

# Project 7

Ajax Requests

# Basic Ajax

Need a way for browser to communicate with server, possibly with user-entered data

Asynchronous Javascript and XML (not quite!!)

Client initiates the request

Needs to be fast

# For this project

Write your own Ajax wrapper over XHR

More of a design based assignment,  
implementation is straight-forward

REUSABILITY IS A BIG PART

XHR is the basic entity you want to interact with  
to get your data

# For this project

Dont worry too much about IE quirks  
(ActiveXObject etc.)

# Client Side

Start with XMLHttpRequest object

The usual places on the web

Creating and using the object :

```
var myXHR = new XMLHttpRequest()
```

(TIP - Might want to persist this object instead of local var)

```
myXHR.open("Method_Type","URL",true/false)
```

```
myXHR.send() // actually send the request
```

# Client side

Important parameters :

Type of request method - GET / POST etc.

URL - This is where the server will respond at

(URL can contain parameters)

(eg : `"/state/filter?substring=ca"`)

Async flag - true (non-blocking) vs false (blocking)

# Client Side

Q. How to know when response is available?

A. use onreadystatechange attribute!

```
myXHR.onreadystatechange = function() {.....}
```

Typically XHR will go through 5 states :

0 = uninitialized / just created

1 = typically after open

4 = response available

# Client Side

Accessing current state value :

```
if (myXHR.readyState == 4) {....}
```

What if I make a wrong URL call?

check response status via myXHR.status

*\*after\** response is available

status is usual 200, 403 etc..



# Client Side

Getting actual content from response :  
`myXHR.responseText`

The text (HTML?) is generated by server  
(More on server in a bit)

Set this text as HTML of your element of  
interest

# Server Side

Treats incoming request like a normal request (controller, action etc.. using routes, accessing params)

Same MVC decomposition :-)

Sending data back :

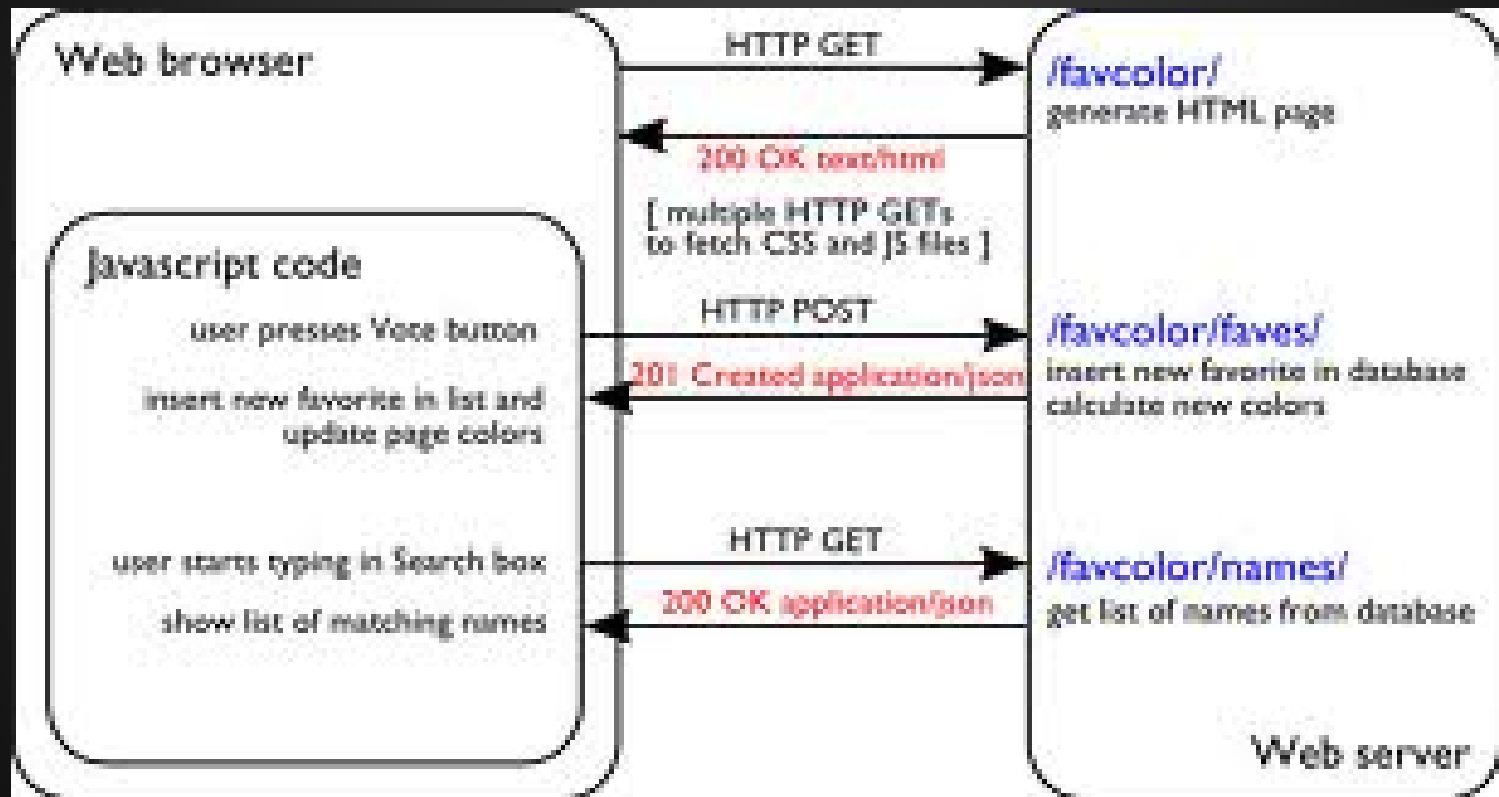
Generate your HTML - usual MVC

Think partials!!

# Sample server side

```
def filter  
  @substr = params[:substring]  
  @matchingstates = State.filter(@substr)  
  render :partial => "filter"  
end
```

# Putting it all together (IGNORE JSON)



# Tips

You already know JavaScript. Just like  
onmouseup, you'll find onKeyPress / onKeyUp useful

innerHTML is your friend

Status codes are good

layout can be suppressed using `render :layout => false`

For reusability, think what different requirements are, and  
what exceptions they might throw

# For the enthusiasts

jQuery implementation of Ajax (very much involved, try skimming through it to get an idea)

Fun playing around with JSON data (remember `responseText`??)