

CS2102

Database Systems

Slides adapted from Prof. Chan Chee Yong

LECTURE 07B

APPLICATION DEVELOPMENT

Transaction, procedures, triggers

- ❑ A **transaction** starts with **BEGIN** ends with either **COMMIT** or **ROLLBACK**
 - ❑ We assume ACID property is maintained
- ❑ **Stored function**
 - ❑ **CREATE** [**OR REPLACE**] **FUNCTION** **func_name** ...
 - ❑ **SELECT** **func_name** (...);
- ❑ **Stored procedure**
 - ❑ **CREATE** [**OR REPLACE**] **PROCEDURE** **proc_name** ...
 - ❑ **CALL** **proc_name** (...);
- ❑ **Triggers**
 - ❑ **CREATE TRIGGER** **trigger_name**
 { **BEFORE** | **AFTER** | **INSTEAD OF** }
 { **event** [**OR event** [...]] } **ON table**
 [**FOR** [**EACH**] { **ROW** | **STATEMENT** }]
 [**WHEN cond**] **EXECUTE PROCEDURE func_name()**;

- Basic lightweight development stack

- General workflow

- Server & libraries

- Routing

- Database connection

- Template

- Securing database

- SQL injection attack

Overview

- Basic lightweight development stack
 - General workflow
 - Server & libraries
 - Routing
 - Database connection
 - Template
 - Securing database
 - SQL injection attack
-

Basic lightweight development stack

General workflow

Database

- Store information

Connection library

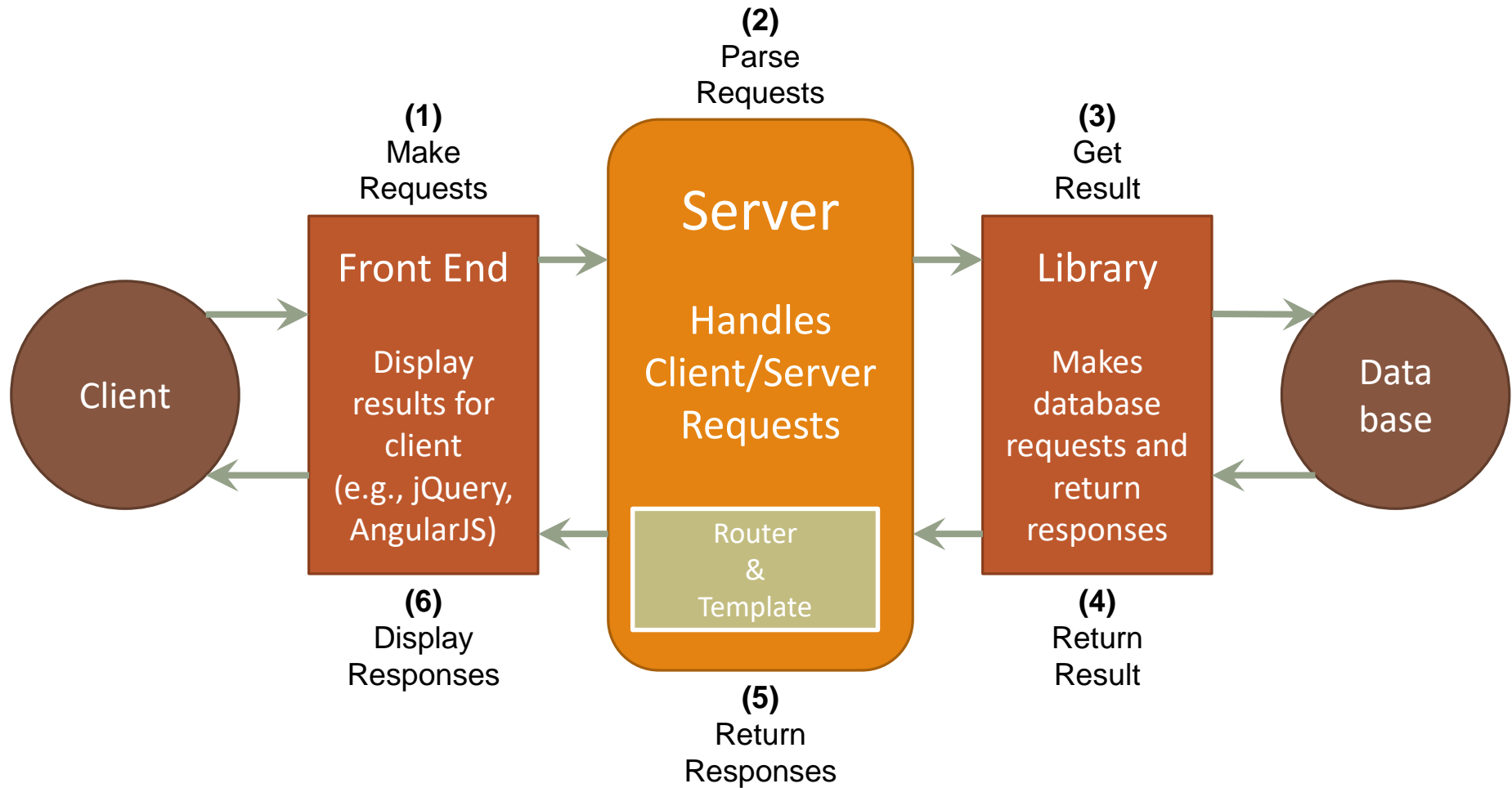
- Connect server with database

Server

- Handle request from client
 - Return answer with data from database
- 

General workflow

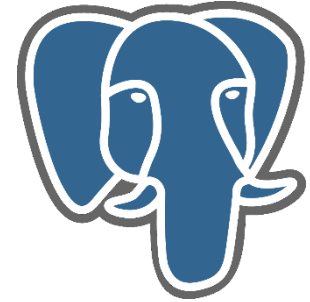
Overview



General workflow

Database

- Store information
 - PostgreSQL



Connection library

- Connect server with database
 - ExpressJS



Server

- Handle request from client
- Return answer with data from database
 - NodeJS



Server & libraries

NodeJS and ExpressJS overlap responsibilities

- Accept connection
- Route if necessary
 - What to do when client request /page?
- Connect to database
 - How to construct SQL queries?
- Create and return response
 - What to give to client when /page is requested?

Server & libraries

Basic structure of an express web app

App/

```
+-- bin/                # executables
|   +- www              # run with 'npm start'
+-- node_modules/
+-- public/             # static files
|   +- images/          # - images
|   +- javascripts/     # - client-side js files
|   +- stylesheets/     # - css files
+-- routes/             # handle /page request
+-- views/              # template html
+-- app.js              # main program
```

Routing

Basic

- Commonly done using **RESTful** API
 - **METHOD** = GET, PUT, PATCH, POST, DELETE
- **Function**: `app.METHOD(path, callback [, callback [...]])`
 - Example: handle request on /page using GET method
 - `app.get('/page', handler)`
 - References: <https://expressjs.com/en/api.html#app.METHOD>
- **Basic handlers**
 - **Display web page** `res.render(template, params)`
 - **Redirect to another page** `res.redirect(path)`
 - **Send something** `res.send(string | JSON | array)`
 - References: <https://expressjs.com/en/api.html#res.render>

Routing

Example


- GET
 - `app.get('/register', register_handler)`
 - `function register_handler(request, result, next) {
 res.render(template, params);
}`
- POST
 - `app.post('/register', login_checker, register_handler)`
 - `function login_checker(request, result, next) {
 if(request.isAuthenticated()) {
 res.redirect('/index');
 } else {
 next();
 }
}`

Database connection

node-postgre

- Client vs pool
 - Connecting to database is expensive (~30ms)
 - Database can only handle limited number of clients at a time
 - Reuse pool of client instead of creating new client
- Initialization code

```
const { Pool } = require('pg')
const pool = new Pool({
  user:      username,
  host:      hostname,
  database:  database,
  password:  password,
  port:      post_num
});
```

 SQL Shell (psql)

```
Server [localhost]:
Database [postgres]:
Port [5432]:
Username [postgres]:
Password for user postgres:
```

Database connection

node-postgre

- SQL query
 - `pool.query(sql_query, callback);`
- Example:
 - ```
function display_games(request, result, next) {
 function render_games(error, data) {
 if(error) {
 result.render(error_template);
 } else {
 result.render(template, { res: data.rows });
 }
 }
 pool.query("SELECT * FROM Games", render_games);
}
```
- Callback?
  - Callback is only invoked when results are ready
  - But functions return immediately!

# Database connection

## node-postgre

- What about multiple queries?
  - Attempt #1
    - `pool.query(sql_query1, callback_1);`
    - `pool.query(sql_query2, callback_2);`
  - Attempt #2
    - ```
pool.query(sql_query1, function(err, data) {  
    if(err) { /* error */ }  
    else    { pool.query(sql_query2, callback); }  
});
```
 - Attempt #3
 - `pool.query(sql_transaction, callback);`

Template

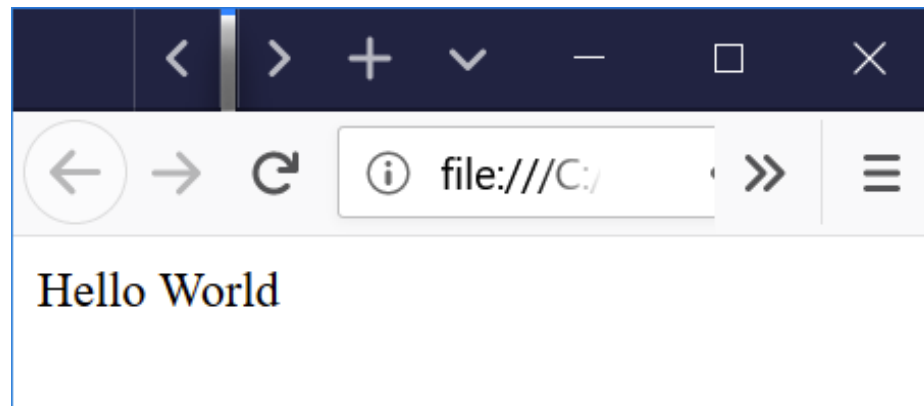
Basic

- So far, we have deferred discussion about rendering
 - `result.render(template, params)`
 - `result.render(error_template);`
 - `result.render(template, { res: data.rows });`
- What is a template?
 - A prototype HTML page
 - Embedded JavaScript Template (EJS)
 - HTML with placeholder for variable values
 - Can import common elements
 - Augmented with JavaScript for
 - Repetition
 - Selection

Template

No template

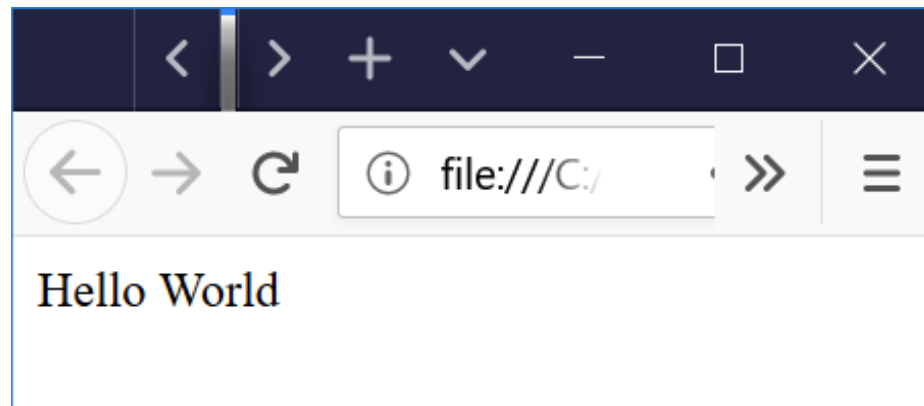
- At its most basic, EJS is equivalent to HTML
 - `<html><body><p>Hello World</p></body></html>`
- *HTML Tutorial* <https://www.w3schools.com/html/>
- *CSS Tutorial* <https://www.w3schools.com/css/>



Template

Parameter

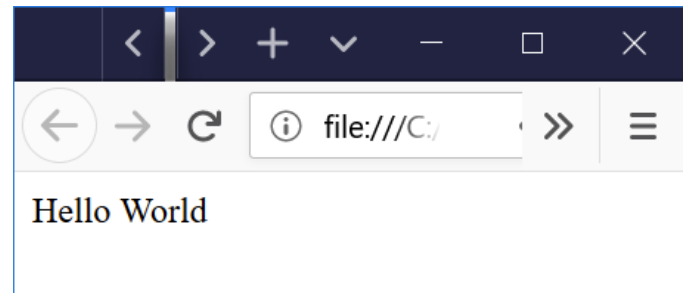
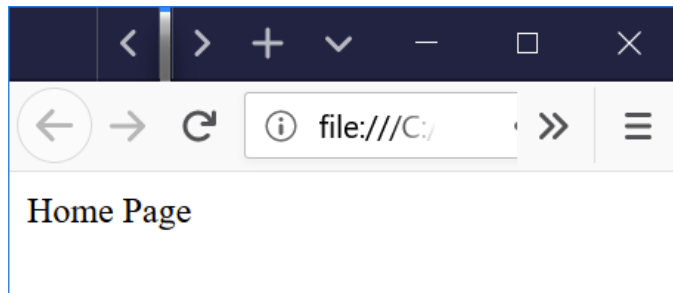
- Parameters can be passed to template
 - `result.render(template, {title: 'Hello World'});`
- Arguments can be used in template
 - `<html><body><p><%= title %></p></body></html>`



Template

Selections

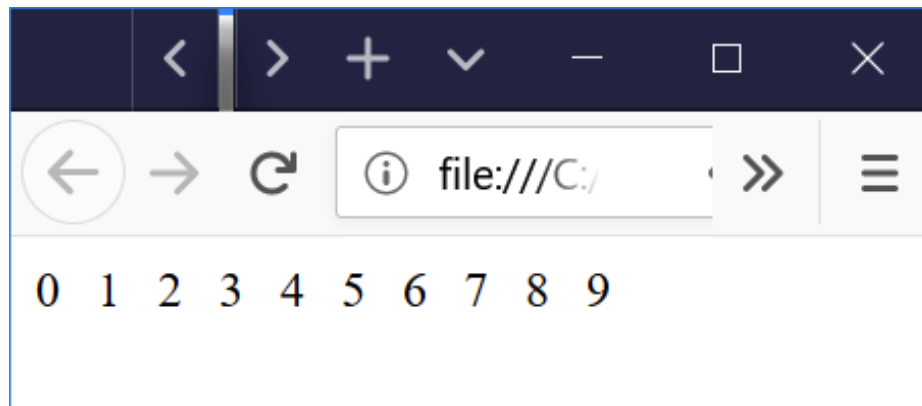
- Choices can be made
 - `<html><body>`
`<% if(cond) { %>`
`<p>Home Page</p>`
`<% } else { %>`
`<p>Hello World</p>`
`<% } %>`
`</body></html>`



Template

Repetition

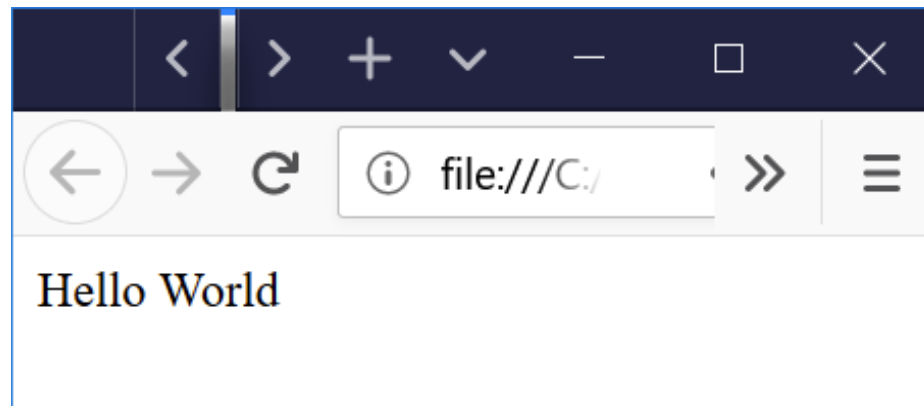
- Elements can be repeated multiple times
 - `<html><body>`
`<% for(var i=0; i<10; i++) { %>`
`<%= i %> `
`<% } %>`
`</body></html>`



Template

Import

- Other templates can be included
 - header.ejs
 - `<p>Hello World</p>`
 - page.ejs
 - `<html><body>`
`<%- include header.ejs %>`
`</body></html>`



- Basic lightweight development stack

- General workflow

- Server & libraries

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- Securing database

- SQL injection attack

Securing database

Introduction

SQL injection attack

- Injection occurs when user-supplied data is sent to an interpreter as part of command or query
- Attackers trick the interpreter into executing unintended command via supplying specially crafted data
- Injection flaws allow attackers to create, read, update, or delete any arbitrary data available to the application
- In the worst case scenario, these flaws allow an attacker to completely compromise the application and the underlying systems, even bypassing deeply nested firewalled environments
- ❖ **TL;DR** very very very bad...
- ❖ Source: https://www.owasp.org/index.php/Top_10_2007-Injection_Flaws

SQL injection attack

Example

- Username-password retrieval
 - `pool.query(sql_query1, callback_1);`
 - `sql_query1 = "SELECT (username,password)
FROM userpass
WHERE username="" + input + """;`
- Attack
 - `input = "0' OR '1' = '1';`
- Injected code
 - `SELECT (username,password)
FROM userpass
WHERE username='0' OR '1' = '1';`

SQL injection attack

Placeholder

- Username-password retrieval
 - `pool.query(sql_query1, [input], callback_1);`
 - `sql_query1 = "SELECT (username,password)
FROM userpass
WHERE username=$1";`
- Attack
 - `input = "0' OR '1' = '1';`
- Sanitized code
 - `SELECT (username,password)
FROM userpass
WHERE username='0\' OR \'1\' = \'1';`
- Reference: https://www.owasp.org/index.php/SQL_Injection

Summary

☐ Server & libraries

- ☐ Accept connection

- ☐ Route if necessary

 - ☐ What to do when client request /page?

- ☐ Connect to database

 - ☐ How to construct SQL queries?

- ☐ Create and return response

 - ☐ What to give to client when /page is requested?

☐ Security

- ☐ SQL injection attack

- ☐ Placeholder for sanitization