



# Week 9 - JQuery

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## Callback

A **callback** is a function passed as an argument that jQuery calls **after an operation completes**.

In animations/effects:

- The callback runs **after the animation finishes**
- Ensures correct execution order
- Prevents race conditions caused by async animations

```
$("#box").toggle(1000, function () {  
    alert("Toggle completed");  
});
```

Here, the function runs **only after** the toggle animation ends.

## Animation & Effect Functions

### Visibility & Toggle Effects

Method	Purpose
<code>hide(duration, callback)</code>	Hide element with animation
<code>show(duration, callback)</code>	Show element with animation
<code>toggle(duration, callback)</code>	Toggle visibility
<code>fadeTo(duration, opacity, easing?, callback)</code>	Fade to specific opacity
<code>fadeToggle(duration, easing?, callback)</code>	Toggle fade effect

### Sliding Effects

Method	Purpose
<code>slideUp(duration, callback)</code>	Slide element up (hide)
<code>slideDown(duration, callback)</code>	Slide element down (show)
<code>slideToggle(duration, callback)</code>	Toggle slide

## Custom Animations

Method	Purpose
<code>animate(properties, duration, easing?, callback)</code>	Animate CSS properties
<code>delay(time)</code>	Delay next animation in queue

- `delay()` pauses the animation queue, not JavaScript execution

## Animation Control Functions

### `stop()`

```
$("#box").stop();
```

- Stops the **current animation immediately**
- Keeps element in its current visual state
- Does NOT jump to final values

### `finish()`

```
$("#box").finish();
```

- Instantly completes all queued animations
- Jumps element to final state
- Executes animation callbacks

Difference from `stop()` :

- `stop()` halts
- `finish()` completes

## Event Callback Functions

All event handlers here are callbacks too:

```
$("#btn").on("click", function () { ... });
```

- Executed when the event occurs
- Passed a jQuery event object
- Run asynchronously via event loop

## Execution Order

Without callbacks:

```
$("#box").hide(1000);  
alert("Done"); // runs immediately
```

With callbacks:

```
$("#box").hide(1000, function () {  
    alert("Done"); // runs after animation  
});
```

## Deferred and Promise object

- **Deferred** → object that *controls* an async task (Producer)
- **Promise (jQuery)** → object that *observes* an async task (Consumer)

## Deferred

A `Deferred` represents a task that will **finish later**.

```
const dfd = $.Deferred();
```

## Deferred States

- `pending` → initial state
- `resolved` → success
- `rejected` → failure

State can be checked using:

```
dfd.state();
```

## Resolving, Rejecting, Notifying

- `resolve(value)` → marks task successful
- `reject(error)` → marks task failed
- `notify(data)` → sends progress updates

## Deferred Callbacks

Method	When it runs
<code>done(fn)</code>	On resolve
<code>fail(fn)</code>	On reject
<code>progress(fn)</code>	On notify
<code>always(fn)</code>	On resolve or reject

### then()

```
dfd.then(successFn, errorFn, progressFn);
```

- Combines `done`, `fail`, and `progress`
- Executes based on final outcome
- Returns a **new promise**, allowing chaining

## Promise ( `promise()` )

Calling `.promise()` creates a **read-only view**.

```
const promise = dfd.promise();
```

Why `promise()`

- Hides `resolve`, `reject`, `notify`
- Prevents external code from changing state
- Enforces separation of concerns

## Deferred vs Promise

Deferred	Promise
Can resolve / reject	Read-only
Controls async flow	Observes async flow
Used by task creator	Used by consumer
Mutable state	Immutable state

## Progress Notifications

- jQuery Deferred supports **progress updates**
- Native ES6 Promises do **not**

```
dfd.notify("Loading...");
```

Handled via:

```
progress(fn)
```

## Manual Resolution

Deferred can be resolved or rejected **anytime**:

```
dfd.reject("Manually rejected");
```

This flexibility is powerful but dangerous if misused.

# AJAX

**AJAX (Asynchronous JavaScript and XML)** allows web pages to communicate with a server **without reloading the page**.

In jQuery, AJAX is built on top of **XMLHttpRequest** and tightly integrated with **Deferred/Promise**.

## How it works

- Sends HTTP requests in the background
- Receives data asynchronously
- Updates UI dynamically
- Abstracts browser differences

jQuery AJAX returns a **jqXHR object**, which is:

- An `XMLHttpRequest` wrapper
- A **Deferred/Promise-like** object

### `$.ajax()`

`$.ajax()` is the most flexible and low-level method.

```
$.ajax({  
  url,  
  type | method,  
  data,  
  contentType,  
  success,  
  error  
});
```

Key options:

- `url` → endpoint
- `type` / `method` → HTTP verb
- `data` → request payload
- `contentType` → format of sent data

## HTTP Methods Usage

Method	Purpose
GET	Fetch data
POST	Create new data
PUT	Replace existing data
PATCH	Update partial data
DELETE	Remove data

## Shorthand Methods

jQuery provides simplified helpers for common cases.

Method	Description
<code>\$.get()</code>	GET request
<code>\$.post()</code>	POST request
<code>\$.getJSON()</code>	GET JSON data

## Callbacks vs Promise Style

Callback-based

```
success: function (data) { }
error: function (err) { }
```

Promise-based

```
$.ajax(url).done(fn).fail(fn).always(fn);
```

## jqXHR Object

jqXHR combines:

- Native XHR
- jQuery Deferred

Provides:

- `.done()` → success
- `.fail()` → error

- `.always()` → cleanup
- `.abort()` → cancel request
- `.state()` → request state

## Data Handling

- GET requests send data as **query parameters**
- POST/PUT/PATCH usually send data in request body
- Use `JSON.stringify()` for JSON payloads
- Set `contentType: "application/json"`

jQuery can auto-parse JSON responses.

## Error Handling

- `error` / `fail` runs for:
  - Network errors
  - HTTP status outside 2xx

## AJAX Lifecycle (Behind the Scenes)

1. Request created
2. Sent via XHR
3. Server processes request
4. Response received
5. Callbacks / Deferred resolved or rejected

## HTTP Request Methods

These HTTP methods define **how a client communicates with a server**.

They describe the **intent of the request**, not the implementation.

## GET



Used to **retrieve data** from the server.

Key characteristics:

- Does **not modify** server data
- Data is sent via **URL query parameters**
- Can be **cached** and **bookmarked**
- Should be **idempotent** (same request → same result)

Typical use:

- Fetch list or details
- Load page or API data

## POST

Used to **create new data** on the server.

Key characteristics:

- Data is sent in the **request body**
- Changes server state
- Not idempotent
- Not cached by default

Typical use:

- Create new records
- Submit forms
- Trigger server-side actions

## PUT

Used to **replace an existing resource completely**.

Key characteristics:

- Sends the **entire updated object**
- Replaces old data with new data
- Idempotent

Typical use:

- Update all fields of a resource
- Save full object state

## PATCH

Used to **partially update a resource**.

Key characteristics:

- Sends **only changed fields**
- More efficient than PUT

Typical use:

- Update one or few fields
- Status or property updates

## DELETE

Used to **remove a resource**.

Key characteristics:

- Deletes server data
- Idempotent
- May or may not return data

Typical use:

- Remove records
- Clear server-side resources

## PUT vs PATCH

PUT:

- Replaces entire resource
- Missing fields may be reset or removed

PATCH:

- Updates only specified fields
- Unchanged fields remain intact

# Working with JSON Data

## Serialization & Deserialization

JSON (**JavaScript Object Notation**) is the most common format for **data exchange between client and server**.

It is text-based, lightweight, and language-independent.

## What Is Serialization

**Serialization** means converting **JavaScript data** into a **string format** so it can be:

- Sent over the network
- Stored (localStorage, DB)
- Logged or transmitted safely

Common serialized formats:

- URL-encoded string
- JSON string

## What Is Deserialization

**Deserialization** is the reverse process:

- Convert string data back into **usable JavaScript objects**

## JSON in JavaScript

JavaScript provides a built-in `JSON` object.

- `JSON.stringify()` → serialization
- `JSON.parse()` → deserialization

## Serializing JavaScript Data to JSON

```
JSON.stringify(obj);
```

- Converts objects/arrays into JSON string
- Functions and `undefined` are ignored
- Dates become ISO strings

Use case:

- Sending data in AJAX requests
- Storing structured data

## Deserializing JSON to JavaScript

```
JSON.parse(jsonString);
```

- Converts JSON string into JS object
- Throws error if JSON is invalid

Always validate or wrap in `try...catch` when parsing external data.

## Working with Form Data (jQuery)

`serialize()`

```
$("form").serialize();
```

Produces:

- URL-encoded string
- Format: `key=value&key=value`

Characteristics:

- Suitable for GET/POST form submission
- Skips unchecked checkboxes and radios

`serializeArray()`

```
$("form").serializeArray();
```

Produces:

- Array of objects
- Each object has `name` and `value`

Example structure:

```
[  
  { name: "username", value: "abc" },  
  { name: "password", value: "123" }  
]
```

## Converting Form Data to JSON

```
JSON.stringify($("#form").serializeArray());
```

## Serialization Formats Compared

- `serialize()` → URL-encoded string
- `serializeArray()` → JS-friendly structure
- `JSON.stringify()` → network/storage-ready JSON

## Important Notes

- JSON supports only:
  - string, number, boolean, null, object, array
- No functions, symbols, or circular references
- JSON keys must be **double-quoted**
- Order of keys is not guaranteed