

Exercise 6: AJAX

The aim this laboratory is to familiarise yourself with AJAX and the jQuery method of using it.

W3Schools

Work through the [W3Schools AJAX tutorial](#).

Linking your Wordle app to a server

By now you should have a webpage that allows a user to make guesses at a hidden word. In this exercise you should replace the hidden word in JavaScript (which is easy to find in the source code), with a hidden word on the server.

If you put the URL https://drtnf.net/wordle_guess?guess=GUESS into your browser address bar, your browser should display a JSON object with one field, outcome which is an array of five integers, 0 (meaning the i^{th} letter is not present), 1 (meaning the i^{th} letter is misplaced) or 2 (meaning the i^{th} letter is correct). You will need to use JavaScript to send a HTTP GET request to the address (replacing GUESS with the user's guess), extract the array from the response, and use the array to render your HTML.

To assist with debugging, the secret word changes every two minutes. You can access the time remaining by sending a HTTP GET request to https://drtnf.net/wordle_time_left which will return a JSON object with a single field time_left which is the number of second remaining until the word changes.

AJAX Tutorial

AJAX requires a webserver to run. Down the track, we will use Flask to create and serve web applications, but for now, we will use the VSCode extension [Live Server](#). Live Server runs a small web server on your computer and will host and serve the code you develop in VSCode.

Set up live server in your VSCode environment, and then try working through the more advanced AJAX [tutorial](#). This walks you through applying AJAX with jQuery, and you should attempt the associated exercises.