

# Web Technologies — Week 11

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## Outline

- 1 Introduction to PHP
- 2 Writing Functions
- 3 Object-Oriented PHP
- 4 Advanced Techniques
- 5 Laboratory Work

# Introduction to PHP

# History

- ▶ [Rasmus Lerdorf](#) in 1994 created a set of tool on C++ to replace Perl scripts on his web page.
- ▶ The original name [PHP](#) comes from [Personal Home Page](#).
- ▶ PHP was released for the public in 1995 as PHP 2.0.
- ▶ Nowadays, the official name is [PHP: Hypertext Preprocessor](#) and recently released version is 5.6.

# What is PHP?

- ▶ PHP is a **server-side** scripting language.
- ▶ PHP is an **interpreted** language.
- ▶ PHP script runs on the server and when it is done, generated HTML page is sent to the client.
- ▶ PHP is very powerful and can:
  - **process form data,**
  - **read, write and create files on the server,**
  - **work with database,** and many more.

## Running PHP

- ▶ To run PHP scripts install [Apache](#) or [Internet Information Services \(IIS\)](#) web server and PHP on it.
- ▶ It is very common to have [LAMP: Linux, Apache, MySQL, PHP](#), but IIS is preferable on Windows.
- ▶ For complete instruction how to install PHP on Windows IIS see <http://www.php.net/manual/en/install.windows.iis7.php>
- ▶ Web interpreter: <http://www.codecademy.com/courses/web-beginner-en-StaFQ/0/1>

# Embedding in HTML

- ▶ Popularity of PHP lies on its simple integration with HTML.
- ▶ A PHP document is HTML document, where PHP code is written inside the `<?php /* code*/ ?>` tag.
- ▶ Everything written inside such tags is interpreted on server, other parts are returned to the user unchanged.

# First PHP script

► **Example:**

```
<html>
<head>
  <title>First PHP Script</title>
  <link rel="stylesheet" type="text/css"
        href="style.css" />
</head>
<body>
  <?php
    // Get current time and display greeting
    $time = date("D, d M Y, g:i:s a");
    echo "<h1>Hello at $time!</h1>";
  ?>
</body>
</html>
```



## echo () and date ()

- ▶ `echo ()` send text and other displayable data types as part of HTML page.
- ▶ `print ()` can be used for the same purpose, but it returns boolean value as well.
- ▶ `date ()` returns the current date and the argument string tells how to format the date:
  - `D` stands for the week day and `d` form the day in month.
  - `M` stands for month name and `m` for the month number.
  - `Y` stands for full year and `y` for last two digits.
  - `G` stands for hours in full-day format and `g` in half-day format.
  - `i` and `s` stands for minutes and seconds, respectively.
  - `a` stands for either `am` or `pm`.

# Variables

- ▶ Variables are declared and used exactly in the same way as in JavaScript.
- ▶ The only difference is in variable names.
- ▶ Variable names must begin with a dollar sign \$.
- ▶ The first character after the dollar sign must be a letter or an underscore.
- ▶ The remaining characters may be letters, numbers, or underscores.
- ▶ Variable names are case-sensitive.

# Data Types

| Type     | Description   | Type Check                       |
|----------|---|----------------------------------|
| Integer  | whole number  | <code>is_int (value)</code>      |
| Float    | floating-point number   | <code>is_float (value)</code>    |
| String   | series of characters  | <code>is_string (value)</code>   |
| Boolean  | either true or false  | <code>is_bool (value)</code>     |
| Array    | ordered map (names or numbers mapped to values)               | <code>is_array (value)</code>    |
| Object   | type that may contain properties and methods                  | <code>is_object (value)</code>   |
| Resource | reference to an external resource, such as a file or database | <code>is_resource (value)</code> |
| Null     | only contains <code>null</code> as a value                    | <code>is_null (value)</code>     |

# Expressions

- ▶ PHP expressions are written in the similar way as in JavaScript, but **semicolon** is mandatory at the end of the expression.
- ▶ One difference in operators is the **concatenation** operator, which is **dot** in PHP unlike JavaScript's plus.
- ▶ **Example:**

```
$name="Mikheil";  
$surname="Rukhaia";  
$fullname=$name." ".$surname;
```

# Logical operators

- ▶ PHP considers the following values to be false:
  - The literal value `false`
  - The integer zero `0`
  - The float zero `0.0`
  - An empty string `" "`
  - The string zero `"0"`
  - An array with zero elements
  - The special type `null` (including any unset variables)
  - A SimpleXML object that is created from an empty XML tag.
- ▶ All other values are considered true in a Boolean context.
- ▶ In PHP it is possible to use `and`, `or`, `xor` as logical operators, but have lower precedence than assignment operator.

## Conditionals and looping

- ▶ The conditionals of PHP are very similar to the one of JavaScript.
- ▶ The only exception is `elseif` keyword, which is written together in PHP unlike JavaScript.

- ▶ **Example:**

```
<?php
    if ($name=="Mikheil") { echo "Hello ".$name; }
    elseif ($name=="Rukhaia") { echo "Surname"; }
    else { echo "Done" }
?>
```

- ▶ The syntax of **while**, **do..while** and **for** loops are the same.

# Arrays

- ▶ Arrays are defined using `array()` construct.
- ▶ It is possible to create associative array using "Key"=>"Value" pairs.
- ▶ `foreach` cycle can be used to traverse an array.
- ▶ **Example:**

```
$nums = array(1,2,3,4,5);  
$alph = range("a","z",2); //a,c,e,...  
$map = array("one"=>1,"two"=>2);  
foreach ($map as $key=>$value)  
    echo "$key = $value";
```

# Strings

- ▶ **String** is a fundamental data type in Web.
- ▶ HTML pages, HTTP header and URLs consist of strings of plain text.
- ▶ Web programming languages such as PHP are particularly geared toward working with strings.
- ▶ There are more than 100 functions manipulating strings in PHP (for a complete list consult `php.net`)



## Creating strings

- ▶ To create strings it is possible to use either single, or double quotes.
- ▶ String in single quotes is interpreted as it is.
- ▶ String in double quotes is parsed.
- ▶ **Example:**

```
$myString = 'world';  
echo "Hi $myString!"; // Hi world!  
echo 'Hi $myString!'; // Hi $myString!  
echo "<pre>Hi\\tthere!</pre>"; // Hi   there!  
echo '<pre>Hi\\tthere!</pre>'; // Hi\\tthere!
```

# Escape characters

| Sequence         | Meaning                              |
|------------------|--------------------------------------|
| <code>\n</code>  | New-line character (ASCII 10)        |
| <code>\r</code>  | Carriage return character (ASCII 13) |
| <code>\t</code>  | Horizontal tab character (ASCII 9)   |
| <code>\v</code>  | Vertical tab character (ASCII 11)    |
| <code>\f</code>  | New-page character (ASCII 12)        |
| <code>\\</code>  | Backslash                            |
| <code>\\$</code> | \$ symbol                            |
| <code>\"</code>  | Double quote                         |

## Upper and lowercase

- ▶ `strtolower()` and `strtoupper()` transform strings to lowercase and uppercase, respectively.
- ▶ `lcfirst()` and `ucfirst()` transform the first letter of strings to lowercase and uppercase respectively.
- ▶ `ucwords()` transforms the first letter of each word in a string to uppercase.

## Complex strings

- ▶ In PHP it is possible to wrap large strings on several lines (simply insert newlines by pressing the Enter key).
- ▶ If concatenation of strings to variable name is needed, use curly braces to avoid confusion: `echo "The {$animal}s";`
- ▶ It is possible to insert more complex variable values inside the curly braces:  
`echo "My name is {$person["name"]}";`
- ▶ The above is equivalent to:  
`echo "My name is ".$person["name"];`

## Delimiters

- ▶ It is possible to create custom delimiters for strings using **heredoc** and **nowdoc** syntax, corresponding respectively to double and single quotes.

- ▶ **Example:**

```
$page=<<<HOMEPAGE
    everything in here is a parsable string!
HOMEPAGE;
```

```
$page=<<<'PAGE'
    everything in here is a non-parsable string!
PAGE;
```

- ▶ Delimiters must contain only letters, numbers and underscore and must not start with number.

# Writing Functions

## Function syntax

- ▶ Functions are available only to the scripts in which they were declared.
- ▶ Declaration starts with `function` keyword, followed by the name of the function, its parameters and its body.
- ▶ **Example:**

```
function f($str) {  
    echo $str;  
}
```

## Function syntax (ctd.)

- ▶ PHP does not support function overloading, so every function must have a unique name.
- ▶ Function name can contain letters, digits and underscore, but cannot start with digits.
- ▶ Unlike variable names, function names are NOT case sensitive.



## Function syntax (ctd.)

- ▶ You can declare parameter as optional by assigning a value to it.

- ▶ **Example:**

```
function f($str, $nl="<br />") {  
    echo $str.$nl;  
}  
f("test");  
f("test", "no br");
```

## Variable functions

- ▶ Very useful feature of PHP are **variable functions** and **variable variables**.
- ▶ If you have a function (or variable) name stored in a variable as a string, you can call the function by appending brackets (and parameters) to the variable name.
- ▶ **Example:**

```
$vfunc = "f";  
$func = "vfunc";  
$vfunc("variable function");  
$$func("variable function");
```

## Variable scope

- ▶ Variables declared inside a function are **local variables**, not visible outside.
- ▶ Variables declared outside functions are **global variables**, not directly visible inside functions.
- ▶ Use `$GLOBALS` array to call global variables inside functions.
- ▶ **Example:**

```
$br = "<br />";  
function f($str) {  
    echo $str.$GLOBALS['br'];  
}
```

# Object-Oriented PHP

## Creating classes and objects

- ▶ To create a class, use `class` keyword.
- ▶ To create an object, use `new` keyword, followed by the class name.

- ▶ **Example:**

```
class Example {}  
$e = new Example();
```

- ▶ A common coding standard is to begin a class name with a capital letter, though you do not have to do this.
- ▶ The main thing is to be consistent.

## Creating properties

- ▶ There are three visibility constraints in PHP: `public`, `private`, and `protected`.
- ▶ Property declarations are similar to variable declarations, preceded by a visibility constraint.
- ▶ To access a property from an object use `->` symbol and the property name without the `$` sign.

## Creating properties (ctd.)

► **Example:**

```
class Example {  
    public $name;  
    private $count = 0;  
}  
$e = new Example();  
$e->name = "example";  
echo $e->name;  
echo $e->count;                // not allowed
```

## Creating properties (ctd.)

- ▶ Static class properties are created in a similar way by adding the `static` keyword.
- ▶ Static properties are called from a class name using `::` and property name (including `$` sign).
- ▶ **Example:**

```
class MyClass {  
    public static $myProperty;  
}  
MyClass::$myProperty = 123;  
echo MyClass::$myProperty;
```



## Creating constants

- ▶ Constants are created using `const` keyword.
- ▶ It is a common practice to use all uppercase letters for constants.
- ▶ **Note:** constants are always public and they do not need the `$` sign.

- ▶ **Example:**

```
class MyClass {  
    const MYCONSTANT = "example";  
}
```

```
echo MyClass::MYCONSTANT;
```

## Creating methods

- ▶ Methods are functions inside the classes, so they are created exactly the same way as functions.
- ▶ Additionally, methods can have a visibility constraint, but if not provided `public` is assumed.
- ▶ **Example:**

```
class MyClass {  
    function aMethod () {  
        echo "in a method";  
    }  
}  
  
$e = new MyClass();  
$e->aMethod();
```

## Accessing methods and properties

- ▶ To use methods and properties inside the class, use `$this` object.
- ▶ **Note:** it is not possible to use non-static properties in static methods.
- ▶ **Example:**

```
class MyClass {  
    public $myProperty;  
    function aMethod () {  
        echo $this->myProperty;  
    }  
}  
  
$e = new MyClass();  
$e->aMethod();
```

## Type hinting

- ▶ It is important to check that correct object is passed to a function.
- ▶ In case of primitive types recall the functions `is_int()`, `is_string()`, and the like.
- ▶ When it comes to arrays and classes, you can use `array` keyword or a class name before a parameter name.

- ▶ **Example:**

```
function myFunc(array $a) {  
    echo $a[1];  
}  
function drive(Car $c) {  
    $c->startEngine();  
}
```

# Inheritance

- ▶ To create a child class based on a parent class, use the `extends` keyword.

- ▶ **Example:**

```
class Shape {}  
class Circle extends Shape {}
```

- ▶ To prevent inheritance, use `final` keyword before a class or method definition.

- ▶ **Example:**

```
final class Shape {}  
class Circle extends Shape {} // error
```

## Inheritance (ctd.)

- ▶ To call methods from parent class in child class use `parent::` construct followed by a method name.

- ▶ Example

```
class Fruit {  
    function consume() {}  
}  
class Ananas extends Fruit {  
    function consume() {  
        $this->peel();  
        parent::consume();  
    }  
}
```

# Interfaces

- ▶ PHP allows to create abstract classes and interfaces as well.
- ▶ Interfaces cannot contain property definitions and method implementations, while abstract classes can.
- ▶ To do multiple inheritance, use `implements` keyword and list the interfaces to implement.

- ▶ **Example:**

```
abstract class Editor {}  
interface Editable {}  
interface Scrollable {}  
class Text extends Editor  
    implements Editable, Scrollable {}
```

## Constructor and destructor

- ▶ To create a constructor, simply add a method with the special name `__construct()` (**two underscores**).
- ▶ In the same way, for a destructor add a method with the name `__destruct()`.
- ▶ Constructor can have parameters as well, but not destructor.
- ▶ **Note:** constructor overloading is not possible in PHP.



## Advanced Techniques

## Loading files

- ▶ It is a common practice to define classes in its own `.php` files.
- ▶ It is also useful to define common functions in a separate `.php` file and use it in every document, where necessary.
- ▶ To load other script files into a document there are functions:  
`include()`, `require()`, `include_once()`, and `require_once()`.

## Loading files (ctd.)

- ▶ All these functions are similar, but there are important differences.
- ▶ `require()` gives an error message if file not found or does not have proper permissions, while `include()` gives just a warning.
- ▶ If the same function is included twice accidentally, then error message is generated.
- ▶ `include_once()` and `require_once()` functions solve this problem simply ignoring file content if it is already loaded.

# Serialization

- ▶ PHP provides functions to store (load) an object state on (from) hard drive or database.
- ▶ `serialize()` converts an object state into a string of text.
- ▶ `unserialize()` takes a string created by `serialize()` and turns it back into a usable object.

## Determining object type

- ▶ To find out the class of an object, use `get_class()` function.
- ▶ Disadvantage of this function is that it cannot determine whether object is descended from a given class.
- ▶ For this purpose there is `instanceof` operator.
- ▶ **Example:**

```
if (get_class($object) == "ClassName") {}  
if ($object instanceof ClassName) {}
```

## Laboratory Work

## Exercises

- ▶ Write a `Calculator` class that can store two values, then add them, subtract them, multiply them together, or divide them on request.
- ▶ Create another class, `CalcAdvanced`, that extends (inherits from) the `Calculator` class and has additional operations like `pow()`, `sqrt()`, and `exp()`.
- ▶ Create an HTML form that makes use of these classes.

## Discussion?!