write a strong to a file. This function is identical to calling topen(), twrite() & felose() successively to write data to a file. It returns the number of bytes that were written to the file, or FALSE on failure.

Example:

afile = 'people. +x+';

11 open the file to get existing content

scurrent = file-get-contents (&file);

11 Append a new person to the file.

& current = "John smith/";

11 write the contents back to the file

file-put-cartents (4 file, 4 current);

Example:

&file = 'people. +x+';

11 the new person to add to the file

sperson = "John Smith |";

Il write the condents to the file,

11 using the FILE-APPEND flag to append the langent

11 to the end of the file and the Lock-Ex flag

11 to prevent anyone else writing to the file at the

11 same time

file-put-contents (&file, &person, FILE-APPEND 1 LOCK-EX); Attempts to remove the directory. The directory must be empty & the relevant permissions must bermit this:

Example:

a'f (! a's-dir ('example')) {

mkdir ('example');

}

rmolir ('example');

checks whether & filename is a directory:

bool mkdir (string & pathname [, int & mo de = 0777 [; bool & recursive = false]]; & mode =) The mode is 0777 by default; which means the widest possible access: & recursive =) Allow the creation of nested director ies specified in \$ | pathname

Enecks whether a file exists fits readable.

checks whether the filename is writable.

search start position. By default mixed stroos (\$ str, & substr [, int \$ offset =0]) Find the first occurrence of a substring in a string. It returns the position of enwards and FALSE on faithere, she was a selle Example: smystr = 'abc'; pieces in stindme = 'a'; \$pos = strpos(smystr, & findme); 1/0 Remind one thing: O == FALSE (returns TRUE) 0 === FALSE (refurns FALSE) The standard contract of the second The many the second -62-

102/2012 Difference between client-tible and server side programming: Our code is split into two entirely separate parts, the server side & the client side. HTTP rearrest web server browser (PMP etc.) (Javeseript) client side · server side ... HTML, CSS, Java Script The two sides communicate via MTTP requests and responses. PMP-is executed on the server and outputs some MTML and may be javascript code which is sont as (HTTP) response to the client where the HTML is interpreted and the Javascript is executed. Once PMP has finished outputting the response, the script ends and nothing will happen on the server until a new HTTP request comes in. The example code executes like this: escript type="text/javascript"> var foo = 'bar'; -60-