# Web Programming

Course Introduction

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#### The World Wide Web

- Original idea (Tim Berners-Lee, 1989)
  - Public information sharing on Internet
  - Hypertext
    - Documents are text which can be displayed/converted to desired output
    - Documents can be linked to each others:
- WWW: A system of interlinked hypertext
  - Now, much more complex/interesting applications

#### **How Does WWW Work?**

- Client-Server mechanism
- Web servers: Process client's requests
  - File (text, image, video, ...) retrieval requests
  - Computation/Processing (DB lookup, transaction, ...) requests
- Web clients: Send the requests
  - Browser: Interacts with client, Requests for server, Processes and displays response (rendering)
  - Other applications
    - Search engines crawlers
    - Use server as a processing element (distributed computing)
    - **...**

#### WWW: From Old to Now

- Static Web Pages
- Client requests a document from server
  - A communication protocol: HTTP
- How to display the document in browser?
  - Document structure definition language: HTML
  - Representation of document: CSS
  - Later, very later, some advance features: HTML5

#### WWW: From Old to Now

- Needs to interact with user (e.g., event handling in web pages)
  - A programming language in browser: JavaScript
- Dynamic data from server (e.g., search result)
  - A programming language in server: JavaScript (Node.js)
- Interactive & Dynamic web page
  - A communication mechanism between web page and server: JavaScript & JSON

# Let's Go Through a Web Page

What makes a web page work?

What are the components of a web page?

## **Code Languages**

- HTML, CSS, and JavaScript (JS).
  - These are the languages that make up the code that's run by the user's browser:
    - HTML specifies the content and structure of the page.
    - CSS specifies the layout and style of the page.
    - JS specifies the behavior, logic and interactivity of the page.

## **Page Components**

- A web page itself is comprised of many individual components, e.g. the navbar, the search box, the advanced search panel, photo lists, photos, etc.
- The code for each one of these components (content, design, and logic) is factored in such a way as to encapsulate the code and even to make it reusable.

## UI/UX

#### Much attention to design and user experience.

- A website may have a team of visual designers who develop the complete look and feel of the site, from the icons to the interactions.
- User studies and testing also play a large role in the site's design.

#### **Stored Data**

- A web may have lots of kinds of data (photos, metadata, user data, etc.). Each of these is stored in a particular way on the back end.
- For example in Flickr, photos are stored as files on huge file servers, while photo metadata and user data are stored in a giant DB.

## Serving infrastructure.

- A website may be served by many, many machines. In fact, different parts
  of the site are served by different machines.
- Each time a user requests a page, the serving infrastructure needs to figure out from which machine to handle the request.
  - This involves a combination of routing and load balancing.

# **Server Logic**

• Every time a user makes a request, the serving stack needs to make database or even third-party calls to compile the data from which to create the page that's returned to the user.

## **User-specific Data**

- Every user may have his or her own private data, and they must authenticate themselves to be able to access it.
  - This involves lots of machinery, e.g. logins, cookies, and user sessions.

## **Application Data Models**

- Data from the website's backend must be modeled within the application of the website so it can be accessed and used.
  - A website may have separate data models for different types of data including search results, photo data, user data, etc.
  - For example, Flickr website follows an MVC architecture.

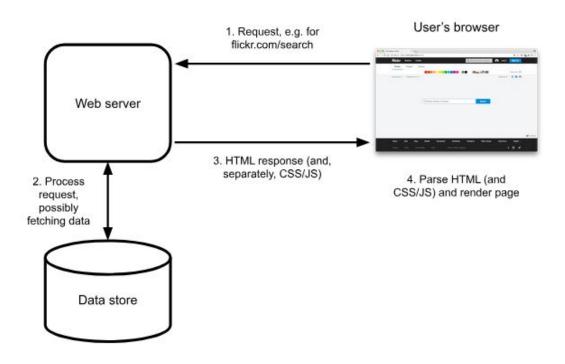
## Security, on many levels.

- A site like Flickr has many ways of being attacked and must defend against all of them:
  - Preventing users from injecting malicious content into photo titles, descriptions, comments, etc.
    - E.g. HTML, scripts, database commands.
  - Preventing hacking and vulnerabilities on the back end.
    - E.g. https://imagetragick.com/
  - Protecting against API misuse, e.g. a DoS attack.

#### **Website Architecture**

- Client-side code that runs on the user's browser.
- Server-side code that runs on webs servers.
- One or more data stores, where all data including photos, users data, etc. are stored.

# **Web Page Viewing Process**



## What Do We Study in This Course?

- Foundations of web app architecture.
- Building a complete web application that uses the following things:
  - o On the client-side:
    - HTML and CSS to define a page's content and how it looks.
    - Client-side JS to provide interactivity to a page.
  - On the server-side:
    - Server-side JS (Node.js) to implement the server logic.
    - Server-side templating to allow us to dynamically generate content for our pages.
    - Server-side routing to aid in dynamic page creation and to help provide an API our client-side code can communicate with.
  - Data storage:
    - Mongo DB to store our application data.
- In addition to all this stuff, we'll also learn how to use Git and GitHub to manage our source code.

### **Course Structures**

- Lectures
- Assignments
- Final Project
- Midterm + Final Exam

# **Grading Policy**

Assignments	(6 * 5 points)= 30	$\rightarrow 30\%$
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Final Project 40 → **40%** 

Midterm 10  $\rightarrow$  **10%** 

Final Exam 20 → **20%** 

Total 100 → **100 %** 

## **Grading Policy**

- Some assignments will be graded by giving a live Demo to your TAs.
- In each demo you need to **run** your code and **walk through your code** to explain it how you implemented key functions and components.
- You need to submit your code by the due time and then sign up for the Demo grading
- The due dates will not be extended.
- Late submissions will result in a 20% deduction for the first 24 hours.
   Submissions will not be accepted after this timeframe.

#### **Course Information**

- Instructor: Mahsa Saeidi
- Class time: Sundays and Tuesdays, 15-16:30
- Class location: 205
- Office hours: Sundays, 16:30-17:30
- Course Resources: <a href="https://courses.aut.ac.ir">https://courses.aut.ac.ir</a>
- Communication:
  - o Email: saeidi it.86@aut.ac.ir
  - https://courses.aut.ac.ir
  - Office hours

#### Resources

- The majority of these slides have been adapted from materials provided by other instructors:
  - o <u>lecture notes</u> developed by Mr. Parham Alvani
  - o <u>lecture notes</u> developed by Dr. Rob Hess