SERVLETS AND JSP COURSE

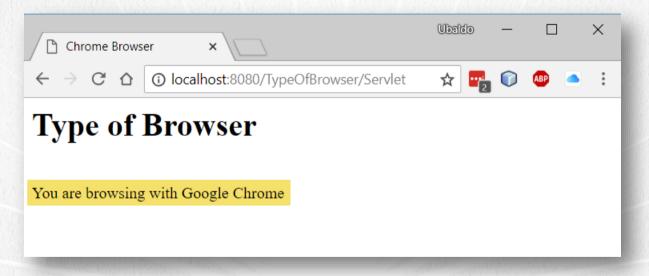
EXERCISE TYPES OF BROWSERS



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EXERCISE OBJECTIVE

Create a program to identify the type of browser that we are using. At the end we should observe the following:



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PASO 1. CREACIÓN DEL PROYECTO

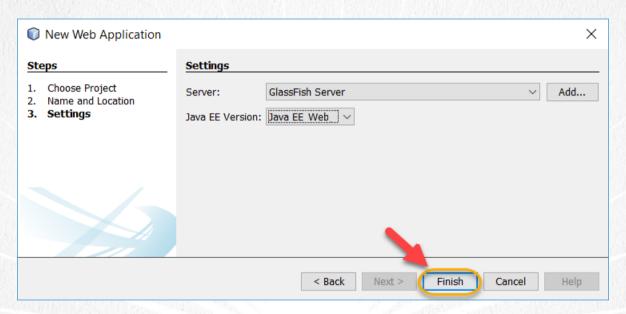
Vamos a crear el proyecto:

New Web Application				
Steps		Name and Location		
1. 2. 3.	Choose Project Name and Location Settings Project Name: Project Location: Project Folder:	Project <u>N</u> ame:	TypeOfBrowser	
		Project <u>L</u> ocation:	C:\Courses\Servlets\Lesson06	Br <u>o</u> wse
		C:\Courses\Servlets\Lesson06\TypeOfBrowser		
		Artifact Id:	TypeOfBrowser	
		Group Id:	web	
		<u>V</u> ersion:	1	
		<u>P</u> ackage:		(Optional)
			< <u>B</u> ack Next > <u>F</u> inish Cancel	<u>H</u> elp

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1. CREATE A NEW PROJECT

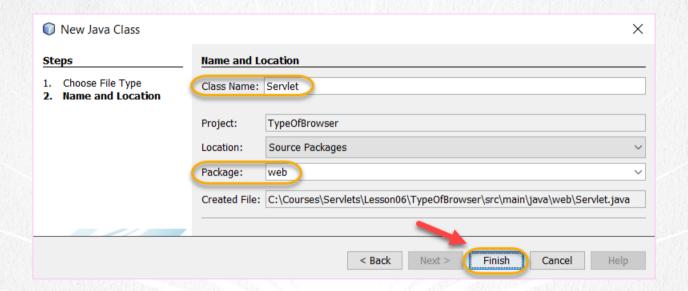
Vamos a crear el proyecto:



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2. CREATE A NEW CLASS

Create a new class:



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3. MODIFY THE CODE

Servlet.java:

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```
package web;
import java.io.*;
import javax.servlet.ServletException;
import javax.servlet.annotation.WebServlet;
import javax.servlet.http.*;
@WebServlet("/Servlet")
public class Servlet extends HttpServlet {
    @Override
    protected void doGet (HttpServletRequest request, HttpServletResponse response)
            throws ServletException, IOException {
        response.setContentType("text/html; charset=UTF-8");
        try (PrintWriter out = response.getWriter()) {
            // We create the variables to process the title and
            // the message of our website
            String title = null, message = null;
            //We detected the type of browser that made the request
            String browserType = request.getHeader("User-Agent");
            System.out.println("Type of Browser: " + browserType);
```

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3. MODIFY THE CODE

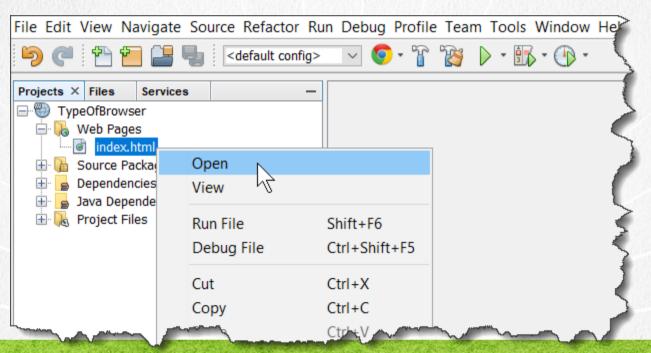
Servlet.java:

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```
// We verify the type of browser and customize
// the message to send
if (browserType != null && browserType.contains("Trident")) {
    title = "Internet Explorer Browser";
    message = "You are browsing with Internet Explorer";
} else if (browserType != null && browserType.contains("Firefox")) {
    title = "Firefox Browser";
    message = "You are browsing with Firefox";
} else if (browserType != null && browserType.contains("Chrome")) {
    title = "Chrome Browser";
   message = "You are browsing with Google Chrome";
out.println("<html>");
out.println("<head>");
out.println("<title>" + title + "</title>");
out.println("</head>");
out.println("<body>");
out.println("<h1>Type of Browser</h1>");
out.println("<br>");
out.println(message);
out.println("</body>");
out.println("</html>");
```

4. MODIFY THE FILE

Modify the index.html file:



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5. MODIFY THE CODE

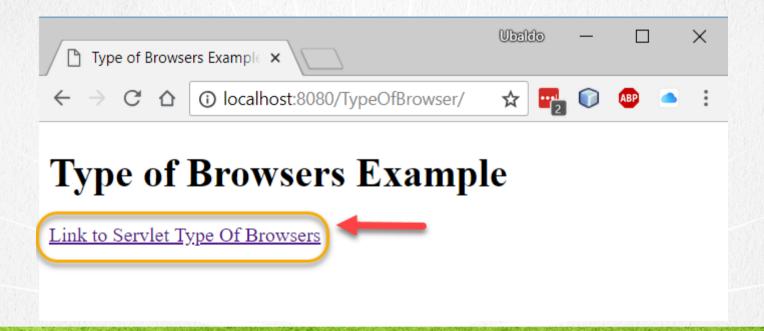
index.html:

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6. EXECUTE THE PROJECT

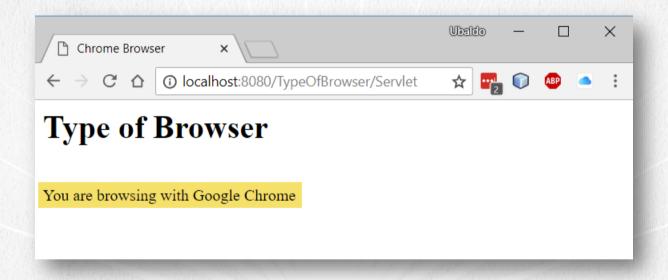
The result is as follows:



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6. EXECUTE THE PROJECT

The result is as follows:



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EXERCISE CONCLUSION

- With this exercise we have put into practice the use of headboards to identify the type of browser we are using.
- This can be useful to make decisions according to the type of browser that the user uses.



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ONLINE COURSE

SERVLETS & JSP'S

By: Eng. Ubaldo Acosta



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