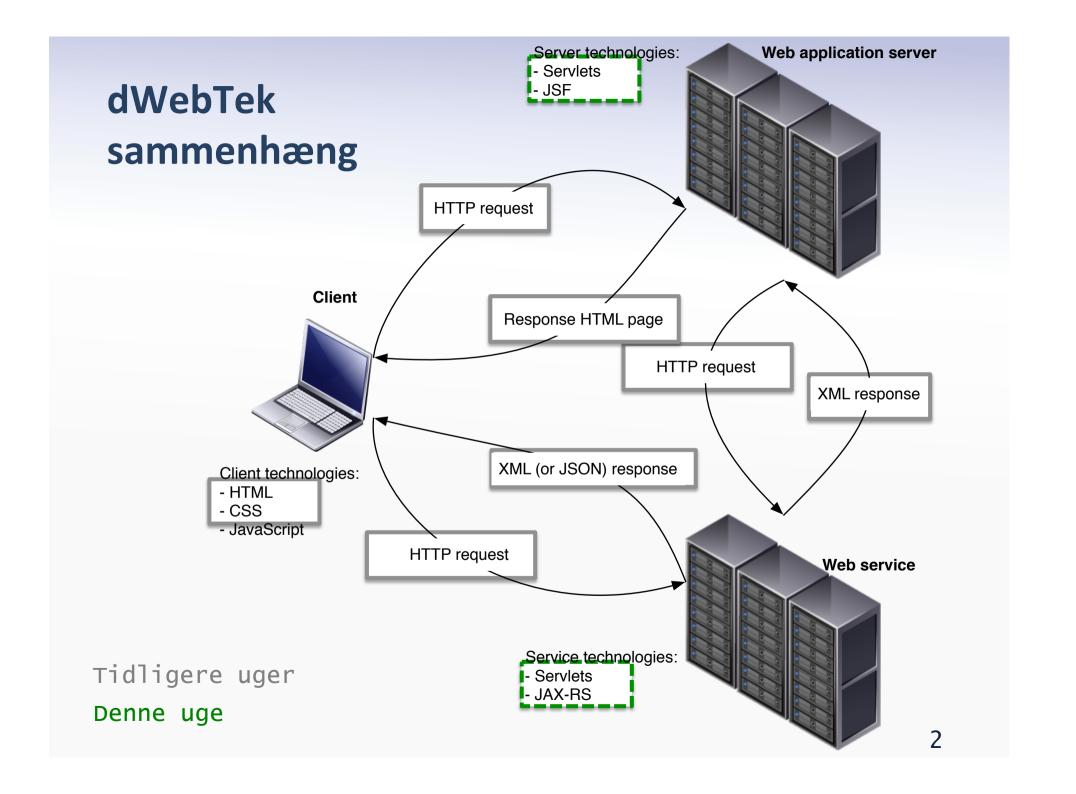
Concepts in web application development



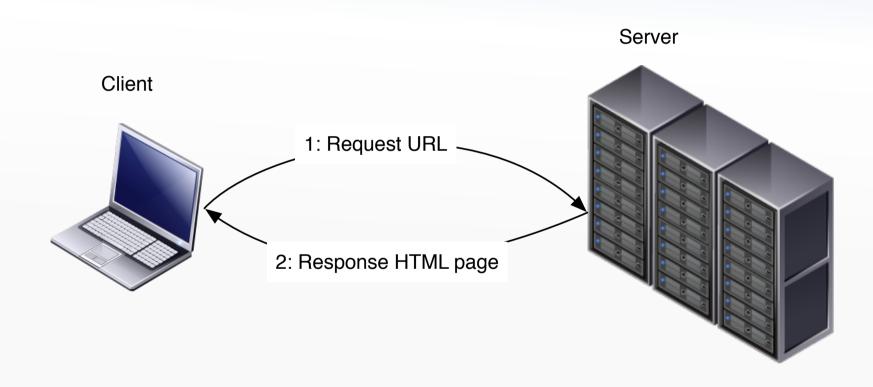
- Basic definitions
- Requests and responses
- State management
- Application structure
- Summary and goal

What is a web application?

- Any software that is used through a web browser
 - UI constructed using HTML and CSS
 - Communication over HTTP

- Contrast to Web services (later in this course):
 - Services expose XML data instead of UI
- Popular because:
 - No installation on user machines
 - Many potential users

Web application basics



Many ways of representing this in a programming language!

Client vs. server based

- Server-based web applications:
 - Generate HTML on the server
 - Run computations on the server
 - Input handled through web form submission and links
- Client-based web applications:
 - Generate HTML on the client side (typically using DOM)
 - Run computations in the browser
 - Communicate with server (XML, JSON) to store, read data while the user interacts with the page
- Hybrid approaches exist

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Concept: Request handling

- HTTP request representation in the host language
- Design space (different ways of representing):
 - A request object could represent all data of a HTTP request
 - Such a request object could have a getParameter method, etc...
 - Servlet framework (today) is an example of this
 - Values could be *injected*:
 - Request parameter foo becomes value foo
 - Field, method parameter, etc..
 - JSF (next week) and JAX RS (week 5) do this

— ...



Concept: Response handling

- HTTP response representation in the host language
- Design space:
 - Output could be written directly to a stream,
 - Servlets (today)
 - Be generated through a template system, or
 - JSF (next week)
 - Be represented as response objects
 - JAX RS (week 5)



Concept: Reponse templates

- Template example (from JSF):
 - A representation of the response document:
 - Values are inserted from (Java) objects
 - XML! ©

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Concept: Server state scopes

- Server state:
 - Shared state: Shared for all requests for all clients
 - Session state: Shared for all requests for a single client
 - Transient state: Shared only during a single request
- Not all web application frameworks expose all scopes:
 - PHP needs a database for application state
- Design space examples:
 - Untyped Java map (Servlets)
 - Injected Java beans (JSF)

More about session state

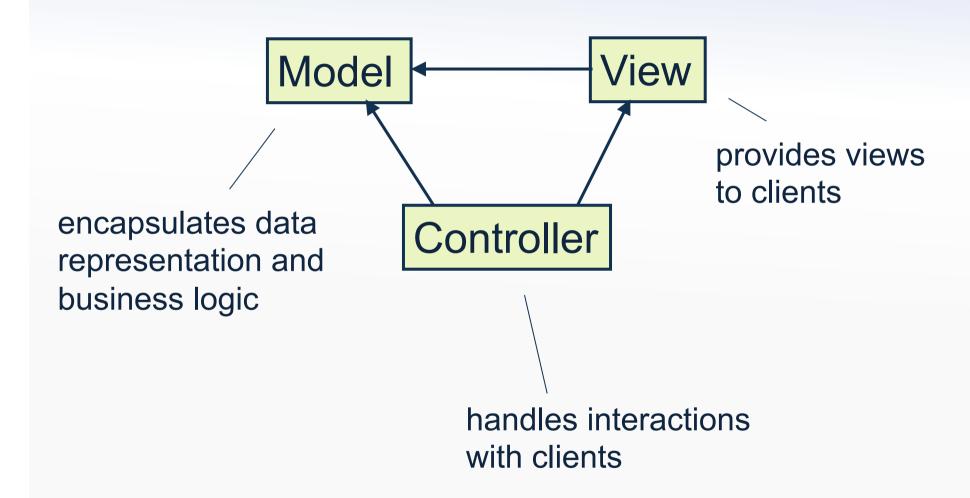
- Session track data related to a single client
 - Save data while handling one request, and
 - Read it while handling another request from the same client
 - Examples: Login information, shopping baskets...
- The web framework:
 - Track clients using cookies, URL rewriting, etc. transparently
 - Makes the data available to the programmer
- Design space examples:
 - Session object that holds an untyped map (Servlets)
 - Injected Java beans (JSF)

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Application structure

- Web applications may be structured as pages:
 - One page to browse items in a shop,
 - One page to show payment handling,
 - **—** ...
- Frameworks provide ways to go from page to page:
 - Parameters
 - Security?
- Design space examples:
 - Hard-coded URLs and manual parameter passing (Servlets)
 - State machine with value beans (JSF)

Concept: The Model-View-Controller Pattern



More on Model-Ciew-Controller

- MVC dominates the web framework landscape:
 - ASP.NET MCV (by Microsoft)
 - MonoRail for ASP.NET (by Castle Project)
 - JSF for Java (by Oracle)
 - Struts for Java (by Apache)
 - Joomla for PHP (by The Joomla Project Team)
 - Yii for PHP
 - And many, many more...
- To learn how a new MVC framework works:
 - Find out how the model, the view, and the controller work

Many web application frameworks!

- There are dozens (if not hundreds of frameworks)
 - Wikipedia lists:
 - 37 Java frameworks,
 - 28 PHP frameworks,
 - 17 Python frameworks,...
 - (all of them claim to be superior in some way)
 - We cannot cover them all
- Goal of the coming weeks:
 - Cover enough concepts and design possibilities to make you able to understand a new framework when you see it!