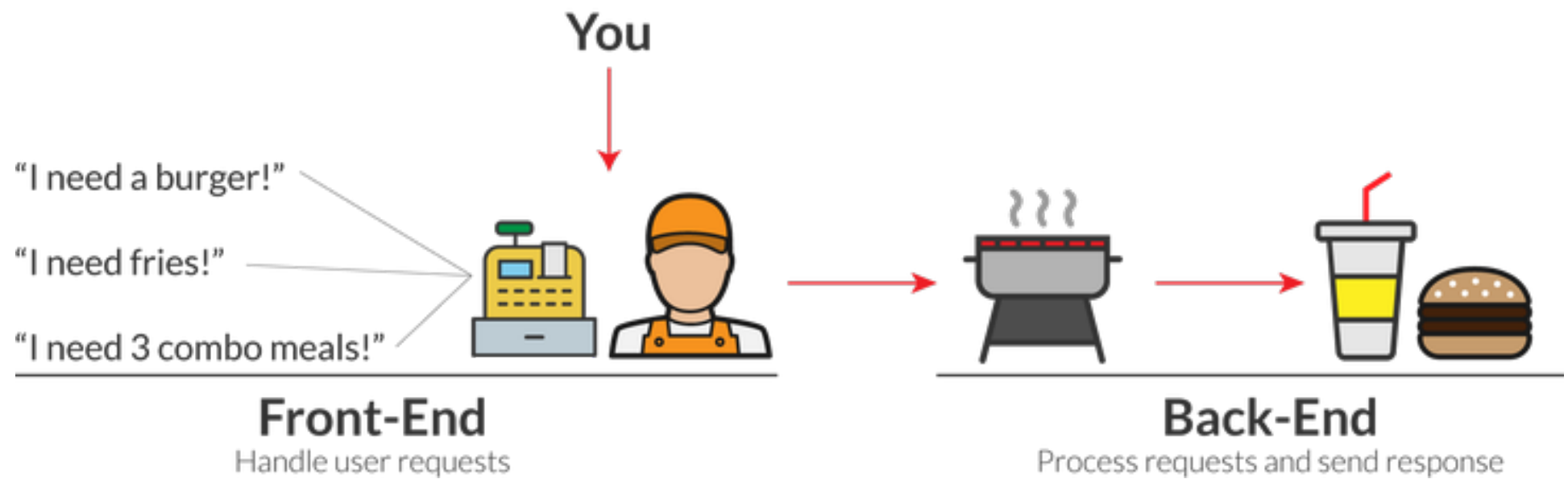


# Web 4

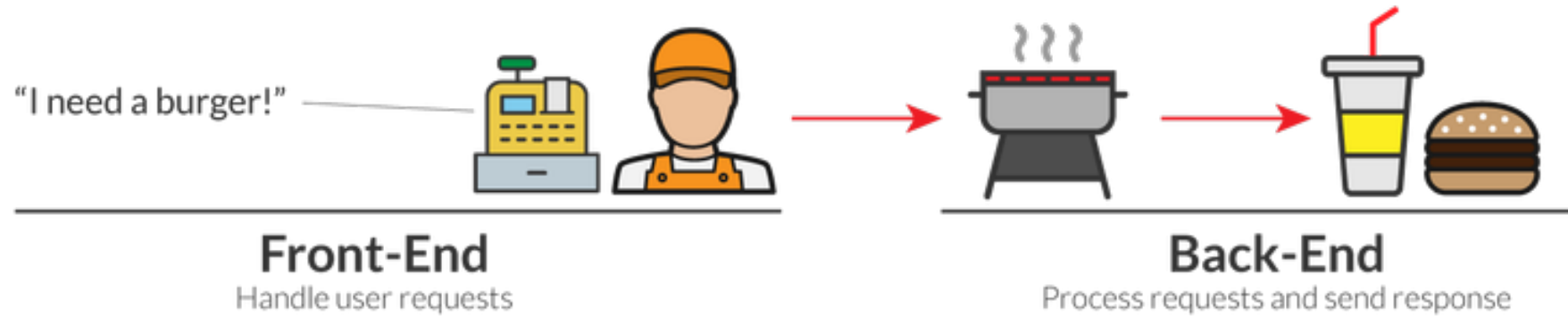
## **AJAX** **Polling**

Elke Steegmans

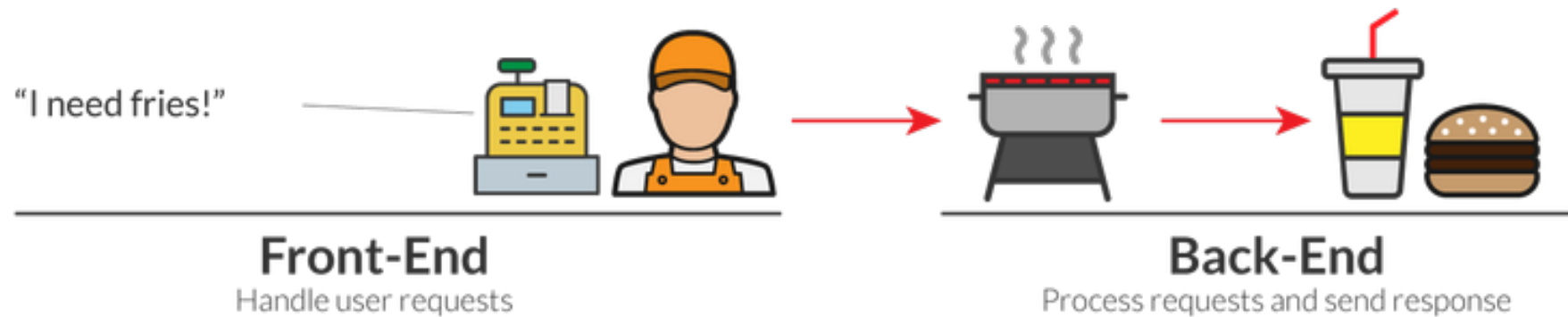




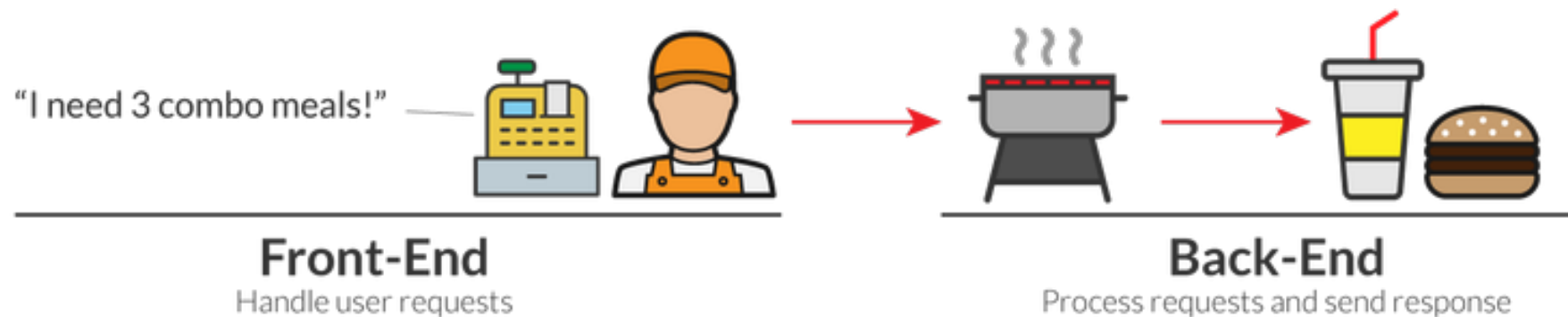
## Start!

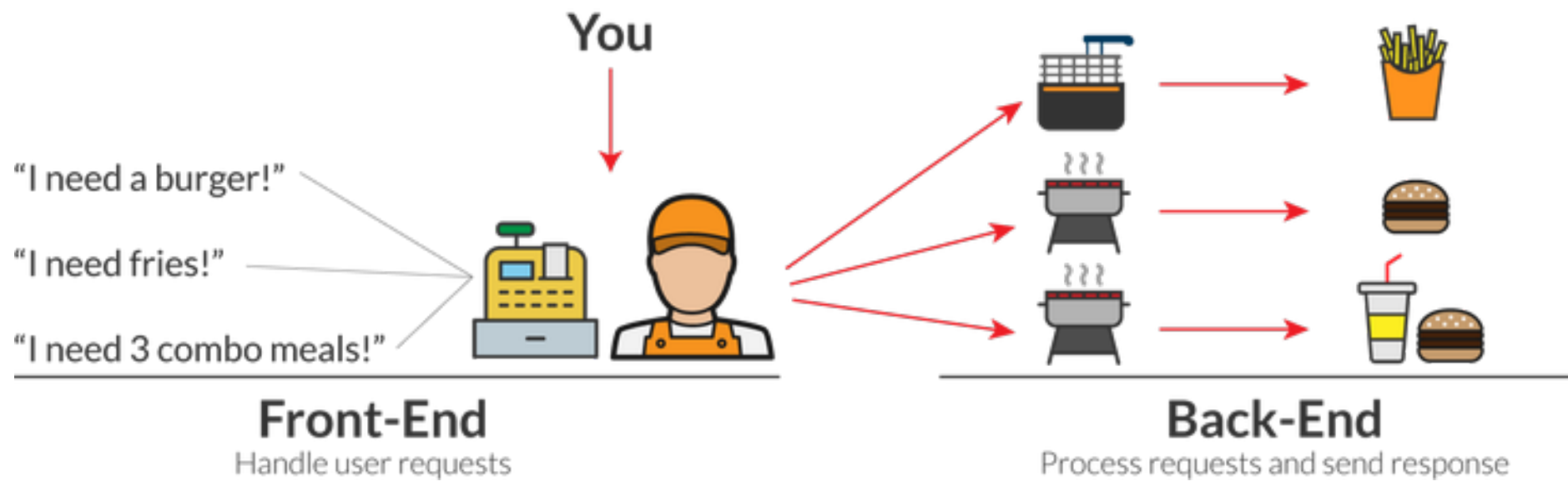


## 5 Minutes Later



## Another 5 Minutes Later





# AJAX

- = **A**synchronous **J**avaScript **A**nd **X**ML
- allows users to interact with your web application without completely reloading the page

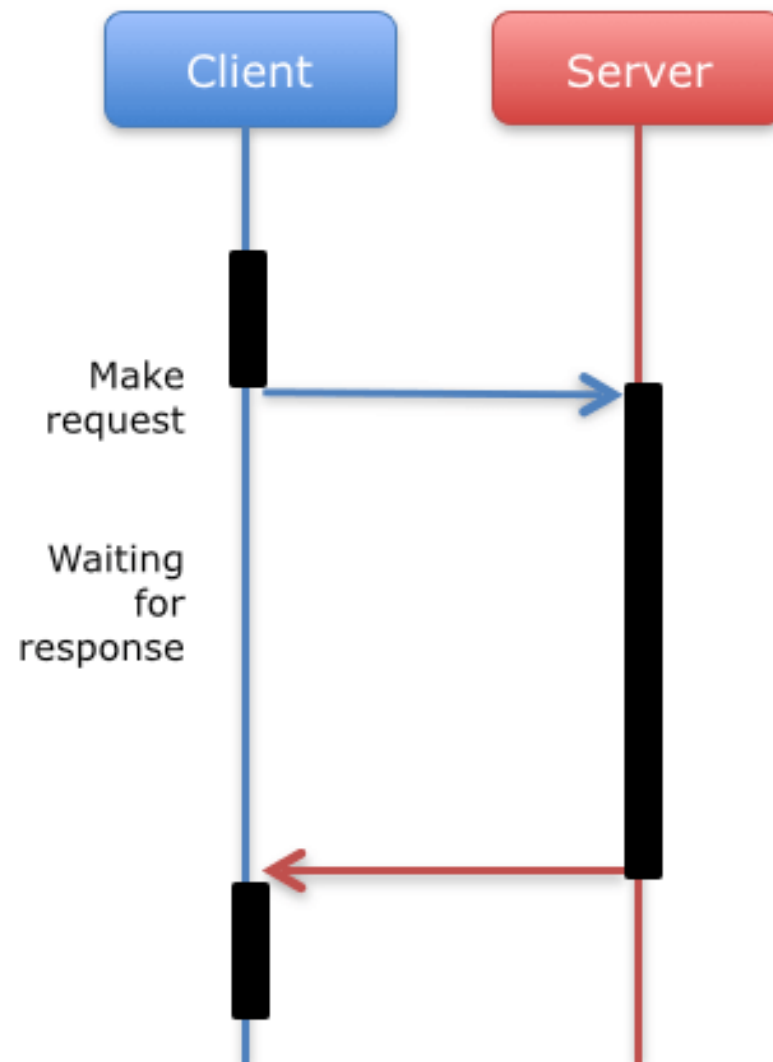
# SYNCHRONOUS WEB MODEL

- “request/response” cycle:
  - **enter** your data,
  - **send** the page to the server, and
  - **wait** for a response



**Synchronous**: user has to wait!

# Synchronous





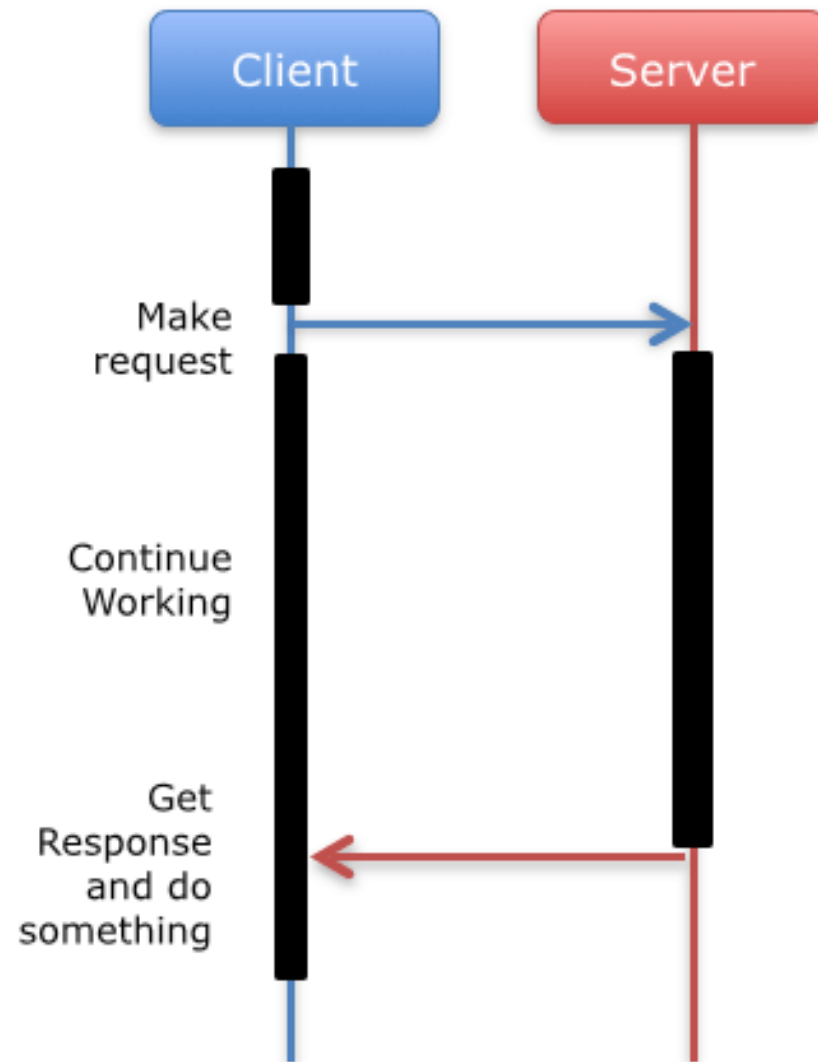
# DISADVANTAGES

- “enter, send, and wait”: wasted time!
- whenever you refresh a page, you are sending a new request back to the server
  - extra server processing
  - time lost while waiting for a response
  - higher bandwidth consumption caused by redundant page refreshes

# ASYNCHRONOUS WEB MODEL

- introduces the idea of a “partial screen update” to the web application model
- only the user interface elements that contain new information will be updated,
- the rest of the user interface will be unchanged

# Asynchronous



# AJAX IN ACTION



As you type, Google suggests:

appl	
apple	436,000,000 results
apple store	28,400,000 results
apple.com	12,400,000 results
applebees	1,750,000 results
apple trailers	1,300,000 results
apple vacations	234,000 results
apple ipod	82,700,000 results
apple uk	15,700,000 results
apple tv	45,000,000 results
apple iphone	21,400,000 results
	<a href="#">close</a>

[Advanced Search](#)  
[Preferences](#)  
[Language Tools](#)

Results. [Learn more](#)

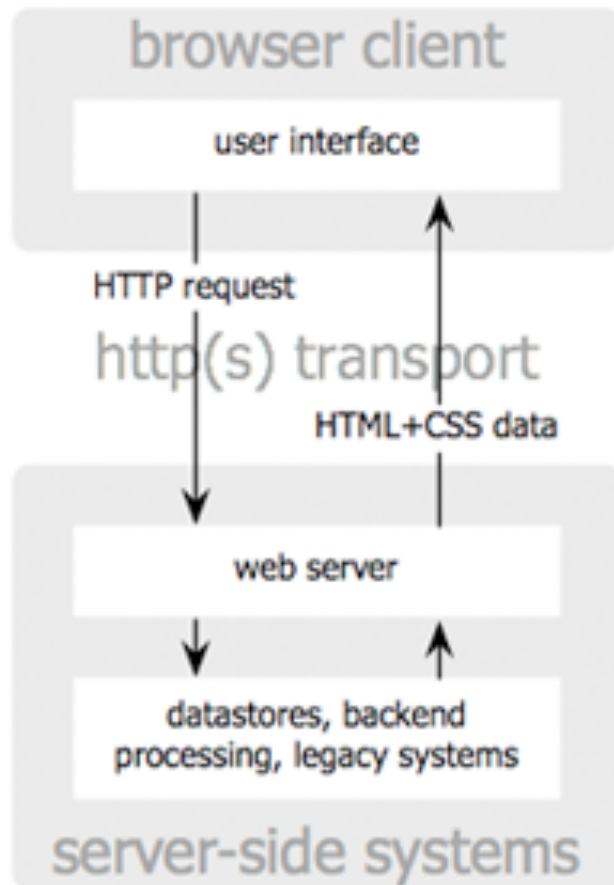
# AJAX TECHNOLOGIES

- **OLD**

- HTML and JavaScript = DHTML (Dynamic HTML)
- XMLHttpRequest Object

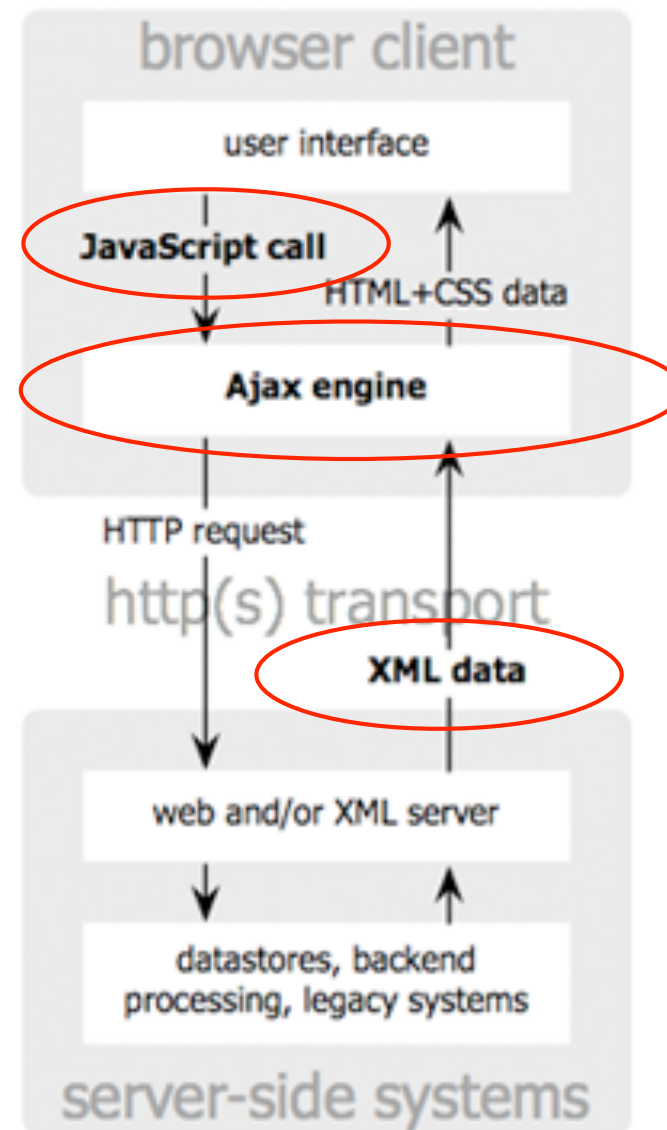
- **NEW**

- JS fetch, promise, ...
- JSON (in the beginning XML)
- a server-side technology



classic  
web application model

Jesse James Garrett / adaptivepath.com



Ajax  
web application model

# RESPONSE

- Sending data from server to client
  - 3 possibilities
    - String
    - XML (old technology)
    - JSON

# JSON

- = JavaScript Object Notation
- = easier alternative to XML



# XML

```
<quotes>
```

```
  <quote>
```

```
    <author> Obama </author>
```

```
    <text> Yes we can! </text>
```

```
    <year> 2009 </year>
```

```
  </quote>
```

```
  <quote>
```

```
    <author> Martin Luther King </author>
```

```
    <text> I have a dream </text>
```

```
    <year> 1950 </year>
```

```
  </quote>
```

```
</quotes>
```

# JSON

```
{ "quotes" : [
```

```
  { "author": "Obama",
```

```
    "text": "Yes we can!",
```

```
    "year": "2009"},
```

```
  { "author": "Martin Luther King",
```

```
    "text": "I have a dream",
```

```
    "year": "1950"}]
```

```
}
```

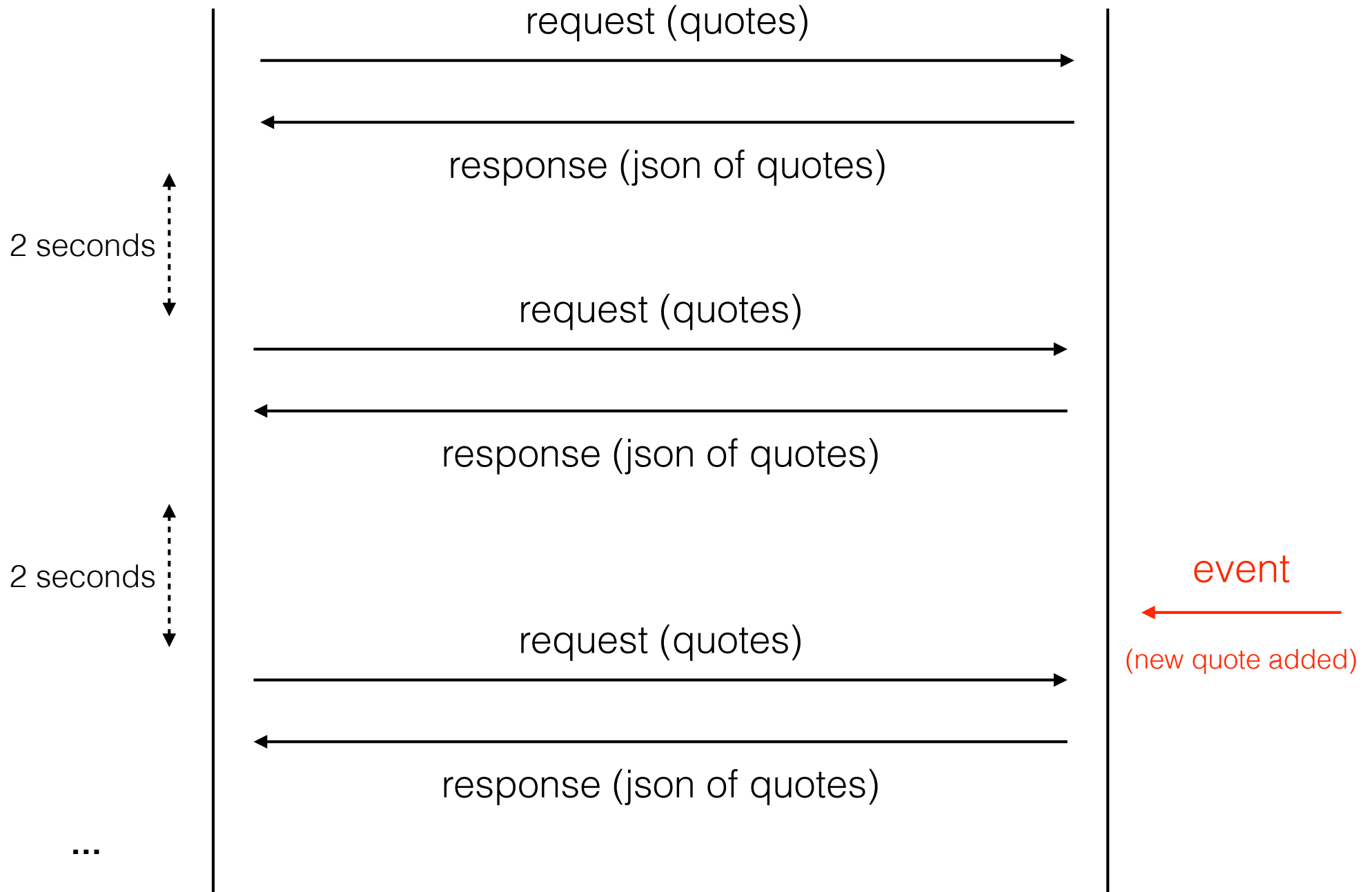
# JSON

- Jackson
  - <http://www.mkyong.com/java/jackson-2-convert-java-object-to-from-json/>
  - add jars to lib folder (core, databind and annotations jars of jackson)
- GSON
- ...

# Polling

Client

Server



# setTimeout and setInterval

- `setTimeout(function, milliseconds)`
  - executes a function, after waiting a specified number of milliseconds
- `setInterval(function, milliseconds)`
  - same as `setTimeout()`, but repeats the execution of the function continuously

# DEMO'S

<https://github.com/UCLLWebontwikkeling4>

Ajax\_Polling  
Ajax\_Polling\_Fetch

# JS fetch

- <https://www.javascripttutorial.net/javascript-fetch-api/>
- [https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\\_Objects/Promise](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Promise)
- <https://javascript.info/async-await>

# Referenties

- <https://medium.com/free-code-camp/ajax-basics-explained-by-working-at-a-fast-food-restaurant-88d95f5fcb7a>