

# ISIT307 - WEB SERVER PROGRAMMING

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LECTURE 1.1 - INTRODUCTION



# LECTURER/COORDINATOR

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## Lecturer

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## Tutor

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# LECTURE PLAN

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- What you need to know about lectures, labs, assignments and exams
- Getting started with PHP

# SUBJECT STRUCTURE

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- Lectures
- Tutorials
- Assignments : 2 assignments

# ASSESSMENT

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Assessment Items	Percentage of Final Mark		Due Date
	Marks for the Item	Minimum required for a pass	
Assignment 1 (group work – 2 students)	25	N/A	03/02/2024
Assignment 2 (individual work)	25		19/02/2024
Final Exam (TBA)	50	20	Exam week as per schedule
<b>Total</b>	<b>100</b>	<b>50</b>	<b>The mark must be <math>\geq 50</math> to pass the subject</b>

# LECTURES

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- The lectures will introduce fundamental concepts and the principles of web server programming.
- The lectures will contain a sufficient number of examples to facilitate explanation of complex technical aspects.
- It is highly recommended that you implement all examples, compile and run the programs on your computer.
- I'm encouraging you to actively participate in the lecture sessions answering questions and making your own notes that will help you to better understand the material.

# TUTORIALS

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- Students are expected to complete the tasks during a supervised tutorial session. If more time is required to complete all exercises, this can be done before or after the tutorials.
- During the scheduled tutorials, the assignments 1 and 2 need to be presented to the tutor and short Moodle quizzes need to be completed. The tutor will assess your solution and give you a mark according to the quality of your solution and the level of your understanding.

# ADDITIONAL MATERIALS

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- Additional materials (websites, readings and videos) can be used.
- It is a good practice for you to read/watch/implement the examples from these materials.



# ASSIGNMENTS

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- There will be two assignments.
- When an assignment is released, download the assignment description from the subject web site. Read carefully the specifications. Make sure you understand the requirements.
- Your solutions must be submitted electronically via the subject web site (Moodle). No submission via email will be accepted.
- Late assignments will not be accepted without a granted academic consideration.
- Exact time after which the submitted assignment will not be accepted will be indicated in every assignment.
- During the scheduled tutorials, the assignments 1 and 2 need to be presented to the tutor and short Moodle quizzes needs to be completed. The tutor will assess your solution and give you a mark according to the quality of your solution and the level of your understanding.

# ASSIGNMENTS

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- When you submit an assessment task, you are declaring the following:
  - It is your own work and you have not copied anything from others and you have not discussed your work with others.
  - You have not plagiarised from published work (including various internet sources).
  - You have read your responsibilities under the UOW's policy on plagiarism and you understand possible consequences.
  - You have not used storage devices which can be accessed by others without passwords.
- Plagiarism = Big problems
- You may be asked to have a formal meeting with the lecturer to explain your assignment solution if there are doubts that you worked on your assignment yourself.

# ASSIGNMENTS

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- Assignment 1 (group work - 2 students): marks for the solution, marks for the presentation, Quiz 1 (individual) marks
  - Due: 03/02/2024 (Moodle submission), presentation + quiz (TBA)
- Assignment 2 (individual work): marks for the solution, marks for the presentation, Quiz 2 (individual) marks
  - Due: 19/02/2024 (Moodle submission), presentation + quiz (TBA)

*\*Dates are subject to changes (with the lecturer/tutor permission)*

# SUBJECT WEB SITE

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- All important notices related to the subjects will be posted on the subject's Moodle site.
- Check it frequently!
- **Note: For any information published on the subject's website, it is considered that all students have been notified!**

# SELF-DIRECTED STUDY

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- **Listening passively is useless!**
- Attend all lectures. Take your own notes and add your own comments or questions during the lectures.
- Read/implement all materials/solutions posted on the subject web site.
- Implement examples discussed at lectures or developed during labs.
- If you have any questions, discuss it with me.

# SUBJECT MATERIALS

- Textbook:
  - Gosselin, D., Kokoska, D. and Easterbrooks, R., 2011. *PHP Programming with MySQL - The Web Technologies Series (2<sup>nd</sup> edition)*. Cengage Learning.
- Recommended books:
  - White III, E. and Eisenhamer, J.D., 2007. *PHP 5 in Practice*. Pearson Education. (Available in UOW Library as ebook)
  - Nixon, R., 2015. *Learning PHP, MySQL, and JavaScript: A Step-By-Step Guide to Creating Dynamic Websites (Animal Guide)*. O'Reilly. (Available in UOW Library as ebook)
  - Connolly, R., 2015. *Fundamentals of web development*. Pearson Education.
  - Rahman, M., 2017. *PHP 7 Data Structures and Algorithms*. Packt Publishing Ltd.
  - Nixon, R., 2021. *Learning PHP, MySQL & JavaScript*. O'Reilly Media.
- Lecture notes & Labs:
  - The lecture notes are available on the subject web site (The lecture notes may not include some examples and explanations given in lectures).
  - The Labs exercises are available on the subject web site.
- Additional materials
  - <http://www.w3schools.com>
  - <http://php.net/>
  - Additional materials may be posted on the subject web site.

# SOFTWARE REQUIREMENTS

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- Notepad++ (Windows); Sublime Text, BBEdit, TextMate (Mac)
- WAMP Server (it comes with)
  - Apache server
  - PHP v.7+ (students are encouraged to use **PHP8.1+**)
  - MySQL
- Instead of WAMP can be used MAMP, LAMP or XAMPP



# OBJECTIVES

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- Create PHP scripts
- Create PHP code blocks
- Work with variables and constants
- Study data types
- Use expressions and operators



# PHP

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- PHP (PHP: Hypertext Preprocessor) is a server scripting language, and a powerful tool for making dynamic and interactive Web pages
- PHP is a widely-used open source scripting language (free)
- PHP scripts are executed on the server
- PHP runs on various platforms (Windows, Linux, Unix, Mac OS X, etc.) and is compatible with almost all servers used today (Apache, IIS, etc.)
- PHP supports a wide range of databases
- PHP is easy to learn and runs efficiently on the server side

# PHP

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- **Embedded language** refers to code that is embedded within a Web page (HTML document)
- PHP code is typed directly into a Web page as a separate section
- A Web page containing PHP code must be saved with an extension of .php to be processed by the scripting engine
- PHP files can contain text, HTML, CSS, JavaScript, and PHP code
- PHP code are executed on the server, and the result is returned to the browser as plain HTML
- PHP code is never sent to a client's Web browser; only the output of the processing is sent to the browser

# PHP

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- The Web page generated from the PHP code, and (X)HTML elements found within the PHP file, is returned to the client
- A file that does not contain any PHP code should be saved with an **.html** extension
- **.php** is the default extension that most Web servers use to process PHP scripts

# CREATING PHP CODE BLOCKS

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- **Code declaration blocks** are separate sections on a Web page that are interpreted by the scripting engine
- There are four types of code declaration blocks:
  - Standard PHP script delimiters
  - Short PHP script delimiters – can be disabled in php.ini configuration file
  - The `<script>` element - not supported/removed in PHP7
  - ASP-style script delimiters (`<% >` & `<%= >`) - not supported/removed in PHP7

# STANDARD PHP SCRIPT DELIMITERS

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- A **delimiter** is a character or sequence of characters used to mark the beginning and end of a code segment
- The standard method of writing PHP code declaration blocks is to use the `<?php` and `?>` script delimiters
- The individual lines of code that make up a PHP script are called **statements**

# SHORT PHP SCRIPT DELIMITERS

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- The syntax for the short PHP script delimiters is

`<? statements; ?>`

- Short delimiters can be disabled in a Web server's php.ini configuration file
- PHP scripts will not work if your Web site ISP does not support short PHP script delimiters
- Short delimiters can be used in HTML documents, but not in XML documents

# PHP SCRIPT DELIMITERS EXAMPLE

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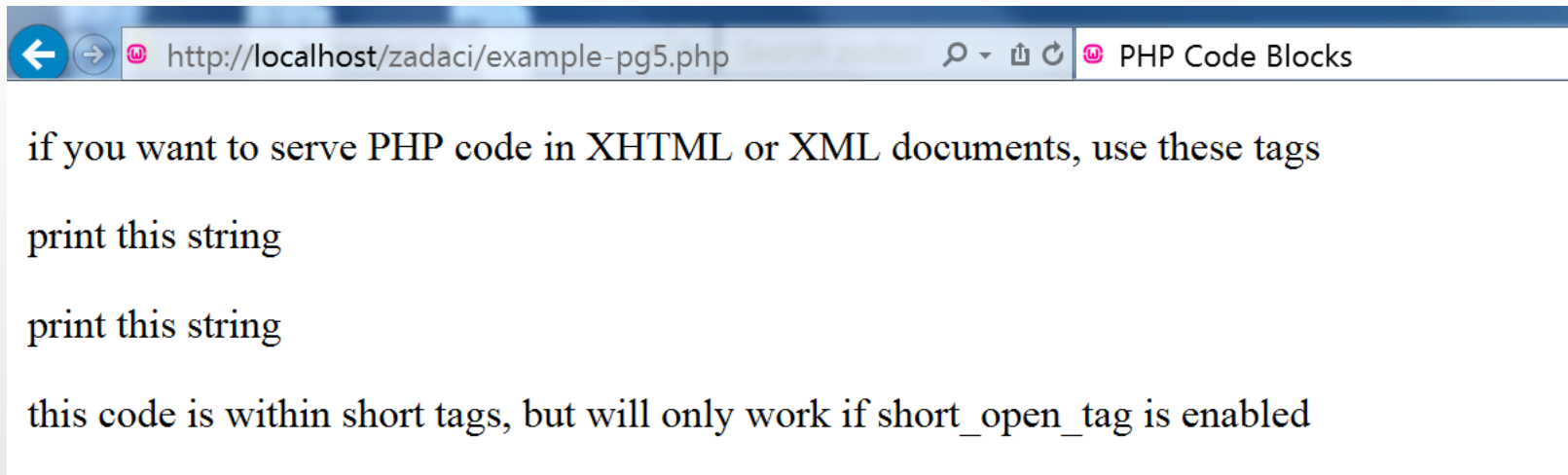
```
<!DOCTYPE html>
<html>
<head>
    <title>PHP Code Blocks</title>
    <meta charset="utf-8" />
</head>
<body>
<p>
<?php echo 'if you want to serve PHP code in XHTML or XML documents, use these tags'; ?>
</p>
<p>
<?php echo 'print this string' ?>
</p>
<p>
<?= 'print this string' ?>
</p>
<p>
<? echo 'this code is within short tags, but will only work if short_open_tag is
enabled'; ?>
</p>
</body>
</html>
```



# PHP SCRIPT DELIMITERS

## EXAMPLE - OUTPUT

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# UNDERSTANDING FUNCTIONS

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- A **function** is a subroutine (or individual statements grouped into a logical unit) that performs a specific task
  - To execute a function, you must invoke, or **call**, it from somewhere in the script
- A **function call** is the function name followed by any data that the function needs
- The data (in parentheses following the function name) are called **arguments** or **actual parameters**
- Sending data to a called function is called **passing arguments**

# DISPLAYING SCRIPT RESULTS

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- The `echo` and `print` statements are **language constructs** (built-in features of a programming language) that create new text on a Web page that is returned as a response to a client
- The text passed to the `echo` statement is called a “literal string” and must be enclosed in either single or double quotation marks
- To pass multiple arguments to the `echo` statement, separate the statements with commas

# DISPLAYING SCRIPT RESULTS (CONTINUED)

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- Use the `echo` and `print` statements to return the results of a PHP script within a Web page that is returned to a client
- The `print` statement returns a value of 1 if successful or a value of 0 if not successful, while the `echo` statement does not return a value

# CREATING MULTIPLE CODE DECLARATION BLOCKS

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- For multiple script sections in a document, include a separate code declaration block for each section

```
...  
</head>  
<body>  
<h1>Multiple Script Sections</h1>  
<h2>First Script Section</h2>  
<?php  
    echo "<p>Output from the first script section.</p>";  
?>  
<h2>Second Script Section</h2>  
<?php  
    echo "<p>Output from the second script section.</p>";  
?>  
</body>  
</html>
```

# CREATING MULTIPLE CODE DECLARATION BLOCKS

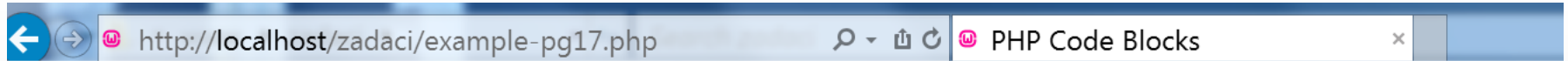
---

- PHP code declaration blocks execute on a Web server before a Web page is sent to a client

```
...  
</head>  
<body>  
<h1>Multiple Script Sections</h1>  
<h2>First Script Section</h2>  
<p>Output from the first script section.</p>  
<h2>Second Script Section</h2>  
<p>Output from the second script section.</p>  
</body>  
</html>
```

# CREATING MULTIPLE CODE DECLARATION

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## Multiple Script Sections

### First Script Section

Output from the first script section.

### Second Script Section

Output from the second script section.

# PHP BUILD-IN FUNCTIONS

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- `phpversion()` - returns the version of PHP that processed the current page
- `zend_version()` - returns the version number of the Zend Engine (PHP's scripting engine)
- `ini_get()` function - returns the value assigned to a directive in the `php.ini` configuration file
  - You need to pass the name of a directive to the `ini_get()` function surrounded by quotation marks



# CASE SENSITIVITY IN PHP

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- Programming language constructs in PHP are mostly case **insensitive**

```
<?php
```

```
echo "<p>Explore <strong>Africa</strong>, <br />";
```

```
Echo "<strong>South America</strong>, <br />";
```

```
ECHO " and <strong>Australia</strong>!</p>";
```

```
?>
```

- Variables and constant name are case sensitive



# ADDING COMMENTS TO A PHP SCRIPT

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- **Comments** are nonprinting lines placed in code that do not get executed, but provide helpful information, such as:
  - The name of the script
  - Your name and the date you created the program
  - Notes to yourself
  - Instructions to future programmers who might need to modify your work
- **Line comments** hide a single line of code
  - Add // or # before the text
- **Block comments** hide multiple lines of code
  - Add /\* to the first line of code
  - And \*/ after the last character in the code

# USING VARIABLES AND CONSTANTS

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- The values stored in computer memory are called **variables**
- The values, or data, contained in variables are classified into categories known as **data types**
- The name you assign to a variable is called an **identifier**
- The following rules and conventions must be followed when naming a variable:
  - Identifiers must begin with a dollar sign (\$)
  - Identifiers may contain uppercase and lowercase letters, numbers, or underscores (\_) - The first character after the dollar sign must be a letter
  - Identifiers cannot contain spaces
  - Identifiers are case sensitive

# DECLARING AND INITIALIZING VARIABLES

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- Specifying and creating a variable name is called **declaring the variable**
- Assigning a first value to a variable is called **initializing the variable**
- In PHP, you must declare and initialize a variable in the same statement:

```
$variable_name = value;
```

# DISPLAYING VARIABLES

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- To display a variable's value with the `echo` statement, pass the variable name to the `echo` statement without enclosing it in quotation marks:

```
$VotingAge = 18;  
echo $VotingAge;
```

- To display both text strings and variables, send them to the `echo` statement as individual arguments, separated by commas

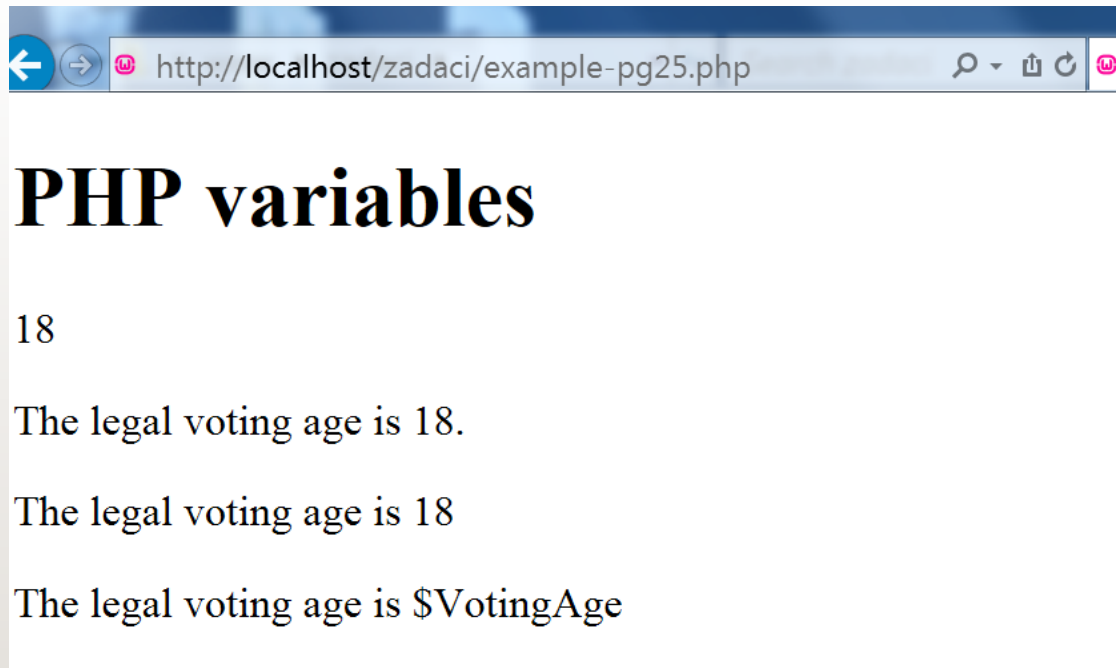
```
echo "<p>The legal voting age is ", $VotingAge,  
    "</p>";
```

- Or include variable name inside a text string:

```
echo "<p>The legal voting age is $VotingAge</p>";  
echo '<p>The legal voting age is $VotingAge</p>';
```

# DISPLAYING VARIABLES

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# MODIFYING VARIABLES

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- You can modify a variable's value at any point in a script

```
$SalesTotal = 40;
```

```
echo "<p>Your sales total is  
    $$SalesTotal</p>";
```

```
$SalesTotal = 50;
```

```
echo "<p>Your new sales total is  
    $$SalesTotal</p>";
```

# DEFINING CONSTANTS

---

- A **constant** contains information that does not change during the course of program execution
- Constant names do not begin with a dollar sign (\$)
- Constant names use all uppercase letters
- Use the **define()** function to create a constant  

```
define("CONSTANT_NAME", value);
```
- The value you pass to the `define()` function can be a text string, number, or Boolean value
- Unlike variables, constant names cannot be included within the quotation marks of the `echo` statement



# WORKING WITH DATA TYPES

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- A **data type** is the specific category of information that a variable contains
- Data types that can be assigned only a single value are called **primitive types**

Data Type	Description
Integer numbers	The set of all positive and negative numbers and zero, with no decimal places
Floating-point numbers	Positive or negative numbers with decimal places or numbers written using exponential notation
Boolean	A logical value of “true” or “false”
String	Text such as “Hello World”
NULL	An empty value, also referred to as a NULL value

*PHP Programming with MySQL, 2011, Cengage Learning.*



# WORKING WITH DATA TYPES

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- The PHP language supports:
  - **Reference** or **composite** data types, which contain multiple values or complex types of information
  - Two reference data types: **arrays** and **objects**
  - “**resource**” data type is a special variable that holds a reference to an external resource (e.g. XML file)

# WORKING WITH DATA TYPES

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- **Strongly typed programming languages** require you to declare the data types of variables
- **Static or strong typing** refers to data types of the variables that do not change after they have been declared
- **Loosely typed programming languages** do not require you to declare the data types of variables
- **Dynamic or loose typing** refers to data types of the variables that can change after they have been declared

# NUMERIC DATA TYPES

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- PHP supports two numeric data types:
  - An **integer** is a positive or negative number and 0 with no decimal places (-250, 2, 100, 10,000)
  - A **floating-point number** is a number that contains decimal places or that is written in exponential notation (-6.16, 3.17, 2.7541)
    - **Exponential notation**, or **scientific notation**, is a shortened format for writing very large numbers or numbers with many decimal places (2.0e11)

# BOOLEAN VALUES

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- A **Boolean value** is a value of `TRUE` or `FALSE`
- It decides which part of a program should execute and which part should compare data
- In PHP programming, you can only use `TRUE` or `FALSE` Boolean values

# DECLARING AND INITIALIZING INDEXED ARRAYS

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- An **array** contains a set of data represented by a single variable name
- An **element** refers to each piece of data that is stored within an array
- \*In PHP the values assigned to different elements with same array can be of different types
- An **index** is an element's numeric position within the array
  - By default, indexes begin with the number zero (0)
  - An element is referenced by enclosing its index in brackets at the end of the array name:

```
$Provinces[1]
```

# DECLARING AND INITIALIZING INDEXED ARRAYS

---

- The `array()` construct syntax is:

```
$array_name = array(values);
```

```
$Provinces = array(  
    "Newfoundland and Labrador",  
    "Prince Edward Island",  
    "Nova Scotia",  
    "New Brunswick",  
    "Quebec",  
    "Ontario",  
    "Manitoba",  
    "Saskatchewan",  
    "Alberta",  
    "British Columbia"  
);
```

# DECLARING AND INITIALIZING INDEXED ARRAYS

---

- Array name and brackets syntax is:

**`$array_name[ ]`**

```
$Provinces[] = "Newfoundland and Labrador";  
$Provinces[] = "Prince Edward Island";  
$Provinces[] = "Nova Scotia";  
$Provinces[] = "New Brunswick";  
$Provinces[] = "Quebec";  
$Provinces[] = "Ontario";  
$Provinces[] = "Manitoba";  
$Provinces[] = "Saskatchewan";  
$Provinces[] = "Alberta";  
$Provinces[] = "British Columbia";
```



# ACCESSING ELEMENT INFORMATION

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- There are `print_r()`, `var_dump()` or `var_export()` functions to display or return information about variables
- The `print_r()` function displays the index and value of each element in an array
- The `var_dump()` function displays the index, value, data type and number of characters in the value
- The `var_export()` function is similar to `var_dump()` function except returned representation is a valid PHP code



# MODIFYING ELEMENTS

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- To modify an array element. include the index for an individual element of the array:

```
$HospitalDepts = array(  
    "Anesthesia",           // first element(0)  
    "Molecular Biology",    // second element (1)  
    "Neurology");           // third element (2)
```

- To change the first array element in the `$HospitalDepts[]` array from “Anesthesia” to “Anesthesiology” use:

```
$HospitalDepts[0] = "Anesthesiology";
```

# AVOIDING ASSIGNMENT NOTATION PITFALLS

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- Assigns the string “Hello” to a variable named \$list

```
$list = "Hello";
```

- Assigns the string “Hello” to a new element appended to the end of the \$list array

```
$list[] = "Hello";
```

- Replaces the value stored in the first element (index 0) of the \$list array with the string “Hello”

```
$list[0] = "Hello";
```

# BUILDING EXPRESSIONS

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- An **expression** is a literal value or variable (or a combination of literal values, variables, operators or other expressions) that can be evaluated by the PHP scripting engine to produce a result
- **Operands** are variables and literals contained in an expression
- A **literal** is a static value such as a literal string or a number
- **Operators** are symbols (+) (\*) that are used in expressions to manipulate operands

# PHP OPERATOR TYPES

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Type	Description
Array	Performs operations on arrays
Arithmetic	Performs mathematical calculations
Assignment	Assigns values to variables
Comparison	Compares operands and returns a Boolean value
Logical	Performs Boolean operations on Boolean operands
Special	Performs various tasks; these operators do not fit within other operator categories
String	Performs operations on strings

*PHP Programming with MySQL, 2011, Cengage Learning.*

# BUILDING EXPRESSIONS

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- A **binary operator** requires an operand before and after the operator
  - `$MyNumber = 100;`
- A **unary operator** requires a single operand either before or after the operator

# ARITHMETIC BINARY OPERATORS

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- **Arithmetic operators** are used in PHP to perform mathematical calculations (+ - × ÷)

Symbol	Operation	Description
+	Addition	Adds two operands
-	Subtraction	Subtracts the right operand from the left operand
*	Multiplication	Multiplies two operands
/	Division	Divides the left operand by the right operand
%	Modulus	Divides the left operand by the right operand and returns the remainder

*PHP Programming with MySQL, 2011, Cengage Learning.*

# ARITHMETIC UNARY OPERATORS

---

- The increment (++) and decrement (--) unary operators can be used as prefix or postfix operators
- A **prefix operator** is placed before a variable
- A **postfix operator** is placed after a variable

Symbol	Operation	Description
++	Increment	Increases an operand by a value of 1
--	Decrement	Decreases an operand by a value of 1

*PHP Programming with MySQL, 2011, Cengage Learning.*



# ARITHMETIC UNARY OPERATORS (CONTINUED)

```
$StudentID = 100;  
$CurStudentID = ++$StudentID; // assigns '101'  
echo "<p>The first student ID is ",  
    $CurStudentID, "</p>";  
$CurStudentID = ++$StudentID; // assigns '102'  
echo "<p>The second student ID is ",  
    $CurStudentID, "</p>";  
$CurStudentID = ++$StudentID; // assigns '103'  
echo "<p>The third student ID is ",  
    $CurStudentID, "</p>";
```

prefix increment operator

```
$StudentID = 100;  
$CurStudentID = $StudentID++; // assigns '100'  
echo "<p>The first student ID is ",  
    $CurStudentID, "</p>";  
$CurStudentID = $StudentID++; // assigns '101'  
echo "<p>The second student ID is ",  
    $CurStudentID, "</p>";  
$CurStudentID = $StudentID++; // assigns '102'  
echo "<p>The third student ID is ",  
    $CurStudentID, "</p>";
```

postfix increment operator



# ASSIGNMENT OPERATORS

---

- **Assignment operators** are used for assigning a value to a variable:

```
$MyFavoriteSuperHero = "Superman";
```

```
$MyFavoriteSuperHero = "Batman";
```

- **Compound assignment operators** perform mathematical calculations on variables and literal values in an expression, and then assign a new value to the left operand

```
$a += $b;
```

# ASSIGNMENT OPERATORS (CONTINUED)

---

Symbol	Operation	Description
=	Assignment	Assigns the value of the right operand to the left operand
+=	Compound addition assignment	Adds the value of the right operand to the value of the left operand and assigns the new value to the left operand
-=	Compound subtraction assignment	Subtracts the value of the right operand from the value of the left operand and assigns the new value to the left operand
*=	Compound multiplication assignment	Multiplies the value of the right operand by the value of the left operand and assigns the new value to the left operand
/=	Compound division assignment	Divides the value of the left operand by the value of the right operand and assigns the new value to the left operand
%=	Compound modulus assignment	Divides the value of the left operand by the value of the right operand and assigns the remainder (modulus) to the left operand

*PHP Programming with MySQL, 2011, Cengage Learning.*

# COMPARISON AND CONDITIONAL OPERATORS

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- **Comparison operators** are used to compare two operands and determine how one operand compares to another
- A Boolean value of `TRUE` or `FALSE` is returned after two operands are compared
- The comparison operator *compares* values, whereas the assignment operator *assigns* values
- Comparison operators are used with **conditional statements** and **looping statements**

# COMPARISON AND CONDITIONAL OPERATORS

Symbol	Operation	Description
==	Equal	Returns TRUE if the operands are equal
===	Strict equal	Returns TRUE if the operands are equal and of the same data type
!= or <>	Not equal	Returns TRUE if the operands are not equal
!==	Strict not equal	Returns TRUE if the operands are not equal or not of the same data type
>	Greater than	Returns TRUE if the left operand is greater than the right operand
<	Less than	Returns TRUE if the left operand is less than the right operand
>=	Greater than or equal to	Returns TRUE if the left operand is greater than or equal to the right operand
<=	Less than or equal to	Returns TRUE if the left operand is less than or equal to the right operand

<=> The **rocket ship operator** (available in PHP7+)

# COMPARISON AND CONDITIONAL OPERATORS

---

- The **conditional operator** executes one of two expressions, based on the results of a conditional expression
- The syntax for the conditional operator is:

```
conditional expression ?  
expression1 :  
expression2;
```

- If the conditional expression evaluates to TRUE, *expression1* executes
- If the conditional expression evaluates to FALSE, *expression2* executes

# COMPARISON AND CONDITIONAL OPERATORS

---

```
$BlackjackPlayer1 = 20;  
($BlackjackPlayer1 <= 21) ?  
    $Result = "Player 1 is still in the game." :  
    $Result = "Player 1 is out of the action.";  
echo "<p>", $Result, "</p>";
```



# LOGICAL OPERATORS

---

- **Logical operators** are used for comparing two Boolean operands for equality
- A Boolean value of `TRUE` or `FALSE` is returned after two operands are compared

Symbol	Operation	Description
&& or AND	Logical And	Returns <code>TRUE</code> if both the left operand and right operand return a value of <code>TRUE</code> ; otherwise, it returns a value of <code>FALSE</code>
or OR	Logical Or	Returns <code>TRUE</code> if either the left operand or right operand returns a value of <code>TRUE</code> ; otherwise (neither operand returns a value of <code>TRUE</code> ), it returns a value of <code>FALSE</code>
XOR	Logical Exclusive Or	Returns <code>TRUE</code> if only one of the left operand or right operand returns a value of <code>TRUE</code> ; otherwise (neither operand returns a value of <code>TRUE</code> or both operands return a value of <code>TRUE</code> ), it returns a value of <code>FALSE</code>
!	Logical Not	Returns <code>TRUE</code> if an expression is <code>FALSE</code> and returns <code>FALSE</code> if an expression is <code>TRUE</code>



# SPECIAL OPERATORS

---

Symbol	Operation
[ and ]	Accesses an element of an array
=>	Specifies the index or key of an array element
,	Separates arguments in a list
? and :	Executes one of two expressions based on the results of a conditional expression
instanceof	Returns TRUE if an object is of a specified object type
@	Suppresses any errors that might be generated by an expression to which it is prepended (or placed before)
(int), (integer), (bool), (boolean), (double), (string), (array), (object)	Casts (or transforms) a variable of one data type into a variable of another data type

*PHP Programming with MySQL, 2011, Cengage Learning.*

# TYPE CASTING

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- **Casting** or **type casting** copies the value contained in a variable of one data type into a variable of another data type
- The PHP syntax for casting variables is:  

```
$NewVariable = (new_type) $OldVariable;
```
- *(new\_type)* refers to the type-casting operator representing the type to which you want to cast the variable
- PHP can convert string into numeric value if the string starts with numeric value, any subsequent non-numeric characters are ignored

# TYPE CASTING – GETTYPE ( ) FUNCTION

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- Returns one of the following strings, depending on the data type:
  - Boolean
  - Integer
  - Double
  - String
  - Array
  - Object
  - Resource
  - NULL
  - Unknown type
- Also can be used `is_* ( )` function
  - `is_numeric($a), is_int($a), is_string($a)`

# UNDERSTANDING OPERATOR PRECEDENCE

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- **Operator precedence** refers to the order in which operations in an expression are evaluated
- **Associativity** is the order in which operators of equal precedence execute
- Associativity is evaluated on a left-to-right or a right-to-left basis

# UNDERSTANDING OPERATOR PRECEDENCE (CONTINUED)

Symbol	Operator	Associativity
<code>new clone</code>	New object—highest precedence	None
<code>[]</code>	Array elements	Right to left
<code>++ --</code>	Increment/Decrement	Right to left
<code>(int) (double) (string)</code> <code>(array) (object)</code>	Cast	Right to left
<code>@</code>	Suppress errors	Right to left
<code>instanceof</code>	Types	None
<code>!</code>	Logical Not	Right to left
<code>* / %</code>	Multiplication/division/modulus	Left to right
<code>+ - .</code>	Addition/subtraction/string concatenation	Left to right
<code>&lt; &lt;= &gt; &gt;= &lt;&gt;</code>	Comparison	None
<code>== != === !==</code>	Equality	None
<code>&amp;&amp;</code>	Logical And	Left to right
<code>  </code>	Logical Or	Left to right
<code>?:</code>	Conditional	Left to right
<code>= += -= *= /= %= .=</code>	Assignment	Right to left
<code>AND</code>	Logical And	Left to right
<code>XOR</code>	Logical Exclusive Or	Left to right
<code>OR</code>	Logical Or	Left to right
<code>,</code>	List separator—lowest precedence	Left to right