

COMP284 Scripting Languages
Lecture 9: PHP (Part 1)
Handouts

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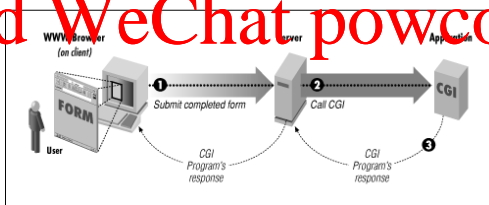
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Common Gateway Interface — CGI

The **Common Gateway Interface** (CGI) is a standard method for web servers to use external applications, a **CGI program**, to dynamically generate web pages

- 1 A **web client** generates a **client request**, for example, from a HTML form, and sends it to a **web server**
- 2 The **web server** selects a **CGI program** to handle the request, converts the **client request** to a **CGI request**, executes the program
- 3 The **CGI program** then processes the **CGI request** and the server passes the **program's response** back to the client



Disadvantages of CGI/Perl

- A distinction is made between **static web pages** and **dynamic web pages** created by an external program
 - Using Perl scripting it is difficult to add 'a little bit' of dynamic content to a web page
 - can be alleviated to some extent by using **here documents**
 - Use of an external program requires
 - starting a separate process every time an external program is requested
 - exchanging data between web server and external program
- ↪ resource-intensive

If our main interest is the creation of **dynamic web pages**, then the **scripting language** we use

- should integrate well with HTML
- should not require a web server to execute an external program

PHP

- PHP is (now) a recursive acronym for **PHP: Hypertext Preprocessor**
- Development started in 1994 by Rasmus Lerdorf
- Originally designed as a tool for tracking visitors at Lerdorf's website
- Developed into full-featured, scripting language for **server-side web programming**
- Inherits a lot of the syntax and features from **Perl**
- Easy-to-use interface to databases
- **Free, open-source**
- Probably the most **widely used** server-side web programming language
- Negatives: Inconsistent, muddled API; no scalar objects

The departmental web server uses PHP 5.6.25 (released August 2014)
PHP 7 was released in December 2015 (PHP 6 was never released)

PHP processing

- **Server plug-ins** exist for various web servers
 - ↪ avoids the need to execute an external program
- **PHP code is embedded into HTML pages** using tags
 - ↪ static web pages can easily be turned into dynamic ones

PHP satisfies the criteria we had for a good **web scripting language**

Processing proceeds as follows:

- 1 The web server receives a **client request**
- 2 The web server recognizes that the **client request** is for a HTML page containing **PHP code**
- 3 The server executes the **PHP code**, substitutes output into the HTML page, the resulting page is then send to the client

As in the case of **Perl**, the client never sees the **PHP code**, only the HTML web page that is produced

PHP: Applications

- Applications written using PHP

- [activeCollab](#) – Project Collaboration Software

<http://www.activecollab.com/>

- [Drupal](#) – Content Management System (CMS)

<http://drupal.org/home>

- [Magento](#) – eCommerce platform

<http://www.magentocommerce.com>

- [MediaWiki](#) – Wiki software

<http://www.mediawiki.org/wiki/MediaWiki>

- [Moodle](#) – Virtual Learning Environment (VLE)

<http://moodle.org>

- [Sugar](#) – Customer Relationship Management (CRM) platform

<http://www.sugarcrm.com/crm/>

- [WordPress](#) – Blogging tool and CMS

<http://wordpress.org/>

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PHP: Websites

- Websites using PHP:

- [Delicious](#) – social bookmarking

<http://delicious.com/>

- [Digg](#) – social news website

<http://digg.com>

- [Facebook](#) – social networking

<http://www.facebook.com>

- [Flickr](#) – photo sharing

<http://www.flickr.com>

- [Frienster](#) – social gaming

<http://www.frienster.com>

- [SourceForge](#) – web-based source code repository

<http://sourceforge.net/>

- [Wikipedia](#) – collaboratively built encyclopedia

<http://www.wikipedia.org>

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Recommended texts

- R. Nixon:

[Learning PHP, MySQL, and JavaScript](#)

O'Reilly, 2009.

Harold Cohen Library: 518.561.N73 or e-book
(or later editions of this book)

- M. Achour, F. Betz, A. Dovgal, N. Lopes,
H. Magnusson, G. Richter, D. Seguy, J. Vrana, et al.:
[PHP Manual](#).

PHP Documentation Group, 2018.

<http://www.php.net/manual/en/index.php>

PHP: Hello World!

```
1 <html>
2 <head><title>Hello World</title></head>
3 <body>
4 <p>Our first PHP script.</p>
5 <?php
6     print ("<p><b>Hello World!</b></p>\n");
7 ?>
8 </body></html>
```

- PHP code is enclosed between `<?php` and `?>`
- File must be stored in a directory accessible by the web server, for example `$HOME/public_html` and be readable by the web server
- File name must have the extension `.php`, e.g. `hello_world.php`



PHP: Hello World!

Since version 4.3.0, PHP also has a [command line interface](#)

```
1 #!/usr/bin/php
2 <?php
3 /* Author: Ulrich Hustadt
4    A "Hello World" PHP script. */
5 print ("Hello World!\n");
6 // single-line comment
7 ?>
```

- PHP code still needs to be enclosed between `<?php` and `?>`

- Code must be stored in an executable file

- File name does not need to have any particular format

→ PHP can be used as [scripting language](#) outside a web programming context

Output:

Hello World!

PHP: Hello World!

```
<html>
<head><title>Hello World</title></head>
<body><p>Our first PHP script</p>
<?php
    print("<p><b>Hello World!</b></p>\n");
?>
</body></html>
```

- Can also be executed using

```
php filename
```

- File does not need to be executable, only readable for the user

Output:

```
<html>
<head><title>Hello World</title></head>
<body><p>Our first PHP script</p>
<p><b>Hello World!</b></p>
</body></html>
```

PHP scripts

- **PHP scripts** are typically embedded into HTML documents and are enclosed between `<?php` and `?>` tags

A **PHP script** consists of one or more **statements** and **comments**

~ there is no need for a main function (or classes)

- **Statements** end in a semi-colon
- Whitespace before and in between statements is irrelevant
(This does not mean it's irrelevant to someone reading your code)
- **One-line comments** start with `//` or `#` and run to the end of the line or `?>`
- **Multi-line comments** are enclosed in `/*` and `*/`

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Types

PHP has eight **primitive types**

• Four **scalar types**:

- [bool](#) – booleans
- [int](#) – integers
- [float](#) – floating-point numbers
- [string](#) – strings

• Two **compound types**:

- [array](#) – arrays
- [object](#) – objects

• Two **special types**:

- [resource](#)
- [NULL](#)

- Integers, floating-point numbers, and strings do not differ significantly from the corresponding **Perl scalars**, including the peculiarities of **single-quoted** versus **double-quoted strings**
- In contrast to Perl, PHP does distinguish between different types including between the four scalar types

Variables

- All **PHP variable names** start with \$ followed by a **PHP identifier**
- A **PHP identifier** consists of letters, digits, and underscores, but cannot start with a digit
PHP identifiers are case sensitive
- In PHP, a **variable** does **not** have to be **declared** before it can be used
- A **variable** also does **not** have to be **initialised** before it can be used, although **initialisation** is a good idea
- **Uninitialized variables** have a **default value** of their type depending on the context in which they are used

Type	Default	Type	Default
<u>bool</u>	FALSE	<u>string</u>	empty string
<u>int</u> / <u>float</u>	0	<u>array</u>	empty array

If there is no context, then the default value is NULL

Assignments

- Just like Java and Perl, PHP uses the equality sign = for assignments

```
$student_id = 200846369;
```

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- The value of an assignment expression is the value assigned

```
$b = ($a = 0) + 1;
```

```
// $a has value 0
```

```
// $b has value 1
```

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Binary assignments

PHP also supports the standard **binary assignment** operators:

Binary assignment	Equivalent assignment
<code>\$a += \$b</code>	<code>\$a = \$a + \$b</code>
<code>\$a -= \$b</code>	<code>\$a = \$a - \$b</code>
<code>\$a *= \$b</code>	<code>\$a = \$a * \$b</code>
<code>\$a /= \$b</code>	<code>\$a = \$a / \$b</code>
<code>\$a %= \$b</code>	<code>\$a = \$a % \$b</code>
<code>\$a **= \$b</code>	<code>\$a = \$a ** \$b</code>
<code>\$a .= \$b</code>	<code>\$a = \$a . \$b</code>

Example.

```
// Convert Fahrenheit to Celsius:
// Subtract 32, then multiply by 5, then divide by 9
$temperature = 105;           // temperature in Fahrenheit
$temperature -= 32;
$temperature *= 5/9;          // converted to Celsius
```

Constants

- `bool define(string, expr [, case_insensitive])`

- defines a constant that is globally accessible within a script

string should be a string consisting of a PHP identifier (preferably all upper-case)

The PHP identifier is the *name* of the constant

- *expr* is an expression that should evaluate to a scalar value
- *case_insensitive* is an optional boolean argument indicating whether the name of the constant is case-insensitive (default is FALSE)
- returns TRUE on success or FALSE on failure

```
define("PI", 3.14159);  
define("SPEED_OF_LIGHT", 299792458, true);
```

Constants

- To use a constant we simply use its **name**

```
define("PI", 3.14159);  
define("SPEED_OF_LIGHT", 299792458, true);  
$circumference = PI * $diameter;  
$distance      = speed_of_light * $time;
```

- Caveat: PHP does **not** resolve **constants** within **double-quoted strings**
(or [here document](https://powcoder.com) s)

```
print "1 - Value of PI: PI\n";  
print "2 - Value of PI: ".PI."\n";
```

```
1 - Value of PI: PI  
2 - Value of PI: 3.14159
```

Values, Variables and Types

PHP provides several functions that explore the type of an expression:

<code>string</code> <code>gettype(<i>expr</i>)</code>	returns the type of <i>expr</i> as string
<code>bool</code> <code>is_type(<i>expr</i>, <i>type</i>)</code>	checks whether <i>expr</i> is of type <i>type</i>
<code>void</code> <code>var_dump(<i>expr</i>)</code>	displays structured information about <i>expr</i> that includes its type and value

```
<?php print "Type of 23:  ".gettype(23)."\n";
print "Type of 23.0: ".gettype(23.0)."\n";
print "Type of \"23\": ".gettype("23")."\n";
```

```
if (is_int(23)) { echo "23 is an integer\n"; }
else { echo "23 is not an integer\n"; }
```

```
?>
```

```
Type of 23:  integer
Type of 23.0: double
Type of "23": string
23 is an integer
```

Type juggling and Type casting

- PHP **automatically converts** a value to the appropriate **type** as required by the operation applied to the value (**type juggling**)

`"worlds" * 3` \rightsquigarrow `"2worlds"`
`"2" * 3` \rightsquigarrow `6`
`"1.23e2" + 0` \rightsquigarrow `123`
`"hello" * 3` \rightsquigarrow `0`
`"10hello5" + 5` \rightsquigarrow `15`

- PHP also supports explicit **type casting** via (*type*)

<code>(int) "12"</code>	\rightsquigarrow	<code>12</code>	<code>(bool) "0"</code>	\rightsquigarrow	<code>FALSE</code>
<code>(int) "1.23e2"</code>	\rightsquigarrow	<code>1</code>	<code>(bool) "foo"</code>	\rightsquigarrow	<code>TRUE</code>
<code>(int) ("1.23e2" + 0)</code>	\rightsquigarrow	<code>123</code>	<code>(float) "1.23e2"</code>	\rightsquigarrow	<code>123</code>
<code>(int) "10hello5"</code>	\rightsquigarrow	<code>10</code>			
<code>(int) 10.5</code>	\rightsquigarrow	<code>10</code>			
<code>(array) "foo"</code>	\rightsquigarrow	<code>array(0 => "foo")</code>			

Comparison operators

Type juggling also plays a role in the way PHP comparison operators work:

<code>expr1 == expr2</code>	Equal	TRUE iff <code>expr1</code> is equal to <code>expr2</code> after type juggling
<code>expr1 != expr2</code>	Not equal	TRUE iff <code>expr1</code> is not equal to <code>expr2</code> after type juggling
<code>expr1 <> expr2</code>	Not equal	TRUE iff <code>expr1</code> is not equal to <code>expr2</code> after type juggling
<code>expr1 === expr2</code>	Identical	TRUE iff <code>expr1</code> is equal to <code>expr2</code> , and they are of the same type
<code>expr1 !== expr2</code>	Not identical	TRUE iff <code>expr1</code> is not equal to <code>expr2</code> , or they are not of the same type

Note: For `==`, `!=`, and `<>`, numerical strings are converted to numbers and compared numerically

"123" == 123	~>	TRUE
"123" != 123	~>	FALSE
"1.23e2" == 123	~>	TRUE
"1.23e2" == "12.3e1"	~>	TRUE
5 == TRUE	~>	TRUE

"123" === 123	~>	FALSE
"123" !== 123	~>	TRUE
1.23e2 === 123	~>	FALSE
"1.23e2" === "12.3e1"	~>	FALSE
5 === TRUE	~>	FALSE

Comparison operators

Type juggling also plays a role in the way PHP comparison operators work:

$expr1 < expr2$	Less than	TRUE iff $expr1$ is strictly less than $expr2$ after type juggling
$expr1 > expr2$	Greater than	TRUE iff $expr1$ is strictly greater than $expr2$ after type juggling
$expr1 <= expr2$	Less than or equal to	TRUE iff $expr1$ is less than or equal to $expr2$ after type juggling
$expr1 >= expr2$	Greater than or equal to	TRUE iff $expr1$ is greater than or equal to $expr2$ after type juggling

'35.5' > 35	~	TRUE	'35.5' >= 35	~	TRUE
'ABD' > 'ABC'	~	TRUE	'ABD' >= 'ABC'	~	TRUE
'1.23e2' > '12.3e1'	~	FALSE	'1.23e2' >= '12.3e1'	~	TRUE
"F1" < "G0"	~	TRUE	"F1" <= "G0"	~	TRUE
TRUE > FALSE	~	TRUE	TRUE >= FALSE	~	TRUE
5 > TRUE	~	FALSE	5 >= TRUE	~	TRUE

Revision

Read

- Chapter 3: Introduction to PHP of

R. Nixon:

Learning PHP, MySQL, and JavaScript.

O'Reilly, 2009.

Also read

- <http://uk.php.net/manual/en/language.types.intro.php>
- <http://uk.php.net/manual/en/language.types.type-juggling.php>
- <http://uk.php.net/manual/en/language.operators.comparison.php>
- <http://uk.php.net/manual/en/types.comparisons.php>

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