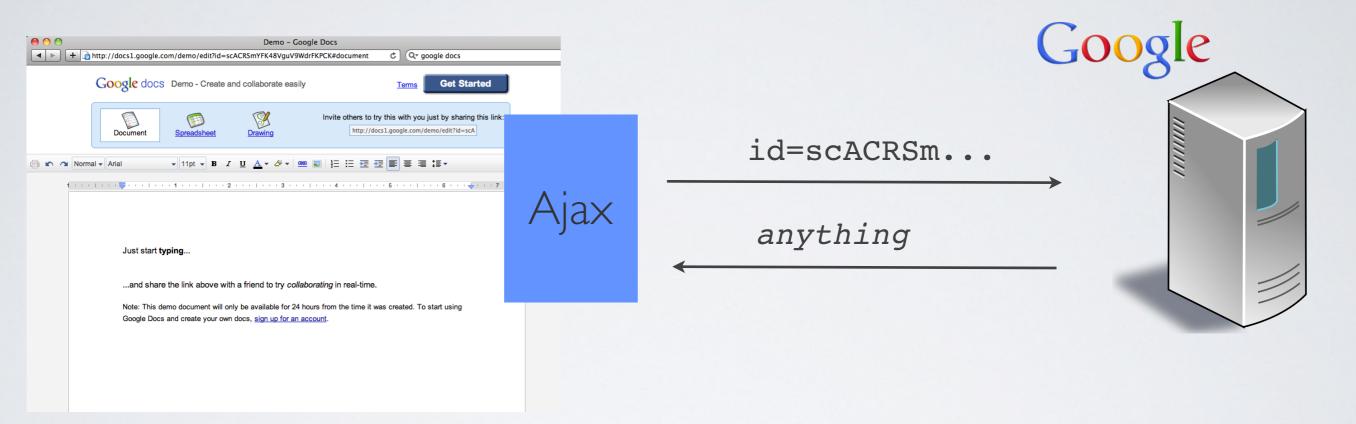
Ajax

Thierry Sans

Ajax - fetching data without refreshing the page



Javascript

Why do we need Ajax?

So far, when we wanted to

- send data to the server
- or retrieve data from the server
- we had to refresh the entire page
 (i.e reloading HTML, CSS, JS and all media files)
- ✓ But, why not using Javascript to process the data and perform the necessary page changes?

Ajax - Asynchronous Javascript And XML

Fetch/push content from/to the server asynchronously i.e without having to refresh the page

- Ajax is not a language
- √ It is a simple Javascript command

History of Ajax

- Patent from Microsoft (filled in 2000, granted in 2006)
 - XMLHTTP ActiveX control (Internet Explorer 5)
- Adopted and adapted by Opera, Mozilla and Apple
 - XMLHttpRequest Javascript object (standard)
- Before / After IE7
 - Different code for different browser (emergence of the javascript framework *Prototype*)
 - ✓ Javascript Object was adopted by IE7

Ajax revolutionized the Web

- ✓ Started with Gmail and Google Maps
- Advantages
 - Low latency
 - Rich interactions
- Consequences
 - · Webapp center of gravity moved to the client side
 - Javascript engine performance race

Standard Ajax

```
var xhr = new XMLHttpRequest();
xhr.onload = function(){
  if (xhr.status !== 200)
     console.error("[" + xhr.status + "]" + xhr.responseText);
  else
     console.log(xhr.responseText);
};
xhttp.setRequestHeader(key, value);
xhr.open(method, url, true);
xhr.send(body);
```

(always) asynchronous

Concurrency issue in Ajax - a typical example

```
main thread
                            initialization
              11 11
var result =
                                             child thread
var xhr = new XMLHttpRequest();
xhr.onload = function (){
                                            assignment
         result = xhr.responseText;
xhr.open(method, url, true);
xhr.send(body);
document.getElementById.innerHTML = result;
                                                   access
```

result will either be "" or "Hello world" depending on the execution (non determinism)

→ Race Condition!