

# FUTURA

# LA SCUOLA PER L'ITALIA DI DOMANI



Finanziato  
dall'Unione europea  
NextGenerationEU



Ministero dell'Istruzione  
e del Merito



**Italiadomani**  
PIANO NAZIONALE DI RIPRESA E RESILIENZA

| DOCENTE         | Shadi Lahham                                  |
|-----------------|---|
| Corso           | Software Developer                            |
| Unità Formativa | Programmazione WEB – Javascript               |
| Argomento       | Specificato nel titolo della slide successiva |

Intervento realizzato da  
**ITS**  
TECNOLOGIE  
DELL'INFORMAZIONE  
E DELLA COMUNICAZIONE

COESIONE  
ITALIA 21-27  
PIEMONTE



Cofinanziato  
dall'Unione europea



**REGIONE  
PIEMONTE**

# JSON and AJAX

Dynamic Content

Shadi Lahham - Web development

JSON

# Javascript Object Notation

- Lightweight data-interchange format
  - Douglas Crockford in 2001 to replace XML
  - Easy to read and write for humans,
  - Easy to parse and generate for machines
- Has two structures
  - Collection of name:value pairs. In different languages, realized as an object, record, struct, dictionary, hash table, etc.
  - Ordered list of values. In most languages, realized as an array, vector, list, or sequence
- JSON vs Javascript objects
  - Keys must be stored with quotes
  - Values can be number, string, boolean, array, object, null
- Validate your JSON
  - Use [JSONLint](#) or [jsonlint CLI](#).

# Storing data in JSON

```
{  
  "firstName": "Jane",  
  "lastName": "Smith",  
  "address": {  
    "streetAddress": "425 2nd Street",  
    "city": "San Francisco",  
    "state": "CA",  
    "postalCode": 94107  
  },  
  "phoneNumbers": [  
    "212 732-1234",  
    "646 123-4567" ]  
}
```

# JSON vs a Javascript object

```
{  
  "firstName": "Jane",  
  "lastName": "Smith",  
  "address": {  
    "streetAddress": "425 2nd Street",  
    "city": "San Francisco",  
    "state": "CA",  
    "postalCode": 94107  
  },  
  "phoneNumbers": [  
    "212 732-1234",  
    "646 123-4567" ]  
}
```

```
let person = {  
  firstName: 'Jane',  
  lastName: 'Smith',  
  address: {  
    streetAddress: '425 2nd Street',  
    city: 'San Francisco',  
    state: 'CA',  
    postalCode: 94107  
  },  
  phoneNumbers: [ '212 732-1234', '646  
123-4567' ]  
};
```

# Common JSON mistakes

```
{
  name: "John",           // mistake: property name without quotes
  "surname": 'Smith',     // mistake: single quotes in value (must be double)
  'isAdmin': false,       // mistake: single quotes in key (must be double)
  "birthday": new Date(2000, 2, 3), // mistake: no "new" is allowed, only bare values
  "friends": [0,1,2,3],   // here all fine
  "age": 25               // mistake: missing comma
  "profession": "tester", // mistake: trailing comma
}
```

## Note

Comments are not allowed in a JSON file

The above example is just to illustrate possible errors in a JSON file

# JSON array

```
[  
  {  
    "name": "John Smith",  
    "email": "john.smith@example.com"  
  },  
  {  
    "name": "David Jones",  
    "email": "david.jones@example.com"  
  }  
]
```



# Writing a JSON to the DOM

```
// assuming we get a profile from an external source
//
// myProfile
//
// {
//   "firstName": "Liz",
//   "lastName": "Howard",
//   "cats": [ "Tribbles", "Jean Claws" ]
// }
```

```
let p = document.createElement('p');
p.innerHTML = 'My name is ' + myProfile.firstName + ' ' + myProfile.lastName + '.';
p.innerHTML += 'My cats are ' + myProfile.cats.join(', ') + '.';
```

# JSON methods

JavaScript provides these two methods:

- `JSON.stringify` to convert objects into JSON
- `JSON.parse` to convert JSON back into an object

# JSON.stringify();

```
let student = {  
  name: 'John',  
  age: 30,  
  isAdmin: false,  
  courses: ['html', 'css', 'js'],  
  wife: null  
};  
  
let json = JSON.stringify(student);  
console.log(typeof json); // a string!  
console.log(json);
```

Resultant JSON-encoded object

```
{  
  "name": "John",  
  "age": 30,  
  "isAdmin": false,  
  "courses": ["html", "css", "js"],  
  "wife": null  
}
```

# JSON.parse();

```
let user = '{ "name": "John", "age": 35, "isAdmin": false, "friends": [0,1,2,3] }';  
  
user = JSON.parse(user);  
  
console.log(user.friends[1]); // 1
```

## Note

The parse() method can potentially throw errors that need to be handled

# AJAX

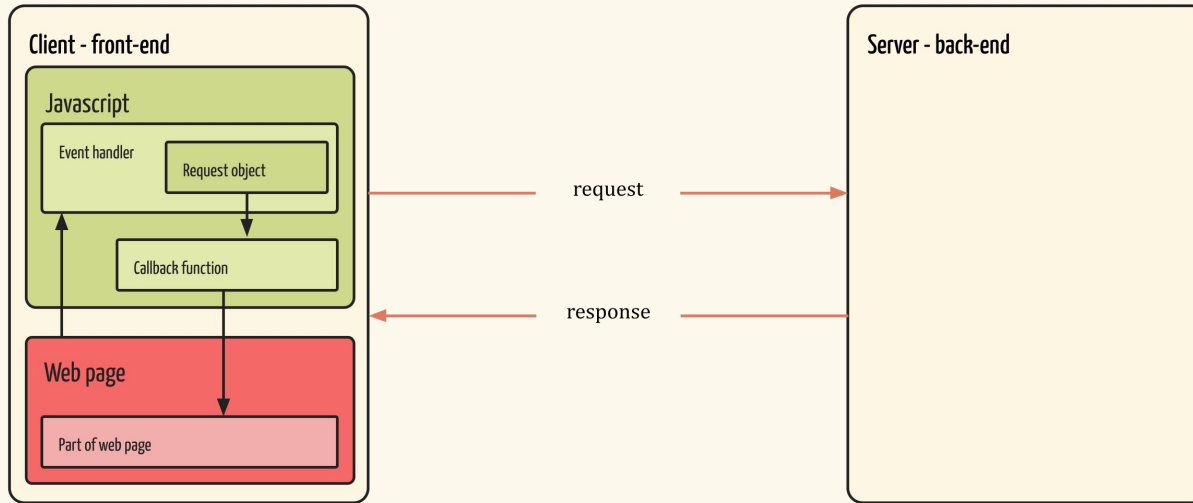
Asynchronous JavaScript and 'XML'

# Request & response

1. An event occurs in a web page, e.g. the page is loaded or a button is clicked
2. An XMLHttpRequest object is created by JavaScript
3. The XMLHttpRequest object sends a request to a web server
4. The server processes the request
5. The server sends a response back to the web page
6. The response is read by JavaScript
7. Proper action, such as a page update, is performed by JavaScript

# Request & response

## Client server interaction



# An XMLHttpRequest

```
// instantiate a new request
const request = new XMLHttpRequest();
const endpoint = 'https://fakeapi.example.com/data';

// add event listeners
request.addEventListener('load', function () {
  // transform a string into a usable object
  console.log(JSON.parse(request.responseText));
});

// prepare the request
request.open('GET', endpoint, true); // third parameter makes an asynchronous request (default)
request.setRequestHeader('Content-type', 'application/json'); // not needed for GET requests

// send the request
request.send();
```



# HTTP verbs & CRUD operations

| HTTP Verb | Action  | CRUD   |
|-----------|---|--------|
| GET       | Requests data from a specified resource               | Read   |
| POST      | Submits data to be processed to create a new resource | Create |
| PUT       | Uploads data to update an entire resource             | Update |
| DELETE    | Deletes the specified resource                        | Delete |

## Other HTTP verbs

HEAD, TRACE, OPTIONS, CONNECT, PATCH

# HTTP verbs & CRUD operations

## HTTP verbs

- used to specify the type of action to be performed on a resource when making requests over HTTP - Hypertext Transfer Protocol
- integral to the principles of REST - Representational State Transfer

## CRUD operations

- correspond to basic actions that can be performed on data
  - Create, Read, Update, Delete

# Request events

## **loadstart**

fires when the process of loading data has begun. This event always fires first

## **progress**

fires multiple times as data is being loaded, giving access to intermediate data

## **error**

fires when loading has failed

## **abort**

fires when data loading has been canceled by calling abort()

## **load**

fires only when all data has been successfully read

# Request events

## **loadend**

fires when the object has finished transferring data  
always fires and will always fire after error, abort, or load

## **timeout**

fires when progression is terminated due to preset time expiring

## **readystatechange**

fires when the readyState attribute of a document has changed

# A request using onLoad

```
// instantiate a new request
const request = new XMLHttpRequest();
const endpoint = 'https://fake.service.com/username?id=some-unique-id';

// prepare the request
request.open('GET', endpoint);

// shortcut for addEventListener with 'load' event
request.onload = function () {
  if (request.status === 200) {
    console.log("User's name is " + request.responseText);
  } else {
    console.log('Request failed. Returned status of ' + request.status);
  }
};

// send the request
request.send();
```

# A request using readyState

```
const request = new XMLHttpRequest();
const method = 'GET';
const endpoint = 'https://developer.mozilla.org/';

request.open(method, endpoint);

request.onreadystatechange = function () {
  if (request.readyState === XMLHttpRequest.DONE && request.status === 200) {
    console.log(request.responseText);
  }
};

request.send();
```

# XMLHttpRequest.readyState values

|   |                  |   |
|---|------------------|---|
| 0 | UNSENT           | Client has been created. open() not called yet.               |
| 1 | OPENED           | open() has been called.                                       |
| 2 | HEADERS_RECEIVED | send() has been called, and headers and status are available. |
| 3 | LOADING          | Downloading; responseText holds partial data.                 |
| 4 | DONE             | The operation is complete.                                    |

You can use them as constants e.g. `XMLHttpRequest.DONE`

# HTTP Status Messages

To check the status use `XMLHttpRequest.status` and `XMLHttpRequest.statusText`

## Categories

- 1xx: Information
- 2xx: Successful
- 3xx: Redirection
- 4xx: Client Error
- 5xx: Server Error

## Most common

- 200 OK
- 403 Forbidden
- 404 Not Found
- 500 Internal Server Error

## Complete list

[HTTP Messages](#) , [HTTP Status Codes](#)



# A PUT request example

```
const request = new XMLHttpRequest();
const endpoint = 'https://fake.service.com/user/1234';
const payload = { name: 'John Smith', age: 34 };

// prepare the request - specifying the content type and encoding
request.open('PUT', endpoint);
request.setRequestHeader('Content-Type', 'application/json;charset=UTF-8');

request.onload = function () {
  if (request.status === 200) {
    let userInfo = JSON.parse(request.responseText);
  }
};

request.send(JSON.stringify(payload));
```

## Question

What would we need to change if this were a POST request?

# Content type

Media type (formerly MIME type - Multipurpose Internet Mail Extensions)

- a standard way of describing a data type in the body of an HTTP message or email
- The MIME type is passed in the Content-Type header

```
request.setRequestHeader('Content-Type', 'application/json;charset=UTF-8');  
request.setRequestHeader('Content-type', 'application/json');
```

**text/plain** for plain text

**text/html** for HTML content

**application/javascript** for JavaScript files

**application/xml** for XML data

**image/jpeg** for JPEG images

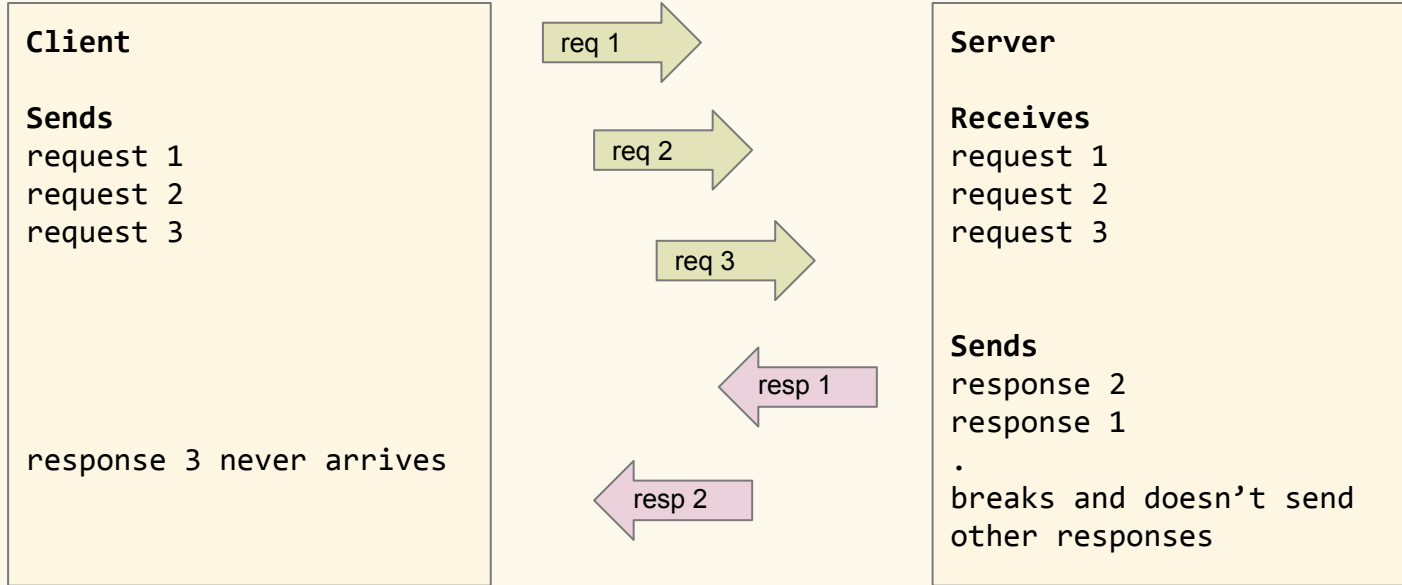
**image/png** for PNG images

**audio/webm** for WebM audio files

**video/mp4** for MP4 video files

[Important MIME types for Web developers](#)

# Request & response order



# Debugging requests

The screenshot shows the Chrome DevTools Network tab. The top bar includes tabs for Elements, Console, Sources, Network (selected), Performance, Memory, Application, Security, Lighthouse, Recorder, and Performance insights. Below the tabs are icons for recording, pausing, and filtering, along with checkboxes for 'Preserve log', 'Disable cache', and 'No throttling'. A filter input field is set to 'Filter'. Below the filter are checkboxes for 'Invert', 'Hide data URLs', and 'Hide extension URLs'. A row of filter buttons includes 'All', 'Fetch/XHR' (selected), 'Doc', 'CSS', 'JS', 'Font', 'Img', 'Media', 'Manifest', 'WS', 'Wasm', and 'Other'. The main panel shows a list of requests on the left and details on the right. The selected request is 'edff10bc-bcef-4728-bfbe-b463e106841f'. The details panel shows the 'Headers' tab with 'General' and 'Response Headers' sections. The 'General' section displays: Request URL: https://run.mocky.io/v3/edff10bc-bcef-4728-bfbe-b463e106841f, Request Method: GET, Status Code: 200 OK, Remote Address: 91.208.207.216:443, and Referrer Policy: strict-origin-when-cross-origin. The 'Response Headers' section shows: Access-Control-Allow-Credentials: true, Access-Control-Allow-Methods: GET, Access-Control-Allow-Origin: null, Access-Control-Expose-Headers: \*, and Access-Control-Max-Age: 86400. At the bottom, a status bar shows '2 / 8 requests', '485 B / 1.8 kB transferred', and '105 B / 1'.

| Name                                 | Headers   | Preview | Response | Initiator | Timing |
|--------------------------------------|---|---------|----------|-----------|--------|
| forbidden-resource                   |   |         |          |           |        |
| edff10bc-bcef-4728-bfbe-b463e106841f | <div><div>▼ General</div><div>Request URL: https://run.mocky.io/v3/edff10bc-bcef-4728-bfbe-b463e106841f</div><div>Request Method: GET</div><div>Status Code: 200 OK</div><div>Remote Address: 91.208.207.216:443</div><div>Referrer Policy: strict-origin-when-cross-origin</div><div>▼ Response Headers <input type="checkbox"/> Raw</div><div>Access-Control-Allow-Credentials: true</div><div>Access-Control-Allow-Methods: GET</div><div>Access-Control-Allow-Origin: null</div><div>Access-Control-Expose-Headers: *</div><div>Access-Control-Max-Age: 86400</div></div> |         |          |           |        |

## DevTools

Use to debug all network activity. Filter by Fetch/XHR requests

# Status and error handling

```
const request = new XMLHttpRequest();
request.open('GET', endpoint);
request.onload = function () {
  if (request.status === 200) {
    // do something useful with request
  } else {
    console.error("Request didn't load successfully. Error code:", request.statusText);
  }
};
request.onerror = function () {
  console.error('Network error');
};
request.send();
```

## Notes

Remember to use onprogress to show a loader give users a feedback message

Always handle errors since there is no guarantee that HTTP requests will succeed

# Fetch API

# Fetch API

The Browser APIs offer a way to send HTTP requests from the front-end of a web app, enabling live updates of dynamic content without the need to refresh the page

This functionality enables communication with a web server and allows for responses in JSON, plain text, or XML format

The Fetch API, a contemporary substitute for XHR, was introduced in modern browsers to simplify asynchronous HTTP requests

# Fetch API

```
const endpoint = 'https://run.mocky.io/v3/fake';

fetch(endpoint)
  .then(response => {
    if (response.ok) {
      return response.json();
    } else {
      throw new Error('Network response was not ok.');
```

```
    }
  })
  .then(data => {
    // do something with data
    console.log(data);
  })
  .catch(error => {
    console.error('Error fetching data:', error);
  });
```



# Put using Fetch

```
const endpoint = 'https://fake.pipedream.net';

fetch(endpoint, {
  method: 'PUT',
  body: JSON.stringify({ name: 'John', age: 30 }),
  headers: {
    'Content-Type': 'application/json'
  }
})
.then(response => {
  if (!response.ok) {
    throw new Error('Network response was not ok');
  }
  return response.json();
})
.then(data => console.log(data))
.catch(error => console.error('Error making PUT request:', error));
```

Simulating the backend

# JSON blob

JSON blob allows you to create JSON objects online and access them as endpoint via HTTPS requests

<https://jsonblob.com/api#endpoints>

## **Important**

Read the documentation and experiment with creating a JSON to make sure you understand how it works

# Alternatives

[Mocky](#)

[My JSON Server](#)

[JSONBin.io](#)

[Beeceptor](#)

[Reqres](#)

[JSON Server - requires nodejs](#)

# CORS

Cross-origin resource sharing

# CORS

## **Same-Origin Policy**

Browsers restrict web pages from making requests to different origins as a security measure to prevent malicious attacks

## **Cross-Origin Resource Sharing**

Allows controlled access to resources from different origins

[CORS on MDN](#)

[CORS on Wikipedia](#)

# Same-origin policy

Requests originating from

`https://store.company.com/dir/page.html`

| URL  | Outcome | Reason             |
|--|---------|--------------------|
| <code>https://store.company.com/<b>dir2</b>/other.html</code>      | success |                    |
| <code>https://store.company.com/<b>dir/inner</b>/other.html</code> | success |                    |
| <code><b>http</b>://store.company.com/not-secure.html</code>       | failure | Different protocol |
| <code>https://store.company.com:<b>81</b>/dir/other.html</code>    | failure | Different port     |
| <code>https://<b>news</b>.company.com/dir/other.html</code>        | failure | Different host     |

# Preflight

## Preflight Requests

Before making an request, the browser makes an OPTIONS request to check if the server allows the actual request

Both XMLHttpRequest and the Fetch API may trigger a preflight request for certain cross-origin requests



# Preflight

Requests that trigger a preflight:

- Requests that use methods other than GET, HEAD, or POST
- Requests that include headers other than the simple headers
  - e.g. Content-Type
- Requests that use certain types of content types
  - e.g. application/json with a custom header

# HTML crossorigin attribute

Specifies CORS usage for resources that are fetched from a different domain than the HTML page

- e.g. images, scripts, fonts

Prevents CORS errors that arise when fetching resources without proper permissions

- browser defaults to same-origin which might lead to CORS issues
- often used when embedding resources from CDNs

Applies to HTML elements like `<audio>`, `<img>`, `<link>`, `<script>`, and `<video>`

```

<link rel="stylesheet" href="styles.css" crossorigin="anonymous">
<script src="script.js" crossorigin="anonymous"></script>
```

[crossorigin](#) | MDN

Your turn

# 1.Factory

- Write car.json, a JSON that represents a car object
  - Make your object complete, having at least one property of the following types
  - Number, String, Boolean, Array, Object, Null
- Write a factory.json that represents a car factory
  - Follow the same rules above
- Transform car.json into cars.json with 5 cars
- Cars should belong to a factory
  - Write two variants of factory.json
  - One that has cars directly embedded in the factory JSON structure
  - Another that uses cars referring to their IDs

## 2.DOM Factory

- Write your cars and factory objects as JSON strings in a variable
- Parse them with `JSON.parse()`;
- Write each of them to the DOM in a list
  - You should use a styled CSS `<ul><li>` list with no bullets
  - Don't use `<table>`

Bonus

### 3.Remote factory

- Use jsonblob to store JSON data about cars and a car factory
- You can use as many blobs as you need. Decide the structure in a way to reduce the amount of data you modify with HTTP requests
- Write an application that displays a factory with a list of cars
- Clicking on each car should display a collapsible panel with more information about the car
- It should be possible to edit the car details
- Save the modified data to jsonblob with an HTTP request
- Whenever data is modified you should reload the new data from jsonblob once the writing has finished

Continues on next page >>>

### 3.Remote factory

- You should handle all error cases in your application. If an HTTP request fails, you should display a message to the user
- Your project should include a folder called 'json' with all the initial json files that you upload to jsonblob (the initial state of your DB)
- Your readme (markdown) should include links to all the jsonblobs that you are using as well as a list of their IDs



## 4.Parallel factory

- Create another version of the factory that uses the same jsonblobs that you created for the previous exercise
- Make sure that each car information is stored in a different jsonblob
- The page should display the list of cars with detailed information about each car directly visible without a collapsible panel
- Make sure that you request all jsonblobs in parallel (at the same time) not in sequence (one after another)
- Show a loader or a loading message while loading and show the list only when data has returned from all jsonblobs and all requests finished
- Make sure that your code handles all **errors**

## 5.The good, the bad and the fetch

- This exercise is optional
- Rewrite all the code examples in this unit that use XMLHttpRequest using the modern fetch method
- Ensure the rewritten code replicates the exact same behavior
- **Bonus:**
  - Read the following articles to understand the limitations of fetch
  - These references include advanced coding practices
  - You may encounter unfamiliar code syntax that will be explained in future lessons
  - [Fetch: Download progress](#)
  - [How to monitor the progress of a Javascript fetch](#)
  - [Show a Progress Indicator for a Fetch Request with the Streams API](#)
  - [Fetch & Tracking Download Progress](#)

# References

JSON

[JSON.org](https://www.json.org/)

[JSON Syntax](#)

[JSON.stringify\(\)](#)

[JSON.parse\(\)](#)

# References

[XMLHttpRequest](#)

[XMLHttpRequest.open\(\)](#)

[XMLHttpRequest.send\(\)](#)

[Using XMLHttpRequest](#)

# References

[HTTP Methods GET vs POST](#)

[An introduction to HTTP verbs](#)

[HTTP request methods](#)

# © Copyright & Attribution

Unless otherwise stated, all materials are © 2017–2025 [Shadi Lahham](#)

For personal use only. May not be shared or reproduced without written permission

Brief excerpts may be used with proper attribution

External links and resources are copyrighted by their respective owners