

COMP284 Scripting Languages
Lecture 11: FHP (Part 3)
Handouts

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NULL

- `NULL` is both a `special type` and a `value`

- `NULL` is the only value of type `NULL`

and the name of this constant is case-insensitive

- A `variable` has both type `NULL` and value `NULL` in the following three situations:

- ① The variable has not yet been assigned a value (not equal to `NULL`)
- ② The variable has been assigned the value `NULL`
- ③ The variable has been `unset` using the `unset` operation

- There are a variety of functions that can be used to test whether a variable is `NULL` including:

- `bool isset($variable)`

`TRUE` iff `$variable` exists and does not have value `NULL`

- `bool is_null(expr)`

`TRUE` iff `expr` is identical to `NULL`

NULL

Warning: Using `NULL` with `==` may lead to counter-intuitive results

```
$d = array();  
echo var_dump($d);  
array(0) {  
}  
  
echo 'is_null($d):', (is_null($d)) ? "TRUE\n": "FALSE\n";  
is_null($d): FALSE  
echo '$d===null:', ($d === null) ? "TRUE\n": "FALSE\n";  
$d === null: FALSE  
  
echo '$d==null:', ($d == null) ? "TRUE\n": "FALSE\n";  
$d == null: TRUE
```

Type juggling means that an empty array is (loosely) equal to `NULL` but not identical (strictly equal) to `NULL`

Resources

A **resource** is a reference to an external resource and corresponds to a Perl **filehandle**

resource **filepath** (**filename** **mode**)

Returns a file pointer resource for **filename** access using **mode** on success, or **FALSE** on error

Mode	Operation	Create	Truncate
'r'	read file		
'r+'	read/write file		
'w'	write file	yes	yes
'w+'	read/write file	yes	yes
'a'	append file	yes	
'a+'	read/append file	yes	
'x'	write file	yes	
'x+'	read/write file	yes	

See <http://www.php.net/manual/en/resource.php> for further details

Resources

- `bool fclose(resource)`

- Closes the resource

Returns TRUE on success

- `string fgets(resource [, length])`

- Returns a line read from `resource` and returns FALSE if there is no more data to be read

- With optional argument `length`, reading ends when `length - 1` bytes have been read, or a newline or on EOF (whichever comes first)

- `string fread(resource, length)`

- Returns `length` characters read from `resource`

```
$handle = fopen('somefile.txt', 'r');  
while ($line = fgets($handle)) {  
    // processing the line of the file  
}  
fclose($handle);
```

Resources

- `int fwrite(resource, string [, length])`

- Writes a string to a resource

If *length* is given, writing stops after *length* bytes have been written or the end of string is reached, whichever comes first

- `int fprintf(resource, format, arg1, arg2, ...)`

- Writes a list of arguments to a resource in the given format

- Identical to `fprintf` with output to *resource*

- `int vfprintf(resource, format, array)`

- Writes the elements of an array to a resource in the given format

- Identical to `vfprintf` with output to *resource*

```
$handle = fopen('somefile.txt', 'w');
fwrite($handle, "Hello World!".PHP_EOL); // 'logical newline'
fclose($handle);
```

In contrast to Perl, in PHP `\n` always represents the character with ASCII code 10 not the platform dependent newline \leadsto use `PHP_EOL` instead

Control structures: conditional statements

The general format of **conditional statements** is very similar but not identical to that in Java and Perl:

```
if (condition) {  
    statements  
}  
elseif (condition) {  
    statements  
}  
else {  
    statements  
}
```

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- the **elseif-clauses** is optional and there can be more than one
Note: **elseif** instead of **elsif**!
- the **else-clause** is optional but there can be at most one
- in contrast to Perl, the **curly brackets** can be omitted if there is only a **single statement** in a clause

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Control structures: conditional statements/expressions

- PHP allows to replace curly brackets with a colon : combined with an `endif` at the end of the statement:

```
if (condition):  
    statements  
elseif (condition):  
    statements  
else:  
    statements  
endif
```

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This also works for the `switch statement` in PHP

However, this syntax becomes difficult to parse when nested conditional statements are used and is best avoided

- PHP also supports conditional expressions

```
condition ? if_true_expr : if_false_expr
```

Control structures: switch statement

A `switch statement` in PHP takes the following form

```
switch (expr) {  
    case expr1:  
        statements  
        break;  
    case expr2:  
        statements  
        break;  
    default:  
        statements  
        break;  
}
```

- there can be arbitrarily many `case`-clauses
- the `default`-clause is optional but there can be at most one
- `expr` is evaluated only once and then compared to `expr1`, `expr2`, etc using (loose) equality `==`
- once two expressions are found to be equal the corresponding clause is executed
- if none of `expr1`, `expr2`, etc are equal to `expr`, then the `default`-clause will be executed
- `break` 'breaks out' of the switch statement
- if a clause does not contain a `break` command, then execution moves to the next clause

Control structures: switch statement

Example:

```
switch ($command) {  
  case "North":  
    $y += 1; break;  
  case "South":  
    $y -= 1; break;  
  case "West":  
    $x -= 1; break;  
  case "East":  
    $x += 1; break;  
  case "Search":  
    if ($x = 5) && ($y = 3)  
      echo "Found a treasure\n";  
    else  
      echo "Nothing here\n";  
    break;  
  default:  
    echo "Not a valid command\n"; break;  
}
```

Control structures: switch statement

Not every `case`-clause needs to have associated statements

Example:

```
switch ($month) {  
  case 1:      case 3:      case 5:      case 7:  
  case 8:      case 10:     case 12:  
    $days = 31;  
    break;  
  case 4:      case 6:      case 9:      case 11:  
    $days = 30;  
    break;  
  case 2:  
    $days = 28;  
    break;  
  default:  
    $days = 0;  
    break;  
}
```

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Control structures: while- and do while-loops

- PHP offers **while-loops** and **do while-loops**

```
while (condition) {  
    statements  
}
```

```
do {  
    statements  
} while (condition);
```

- As usual, **curly brackets** can be omitted if the loop consists of only one statement

Example.

```
// Compute the factorial of $number  
$factorial = 1;  
do {  
    $factorial *= $number--;  
} while ($number > 0);
```

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Control structures: for-loops

- for-loops in PHP take the form

```
for (initialisation; test; increment) {  
    statements  
}
```

Again, the curly brackets are **not** required if the body of the loop only consists of a single statement.

- In PHP *initialisation* and *increment* can consist of more than one statement, separated by commas instead of semicolons

Example:

```
for ($i = 3, $j = 3; $j >= 0; $i++, $j--)  
    echo "$i_-$j_-$", $i*$j, "\n";
```

```
3 - 3 - 9  
4 - 2 - 8  
5 - 1 - 5  
6 - 0 - 0
```

Control structures: break and continue

- The **break** command can also be used in while-, do while-, and for-loops and discontinues the execution of the loop

```
while ($value = array_shift($data)) {  
    $written = fwrite($resource,$value);  
    if (!$written) break;  
}
```

- The **continue** command stops the execution of the current iteration of a loop and moves the execution to the next iteration

```
for ($x = -2; $x <= 2; $x++) {  
    if ($x == 0) continue;  
    printf("10 / %2d = %3d\n", $x, (10/$x));  
}
```

```
10 / -2 = -5  
10 / -1 = -10  
10 / 1 = 10  
10 / 2 = 5
```

Functions

Functions are defined as follows in PHP:

```
function identifier($param1, &$param2, ...) {  
    statements  
}
```

- Functions can be placed anywhere in a PHP script but preferably they should all be placed at start of the script (or at the end of the script)
- Function names are case-insensitive
- The function name must be followed by parentheses
- A function has zero, one, or more parameters that are variables
- Parameters can be given a default value using
`$param = const_expr`
- When using default values, any defaults must be on the right side of any parameters without defaults

Functions

Functions are defined as follows in PHP:

```
function identifier($param1, &$param2, ...) {  
    statements  
}
```

- The return statement

~~return value~~

can be used to terminate the execution of a function and to make *value* the return value of the function

- The return value does not have to be scalar value
- A function can contain more than one return statement
- Different return statements can return values of different types

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Calling a function

A function is **called** by using the function name followed by a list of **arguments** in parentheses

```
function identifier($param1, &$param2, ...) {  
    ...  
}  
... identifier(arg1, arg2, ...) ...
```

- The list of arguments can be shorter as well as longer as the list of parameters
- If it is shorter, then **default values** must have been specified for the parameters without corresponding arguments

Example:

```
function sum($num1,$num2) {  
    return $num1+$num2;  
}  
echo "sum:␣",sum(5,4),"␣\n";  
$sum = sum(3,2);
```

Variables

PHP distinguishes three categories of variables:

- **Local variables** are only accessible in the part of the code in which they are introduced
- **Global variables** are accessible everywhere in the code
- **Static variables** are local variables within a function that retain their value between separate calls of the function

By default, variables in PHP are **local** but not static
(Variables in Perl are by default global)

PHP functions: Example

```
function bubble_sort($array) {  
    // $array, $size, $i, $j are all local  
    if (!is_array($array))  
        trigger_error('Argument not an array\n', E_USER_ERROR);  
    $size = count($array);  
    for ($i=0; $i<$size; $i++) {  
        for ($j=0; $j<$size-1-$i; $j++) {  
            if ($array[$j+1] > $array[$j]) {  
                swap($array, $j, $j+1);  
            }  
        }  
    }  
    return $array;  
}  
  
function swap(&$array, $i, $j) {  
    // swap expects a reference (to an array)  
    $tmp = $array[$i];  
    $array[$i] = $array[$j];  
    $array[$j] = $tmp;  
}
```

PHP functions: Example

```
function bubble_sort($array) {  
    ... swap($array, $j, $j+1); ...  
    return $array;  
}
```

```
function swap(&$array, $i, $j) {  
    $tmp = $array[$i];  
    $array[$i] = $array[$j];  
    $array[$j] = $tmp;  
}
```

```
$array = array(2,4,3,9,6,8,5,1);  
echo "Before sorting ", join(" ", $array), "\n";  
$sorted = bubble_sort($array);  
echo "After sorting  ", join(" ", $array), "\n";  
echo "Sorted array   ", join(" ", $sorted), "\n";
```

```
Before sorting 2, 4, 3, 9, 6, 8, 5, 1  
After sorting 2, 4, 3, 9, 6, 8, 5, 1  
Sorted array 1, 2, 3, 4, 5, 6, 8, 9
```

Functions and global variables

- A variable is declared to be **global** using the keyword **global**

```
function echo_x($x) {  
    echo $x, " ";  
    global $x;  
    echo $x;  
}
```

```
$x = 5; // this is a global variable called $x  
echo_x(10); // prints first '10', then '5'
```

- ~ an otherwise **local** variable is made accessible outside its normal scope using **global**
- ~ all **global** variables with the same name refer to the same storage location/data structure
- ~ an **unset** operation removes a specific variable, but leaves other (global) variables with the same name unchanged

PHP functions and Global variables

```
function modify_or_destroy_var($arg) {  
    global $x, $y;  
    if (is_bool($arg) && !$arg) { $x = $x * $y; }  
    if (is_bool($arg) && $arg) { unset($x); echo $x; }  
}
```

```
$x = 2; $y = 3; $z = 4;
```

```
echo "1: \$x = $x, \$y = $y, \$z = $z\n";
```

```
1: $x = 2, $y = 3, $z = 4
```

```
unset($z);
```

```
echo "2: \$x = $x, \$y = $y, \$z = $z\n";
```

PHP Notice: Undefined variable: z in script on line 9

```
2: $x = 2, $y = 3, $z =
```

```
modify_or_destroy_var(false);
```

```
echo "3: \$x = $x, \$y = $y\n";
```

```
3: $x = 6, $y = 3
```

```
modify_or_destroy_var(true);
```

```
echo "4: \$x = $x, \$y = $y\n";
```

PHP Notice: Undefined variable: x in script on line 4

```
4: $x = 6, $y = 3
```

PHP functions and Static variables

- A variable is declared to be `static` using the keyword `static` and should be combined with the assignment of an initial value (initialisation)

```
function counter() { static $count = 0; return $count++; }
```

→ `static` variables are initialised only once

```
1 function counter() { static $count = 0; return $count++; }
2 $count = 5;
3 echo "1: global \$count = $count\n";
4 echo "2: static \$count = ", counter(), "\n";
5 echo "3: static \$count = ", counter(), "\n";
6 echo "4: global \$count = $count\n";
```

```
1: global $count = 5
2: static $count = 0
3: static $count = 1
4: global $count = 5
```


Functions and HTML

- It is possible to include **HTML markup** in the body of a function definition

The **HTML markup** can in turn contain **PHP scripts**

- A call of the function will execute the PHP scripts, insert the output into the HTML markup, then output the resulting HTML markup

```
<?php
function print_form($fn, $ln) {
?>
<form action="process_form.php" method=POST">
<label>First Name: <input type="text" name="f" value="<?php echo $fn?>"></label><br>
<label>Last Name<b>*</b>:<input type="text" name="l" value="<?php echo $ln?>"></label><br>
<input type="submit" name="submit" value="Submit"> <input type=reset>
</form>
<?php
}
print_form("Ullrich","Hustadt");
?>
```

```
<form action="process_form.php" method=POST">
<label>First Name: <input type="text" name="f" value="Ullrich"></label><br>
<label>Last Name<b>*</b>:<input type="text" name="l" value="Hustadt"></label><br>
<input type="submit" name="submit" value="Submit"> <input type=reset>
</form>
```

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Functions with variable number of arguments

The number of arguments in a function call is allowed to exceed the number of its parameters

the parameter list only specifies the minimum number of arguments

- `int func_num_args()`

returns the number of arguments passed to a function

- `mixed func_get_arg(arg_num)`

returns the specified argument, or FALSE on error

- `array func_get_args()`

returns an array with copies of the arguments passed to a function

```
function sum() { // no minimum number of arguments
    if (func_num_args() < 1) return null;
    $sum = 0;
    foreach (func_get_args() as $value) { $sum += $value; }
    return $sum;
}
```

Including and requiring files

- It is often convenient to build up **libraries** of function definitions, stored in one or more files, that are then reused in PHP scripts
- PHP provides the commands `include`, `include_once`, `require`, and `require_once` to incorporate the content of a file into a PHP script

```
include 'mylibrary.php';
```

- PHP code in a library file must be enclosed within a PHP start tag `<?php` and an end PHP tag `?>`
- The incorporated content inherits the scope of the line in which an `include` command occurs
- If no absolute or relative path is specified, PHP will search for the file
 - first, in the directories in the `include_path`
 - second, in the script's directory
 - third, in the current working directory

Including and requiring files

- Several `include` or `require` commands for the same library file results in the file being incorporated several times
 - defining a function more than once results in an error
- Several `include_once` or `require_once` commands for the same library file results in the file being incorporated only once
- If a library file requested by `include` and `include_once` cannot be found, PHP generates a `warning` but continues the execution of the requesting script
- If a library file requested by `require` and `require_once` cannot be found, PHP generates a `error` and stops execution of the requesting script

PHP Libraries: Example

mylibrary.php

```
<?php
function bubble_sort($array) {
    ... swap($array, $j, $j+1); ...
    return $array;
}

function swap(&$array, $i, $j) {
    ...
}
?>
```

example.php

```
<?php
require_once 'mylibrary.php';
$array = array(2,4,3,9,6,8,5,1);
$sorted = bubble_sort($array);
?>
```

Revision

Read

- Chapter 4: Expressions and Control Flow in PHP
- Chapter 5: PHP Functions and Objects
- Chapter 7: Practical PHP

of

R. Nixon:

Learning PHP, MySQL, and JavaScript.

O'Reilly, 2009.

- <http://uk.php.net/manual/en/language.control-structures.php>
- <http://uk.php.net/manual/en/language.functions.php>
- <http://uk.php.net/manual/en/function.include.php>
- <http://uk.php.net/manual/en/function.include-once.php>
- <http://uk.php.net/manual/en/function.require.php>
- <http://uk.php.net/manual/en/function.require-once.php>