

JavaScript

Working with HTTP and XHR-objects

by

Peter Kassenaar – <u>info@kassenaar.com</u>

JavaScript HTTP, or 'AJAX'

Communicating with web servers

"AJAX:

Asynchrounous JavaScript And XML"

Ajax in pure JavaScript

- AJAX: as a term, it is old now and mostly replaced by simply something like 'http-communication' or 'fetching data'.
- Pure, old school Ajax calls are using the object XMLHttpRequest
 - 'XHR'-object
 - Inventors: IE 5, 1998 (!)
- Pass a URT.
- **Set** RequestHeader
- Catch event onreadystatechange

```
const xhr = new XMLHttpRequest();
// 3. Configure it: GET-request for the URL / random user API
xhr.open('GET', 'https://randomuser.me/api/', true);
// 4. Set up the callback function
xhr.addEventListener('readystatechange', function() {
   // 5. Check if the request is complete (readyState 4) and successful (status 200)
    if (xhr.readyState === 4 && xhr.status === 200) {
       // 6. Parse the JSON response
        const response = JSON.parse(xhr.responseText);
        const user = response.results[0];
       // 7. Display the user data
        const userDataDiv = document.getElementById('userData');
        userDataDiv.innerHTML = `
                <h2>${user.name.first} ${user.name.last}</h2>
                <strong>Email:</strong> ${user.email}
                <strong>Location:</strong> ${user.location.city},
                                              ${user.location.country}
                <img src="${user.picture.medium}" alt="User Picture">
};
// 8. Fire/Send the request.
xhr.send();
```

Sample output

Fetching Random User Data

We're using the api https://randomuser.me/api/no.this example.

Also we are using 'old school' JavaScript XMLHttpRequest object here. This way, you build an XHR-request this in older examples, however

Fetch Random User Data

Ricardo Viana

Email: ricardo.viana@example.com

Location: Mogi Guaçu, Brazil



Ajax/http and a webserver

- NOTE: This does NOT work on the file:// system. You will need a
 webserver.
- XHR-calls are always being send to a server
 - GET
 - POST
- You can use a localhost://-server,
 - or something like npx serve from the command line,
 - the current folder is now the root of a webserver / site.
- Lots of examples on StackOverflow, W3Schools, TutsPlus, etc.

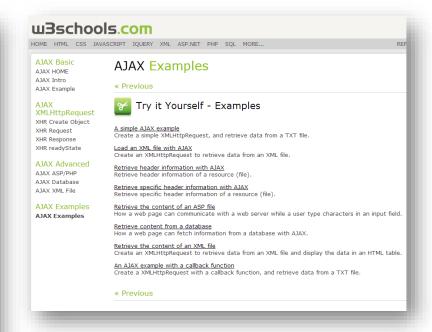
http://net.tutsplus.com/articles/news/ how-to-make-ajax-requests-with-rawjavascript/

Final Script

This is a relatively simple script that will allow you to asynchronously request pages by using a "load(URL, CALLBACK)" function.

```
view plain copy to clipboard print ?
      // Our simplified "load" function accepts a URL and CALLBACK parameter.
      load('test.txt', function(xhr) {
          document.getElementById('container').innerHTML = xhr.responseText;
4.
5.
6.
7.
      function load(url, callback) {
8.
9.
               if(typeof XMLHttpRequest !== 'undefined') xhr = new XMLHttpRequest();
10.
11.
                   var versions = ["MSXML2.XmlHttp.5.0".
12.
                                    "MSXML2.Xm1Http.4.0",
13.
                                    "MSXML2.XmlHttp.3.0",
14.
                                    "MSXML2.Xm1Http.2.0",
15.
                                    "Microsoft.XmlHttp"1
16.
                    for(var i = 0, len = versions.length; i < len; i++) {</pre>
17.
19.
                           xhr = new ActiveXObject(versions[i]);
20.
                           break;
21.
22.
                       catch(e){}
23.
                    } // end for
24.
25.
26.
               xhr.onreadystatechange = ensureReadiness;
27.
28.
               function ensureReadiness() {
29.
                   if(xhr.readyState < 4) {
30.
                       return;
31.
32.
33.
                   if(xhr.status !== 200) {
34.
                       return:
35.
37.
                   // all is well
38.
                   if(xhr.readyState === 4)
39.
                       callback(xhr);
40.
41.
42.
43.
               xhr.open('GET', url, true);
44.
               xhr.send('');
45.
```

http://www.w3schools.com/ajax/ajax examples.asp



More modern approach – using fetch ()

- Modern Browsers (Edge, Chrome, Firefox): use fetch().
- Simplifies the process of making HTTP requests in JavaScript.



```
fetch('https://randomuser.me/api/')
    .then(response => {
       if (!response.ok) {
            throw new Error('Error in Network response');
       // Parse the JSON from the response.
       // It is passed to the next .then() in the chain.
       return response.json();
    })
    .then(data => {
       const user = data.results[0]; // only fetch 1 user.
       // Display the user data.
       const userDataDiv = document.getElementById('userData');
       userDataDiv.innerHTML =
               <h2>${user.name.first} ${user.name.last}</h2>
                <strong>Email:</strong> ${user.email}
                <strong>Location:</strong> ${user.location.city},
                                              ${user.location.country}
                <img src="${user.picture.medium}" alt="User Picture">
    })
    .catch(error => {
       console.error('Fetch error:', error);
    });
```

Using async and await

- Instead of using the Promise-notation with .then() and
 .catch(), we can also use async / await notation
- Functionality is the same!
- Async / await is just syntactic sugar over Promises
 - More in line with other languages (C#, Java)
- Some like this notation more.
 - Personal preference

```
// Mark the function as `async`
async function fetchRandomUser() {
    try {
        const response = await fetch('https://randomuser.me/api/');
        if (!response.ok) {
            throw new Error('Error. ');
        // Use the keyword `await` here.
        const data = await response.json();
        const user = data.results[0];
       // 4. Display the user data
        const userDataDiv = document.getElementById('userData');
        userDataDiv.innerHTML = `...`;
    } catch (error) {
        console.error('Fetch error:', error);
```

Sample output – identical

Fetching Random User Data using fetch() and async/await

We're again using the api https://randomuser.me/api/ for this example.

This script is using the more modern fetch() again, but this time not in a Promise notation, but with async and await. Some like this notation more, but there are no functional differences.

Fetch Random User Data



Anand Dhamdhame

Email: anand.dhamdhame@example.com

Location: Ujjain, India



Server sided – PHP, Java, .NET, etc.

- Make sure server returns correct MIME Type!
- You need to configure and format the return results yourself!
 - Based on your server sided platform
- For instance: PHP:

ASP.NET

- Use for instance ASP.NET Web API
- Use Newtonsoft.json DLL

Workshop #40

- Create your own JavaScript-http call to the randomuser.me api
 - Or pick an API you know and like
- Load external data into your page
 - Results can be text, HTML or JSON, depending on the API
- Display all data in a loop on screen.

```
I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day I will practice my modeling technique 2 hours every day
```

Sample output

JavaScript- fetching Random User Data

Fetch Random Users

1 - Jovana Rodić

Email: jovana.rodic@example.com

Location: Zaječar, Serbia



2 - Elizabeth Anderson

Email: elizabeth.anderson@example.com

Location: Belmont, Canada



1