

# Advanced JavaScript

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Lecture 4

# Client side VS Server Side

- Step1 : **Sending** Request
- Step 2 : Application **processes** the request.
- Step 3 : **Receiving** response **HTML , CSS and JavaScript**.
- Step 4 : Browser **render** the response.

# How web works ?

- To **request** a page from the server, the user normally just type in the URL of the page he wants to open. Or he can click a link or a button to redirect him to the desired page.
- The browser will actually **send a HTTP request** to the server asking it to return the desired page.
- When the browser **receives** the response from the server, it will render it to the user and close the connection with the server.
- When the user initiates a new request to the server, the browser will **send** a new request to the server and the whole page will reload to render the new response.

# What is HTTP ?

- **HTTP** : is a protocol on which the web is based on. Is standard for :  
**H**yper **T**ext **T**ransfer **P**rotocol.
- Types of HTTP requests:
  - **GET** request.
  - **POST** request.
  - **PUT** request.
  - **DELETE** request.

# AJAX

- Ajax stands for Asynchronous Javascript And XML.
- Ajax is used to send HTTP requests asynchronously to the server.
- It can be used to fetch or send data from the server and then display the response in a section in the page.

# Synchronous and Asynchronous

- **Synchronous** operations block instructions until the task is completed, while **asynchronous** operations can execute without blocking other operations.
- Making **synchronous** calls to resources can lead to long response times locking up the UI until the resource responds

# XMLHttpRequest – syntax

- Create `XMLHttpRequest` Object: `var xhr = new XMLHttpRequest();`
- Initialize it `xhr.open(method, URL, boolean);`
  - `method` – HTTP-method. Usually "GET" or "POST".
  - `URL` – the URL to request, Usually a string.
  - `async` – if explicitly set to `false`, then the request is `synchronous`,
- Send it out: `xhr.send([body]);`
- **Please note** that `open` call, contrary to its name, does not open the connection. It only configures the request, but the network activity only starts with the call of `send`.

# XMLHttpRequest – syntax cont.

- `send` method opens the connection and sends the request to server.  
The optional `body` parameter contains the `request body`.
- Some request methods like `GET` do not have a `body`. And some of them like `POST` use `body` to `send` the data to the `server`.



# XMLHttpRequest – Listeners

- These three **events** are the most widely used:
  - **load** – when the request is complete (even if HTTP status is like 400 or 500), and the response is fully downloaded.
  - **error** – when the request couldn't be made, e.g. network down or invalid URL.
  - **progress** – triggers periodically while the response is being downloaded, reports how much has been downloaded.

# XMLHttpRequest – Response

- Once the **server** has **responded**, we can **receive** the result in the following xhr properties:
  - **Status** – HTTP status code (a number): 200, 404, 403 and so on, can be 0 in case of a non-HTTP failure.
  - **statusText** – HTTP status message (a string): usually OK for 200, Not Found for 404, Forbidden for 403 and so on.
  - **Response** – (old scripts may use responseText)

# XMLHttpRequest – URL search parameters

- To add parameters to URL, like `?name=value`, and ensure the proper encoding,
  - `var url = new URL('https://google.com/search');`
  - `url.searchParams.set('q', 'test me!');` // the parameter `'q'` is encoded
  - `xhr.open('GET', url);` // `https://google.com/search?q=test+me%21`

# XMLHttpRequest – Ready states

- `XMLHttpRequest` changes between states as it progresses. The current state is accessible as `xhr.readyState`.
  - `UNSENT = 0;` // initial state
  - `OPENED = 1;` // open called
  - `HEADERS_RECEIVED = 2;` // response headers received
  - `LOADING = 3;` // response is loading (a data packet is received)
  - `DONE = 4;` // request complete

# XMLHttpRequest – Ready states track

1. We can track `xhr` states using `readystatechange` event.

```
xhr.onreadystatechange = function() {  
    if (xhr.readyState == 3) {  
        // loading  
    }  
  
    if (xhr.readyState == 4) {  
        // request finished  
    }  
};
```

# XMLHttpRequest – ReadyStatesChange

## NOTE:

You can find `readystatechange` listeners in really old code, it's there for historical reasons, as there was a time when there were no load and other events. Nowadays, `load/error/progress` handlers deprecate it.

# XMLHttpRequest – Aborting request

We can **terminate** the request at any time. The call to `xhr.abort()` does that:

```
xhr.abort();           // terminate the request
```

That triggers **abort** event, and **xhr.status** becomes 0.

# XMLHttpRequest – HTTP-headers

`XMLHttpRequest` allows both to `send` custom `headers` and `read` headers from the response.

There are 3 methods for HTTP-headers:

- `setRequestHeader(name, value)`
- `getResponseHeader(name)`
- `getAllResponseHeaders()`



# Lab

- Exercise 1
  - Part

1

- Suppose we have `to do list App`.
- **list** the todos tasks received from the server without any sort.
- If the task status is complete , set the card background with green otherwise set it yellow.

# Lab

- Part 2
  - Create drop down list that can filter the task based on :
    - Task status: with values completed or in Progress .
      - If user select completed you should list only the tasks with the flag completed is true.
      - If user select in progress you should list only the tasks with the flag completed is false.
  - User ID :
    - For example is user select 1 : list only tasks that userId= 1 have.

# Lab

- Part 3
  - Create **Reset filters** button , if user clicked on it , you should reset all filters and show all tasks again without any sort.

## **NOTE:**

Todos list url: <https://jsonplaceholder.typicode.com/todos>

Method: **GET**