

## js\ajax-utils.js

```
1  (function (global) {
2
3      // Set up a namespace for our utility
4      var ajaxUtils = {};
5
6
7      // Returns an HTTP request object
8      function getRequestObject() {
9          if (window.XMLHttpRequest) {
10             return (new XMLHttpRequest());
11         }
12         else if (window.ActiveXObject) {
13             // For very old IE browsers (optional)
14             return (new ActiveXObject("Microsoft.XMLHTTP"));
15         }
16         else {
17             global.alert("Ajax is not supported!");
18             return(null);
19         }
20     }
21
22
23     // Makes an Ajax GET request to 'requestUrl'
24     ajaxUtils.sendGetRequest =
25     function(requestUrl, responseHandler, isJsonResponse) {
26         var request = getRequestObject();
27         request.onreadystatechange =
28         function() {
29             handleResponse(request,
30                             responseHandler,
31                             isJsonResponse);
32         };
33         request.open("GET", requestUrl, true);
34         request.send(null); // for POST only
35     };
36
37
38     // Only calls user provided 'responseHandler'
39     // function if response is ready
40     // and not an error
41     function handleResponse(request,
42                             responseHandler,
43                             isJsonResponse) {
44         if ((request.readyState == 4) &&
45             (request.status == 200)) {
46
47             // Default to isJsonResponse = true
48             if (isJsonResponse == undefined) {
49                 isJsonResponse = true;
50             }
51
52             if (isJsonResponse) {
53                 responseHandler(JSON.parse(request.responseText));
54             }
55             else {
56                 responseHandler(request.responseText);
```

```
57     }  
58   }  
59 }  
60  
61  
62 // Expose utility to the global object  
63 global.$ajaxUtils = ajaxUtils;  
64  
65  
66 })(window);  
67
```