



# AJAX

You'll learn to love it!

# What is it?

- Ajax stands for **A**synchronous **J**avascript and **X**ML.
- It lets you send and receive information from the server without reloading the page, like an invisible front-end ninja.

# What is it?

- It's not limited to XML! You can also send and receive other data types like JSON, HTML, and files.
- It's an important tool for communication between the front end and the back end.

# When would you use it?

Anytime you want to send information between the client and the server without leaving the current page.

# When would you use it?

For example:

- displaying new messages in a chat (Facebook)
- auto-complete in a search field (Google)
- refining search results (Airbnb)

# The XMLHttpRequest object

Ajax relies on a JavaScript class called `XMLHttpRequest`.

To make an Ajax request, you have to create an instance of the `XMLHttpRequest`:

```
var httpRequest = new XMLHttpRequest();  
httpRequest.open("GET", "https://ironhack-characters.herokuapp.com/characters");
```

# How to use it

These are the basic steps of an Ajax request:

1. Function is called

```
document.querySelector('.js-characters').onclick = fetchCharacters
```

2. XMLHttpRequest object is created

```
function fetchCharacters () {  
  var httpRequest = new XMLHttpRequest();  
}
```

# How to use it (continued)

3. XMLHttpRequest object makes asynchronous request to web server

```
(function makeRequest() {  
    httpRequest.onreadystatechange = handleResponse;  
    httpRequest.open('GET', 'https://ironhack-characters.herokuapp.com/characters');  
    httpRequest.send();  
})();
```



# How to use it (continued)

4. When the callback function is called with `readyState 4`, the response has been received.

```
function handleResponse(response) {  
  if (httpRequest.readyState === 4) {  
    if (httpRequest.status === 200) {  
      showCharacters(JSON.parse(httpRequest.responseText))  
    } else {  
      alert("There was an error");  
    }  
  }  
}
```

# How to use it (continued)

4. The response is available as `responseText`. We will talk about `JSON.parse()` a bit later.

```
function handleResponse(response) {  
  if (httpRequest.readyState === 4) {  
    if (httpRequest.status === 200) {  
      showCharacters(JSON.parse(httpRequest.responseText))  
    } else {  
      alert("There was an error");  
    }  
  }  
}
```

# How to use it (continued)

5. The callback function does something with the response data.

```
function showCharacters (characters) {  
  characters.forEach(function appendLi (chr) {  
    // create new DOM node and inner HTML for each character  
    // appended each one to the character list  
  });  
}
```

**Full example**



# Ajax with jQuery

# Ajax with jQuery

We're going to use jQuery to make our ajax requests.  
These three methods are your new best friends:

`$.get()`

`$.post()`

`$.ajax()`

# Ajax GET request in jQuery

```
$.ajax({  
  url: 'https://ironhack-characters.herokuapp.com/characters',  
  data: '',  
  success: handleCharacters, // do something with the response  
  error: function() {  
    console.log('error!')  
  },  
  dataType: 'json'  
});
```

# What if you want to POST?

```
$.ajax({  
  type: "POST",  
  url: "https://ironhack-characters.herokuapp.com/characters",  
  data: newCharacter, // the object where we saved our data  
  success: onSaveSuccess, // success handler  
  error: function() {  
    console.log('error!')  
  },  
  dataType: "json"  
});
```

# Alternatives to \$.ajax

- jQuery makes it *even easier!*
- **\$.get** for GET requests
- **\$.post** for POST requests



# \$.get(url [, data] [, success] [, dataType])

The very simplest way to use this method is:

```
$.get('https://ironhack-characters.herokuapp.com/characters')
```

But, we can pass more  
arguments, and give our  
AJAX request more  
information

# Sending Data

```
var character = {  
  name: "Han Solo",  
  occupation: "Smuggler"  
}
```

```
$.get("https://ironhack-characters.herokuapp.com/characters", character);
```

# Success Callback

```
var character = {  
  name: "Han Solo",  
  occupation: "Smuggler"  
}  
  
function handleCharacters(characters){  
  console.debug("Found characters: " + characters)  
}  
  
$.get("https://ironhack-characters.herokuapp.com/characters", character, handleCharacters);
```

# Specifying Data Type

```
var character = {  
  name: "Han Solo",  
  occupation: "Smuggler"  
}  
  
function handleCharacters(characters){  
  console.debug("REQUEST DONE ", characters)  
}  
  
$.get("https://ironhack-characters.herokuapp.com/characters", character, handleCharacters,  
"json");
```

# Another way of handling success

Define a callback function to process the response.

```
function handleCharacters (characters) {  
  console.log('REQUEST DONE', characters);  
}
```

Ensure that the callback function executes when the request is successfully completed.

```
var request = $.get('https://ironhack-characters.herokuapp.com/characters');  
request.done(handleCharacters);
```

# Success handler

Even better, let's update the HTML using jQuery

```
function handleCharacters (characters) {  
  characters.forEach(function appendLi (chr) {  
    // shortened html for this example  
    // see full solution at the end of the slides  
    var html = '<li>' + chr.name + '</li>';  
    $('.js-character-list').append(html);  
  });  
}
```

# Error handler

Define a callback function that will only be executed if the API request fails.

```
function handleError (error) {  
  console.error('OH NO!!', error.responseJSON);  
}
```

The `.fail()` method calls the error function for HTML status codes 4XX or 5XX or if the request takes too long.

```
request.fail(handleError);
```



# Same thing, this time with \$.ajax()

```
$.ajax({  
  url: 'https://ironhack-characters.herokuapp.com/characters',  
  data: '',  
  success: handleCharacters,  
  error: handleError,  
  dataType: 'json'  
});
```

# `$.post(url [, data] [, success] [, dataType] )`

What about making a POST request? No problem, we can do that with **`$.post()`**.

```
var newCharacter = {  
  name: 'Chewbacca',  
  occupation: 'Muscle',  
  weapon: 'Bowcaster'  
};  
var request = $.post('https://ironhack-characters.herokuapp.com/characters',  
newCharacter);
```

# \$.post() callback functions

Don't forget to set the success and error handlers!

```
function onSaveSuccess (response) {  
    console.debug('Saved!', response);  
}  
function onSaveFailure (error) {  
    console.error(error.responseJSON);  
}  
request.done(onSaveSuccess);  
request.fail(onSaveFailure);
```

# Same thing, this time with \$.ajax()

```
$.ajax({  
  type: "POST",  
  url: "https://ironhack-characters.herokuapp.com/characters",  
  data: newCharacter,  
  success: onSaveSuccess,  
  error: onSaveFailure,  
  dataType: "json"  
});
```

# JSON

# What is it?

JSON is short for **J**ava**S**cript **O**bject **N**otation, and it is a way to store information in an organized, easy-to-access manner. It lets you send objects and arrays with ajax.

Check out this Pokemon API to see what JSON looks like: <http://pokeapi.co>

# How to use it - with pure JS

When you want to send data that is not a String, for example an object, you can use **JSON.stringify()**.

When you receive a response in JSON format, you can parse it with **JSON.parse()**.

```
var characters = JSON.parse(httpRequest.responseText);  
showCharacters(characters);
```

# How to use it - with jQuery

Load JSON from a server with an ajax request by using  
`$.get(url)`

Parse the response with `$.parseJSON(json)`

```
$.get('https://ironhack-characters.herokuapp.com/characters', function(data) {  
  var characters = $.parseJSON(data);  
  handleCharacters(characters);  
})
```



# In Rails

If you request JSON from your rails app, you need to edit your controller to provide a response in JSON.

```
def create
  @user = User.new(user_params)
  respond_to do |format|
    if @user.save
      format.html { redirect_to root_path, notice: "Thanks for registering!" }
      format.json { render json: @user, status: :created}
    else
      format.html { redirect_to root_path, notice: "Please try again." }
      format.json { render json: @user.errors, status: :unprocessable_entity}
    end
  end
end
```

# Exercise: Ajax and the DOM

- Create an HTML page to display the characters from the Ironhack-characters API
  - <https://ironhack-characters.herokuapp.com/characters>
- Create a form to add new characters to the API
- Update the HTML whenever a new character is added
- Use Ajax for everything!

**Hint to get you started**

**Solution**

