

AJAX & JSON

Code 301

WEEK 2

You will construct a model layer in your application that accesses and transforms persisted client-side data, conforming to common WRRC, FP, and CRUD conventions.

THE HTTP PARTY

HTTP

- ➤ Hypertext Transfer Protocol
- "Hypertext is structured text that uses logical links (hyperlinks) between nodes containing text."
- ➤ HTTP is the foundation of data communication for the World Wide Web.
- ➤ HTTP is the abstraction layer between your browser and lower-level the Internet communication protocols (TCP/IP).

POWER TO THE BROWSER!

- ➤ Browser technology powers the World Wide Web
- ➤ Let's take a peek under the hood!
- ➤ What powers browser?



MAGICAL CONVERSION: INPUT —> OUTPUT



URL (UNIFORM RESOURCE LOCATOR)

➤ Some URLs are nice:

http://twitter.com/codefellowsSEA

https://www.codefellows.org/blog.html?page=2

➤ Some URLs are not:

https://plus.google.com/u/o/110552115013326646668/posts

http://www.amazon.com/dp/BooVKIY9RG/
ref=s9 acsd bw dcd odsbncat c6 pd?
pf rd m=ATVPDKIKXoDER&pf rd s=merchandised-search-2

URL (UNIFORM RESOURCE LOCATOR): A BREAKDOWN

➤ Ugly or nice, they can all have the same parts:

> protocol: https://

➤ [sub]domain: www.codefellows.org

> path: /blog

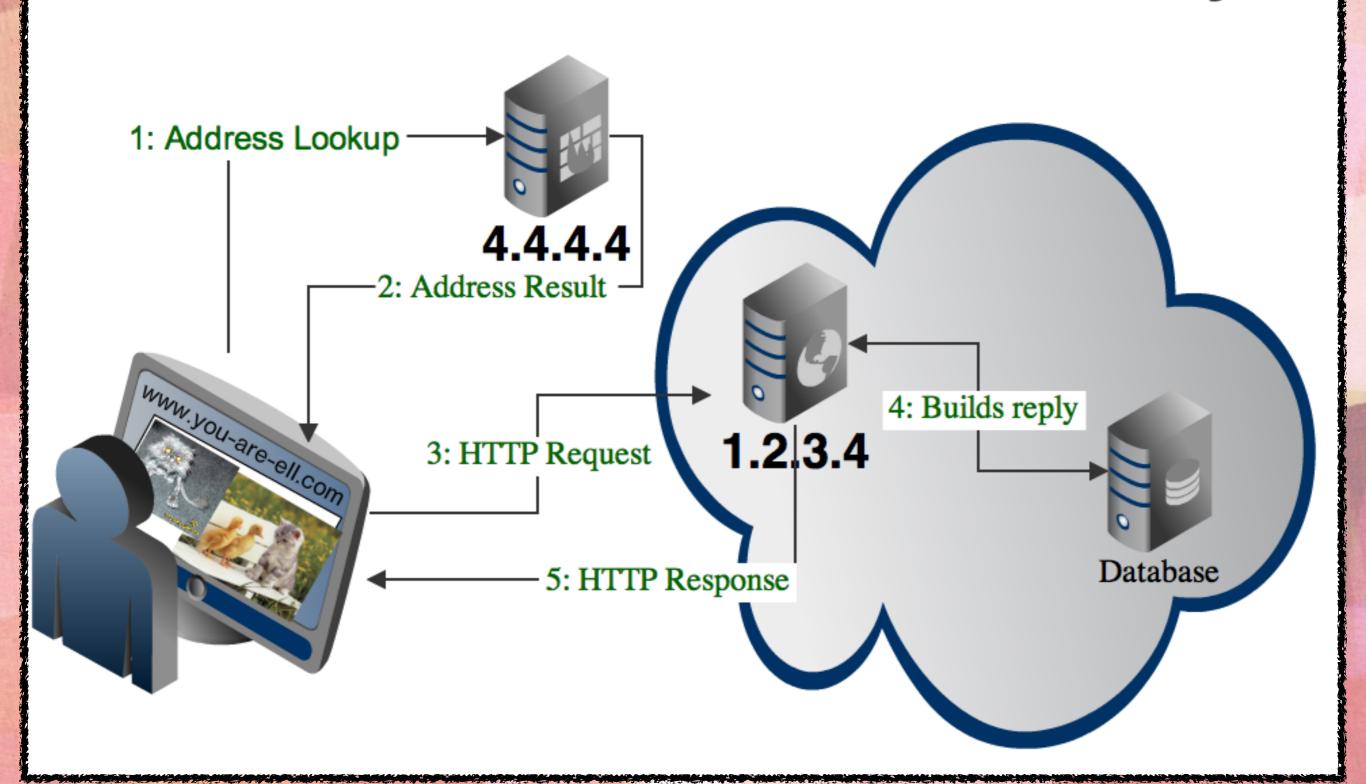
➤ format: .html

➤ named anchor: #today

➤ parameters: ?page=2&admin=true

https://www.codefellows.org/blog.html#today?page=2&admin=true

Welcome to the HTTP Party!



THE DNS DANCE

- ➤ Talk to a known DNS Server
 - ➤ Global index of domain names
- ➤ Give a name
- ➤ Get an IP address
- ➤ Now ready to ask for that web page!
- ➤ google.com = 216.58.193.78
- > ping command!



THE HTTP PARTY

- ➤ The browser creates a HTTP Request Object
- ➤ HTTP Request has 3 parts:
 - ➤ URL (twitter.com)
 - ➤ Method (GET)
 - ➤ Headers (sender info: user agent, cookies, etc)



THE HTTP PARTY

- ➤ The server:
 - receives the request
 - builds a response
 - > sends it back to the client



THE HTTP PARTY: STATUS CODES

- ➤ An HTTP Response also has 3 parts:
 - > Status code (200, 301, 404, 500, etc)
 - ➤ Headers (info about the server & file sent)
 - ➤ Body (the content of the page)
 - ➤ HTML, CSS, JavaScript, or...

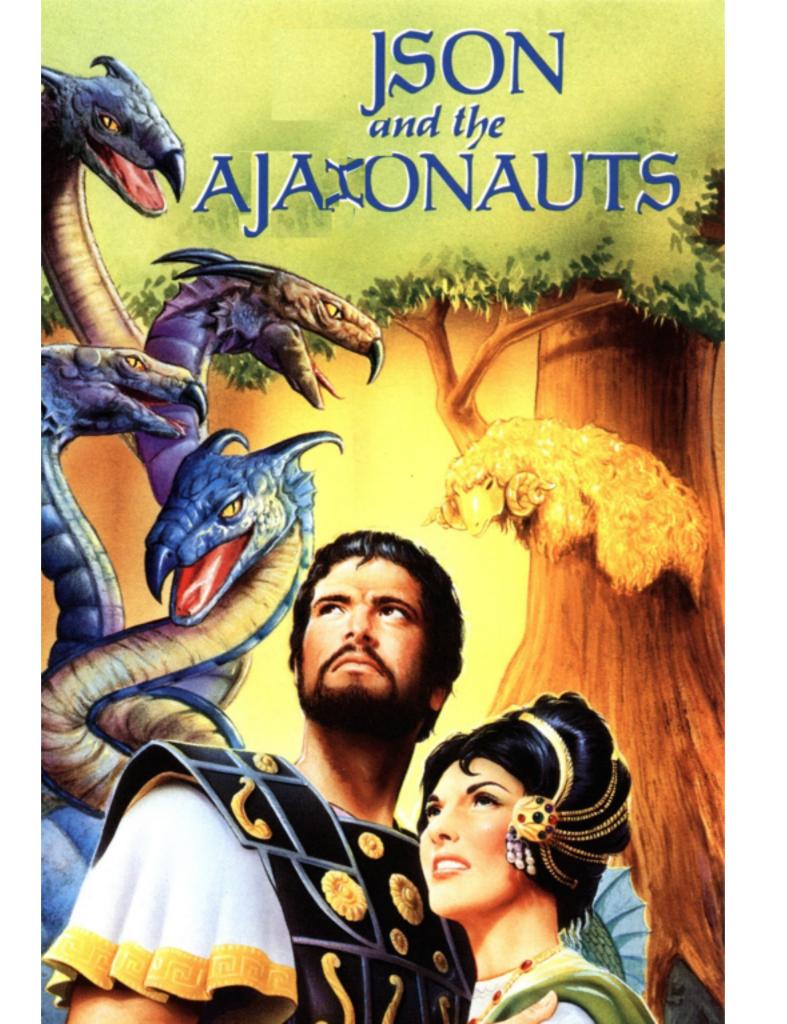
THE HTTP PARTY: STATUS CODES

- ➤ See: http://httpstatusdogs.com/
- ➤ See also: https://http.cat/

DEMO: TRY IT OUT

- ➤ Let's start with our Blog!
- ➤ Go to a site you are signed in to
- ➤ Inspect it: Explore the Inspector tabs
- ➤ Identify what is going back and forth
- ➤ Figure out how to delete cookies. What happens?

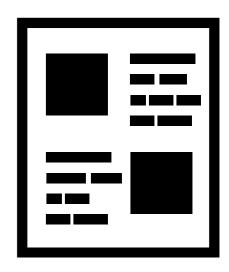
JSON



JSON

➤ Looks like this:

```
1 {
2   "author": "Virginia Sawayn",
3   "title": "Navigating Solid State Multi-byte Monitors"
4 }
```



JSON: WHAT

- ➤ JavaScript Object Notation
- ➤ JS objects are lists of key-value pairs

- > JSON is a standard way to serialize your objects
 - "Dehydration for data structures"
 - ➤ Reconstitute it later when needed
- ➤ Ate XML for breakfast
 - ➤ More human readable
 - ➤ More "object-oriented"
 - ➤ Lighter

JSON VS. XML NOTATION

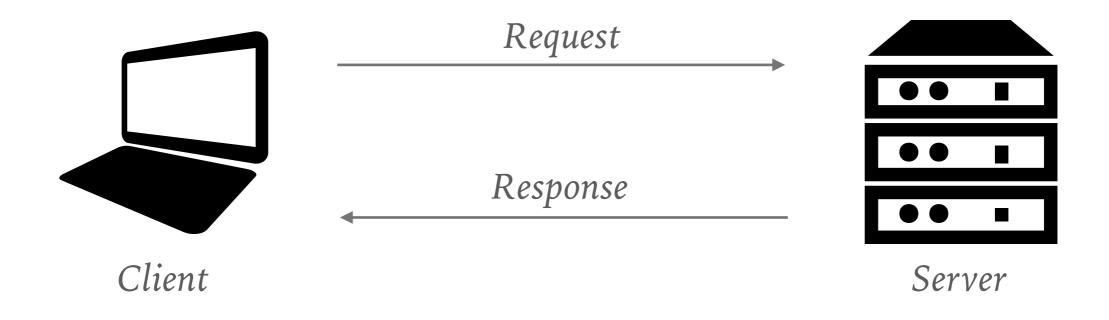
➤ In most situations, JSON is more compact than XML

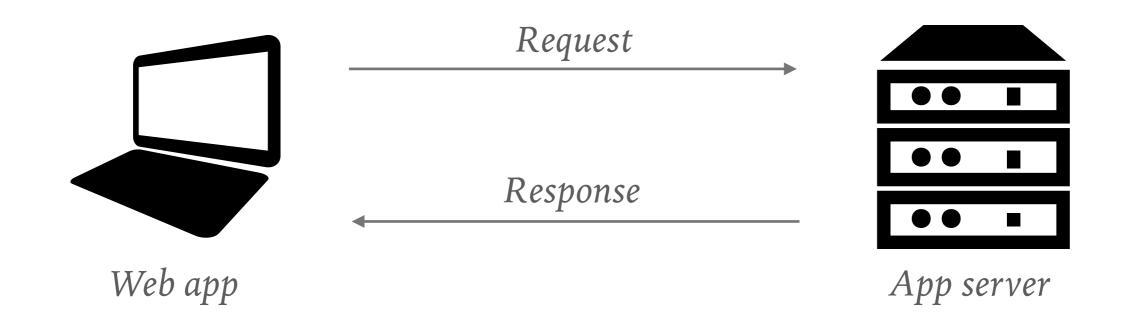
> JSON

```
1 {
2   "company": "Volkswagen",
3   "name": "Vento",
4   "price": 800000
5 }
```

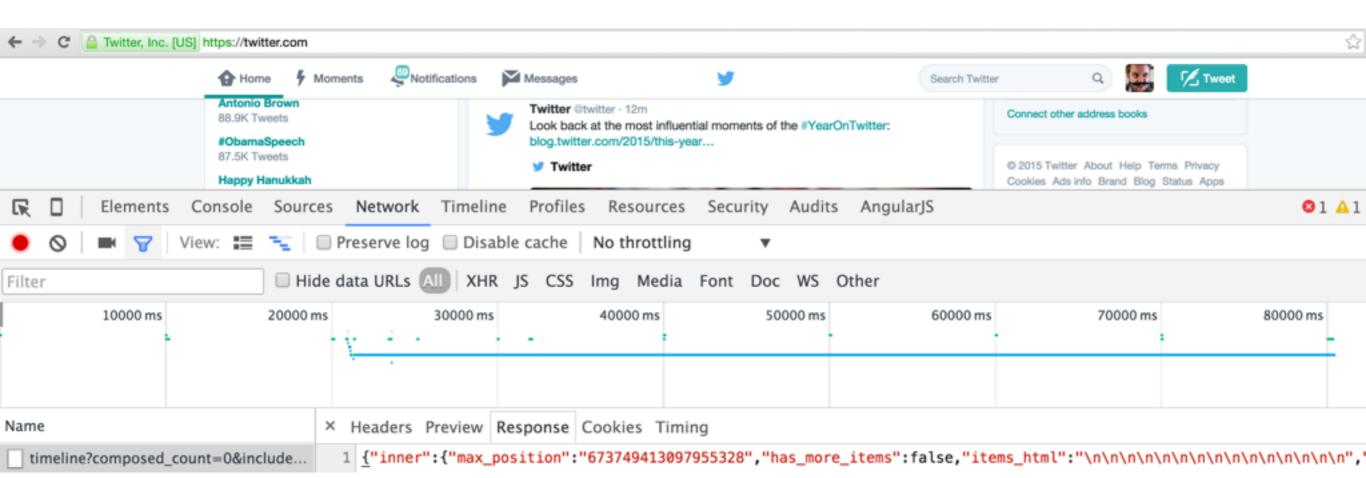
> XML

- ➤ We want to do all this because...?
 - ➤ Data lives over there
 - ➤ We want it over here
 - > Serialization allows interchange





- When a web app needs an update,
- > Web app requests new info from the server
- ➤ Gets a JSON response with data it can process
- ➤ Goes great with AJAX



- ➤ JSON is a standard way to **serialize** your objects
 - "Dehydration for data structures"
 - ➤ Reconstitute it later when needed
- ➤ Data can be persisted via the localStorage API
 - ➤ Keep user preferences
 - ➤ What tab was open?
 - ➤ Which articles have I expanded?
 - ➤ Cache data
 - > Prevent unnecessary requests to the server

JSON: BASIC RULES

- ➤ Always use double quotes
- Keys are quoted strings
- ➤ Values can be:
 - > String
 - ➤ Number
 - ➤ Object
 - ➤ Array
 - ➤ true/false
 - > null

JSON

➤ Object Literal

```
1 {
2  author: 'Virginia Sawayn',
3  title: 'Navigating Solid State Multi-byte Monitors'
4 }
```

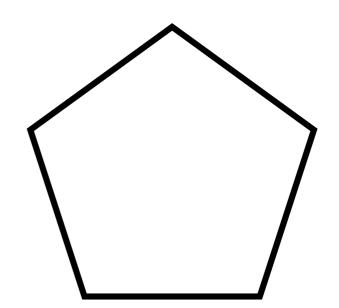
> JSON

```
1 {
2    "author": "Virginia Sawayn",
3    "title": "Navigating Solid State Multi-byte Monitors"
4 }
```

JSON: HOW

➤ Object Literal

```
1 {
2    name: 'Pentagon',
3    sides: 5,
4    sideLength: 12,
5    regular: true
6 }
```



> JSON

```
1 {
2     "name": "Pentagon",
3     "sides": 5,
4     "sideLength": 12,
5     "regular": true
6 }
```

JSON

```
Object LiteralJSON1 {
```

```
name: 'American Pharoah',
                                           "name": "American Pharoah",
     jockey: {
                                           "jockey": {
       name: 'Victor Espinoza',
                                               "name": "Victor Espinoza",
       yob: 1972
                                               "yob": 1972
 6
     },
                                           },
     breeder: {
                                           "breeder": {
       name: 'Zayat Stables',
                                               "name": "Zayat Stables",
       location: {
                                               "location": {
         city: 'Hackensack',
10
                                                    "city": "Hackensack",
                                    10
         state: 'New Jersey'
                                                    "state": "New Jersey"
                                    11
12
                                    12
13
     }
                                           }
                                    13
14 }
                                    14 }
```

JSON

```
1 {
     "pilots": [
 3
         "name": "Amelia Earhart",
         "yob": 1897,
 6
         "yod": 1936
       },
8
         "name": "Anne Morrow Lindbergh",
10
         "yob": 1906,
11
         "yod": 2001
12
       },
13
14
         "name": "Chuck Yeager",
         "yob": 1923,
15
16
         "yod": null
17
18
19 }
```



JSON: SUMMARY

- ➤ Lightweight data interchange
- ➤ Machines can talk to machines
- ➤ Our code can talk to output of other code

JSON: RESOURCES

- http://json.org/
- https://developer.mozilla.org/en-US/docs/Web/JavaScript/ Reference/Global_Objects/JSON
- http://www.drowningintechnicaldebt.com/RoyAshbrook/ archive/2007/07/09/top-10-quot-why-xml-sucks-quotarticles.aspx

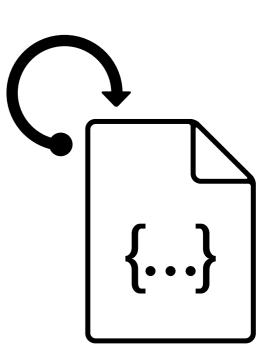
AJAX

AJAX: WHAT

- "Asynchronous JavaScript And XML"
- ➤ But's it's mostly JSON these days, as seen at twitter.com
- ...or HTML that's retrieved on-demand
- ➤ No one wants to figure out how to pronounce...
 - > AJAJ / AJAH

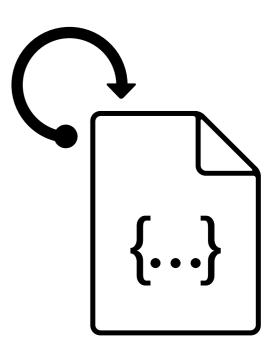
AJAX: WHEN

- ➤ 1998: MS Outlook Web Access uses async with ActiveX
- ➤ Dec 6, 2000: Firefox releases JS compatible version
- ➤ 2004: Gmail, Support in Safari 1.2
- > 2005: Google Maps, Google Suggest, "AJAX"
- ➤ 2006: Support in Internet Explorer 7
- Widespread usage followed
- ➤ "Web 2.0" was born!

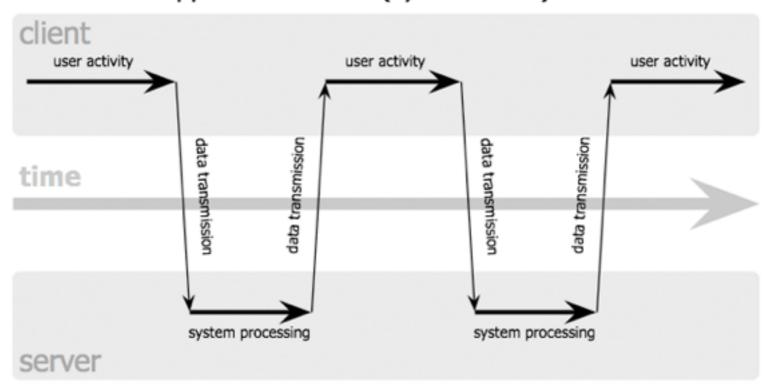


AJAX: WHAT

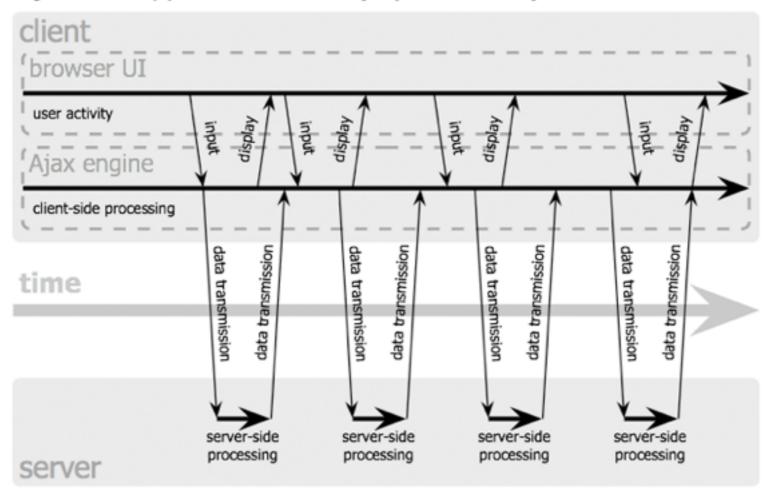
- Did you say Asynchronous?
- ➤ Async, like, with callbacks?
- ➤ AJAX is about asynchronous requests
 - ➤ Don't reload the whole page & DOM
 - Make a request programmatically
 - ➤ No longer limited to script load order
 - Could be during event handling
 - ➤ Could be on a timer (see: <u>twitter.com</u>)
 - ➤ Undetermined duration: Callback runs "when done"



classic web application model (synchronous)



Ajax web application model (asynchronous)



Jesse James Garrett / adaptivepath.com

AJAX: POWER UP

- ➤ Enables an entirely new class of application
 - ➤ Faster interactions mean more usable apps
 - > Fetch just what you need
 - Update only what changes in the page
 - > Stay in touch with the server

AJAX: WITH JQUERY

- 1. Send a request
- 2. Register an async callback function to handle the response
- 3. Profit!

AJAX

Global Ajax Event Handlers

- .ajaxComplete()
- .ajaxError()
- .ajaxSend()
- .ajaxStart()
- .ajaxStop()
- .ajaxSuccess()

Helper Functions

- jQuery.param()
- .serialize()
- .serializeArray()

Low-Level Interface

- jQuery.ajax()
- jQuery.ajaxSetup()

Shorthand Methods

- jQuery.get()
- jQuery.getJSON()
- jQuery.getScript()
- .load()
- jQuery.post()

AJAX: SEND A REQUEST

- 1. Send a request
 - > Specify the request "method", URL, settings
 - ➤ Request method options:
 - > GET
 - > POST
 - > HEAD
 - **>** etc...
 - > jQuery has helper methods to simplify:
 - \$.ajax, \$.load, \$.get, \$.getJSON, \$.post

AJAX: CALLBACKS

- 2. Register an async callback function to handle the response
 - ➤ Write code to handle each kind of response:
 - `success` option or chain `.done()`
 - 'error' option, or chain `.fail()`
 - > complete option, or chain `.always()`
 - ➤ Anything that depends on the response, must be in a callback!
 - ➤ Use named functions to avoid callback-hell
 - Seriously: http://callbackhell.com/

AJAX DEMO

AJAX: SUMMARY

- Critically useful technique for making modern web apps
- ➤ Client can control communication with the server

AJAX: FURTHER RESOURCES

- https://en.wikipedia.org/wiki/XMLHttpRequest
- http://adaptivepath.org/ideas/ajax-new-approach-webapplications/
- https://teamtreehouse.com/library/ajax-basics

RECAP

RECAP

- ➤ JSON & AJAX: Taste great together
- ➤ Organize your data management
 - ➤ Transit
 - ➤ Storage & caching

REFERENCES AND SOURCES

- ➤ Vector icons via The Noun Project
- http://i.jeded.com/i/jason-and-the-argonauts-1963.29114.jpg
- https://commons.wikimedia.org/wiki/
 File:Amelia Earhart awaits transatlantic flight 1928.jpg
- https://en.wikipedia.org/wiki/Ajax_(programming)