OK so planning for WebDev final project.

I have serverService.js. That is going to run in node on Amazon server. That will take posts and gets maybe, and handle all actual database changes. So that needs to get the sql language.

Client.js will be in the public folder as a static thing. That will be linked off of the top of my main handlebar page, or maybe have it be within the fed html? Either way, the html will be largely constructed by that client.js file. When an update is called for, the client.js will send a request to the server. The server will send back the data and the client.js will rebuild the table.

OK cool beans. Just going to add the sql language to the node.js file.

So for html layout, let’s talk that. I will have my main handlebars page that is served, shall I have that have the html? Yes. I think that will be fine. That will have the script link, the css link, and some bare html. The static js file will do pretty much everything else. It will first send an asynchronous get to the table builder.

Next there will be a table in the html file the headers will be there all of the time. Then the JS will add in using DOM after it a row for every item in the table, constructed by doing an AJAX get to the server. After every row, it will add a delete and update button. It will construct the entire table like that. I will steal all calls from those forms though. Client.js will listen for those, and will sent the appropriate get request with the appropriate data. OK I had a problem figuring this out but I have it now, there will be a function drawTable that is called originally to draw the table. Then every time there is a delete, it will call drawTable again! That will just send a get selecting everything and constructing the table.

Nice, most of the node functions were written already. Lets do this on port 1976

http://ec2-52-26-46-121.us-west-2.compute.amazonaws.com:1976

content comes back in response.

NOTE, I CHANGED MY MAIN.HANDLEBARS TO MAIN.HTML SO THAT NOTEPAD++ WOULD WORK.

I don’t think I need the body in this motha, the main page that is the {{{body}}}. I am going to have the static client.js do all of this shit, so I took that out. Now I need to bone up on the doms stuff, but that should be pretty easy.

First make sure client.js is set up right and css, then figure out how to set ids again for HTML, you need them. Set an id for the header row and then after it add every other row with forms interspersed where you have two buttons. Each will submit with the id from the database as the info.

Also for update, it is not that bad. Update will change an item, but when we do that, we merely need call draw\_table again, we don’t have to go to another page!

I fucked something up. With update, I am going to want to feed another page. I don’t know if that means I need to redo my main page, but I don’t think so, I will add back in {{{body}}} and put it there maybe? Anyway, I also need to get rid of my delete table call right away, I don’t want to delete it, add a button maybe.

<http://ec2-52-26-46-121.us-west-2.compute.amazonaws.com:1976/>tables

OK so some problems. All of his functions are rendering a page, but I don’t think that I want to do that, I think I want it to just send JSON data.

Cool, so page renders, I have main as the stub with our details, and our table comes in in data.handlebars. We will keep that a static page though.

Now to remember how to draw a table.

OK just discovered he did NOT get us our mysql queries. I have to modify them for our database. He did give us the reset table though All Glory to Wolford.

Review on buttons, he does this,

Document.getElementbyID(“myButton”).addEventListener(“click”, changecolor);

Just wanted to note this.

To prevent form from navigating to the form action page, we can prevent default on that button.

OK new attempt. I am going to try doing a form, and

Fuck maybe I have this all wrong, he has this in an example.

<input type="text" name="Name" /><input type="button" value="delete" onclick="deleteRow('dataTable',this)" />

Even has it as a data element, I am going to get rid of my shitty function assigner.

Here is that code I removed, my button assigner

function assignDeleteButtons()

{

var deleteButtons = document.getElementsByClassName("deleteButton");

console.log("Delete Buttons is length: ", deleteButtons.length);

for(var i=0; i<deleteButtons.length; i++)

{

console.log("Adding delete function");

deleteButtons[i].addEventListener("click", function()

{

var dID = 2; //whatever code will get the id from the sibling

var url = 'http://ec2-52-26-46-121.us-west-2.compute.amazonaws.com:1976/delete' + '?id='+ dID;

console.log("URL being sent is: ", url);

req.open('GET', url, true);

req.addEventListener('load', function()

{

if(req.status >= 200 && req.status < 400)

{

console.log("good delete response");

drawTable();

}

else

{

console.log("Looks like bad code");

}

});

req.send(null);

event.preventDefault();

});

}

}

OK maybe I have to delete the table before I redraw it? I think I am getting recursive calls, because the onclick button is still clicked!

OK I am getting kicked in the Penis here. I think that I have to create the table. Then once that loads, have a button function that assigns the onclick to each. I can do the closure function still so that it works right. That way when it is called, it doesn’t create a recursion. Or at least I hope. Backup going into .bak file on Desktop. I think I am close to just deleting the row anyway.

Fixed this bullshit! New fork is official, bak can go away. Delete works perfectly now. I am going to try to move some shit around right now into the main.html. OK I am sending an empty file for / I hope that is ok