

*“You will wander the
underworld blind, deaf, and
dumb, and all the dead will
know: This is Hector, the fool
who thought he killed Achilles.”*

*-Achilles,
The Illiad*

The Other AJAX

~

R. Amrita
P.M. Krishnan

AJAX

Ajax is a methodology of designing web applications , so that they have the look and feel of desktop applications .

What is Ajax – *Exactly*?

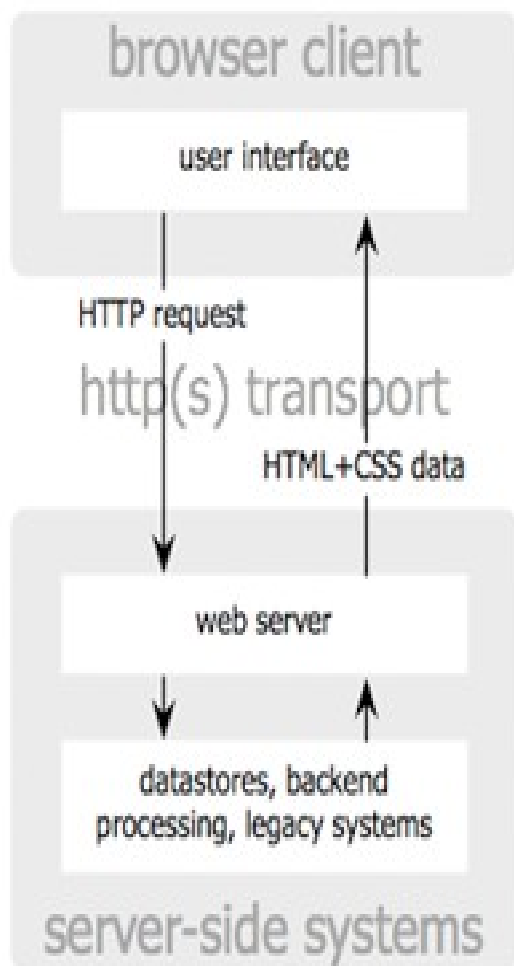
AJAX stands for **A**synchronous **J**avaScript and **X**ML.

AJAX is **not** a programming nor a scripting language, nor is it a new technology but is really a collection of technologies.

It is, in essence, the convergence of :

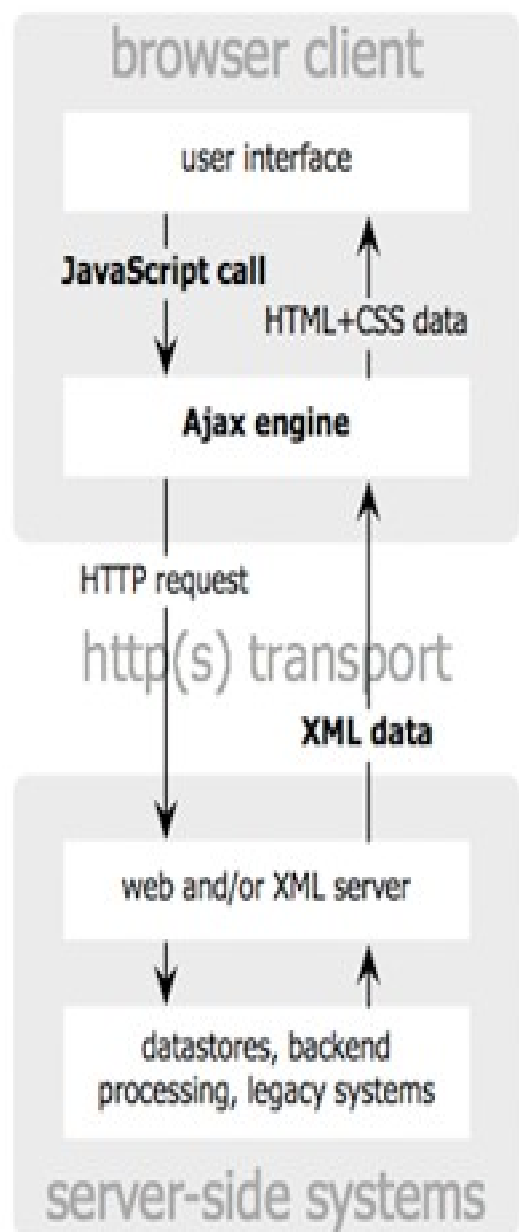
- Standards based presentation using XHTML and CSS
- dynamic display and interaction using DOM
- data interchange and manipulation using XML and XSLT
- asynchronous data retrieval using XMLHttpRequest
- and JavaScript to bind them all

The “asynchronous” part means that the browser isn't going to wait for data to be returned from the server, but can handle that data as it is sent back, **when** it is sent back.



classic
web application model

Jesse James Garrett / adaptivepath.com



Ajax
web application model

You don't have to put your application on hold until the data arrives. In Architecture terms it is similar to saying: *There is no stall in the Pipeline.*

How Ajax is Different

An Ajax application eliminates the start-stop-start-stop nature of interaction on the Web by introducing an intermediary — an Ajax engine — between the user and the server.

Instead of loading a webpage, at the start of the session, the browser loads an Ajax engine — written in JavaScript and usually tucked away in a hidden frame.

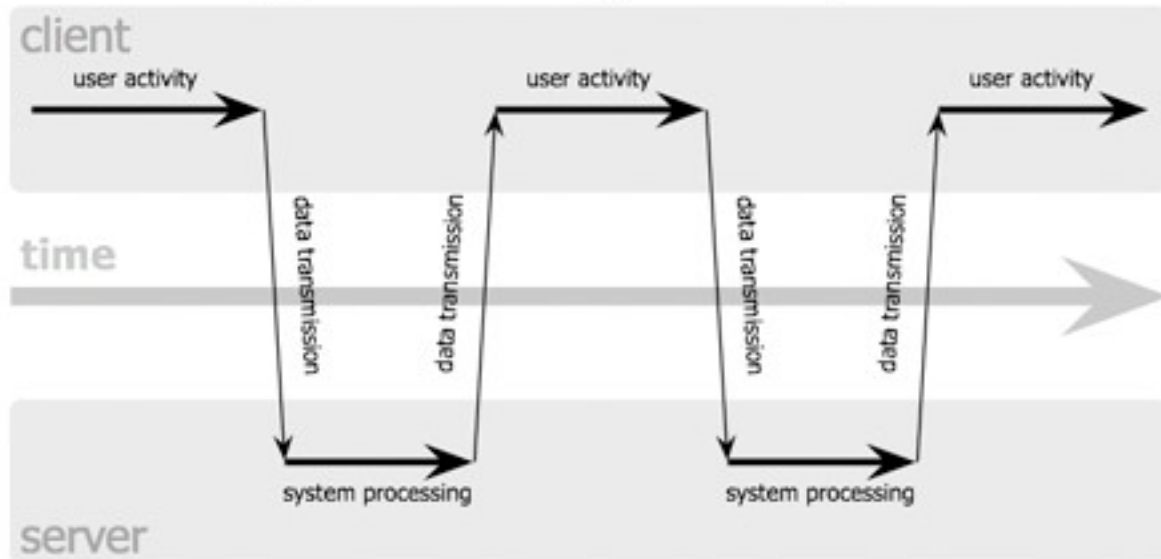
This engine is responsible for both rendering the interface the user sees and communicating with the server on the user's behalf.

The Ajax engine allows the user's interaction with the application to happen asynchronously — independent of communication with the server.

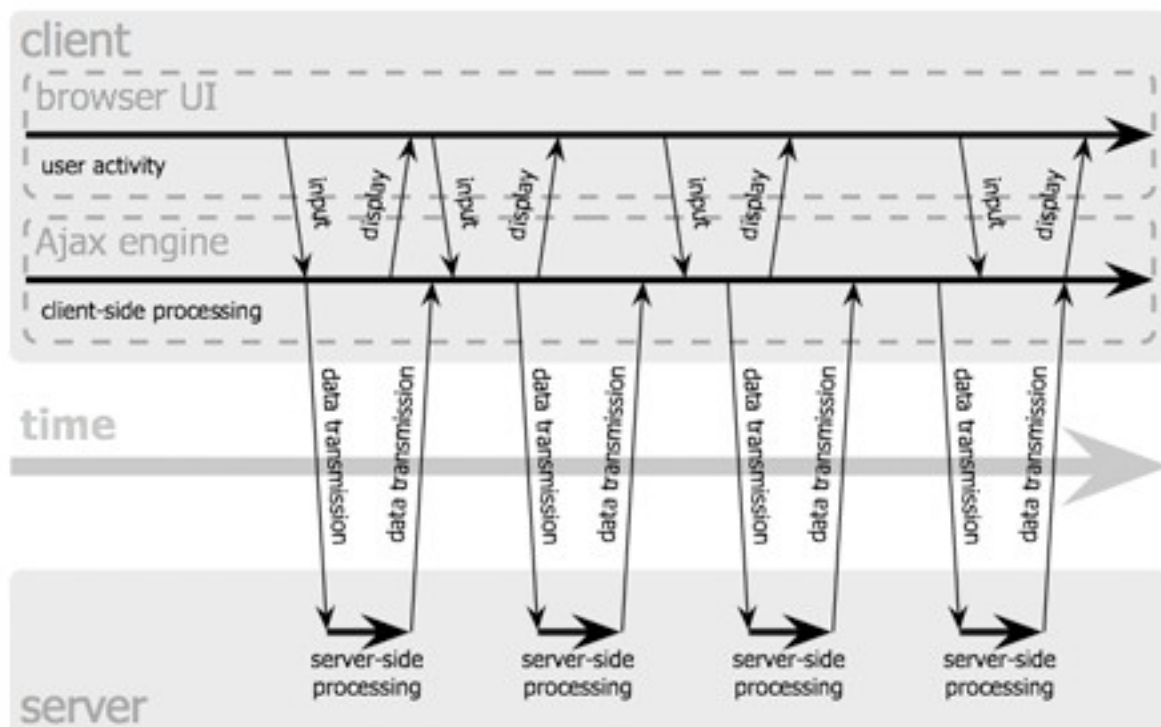
So the user is never staring at a blank browser window and an hourglass icon, waiting around for the server to do something.

The Synchronous and Asynchronous interaction pattern of Web Applications

classic web application model (synchronous)



Ajax web application model (asynchronous)



The JavaScript part of the term Ajax is also very important because that's what makes Ajax happen in the browser.

Ajax relies on JavaScript in the browser to connect to the server and to handle the data that the server sends back.

About XML, as our class linguist would say : It is the *lingua franca* of the Web, providing a text-based way to send data back and forth across the Internet.

For that reason, Ajax applications are often written to handle data sent back from the server using XML.

What is the being done with it???

Searching in real time with live searches

One of the signature use is that you can do with Ajax is live searching, where you get search results instantly, as you enter the term you're searching for. For example, <http://www.google.com/webhp?complete=1&hl=en>, the page which appears as shown. As you enter a term to searched, Ajax contacts Google behind the scenes, and you see a drop-down menu that displays common search terms from Google that might match what you're typing. If you want to select one of those terms, just click it in the menu.

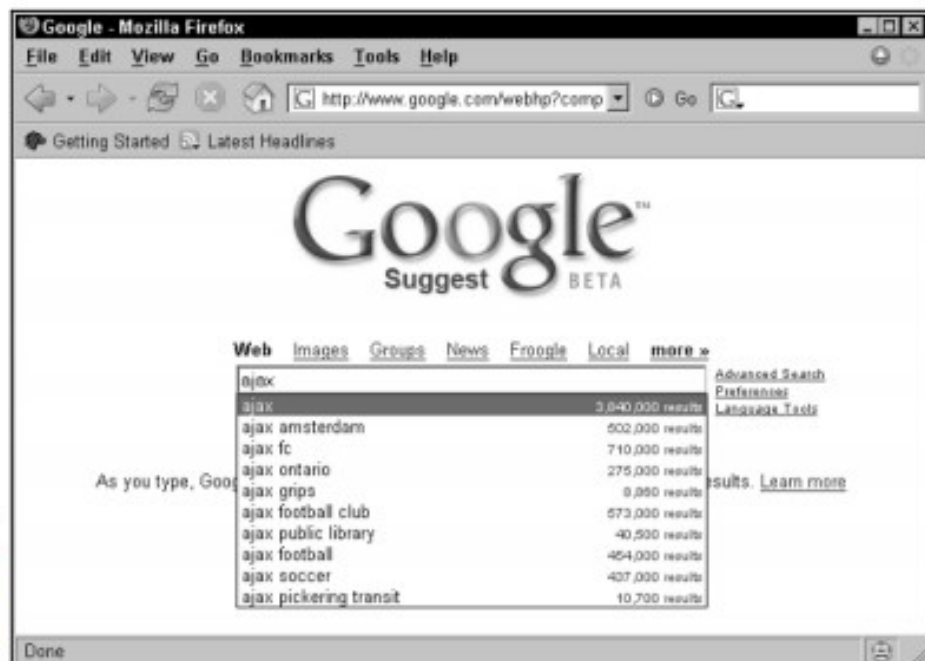


Figure 1-2:
A Google
live search.

Getting the answer with auto complete

Closely allied to live search applications are auto complete applications, which try to guess the word you're entering by getting a list of similar words from the server and displaying them. You can see an example at www.papermountain.org/demos/live/, which appears in the figure. As you enter a word, this example looks up words that might match in a dictionary on the server and displays them, as you see in the figure. If you see the right one, just click it to enter it in the text field, saving you some typing.

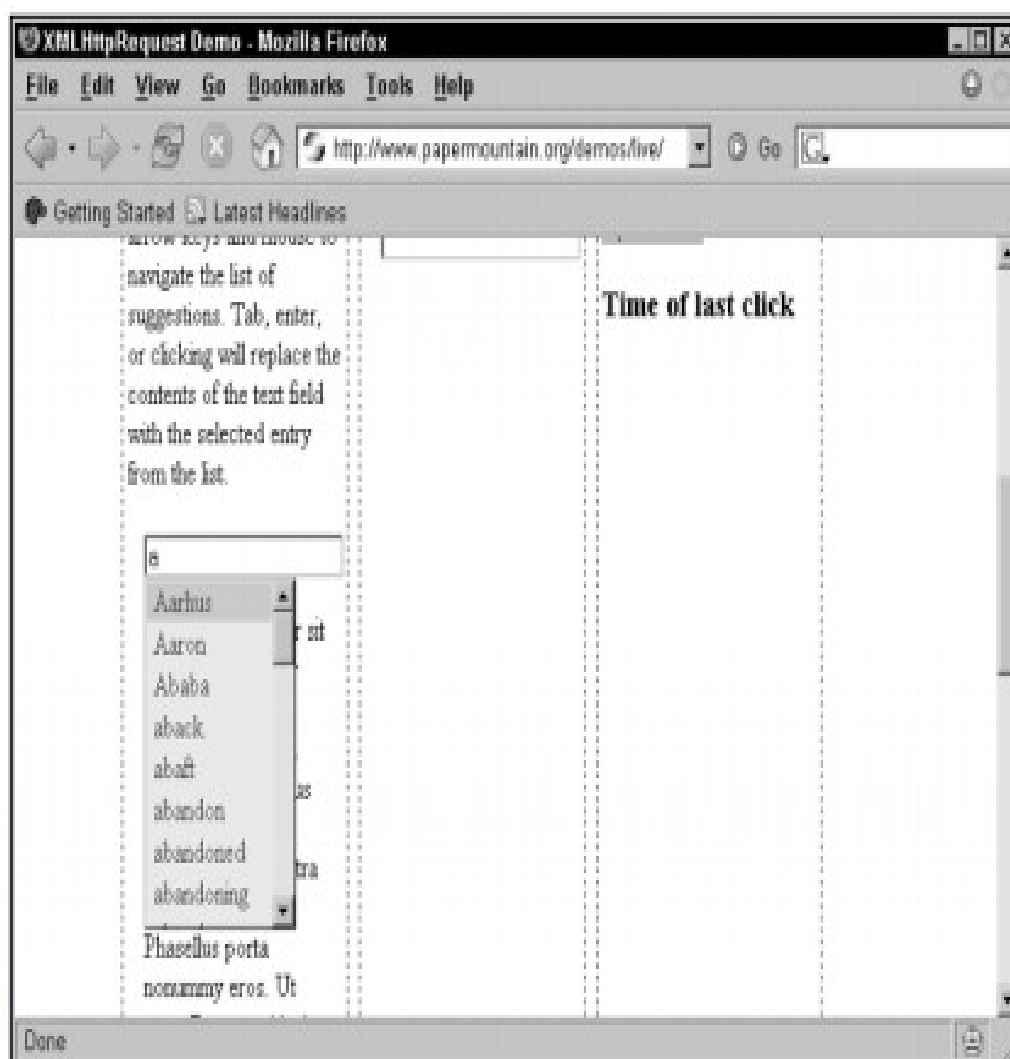


Figure 1-3:
An
autocomplet
e example.

Chattings

Because Ajax excels at updating Web pages without refreshing the displayed page, it's a great choice for Web-based chat programs, where many users can chat together at the same time. Take a look at www.plasticshore.com/projects/chat/, for example, which you can see in the figure. Here, you just enter your text and click the Submit button to send that text to the server. All the while, you can see everyone else currently chatting — no page refresh needed.



Figure 1-4:
An Ajax-
based chat
application.

There are plenty of Ajax-based chat rooms around. Take a look at <http://treehouse.offb.net/chat/?lang=en> for another example.

Dragging and dropping with Ajax

At the beginning of this chapter, I mention a drag-and-drop shopping cart example. As shown in the figure, when the user drags the television to the shopping cart in the lower-right, the server is notified that the user bought a television. Then the server sends back the text that appears in the upper left, “You just bought a nice television.”

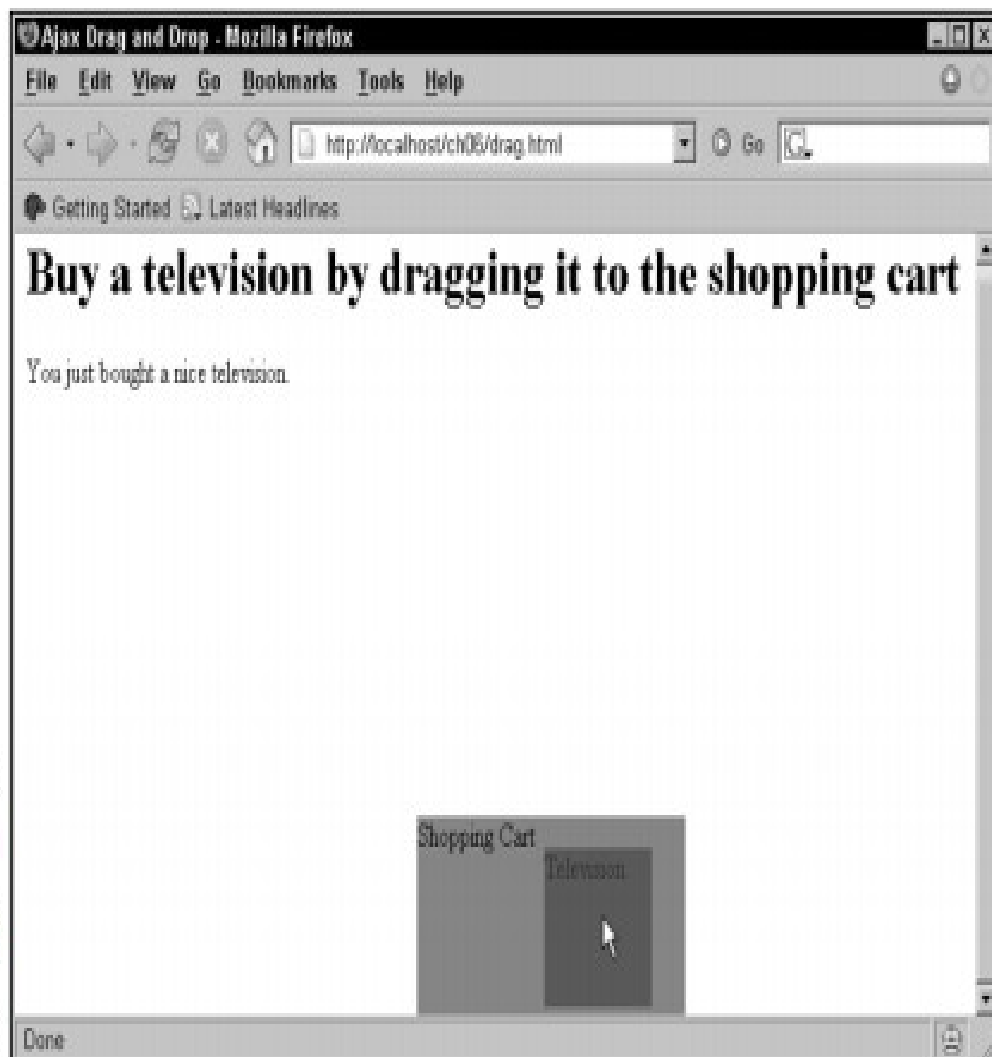


Figure 1-5:
Drag-and-
drop
shopping.

Gaming with Ajax

Here's a different one — a magic diary that answers you back using Ajax techniques, as shown in the figure. You can find it at <http://pandorabots.com/pandora/talk?botid=c96f911b3e35f9e1>.

When you type something, such as “Hello,” the server is notified and sends back an appropriate response that then appears in the diary, such as “Hi there!”

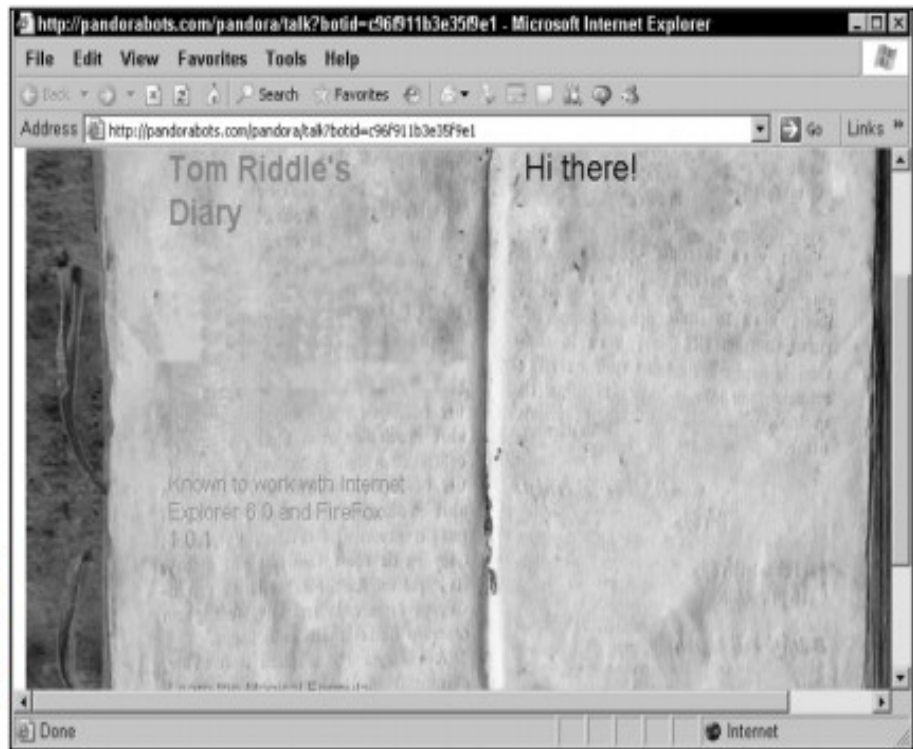
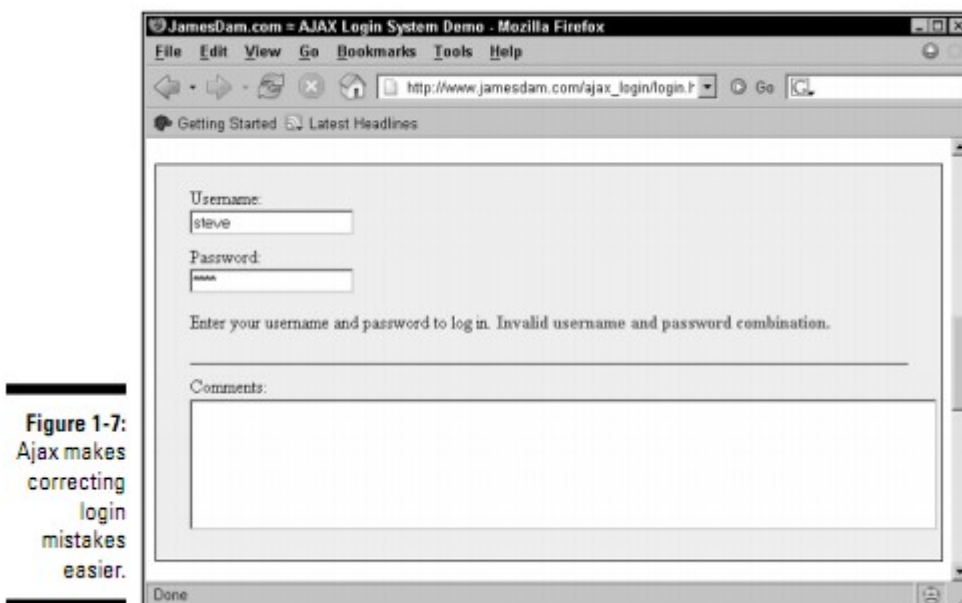


Figure 1-6:
An
interactive
Ajax-
enabled
diary.

Getting instant login feedback

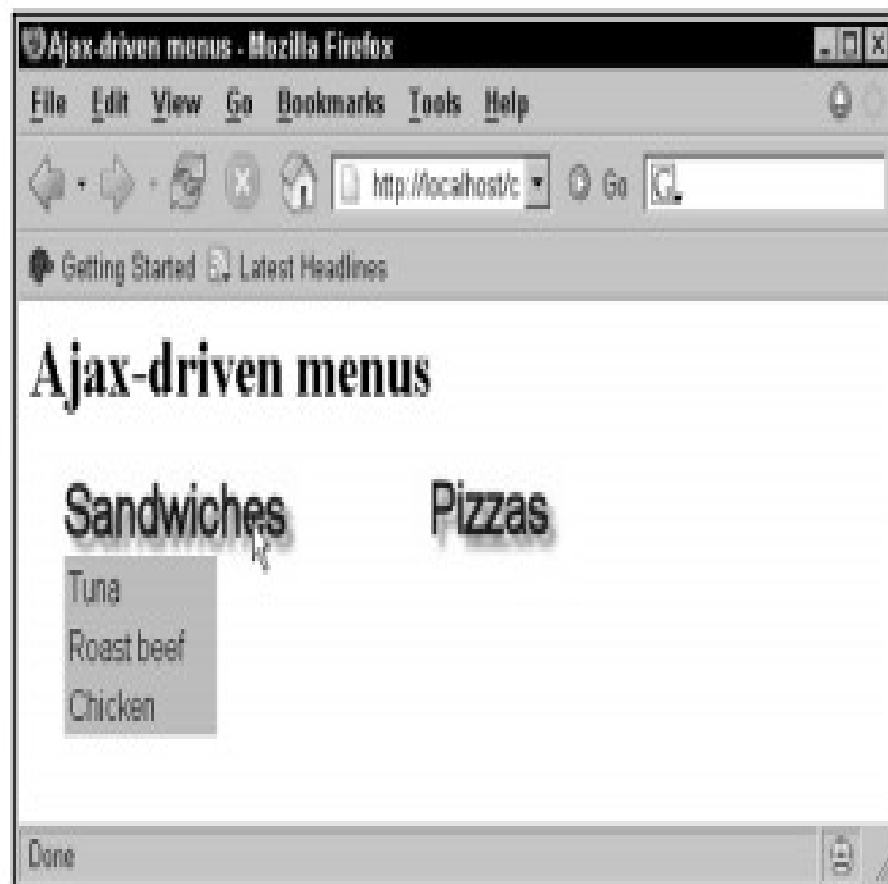
Another Internet task that can involve many annoying page refreshes is logging in to a site. If you type the wrong login name, for example, you get a new page explaining the problem, have to log in on another page, and so on. How about getting instant feedback on your login attempt, courtesy of Ajax? That's possible, too. Take a look at www.jamesdam.com/ajax_login/login.html, which appears in the figure. I've entered an incorrect username and password, and the application says so immediately



Ajax-enabled pop-up menus

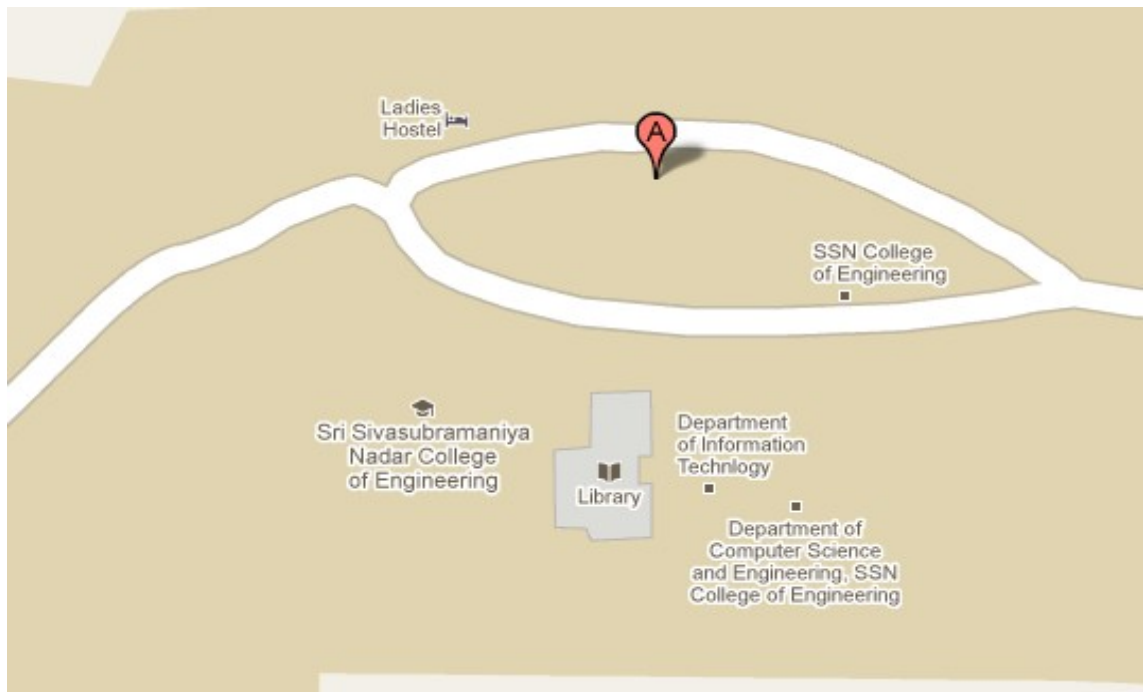
You can grab data from the server as soon as the user needs it using Ajax. For example, take a look at the application in Figure 1-8. The pop-up menus appear when you move the mouse and display text retrieved from the server using Ajax techniques. By accessing the server, Ajax allows you to set up an interactive menu system that responds to the menu choices the user has already made.

Figure 1-8:
Ajax-
enabled
pop-up
menus.



Google Maps and Ajax

One of the most famous Ajax application is Google Maps, at <http://maps.google.com>, which you can see at work in the figure, zooming in on our college. Whenever you modify the view, the whole map does not get refreshed but only the section of interest.



Step-by-step AJAX Application development

Assumptions

All the following codes for displaying AJAX methodology is based on the assumption that it works on the Apache Server with Tomcat Container, along with the required versions of XHTML, CSS and XML.

It is assumed that Mozilla Firefox is the browser used since the use of ActiveXObject is redundant, along with the use of IE itself.

The Build-up

Here we try to build, step-by-step, a web application that generates a XHTML document within which a visit counter appears to update itself automatically, **without reloading the document.**

The General Atomic steps in building an AJAX powered Web app

- Setting up the XHTML document with relevant CSS and servlet.
- Writing the Javascript
- Creating an XMLHttpRequest object.
- Configuring the XMLHttpRequest object.
- Handling data downloads and downloading data

Step 1 :

Create the XHTML file which uses the AJAX methodology.

In our case, it is the counter.html which displays the number of times it is visited. When it is loaded, it calls the init() function in JavaScript.

```
<html xmlns='http://www.w3.org/1999/xhtml'>
<head>
<title> VisitCountUpdate.java
</title>
<script type='text/javascript' src='vs.js'>
</script>
<meta http-equiv='Content-Script-Type'
content='text/javascript' />
</head>
<body onload='init();'>
<p>
Hello World!
</p>
<p>
This page has been viewed <span
id='visits'>12</span> times since the most
recent server restart.
</p>
</body></html>
```

The servlet : VisitCountUpdate

The doPost() method of visitcountupdate will be accessed by XMLHttpRequest instances to obtain the current visit count.

It returns the count in XML formatting.

```
public class visitcountupdate extends  
HttpServlet  
{  
    public void doPost (HttpServletRequest  
request, HttpServletResponse response ) throws  
ServletException, IOException  
    {  
  
        response.setContentType(“application/xml”);  
        PrintWriter servletOut=response.getWriter();  
        servletOut.println (  
            “<?xml version='1.0' encoding='UTF-8'?>\n”  
+  
            “<count>”+ visits + “</count>”  
        );  
        servletOut.close();  
    }  
}
```

Step 2:

Create a JavaScript file that contains the `init()` method, which in turn calls the `getVisits()` method which retrieves the visits to the website whenever there is an update in the count. It does this by calling the `updateVisits()` function which uses DOM to dynamically set the value of the visits node.

So initially the Javascript file looks like

```
function init() {  
  window.setInterval("getVisits()", 7000);  
}
```

```
function getVisits() {  
  // Some XMLHttpRequestObject code  
  updateVisits()  
}  
  
function updateVisits() {  
  // Some DOM scripting to dynamically set the  
  visits count in HTML page.  
}
```

Now the javascript is put through the next three steps.

Step 3 :

All the AJAX magic is done using the XMLHttpRequest object.

What is the XMLHttpRequestObject?

This is the object that forms the basis of AJAX. The XMLHttpRequest Object is built into modern browsers and an instance of XMLHttpRequest Object allows a JavaScript program to send an HTTP request to a server and receive back a response containing an XML document.

In this step, a variable named 'connection' to store the XMLHttpRequest Object is created and is initially set to false.

- if (window.XMLHttpRequest) is used to check whether the browser supports XMLHttpRequestObject.
- Next is to create a XMLHttpRequest Object using 'connection'

```
function getVisits() {  
var connection=false;  
if(window.XMLHttpRequest) {  
connection = new XMLHttpRequest();  
}  
// more code to come  
}
```

Methods of the XMLHttpRequest Object

Method	Description
<code>open(<i>method</i>,<i>url</i>,<i>async</i>)</code>	<p>Specifies the type of request, the URL, and if the request should be handled asynchronously or not.</p> <p><i>method</i>: the type of request: GET or POST <i>url</i>: the location of the file on the server <i>async</i>: true (asynchronous) or false (synchronous)</p>
<code>send(<i>string</i>)</code>	<p>Sends the request off to the server.</p> <p><i>string</i>: Only used for POST requests</p>
<code>setRequestHeader(<i>header</i>,<i>value</i>)</code>	<p>Adds HTTP headers to the request.</p> <p><i>header</i>: specifies the header name <i>value</i>: specifies the header value</p>

Three important properties of the XMLHttpRequest object:

Property	Description
onreadystatechange	Stores a function (or the name of a function) to be called automatically each time the readyState property changes
readyState	Holds the status of the XMLHttpRequest. Changes from 0 to 4: 0: request not initialized 1: server connection established 2: request received 3: processing request 4: request finished and response is ready
status	200: "OK" 404: Page not found

The onreadystatechange event is triggered every time the readyState changes.

The readyState property holds the status of the XMLHttpRequest.

When readyState is 4 and status is 200, the response is ready.

Step 4: Configuring the XMLHttpRequest Object.

The step in configuring the XMLHttpRequest Object is to *open* it.

The open(“method”,”URL”,true).

The true flag indicates the asynchronous nature of the call.

There are also optional username and password parameters.

```
function getVisits() {  
  var connection=false;  
  if(window.XMLHttpRequest) {  
    connection = new XMLHttpRequest();  
  }  
  connection.open(“POST”,”http://localhost:8081/mya  
jax/visitcountupdate”,true);  
  // more code to come  
}
```

Step 5: Handling data downloads

A callback function (update()) is to be set up that will be called when data has been downloaded.

XMLHttpRequest Object will call that callback function when there is to be a download.

The function is called each time the value of the *readyState* property of the XMLHttpRequest Object instance changes.

The send() method is used to send the actual Http request to the server.

```
function getVisits() {  
  var connection=false;  
  if(window.XMLHttpRequest) {  
    connection = new XMLHttpRequest();  
  }  
  connection.open("POST", "http://localhost:8081/myajax/visitcountupdate",true);  
  connection.onreadystatechange = function update()  
  {  
    updateVisits(connection);  
  };  
  
  connection.setRequestHeader("Content-  
Type", "application/x-www-form-urlencoded");  
  connection.send("");  
}
```

Step 5: Part Two:

The value 4 indicates that the entire response has been received and the status '200' indicates the `HttpResponse` status of 200.

The updation of the visits is done only when the following condition is satisfied.

```
if(connection.readyState==4 && connection.status == 200)
```

The `updateVisits` function has two Document nodes: document displayed in the client area of browser and the `connection.responseXML`, the root of the tree representing the XML response from server.

The DOM processing replaces the text within visits element of the browser's tree with the character data in the response XML. The `responseXML` property of the `XMLHttpRequest` instance represents a node of type Document.

```
function updateVisits(connection) {  
if(connection.readyState==4 && connection.status  
== 200) {  
var visits=document.getElementById("visits");  
var  
count=connection.responseXML.documentElement;  
visits.childNodes[0].data=count.childNodes[0].data;  
}  
return;}
```

The completed overall JavaScript File:

```
function init() {  
  window.setInterval("getVisits()",3000);  
}
```

```
function getVisits() {  
  var connection=false;  
  if(window.XMLHttpRequest) {  
    connection = new XMLHttpRequest();  
  }
```

```
  if (connection)  
  {  
    connection.open("POST", "http://localhost:8081/mya  
jax/visitcountupdate",true);  
    connection.onreadystatechange = function update()  
    {  
      updateVisits(connection);  
    };  
  }
```

```
  connection.setRequestHeader("Content-  
Type", "application/x-www-form-urlencoded");  
  connection.send("");  
}  
return;  
}
```

```
function updateVisits(connection) {  
if(connection.readyState==4 && connection.status  
== 200) {  
var visits=document.getElementById(“visits”);  
var  
count=connection.responseXML.documentElement;  
visits.childNodes[0].data=count.childNodes[0].data;  
}  
return;  
}
```

THANK YOU!!!

“But if doom denies this to me, then I will have naught: neither life diminished, nor *love* halved, nor honour abated.”

~

Lord Denethor,
The Lord of the Rings

THE END