ASYNCHRONOUS COMMUNICATION WITH AJAX

Goal(s)

- ❒ Retrieving data from server using asynchronous communication.

What You Should Already Know

Before starting this assignment, you should have the basic knowledge of the followings:

- HTML
- Javascript
- PHP
- SQL

Academic Honesty

All the work that you do toward the fulfilment of this assignment must be your own unless collaboration is explicitly allowed (e.g., by some problem set or the final project). Viewing or copying another individual's work (even if left by a printer, stored in an executable directory, or accidentally shared in the course's virtual classroom) or lifting material from a book, magazine, website or from other sources, even partially, and presenting it as your own, constitutes academic dishonesty, as does showing or giving your work, even in part, to another student.

Similarly, dual submission academic dishonesty: you may not submit the same or similar work to this course that you have submitted or will submit to another. You should not provide or make available your assignments to individuals who have taken this course or may take this course in the future.

You are welcome to discuss the course's material with others in order to better understand it. You may even discuss problem sets with classmates, but you should not share code. You may also turn to the Web for instruction beyond the course's lectures, for references, and for solutions to technical difficulties, but not for outright solutions to problems on projects. However, failure to cite (as with comments) the origin of any code or technique that you do discover outside of the course's lectures and (even while respecting these constraints) and then integrate into your own work may be considered academic dishonesty.

All forms of academic dishonesty will be dealt very harshly.

Grades

Your work will be evaluated along the following axes.

Correctness: Consistency with the given specifications and free of bugs.
Design: Well written code (i.e., clearly, efficiently, elegantly, and/or logically)
Style: Readable and modifiable code (commented, aptly named variables etc.)

Asynchronous Communication

Create an object of ***XMLHttpRequest*** or ***ActiveXObject*** depending on your browser. Set the communication parameters e.g. target URL, method etc. using the ***open()*** function of the object. Use the ***send()*** function of the object to start communication. Assign a function to the ***onreadystatechange*** handler that will be called each time the ***readyState*** property of the object will change. When the value of the ***readyState*** is 4, the communication process is finished and you will get the result in the ***responseText*** property of the object.

Required Features

- There will be information about two persons in a database table; ***name***, ***phone***, ***email*** and ***password***. The name of the database will be "***persondb***" and the name of the table will be "***persons***".
- Design a PHP page named "***login.php***" where a user can input his/her email id and password to login. After a successful login, user will be sent to a PHP page named "***home.php***" where his/her personal information i.e. Name, Phone and Email ID will be displayed. For an unsuccessful login, the user will be taken to a page named "***register.php***".
- In the registration page, there will be input field for ***Name, Phone***, ***Email ID***, ***Password*** and ***Confirm password***. As soon as the user finishes typing his/her email address, a message will show beside the textbox if the email address is available or not (use AJAX).
- After registration, user will be taken back to the login page.

Note: *Make sure that you have used your AJAX function for available email id in the* ***onblur*** *attribute of the text input field.*

Technical Requirements

- Your HTML, Javascript and PHP code should be well-formed that follows the basic syntaxes. Explain any intentional invalidity in details in HTML/Javascript/PHP comments.

Exit Interview

Once done with your site, put together a text file ***readme.txt***. Treat this readme as your opportunity not only to explain but to justify your design decisions. Keep this readme to just a few paragraphs in length.