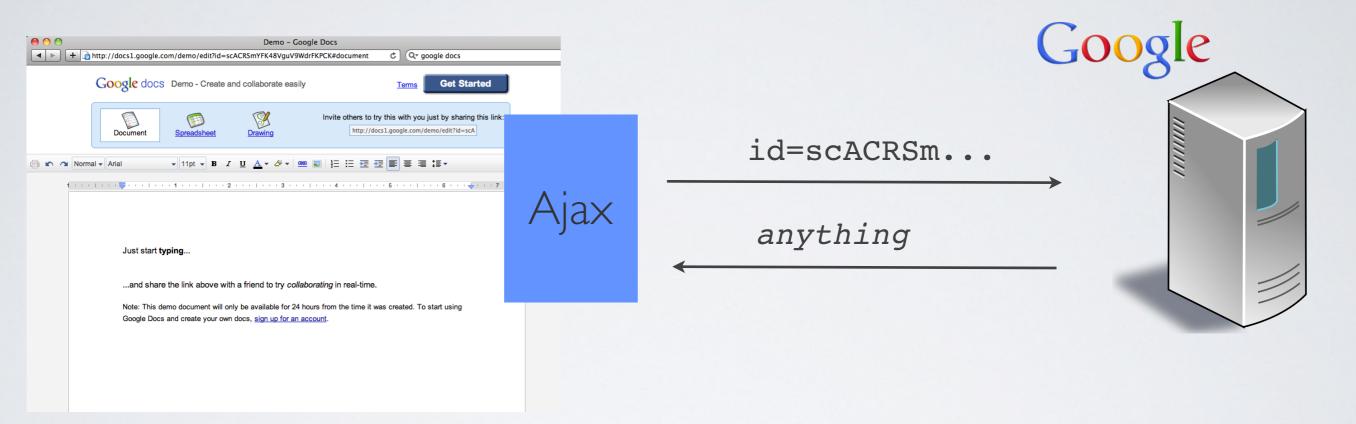
Ajax

Thierry Sans

Ajax - fetching data without refreshing the page



Javascript

Why do we need Ajax?

So far, when we wanted to

- send data to the server
- or retrieve data from the server
- we had to refresh the entire page
 (i.e reloading HTML, CSS, JS and all media files)
- ✓ But, why not using Javascript to process the data and perform the necessary page changes?

Ajax - Asynchronous Javascript And XML

Fetch/push content from/to the server asynchronously i.e without having to refresh the page

- Ajax is not a language
- √ It is a simple Javascript command

History of Ajax

- Patent from Microsoft (filled in 2000, granted in 2006)
 - XMLHTTP ActiveX control (Internet Explorer 5)
- Adopted and adapted by Opera, Mozilla and Apple
 - XMLHttpRequest Javascript object (standard)
- Before / After IE7
 - Different code for different browser (emergence of the javascript framework *Prototype*)
 - ✓ Javascript Object was adopted by IE7

Ajax revolutionized the Web

- ✓ Started with Gmail and Google Maps
- Advantages
 - Low latency
 - Rich interactions
- Consequences
 - Webapp center of gravity moved to the client side
 - Javascript engine performance race

Standard Ajax

```
var xhr = new XMLHttpRequest();
xhr.onreadystatechange = function () {
xhttp.setRequestHeader(key, value);
xhr.open(method, url, true);
xhr.send(body);
                      (always) asynchronous
```

XMLHttpRequest.readyState

Value	State	Description
Ο	UNSENT	Client has been created open () not called yet.
I	OPENED	open() has been called.
2	HEADERS_RECEIVED	send() has been called headers and status are available.
3	LOADING	Downloading responseText holds partial data.
4	DONE	The operation is complete.

Handling the response

```
xhr.onreadystatechange = function (){
 switch(this.readyState){
   case (UNSENT):
   case (OPENED):
   case (HEADERS RECEIVED):
   case (LOADING):
   case (DONE):
      console.log(this.status, this.responseText);
```

Concurrency issue in Ajax - a typical example

```
main thread
                           initialization
var result =
var xhr = new XMLHttpRequest();
                                           child thread
xhr.onreadystatechange = function (){
    if (this.readyState === DONE){
                                           assignment
         result = this.responseText;
xhr.open(method, url, true);
xhr.send(body);
document.getElementById.innerHTML = result;
                                                 access
```

result will either be "" or "Hello world" depending on the execution (non determinism)

→ Race Condition!