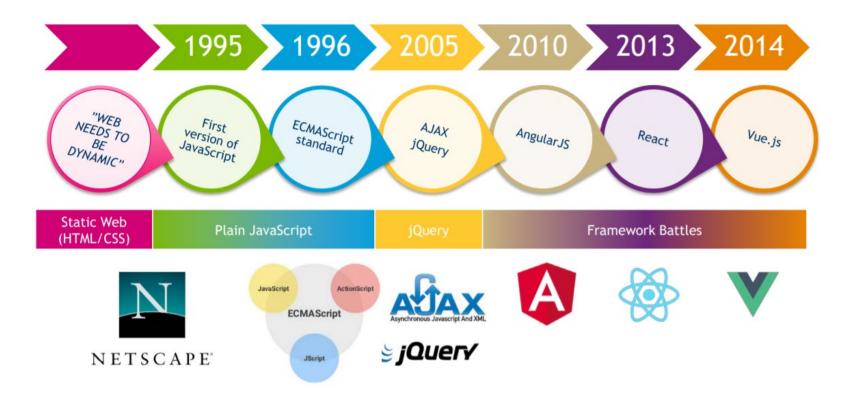
Introduction to JavaScript

Mika Stenberg

What will be discussed

- 1. What is JavaScript and where it came from?
- 2. What can be done with it?
- 3. How do you start coding using JS?



Where can you see it in action?

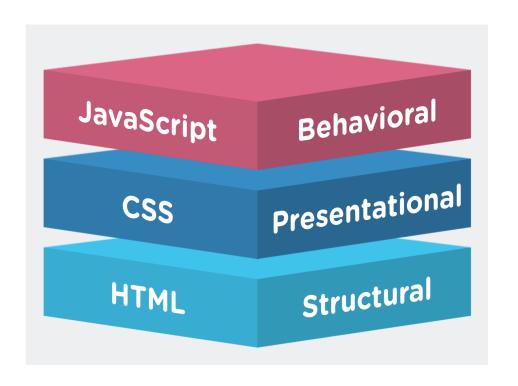
- Social media platforms: Facebook, Twitter etc.
- Google: Search Suggestions, Gmail, Maps, Analytics
- Webshops all over: shopping carts, user tracking
- Navigational menus everywhere
- Mobile apps and Windows 8 apps



Wherever:

- usability & user experience counts
- content needs to be updated

Meet JavaScript!





Behavior

AJAX data manipulation Error checking pop-up calendars special effects



Presentation

Colors Fonts Positioning



Content

Headings Paragraphs Lists Images Links

#1. What is JavaScript

- JavaScript (JS for short) is the programming language used in web pages
- Enables page to respond to user interaction
- Is today one of the most used programming languages.
- Is used to create web applications with server side scripts (PHP, Ruby, Java) and online data sources

...and where it came from?

- Created in 1995 by Netscape as "Mocha"
- Later named as "LiveScript" and finally as "JavaScript" in 1996
- Microsoft implemented JScript in IE
- Today JS is officially specified as ECMAScript

#2: What can you do with it?

- JavaScript is a small language with <u>HUGE</u> possibilities
- Was long considered just a simple scripting utility
- Has evolved during the past 10 years to a serious challenger for traditional programming languages
- Great frameworks are available which extend the use of HTML & JavaScript drasticly

#2: What can you do with it?

- 1. Validate forms
- 2. Manipulate web pages (DOM):
- 3. eg. add, remove, edit page contents on the fly
- 4. Fetch data over the web and utilize it (AJAX)
- 5. Store and retrieve data stored in browser (local storage)

#2: What can you do with it?

...continued

- 6. Develop applications, such as:
- stand-alone apps run in any browser environment
- server-side apps (Node.js)
- mobile apps (Ignite) and Windows 8 apps

#3: How do you use it?

JS code is written either in HTML-page within
 <SCRIPT> -tags either within <head> or <body>

```
<html>
<head>
<script>
    alert("My first App");
    </script>
</head>
```

Or placed in a separate text-file (just like CSS-files)

```
<!DOCTYPE html>
<html>
<body>
<script src="myScript.js"></script>
</body>
</html>
```

#3: How do you use it?

- code is run when the browser encounters it on the page!
 - → It makes a difference where you place your code
- head-section is a common place to store scripts
- If code manipulates the page elements, place it before the ending </body> -tag → Why?
- We can also use onLoad -event to make sure the page has finished loading before attempting to run any scripts

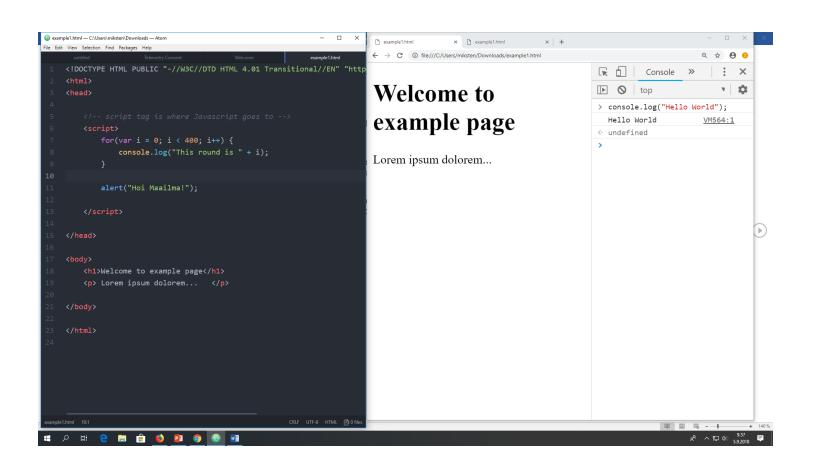
#3: Tools

- Code can be written using any text editor
- JS is run in a browser, despite the OS or device
- Code is interpreted by the browser on the fly, no compiler is needed
- Differences in browser support for JS
 Chrome and Firefox considered the fastest/stable
- Various tools are available: Chrome browser development tools and firebug add-on most used

#3: Tools used during the class

- 1. Atom.io / Visual Studio Code / Notepad++
 - local editing of files (any text editor will do really!)
- 2. Chrome Developer Tools / Firebug add-on
 - offers console and debugging tools
- 3. Cloud-based IDE, such as clou9 or codio
 - Taking a step towards modern web development

Suggested screen setup



Questions or comments?

JavaScript syntax Bootcamp

Mika Stenberg |



What will be discussed

- 1. Using JavaScript console in the browser
- 2. Output
- 3. Variables and datatypes
- 4. Conditions
- 5. Loops
- 6. Functions and anonymous functions
- 7. Objects
- 8. Prototypes

How to try out JavaScript

- Playing with JavaScript console is the easiest way to start learning JavaScript. It is also used for testing and debugging.
- Each browser nowadays has one (press F12)
- In console, you can give JS commands and see the browser responding to them
- Google Chrome has <u>great material</u> if you want to read more and there's a handy <u>cheat sheet</u> available.
- After testing a piece of code in console, you need to be place the final code in an HTML file or external .js file

JavaScript console

- Typing "document" in the console will return us a presentation of document and all its elements
- We can also browse the DOM tree with mouse
- Try also typing alert("Hello world");

1. Output in JS

- JS does not have any built-in print functions
- One can output data in the following ways:
- 1. Writing into an alert box, using window.alert().
- 2. Writing into the HTML output using document.write().
- 3. Writing into an HTML element, using innerHTML.
- 4. Writing into the browser console, using console.log().

1. Output in JS

```
    One can use quoted "or single quotes 'when printing document.write('Hello world'); OR document.write("Hello world");
    Just dont mix the two when printing HTML document.write(' This is HTML');
    HINT. You can print multiple lines using backticks:
    var html = ` <h1> <b>Some HTML
```

```
var html = ` <h1> <b>Some HTML
here</b> </h1>
More text here 
`;
```

2. Variables

Variables are pretty much used like in any other language

```
var price1 = 5;
var price2 = 6;
var total = price1 + price2;
var fname = "John";
var lname = 'Doe';
var fullname = fname +" "+lname;
In ES6:
let a = 10;
let b = 20;
let result = `Sum of ${a} and ${b} is ${a+b}.`;
```

2. Data Types

```
var length = 16; // Number
var lastName = "Johnson"; // String
var cars = ["Saab", "Volvo", "BMW"]; //
Array
var x = {firstName:"John", lastName:"Doe"};
// Object
```

3. Conditions

Familiar from other programming languages

```
var time = 9;
if (time < 10) {
    greeting = "Good morning";
} else if (time < 20) {
    greeting = "Good day";
} else {
    greeting = "Good evening";
}</pre>
```

4. Loops

JS has regular for and while loops

```
for (var i=0; i < 10; i++) {
   console.log(i); // logs "0, 1,2,3,4,5,6,7,8,9"
In addition, for..of and for..in
 for...in iterates over property names
 for...of iterates over property values
var arr = [3, 5, 7];
for (var i in arr) {
   console.log(i); // logs "0", "1", "2", "foo"
for (var i of arr) {
   console.log(i); // logs "3", "5", "7"
```

5. Functions

A function is a block of code designed to perform a particular task.

```
function doSomething() {
    document.write("Time to code!");
}
// The function returns the product of p1 and p2
    function myFunction(p1, p2) {
        return p1 * p2;
    }
```

A JavaScript function is executed when "something" invokes it (calls it).

```
doSomething();
var x = myFunction(4, 3);
```

5. Anonymous functions

JS allows us to use self executing functions without names, see the following to get an idea

```
var helloWold = function() {
   alert('Hello World');
}
```

Or we could even write:

```
(function() {
   alert('Hello World');
})();
```

6. Objects

 Object is a single variable with multiple properties and actions (functions)

```
var person = {
    firstName:"John",
    lastName:"Doe",
    age:50,
    eyeColor:"blue"
};
console.log(person.age);
```

6. Objects and methods

 Object is a single variable with multiple properties and actions (functions)

```
var person = {
    firstName:"John",
    lastName:"Doe",
    age:50,
    eyeColor:"blue"
    getFullName: function() {
    return this.firstName + " " + this.lastName;
    }
};
console.log(person.getFullName);
```

7. Prototypes

Java-like objects can be created using prototypes:

```
function person(first, last, age, eyecolor) {
    this.firstName = first;
    this.lastName = last;
    this.age = age;
    this.eyeColor = eyecolor;
}

var myFather = new person("John", "Doe", 50, "blue");
var myMother = new person("Sally", "Rally", 48, "green");
```

Questions or comments?

JavaScript BOM

Mika Stenberg |

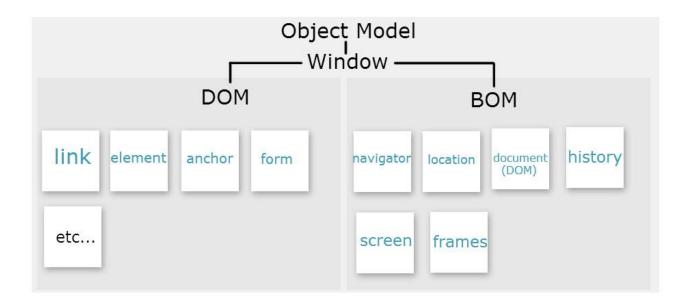


What will be discussed

- 1. Talking to the browser The BOM
- 2. Functions
- 3. JavaScript Events

1. The BOM- Browser Object Model

Since modern browsers have implemented (almost) the same methods and properties for JavaScript interactivity, it is often referred to, as methods and properties of the BOM.

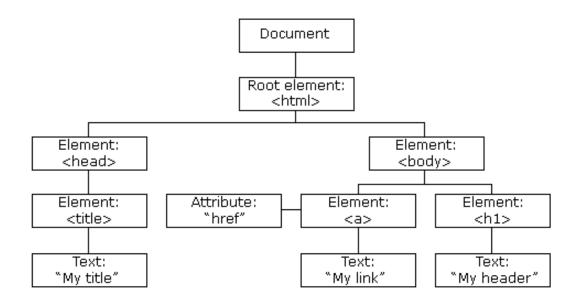


1. Using The BOM

- Allows JS to talk to the browser and get information about:
 - Browser Window contents (DOM)
 - Frames shown in page
 - Screen size, orientation, color depth
 - Navigator: browser specific information
 - History: web site history
 - Location: current web page information

2. THE DOM - Document Object Model

- When a web page is loaded, the browser creates a
 Document Object Model of the page.
- The HTML DOM model is constructed as a tree of Objects:



BOM: Navigator object

For example, we can access information about the browser

```
> navigator
🔄 🕳 Navigator {vendorSub: "", productSub: "20030107", vendor: "Google Inc.", maxTouchPoints: 0, hardwareConcurrency: 8...}
     appCodeName: "Mozilla"
     appName: "Netscape"
     appVersion: "5.0 (Windows NT 6.1; WOW64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/52.0.2743.116 Safari/537.36"
     cookieEnabled: true
    ▶ credentials: CredentialsContainer
     doNotTrack: null
    ▶ geolocation: Geolocation
     hardwareConcurrency: 8
     language: "en-US"
    ▶ languages: Array[3]
     maxTouchPoints: 0
    ▶ mediaDevices: MediaDevices
    ▶ mimeTypes: MimeTypeArray
     onLine: true
    ▶ permissions: Permissions
     platform: "Win32"
    ▶ plugins: PluginArray
    ▶ presentation: Presentation
     product: "Gecko"
     productSub: "20030107"
    ▶ serviceWorker: ServiceWorkerContainer
     userAgent: "Mozilla/5.0 (Windows NT 6.1; WOW64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/52.0.2743.116 Safari/537.36"
     vendor: "Google Inc."
     vendorSub: ""
    ▶ webkitPersistentStorage: DeprecatedStorageQuota
    ▶ webkitTemporaryStorage: DeprecatedStorageQuota
    ▶ __proto__: Navigator
> navigator.language
"en-US"
```

BOM: Navigator object

- We can add this to the <script>-tag in the HTML page.
- Code is run when the page is loaded

BOM: Window object

Window-object lets us query the information about screen properties, such as width and height

```
> window.screen

Screen {availWidth: 1920, availHeight: 1032, width: 1920, height: 1080, colorDepth:
    24...}

window.screen.width

1920

window.screen.height

1080
```

BOM: History object

- History-object lets us query the information about browser history
- We can also control the browser by telling it to go back or forward in history
- NOTE: History is protected by the browser; Javascript is not allowed to read the contents of it.

```
<script>
  history.back();
</script>
```

BOM: Location object

- Location-object lets us guery the information about current location
- We can also set the location which causes the browser to load it

```
> location
Location {hash: "", search: "", pathname: "/", port: "", hostname: "www.laurea.fi"...}
    ▶ ancestorOrigins: DOMStringList
    ▶ assign: function ()
     hash: ""
     host: "www.laurea.fi"
     hostname: "www.laurea.fi"
     href: "https://www.laurea.fi/"
     origin: "https://www.laurea.fi"
     pathname: "/"
     port: ""
     protocol: "https:"
    ▶ reload: function reload()
    replace: function ()
     search: ""
    ▶ toString: function toString()
    ▶ valueOf: function valueOf()
    ▶ proto : Location
> location.href = "http://www.iltalehti.fi";
```

Questions or comments?

JavaScript Events

Mika Stenberg |



Introduction

- So far we've learned that the browser will run any JavaScript code whenever it encounters one while loading the page
- With an exception: code within functions will only be run when the function gets called
- This Chapter introduces a way to call those functions, other than from a block of code itself: events

1. HTML Events

- HTML events are "things" that happen to a page or its elements
- These can be something like:
 - a web page has finished loading
 - an input field was changed
 - a button was clicked
 - a form was submitted
- JavaScript can "react" (execute code) on these events
- Common tasks are checking or validating the input

2. Handling Events in JS

- HTML allows event handler attributes, with JavaScript code, to be added to HTML elements
- Some examples could be:

```
<button onclick="alert('Click')">Click me</button>
<input onfocus="myFunction()"></input>
<form onsubmit="validateForm()"></form>
<button onmouseover="alert('On me!')"
onmouseout="alert('Off me')">Nada</button>
```

2. Example

- While we can write the code directly into the event, it is usually easier to call for a named function
- Then we declare the programming code later on as a function

```
<!DOCTYPE html>
<html>
<body>
What is the name(s) of your browser?
<button onclick="myFunction()">Try it</button>
<script>
function myFunction() {
   document.write ( "Name is " + navigator.appName);
   document.write("<br>");
   document.write ("Code name is " + navigator.appCodeName);
</script>
</body>
</html>
```

2. Common Events in JS

- Common events are listed below
- Full list of events can be found online

Event	Description
onchange	An HTML element has been changed
onclick	The user clicks an HTML element
onmouseover	The user moves the mouse over an HTML element
onmouseout	The user moves the mouse away from an HTML element
onkeydown	The user pushes a keyboard key
onload	The browser has finished loading the page

- In some cases, one might want to add event listeners dynamically through JavaScript
- This can be done using addEventListener-method
- Removing the listener is done using removeEventListener method
- Why:
 - keeps the UI and logic on a separate files and leaves HTML files clean from JavaScript
 - Separation of Concerns

```
// Get reference to an element
var element = document.getElementsByTagName('h1')[0];
// Add
element.addEventListener("click", function(){ alert("Hello World!"); });

// Add
element.addEventListener("mouseover", function myFunction(){
    alert("Hello World!");
});

// Remove - works only on NON ANONYMOUS FUNCTIONS
element.removeEventListener("mousemove", myFunction);
```

```
< ht.ml>
 <body>
   <h1>Eka nappi</h1>
   Lorem ipsum dolorem
   <button id="button1">Lisää kuuntelija</button>
   <button id="button2">Poista kuuntelija</button>
   // Siirrä JS-koodi viimeiseksi ennen </body> tägiä
  // Kaikki JS koodi, myös kuuntelijat tiedostoon
  <script src="koodit.js"></script>
 </body>
</html>
```

```
// Etsitään viite ja lisätään kuuntelija + funktio
var x = document.getElementsByTagName('h1')[0];
x.addEventListener("click", function() { alert("You Clicked Me!"); });
// Etsitään viite ja lisätään kuuntelija + funktio
    var p = document.getElementById('info');
p.addEventListener("mouseover", function myFunction() { console.log("You
Clicked Me!"); });
var b1 = document.getElementById('button1');
b1.addEventListener("click", function(){
  console.log("Button clicked");
  p.addEventListener("mouseover", function myFunction() { alert("You hovered on
Me!"); });
});
// Etsitään viite ja poistetaan kuuntelija
var b2 = document.getElementById('button2');
b2.addEventListener("click", function(){
  console.log("Button clicked");
  p.removeEventListener("mouseover", myFunction, true);
});
// https://codepen.io/mjstenbe/pen/ExYJpzO
```

Finding the elements using DOM

DOM Scripting is about finding an element and changing its attributes

Finding HTML Elements

Method	Description
document.getElementById()	Find an element by element id
document.getElementsByTagName()	Find elements by tag name
document.getElementsByClassName()	Find elements by class name

Finding the elements using DOM

Search within the entire document (HTML-page)

```
document.getElementById('main-navi');
// Placing the resultselt in a variable for later use
var myResult = document.getElementById('main-navi');
```

Search within a previous resultset - not the entire page

```
// Search only within the myResult -variable
myResult.getElementsByTagName('li');
```

Questions or comments?

DOM Scripting

Mika Stenberg

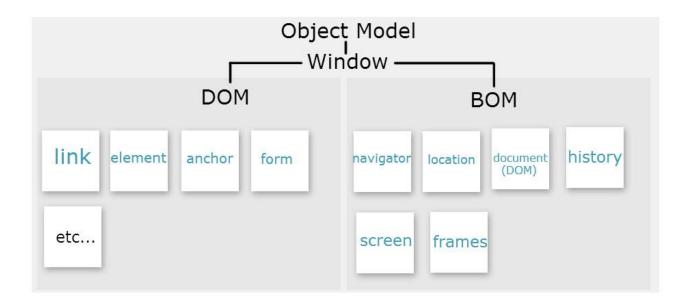


What will be discussed

- 1. Talking to the browser The BOM
- 2. Accessing the elements The DOM
- 3. Dom Scripting using JS

1. The BOM- Browser Object Model

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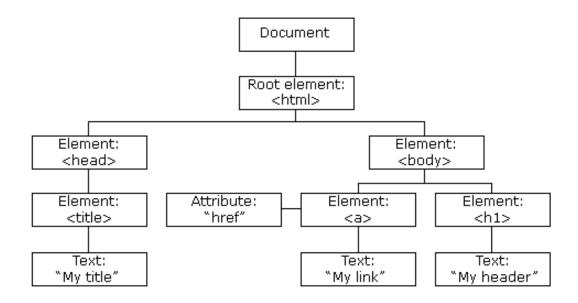


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2. THE DOM - Document Object Model

- When a web page is loaded, the browser creates a
 Document Object Model of the page.
- The HTML DOM model is constructed as a tree of Objects:



1. Using the DOM

- HTML DOM methods are actions you can perform (on HTML Elements)
- HTML DOM properties are values (of HTML Elements) that you can set or change
- Utilizing these, JavaScript can refer to any element on page and
 - change all the HTML elements and attribures in the page
 - change all the CSS styles in the page
 - remove existing HTML elements and attributes
 - add new HTML elements and attributes
 - react to all existing HTML events in the page
 - create new HTML events in the page

Finding the elements using DOM

DOM Scripting is about finding an element and changing its attributes
 Finding HTML Elements

	Method	Description
	document.getElementById()	Find an element by element id
•	document.getElementsByTagName()	Find elements by tag name
	document.getElementsByClassName()	Find elements by class name

For example:

```
var myElement = document.getElementById('main-title');
```

You can also use NEW functions (not as well supported):

```
var myElement = document.querySelector(#id);
var myElement = document.querySelectorAll(p, div);
document.querySelectorAll('.quoteBar, #contant');
document.querySelectorAll('li>a');
```

Finding the elements using DOM

Search within the entire document (HTML-page)

```
document.getElementById('main-navi');
// Placing the resultselt in a variable for later use
var myResult = document.getElementById('main-navi');
```

Search within a previous resultset - not the entire page

```
// Search only within the myResult -variable
myResult.getElementsByTagName('li');
```

Changing the elements using DOM

 Once we get a reference to an element, we can access or modify its attributes using the fields shown below

Changing HTML Elements

1	Method	Description
	element.innerHTML=	Change the inner HTML of an element
I	element.attribute=	Change the attribute of an HTML element
	element.setAttribute(attribute,value)	Change the attribute of an HTML element
	element.style.property=	Change the style of an HTML element

aocument.getElementByla('main-title').innerHTML += "New title!"

Dynamic Web Pages and SPA's

- Improves usability and user experience by reducing/eliminating page loads: only the content within the page can be updated
- From static pages to dynamic pages and apps
- This technique if often also referred as Single Page Applications
- Traditional web page behavior moves closer to application look and feel

Some examples and demos

- 1. More ways of finding elements
- 2. Changing HTML content
- 3. Changing CSS content
- 4. Creating new elements

More ways to find an element

NOTE: these return an array, not a single item !

- Finding HTML Elements by HTML Object Collections
 document.image / document.forms / document.links
- Finding HTML Elements by CSS Selectors

```
var x = document.querySelectorAll("p.intro");
x[1].innerHTML = "New data"; // select 2nd item
```

Finding HTML Elements by Tag Name

```
var x = document.getElementsByTagName("h1");
x[12].innerHTML = "New heading"; // select 13th heading tag
```

Changing HTML content

```
var x =document.getElementsByClassName('logo');
x[0].innerHTML ="New logo";

var y = document.getElementsByTagName('img');
y[0].setAttribute('src','images/logo.png');

var x = document.getElementsByTagName('ul');

var ul = document.getElementsByClassName('topNav');
var items = ul[0].getElementsByTagName("a");
for (var i = 0; i < items.length; ++i) {
  items[i].style.property = "color:red"
  }</pre>
```

Changing CSS styles

```
//Changing the backgound of the page

document.body.style.background = "black";

//Changing the paragraphs styles of the page

var p = document.getElementsByTagName('p');
 p[0].style.color = "white";

// Hiding items

p[2].style.display = "none";
```

Changing CSS styles

```
// Adding a class to an element

document.getElementById("MyElement").className =
   "MyClass";

// Iteraring through many list items

var ul = document.getElementsByClassName('topNav');
   var items = ul[0].getElementsByTagName("a");
   for (var i = 0; i < items.length; ++i) {
    items[i].style.color = "red"</pre>
```

CSS styles & animations

```
// Simple animation can be done using loops which change
// styles subsequently
var x = document.getElementsByClassName('sideBarListBox');
   var y = x[0];
   y.style.position = 'relative';
   y.style.left = -700+'px';
   setInterval(function() {doMove();},1000);
   function doMove() {
   var topVal = parseInt(y.style.left);
   y.style.left = (topVal+10)+'px';
   console.log("Moved to "+topVal+"px");
```

Creating new elements

One can dynamically add / remove elements from the page

Method	Description
document.createElement()	Create an HTML element
document.removeChild()	Remove an HTML element
document.appendChild()	Add an HTML element
document.replaceChild()	Replace an HTML element
document.write(text)	Write into the HTML output stream

Creating new elements

```
// First create a new element and set any attributes to it

var uusi = document.createElement('p')
uusi.innerHTML = "New content!";
uusi.setAttribute('id','newData');

// This results to a following tag

var id="newData">New content!

// Finally attach the new element to a desired place on page document.body.appendChild(uusi);
OR
var newPlace = document.getElementsByTagName('p');
newPlace[1].appendChild(uusi);
```

Table Object Methods

Method	Description
<pre>createCaption()</pre>	Creates an empty <caption> element and adds it to the table</caption>
<u>createTFoot()</u>	Creates an empty <tfoot> element and adds it to the table</tfoot>
<u>createTHead()</u>	Creates an empty <thead> element and adds it to the table</thead>
<u>deleteCaption()</u>	Removes the first <caption> element from the table</caption>
<u>deleteRow()</u>	Removes a row () from the table
<u>deleteTFoot()</u>	Removes the <tfoot> element from the table</tfoot>
<u>deleteTHead()</u>	Removes the <thead> element from the table</thead>
<u>insertRow()</u>	Creates an empty element and adds it to the table

Adding rows to an existing table

```
// Find a  element with id="myTable":
var table = document.getElementById("myTable");
// Create an empty  element and add it to the 1st
position of the table:
var row = table.insertRow(∅);
// Insert new cells (> elements) at the 1st and 2nd
position of the "new" > element:
var cell1 = row.insertCell(∅);
var cell2 = row.insertCell(1);
// Add some text to the new cells:
cell1.innerHTML = "NEW CELL1";
cell2.innerHTML = "NEW CELL2";
```

Creating a brand new table dynamically

```
var table = document.createElement('table');
table.setAttribute('border','1');
for (var i = 1; i < 4; i++) {
   var tr = document.createElement('tr');
    var td1 = document.createElement('td');
    var td2 = document.createElement('td');
    var text1 = document.createTextNode('Text1');
    var text2 = document.createTextNode('Text2');
    td1.appendChild(text1);
    td2.appendChild(text2);
    tr.appendChild(td1);
    tr.appendChild(td2);
    table.appendChild(tr);
document.body.appendChild(table);
```

Questions or comments?

Smart Forms with JavaScript

Mika Stenberg



Introduction

- JS was originally developed for handling forms
- With JS one can read form values, validate and check the values and react to them
- Reactions could be such as highlighting errors, providing feedback or altering the form
- As we'll come to learn, with JS one can also edit and manipulate forms (or any HTML content) freely

What will be discussed

- 1. The DOM Accessing form elements & values
- 2. Validating form data
- 3. Manipulating form elements with JS (hightlighting, showing/hiding items)

1. Accessing Form Elements

- Lets define a simple form in HTML and try it out
- It has one heading (h1), two inputs and a submit button

Please fill in your data

Firstname:	
Lastname:	
Sendit!	

1. Accessing Form Elements

- Note that form elements have names and sometimes id's so we can refer to them in JavaScript
- We have also defined an event (onsubmit), which will cause the validateForm() -method to be called when the button is clicked
- NOTE: When we use return validateForm() the form submission is cancelled if false is returned

```
<h1>Please fill in your data</h1>
<form name="myForm" action="#" onsubmit="return
validateForm()" method="post">

Firstname: <input type="text" name="fname"> <br/>
Lastname: <input type="text" name="lname"> <br/>
<input type="text" name="lname"> <br/>
</form>
```

1. Accessing Form Elements #1

- Accessing the elements using JS can be done in many ways, lets first look the most basic approach:
- 1. Since there can be multiple forms in one page, document.forms is an array, in which we have to pick the right one "myForm"

```
var x = document.forms["myForm"]
```

2. All the form fields are stored in an array, so again we have to pick one from an array using its name "fname"

```
var x = document.forms["myForm"]["fname"]
```

1. Accessing Form Values

3. After finding the right element we can get its value using .value - field.

```
var x = document.forms["myForm"]["fname"].value

<script>
function validateForm() {
   var x = document.forms["myForm"]["fname"].value;
   alert("Firstname: "+fname);
   alert("Lastname: "+lname);
}
</script>
```

1. Accessing Form Elements #2

Another way to refer to an element is using the dot notation
var x = document.forms.myForm.fname.value

```
<script>
function validateForm() {
   var x = document.forms.myForm.fname.value;
   alert("Firstname: "+fname);
   alert("Lastname: "+lname);
}
</script>
```

1. Accessing Form Element #3

- The easiest way to access an element, is to refer to it using its id, if such is defined in the HTML
- This is the recommended way to do things. However you may use whichever you feel more comfortable with
- We will get back to this in the coming chapters

```
var x = document.getElementById('firstname').value;

<form name="myForm" action="#" onsubmit="return
validateForm()" method="post">
Firstname: <input type="text" name="fname" id="firstname">
Lastname: <input type="text" name="lname" id="lastname">
<input type="submit" value="Sendit!">
</form>
```

1. Accessing Checkboxes

- Different form elements behave a bit differently, when it comes to obtaining their values
- Lets see checkboxes and dropdowns for an example

```
<body>
<form id="form1" name="form1" method="post" action="">
                                                                 >
   <input name="MultipleOptions" type="checkbox" value="One" />
                                                                 US
   UK 
 >

✓ FIN

   <input name="MultipleOptions2" type="checkbox" value="Two" />
   US 
 <q>>
   <input name="MultipleOptions3" type="checkbox" value="Three" checked="checked" />
   FIN 
</form>
</body>
```

1. Accessing Checkboxes

Getting the data for these would go like:

```
>> "Three"
         document.forms.form1.MultipleOptions3.checked;
          >> "True"
<body>
                                                             <form id="form1" name="form1" method="post" action="">
 >
   <input name="MultipleOptions" type="checkbox" value="One" />
                                                             UK 
 >

✓ FIN

   <input name="MultipleOptions2" type="checkbox" value="Two" />
   US 
 >
   <input name="MultipleOptions3" type="checkbox" value="Three" checked="checked" />
   FIN 
</form>
</body>
```

document.forms.form1.MultipleOptions3.value;

1. Accessing Dropdowns

```
document.forms.form1.MyMenu.options.length;
>> 3

document.forms.form1.MyMenu.options;
>>[<option>FIN</option>, <option>UK</option>, <option>US</option>]

document.forms.form1.MyMenu.options[1].value;
>> "UK"
```



2. Validating the data

After getting the data, it's easy to validate it

```
function validateForm() {
   var x = document.forms["myForm"]["fname"].value;
   if (x == null || x == "") || x.length < 3) {
      alert("Name must be filled out");
      return false;
   }
}
</script>
```

2. Validating the data

- Simple validation can actually be done iusing HTML 5 attributes if the client is using a modern browser
- See more online at: http://www.the-art-of-web.com/html/html5-form-validation/

```
<h1>Please fill in your data</h1>
<form name="myForm" action="#" onsubmit="return
validateForm()" method="post">

Firstname: <input type="text" name="fname" required> <br/>
Lastname: <input type="text" name="lname" min=5> <br/>
<input type="submit" value="Sendit!">
</form>
```

- It is common to have the form react to user actions in one way or another
- Commos ways are:
 - highlight errors
 - display error messages
 - focus on the field
 - or toggle visibility of fields based on earlier input
- Lets research into these for a while

- Highlighting an element is one common approach for errors
- This can be done by referring to an element in a form and altering its style using JavaScript



```
// highlight the field
document.forms.myForm.fname.style.borderColor = "red";

// or by using a variable to hold the reference and an ID:

var x = document.forms.myForm.fname;
x. style.borderColor = "red";
```

- Furthermore we could select the erroneous input
- And focus on the field

```
Firstname: dsasdasdasd

Lastname: Sendit!
```

```
// highlight the field
var x = document.forms.myForm.fname;
x. style.borderColor = "red";

// select all text and set mouse focus on the field
x.select();
x.focus();
```

And finally we could add a notification



We need to add span-element next to input, in which we can then add our text

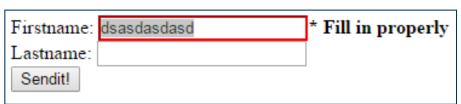
```
<input type="text" name="fname" id="fname">
<span id="feedback"></span> <br/>br/>
```

Adding HTML and text into an element can be done by editing innerHTML - field of any element.

```
Firstname: dsasdasdasd * Fill in properly
Lastname:
Sendit!
```

```
// give feedback (quick & dirty)
document.getElementById('feedback').innerHTML="<b>*Fill in
properly</b>";
```

 We can also dynamically create the elements and add them to the page



```
This results the same HTML
```

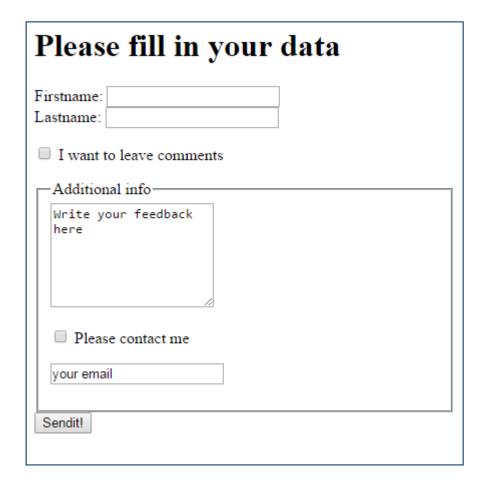
```
// Create a <b> element (bold text)
var h = document.createElement("b");

// Create a text node
var t = document.createTextNode("* Please fill in properly");

// Attach one to another
h.appendChild(t);

// Finally add the created nodes to feedback element
document.getElementById('feedback').appendChild(h);
```

- Last case is toggling the visibility of items based on user input
- This is done by setting elements visibility attribute on/off
- Lets start out with a form
- Additional info will be hidden, and shown only if the user ticks on the first checkbox



```
<form name="myForm" action="#" onsubmit="#" method="post">
  Firstname:
   <input type="text" name="fname" id="fname">
   <span id="feedback"></span> <br/>
   Lastname:
   <input type="text" name="lname" id="lname">
 <q>>
   <input type="checkbox" name="comments" id="comments">
   I want to leave comments
 <q>>
 <fieldset>
   <legend>Additional info</legend>
   <textarea name="message" id="message">Write your feedback here
    </textarea>
   <q>>
     <input type="checkbox" name="contactme" id="contactme">
     Please contact me
   <q>>
     <label for="email"></label>
     <input name="email" type="text" id="email" value="your email">
     <br/>
 </fieldset>
 <input type="submit" value="Sendit!">
</form>
```

1. Lets first hide the additional fieldset (NOTE: if JS is disabled, then extra fields will still show up).

```
var x = document.getElementById('extraFields');
x.style.display = "none";
```

2. The we add an onClick -event to the checkboxs HTML, which will call a funtion and change the visibility either on or off

```
<input type="checkbox" name="comments" id="comments" onClick="showExtraFields()">
I want to leave comments
```

```
function showExtraFields(){
// get references to elements
var extraFieldset = document.getElementById('extraFields');
var checkBox = document.forms.myForm.comments.checked;
// if the box is not checked when user clicks it, hide fields
if (!checkBox) {
  extraFieldset.style.display = "none";
} // otherwise, show them
else {
 extraFieldset.style.display = "block";
```

Questions or comments?

AJAX

Mika Stenberg



What will be discussed

- 1. What is AJAX
- 2. How it works?
- 3. Creating a request
- 4. Handling the response
- 5. Browser Considerations
- 6. Callback functions
- 7. Use Case Scenarios

1. What is AJAX

- AJAX = Asynchronous JavaScript and XML.
- AJAX is not a new programming language, but a new way to use existing standards.
- AJAX is the <u>art of exchanging data with a server</u>, and updating parts of a web page without reloading the whole page.
- Made famous by Google Search Suggestions
- Imagine: an HTML table; updating the data without reloading the page

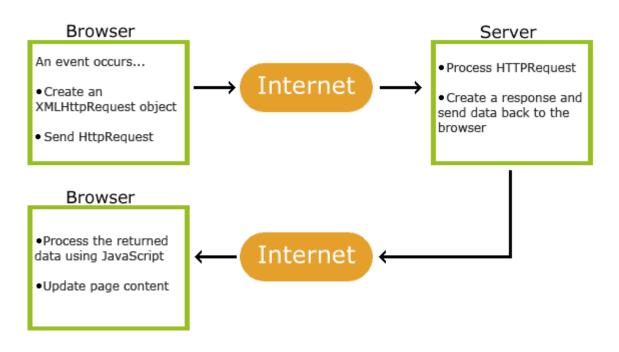
1. What is AJAX

- AJAX is about updating parts of a web page, without reloading the whole page
- web pages are updated asynchronously by exchanging small amounts of data with the server behind the scenes.
- This means that it is possible to update parts of a web page, without reloading the whole page.
- Examples of applications using AJAX: Google Maps, Gmail, Youtube, and Facebook tabs.

1. Use Case Scenarios

- Add / delete a row of data in a table, update the database on the background without reload
- Fetch data from News Service, display to the user
- Fetch data from weather service as xml, parse and display
- Google: search database and suggest
- Facebook, Gmail, Google Maps: constant update of site data without reload
- Try out some: http://www.w3schools.com/ajax/ajax_examples.a sp

2. How it works



W3School: Ajax

2. How it works

- AJAX is based on internet standards, and uses a combination of:
 - JavaScript/DOM (to display/update the page)
 - CSS (to style the data)
 - XML or JSON (format for transferring data)
 - XMLHttpRequest object (to exchange data asynchronously with a server)

2. How it works

- Sounds more complicated than it is!
- Basically there are three steps in every AJAX program
- 1. Creating and sending the AJAX request
- 2. Receiving the response
- 3. Parsing and displaying the response

2. How it works

- Sounds more complicated than it is!
- Basically there are three steps in every AJAX program
- 1. Creating and sending the AJAX request
 - XMLHttpRequest object (to exchange data)
- 2. Receiving the response
- 3. Parsing and displaying the response
 - XML or JSON (format for transferring data)
 - JavaScript/DOM (to display/update the page)
 - CSS (to style the data)

3. Creating a request

- We've already covered most of the techniques, there's only XMLHttpRequest to cover
- Creating an XMLHttpRequest object is easy:

```
var xmlhttp = new XMLHttpRequest();
xmlhttp.open("GET",http://www.mysite.org/demo_get.php",true
);
xmlhttp.send();
```

3. Creating a request

- Sounds more complicated than it is!
- We've already covered most of the techniques, there's only XMLHttpRequest to cover
- Creating an XMLHttpRequest object is easy:

```
var xmlhttp = new XMLHttpRequest();
xmlhttp.open("GET", somefile.txt", true);
xmlhttp.send();
```

Can be either a call to a script, which will return some data

OR

Static file which's contents will be returned

- The code we wrote send the request
- We still have to specify what to do with the response

```
xmlhttp.onreadystatechange=function() {
   if (xmlhttp.readyState==4 &&
xmlhttp.status==200) {
     document.getElementById("myDiv").innerHTML=
        xmlhttp.responseText;
     }
}
```

- The code we wrote send the request
- We still have to specify what to do with the response

```
xmlhttp.onreadystatechange=function() {
   if (xmlhttp.readyState==4 &&
   xmlhttp.status==200) {
     document.getElementBxId("myDiv").innerHTML=
        xmlhttp.responseText;
     }
}
```

Add an "onreadystatechange" event listener to xmlhttp. When we receive the response, browser will run the function

- The code we wrote send the request
- We still have to specify what to do with the response

```
xmlhttp.onreadystatechange=function() {
  if (xmlhttp.readyState==4 &&
xmlhttp.status==200) {
   document.getElementById("myDiv").innerHTMI=
      xmlhttp.responseText;
   }
}
```

Set the contents of "myDiv" element to the received response

OnReadyStateChange -object has a set of values we can respond to

Property	Description
onreadystatechange	Stores a function (or the name of a function) to be called automatically each time the readyState property changes
readyState	Holds the status of the XMLHttpRequest. Changes from 0 to 4: 0: request not initialized 1: server connection established 2: request received 3: processing request 4: request finished and response is ready
status	200: "OK" 404: Page not found

4. AJAX the new way - Fetch API

```
fetch(url)
  .then((response) => {
    return response.text();
  })
  .then((data) => {
    // do something with 'data'
  });
```

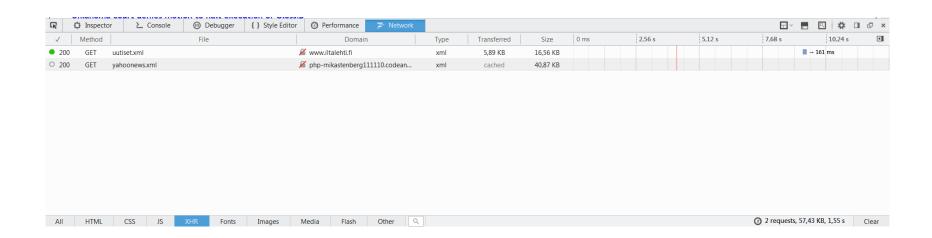
See: https://www.codeinwp.com/blog/fetch-api-tutorial-for-beginners/

4. Contents of the response

- The respond is stored in xmlhttp.responseText variable
- The respond we receive can contain any data
- Usually it is one of the following:
- 1. Plain text or HTML
- 2. XML formatted data
- 3. JSON formatted data

Developer Tools and XHR

- Developer Tools will help you track and debug Ajax (XHR) calls
- One can see the status, size, response time and raw content of the queries



4. Handling the contents: Plain text / HTML

1. Plain text or HTML

- Usually just added to the page as it is
- Can be examined and manipulated if needed
- For example:

```
document.getElementById("myDiv").innerHTML= xmlhttp.reponseText;
```

AJAX Demo

```
Send AJAX Request 1 Send AJAX Request 2 Send AJAX Request 3
```

The best measure of a man's honesty isn't his income tax return. It's the zero adjust on his bathroom scale. Arthur C. Clarke

4. Handling the contents: XML data

- RAW data which needs to be processed
- We can add styles & structure
- Pick the data fields using getElements ByTagName() function or
- using for -loops

I'm not concerned about all hell breaking loose, but that a PART of hell will break loose it'll be much harder to detect.	George Carlin
The biggest problem with every art is by the use of appearance to create a loftier reality.	Johann Wolfgang von Goethe

4. Handling the contents: XML data

- RAW XML data needs to be processed, makes no sense displaying it directly
- We can select the data fields using getElements
 ByTagName() -function
- When we output the values, we can add structure (using HTML) and style (using CSS) like below

I'm not concerned about all hell breaking loose, but that a PART of hell will break loose it'll be much harder to detect.	George Carlin
The biggest problem with every art is by the use of appearance to create a loftier reality.	Johann Wolfgang von Goethe

4. Parsing XML data for single elements

```
xmlhttp.onreadystatechange=function() {
 if (xmlhttp.readyState==4 && xmlhttp.status==200) {
// Save the response data in a variable for easy processing
   var xmlDoc = xmlhttp.responseXML;
// Use getElementsByTagName to dig out quote-tags (note that it is an array!)
var quotes = xmlDoc.getElementsByTagName("quote");
var firstQuote = quotes[0];
Var quoteText = firstQuote.innerHTML;
// Finally we will place the information on screen
   document.getElementById("myDiv").innerHTML= quote;
  See more on this at: http://www.w3schools.com/xml/dom intro.asp
```

- Sometimes XML data contains multiple items, such as "quotes" in the image
- Searching the element tags returns an array of item
- We use for-loop to iterate through all the items in the array
- For each item, we do the same thing that we did in the previous slide; select the spesific tags we want to extract

```
▼ <quotes>
    ▼ <auote>
       I'm not concerned about all hell breaking loose,
     </quote>
     <length>124</length>
     <author>George Carlin</author>
     <tags>funny</tags>
     <tags>hell</tags>
     <tags>humor</tags>
     <tags>insightful</tags>
     <category>funny</category>
     <id>MTIsw02XdSMG267H1qNiFAeF</id>
   </auotes>
  ▼<quotes>
    ▼<quote>
       The biggest problem with every art is by the use
     </auote>
     <author>Johann Wolfgang von Goethe
     <tags>funny</tags>
     <tags>hell</tags>
     <tags>humor</tags>
     <tags>insightful</tags>
     <category>funny</category>
     <id>MTIsw02XdSMG267H1qNiFAeF</id>
   </guotes>
 </contents>
</response>
```

- Sometimes XML data contains multiple items, such as "quotes" in the image
- Searching the XML tags such as "quotes" returns an array of items
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Ovtract

```
▼<auotes>
   ▼<auote>
       I'm not concerned about all hell breaking loose
     </quote>
     <length>124</length>
     <author>George Carlin</author>
     <tags>funny</tags>
                                                   Artay[0]
     <tags>hell</tags>
     <tags>humor</tags>
     <tags>insightful</tags>
     <category>funny</category>
     <id>MTIsw02XdSMG267H1qNiFAeF</id>
     auotes>
    ▼ <auote>
       The biggest problem with every art is by the us
     <author>Johann Wolfgang von Goethe</author>
     <tags>funny</tags>
                                                   Artay[1]
     <tags>hell</tags>
     <tags>humor</tags>
     <tags>insightful</tags>
     <category>funny</category>
     <id>MTIsw02XdSMG267H1qNiFAeF</id>
   </auotes>
 </contents>
</response>
```

- Sometimes XML data contains multiple items, such as "quotes" in the image
- Searching the XML tags such as "quotes" returns an array of items
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Avtract



- Sometimes XML data contains multiple items, such as "quotes" in the image
- Searching the XML tags such as "quotes" returns an array of items
- We use for-loop to iterate through all the items in the array
- For each item, we do the same thing that we did in the previous slide; select the spesific tags we want to extract

```
▼<auotes>
    ▼<auote>
       I'm not concerned about all hell breaking loose
     </quote>
     <length>124</length>
     <author>George Carlin</author>
     <tags>funny</tags>
     <tags>hell</tags>
     <tags>humor</tags>
     <tags>insightful</tags>
     <category>funny</category>
     <id>MTIsw02XdSMG267H1qNiFAeF</id>
    </auotes>
     <auote>
       The biggest problem with every art is by the u
     <author>Johann Wolfgang von Goethe</author>
     <tags>Tunny</tags>
                                                   Array[1]
     <tags>hell</tags>
     <tags>humor</tags>
     <tags>insightful</tags>
     <category>funny</category>
     <id>MTIsw02XdSMG267H1qNiFAeF</id>
</response>
```

```
xmlhttp.onreadystatechange=function() {
  if (xmlhttp.readyState==4 && xmlhttp.status==200) {
  // Save the response data in a variable for easy processing
    var xmlDoc = xmlhttp.responseXML;

// Use getElementsByTagName to dig out quote-tags (note that it is an
array!)
var allquotes = xmlDoc.getElementsByTagName("quote");

// Use for-loops to iterate the array of quotes
for (i = 0; i< allquotes.length; i++) {
    quote = allquotes[i].childNodes[0].nodeValue + "<br/>document.getElementById("myDiv").innerHTML += quote;
}
```

4. XML attributes

Sometimes XML data elements can contain attributes

Value of the attributes can be retrieved using getAttribute() -function

```
var element = xmldoc.getElementsByTagName('speed')
var speed = element[0].getAttribute('value');
```

4. Parsing XML data for attributes

```
xmlhttp.onreadystatechange=function() {
  if (xmlhttp.readyState==4 && xmlhttp.status==200){
// Save the response data in a variable for easy processing
    var xmlDoc = xmlhttp.responseXML;

// Use getElementsByTagName to dig out quote-tags (note that it is an array!)
var allquotes = xmlDoc.getElementsByTagName("quote");

// Use for-loops to iterate the array of quotes
for (i = 0; i< allquotes.length; i++) {
    quote = allquotes[i].innerHTML + "<br/>document.getElementById("myDiv").innerHTML += quote;
}
```

4. Handling the contents: JSON

- =JavaScript ObjectNotation
- Up to 10x faster to parse than XML
- Much smaller in size
- Might be easier to parse

```
var text = '{ "employees" : [' +
'{ "firstName":"John" , "lastName":"Doe" },' +
'{ "firstName":"Anna" , "lastName":"Smith" },' +
'{ "firstName":"Peter" , "lastName":"Jones" } ]}';
```

4. Parsing JSON data

Raw Data:

```
var text = '{ "employees" : [' +
    '{ "firstName":"John" , "lastName":"Doe" },' +
    '{ "firstName":"Anna" , "lastName":"Smith" },' +
    '{ "firstName":"Peter" , "lastName":"Jones" } ]}';
```

- Variable is used in the code as an array or an object, depending on the structure obj.employees[1].firstName obj.employees[1].lastName;
- More on this at: http://www.w3schools.com/json/

5. Browser Considerations

 Older browsers (IE) have a different way of creating the XMLHttpRequest -object // code for IE7+, Firefox, Chrome, Opera, Safari if (window.XMLHttpRequest) { xmlhttp = new XMLHttpRequest(); // code for IE6, IE5 else { xmlhttp = **new** ActiveXObject("Microsoft.XMLHTTP");

Questions or comments?

Storing data, working offline

Mika Stenberg



What will be discussed

- 1. Saving data locally
 - Cookies
 - Localstorage and SessionStorage
 - WebSQL
 - IndexedDB
- 2. Working offline
 - Utilizing AppCache

Why Save Data?

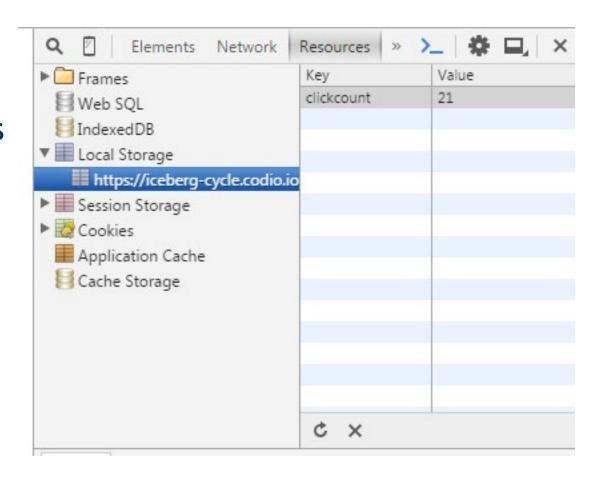
- When the user loads another page, the browser doesn't know what he/she has done
- Saving data makes it possible to store user sessions!
- For example: Shopping carts, log-in data, user history

2. Saving Data Locally

- We have several ways of saving data in browser
- 1. Cookies
- 2. LocalStorage and SessionStorage (HTML5)
- 3. IndexedDB (HTML5)
- 4. WebSQL (Deprecated) (HTML5)

2. Saving data

You can use browser
 Developer Tools to explore the saved data



2. Cookies

- Cookies are the oldest way of saving data in browser
- As a default cookies are removed when the browser closes, unless we set an expiry date
- Setting a cookie with JS is simple:

```
document.cookie="username=John Doe";
```

document.cookie="username=John Doe; expires=Thu, 18 Dec 2013 12:00:00 UTC'

2. Reading cookies

Reading a cookies

```
var x = document.cookie;
```

- To change a cookie, we need to re-set it
- Cookie will be removed when it reaches the expiry date. We can also remove it by setting

```
document.cookie = "username=; expires=Thu, 01 Jan 1970 00:00:00 UTC";
```

2. Cookie disadvantages

- Insecure everythin is stored in plaintext.
- Can store only 4 kb's of data
- Easy to view/hack just browser tools
- Cookies are sent unencrypted to the server as well

2. Localstorage

- Local storage is more secure, and large amounts of data can be stored locally, without affecting website performance.
- Unlike cookies, the storage limit is far larger (at least 5MB) and information is never transferred to the server.
- Local storage is per origin (per domain and protocol). All pages, from one origin, can store and access the same data.

2. Localstorage

- Part of the HTML5 specification
- Not supported by all browsers

API	©	©			0
Web Storage	4.0	8.0	3.5	4.0	11.5

resumg for prowser support

```
if(typeof(Storage) !== "undefined") {
    // Code for LocalStorage/sessionStorage.
} else {
    // Sorry! No Web Storage support..
}
```

2. Localstorage

Using localstorage

```
// Store
localStorage.setItem("lastname", "Smith");
// Retrieve
document.getElementById("result").innerHTML = localStorage.getItem("lastname");
```

Removing an item

```
localStorage.removeItem("lastname");
```

2. Localstorage with Complex Data

Localstorage can only save String-values!

```
var taulu = [1,2,3,4,5,6,7];
localStorage.setItem(taulukko, taulu); // String
localStorage.getItem("taulukko");
>"1,2,3,4,5,6,7"// returned as String, not array
```

Workaround! Save data as JSON string

```
var taulu = [1,2,3,4,5,6,7];
var merkkijonotaulu = JSON.stringify(taulu); // to string
JSON.parse(merkkijonotaulu,"", " "); // to array
(7) [1, 2, 3, 4, 5, 6, 7] // string is converted to array
var auto = {"vuosi" : 2000, "Merkki": "Pösö"};
var autoMerkkijono = JSON.stringify(auto, null, " ");
```

2. SessionStorage

- The sessionStorage object is equal to the localStorage object, except that it stores the data for only one session.
- The data is deleted when the user closes the specific browser tab.
- See the demofiles for each

2. WebSQL

- Enables developers to use an SQLite database within a browser to store data
- Users Relative Tables and SQL syntax
- Enables transactions and rollbacks

2. WebSQL

Creating and opening a database:

```
var db = openDatabase('mydb', '1.0', 'my
first database', 2 *1024 * 1024);
```

Creating a table and inserting contents

```
var db = openDatabase('mydb', '1.0', 'my first database', 2 *
1024 * 1024);
db.transaction(function (tx) {
   tx.executeSql('CREATE TABLE IF NOT EXISTS foo (id unique,
text)');
   tx.executeSql('INSERT INTO foo (id, text) VALUES (1,
"synergies")');
});
```

2. WebSQL

- Selecting data and parsing results
- See the demofile for more info

```
tx.executeSql('SELECT * FROM foo', [], function (tx, results)
{
  var len = results.rows.length, i;
  for (i = 0; i < len; i++) {
    alert(results.rows.item(i).text);
  }
});</pre>
```

IndexedDB

- IndexedDB is basically a simple flat-file database with hierarchical key/value persistence and basic indexing.
- PRO: If you're a NoSQL type of person, then this might fit the bill perfectly.
- CON: Not yet available in most new browsers.
- ► CON: If you wanted SQL, you're not getting it here. Though in the future, it might be a great building block for implementing a SQL engine for the browser.

3. Working Offline with Appcache

- HTML5 introduces application cache, which means that a web application is cached, and accessible without an internet connection.
- Application cache gives an application three advantages:
- Offline browsing users can use the application when they're offline
- Speed cached resources load faster
- Reduced server load the browser will only download updated/changed resources from the server

3. Working Offline with Appcache

- To enable application cache, include the manifest attribute in the document's <html>
- tag

```
<!DOCTYPE HTML>
<html manifest="demo.appcache">
...
</html>
```

Every page with the manifest attribute specified will be cached when the user visits it.

3. Manifest file

- The manifest file is a simple text file, which tells the browser what to cache (and what to never cache).
- The manifest file has three sections:
- CACHE MANIFEST Files listed under this header will be cached after they are downloaded for the first time
- NETWORK Files listed under this header require a connection to the server, and will never be cached
- FALLBACK Files listed under this header specifies fallback pages if a page is inaccessible

3. Manifest file

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3. Manifest file

- Example manifest file
- Note the comment line starting with #
- Cache is refreshed only if manifest file changes
- Comments can be used to change the file

```
CACHE MANIFEST
# 2012-02-21 v1.0.0
/theme.css
/logo.gif
/main.js

NETWORK:
login.asp

FALLBACK:
/html/ /offline.html
```

Questions or comments?

JavaScript and REST API's

Dynamic Web Apps 2017

AJAX

- With AJAX it is easy to fetch data and integrate it as part of your webpage or web application
- You have already tried this with some simple XML files or URL's

What is a REST API

- RESTful web services are one way of providing interoperability between computer systems on the Internet.
- In a REST web service, requests made to a resource's <u>URI</u> will elicit a response that may be in XML, <u>HTML</u>, <u>JSON</u> or some other defined format.
- REST provides a way to make dynamic queries to a remote server using HTTP - no need to use Special database libraries
- Many databases (especially NoSQL db's) offer REST API's

Why a REST API

- Tens of Thousands of Public API's offer free data for the developers to build on
- Datasets include timetables, product catalogs, weather and statistical data, city / country demographic data, geographic data / maps etc.
- Opening the data enables new innovations and new ways to use it
 - https://www.publicapis.com/
 - http://www.programmableweb.com/apis/directory
 - http://data.europa.eu/euodp/en/data
 - http://apisuomi.fi/
 - https://www.avoindata.fi/fi

Example data sets available

- Finnish weather/air quality data:
 https://www.biomi.org/web/ilmanlaaturajapinta/
- VR train traffic info on realtime: https://rata.digitraffic.fi/
- Finnkino Movie Data: http://www.finnkino.fi/xml
- Spotify Music Data: https://developer.spotify.com/web-api/
- Alko Product Data API:
 http://www.alko.fi/api/product/Availability?productId=00070
 http://www.alko.fi/api/product/Availability?productId=00070
 http://www.alko.fi/api/product/Availability?productId=00070
 http://www.alko.fi/api/product/Availability?productId=00070
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 http://www.alko.fi/api/product/Availability?productId=00070
 http://www.alko.fi/api/product/Availability?productId=00070
 <a href="http://www.alko.fi/api/product/Availability?product/Availabi

Example Use

Request (parameters in bold):

```
http://api.openweathermap.org/data/2.5/weather?q=Helsinki
&units=metric&mode=XML&APPID=ff64c247a136f706923d1ee0d55d71e2
```

- Make note of the URL and the parameters after it are separated with & -sign
 - url: http://api.openweathermap.org/data/2.5/weather
 - ?q = City we are looking for &units= Metric / Imperial &mode = XML or JSON &APPID = developer key to prevent malicious activity

Example Use

Request (parameters in bold):

```
http://api.openweathermap.org/data/2.5/weather?q=Helsinki
&units=metric&mode=XML&APPID=ff64c247a136f706923d1ee0d55d71e2
```

Response:

```
-<current>
  -<city id="658225" name="Helsinki">
      <coord lon="24.94" lat="60.17"/>
      <country>FI</country>
      <sun rise="2016-11-12T06:13:41" set="2016-11-12T13:54:29"/>
    </city>
    <temperature value="-2.49" min="-3" max="-2" unit="metric"/>
    <humidity value="100" unit="%"/>
    ressure value="1020" unit="hPa"/>
  -<wind>
      <speed value="6.18" name="Moderate breeze"/>
      <gusts/>
      <direction value="325.505" code="NW" name="Northwest"/>
   </wind>
   <clouds value="75" name="broken clouds"/>
    <visibility value="10000"/>
    cipitation mode="no"/>
    <weather number="803" value="broken clouds" icon="04d"/>
    <lastupdate value="2016-11-12T11:50:00"/>
 </current>
```

Example Use

Request (parameters in bold):

```
http://api.openweathermap.org/data/2.5/weather?q=Helsinki
&units=metric&mode=JSON&APPID=ff64c247a136f706923d1ee0d55d71e2
```

Response in JSON:

```
{"coord":{"lon":24.94,"lat":60.17},"weather":
[{"id":803,"main":"Clouds","description":"brok
en
    clouds","icon":"04d"}],"base":"stations","main
":{"temp":-
2,"pressure":1020,"humidity":92,"temp_min":-
2,"temp_max":-2},"visibility":10000,"wind":
{"speed":1.5,"deg":270},"clouds":
{"all":75},"dt":1478955000,"sys":
{"type":1,"id":5018,"message":0.003,"country":
"FI","sunrise":1478931225,"sunset":1478958865},"id":658225,"name":"Helsinki","cod":200}
```

JSON and XML compared

- Simple dataset both in XML and in JSON
- The following example defines an employees object, with an array of 3 employee records

```
{"employees":[
          {"firstName":"John", "lastName":"Doe"},
          {"firstName":"Anna", "lastName":"Smith"},
          {"firstName":"Peter", "lastName":"Jones"}
]}
```

Why JSON?

- For AJAX applications, JSON is faster and easier than XML
- Using XML
 - Fetch an XML document
 - Use the XML DOM to loop through the document
 - Extract values and store in variables
- Using JSON
 - Fetch a JSON string
 - JSON.Parse the JSON string

JSON = JavaScript Object

- JSON looks messy, but can be formatted nicely:
 - Ex. http://www.jsoneditoronline.org/
- Up to 10x faster to parse than XML
- Much smaller in size
- Easier to integrate into code no parsing required

```
"coord": {
   "lon": 24.94,
   "lat": 60.17
"weather": [
      "id": 803,
      "main": "Clouds",
      "description": "broken clouds",
      "icon": "04d"
],
"base": "stations".
"main": {
   "temp": -2,
   "pressure": 1020,
   "humidity": 92,
   "temp min": -2,
   "temp max": -2
"visibility": 10000,
"wind": {
   "speed": 1.5,
   "dea": 270
"clouds": {
   "all": 75
"dt": 1478955000,
"svs": {
   "type": 1,
   "id": 5018,
   "message": 0.003,
   "country": "FI",
   "sunrise": 1478931225,
   "sunset": 1478958866
"id": 658225,
"name": "Helsinki",
"cod": 200
```

Parsing JSON data

The text formatted data is placed in a variable

```
var text = '{ "employees" : [' +
   '{ "firstName":"John" , "lastName":"Doe" },' +
   '{ "firstName":"Anna" , "lastName":"Smith" },' +
   '{ "firstName":"Peter" , "lastName":"Jones" } ]}';
```

Text data must be parsed to JSON

```
var obj = JSON.parse(text);
```

Variable is used in the code as an array or an object, depending on the structure

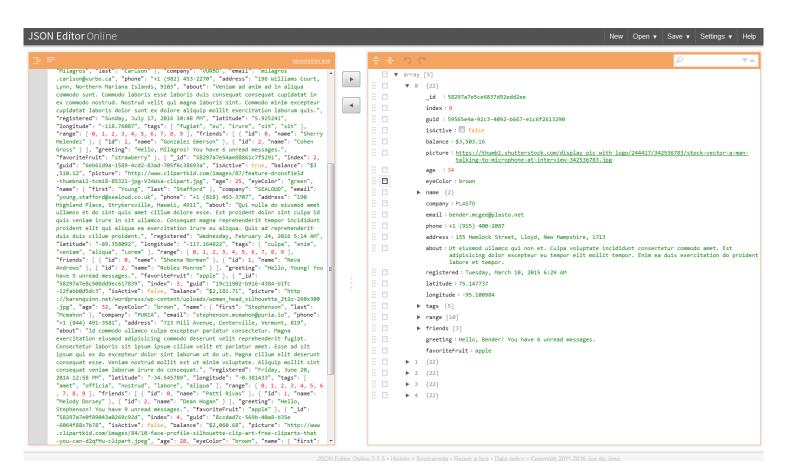
```
obj.employees[1].firstName
obj.employees[1].lastName;
```

More on this at:

http://www.w3schools.com/js/js_json_intro.asp

Understanding the data is they key

Use editors to understand the Structure, then dig out the data



Reading JSON data from web (REST)

JSON works with AJAX in a similar fashion as XML

```
var url = "http://iceberg-cycle.codio.io/Project%202:%20Weather%20App/sampledata.js";
var xmlhttp = new XMLHttpRequest();
xmlhttp.open("GET", url, true);
xmlhttp.send();
xmlhttp.onreadystatechange = function() {
    if (xmlhttp.readyState == 4 && xmlhttp.status == 200) {
        document.getElementById("content").innerHTML = xmlhttp.responseText;
       jsonObj = JSON.parse(xmlhttp.responseText);
        console.log ( jsonObj[0].name.first );
       console.log ( jsonObj[3].age );
```

Reading JSON data from web (REST)

JSON works with AJAX in a similar fashion as XML

```
var url = "http://iceberg-cycle.codio.io/Project%202:%20Weather%20App/sampledata.js";
var xmlhttp = new XMLHttpRequest();
xmlhttp.open("GET", url, true);
                                                               The difference with XML
xmlhttp.send();
                                                               is the use of JSON.parse
                                                               -function.
xmlhttp.onreadystatechange = function() {
    if (xmlhttp.readyState == 4 && xmlhttp.status == 200) {
        document.getElementById("content").innerHTML / xmlhttp.responseText;
        jsonObj = JSON.parse(xmlhttp.responseText);
                                                               And the fact that we
                                                               can just start using the
        console.log ( jsonObj[0].name.first );
                                                               data as such!
        console.log ( jsonObj[3].age );
```

Parsing the data on webpage

We can select the data we want and output it to HTML

```
var data = jsonObj;
var out = "";
for (var i=0; i < data.length; i++){
   out += '':
                                                                          Loop will run through
   out += '' + data[i].name.first + '';
                                                                          the data array and
   out += '' + data[i].name.last + '';
                                                                          append the data to
   out += '' + data[i].eyeColor+ '';
                                                                          "out" -variable
   out += '' + data[i].balance + '':
   out += '<img src="'+ data[i].picture+'">';
   out += '';
out+="";
                                                                         Finally we will just
                                                                         inject the data to the
                                                                         page
document.getElementById("tabledata").innerHTML = out;
```

Workshop

The sample output of the data below

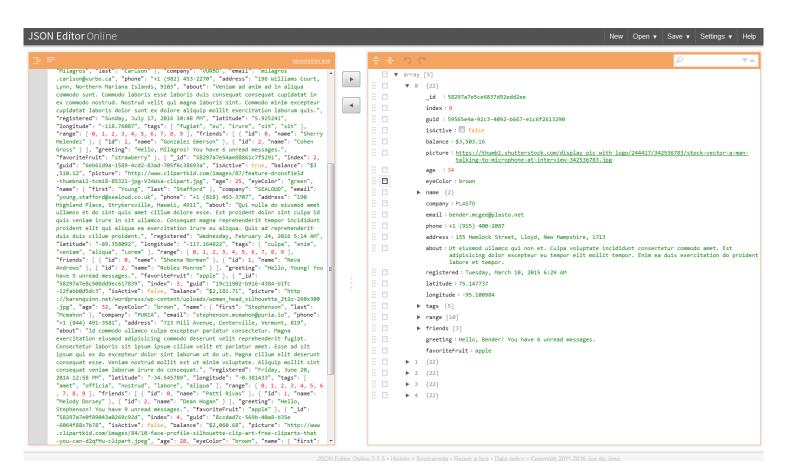
Parsed Data

Bender	Mcgee	brown	\$3,503.16	2
Milagros	Carlson	brown	\$2,348.12	EXPERT
Young	Stafford	green	\$3,510.12	
Stephenson	Mcmahon	brown	\$2,181.71	
Lakeisha	Merritt	brown	\$2,060.68	7

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Understanding the data is they key

Use editors to understand the Structure, then dig out the data



jQuery

Dynamic Web Apps - 2017

Mika Stenberg |



What will be discussed

- 1. What is jQuery
- 2. Setting up jQuery
- 3. DOM Scripting using jQuery
- 4. jQuery effects & animations
- 5. jQuery for Mobile?

1. What is jQuery



- You don't have to write all the code yourself, there are libraries available, which one can utilize
- In JavaScript the most popular framework is jQuery
- jQuery simplifies coding;
 - querying elements and manipulating them much easier
 - has cool effects and animations which are easy to use
 - cross-browser and CSS3 -compliant
 - Is open source and has tons off addins and extras

2. Setting it up



- In order to use jQuery JavaScript library, we need to include it in our HTML -page
- ► There are two way to do this: 1) using CDN and 2) a local file
- 2) Or use a local copy of the file and reference to it <script src="jquery-2.1.4.min.js"></script>
- And you're done!

3. Selectors in jQuery



jQuery looks a bit different, most of the lines begin with a \$ - sign

Selecting Elements by ID

```
1 | $( "#myId" ); // Note IDs must be unique per page.

1 | // The .html() method sets all the h1 elements' html to be "hello world":

Se2 | $( "h1" ).html( "hello world" );

1 | $( ".myClass" );
```

Selecting Elements by Attribute

```
1 | $( "input[name='first_name']" ); // Beware, this can be very slow in older browsers
    1 | $( "#content" ).find( "h3" ).eq( 2 ).html( "new text for the third h3!" );
```

Selecting Elements by Compound CSS Selector

```
1 | $( "#contents ul.people li" );
```

3. Selectors in jQuery



jQuery offers pseudo-selectors for more complicated queries

Pseudo-Selectors

```
1 | $( "a.external:first" );
2     $( "tr:odd" );
3
4     // Select all input-like elements in a form (more on this below).
5     $( "#myForm :input" );
6     $( "div:visible" );
7
8     // All except the first three divs.
9     $( "div:gt(2)" );
10
11     // All currently animated divs.
12     $( "div:animated" );
```

3. Editing content



Editing the contents of an element

```
1 | // The .html() method sets all the h1 elements' html to be "hello world":
2 | $( "h1" ).html( "hello world" );
```

Adding classes

```
1  // Attempting to call a jQuery method after calling a getter.
2  // This will NOT work:
3  $( "h1" ).html().addClass( "test" );
```

```
1 | $( "#content" ).find( "h3" ).eq( 2 ).html( "new text for the third h3!" );
```

3. New Elements in jQuery



Creating new elements

```
1  // Creating new elements from an HTML string.
2  $( "This is a new paragraph" );
3  $( "new list item" );
```

Adding newly created elements in the DOM

```
// Getting a new element on to the page.
var myNewElement = $( "New element" );

myNewElement.appendTo( "#content" );

myNewElement.insertAfter( "ul:last" ); // This will remove the p from #content!

y( "ul" ).last().after( myNewElement.clone() ); // Clone the p so now we have two.
```

3. Events in jQuery



Adding events

Determining which elements was clicked

```
1 | $( "ul" ).on( "click", "li", function() {
2 | console.log( "Something in a  was clicked, and we detected that it was an  el
3 | });
```

AJAX



AJAX calls are shorter to write with jQuery as well

```
// Load demo_test.txt into div with an id #div1
$("#div1").load("demo_test.txt");

// Run Ajax call when the button is clicked
$("button").click(function(){
    $("#div1").load("demo_test.txt", function(responseTxt, statusTxt, xhr){
        if(statusTxt == "success")
            alert("External content loaded successfully!");
        if(statusTxt == "error")
            alert("Error: " + xhr.status + ": " + xhr.statusText);
        });
});
```

4. Effects & Animation



- For a complete reference, see documentation
- Some neat examples:

```
// Fade out an element
$('#logo').fadeOut(); // fadeIn();

// Completely hide an element
$('h1').hide(); // show();

// Animate slideup
$(ul).slideUp(); // slideDown();

// Perform custom animations
$('#content').animate();
```

5. Other jQuery projects



jQuery for Mobile:

Query Mobile is a HTML5-based user interface system designed to make responsive web sites and apps that are accessible on all smartphone, tablet and desktop devices.

jQuery UI

Query UI is a curated set of user interface interactions, effects, widgets, and themes built on top of the jQuery JavaScript Library. Whether you're building highly interactive web applications or you just need to add a date picker to a form control, jQuery UI is the perfect choice.

Learning resources

- jQuery has an extensive interactive learning platform with videos and slides available
- You can try it out at: try.jquery.com
- Complete jQuery documentation can be found at: api.jquery.com

Questions or comments?