DBI-016 Client-Side Scripting

COMP1048: Databases and Interfaces

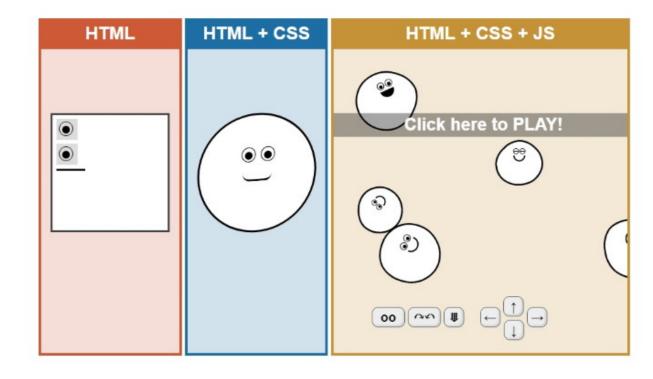
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Today

- Identify when Client-Side scripting is necessary
- Introduce JavaScript
- Write (simple) client-side scripts using JavaScript
- Understand Event-Driven Programming

[Review] What makes a webpage?



Client-Side vs Server-Side

- A client-side script runs in the user's browser when particular events occur
 - Useful when we don't want to send information to the server, but still perform some processing of the data
- A server-side script runs on the web server when the user requests information
 - Necessary when interacting with privileged or authenticated resources e.g.
 Server File-Systems or Database Servers

When to use Client-Side Scripting

Yes

- Providing quick feedback to users on their (form) input
- Dynamic content loading/update
- Introduce interactive components to pages

No

- Tasks which require privileged access to remote databases
- If access to user's hard drive is required (also, server-side scripting is not appropriate here)
- Operations which require some guarantee of running (users may disable clientside scripting)

JavaScript

- JavaScript is a lightweight scripting language
- Originally developed by Netscape
- JavaScript != Java
- Often abbreviated as JS
- It is a web-standard, but not supported equally by all browsers

What can JavaScript do?

- React to events Do something when the user clicks a button.
- Update without refreshing AJAX enables developers to retrieve new data in the background.
- Validate data Check form data is valid without sending to the server.
- Create Cookies Useful for saving user preferences.
- Detect the user's browser Some browsers support different functionalities.
- Read and Write to the DOM Dynamically change the content and structure of a page.

JavaScript Hello World

Integrating JavaScript + HTML

Inline

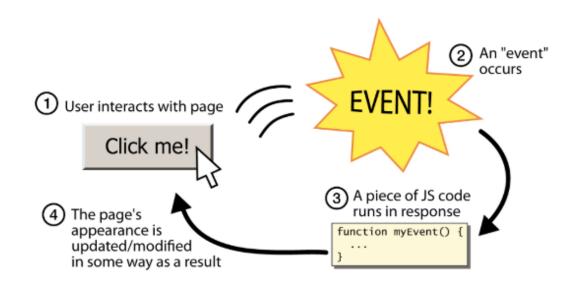
```
<script>
  alert("Hello World");
</script>
```

External File

```
<script src="myJs.js"></script>
```

Event-Driven Programming

- A different paradigm of programming
- Responds to events, rather than running sequentially
- Example
 - Process a form's input when the user presses the 'Submit' button
 - Necessarily reactive, does not make sense to validate at any other time



Event-Driven Programming in JavaScript

- We can tie JS code to user derived events
 - e.g. User interactions; browser focus/resize;
- JS can also respond to browser or system events
 - e.g. Timers; DOM mutation;
 Network status;
- This can also introduce interactivity to a web page

```
<!DOCTYPE html>
<html lang="en">
  <body>
    <button onclick="Counter()">
    Click Me!
    </button>
    <script>
    count = 0
    function Counter(){
      count++;
      alert(count)
    </script>
  </body>
</html>
```

Interacting with the DOM via JavaScript

- Add, remove or update elements in the DOM using JS
- Access elements using:
 - document.getElementById
 - document.getElementsByTagName
 - document.getElementsByClassName
- Update HTML via innerHTML

Form Validation with JavaScript

- Form validation occurs on the clientside
 - Avoids sending invalid data to server
 - Fast better user experience
- Not a replacement for server-side validation - this should still be performed.
 - Client-side scripting should not be considered 'secure'

```
<!DOCTYPE html>
<html lang="en">
  <body>
    <label for="age">How old are you?</label>
    <input type="text" value="" id="age">
    <button onclick="Validate()">
      Validate
    </button>
    <script>
    function Validate(){
      age = Number.parseInt(document.getElementById('age').value);
      if (Number.isNaN(age)){
        alert("Invalid: Please enter a valid number");
      else if (age < 0){
        alert("Invalid: Please enter a positive number");
      else{
        alert(`Valid: You are ${age} years old.`)
    </script>
  </body>
</html>
```

Resources & Further Reading

- Mozilla Developer Network (MDN) An Excellent Resource
 - The Basics of JavaScript
- JavaScript Specification
- Learn JavaScript Online