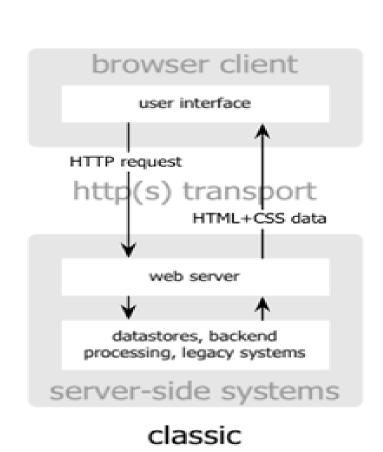


~~ Shashank Daté ~~ ~~ Troy Landers ~~

# What is Ajax

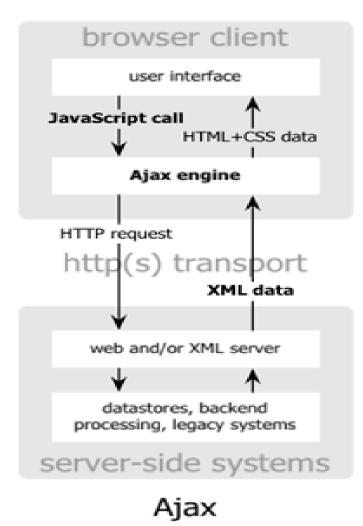
- standards-based presentation using XHTML and CSS
- dynamic display and interaction using the Document Object Model
- data interchange and manipulation using XML and XSLT
- asynchronous data retrieval using XMLHttpRequest
- and JavaScript binding everything together

# Classic vs. Ajax



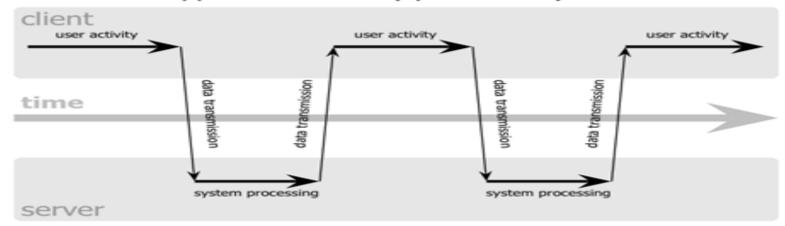
web application model

Ajax web application model

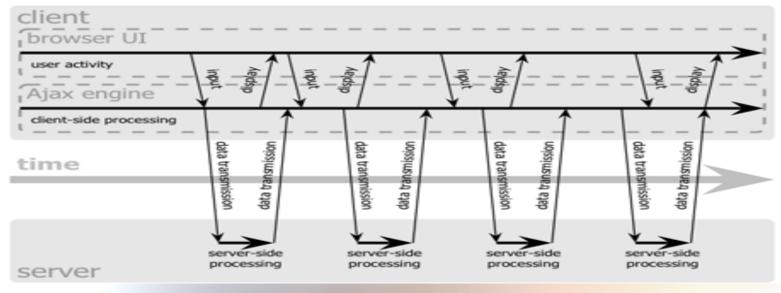


## **Async Communication**

#### classic web application model (synchronous)



#### Ajax web application model (asynchronous)



# Ajax Architecture



# **Examples of AJAX**

- GMail
- Google Maps
- Google Suggest
- Flickr

#### Is it new?

- Not Really
- Hidden Frames
  - IE5+, Mozilla 1.0+, Safari 1.2+, and Opera 7.6+
- Java
  - Applets

# Why is it popular?

- Google helped popularize, and legitimize it in GMail
- Increase Usability of Web Applications
- Rich Internet Applications without Flash
- Save Bandwidth
- Download only data you need
- Faster interfaces (sometimes)

## Why is it bad?

- Breaks back button support
- URL's don't change as state changes
- Cross Browser Issues can be a pain
- JavaScript may tax older machines
   CPU
- Can't access domains other than the calling domain
- May be disabled (for security reasons) or not available on some browsers
- Debugging is difficult

# **XMLHttpRequest**

- A JavaScript Class that lets you make asynchronous HTTP requests from JavaScript
- Make an HTTP request from a JavaScript event
- A call back JavaScript function is invoked at each state of the HTTP request and response

# **XMLHttpRequest Properties**

- onreadystatechange call back function for state changes
- readyState the current state of the HTTP call
- responseText the text result of the request
- responseXML DOM xml object from the request
- status HTTP status code of the response
- statusText HTTP status text

# XMLHttpRequest Example

```
if (window.XMLHttpRequest) {
 var req = new XMLHttpRequest();
  req.onreadystatechange =
  requestStateHandler;
  req.open("GET", "/somefile.xml", true);
  req.send("");
function requestStateHandler() {
  if (req.readyState == 4) { //response ready
     alert(req.statusText);
```

## IE does it differently

The above example however won't work on IE

req = new
ActiveXOjbect("Microsoft.XMLHTTP");

- You can't totally blame them because they invented it
- Native XMLHttpRequest support should be in IE7

#### **Cross Browser AJAX**

```
var req;
function loadXMLDoc(url) {
   req = false;
   // branch for native XMLHttpRequest object
   if(window.XMLHttpRequest) {
          try {
                     req = new XMLHttpRequest();
          } catch(e) {
                     req = false;
          // branch for IE/Windows ActiveX version
    } else if(window.ActiveXObject) {
          try {
                     req = new ActiveXObject("Msxml2.XMLHTTP");
          } catch(e) {
                     try {
                                req = new ActiveXObject("Microsoft.XMLHTTP");
                     } catch(e) {
                                req = false;
   if(req) {
          req.onreadystatechange = processReqChange;
          req.open("GET", url, true);
          req.send("");
```

#### Flash vs AJAX

- No plugin for AJAX
- Flash development tools cost money
- Flash typically has slower page load time
- Flash can work on older browsers
- ActionScript doesn't havea cross browser issues
- Flash can access other domains if there is a crossdomain.xml file

# **Basic Ajax Example**

See step1-4.html, and doc.xml.

- 1. Create web page.
- 2. Create method to get XMLHttpRequest object.
- 3. Write handler function.
- 4. Put it all together.

# **Acknowledgements**

#### Some information and diagrams from:

- http://www.adaptivepath.com/publications/essays/ archives/000385.php
- http://www.petefreitag.com/item/514.cfm