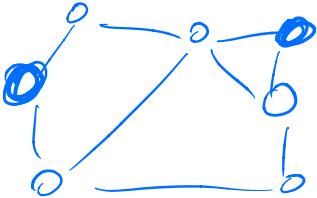


François Bézier

web-programming.org

Internet - 1969



file transfer protocol
ftp / email

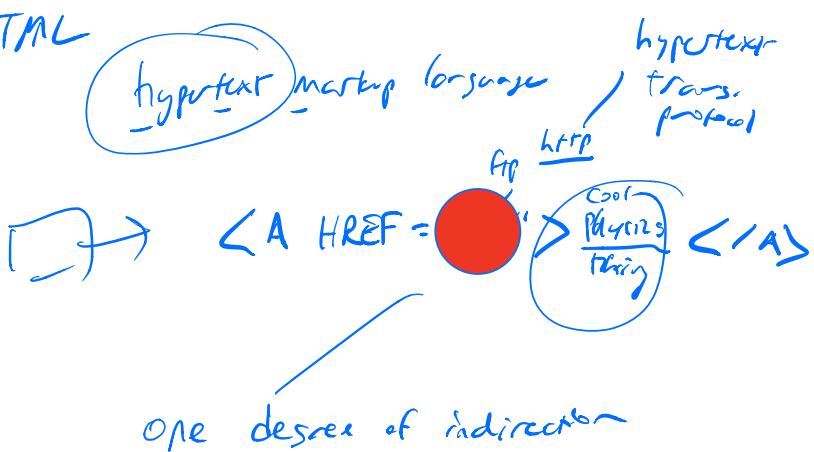
f1! f2 ! (f3) ! f4 ! - @ -
single point of failure

SMTP

gopher

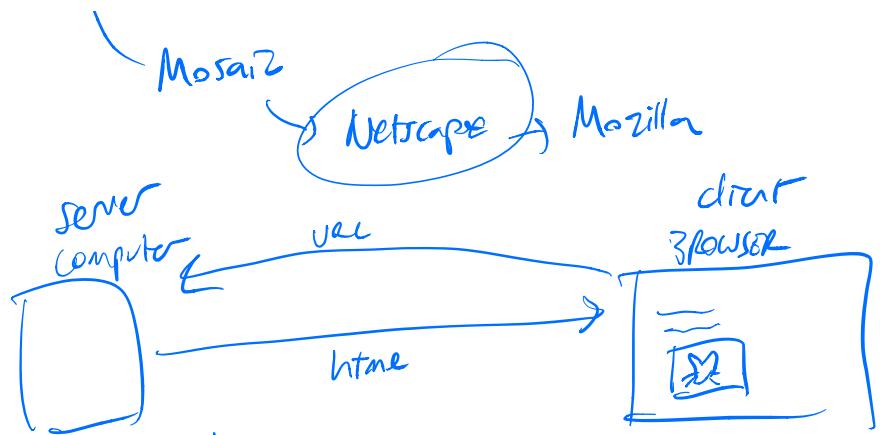
Tin Børres-Lee CERN

HTML



NCSA

\



Wait for a URL
decode URL
Get directory - file
send it

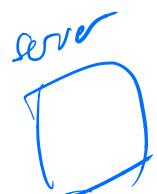
Tim Berners-Lee

httpd

Apache — nginx

GET POST FORM

BUTTONS



User

SUPER SLOW
Network
Server computation
2400 bps

Surf HotJava Browser 1.0

safe!

sandbox

Mirror.EF
↓
ActiveX

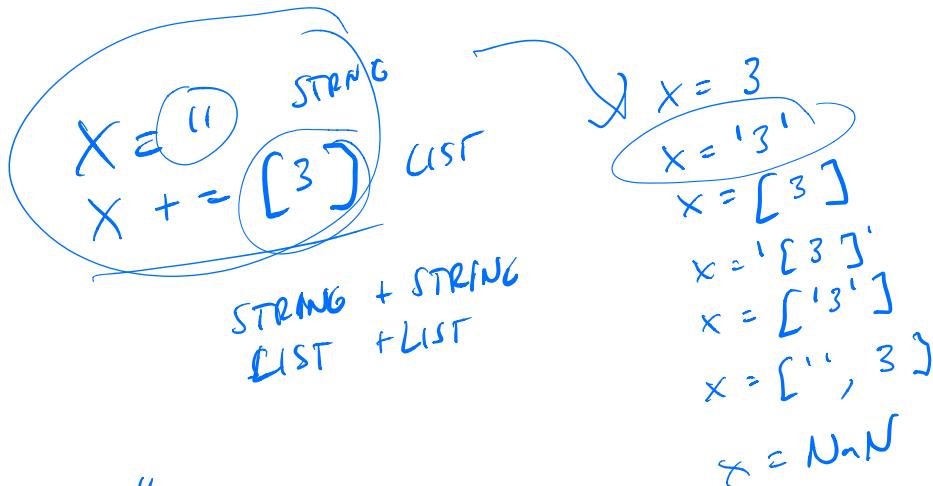
applet

Brandon Eich ~ JavaScript

/
dynamically typed

Object-Oriented x

X = ""
X = 1.0
X += [3]
X +=



"WAT"

TypeScript

$x: string$
 $x += []$

$x = any$

console.log()

WASM
Web Assembly

C C++ Rust
~~JS~~
assembly

$x = \overbrace{x + 1}^{INC AX}$

$x = \overbrace{x + 1}^{WTF ?}$

$X++$

David Ursar

↳ self

GC

generational GC

↑
IF

JIT

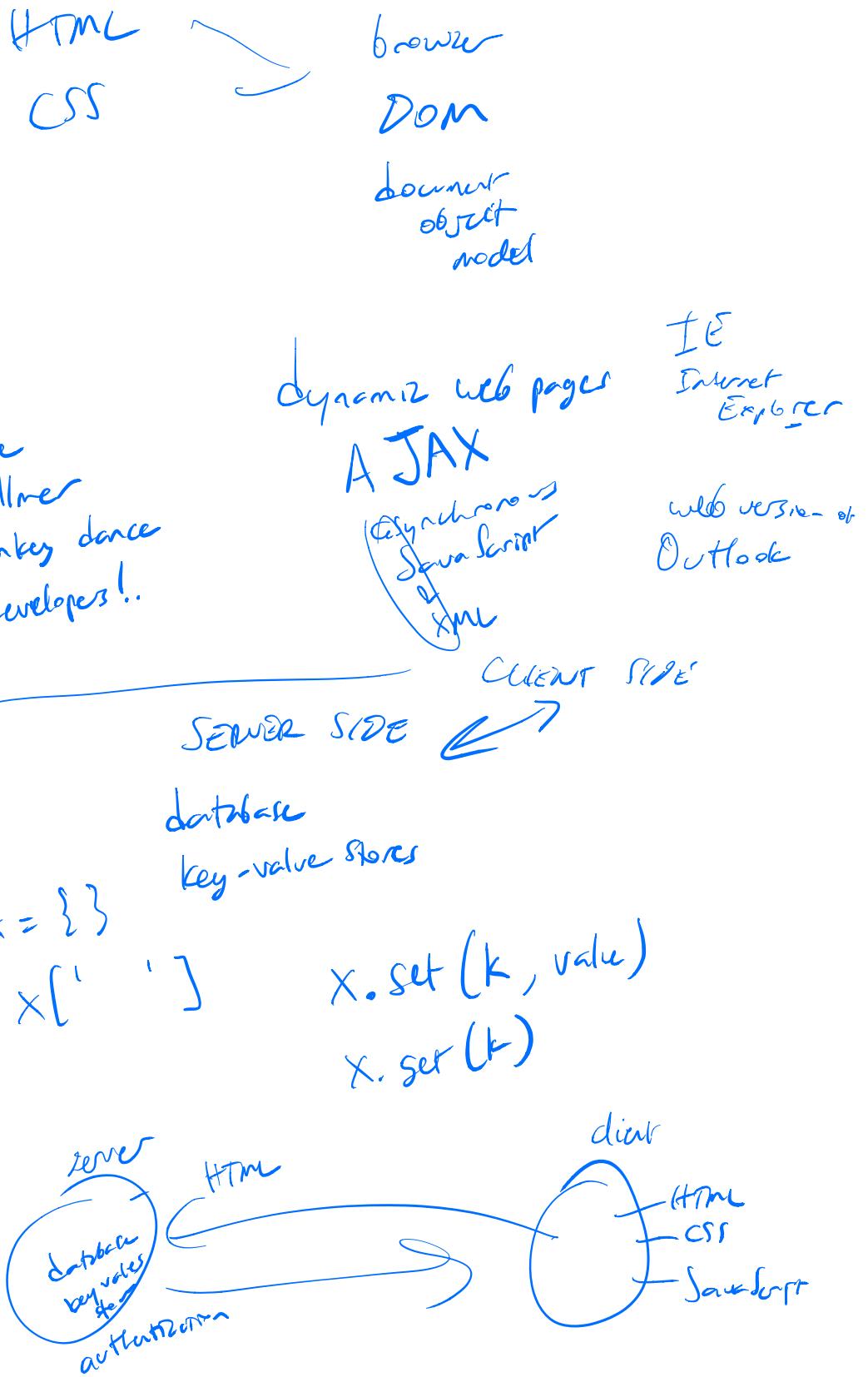
Craig Chambers

Urs Holzle

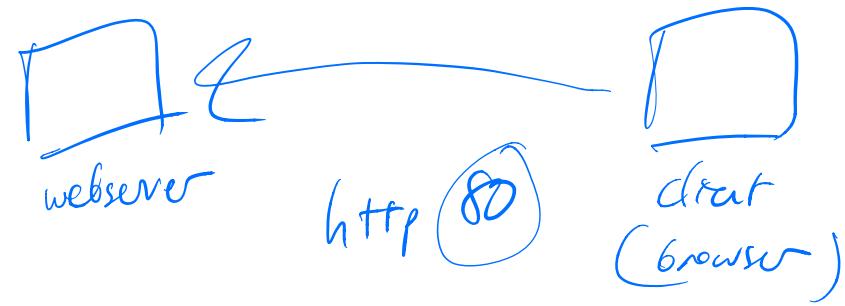
Google

just-in-time compiler

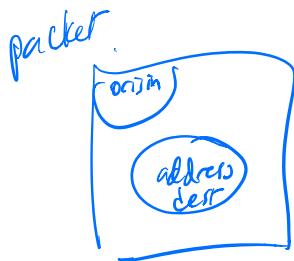
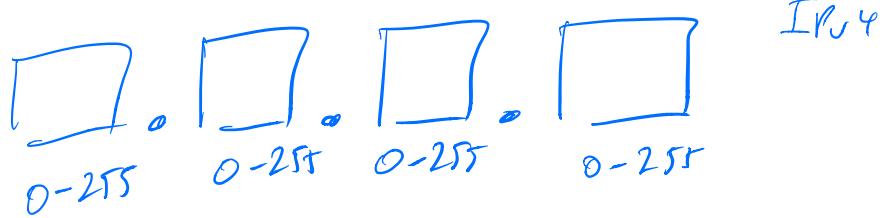
lead architect of V8 JIT



Security through obscurity



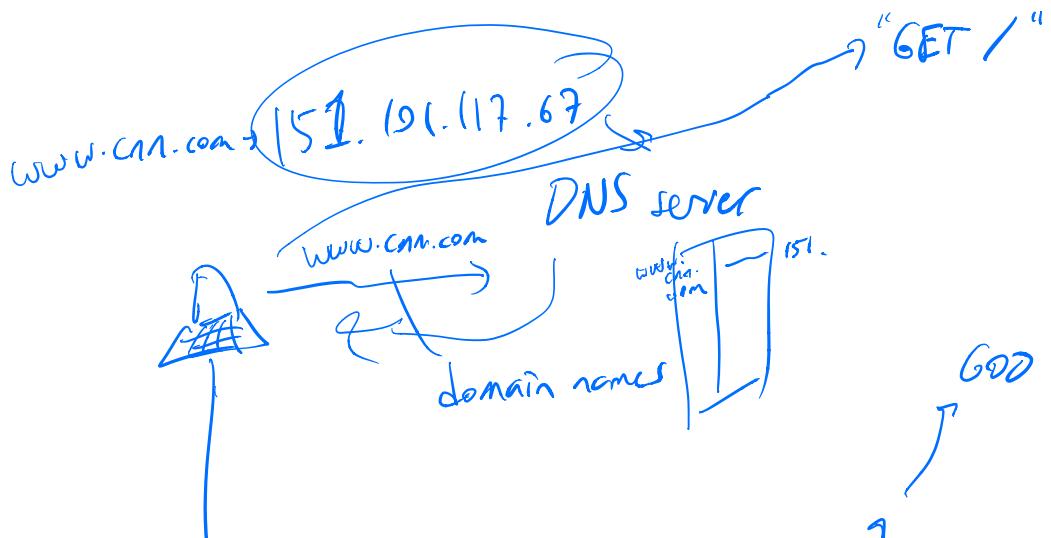
(IP address)

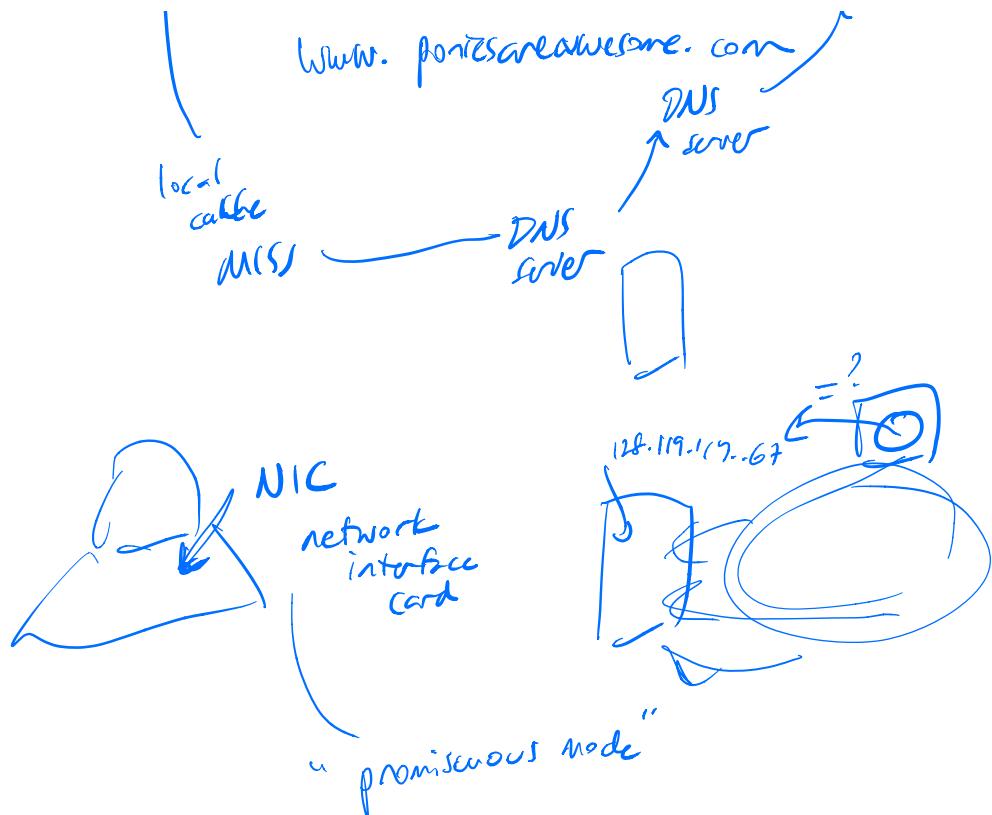


"localhost"

→ 127.0.0.1

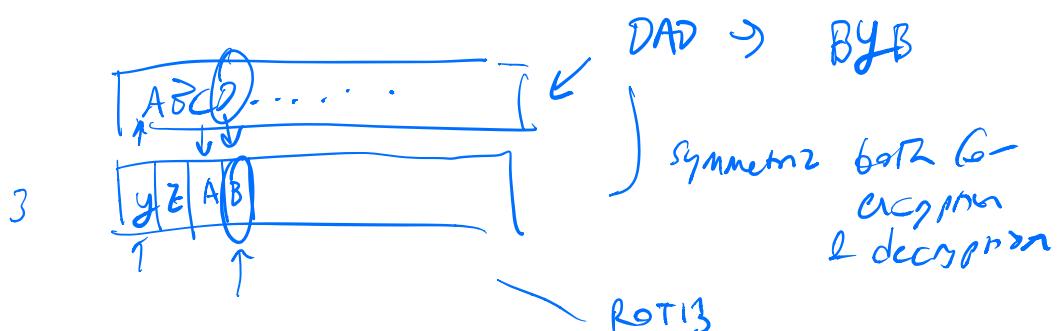
128.119.101.3



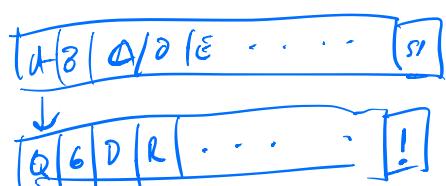


https secure RSA
Symmetric encryption

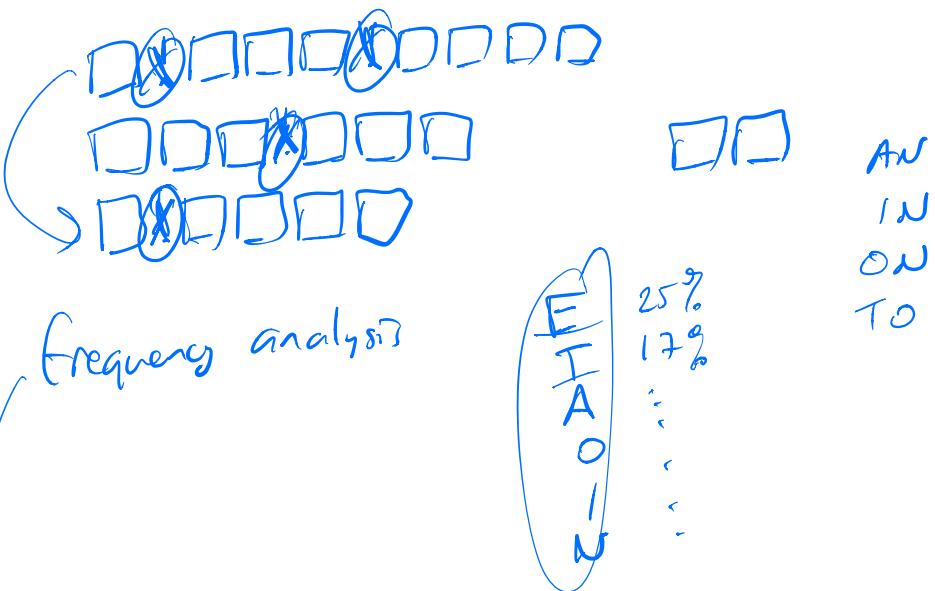
Caesar cipher



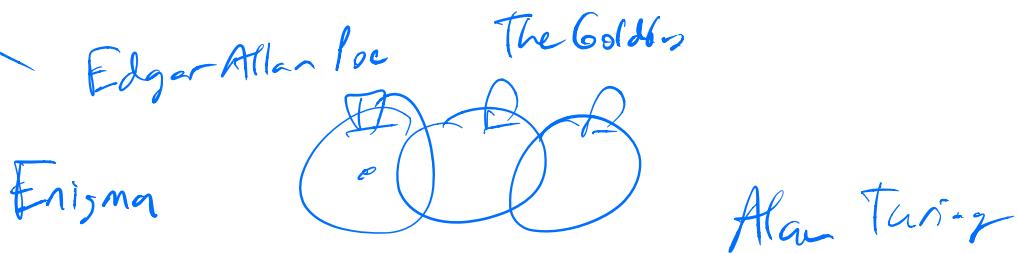
transposition cipher



$$\frac{26!}{2} \gg \frac{26}{2}$$



CXME_TZ_TQE_MAZZ



"computer"
 automatic computers

key - private secret!

RSA

Rivest
 Shamir
 Adleman

public key encryption

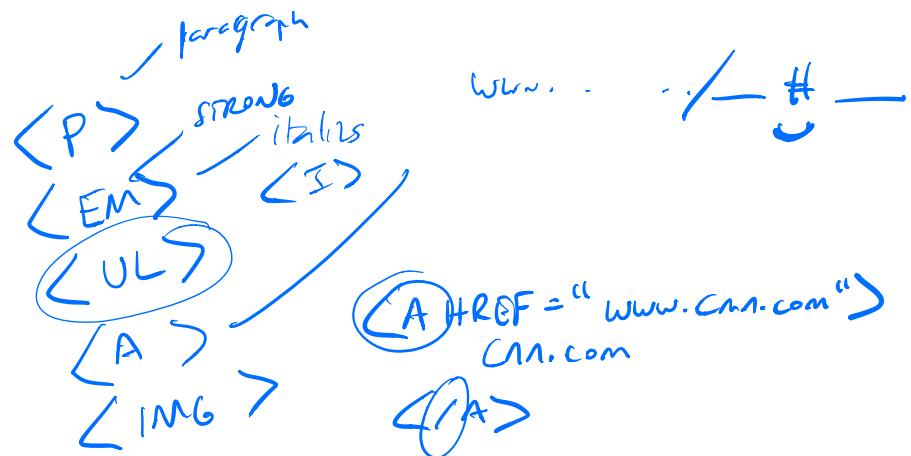
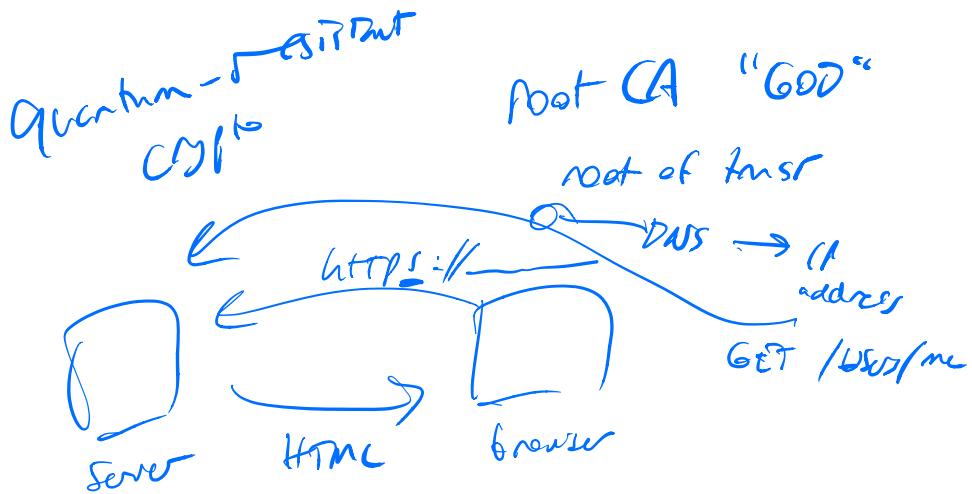
hardness of
 factoring prime numbers

$$q = p_1 \times p_2$$

https

PKI public key infrastructure

CA Certificate authorities

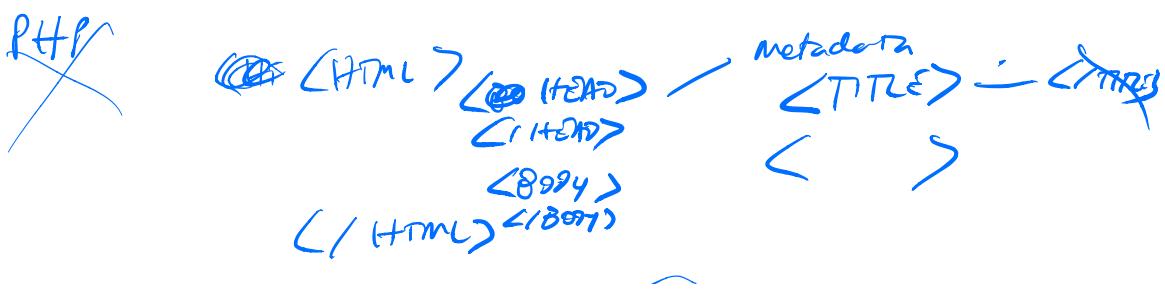
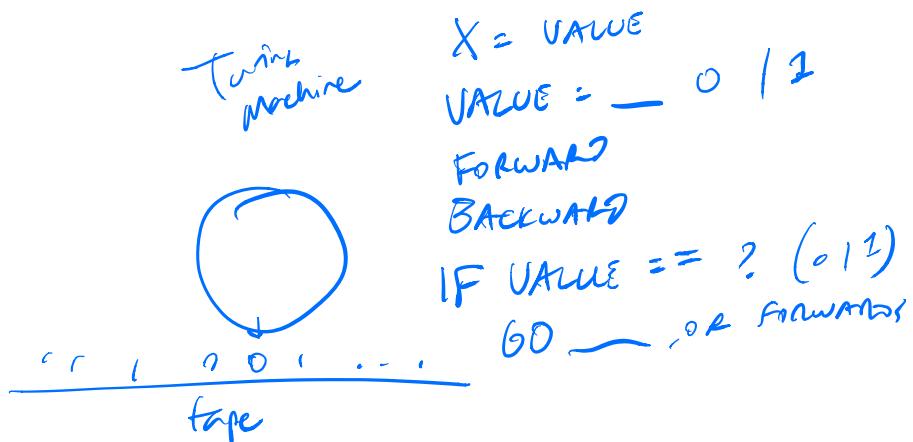
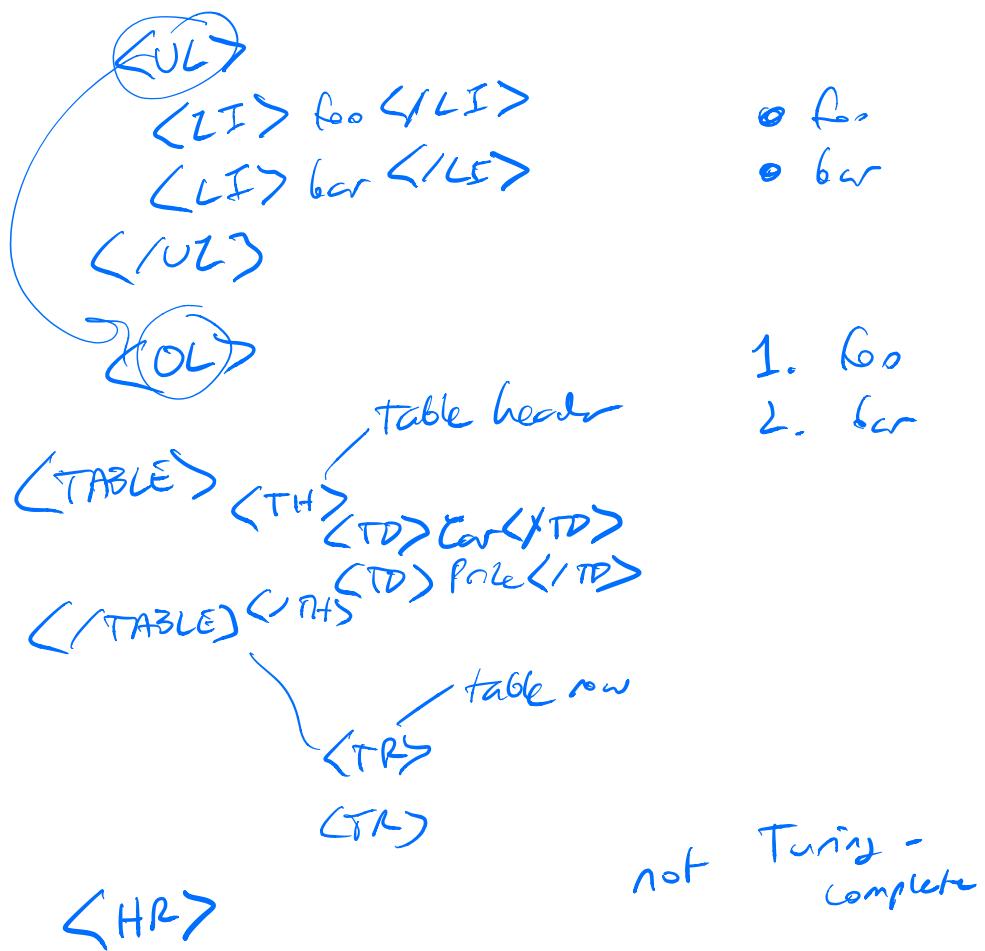


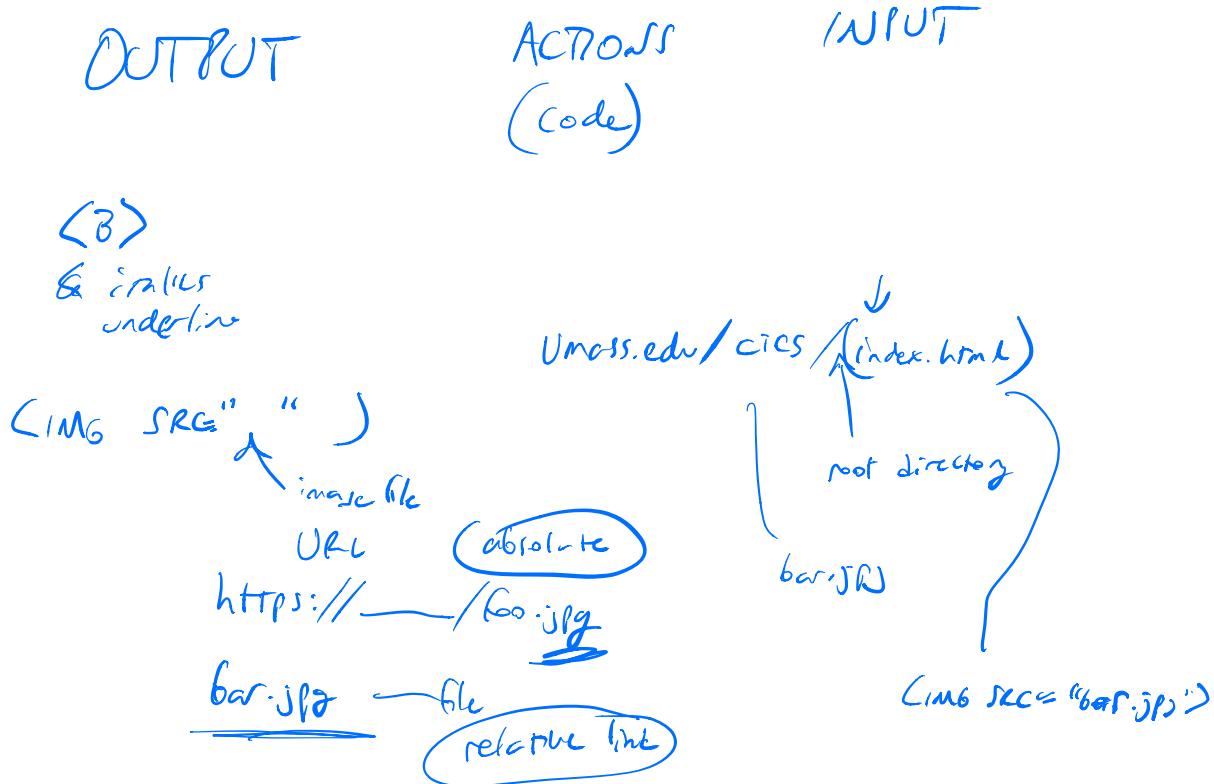
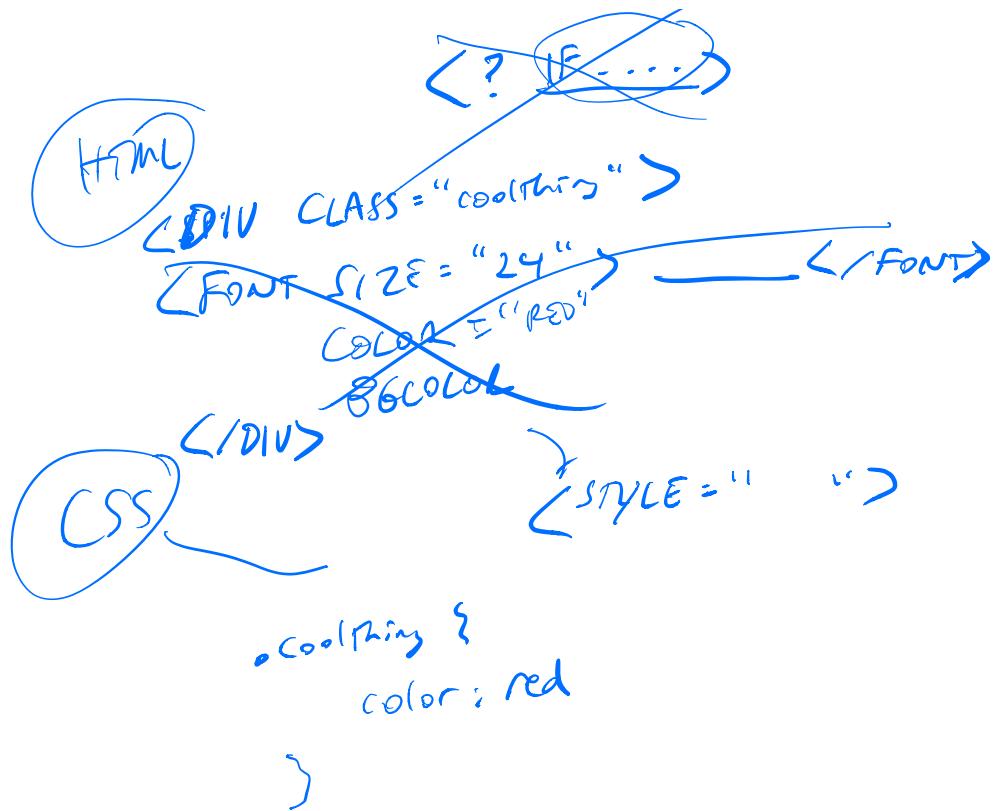
P

P

P

P

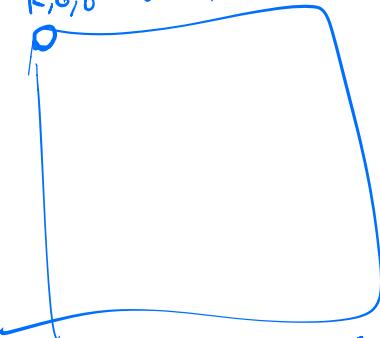




GIF

Graphic
Interchange
Format

R,G,B 0-255, 0-255, 0-255



JPEG

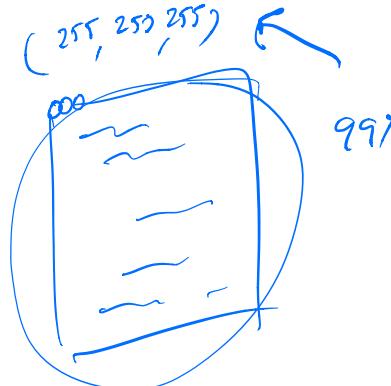
PNG

Portable
graphics

1024 x 1024

Compression

TIFF



99%

RLE
run-length
encoding

255, 255, 255

27

(1024, - white -)

COUNT — same

↓

OUTPUT
(#, value)

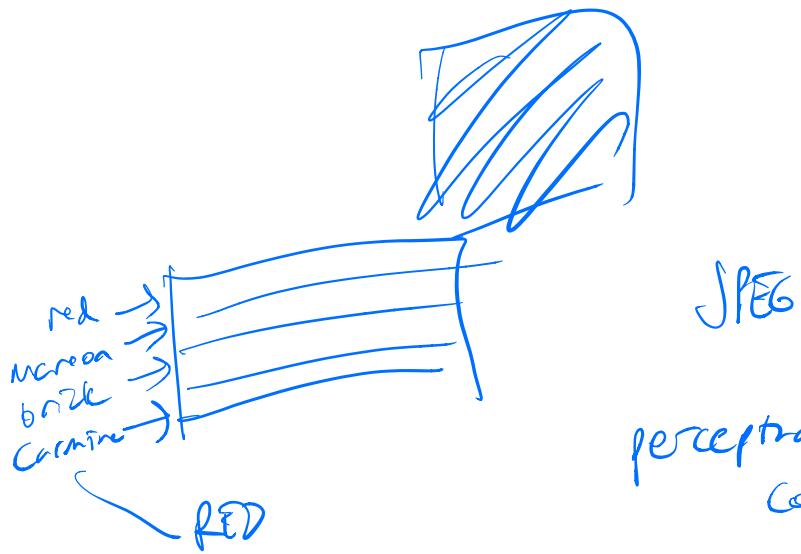
(10, white) (20, black) 90% white

JPEG

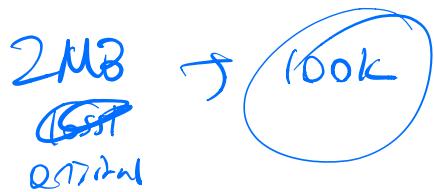
LOSSY — graphic — original ≠ compressed) loses information

LOSSLESS — =

GIF PNG



perceptual-based
compression



MPEG

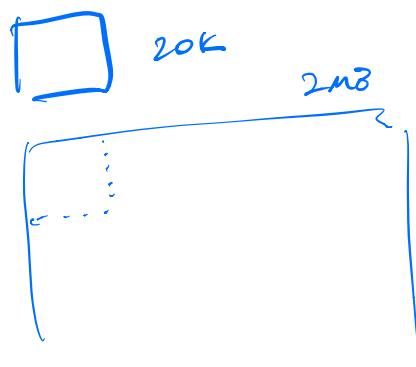
load speed

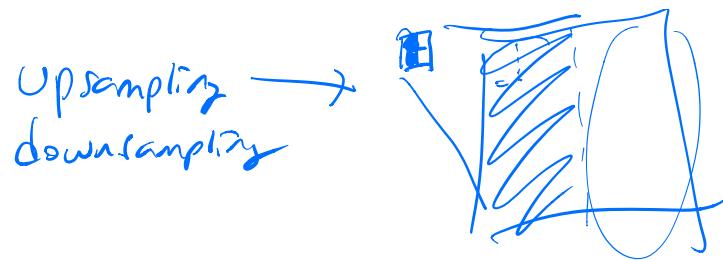
GIF

LZ77
length=2¹⁰

<IMG SRC = " "
HEIGHT = $\frac{2\text{in}}{2}$
WIDTH = $\frac{2\text{in}}{2}$ >

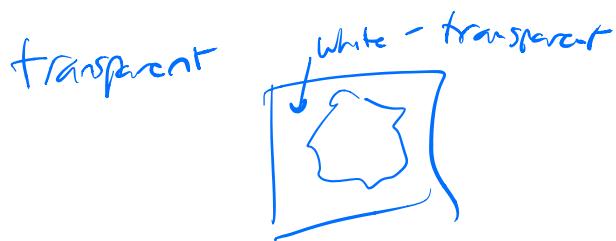
X image editor
Save it at
desired size



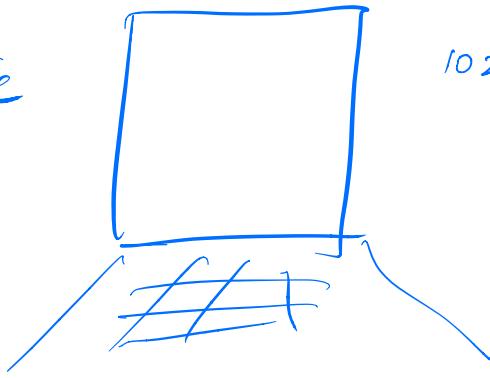


w
l aspect ratio

A hand-drawn diagram of a rectangle with its width labeled 'w' and its height labeled 'l'. The text "aspect ratio" is written next to the rectangle.



Screens used to be



"responsive" — dynamically adjusts
desktop & mobile

Bootstrap style and layout

"favicon"

<link rel="icon" href="--" />

audio
video

<audio>
<video>

}

HTML5

Adobe
Flash

Action Script

vector for malware

Apple II, Apple II plus
visiCalc

Apple III
IIc

Xerox PARC

Palo Alto Research Center

laser printer

Java -
no buffer overflow
no use after free
- GC

Steve Jobs

- iPhone

X Flash - Adobe
X Java - sun/ oracle

death
of
Java
on
"client"

AT&T
- Bell Labs

Unix C
modem

IBM - TJ Watson
Research Lab

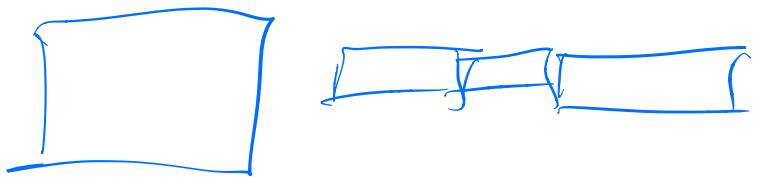
Microsoft

MS-DOS
PC-DOS

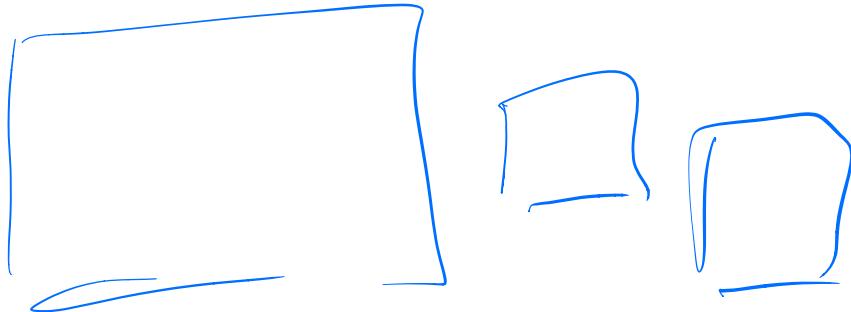
Microsoft Research
~~gets (↓)~~

STYLE="" CLASS=""

<DIV> .. </DIV> → p → CSS
 .. → .



 <VIDEO> <AUDIO> ALT = " " → accessibility
but man alt tag.



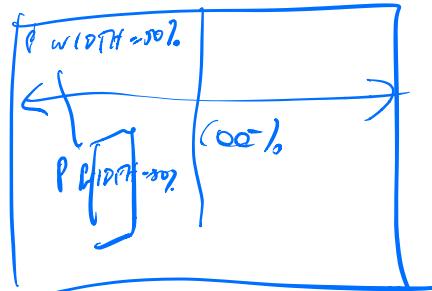
HTML layout

“block” table
(P)

:

<P WIDTH = “50%”>

= cm
= in
= px



OUTPUT

ACTIONS

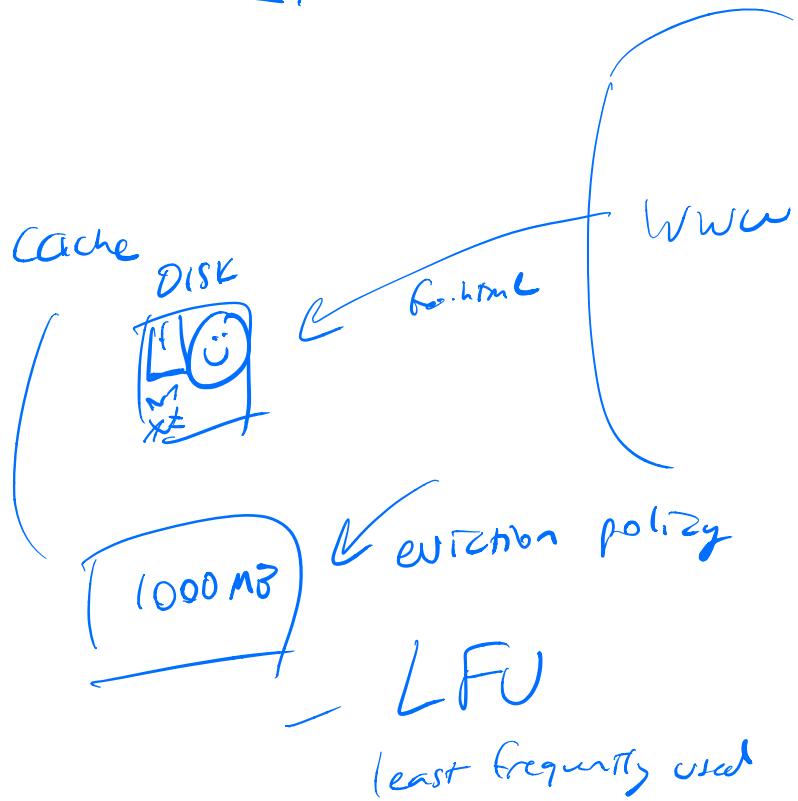
found it
`<script>` `</script>` INLINE JS

X /
`<script src="\\><script>`
`foo.js "`

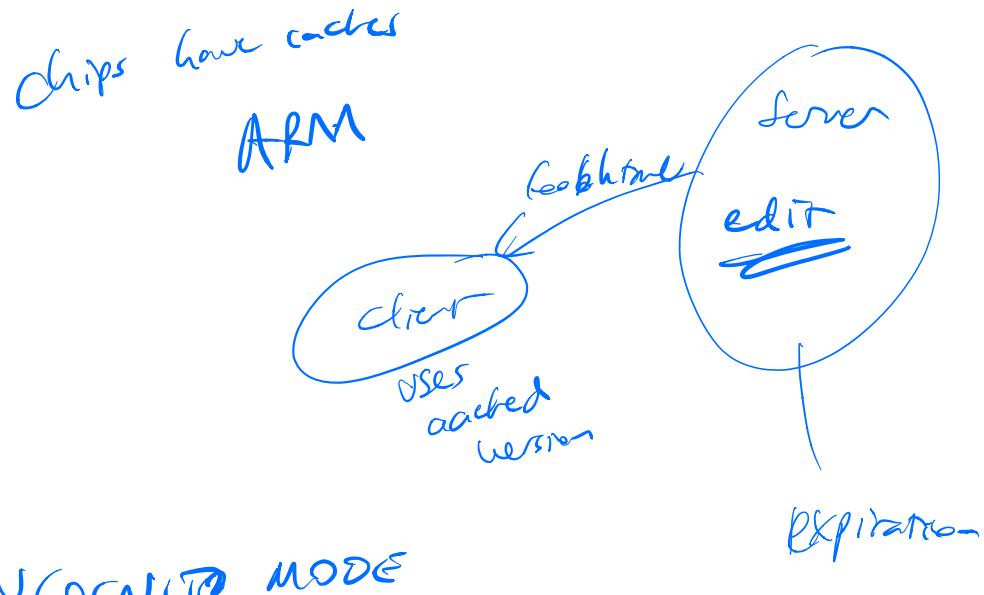
file

`<HEAD>`
`<SCRIPT src="...></script>`
`</HEAD>`

Caching



- LFU
- (least recently used)
- RANDOM



INCOGNITO MODE

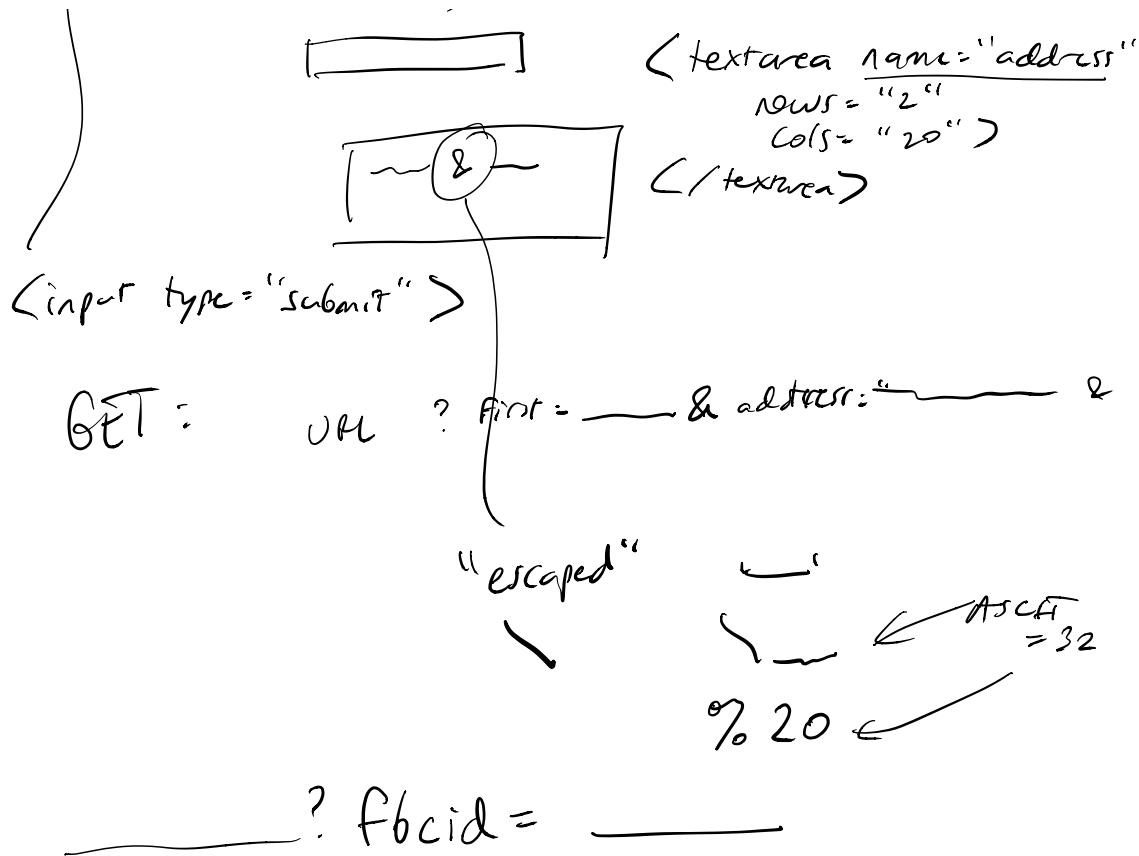
SHIFT refresh

January 30

(INPUT
OUTPUT) CSS

<form action= " _____ " method= "POST"
URL
 (server)

<(/form)>
 <input name= "first" type= "text" >
 </input>



$\text{total} = 10.20 \quad \& \text{cups} = 200$

"URL hacking"
tweaking

⇒ login= _____

POST _____ "safer" CAN NOT TRUST BROWSER
 → validation on server

BUTTONS

<input type="checkbox" 

"radio" 

name="choice1" value="1" 
checked

MENUS/DROP-DOWNS

<select name="school">

<option value="umass">UMass Amherst (option)

.. .. "mammoth" > Amherst College (option)

hamster

</select>

<input type="button" src="image.png" alt="button icon" data-bbox="615 445 655 485"/>

ALT = " "

<input type="password" />

~~not allowed~~ pass X k cd

— — — - - - -

26²⁵

<<

d3 4d l33t - speak

O O

~~~~~

OUTPUT

CSS

Cascading  
Style  
Sheets

HTML  
structure  
"skeleton"

CSS  
style  
"skin"

WHAT matches { How do I want it styled? }

selector

- inline

`<p> style="color:green; font-size:48pt;">`  
GREEN MONSTAH

`</p>`

`<p> — </p>` } unaffected

— styles

`<head>`

`<style>`  
`</style>`

`p {`  
`color:green;`  
`font-size:48pt;`

`</head>`

## — "Style sheet"

- CSS

```
<link href="biggreen.css" rel="stylesheet">  
</links>  
color — blue  
red  
background-color  
background-image  
font-family: serif  
sans-serif  
rgb( , , )  
# F0F0EE  
rgba( , , , 0-1)  
0-255  
alpha  
opacity  
additive  
subtractive  
CMYK — black  
blue red yellow
```

The  
serif MS Comic Sans

The  
sans-serif  
times

font-family: "Times New Roman"

"web safe" fonts

.ttf

TrueType font

asynchronous

jank  
→ smooth

synchronous

font-weight : bold

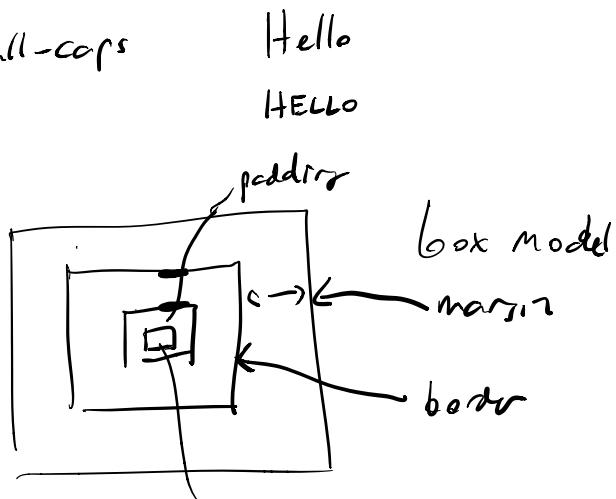
font-style : italic

font-variant : small-caps

Hello

HELLO

width  
height

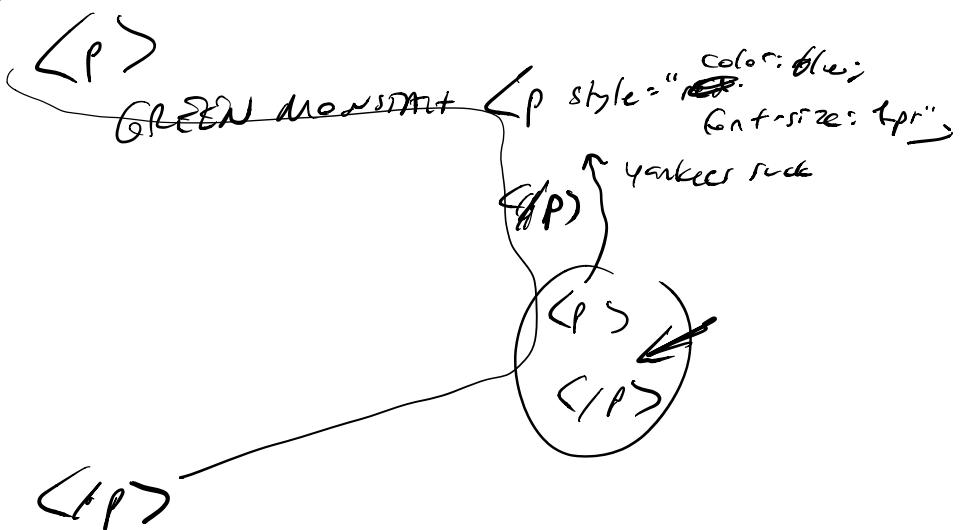


float

- Variables
- animation

contur  
width  
height  
%      5px ... 2in

Cascading



• biggreen {  
    }  
    }  
# sox {  
    }  
  
CLASS — multiple  
ID — unique  
  
< p class="biggreen" >  
    ~~id="sox"~~  
    p id="sox"  
</p></p>  
</p></p>

---

p, span { + > ~

}

pseudo-class

p:hover {

color: red

events

(  
user interaction

}

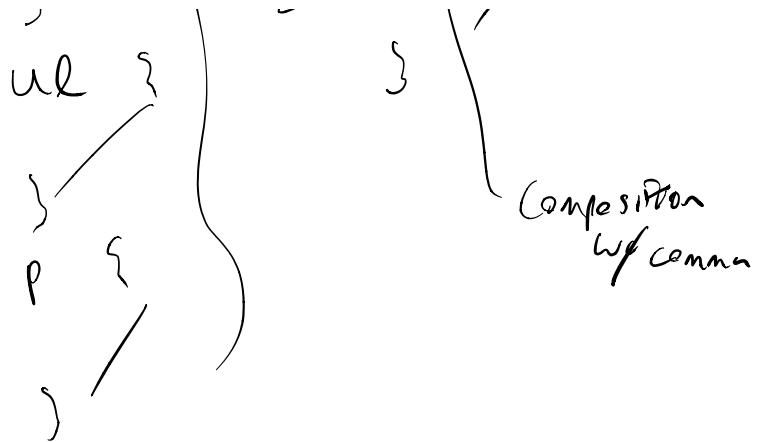
hovertip

---

ol

{ } →

ol, ul, p {



Feb 9

## SPECIFICITY

### CSS

```

    p {
      color: red;
    }

    .classy {
      color: blue;
    }

    .classy {
      color: green;
    }
  
```

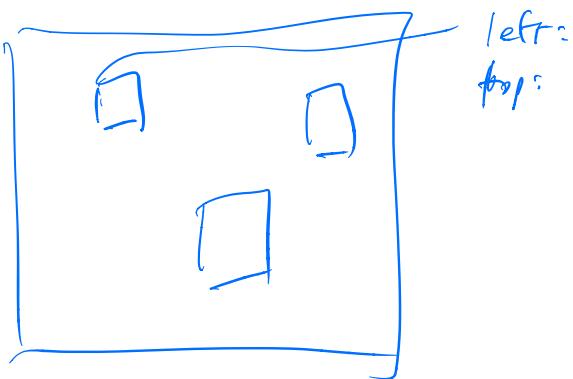
### HTML

```

<p class="classy">
  What color am I?
</p>
  
```

classes  
"more specific"  
than elements

SOURCE ORDER:  
last one wins!



POSITIONING  
individual

One-dimensional

Two-dimensional

animation

<p>  
<ol>

<li> Item1</li>

<li> Item2

STATIC POSITIONING

position: static;

= default

- Item 1
- Item 2

position:

relative;

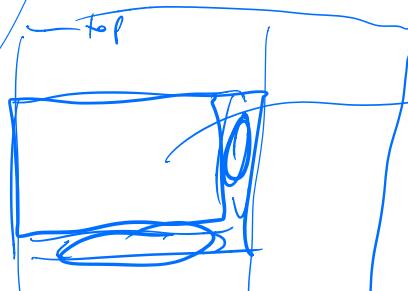
left: 30px;

-30px;

class = "indented"

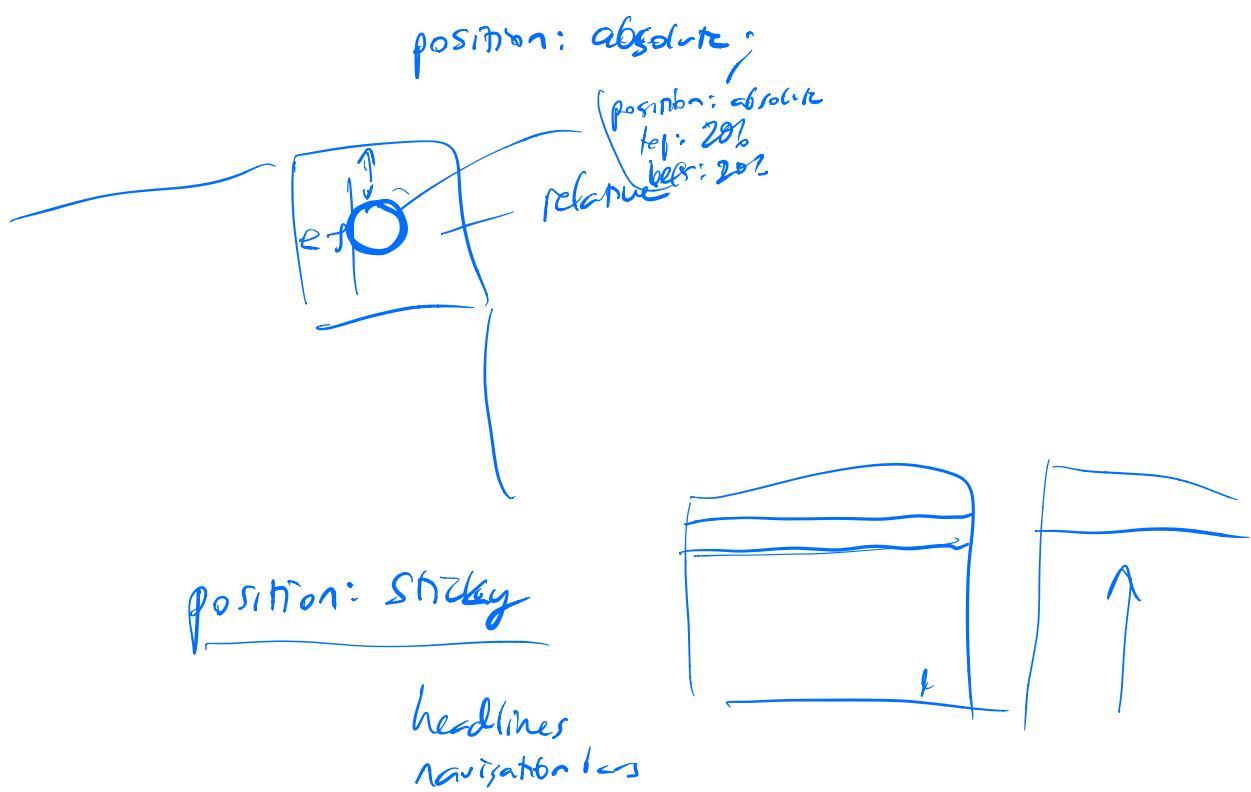
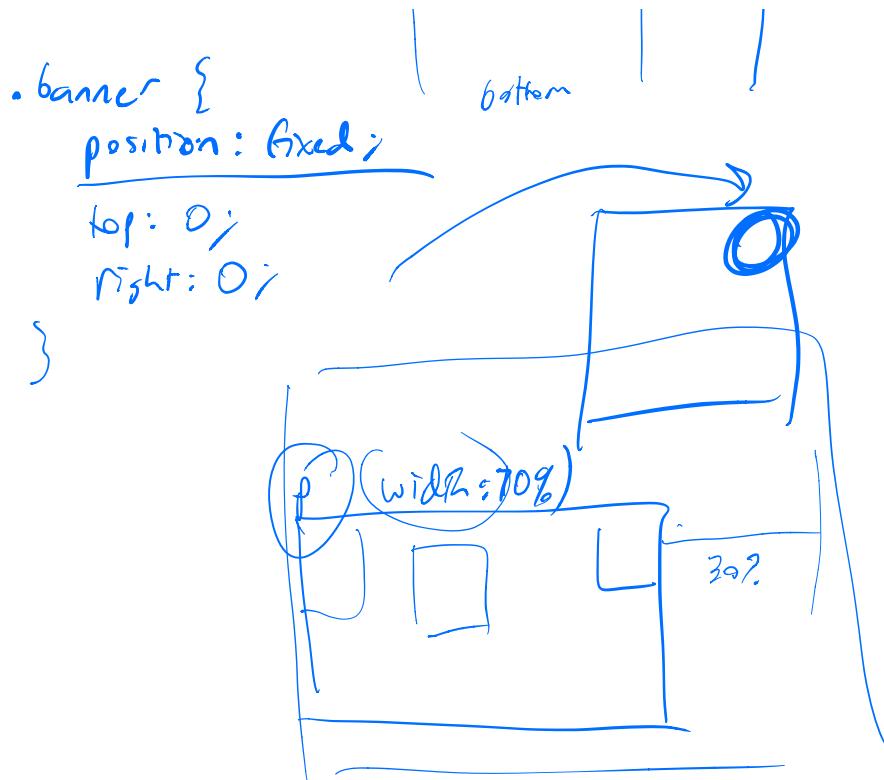
relative to ~~default~~

FIXED



VIEWPORT

visible  
part  
of  
web page



Chrome: 36  
 Firefox: 11  
 Brave: 2  
 Safari: 1  
 IE/Edge: 9

↑ Opera: 1  
↑ Tor: 2

WebKit

Jordan Eich

VIEW →

DEVELOPER →

- view source
- developer tools
- inspect elements
- JavaScript console

& Focalid

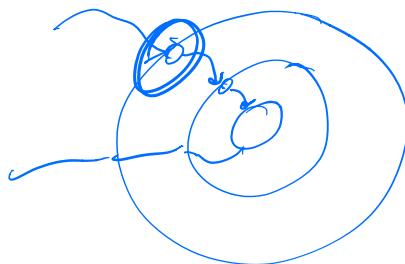
FB

Same origin policy

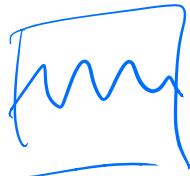
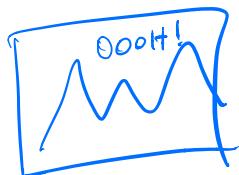
Google

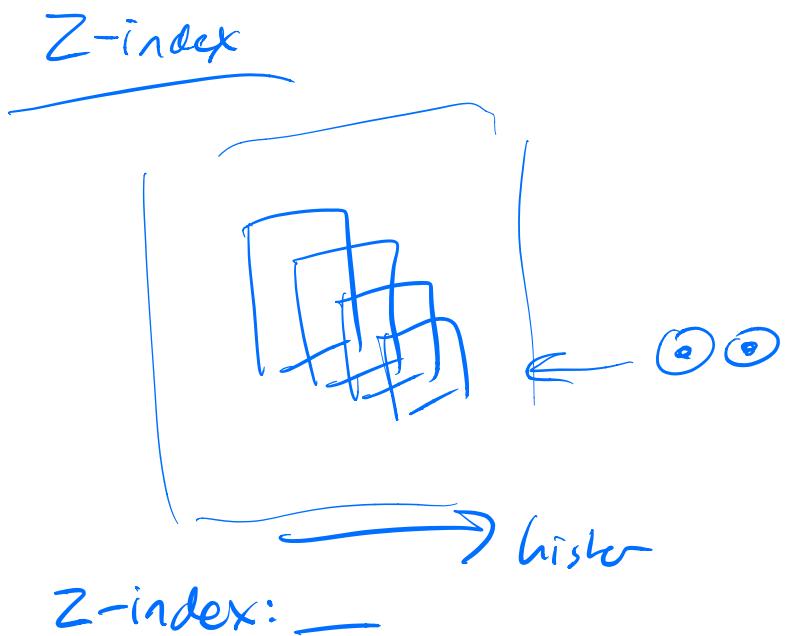
→ `console.log(" ")`

Tor the onion router



OVERLAP



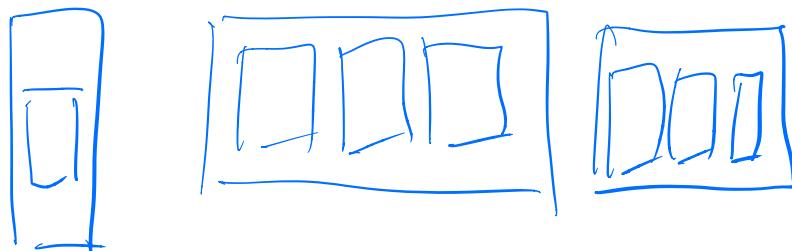


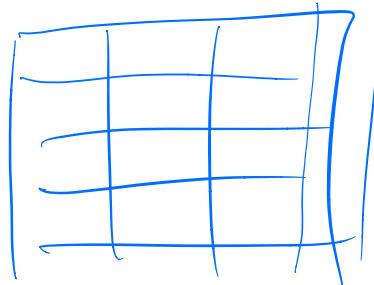
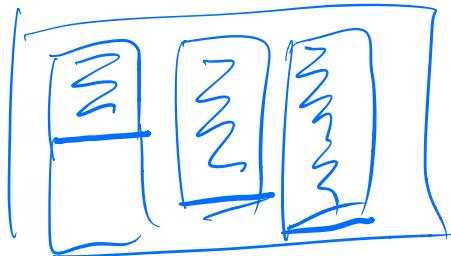
z-index: —

2 > 1      2 on top of 1

```
img {
    position: absolute;
    left: 0px;
    top: 0px;
    z-index: -1;
}
```

challenger<sup>to</sup> layer



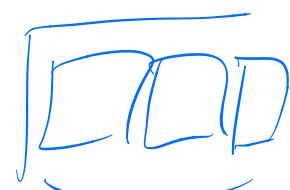
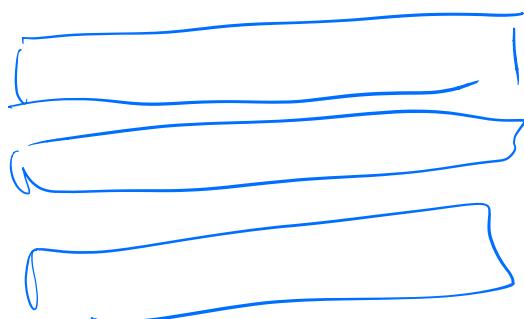


HTML  
tables

1-dimensional

flex boxes

`display: flex;`



`flex-direction: column`  
row  
`column-reverse`

row-reverse

## flex-wrap

---

2-dimensional

grid

(ss) display: grid

.snappy {

display: snappy;

grid-template-columns:

auto auto auto auto  
200px  
2fr 1fr 1fr 1fr

(HTML)

(div) class="snappy")

(div) 1 (div)

2

:

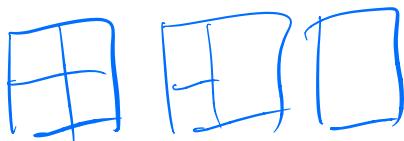
:

(/div)

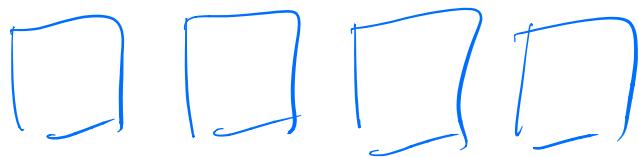
24 frames per second

129,600 frames

persistence of vision



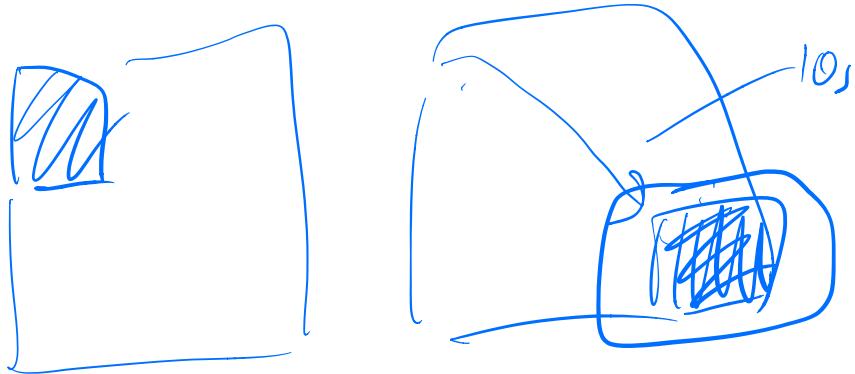
storyboards



keyframes 2

1/1

in-betweens



animation: NAME DURATION REPEAT  
box 10s infinite

@keyframes box {

from { color: red;  
left: 0px;  
top: 0px; }

} to { color: blue;  
left: 100%;  
bottom: 0px; }

# JAVASCRIPT - BAD PARTS

JSON

Douglas  
Crockford

JavaScript Object Notation

```
{ "foo": {},  
  "bars": [1, 2, ]  
  "fooset": {} }
```

Brendan Eich

} ]

NetScape Navigator

Mosaic

```
(defun (f x y)  
  (if ( )  
      ( )  
      )) , ,
```

MacAndreas  
Jim Clark  
- Sun

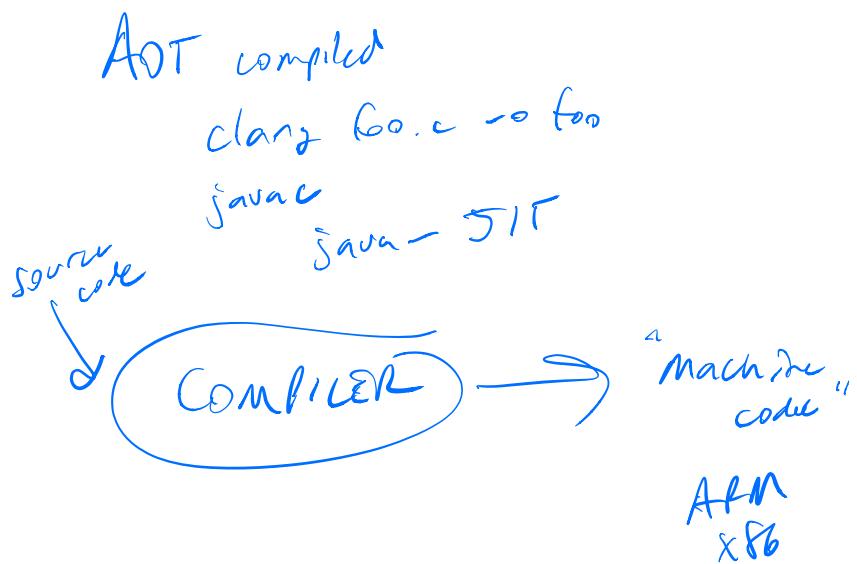
Stanford Univ Network

(HTML)  
 (HTML)

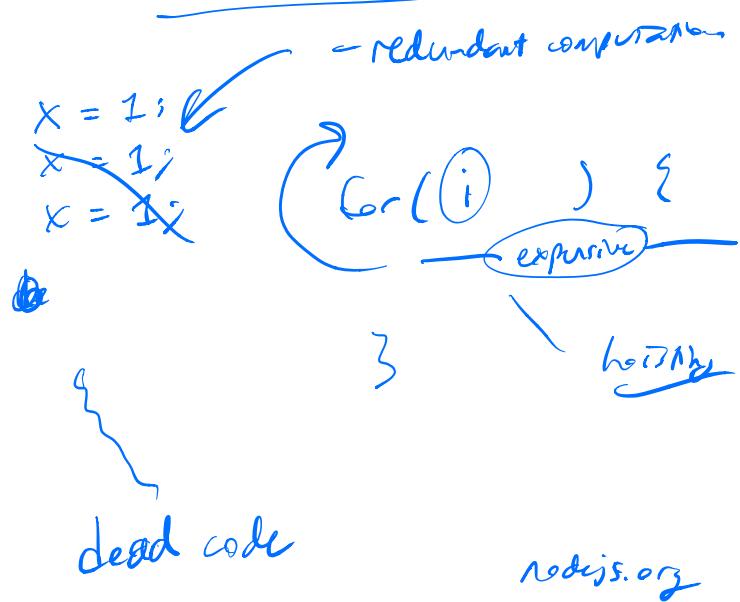
{Scheme  
Self }

JavaScript  $\approx$  1000x faster than Python

{  
JIT compiled just in time



### OPTIMIZATION



Node.js  $\rightarrow$  % Node

## JVM bytecodes

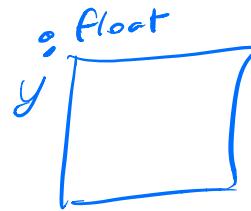
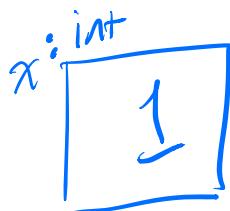
javac f.java → F.class

safe  
variable  
every ~~block~~ is typed  
STATICALLY TYPED

ADD

SUB

:



int x;  
x = 1;  
~~x = 1.0~~

x = "hello"

int, bools, float, strings, arrays, objects

array [1, 2, "hello", true]  
String(1), Boolean  
Object

class  
inheritance  
interface

int  
array



foo(v)  
v = 3;

int  
var

Integer

ArrayList<Object>

```

} let x = 12;
  foo(x);
  ↴ print(x);

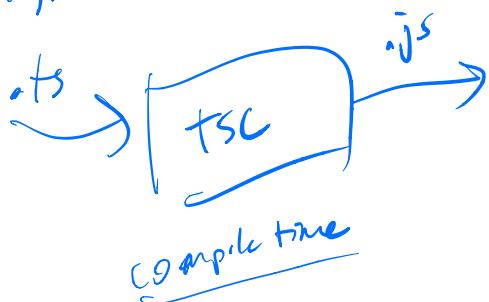
```

JavaScript "DYNAMICALLY TYPED"



$x \leftarrow \text{number}$   
 $y \leftarrow \text{string}$   
 $\text{True} \leftarrow \text{boolean}$

TypeScript



gradual  
typing

let x  $\left(\begin{matrix} : \text{number} \\ : \text{any} \end{matrix}\right)$  = 12;

Java

```

int x ≠ 0;
{
    int x;
    ↴ x = 12;
}

```

LEXICAL  
SCOPE

nested

~~print(x);~~  
 {  
 }  
 3  
 global  
 local variables

function foo() {  
 console.log(x);  
var x=12;  
 }  
 hoisting  
var foo = 12;  
var foo = 13;  
 let foo = 12;  
 let foo = 13;

function fun() {  
 x=12;  
 }  
 x=13;  
 fun();  
 console.log(x) — 12

Java == .equals()  
 identity /  
 (addresses) /  
 semantically

`x = Integer(13);`

`y = Integer(13);`

~~$x == y$~~   $x.equals(y)$

false! true

## dynamic type coercion

`> "2" + 2`

`"22"`

`> "2" - 3`

`-1`

`> -1 + 0`

`-1`

`> "-1" + 0`

`"-10"`

`> 0 + "2"`

`"01"`

~~$(==)$~~  do coercion!

~~$(==)$~~   $2 \rightarrow "2"$

true

~~$(==)$~~   
 ~~$(!=)$~~

diff types  
⇒  
not equal

`> [ ] + 1`

~~[ ]~~ ~~1~~  
~~[ ]~~  
`"1"`

~~[ ]~~

"1"

> [] + [1]

[ ] [ ] [ / ]

"1"

~~[1]~~

> [] + [2, 2]

"1, 2"

~~"2"~~

> [] - 1  
-1

(1, 2, 3)

$x = \{ 'a' : 3,$   
 $'b' : 9 \}$

> "hello" - "hell"

$x['a']$

$x.a$

NaN

> ( ) + { }

= ~~" "~~  
~~{ }~~

"(object object)"

>  $\{\} + []$  str = JSON.stringify(obj)

$\emptyset$   
> {} + {} obj = JSON.parse("{}")

3  
> x = { 'a' : 12 }

x.a 12  
x['a'] 12

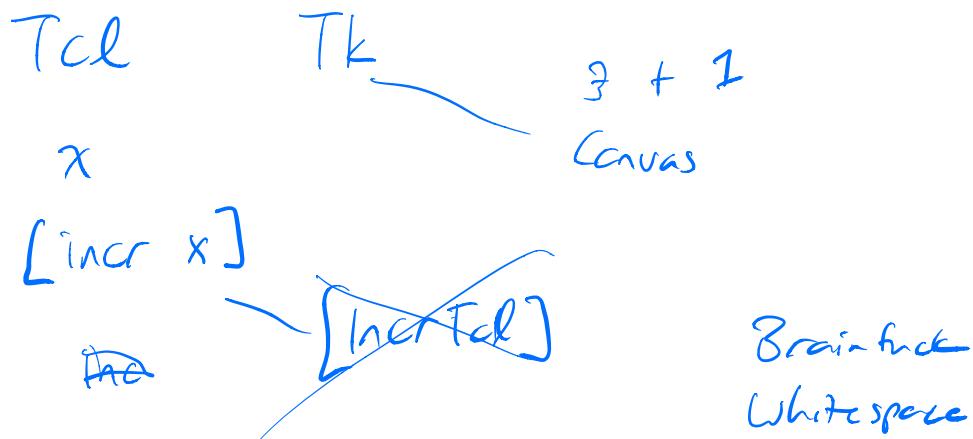
> x +  $\emptyset$

"[object Object]"

if (  $\emptyset$  ) {  
  A;  
} else {  
  B;  
}

nonzero number    truthy  
0                    falsy  
negative            truthy  
null  
~~None~~  
NaN  
undefined  
"" } falsy

"0"    truthy  
[]    falsy



foo Function → JavaScript  
 foo = function ← Camel case  
 foo = function ← Snake case  
 python

```

for (let i=0; i<N; i++) { arr=[1,2,3]
  arr[i]
}

for (let x in arr) {
  arr.forEach(
    function(item, index){
      console.log(item),
      return
    }
  )
}

for (let x of obj) {
  1
  2
  3
}
  
```

Sort()

"10"  
"2"

> 2 < 10

true

> "2" < "10"

false

> "a" — "2"

TypeScript

Digital  
VMS

Unix

AT&T  
System V R4  
SVR4

DOS  
Windows 95

WNT  
BSD  
FreeBSD  
OpenBSD

NEXT

Windows  
OSX  
device drivers

Andy Tanenbaum

MINIX

microkernel  
μ kernel

Linus Torvalds

monolithic  
kernel

Linux

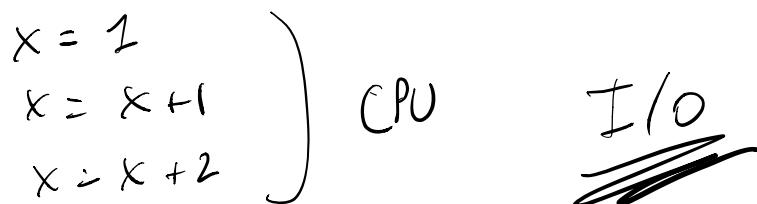


UNIX  
-file

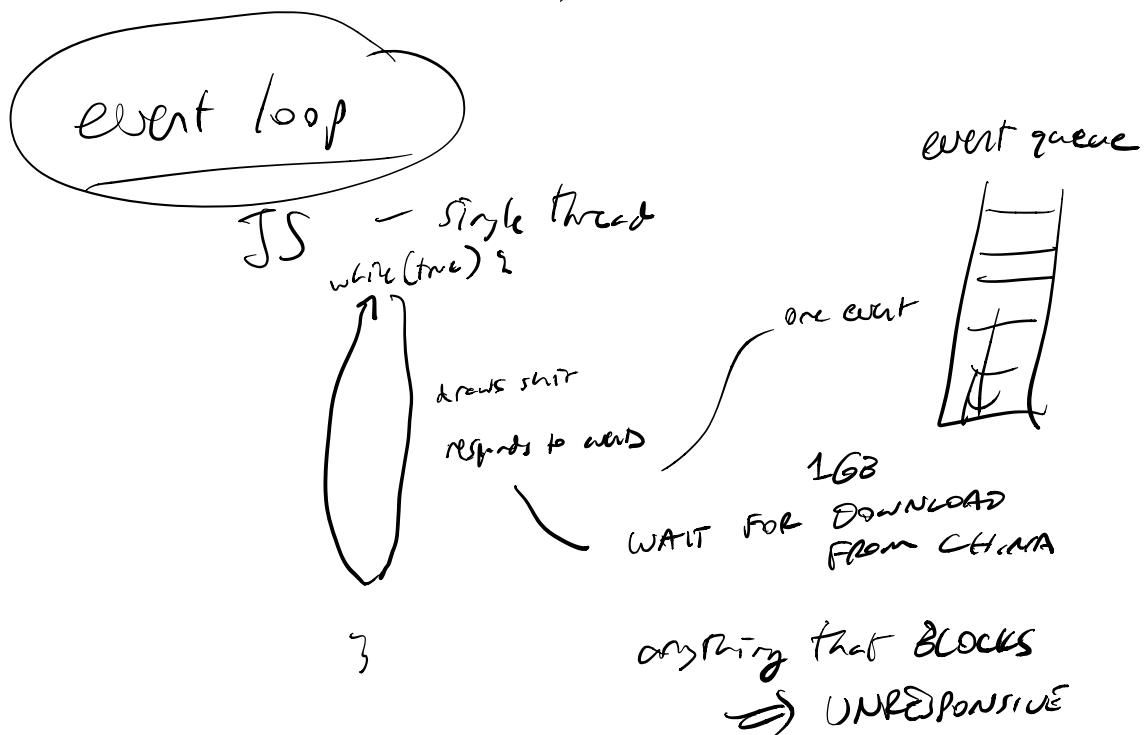
→ open a file for writing  
 ↓  
 → write ~  
 ↓  
 → close a file  
 Synchronous  
 "blocking"

event-driven  
asynchronous

WEB NEVER BLOCKS



responsiveness



APIs of APIs → I/O

NON BLOCKING /  
ASYNCRONOUS /  
EVENT-DRIVEN

openable( ) ⇒ { next( ) }  
— with( ) ( )

do something & then do the next thing

Continuation

open( ) ⇒ { read( ) ⇒ { use data ;  
~~done( )~~  
write( ) & ... } }

---

three global

document

window

console

browser

window.location

URL URL

window.open

innerHeight/width

# DOM

document object model

<html>

<head></head>

<body>

<div id="greeting">  
Hello</div>

</p>

</body>

</html>

document

node

html

head

body

node.childNodes

parentNode

TREE

- access occurs in hierarchy

- query

- surgery

document.getElementById("greeting")

. " ElementsByClass"

querySelectorAll("p")

appendChild

insertBefore

removeChild

o innerText =

"Gre"

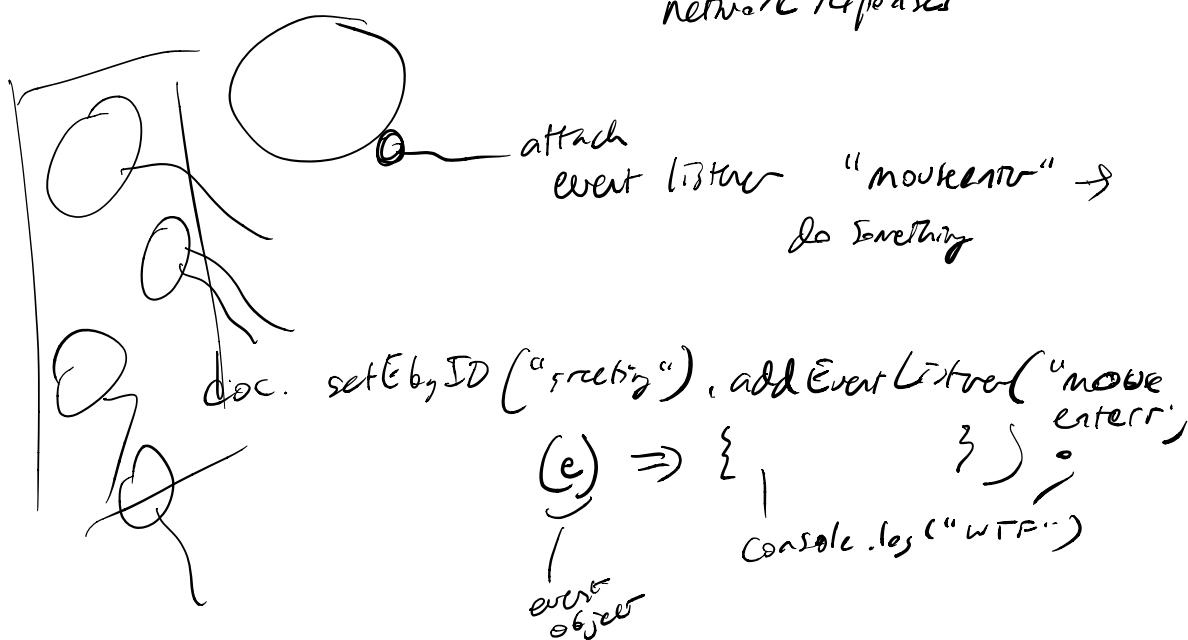
o innerHTML =

" — >"

C3

Events — Usually triggered by user or program

mouse movement  
key <sup>press</sup> clicks  
network responses



## Google Analytics

### AJAX

Asynchronous JS and XML

### XHR

client JS sends event network response () => { }  
                  ↑

time domain  
→ node.addEventListener(" ", () => { })

↳ mouseover mouseleave

focus

blur

change

input

submit

○ item 1

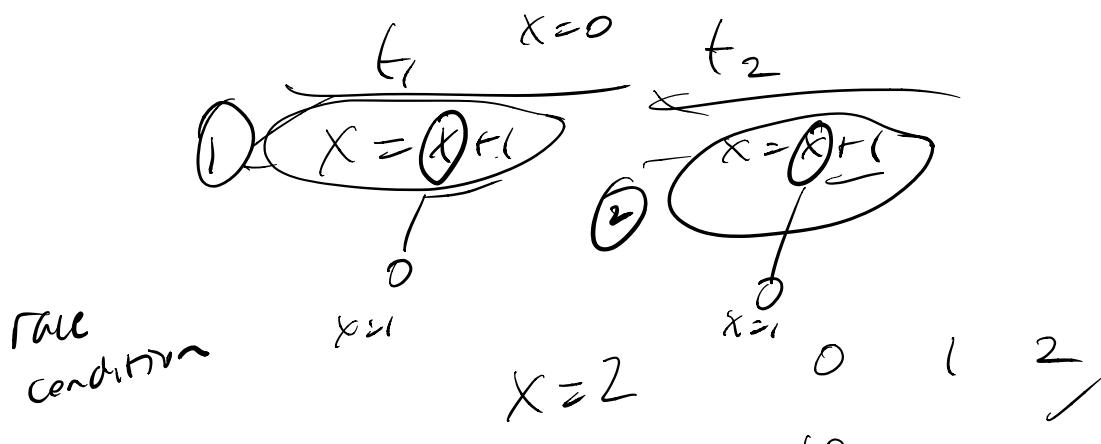
● item 2

□ item 3

load

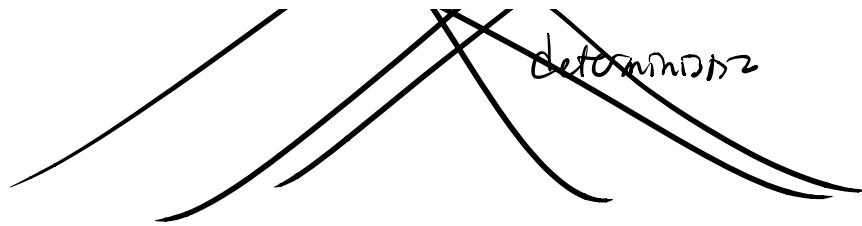


timer



C# Memory Model

SS      One thread  
\*      single-threaded  
No race conditions



ASYNC

form validation

addEventListener("submit", (e) => {  
 e.preventDefault();  
})

XHR

xhr = XMLHttpRequest()

load

xhr.open("GET", "http://foo.com/\_")

HTTP

API token

xhr.send()

xhr.addEventListener("load",  
{

REST APIs

xhr.response

3

\*aaS

