Session 9

Data Sharing
&
Cookies

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Reading & Reference

- Reading
  - Chapter 5, pages 185-204
- Reference - http state management

  www.ietf.org/rfc/rfc2965.txt
  - Cookies

  en.wikipedia.org/wiki/HTTP_cookie

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Lecture Objectives

- Understand how the Web Container uses cookies to store server data so that it is available to separate servlet executions
- Know how to use server shared objects to store state information
- Understand the scope differences for ServletContext and Session objects
- Understand the ways in which a session object is implemented by the Web container
- Understand how the Web container uses threads to match user requests to servlets

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When Do You Need to Share Data?

- Among servlets cooperating on an application
- Among servlets cooperating to satisfy the requests from a single user (e.g., shopping cart)
  - Usually on the same workstation and browser

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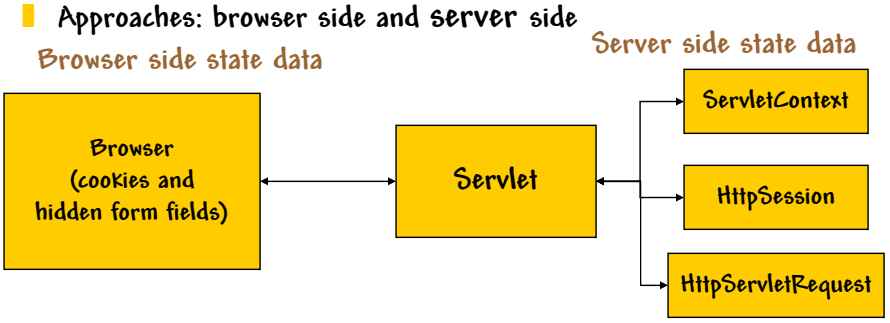
Servlet Data Sharing

- The Http protocol is stateless, so your servlet only responds to a single request
  - Question: Where do you store data from your servlet when the data is needed for multiple requests?
  - Answer: Anywhere you can
- Approaches: browser side and server side



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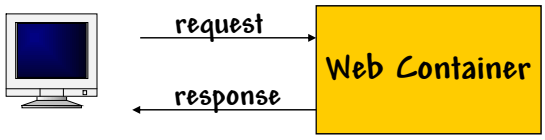
Browser Side Storage



- Data stored on the browser is included in the response object and returned to the servlet through the request object
- What data is transmitted through http?
  - Form data set
  - Cookies

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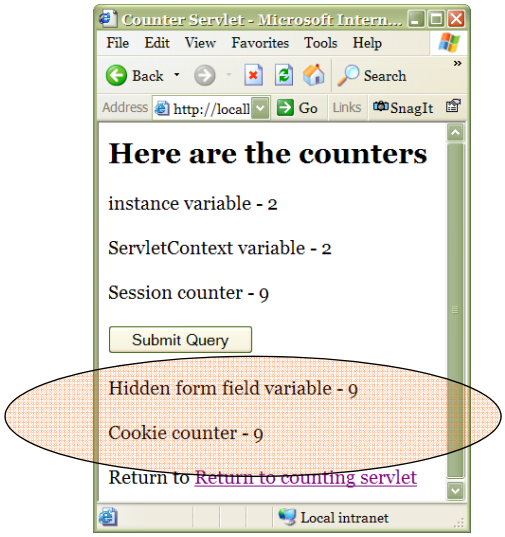
Data Sharing Example

- Implement a counter using:
  - ☑ Hidden form field
  - ☑ Cookies
  - ServletContext
  - Session

The servlet stores a counter that is updated whenever a user sends another request



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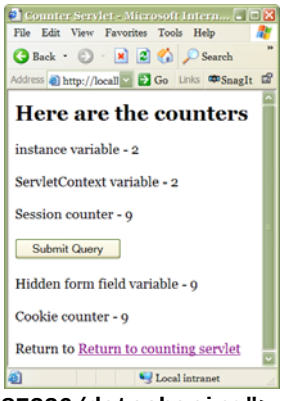
Browser Storage: Hidden Form Fields

- Store the data in a form field generated by your servlet.

The hidden form field is not displayed in the browser window




```
<form action="http://localhost:8080/CodeCSE336/datasharing">
<input type = "hidden" name = "hiddenCounter" value = "1">
<input type="submit">
</form>
```

The value of hiddenCounter is 1 the first time the servlet is invoked

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Example - Hidden Form Field Code

Servlet Code Fragment

```
String sCounter = request.getParameter("hiddenCounter");
  if (sCounter != null)
     hffCount = Integer.parseInt(sCounter)
  else hffCount = 0;
                    Counter is updated and added to html
  hffCount++;
  out.println("<form
  action=\"http://localhost:8080/CodeCSE336/datasharing\">");
  out.println("<input type = \"hidden\" name =
  \"hiddenCounter\" value = \""
               + hffCount + "\">");
   out.println("<input type=\"submit\">");
   out.println("</form>");
   out.println("<p>Hidden form field variable - ");
   out.println(hffCount + "</p>");
```

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Hidden Form Fields

- Features
  - Visible in the html, not visible on the displayed page
  - Only available as long as the html page is "alive" in the browser
  - Only associated with a browser in a computer

There are some hidden form fields in your project - but you can remove them

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Cookies

- A cookie is a small amount of information sent by the server to the browser that can later be read back from the browser
- Usually contained in a Cookies folder

Typical cookie

```
Adc1
11780|NY56|078|@NY|ISP|ISP
accuweather.com/
0
3337461760
29399690
101711582429393656
*
Adc2
5|1|40.88|-73.16|SAINT JAMES
...
```

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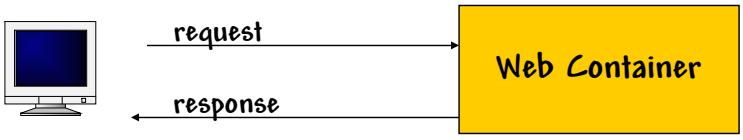
Cookie Process



1. Your servlet "sets a cookie" by including it in the response

2. Your browser stores the cookie In your cookies directory on your hard disk

3. Your browser sends the cookie every time a request is made to a server "in your domain"

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Cookies

- Cookies set by a server are returned to the server each time the browser accesses a corresponding page on the server
- Cookies sent by a browser are sent based on the server name
- Cookies are included in the http header info
- Most browsers support cookies (up to 20 per site and up to 4KB per cookie)
- Multiple cookies can have the same name
- However, users can turn cookies off

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Purposes

- Session information
- Site recognition - sometimes instead of an ID/Password
- Site customization
- Focused advertising

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Cookie Class Methods

- setComment
- setDomain - allows patterns
- setMaxAge - in seconds, a value of -1 indicates that the cookie will exist until browser shutdown
- setPath - must include the servlet setter path
- setSecure - indicates it must be sent secure (e.g., SSL)
- setValue() - There are limitations on possible characters the cookie can contain
- setVersion() - Version 0 or Version 1
- Plus corresponding get methods

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Cookie Access Style

- To send a cookie,
  - Instantiate a Cookie object
  - Set any attributes (e.g., domain, duration)
  - Send the cookie (addCookie method in response) - note the standard term for this is "set the cookie"
- To get information from a cookie,
  - Retrieve all the cookies from the user's request
  - Find the cookie or cookies with the name that you are interested in, using standard programming techniques
  - Get the values of the cookies that you found

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Cookies Summary

- Single system data sharing - Usable on any system that stores the server's cookie file
- Extra data traffic for all requests to the server (from that browser)
- Somewhat unreliable - user may have cookies disabled

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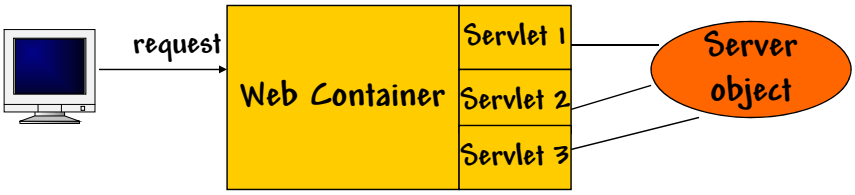
Server Side Storage



- Data stored on the server is usually contained in an object visible to the servlet
- To access the shared object, you need to obtain a reference (handle) to the object
- Objects for sharing
  - HttpServletRequest
  - ServletContext
  - Session
  - Other predefined and private objects

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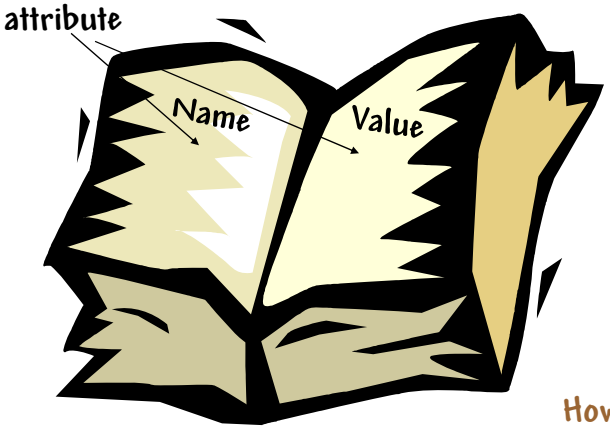
Shared Objects



Who can see the shared object?

How long does the shared attribute last?

An attribute is a name/value pair

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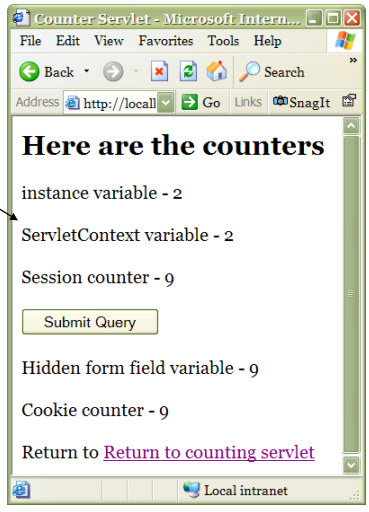
Example - Counter with ServletContext

- The servlet uses the ServletContext to store the access count



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Example - ServletContext Code

Get a handle to the ServletContext

```
...
ServletContext sc = this.getServletContext();
Integer c = (Integer) sc.getAttribute("counter");
if (c != null)
    scCount = c.intValue();
else scCount = 0;
scCount++;
sc.setAttribute("counter", new Integer(scCount));
 out.println("<p>ServletContext variable - ");
 out.println(scCount + "</p>");
```

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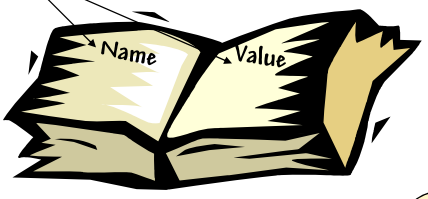
Shared Objects

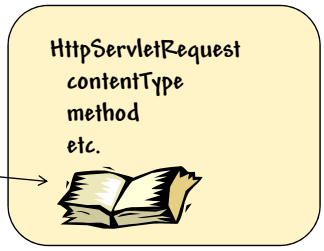
attribute



The shared objects are referred to as "scopes"

The shared scopes are contained in other objects

For example, the request object contains a scope



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Why Do We Need a Session?

- The ServletContext object allows you to store servlet data beyond a single request, but:
  - The life of the ServletContext object might be too long
  - You might want to limit the sharing to one user
- For example, data for a shopping application (a shopping cart) has a life that is only as long as the user is shopping - and the shopping cart is only visible to servlet executions for that user

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Session Object

- The Web container provides (and manages) session objects

Note that there are many session objects, but only one associated with a single computer/browser

- You can store information in a session object using name-value pairs, but the session object only exists for the "life of the session"
- A session usually corresponds to one user, who may visit a site many times where the interval between visits is "small"

How does the Web Container identify a user?

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Session Tracking

- You get a handle to the session with a call to request.getSession()
- You access the session data through the session tracking parts of the Session API

Session
getAttribute(String) setAttribute(String, Object) getAttributeNames() removeAttribute(String)

Returns an enumeration

Notice that the name/value pair is of type String/Object

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Session Life Cycle API

- You can set the duration of a session (e.g., 20 minutes)
- Or you can invalidate the session when you are finished (e.g., when the user logs out)

Session
invalidate() isNew() getCreationTime() getLastAccessedTime() setMaxInactiveInterval(int)

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Steps in Session Management

- Request a session object. This can be either:
  - A session object that was previously created and may contain data inserted by another servlet
  - A new session object when there is no existing session object matching this user
- Store information in the session object
- Invalidate the session - or allow the session to time out when maxInactiveInterval (time in seconds) is exceeded

```
setMaxInactiveInterval(int interval)
```

- Objects attached to the session can receive notification when they are unbound - through a listener interface

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Obtaining a Session

- Use the getSession method of HttpServletRequest
  - Returns an HttpSession object
- When the parameter of getSession is true or there is no parameter, a new session object is created, if it does not already exist
- getSession(false) will return null if there is no session

```
HttpSession session = request.getSession(true);
```

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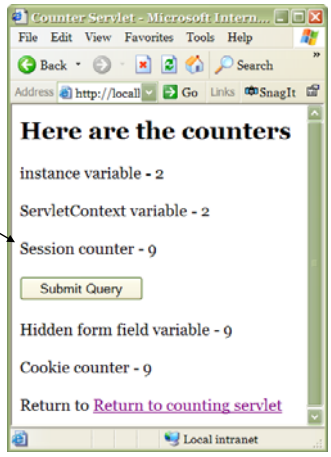
Example - Counter with Session

- The servlet uses the Session to store the access count



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Session Counter

```
HttpSession hs = request.getSession(true);
c = (Integer) hs.getAttribute("counter");

if (c != null)
    hsCount = c.intValue();
else hsCount = 0;
hsCount++;
hs.setAttribute("counter", new Integer(hsCount));
out.println("<p>Session counter - ");
out.println(hsCount + "</p>");
```

getAttribute returns an Object, which we cast to Integer

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How Do The Counters Differ?

- Visibility
  - Different browsers?
  - Different computers?
- Lifetime
  - Servlet?
  - Web application?
  - Request?
  - Session?

This defines the scope of the object

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Server Session Recognition

- Session object is managed by the Web Container
- Implementation technique depends on the Web container implementation (and browser settings), and includes:
  - Hidden form fields
  - URL Rewriting
  - Cookies

Session data access and storage is usually implemented by the Web Container, but you should understand what is done

Used most often

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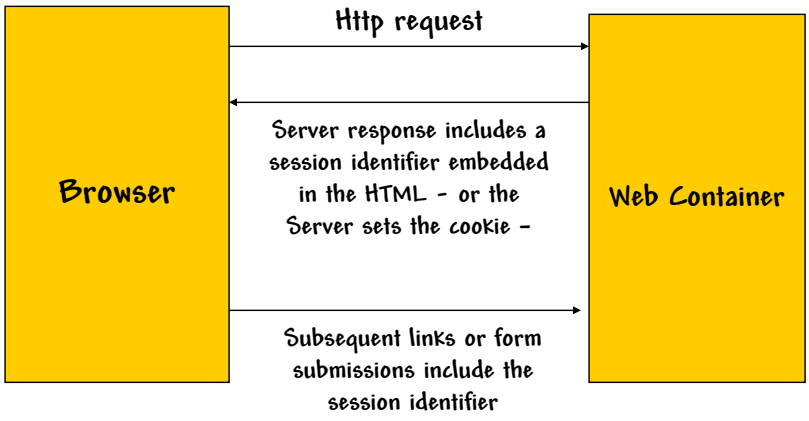
Session Identifier Strategies



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URL Rewriting

- The session identifier is included in all relevant URLs in the HTML sent from the server to the browser
- Subsequent links to the URL include the pre-coded session data
- HTML Example:
  `http://server:port/servlet/Rewriter?sessionid=123`
- Technique only works for dynamically generated pages
- Potential for errors

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URL Rewriting - Servlet Example

- Session identifier is included in all URLs linking back to the server
- Requested by your code, but inserted by the Java library code
- All URLs emitted by a servlet should be wrapped with this method call

```
out.println("<td>" +
  "<h3>What We're Reading</h3>" +
  "<p>" +
  "In <em><a href=\"" +
  res.encodeURL("/CodeCSE336/b?bookId=203") +
  "\">Servlets</a></em>" +
  ...
```

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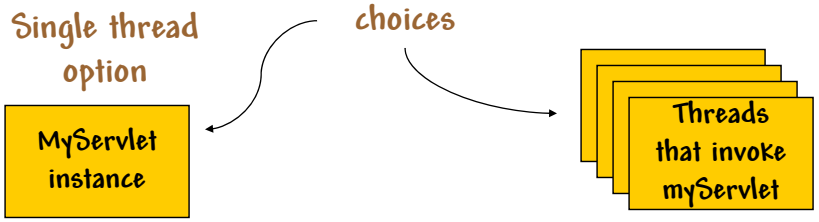
Servlet Execution

- How does the Web Container handle simultaneous requests to a servlet?



Is it safe for multiple threads to invoke myServlet?

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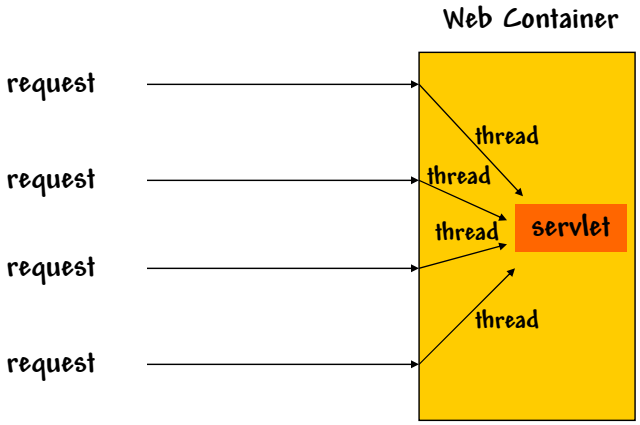
Multi-threaded Servlet Access



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Synchronization

- It is possible for 2 or more threads to have access to the same object (or primitive)
- Most operations are not indivisible (modifications require multiple machine instructions), so corruption can result (called a race condition)
- To avoid simultaneous access to a shared object, you synchronize access to the object
  - Synchronized method
  - Synchronized block
  - Single Thread Model

Remember: a servlet local variable is not shared

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Synchronized Methods

- A "synchronized" keyword in a method signature declares that access to a method is synchronized

```
public synchronized void transfer(int from,
      int to, int amount)
```

- When a thread calls a synchronized method of an object, the object becomes locked
  - it is guaranteed that the method will complete before another thread can execute any synchronized method on the same object
  - Other threads can call unsynchronized methods

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Synchronized Code Block

- Blocks of code can be synchronized, as can methods
- The object referenced in the synchronized statement is locked
- Example

```
synchronized (this) {
      ...
}
```

In a servlet, this locks access to the servlet object (e.g., access to the servlet instance variables)

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Single Thread Model

- Your servlet can implement the (empty) SingleThreadModel interface
- The server guarantees that "no two threads will execute concurrently in the servlet's service method"
- Much better to synchronize access than to use the SingleThreadModel

Why?

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Did You Satisfy the Lecture Objectives?

- Understand how the Web Container usees cookies to store server data so that it is available to separate servlet executions
- Know how to use server shared objects to store state information
- Understand the scope differences for ServletContext and Session objects
- Understand the ways in which a session object is implemented by the Web container
- Understand how the Web container uses threads to match user requests to servlets

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