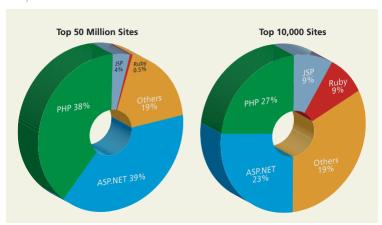
What is server-side development

- · Use scripts to dynamically generate content, these scripts run on web server
- Server-side code remains hidden from the client
- o Server-side scripts have access to server resources
- Data storage
- · Database management system

Tech for Server-Side Dev

What are commonly used

- o ASP (Active Server Pages) / ASP.NET
- JSP (Java Server Pages)
- Node.js
- Perl
- o PHP
- Python
- o Ruby on Rails



Developing PHP Locally

In order to develop PHP application we have to install a server that can run PHP and a database management system like

- MySQI
- MariaDB (open-source)

Tech we will be using

Apache or PHP Development Server — HTTP web server software

o Used for running php scripts that receive HTTP request and send responses

 ${\it MySQL}~or~Maria {\it DB}-A~data base~management~system$

 ${\rm PHP-A}$ server side scripting language "PHP Hypertext Preprocessor"

PHP

PHP Code & HTML markup are written in the same file

o PHP can also be used to generate HTML

Switch between HTML and PHP using PHP tags $\,$

```
<!-- HTML CODE GOES HERE -->
<?php /* php code goes in here */ ?>
```

PHP code inside the <?php ?> tags is executed, while the HTML markup outside the text is directly outputted to the page

```
This text will be "echoed" directly to the HTML page
</ph>
</pr>
cho "ep>This text is being echoed through the executed PHP script

>>
```

Variables

- · Variables in PHP are dynamically typed
- To declare a variable you must preface the variable name with a dollar symbol \$
- · Whenever you use that variable, you must also include the \$ symbol

```
Scount = 42;
```

Data Types

```
Boolean — A logical true or false value
Integer — Whole numbers
Float — Decimal Numbers
String — Letters
Array — A collection of data of any type
Object — Instances of classes
```

Strings

Strings can be appended together using concatenate operator . symbol

```
Susername = "Ricardo";
echo "Hello " . Susername; // Outputs Hello Ricardo
```

Escape Strings

```
\n — Line Feed
\t — Horizontal Tab
\\ — Backslash
\$ — Dollar Sign
\" — Double Quote
```

Constants

Constants never change and always have global scope

- Use define()
- o Uppercase for constants is a programming convention
- Then use the variable name without quotes or \$

```
define("DATABASE_LOCAL", "localhost");
echo DATABASE_LOCAL;
```

Program Control

If Else Statement

```
if(shourOfDay > 6 && shourOfDay < 12) {
    Sgreetings = "Good Morning";
}
else if(shourOfDay == 12) {
    Sgreetings = "Good Noon Time";
}
else
    Sgreetings = "Good Afternoon or Evening"</pre>
```

While Loop

```
$count = 0;
white ($count < 10) {
   echo $count;
   $count++;
}</pre>
```

For Loop

```
for($count = 0; $count < 100; $count += 5) {
    echo $count;
}</pre>
```

Alternate Syntax for Control Structure

```
<a href="login.php">Login</a>
<a href="register.php">Register</a>
<?php endif;?>
```

Include Files

We can insert file into another include "somefile.php"; include_once "somefile.php"; require "somefile.php"; require_once "somefile.php";

What is the difference between these four methods of importing files?

Include

Function: Includes and evaluates the specified file
Behaviour on failure: If the file is not found, php throws warning but script will execute
Use case: When file is helpful but not critical to continue

Require

Function: Also includes and evaluates the specified file
Behaviour on failure: if the file is not found, throws an fatal error and stops execution
Use case: When the file is essential to the program (configs, class definitions)

Include_once

Function: works like include but ensures the file is only included once, even if called multiple times Behaviour on failure: same as include--throws a warning if cant be found but continues

Require_once

Function: works like require, but ensures the file is included only once
Behaviour on failure: Same as require—throws fatal error and stops execution if cant be found

Summary

	Statement	Fatal On Error	Prevents Duplicate Inclusion
	Include	Warning only	No
	Require	Yes	No
	Include_once	Warning Only	Yes
	Require_once	Yes	Yes

Use require_once for things like Function Libs, Configs, Class Declarations

Functions

```
function getNiceTime() {
    return date("H:i:s");
}
echo GetNiceTime();
// or
Soutput = getNiceTime();
echo Soutput;
```

A Return Type Declaration Explicitly defines a function's return type This was introduced in v7 Since PHP is dynamically typed, meaning the type is determined at runtime

```
function mustReturnString(): string {
    return "hello";
}
```

Parameters

They're the mechanism that values are passed into functions To define you must decide:

- How many parameters you want to pass in
- What order they will be passed

```
function getNiceTime(sshowSeconds) {
    if(sshowSeconds == true)
        return date("H:i:s");
    else
        return date("H:i");
    }
    echo getNiceTime(true); // This will print seconds
    echo getNiceTime(false); // This will not print seconds
```

Default values

You can set parameter default values, but all the parameters must have defaults if one has default.

```
function getNiceTime($showSeconds=true) {
   if($showSeconds=true)
      return date("H:i:s");
   else
      return date("H:i:");
}
```

Pass By Reference

By default, parameters are pass by value To pass by reference use the $\,\&\,$ symbol

```
function change(&sarg) {
    sarg += 100;
}
sarg = 15;
change(sinitial);
echo sinitial; // Output is 115
```

Variable Scope Within Functions

All variables defined within a function have function scope, only accessible in the function

Variables defined in the main script are global scope. These variables are not available within the function by default

PHP allows variables with global scope to be accessed within the function with the global keyword

```
$count = 56;
function testScope() {
    global Scount;
    echo Scount;
}
```

Arrays & Superglobals

Arrays

Indexing starts at 0

```
Sdays = array("Mon", "Tue", "Wed", "Thurs", "Fri");
Sdays = ["Mon", "Tue", "Wed", "Thrus", "Fri"]; // Alternate Syntax
```

o All arrays in php are associative arrays (key: value)

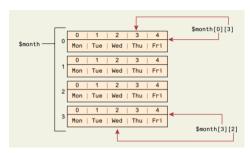
You can use integer and string keys, not necessarily in order

```
Sforecast = array("Mon" ⇒ 40, "Tue" ⇒ 47, "Wed" ⇒ 52, "Thrus" ⇒ 40, "Fri" ⇒ 37);

echo Sforecast["Tue"]; // outputs 47
echo Sforecast["Thurs"]; // outputs 40
```

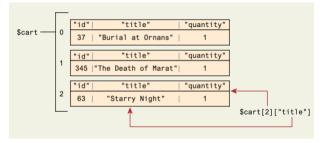
Multidimensional Arrays

```
Smonth = array(
array("Mon", "Tue", "Wed", "Thrus", "Fri"),
array("Mon", "Tue", "Wed", "Thrus", "Fri"),
array("Mon", "Tue", "Wed", "Thrus", "Fri")
};
```



Multidimensional Arrays with Keys

```
$cart = array();
$cart[0] = array("id"=>37, "title"=>"Burial at Ornans", "quantity"=>1);
$cart[1] = array("id"=>345, "title"=>"The Death of Marat", "quantity"=>1);
$cart[2] = array("id"=>63, "title"=>"Starry Night", "quantity"=>1);
```



Iterating Through an Array

While Loop

```
$i = 0;
while(si < count(sdays)) {
   echo $days[$i] . "cbr>";
   i++;
}
```

For Loop

```
for($i = 0; $i < count($days); $i++) {
    echo $days[$i] . "<br/>;
}
```

For Each

```
// Iterating through the values of the array $forecast
foreach($forecast as $value) {
    echo $value . "dp>";
}
// Iterating through the values & The keys
foreach($forecast as $key => $value) {
    echo "On".$key." the forecast is ".$value;
}
```

An element can be added by using a key/index that hasnt been used

```
Sdays[5] = "Sat";
```

Alternative to add to the end

```
$days[] = "Sun";
```

To Delete

```
unset($days[2]); // Deletes value at index 2, it becomes null

Array Sorting

sort($days);

More Operations
```

```
array_keys($arr);
array_values($arr);
array_rand($arr, $num=1); returns an array of some number of random keys
array_reverse($arr);
array_walk($arr, $callback, $optionalParam); Call back takes two parameters: $value and $key
in_array($needle, $haystack);
```

Superglobal Arrays

 $There's \ predefined \ associative \ arrays \ called \ superglobal \ variables \ which \ allows \ the \ programmer \ to \ access \ HTTP \ headers, \ query \ string \ params \ and \ other \ common \ info$

Superglobal scope means variables are always in scope and always exist

```
    can be modified and accessed without global keyword

$GLOBALS array for storing data that needs superglobal scopoe
```

\$_COOKIES array of cookie data passed to page via HTTP request

\$_ENV array of server environment data

\$_FILES Array of file items uploaded to the server

\$_GET array of query string data passed to the server via the URL

\$_POST array of query string data passed to the server via HTTP header

\$_Request array containing the contents of \$_GET , \$_POST and \$_COOKIES

\$_SESSION array that contains session data

\$_SERVER array containing information about the request and the server

In this course, \$_Get , \$_POST and \$_SERVER is used mostly

GET

HTML (Client)

```
<form action="processLogin.php" method="GET">
Name <input type="rext" name="uname"/>
Pass <input type="fext" name="pass"/>
<input type="submit">
</form>
```

Browser (Client)

Name ricardo/ Pass pw01 Submit

POST

HTML (Client)

```
<form action="processlagin.php" method="GET">
Name <input type="text" name="uname"/>
Pass <input type="text" name="pass"/>
<input type="submit">
</form>
```

Browser (Client)

Name ricardo/ Pass pw01 Submit

HTTP POST request body:
uname=ricardo&pass=pw01

PHP (Server)

```
echo $_POST["uname"]; // outputs ricardo
echo $_POST["PASS"]; // outputs pw01
```

Determine if any data is sent

use isset() function to see if there's any value set for a particular expected key

```
if(s_SERVER["REQUEST_METHOD"] == "POST") {
   if(isset(s_POST["uname"]) & isset(s_POST["pass"])) {
        // handle the posted data
   }
}
```

Sanitizing Query Strings

Just because you're expecting proper query string, it doesnt mean you're going to get one these are the things your program must handle

- Query string parameter doesnt exist
- o Query string parameter doesnt contain a value
- \circ $\;$ Query string parameter value is nt the correct type or is out of acceptable range
- o if value is required for a database lookup but provided value doesnt exist in the database