

Agenda

Learning goal: To fetch data from an external source (API) and append it to our HTML template.

In order to do so you need to know a little about:

- API's (Application Programming Interfaces)
- JSON (JavaScript Object Notation)
- AJAX (Asynchronous JavaScript And XML)
 - Fetch
 - Promise

Things you already know...?

- How to create and **clone** a HTML **template**.
- What a **JS object** is and how to create one.
- How to access the **value** of each **property** through .dot notation: `let someValue = myObject.someProperty;`
- What an array is, how to loop through it and “do something” with each item in it using the **forEach** method: `myArray.forEach(doThis);`
- How to add data from **an array of JS objects** to a clones of your HTML template and **append** it to a container element in the **DOM**.
- How to organize the rendered list of outputted objects with **CSS grid**.

Piece of cake!

So the only really new thing to learn today is how to fetch external data and convert it to an internal JS object 😊

APIs & JSON

Application Programming Interface
JavaScript Object Notation


API

- An API (**Application Programming Interface**) is a set of subroutine definitions, protocols, and tools for building application software.
- An **API** may be for a web-based system, operating system, database system, computer hardware or software library.
- A **web API** is an API for either a web server or a web browser (e.g. [DocumentFragment](#))
- A **server-side web API** is a programmatic interface consisting of one or more publicly exposed **endpoints** to a defined request–response message system, typically expressed in **JSON** or **XML**, which is **exposed via the web**.
- Restaurant Petrograd's API: <http://kea-alt-del.dk/t5/api/>

Web APIs






When writing code for the Web with JavaScript, there are a great many APIs available. Below is a list of all the interfaces (that is, types of objects) that you may be able to use while developing your Web app or site.

A




[ANGLE_instanced_arrays](#)
[AbstractWorker](#)
[AmbientLightSensor](#)
[AmbientLightSensorReading](#)
[AnalyserNode](#)
[Animation](#) 
[AnimationEffectReadOnly](#) 
[AnimationEffectTiming](#) 
[AnimationEffectTimingProperties](#) 
[AnimationEffectTimingReadOnly](#) 
[AnimationEvent](#) 
[AnimationPlaybackEvent](#) 
[AnimationTimeline](#) 
[ArrayBufferView](#)
[Attr](#)
[AudioBuffer](#)
[AudioBufferSourceNode](#)
[AudioContext](#)
[AudioDestinationNode](#)
[AudioListener](#)
[AudioNode](#)
[AudioParam](#)

FormData




G

[GainNode](#)
[Gamepad](#)
[GamepadButton](#)
[GamepadEvent](#)
[GamepadHapticActuator](#) 
[GamepadPose](#) 
[Geolocation](#)
[GestureEvent](#) 
[GlobalEventHandlers](#)
[GlobalFetch](#)  




H

[HMDVRDevice](#)  
[HTMLAnchorElement](#)
[HTMLAreaElement](#)
[HTMLAudioElement](#)
[HTMLBRElement](#)
[HTMLBaseElement](#)
[HTMLBaseFontElement](#) 
[HTMLBodyElement](#)
[HTMLButtonElement](#)







MimeTypeArray

[MouseEvent](#)
[MouseScrollEvent](#) 
[MouseWheelEvent](#) 
[MutationEvent](#) 
[MutationObserver](#)
[MutationRecord](#)

N

[NameList](#) 
[NamedNodeMap](#)
[NavigationPreloadManager](#)
[Navigator](#)
[NavigatorConcurrentHardware](#)
[NavigatorGeolocation](#)
[NavigatorID](#)
[NavigatorLanguage](#)
[NavigatorOnLine](#)
[NavigatorPlugins](#) 
[NavigatorStorage](#)
[NetworkInformation](#) 
[Node](#) <https://developer.mozilla.org/en-US/docs/Web/API>
[NodeFilter](#)
[NodeIterator](#)

SVGGeometryElement

[SVGGlyphElement](#) 
[SVGGlyphRefElement](#) 
[SVGGradientElement](#)
[SVGGraphicsElement](#)
[SVGHKernElement](#) 
[SVGImageElement](#)
[SVGLength](#)
[SVGLengthList](#)
[SVGLineElement](#)
[SVGLinearGradientElement](#)
[SVGMPathElement](#)
[SVGMaskElement](#)
[SVGMatrix](#) 
[SVGMeshElement](#) 
[SVGMetadataElement](#)
[SVGMissingGlyphElement](#) 
[SVGNumber](#)
[SVGNumberList](#)
[SVGPathElement](#)
[SVGPatternElement](#)
[SVGPolyElement](#)
[SVGPolygonElement](#)
[SVGPolylineElement](#)

JSON

- JSON is a **syntax** for **storing and exchanging data**.
- JSON is **text** written with **JavaScript Object Notation**.
- When exchanging data between a **browser** and a **server**, the data can only be text.
- We can convert any **JavaScript object** into JSON, and send JSON to the server.
- We can also convert any JSON received from a server into **JavaScript objects**.

JSON Syntax Rules

- JSON syntax is derived from JavaScript object notation syntax:
 - Data is in name/value pairs
 - Data is separated by commas
 - Curly braces hold objects
 - Square brackets hold arrays
- A name/value pair consists of a field name (in double quotes), followed by a colon, followed by a value:
`{ "name": "Jonas" }`
- **In JSON, keys must be strings, written with double quotes!**
 - In JavaScript, keys can be strings, numbers, or identifier names:
`{ name: "Jonas" }`

The main difference between JSON and JS objects = quotes / no quotes in key names.

JSON Syntax Rules

- In JSON, values must be one of the following data types:
 - a string
 - a number
 - an object (JSON object)
 - an array
 - a boolean
 - null
- In JavaScript values can be all of the above, plus any other valid JavaScript expression, including:
 - a function
 - a date
 - undefined

AJAX, Fetch & promise

AJAX allows web pages to be updated asynchronously by exchanging data with a web server behind the scenes. This means that it is possible to update parts of a web page, without reloading the whole page.



AJAX - the developer's dream...

...because you can:

- **Update** a web page **without reloading the page.**
- **Request** data from a server **after the page has loaded.**
- **Receive** data from a server **after the page has loaded.**
- **Send** data to a server **in the background.**



What is AJAX?

- AJAX = **A**synchronous **J**avaScript **A**nd **X**ML.
- It can send and receive information in various formats, including JSON, XML, HTML and text files (e.g. [Facebook](#))
- AJAX's most appealing characteristic is its **asynchronous** nature, which means it can communicate with the server, exchange data, and update the page without having to refresh the page.

What is AJAX?

- AJAX is **not** a programming language.
- AJAX just uses a combination of:
 - A browser built-in **XMLHttpRequest** object to request data from a web server.
 - **JavaScript** and HTML **DOM manipulation** to display or use the received data.
- All modern browsers support the XMLHttpRequest object.

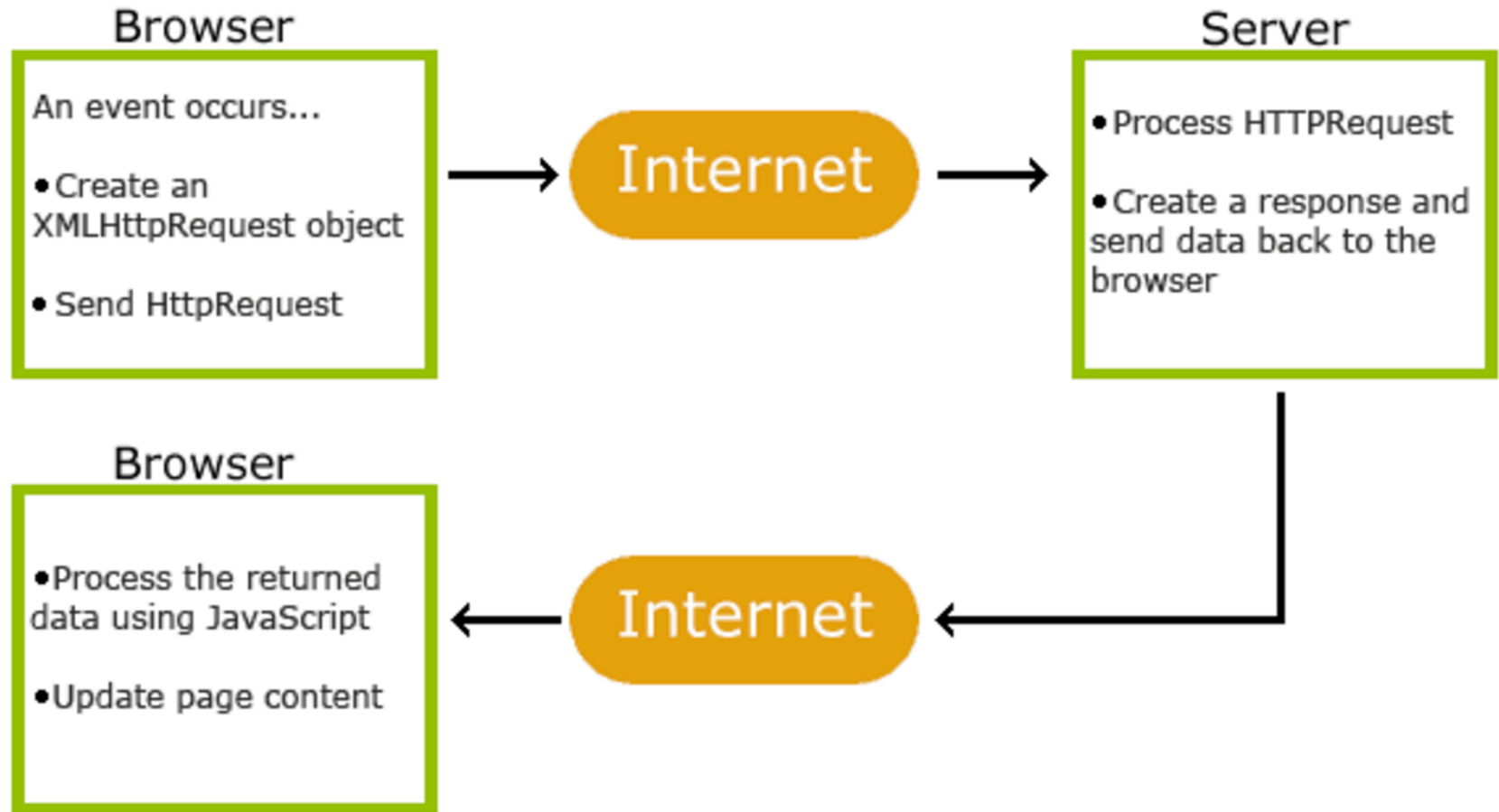
AJAX is a misleading name!

AJAX applications might use XML to transport data, but it is equally common to transport data as plain text or **JSON** (thus also known as **AJAJ**)

How AJAX Works

1. An event occurs in a web page (the page is loaded, a button is clicked, typing into an input field...)
2. An XMLHttpRequest object is created by JavaScript.
3. The XMLHttpRequest object sends a request to a web server.
4. The server processes the request.
5. The server sends a response back to the web page.
6. The response is read by JavaScript.
7. Proper action is performed by JavaScript (without reloading the page)

How AJAX Works



AJAX(J) in action: Fetch it!

```
let myLink = "http://kea-alt-del.dk/t5/api/productlist";

function loadData(link){
  fetch(link).then(e=>e.json()).then(data=>show(data));
}
```

Fetch returns a *promise*. When the data is loaded it is interpreted as JSON (another *promise*). Then we can finally do stuff with it (like putting snippets of data into our HTML template at the right places)

Fetch

- The Fetch **API** provides an interface for fetching resources (also across the network)
- **Fetch** is a modern concept equivalent to XMLHttpRequest, but is designed to be more extensible and efficient.
- The **fetch()** method takes one mandatory argument, the **path** to the resource you want to fetch, e.g. JSON
- It returns a **promise** that resolves to the Response to that request, whether it is successful or not.

Promise

- A **Promise** is an object representing the eventual completion or failure of an asynchronous operation
 - called an **asynchronous function call**.
- **Promise** allows two or more asynchronous operations to execute back to back, where each subsequent operation **starts when the previous operation succeeds, with the result from the previous step**.
- Accomplished by creating a **promise chain**.

https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Using_promises

Promise in Kyle Simpson's words

A Promise is a way to **reason about data that doesn't yet exist**, but you know it will. **It's like ordering food at a fast-food restaurant:**

1. Order your food.
 2. Pay for your food and receive a ticket with an order number.
 3. Wait for your food.
 4. When your food is ready, they call your ticket number.
 5. Receive the food.
- You may not be able to eat your food while you're waiting for it, but you can think about it, and you can prepare for it.
 - You can proceed with your day knowing that food is going to come, even if you don't have it yet, because the food has been "promised" to you.
 - That's all a Promise is: **An object that represents data that will eventually exist.**

<https://css-tricks.com/using-es2017-async-functions/>

Promise chain

```
1  doSomething().then(function(result) {  
2    return doSomethingElse(result);  
3  })  
4  .then(function(newResult) {  
5    return doThirdThing(newResult);  
6  })  
7  .then(function(finalResult) {  
8    console.log('Got the final result: ' + finalResult);  
9  })  
10 .catch(failureCallback);
```

Same chain written in arrow syntax

```
1  doSomething()  
2  .then(result => doSomethingElse(result))  
3  .then(newResult => doThirdThing(newResult))  
4  .then(finalResult => {  
5    console.log(`Got the final result: ${finalResult}`);  
6  })  
7  .catch(failureCallback);
```

Fetch in praxis (generic example)

```
let myLink = "http://kea-alt-del.dk/t5/api/productlist";

function loadData(link){
  fetch(link).then(e=>e.json()).then(data=>show(data));
}

function show(data){
  data.forEach(object => console.log(object.property));
}

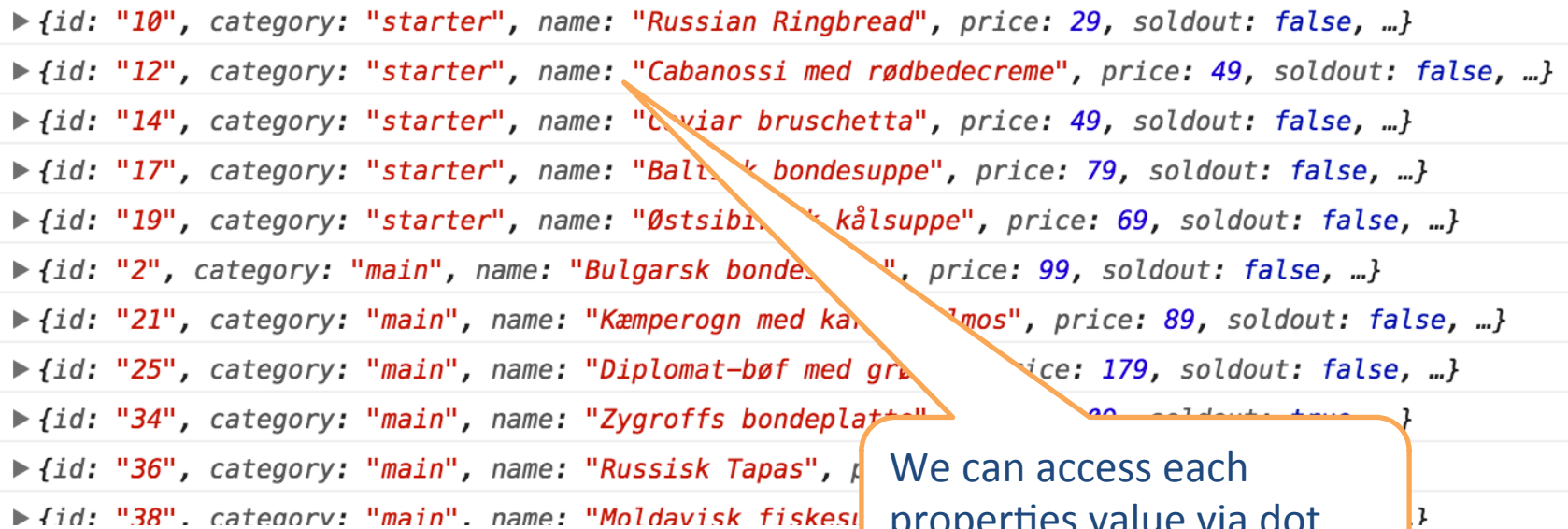
loadData(myLink);
```

Each object in the json array has one or more properties, e.g. "name", "price" etc. (equal to the column names in the database (spreadsheet))

Fetch in praxis (Petrograd example)

```
function show(data){  
  data.forEach(object => console.log(object));  
}
```

The functions will output:



- ▶ {id: "10", category: "starter", name: "Russian Ringbread", price: 29, soldout: false, ...}
- ▶ {id: "12", category: "starter", name: "Cabanossi med rødbedecreme", price: 49, soldout: false, ...}
- ▶ {id: "14", category: "starter", name: "Caviar bruschetta", price: 49, soldout: false, ...}
- ▶ {id: "17", category: "starter", name: "Baltisk bondesuppe", price: 79, soldout: false, ...}
- ▶ {id: "19", category: "starter", name: "Østsibirisk kålsuppe", price: 69, soldout: false, ...}
- ▶ {id: "2", category: "main", name: "Bulgarsk bondesuppe", price: 99, soldout: false, ...}
- ▶ {id: "21", category: "main", name: "Kæmperogn med karbommos", price: 89, soldout: false, ...}
- ▶ {id: "25", category: "main", name: "Diplomat-bøf med grøntsager", price: 179, soldout: false, ...}
- ▶ {id: "34", category: "main", name: "Zygroffs bondeplatt", price: 89, soldout: true, ...}
- ▶ {id: "36", category: "main", name: "Russisk Tapas", price: 129, soldout: false, ...}
- ▶ {id: "38", category: "main", name: "Moldavisk fiskesalat", price: 99, soldout: false, ...}

We can access each properties value via dot notation: e.g. object.name

Petrograd product <template>

```
<template class="product">
  <div class="list-product">
    <a href="data-big-image">
      
    </a>
    <h3 class="name">data-name</h3>
    <p class="category">data-category</p>
    <h4 class="price"><span>data-price</span> kr.</h4>
    <button>details</button>
  </div>
</template>
```

The **text-content** will be replaced with data that is fetched from the database (spreadsheet) as JSON text

Show all dishes script (.then syntax)

```
let productlist_link = "http://kea-alt-del.dk/t5/api/productlist";
let image_path = "http://kea-alt-del.dk/t5/site/imgs/small/";
let main = document.querySelector('main');
let template = document.querySelector('.product');

function loadData(link){
  fetch(link).then(e=>e.json()).then(data=>show(data));
}

function show(data){
  data.forEach(element => {
    let clone = template.cloneNode(true).content;
    clone.querySelector('.product-small-img').src = image_path + element.image + "-sm.jpg";
    clone.querySelector('.name').textContent = element.name;
    clone.querySelector('.category').textContent = element.category;
    clone.querySelector('.price span').textContent = element.price;
    main.appendChild(clone);
  });
}

loadData(productlist_link);
```

The fetched data is "injected" into the clone in the relevant places

Each new clone is appended to <main> when the data is in place

Resources

- [https://en.wikipedia.org/wiki/Application_programming_interface#Web APIs](https://en.wikipedia.org/wiki/Application_programming_interface#Web_APIs)
- [https://www.w3schools.com/js/js json syntax.asp](https://www.w3schools.com/js/js_json_syntax.asp)
- <https://developer.mozilla.org/en-US/docs/AJAX>
- [https://www.w3schools.com/xml/ajax intro.asp](https://www.w3schools.com/xml/ajax_intro.asp)
- [https://developer.mozilla.org/en-US/docs/Web/API/Fetch API](https://developer.mozilla.org/en-US/docs/Web/API/Fetch_API)
- [https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Using promises](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Guide/Using_promises)