

S3 - Summary of Web/ServerSide Development in JEE

Section 3

presentation

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Cristian Toma – Business Card



Cristian Toma

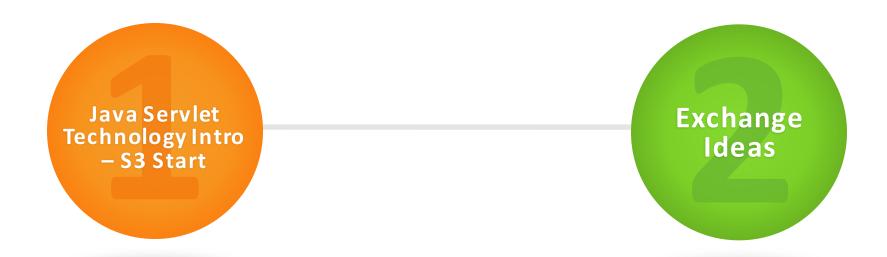
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Agenda for Lecture 4





DAD Section 3 - Summary of Web Development in JEE, Servlet Lifecycle, Java Servlet Samples

Java Servlet Tech Recapitulation

What is Java Servlet?

Sun: Java Servlet technology provides Web developers with a simple, consistent mechanism for extending the functionality of a Web server and for accessing existing business systems.

WiKi: Servlets are Java programming language objects that dynamically process requests and construct responses. The Java Servlet API allows a software developer to add dynamic content to a Web server using the Java platform. The generated content is commonly HTML, but may be other data such as XML.

The web server for the Java servlet simple tests is Apache Tomcat in Ubuntu Linux and Apache TomEE+ / Tom PluME

http://tomcat.apache.org

http://tomee.apache.org/index.html

What is Java Servlet?

* Java Servlets Intro & Development Cycle

- Java Servlet Structure
- Java Servlet sample that generates "Plain Text"
- Compiling and testing Java Servlet
- A Simple Servlet Generating HTML

* Processing the Request: Form Data

- Introduction (Format, URL-encoding, GET, POST)
- Example: Reading Specific Parameters
- Example: Making Table of All Parameters

What is Java Servlet?

* HTTP Request Headers

- Common Request Headers
- Sample: Java Servlet for displaying HTML table of the Request Headers

* HTTP Status Codes & HTTP Response Headers

- Overview: Status Codes & Response Headers
- Set Status Codes from Java Servlets
- Set Response Headers from Java Servlets
- Sample: Refresh at each 3 seconds based on Response Headers

* Handling Cookies

- Cookies Intro
- Java Servlet Cookie API
- Sample: Set/Get Cookie for Internet Explorer & Mozilla

* Session Tracking

- Session Tracking Overview
- Java Servlet Session Tracking API + Sample

Java Servlet API

```
import java.io.IOException;
import java.io.PrintWriter;
import javax.servlet.ServletException;
import javax.servlet.http.HttpServlet;
import javax.servlet.http.HttpServletRequest;
import javax.servlet.http.HttpServletResponse;
public class HelloWorld extends HttpServlet {
 public void doGet(HttpServletRequest request, HttpServletResponse response)
      throws ServletException, IOException {
    PrintWriter out = response.getWriter();
    out.println("<!DOCTYPE HTML PUBLIC \"-//W3C//DTD HTML 4.0 " +
                                         "Transitional//EN\">\n" +
                "<html>\n" +
                "<head><title>Hello WWW</title></head>\n" +
                " < bodv > \n" +
                "<h1>Hello WWW</h1>\n" +
                "</body></html>");
```

Java Servlet Technology Intro

Servlet Example: Showing Request Headers

Request Method: GET

Request URI: /servlet/hall.ShowRequestHeaders

Request Protocol: HTTP/1.0

Header Name	Header Value	
Connection	Keep-Alive	
User-Agent	Mozilla/4.05 [en] (WinNT; I)	
Host	webdev.apl.jhu.edu	
Accept	image/gif, image/x-xbitmap, image/jpeg, image/pjpeg, image/png, */*	
Accept-Language	en	
Accept-Charset	iso-8859-1,*,utf-8	
Cookie	searchString=java servlet cookies; numResults=10; searchEngine=infoseek	

Java Servlet Technology Intro

Servlet Example: Showing Request Headers

Request Method: GET

Request URI: /servlet/hall.ShowRequestHeaders

Request Protocol: HTTP/1.1

Header Name	Header Value
Accept	image/gif, image/x-xbitmap, image/jpeg, image/pjpeg, application/vnd.ms-excel, application/msword, application/vnd.ms-powerpoint, */*
Accept- Language	en-us
Accept- Encoding	gzip, deflate
User-Agent	Mozilla/4.0 (compatible; MSIE 4.01; Windows NT)
Host	webdev.apl.jhu.edu
Connection	Keep-Alive

Java Servlet Technology Intro – Response Codes and Errors

Java Servlet Technology Intro

Status Code	Associated Message	
100	Continue	
101	Switching Protocols	
200	OK	
201	Created	
202	Accepted	
203	Non-Authoritative Information	
204	No Content	
205	Reset Content	
206	Partial Content	
300	Multiple Choices	
301	Moved Permanently	

302	Found
303	See Other
304	Not Modified
305	Use Proxy
307	Temporary Redirect
400	Bad Request
401	Unauthorized
403	Forbidden
404	Not Found

405	Method Not Allowed	
406	Not Acceptable	
407	Proxy Authentication Required	
408	Request Timeout	
409	Conflict	
410	Gone	
411	Length Required	
412	Precondition Failed	
413	Request Entity Too Large	
414	Request URI Too Long	

415	Unsupported Media Type	
416	Requested Range Not Satisfiable	
417	Expectation Failed	
500	Internal Server Error	
501	Not Implemented	
502	Bad Gateway	
503	Service Unavailable	
504	Gateway Timeout	
505	HTTP Version Not Supported	

Java Servlet Technology Intro – Response Headers

Header	
Allow	
Content-Encoding	Refresh
	Server
Content-Length	Set-Cookie
Content-Type	WWW-Authenticate
Date	
Expires	
Last-Modified	· 1 %
Location	

Java Servlet Technology Intro – Cookies and Session Tracking

There are tech issues with HTTP, because it is a "stateless" protocol.

Usually this may be solved as it follows:

- 1. Cookies. Most used way to transform HTTP from "stateless" to "state-full". The objects associated to the cookie are NOT going through the network and are stored on the web server side.
- 2. URL Rewriting. For each HTTP request there is attached in the end or the URL an unique char string generated by the web server.
- 3. Hidden form fields. Are used HTML tags such as:

<INPUT TYPE="HIDDEN" NAME="session" VALUE="...">

Java Servlet Technology Intro – Cookies and Session Tracking

```
//create cookie 1 - implicit value in seconds of cookie is within the session
Cookie userCookie = new Cookie("CookieGigel", "CucuBau");
response.addCookie(userCookie);
//create cookie 2 - is per year
Cookie userCookie2 = new Cookie("CookieIon", "IONIONION");
userCookie2.setMaxAge(SECONDS_PER_YEAR);
response.addCookie(userCookie2);
Cookie[] cookies = request.getCookies();
if (cookies != null) {
  for(int i=0; i<cookies.length; i++) {
   Cookie cookie = cookies[i];
   if ("CookieGigel".equals(cookie.getName())) {...
```

Java Servlet Technology Intro - Cookies and Session Tracking

```
public void processRequest(HttpServletRequest_request, HttpServletResponse_response)
throws ServletException, IOException {
  HttpSession session = request.getSession(true);
  response.setContentType("text/html");
  PrintWriter out = response.getWriter();
  String title = "Show Session"; String heading;
  Integer accessCount = new Integer(0);
  if (session.isNew()) {
   heading = "Welcome, Newcomer";
  } else {
   heading = "Welcome Back";
   Integer oldAccessCount =(Integer)session.getAttribute("accessCount");
   if (oldAccessCount != null) {
    accessCount = new Integer(oldAccessCount.intValue() + 1);
  session.setAttribute("accessCount", ""+accessCount);
```

Section Conclusion

Fact: DAD needs Web Programming

In few **samples** it is simple to remember: Java Servlet Programming with HTTP protocol analysis in real time for request headers, responses' codes and headers, session tracking – generates standards HTML pages as entering gate for distributed computing and systems.



Java Server Page – JSP & Java Servlet Technology Intro

Communicate & Exchange Ideas



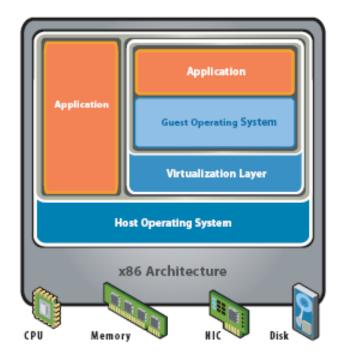
Questions & Answers!

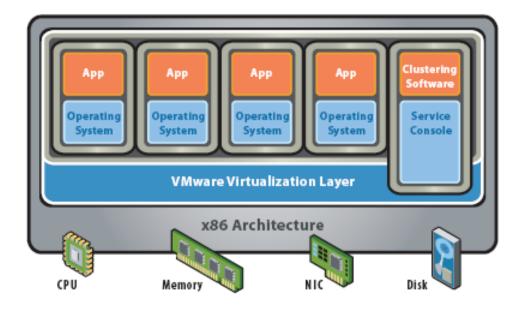
But wait...

There's More!

Distributed Systems: Cloud Architecture

Cloud Concepts – Intro – Virtualization Overview





Hosted Architecture

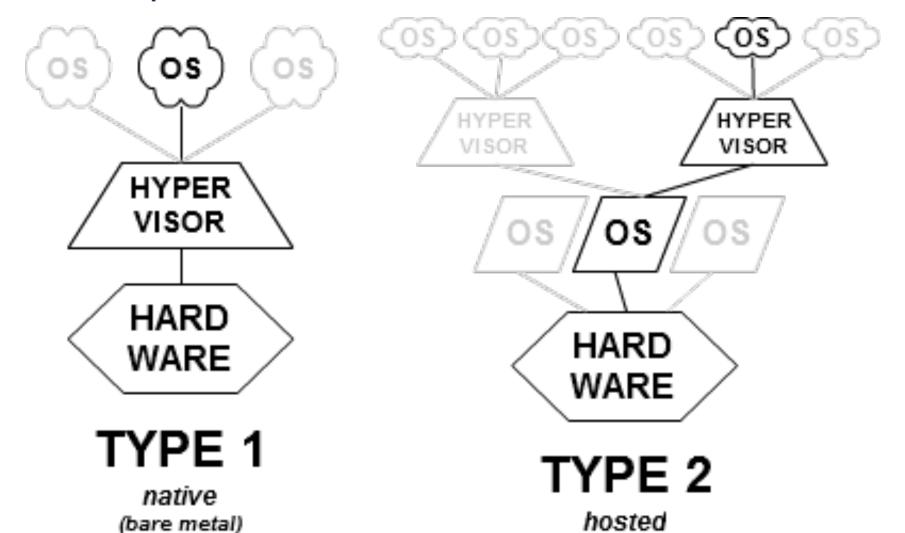
- Installs and runs as an application
- Relies on host OS for device support and physical resource management

Bare-Metal (Hypervisor) Architecture

- Lean virtualization-centric kernel
- Service Console for agents and helper applications

Figure 2: Virtualization Architectures

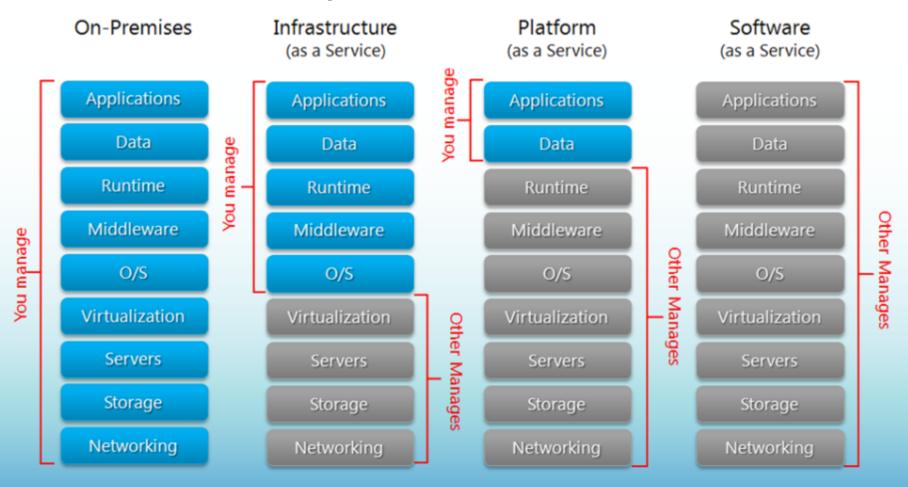
Cloud Concepts – Intro – Virtualization Overview



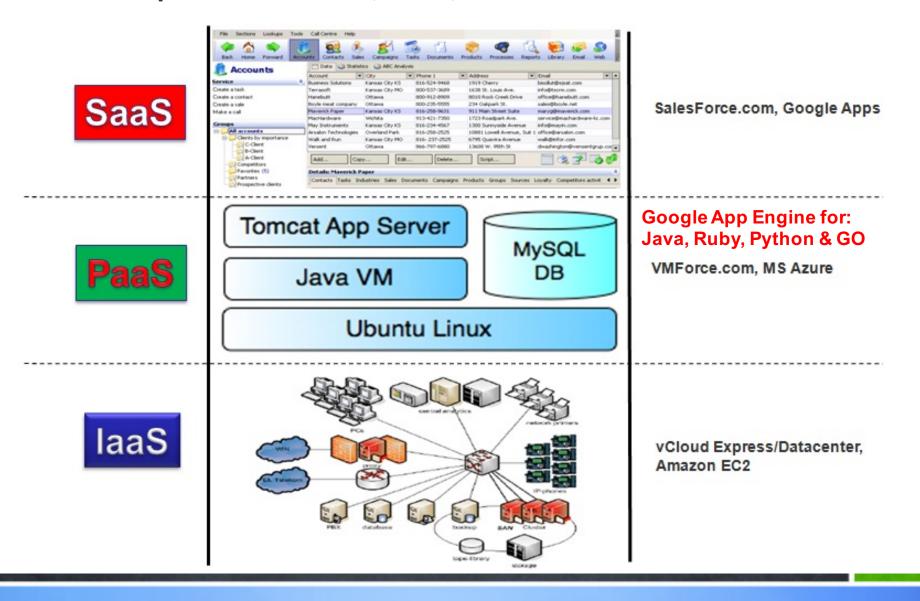
Distributed Systems: Cloud

Separation of Responsibilities

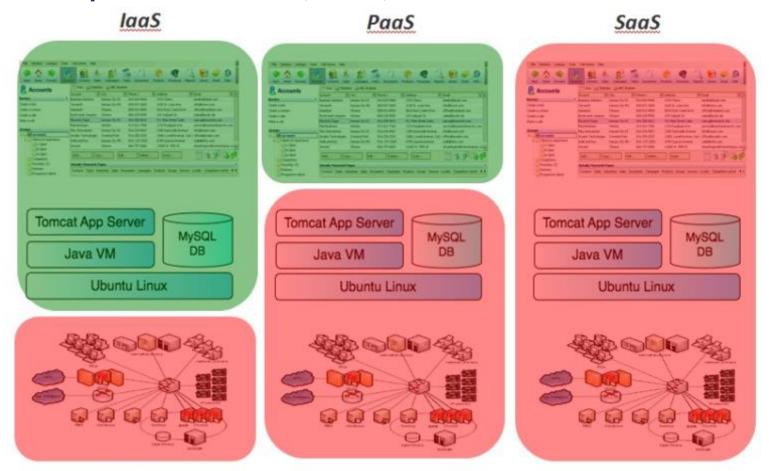
Cloud Concepts - Intro - IaaS, PaaS, SaaS



Cloud Concepts - Intro - IaaS, PaaS, SaaS



Cloud Concepts - Intro - IaaS, PaaS, SaaS



Consumer managed

Provider managed

Cloud Concepts – Intro – using Google App Engine Cloud PaaS

https://cloud.google.com/appengine/docs/standard/java/quickstart

https://ssh.cloud.google.com/cloudshell/editor

secitc@cloudshell:~\$ gcloud projects create wserv001
it must be created from Web GUI:
https://console.cloud.google.com/projectcreate?previousPage=%2Fprojectselector2
%2Fbilling%3Flang%3Djava%26st%3Dtrue%26_ga%3D2.187602464.925220531.1582

115517-284239323.1582115517%26pli%3D1&project=&folder=&organizationId=0

secitc@cloudshell:~\$ gcloud projects describe wserv0001

createTime: '2020-02-19T12:38:54.623Z'

lifecycleState: ACTIVE

name: wserv001

projectId: wserv001projectNumber: '163714956555'

Cloud Concepts – Intro – using Google App Engine Cloud PaaS

secitc@cloudshell:~\$ gcloud app create --project=wserv0001

Please enter your numeric choice: 6

getting-started-java README-cloudshell.txt

Please choose the region where you want your App Engine application located:

[1] asia-east2 (supports standard and flexible) [2] asia-northeast1 (supports standard and flexible) [3] asia-northeast2 (supports standard and flexible) [4] asia-south1 (supports standard and flexible) [5] australia-southeast1 (supports standard and flexible) [6] europe-west (supports standard and flexible) ...

Creating App Engine application in project [wserv0001] and region [europewest]....done.Success! The app is now created. Please use 'gcloud app deploy' to deploy your first app.

```
secitc@cloudshell:~$ git clone https://github.com/GoogleCloudPlatform/getting-started-java.git
secitc@cloudshell:~$ pwd
/home/secitc
secitc@cloudshell:~$ ls
```

Cloud Concepts - Intro - using Google App Engine Cloud PaaS

```
secitc@cloudshell:~$ cd getting-started-java/appengine-standard-java8/helloworld
# localhost
secitc@cloudshell:~$ mvn package appengine:run -DprojectId=wserv0001
# real instance
secitc@cloudshell:~$ gcloud config set project wserv0001
# when is finished:
secitc@cloudshell:~$ gcloud config unset project
# modify wserv0001 in pom.xml and then:
secitc@cloudshell:~$ mvn package appengine:deploy
# https://wserv0001.appspot.com
# https://wserv0001.appspot.com/hello
```

secitc@cloudshell:~\$ gcloud app browse





DAD – Distributed Application Development End of Lecture 4 – Section 3

