

CS24210: Patterns in Perl

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This practical is about using pattern matching in Perl programs to implement a simple sales assistant program. The sales assistant is accessed via the web, and makes use of the Perl module CGI.pm.

1 Setting up your web-access

1.1 public.html

Some of you will already have a public.html directory, and an index.html page in that directory. If you already have these, then add the following anchor point to your index.html file:

```
<a href="http://www.aber.ac.uk/cgi-bin/user/your_login/sales_assistant.pl">
A simple sales assistant</a>
```

where your_login is replaced by your own login.

If you do not already have a public.html directory, then create a directory called public.html in your home directory, and set its permissions so that it is executable by everyone.

Use `mkdir public.html` to create the directory, and `chmod 711 public.html` to make it executable by everyone.

Now download the default index.html file from the CS24210 web site, and place it in your new public.html directory. You'll have to change its name from default-index.html to index.html before it will work properly for you. **Only do all this if you don't already have an index.html file in your public.html directory.**

1.2 cgi-bin

Unless you've already got one, create a directory called cgi-bin in your home directory. Set its permissions so that it is executable by yourself; `chmod 700 cgi-bin` will do this.

2 A simple sales assistant

2.1 The greeting

Create a file in your cgi-bin directory, `egbert.pl`, containing the following Perl program.

```
#!/usr/local/bin/perl

use CGI qw/:standard/;

sub greet {
    print start_html,
      h4("How do you do."),
      p("I'm Egbert, your friendly sales assistant."),
      p("How may I help you?"),
      end_html;
}

print header;
greet;

Use chmod 700 egbert.pl to make this executable; then try running it from your browser window.

To do this, go you your home page,
http://users.aber.ac.uk/your_login/
and click on the link 'A simple sales assistant'.
```

2.2 A more interesting assistant

Modify `egbert.pl` so that it looks like this:

```
#!/usr/local/bin/perl

use CGI qw/:standard/;

sub getOrder {
    print start_html,
      start_form,
      textarea(-name=>'order',-rows=>5,-cols=>60),
      p,
      submit(-name=>'submit',
        -value=>'Press here to submit your order.'),
      end_form,
      end_html;
}
```

```

sub processForm {
    print start_html,
    h4("You said: ", param('text')),
    p("Will that be all?"),
    startform,
    submit('-name=>finished', -value=>'yes, thanks.'),
    endform,
    h4("Or would you like to change your order?"),
    end_html;
}

sub greet {
    print start_html,
    h4("How do you do.",
    p("I'm Egbert, your friendly sales assistant."),
    p("How may I help you?")),
    end_html;
}

print header;
if (param('submit')) {
    processForm;
} else {
    greet;
}
getOrder;

```

Run it as before.

Notice how when you press a submit button, the program is run again. (You could run a different program, but in this practical, the same program is run again).

Read the program carefully, and try to work out how the program 'knows' the button whose name is 'order' has been pressed.

Now try and work out how the text the user typed into the textbox in getOrder is made available to processForm during the next execution of the script (look at param('text') in processForm).

2.3 The Shopping List

Look at the file `egbert3.pl` on the CS24210 web pages.

Look at the subroutine `shoppingList`. Notice how a reference to the `shoppingList` hash table is passed as a parameter whenever `shoppingList` is called. How is this reference represented?

See if you can spot when `shoppingList` returns a value to its caller, and when it calls itself again.

See if you can describe in your own words what `shoppingList` does.

Add some new categories to the priceList; for example, you might add 'confectionery' with an appropriate price. Modify `shoppingList` so that it charges an appropriate amount for, say, toffee and chocolate. You might also add the category 'dairy'; this could include things like milk, butter, eggs and cheese.

Add any other categories you think might be fun – but don't add anything that you wouldn't like your mother/father/employer to read!

3 Distinguishing between 'I want' and 'I don't want'

The subroutine `shoppingList` has an obvious peculiarity. If you type 'I don't want any tea', it will immediately add tea to your list!

Try to create a new version of `Edgar` that takes account of negatives.

Probably the simplest way to do this is to replace the assignment to `$shoppingList` by a call to a subroutine that adds an item to the `shoppingList` only after checking that the item doesn't immediately follow a pattern like 'don't want a', 'don't need a', 'no', etc. The inputs to the subroutine include the string before the word just matched (`$1`), the word just matched (`$&l`), its class (`$class`), and a pointer to the `shoppingList`.

4 Further improvements

Think about you you might improve `Edgar` further.

Here are a few suggestions – simplest first.

You could make your program print out a message when the 'yes thanks' button is pressed.

You could make `Edgar` offer related items, when an order for an item has been recognised.

You could keep track of a stock level, and offer alternatives when an item is out of stock.

You could keep track of how many items are ordered, and add more than one of a given kind of item to the shopping list when the customer asks for several of the item.

You might also print a suitable message when a customer asks for something that isn't in the priceList. (This is fairly tricky – you'll have to think about which words should trigger this response).

Have fun, but don't go completely overboard: full blown natural language processing is well beyond the scope of CS24210!

5 Important Note:

There are lots of security issues with CGI. Check out <http://www.lanl.gov/projects/1a/1library/bits/bits0396.html> to find out more about this topic.