

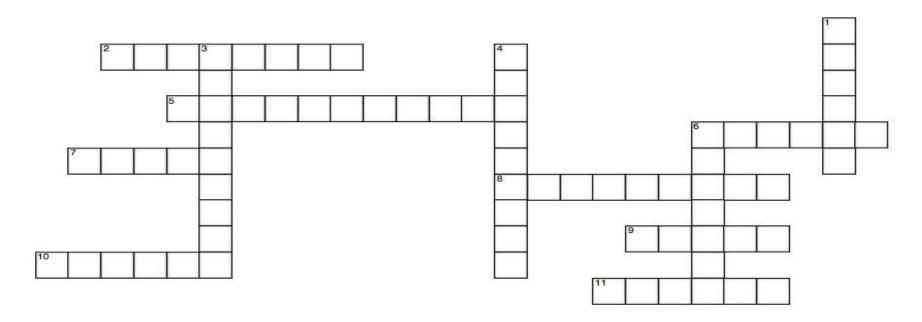
# 402 - Introduction to Digital Humanities Design and Programming

Spring Semester 2016

Week 7

#### OOP Crossword

#### Quick test



#### **ACROSS**

- 2 a variable that belongs to an object
- 5 if present will always be called when we instantiate an object
- 6 can be accessed everywhere
- 7 allows us to create a separate copy of an object
- 8 an object oriented approach to handling an error
- 9 outline, blueprint, design for creating a given object
- 10 a function that belongs to an object
- 11 something that encapsulates the design etc of the class

#### DOWN

- 1 can be used without instantiating the object first
- 3 can be accessed only within the class itself and by inheritance from the parent
- 4 variable passed to a method as an argument
- 6 can only be accessed by the class itself

#### OOP Crossword

#### Across

- 2 = Property (a variable that belongs to an object)
- 5 = Constructor (if present will always be called when we instantiate an object)
- 6 = Public (can be accessed everywhere)
- 7 = Clone (allows us to create a separate copy of an object)
- 8 = Exception (an object oriented approach to handling an error)
- 9 = Class (outline, blueprint, design for creating a given object)
- 10 = Method (a function that belongs to an object)
- 11 = Object (something that encapsulates the design etc of the class)

#### <u>Down</u>

- 1 = Static (can be used without instantiating the object first)
- 3 = Protected (can be accessed only within the class itself and by inheritance from the parent)
- 4 = Parameter (variable passed to a method as an argument)
- 6 = Private (can only be accessed by the class itself)

Object Oriented Programming - Abstract overview of current framework structure

#### A Quick Initial Outline - basic sessions

- what is a 'session' in PHP?
  - use (and sometimes abuse) of session variables
  - store information about a user session
  - change settings specific to a given user
  - session variables available to all pages of a framework/site
  - session data is temporary and can be deleted after the user exits the framework/site
  - commonly stored in a cookie
- what can we do with session variables?
  - store usernames, user details...
  - track page visits within our framework/site
  - keep temporary data including session preferences, selections...
- difference between cookies and session variable?

Object Oriented Programming - Abstract overview of current framework structure

<u>Initial Outline - /system/library/loader.php file (Part 2)</u>

- we now need to be able to load some actual content
- we now introduce two more methods
  - auto load controller
  - load\_controller
- auto\_load\_controller is called from the bootstrap.php file and works with router.php and the load controller method
- load\_controller actually loads and returns the user selected content within the framework
  eg: v.0.2

Object Oriented Programming - Abstract overview of current framework structure

<u>Initial Outline - /system/library/auto\_load\_controller method</u>

- requires (includes) our router.php file to help process the user submitted URI
  - we'll go through router.php next...
- instantiates an object from the Router class
- sets various variables we need for the load\_controller method using getters in the Router class

eg:

?node=content/text&id=2

- controller = 'content'
- controller dir = 'frame/controller'
- format = 'text'
- params = 'id=2'
- then calls the load\_controller method

Object Oriented Programming - Abstract overview of current framework structure

Initial Outline - /system/library/router.php and Router class

- sets the route for the framework based upon user requested URI
- numerous private static properties
- constructor to check if \$route is already set and if not calls method init()
- five getter methods to allow auto\_load\_controller() to get required variables
- private init() method to process and return user requested URI
  - get user requested route
  - define route without parameters in case we need base URI request
  - define controller variable
  - define controller directory
  - define format
  - define parameters

Object Oriented Programming - Abstract overview of current framework structure

<u>Initial Outline - load\_controller method (/system/library/loader.php)</u>

- method called from auto\_load\_controller method
- determine required controller and load controller
- define class name for required controller
- check if controller class exists and instantiate object
- check content format requested by user and any parameters for the controller
- call get\_content() method using controller object
- output basic requested content

GitHub Code (loader.php) | Github Code (content.php)

Object Oriented Programming - Abstract overview of current framework structure

Object Oriented Programming - Abstract overview of current framework structure

#### <u>Initial Outline - ContentController class</u>

- set private static property for default content
- getter method to return selected basic content
- very basic test of content query from DB using 'id' parameter
- set value for default content property which can be used in Loader class to output content

GitHub Code

Object Oriented Programming - Abstract overview of current framework structure

Initial Outline - basic constants.php file

- required (included) as part of the loader.php file
- we now have a couple of general constants for use within our framework
  - FRAME\_EXTENSION to allow us to specify '.php' for file endings
- CONTROLLER\_CLASS\_NAME to allow us to specify that all controller class must follow the same naming pattern ie: ContentController etc

GitHub Code

Object Oriented Programming - Abstract overview of current framework structure

<u>Initial Outline - loading the content so far (Part 1)</u>

- user opens framework and requests a URI, which loads the following
  - index.php
    - config/directory.php
    - frame/bootstrap.php
- bootstrap.php requires loader.php file, and instantiates a loader object, which is used to call
  - init\_settings() method
  - init db() method
  - auto\_load\_controller() method
- auto\_load\_controller() method requires router.php, instantiates a router object, and calls the getter methods to output required variables for load\_controller() method

cont'd...

Object Oriented Programming - Abstract overview of current framework structure

<u>Initial Outline - loading the content so far (Part 2)</u>

- load\_controller() method uses the supplied parameters for controller, controller\_dir, format, params to
  - determine the required controller (eg:content)
  - load the required controller class (eg:ContentController)
  - check and instantiate an object for required controller class
  - check content format and parameters for controller
  - use getter method in controller class to request and output basic returned content
    - raw content is returned based upon ID, but format will be used later to call viewer

Example basic content output

Object Oriented Programming - Abstract overview of current framework structure

#### <u>Initial Outline - next on our to-do list</u>

- send content to view before returning for output
  - allows us to introduce view plugins, viewers etc
- add some templating and design for our framework
- allow for greater flexibility and abstraction of content, format, and parameters
- add some more error checking and reporting...
- add default content handler for non controller/format/params URI requests including index.php

and so on...

# JQuery & JQuery UI

Framework plugins and Javascript

- how do we use JQuery and Javascript in the framework design
- plugin design and implementation
- Spring break work on jQuery and Javascript...