Web 2.0

Lecture 1: Introduction to JavaScript

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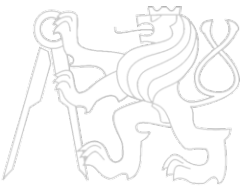

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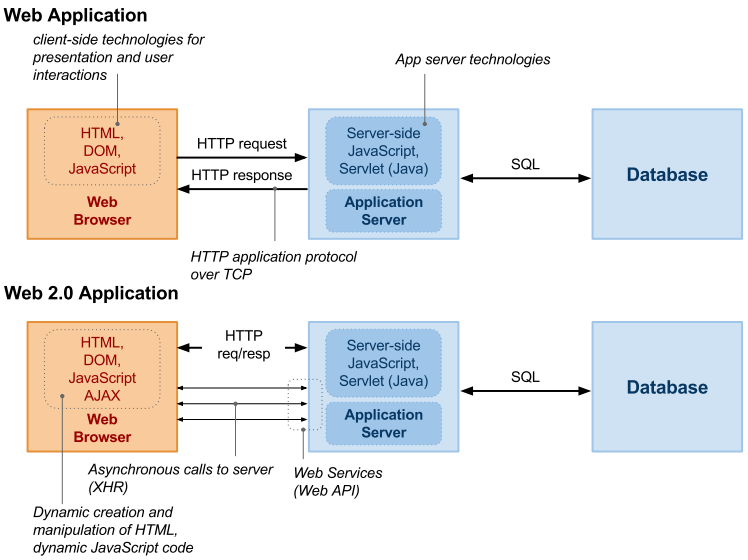
Web 2.0 Application Architecture



JavaScript

- Lightweight, interpreted, object-oriented language
- Standard
  - *All major browsers support ECMAScript 6 and 7*
- Major characteristics
  - *First-class functions*
    - → *functions as first-class citizens*
    - → *language supports: passing functions as arguments to other functions, returning functions as values from other functions, assigning functions to variables or storing them in data structures.*
  - *Anonymous functions*
    - → *declared without any named identifier to refer to it*
  - *Closures*

Overview

- JavaScript Basics
- Server-side JavaScript

Objects and Arrays

- Objects and Arrays

```
// objects - key/value pairs
var obj = { name: "Tomas", main-city : "Innsbruck", value : 3 };
obj.name = "Peter"; // assign the name property another value
obj["main-city"] = "Prague"; // another way to access object's values; it's not an array!

// arrays
var a = ["Tomas", "Peter", "Alice"];
for (var i = 0; i < a.length; i++)
    // do something with a[i]

// combinations of arrays and objects
var obj_a = [
    { name: "Tomas", city: "Innsbruck" },
    { name : "Peter", city : "Prague" },
    { name : "Alice", cities : ["Prague", "Brno"] } ];

for (var i = 0; i < obj_a.length; i++)
    // do something with obj_a[i].name, ...
```

- Functions

```
// assign a function to a variable
var minus = function(a, b) {
    return a - b;
}

// call the function;
// now you can pass 'minus' as a parameter to another function
var r2 = minus(6, 4);
```


Functions

- Function Callbacks
  - *You can use them to handle asynchronous events occurrences*

```
// function returns the result through a callback, not directly;
// this is not a non-blocking I/O, just demonstration of the callback
function add(a, b, callback) {
    callback(a + b);
}

// assign the callback to a variable
var print = function(result) {
    console.log(result);
};

// call the function with callback as a parameter
add(7, 8, print);
```

- Functions as values in object

```
var obj = {
    data : [2, 3, "Tomas", "Alice", 4 ],

    getIndexdOf : function(val) {
        for (var i = 0; i < this.data.length; i++)
            if (this.data[i] == val)
                return i;
        return -1;
    }
}

obj.getIndexOf(3); // will return 1
```

Closures

- Closures
  - *A function value that references variables from outside its body*

```
1  function adder() {
2          sum = 0;
3          return function(x) {
4                  sum += x;
5                  return sum;
6          }
7  }
8
9  var pos = adder();
10
11 console.log(pos(3)); // returns 3
12 console.log(pos(4)); // returns 7
13 console.log(pos(5)); // returns 12
```


Overview

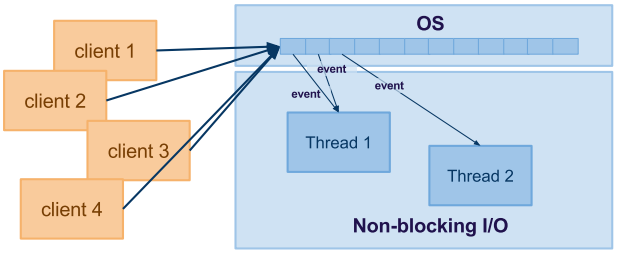
- JavaScript Basics
- Server-side JavaScript

Recall: Application Server

- Environment that runs an application logic
  - *Client communicates with AS via an application protocol*
  - *Client – Browser, application protocol – HTTP*
- Terminology
  - *Application Server × Web Server × HTTP Server*
    - → *AS is a modular environment; provides technology to realize enterprise systems*
    - → *AS contains a Web server/HTTP server*
  - *We will deal with Web server only*
- Two major models to realize communication
  - *Blocking I/O (also called synchronous I/O)*
  - *Non-blocking I/O (also called asynchronous I/O)*
- A technology we will look at

Non-Blocking I/O Model

- Connections maintained by the OS, not the Web app
  - *The Web app registers events, OS triggers events when occur*



- Characteristics
  - *Event examples: new connection, read, write, closed*
  - *The app may create working threads, but controls the number!*
    - → *much less number of working threads as opposed to blocking I/O*

Node.js

- Node.js
  - *Web server technology, very efficient and fast!*
  - *Event-driven I/O framework, based on JavaScript V8 engine*
    - → *Any I/O is non-blocking (it is asynchronous)*
  - *One worker thread to process requests*
    - → *You do not need to deal with concurrency issues*
  - *More threads to realize I/O*
  - *Open sourced, @GitHub, many libraries*
  - *Future platform for Web 2.0 apps*
- Every I/O as an event
  - *reading and writing from/to files*
  - *reading and writing from/to sockets*

```
1  // pseudo code; ask for the last edited time of a file
2  stat( 'somefile', function( result ) {
3    // use the result here
4  } );
```


HTTP Server in Node.js

- HTTP Server implementation
  - *server running at* 138.232.189.127*, port* 8080*.*

```
1  // http library
2  var http = require("http");
3
4  http.createServer(function(req, res) {
5     // check the value of host header
6     if (req.headers.host == "company.cz") {
7        res.writeHead(201, "Content-Type: text/plain");
8        res.end("This is the response...");
9     } else ;
10       // handle enterprise.com app logic...
11 }).listen('0.0.0.0', 8080);
```

  - *Test it using Telnet*

```
1  telnet 138.232.189.127 8080
2  # ...lines omitted due to brevity
3  GET /orders HTTP/1.1
4  Host: company.cz
5
6  HTTP/1.1 201 OK
7  Content-Type: plain/text
8
9  This is the response...
```

Google Apps Script

- Google Apps Script
  - *JavaScript cloud scripting language*
  - *easy ways to automate tasks across Google products and third party services*
- You can
  - *Automate repetitive processes and workflows*
  - *Link Google products with third party services*
  - *Create custom spreadsheet functions*
  - *Build rich graphical user interfaces and menus*

```
1  // create spreadsheet menu
2  function onOpen() {
3    var ss = SpreadsheetApp.getActiveSpreadsheet();
4    var menuEntries = [ {name: "Say Hi", functionName: "sayHi"},
5                        {name: "Say Hello", functionName: "sayHello"} ];
6    ss.addMenu("Tutorial", menuEntries);
7  }
8
9  function sayHi() {
10   Browser.msgBox("Hi");
11 }
12
13 function sayHello() {
14   Browser.msgBox("Hello");
15 }
```


Rhino

- Rhino
  - *open-source implementation of JavaScript written entirely in Java*
  - *managed by the Mozilla Foundation*
    - → *also provides another implementation of JavaScript engine written in C named SpiderMonkey*
  - *typically embedded into Java applications to provide scripting to end users*
  - *core language only and doesn't contain objects or methods for manipulating HTML documents*
  - *enabling development of webapps with JavaScript in containers like Jetty, Tomcat, and Google AppEngine*

```
1  $ cat echo.js
2  for (i in arguments) {
3    print(arguments[i])
4  }
5  $ java org.mozilla.javascript.tools.shell.Main echo.js foo bar
6  foo
7  bar
8  $
```