**Task 1: Handling of Events**

Client Side

Look at the attached site.html file . The page contains several videos. We want to log every time the video comes into full view by sending an event to the server.

It doesnt matter how many times the video comes into view - you should log every such event.

Inside the html file you have helper methods. For example:

function logEventInServer(){

var serverURL = "https://ourServer.com/events/logEvents.php";

/\* continue here\*/

}

You can write your javascript code inside this file.

\* you can add and use any 3rd party/library you want.

Server Side

Assume the server has a LAMP installation, **no**special frameworks like laravel or drupal.

Create the logEvents.php which receives the event from the client and logs the data into a database (no need to create the database or define it).

When logging an event you should send to the database the following data:

1)  The exact time (millisecond accuracy) of the event as it happened in the **client**in **gmt**time (you dont know what is the timezone of the server)

2) The page\_session ( see the helper method in the html page)

3) The action ("inView" )

4) id of the html element viewed (the id of the div element)

5) pageUrl - the url of the page where the event occurred

the table you log the event to will look like this:

TABLE `raw\_events\_table` (

  `date` datetime ,

  `page\_session` varchar(110),

  `action` varchar(20) ,

  `elementId` varchar(20) ,

  `pageUrl` varchar(600)

)

\*  keep in mind regarding security

\*\* **No need to create a real database**

**Task 2: Mysql task**

You have an input table with a column named video\_url.

Write an sql statement which breaks down the video\_url input into 3 parts as displayed in the example below

Input data

|  |
| --- |
| video\_url |
| //cdn6.limited/thetester/tester-step1.mp4 |
| //cdn3.limited/unlimitedsystem/communication.mp4 |

Output

|  |  |  |
| --- | --- | --- |
| host | path | video\_name |
| cdn6.limited | thetester | tester-step1 |
| cdn3.limited | unlimitedsystem | communication |