comparison operators

Type juggling also plays a role in the way PHP comparison operators work:

<code>expr1 == expr2</code>	Equal	TRUE iff <code>expr1</code> is equal to <code>expr2</code> after type juggling
<code>expr1 != expr2</code>	Not equal	TRUE iff <code>expr1</code> is not equal to <code>expr2</code> after type juggling
<code>expr1 <> expr2</code>	Not equal	TRUE iff <code>expr1</code> is not equal to <code>expr2</code>
<code>expr1</code> <code>expr1</code>		<code>pr2,</code>

Note: For `==`, `!=`, and `<>`, numerical strings are

and compared numerically

"123" == 123	~>	TRUE
"123" != 123	~>	FALSE
"1.23e2" == 123	~>	TRUE
"1.23e2" == "12.3e1"	~>	TRUE
5 == TRUE	~>	TRUE

"123" === 123	~>	FALSE
"123" !== 123	~>	TRUE
1.23e2 === 123	~>	FALSE
"1.23e2" === "12.3e1"	~>	FALSE
5 === TRUE	~>	FALSE

Comparison operators

Type juggling also plays a role in the way PHP comparison operators work:

$expr1 < expr2$	Less than	TRUE iff $expr1$ is strictly less than $expr2$ after type juggling
$expr1 > expr2$	Greater than	TRUE iff $expr1$ is strictly greater than $expr2$ after type juggling
$expr1 <= expr2$	Less than or equal to	TRUE iff $expr1$ is less than or equal to $expr2$
$expr1$		$expr2$

'35.5' > 35	~>	TRUE	'35	TRUE
'ABD' > 'ABC'	~>	TRUE	'AB	TRUE
'1.23e2' > '12.3e1'	~>	FALSE	'1.	TRUE
"F1" < "G0"	~>	TRUE	"F1	TRUE
TRUE > FALSE	~>	TRUE	TRUE >= FALSE	~> TRUE
5 > TRUE	~>	FALSE	5 >= TRUE	~> TRUE

Revision

Read

- Chapter 3: Introduction to PHP of

R. Nixon

Learni

O'Reilly, 2009.

Also read

- <http://uk.php.net/manual/en/language.types.intro.php>
- <http://uk.php.net/manual/en/language.types.type-juggling.php>
- <http://uk.php.net/manual/en/language.operators.comparison.php>
- <http://uk.php.net/manual/en/types.comparisons.php>