Ajax 01 Exercises

Using XMLHTTPRequest - Synchronous Request (Example 0A)

Ajax01.htm

```html
<!DOCTYPE html>

<html>
    <head>
        <title>Ajax Example</title>
        <link type="text/css" rel="stylesheet" href="Ajax01.css" />
        <script type="text/javascript" src="Ajax01.js"></script>
    </head>
    <body>
        <h1>Ajax example</h1>
        <div id="window"></div>
        <button type="button" onclick="loadtext();">
            Press Me
        </button>
        <div id="text2">More Text Here</div>
    </body>
</html>
```

Ajax01.css

```css
h1
{
font-size: 18pt;
font-family: Arial;
}

div#window
{
margin-left:100px;
width: 300px;
height: 300px;
border: solid 2px black;
}

div#text2
{
font-size: 18pt;
font-family: Arial;
}
```

testdata.txt

This is a test file containing some text. I want it to appear in a document when I click on a button, without having to refresh the page. I need to use a remote http request to get the file. This is called the Ajax technique.

Ajax01.js

```
function loadtext()
    {
        if (document.all)
            var request = new ActiveXObject("Msxml2.XMLHTTP");
        else
            var request = new XMLHttpRequest();

        // Get the specified file using a synchronous call
        request.open("GET", "testdata.txt", false);

        // Send the request to the webserver
        request.send(null);

        // Store the returned text string
        var doctext = request.responseText;

        // Find container div and copy the text into the DOM
        var element = document.getElementById("window");
        element.innerHTML = doctext;
    }
```

Using XMLHTTPRequest - Asynchronous Request (Example 0B)

Replace the javascript file with the following.

```
function loadtext()
  {
    if (document.all)
      var request = new ActiveXObject("Msxml2.XMLHTTP");
    else
      var request = new XMLHttpRequest();

    // Get the specified file using an asynchronous call
    request.open("GET", "testdata.txt", true);

    // When the readystate property changes, it will
    // trigger this function

    request.onreadystatechange = function()
      {
        if (request.readyState == 4)
          {
            // Get the nodes
            var doctext = request.responseText;
            var element = document.getElementById("window");
            element.innerHTML = doctext
          }
      }
    // Event handler is defined, it is now safe to send the request
    request.send(null);
  }
```

Using jQuery Load method (Example 0C)

Replace html file with the following:

```html
<!DOCTYPE html>

<html>
  <head>
    <title>Ajax Example</title>
    <link type="text/css" rel="stylesheet" href="Ajax01.css"></link>
    <script type="text/javascript" src="jquery-1.7.1.js"></script>
    <script type="text/javascript" src="Ajax03.js"></script>
  </head>

  <body>
    <h1>Ajax example</h1>
    <div id="window"></div>
    <button id="one" type="button">Press Me</button>
    <div id="text2">More Text Here</div>
  </body>
</html>
```

Replace the Javascript file with the following:

```javascript
$(document).ready(function(){
  $("button#one").click(function(){
    $("div#window").load('testdata.txt');
  });
});
```

Using jQuery load method and PHP (Example 0D)

Replace js file with the following:

Ajax03.js

```javascript
$(document).ready(function(){
  $("button#one").click(function(){
    $("div#window").load('gettext.php');
  });
});
```

And add the following php file

gettext.php

```php
<?php
$text1='This is more text that ';
$text2='I want to send.';
echo $text1.$text2;
?>
```