

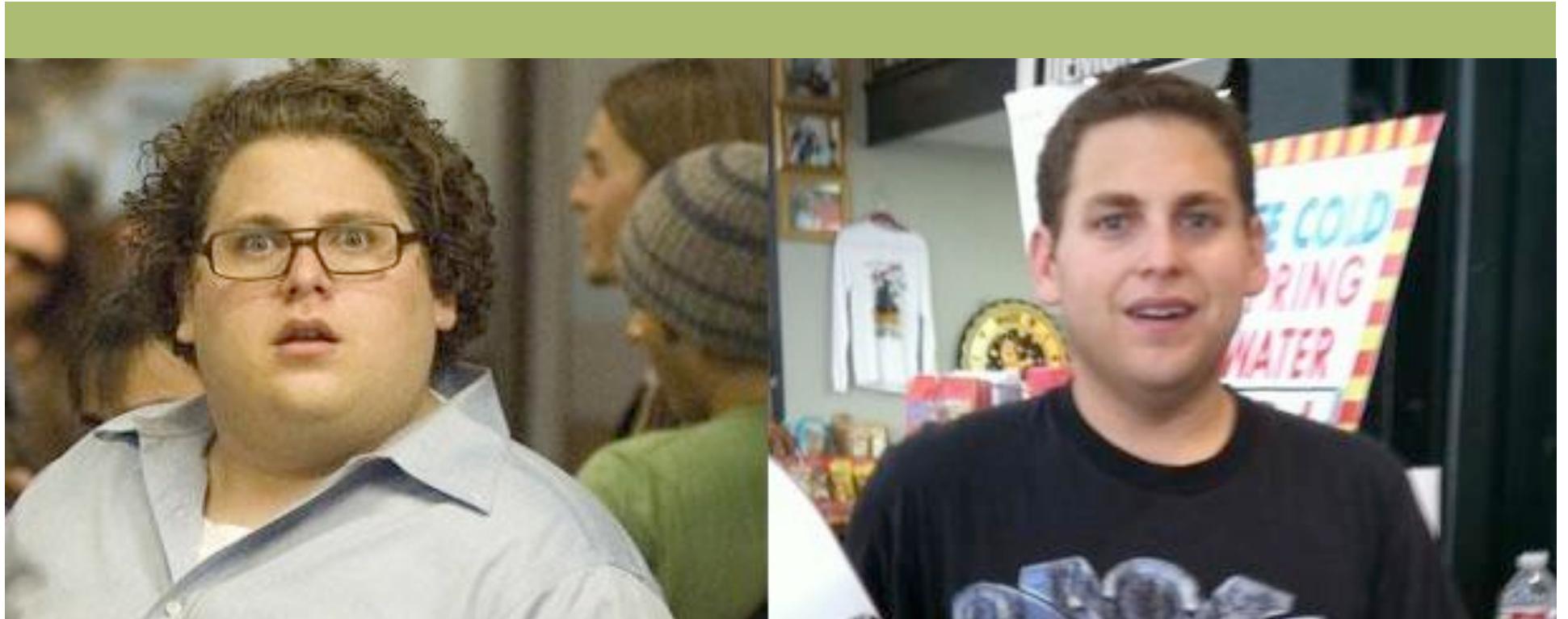
# Introduction to Ajax

---

Making Ajax calls at the lowest possible level

Remember that the web is a thin-client technology

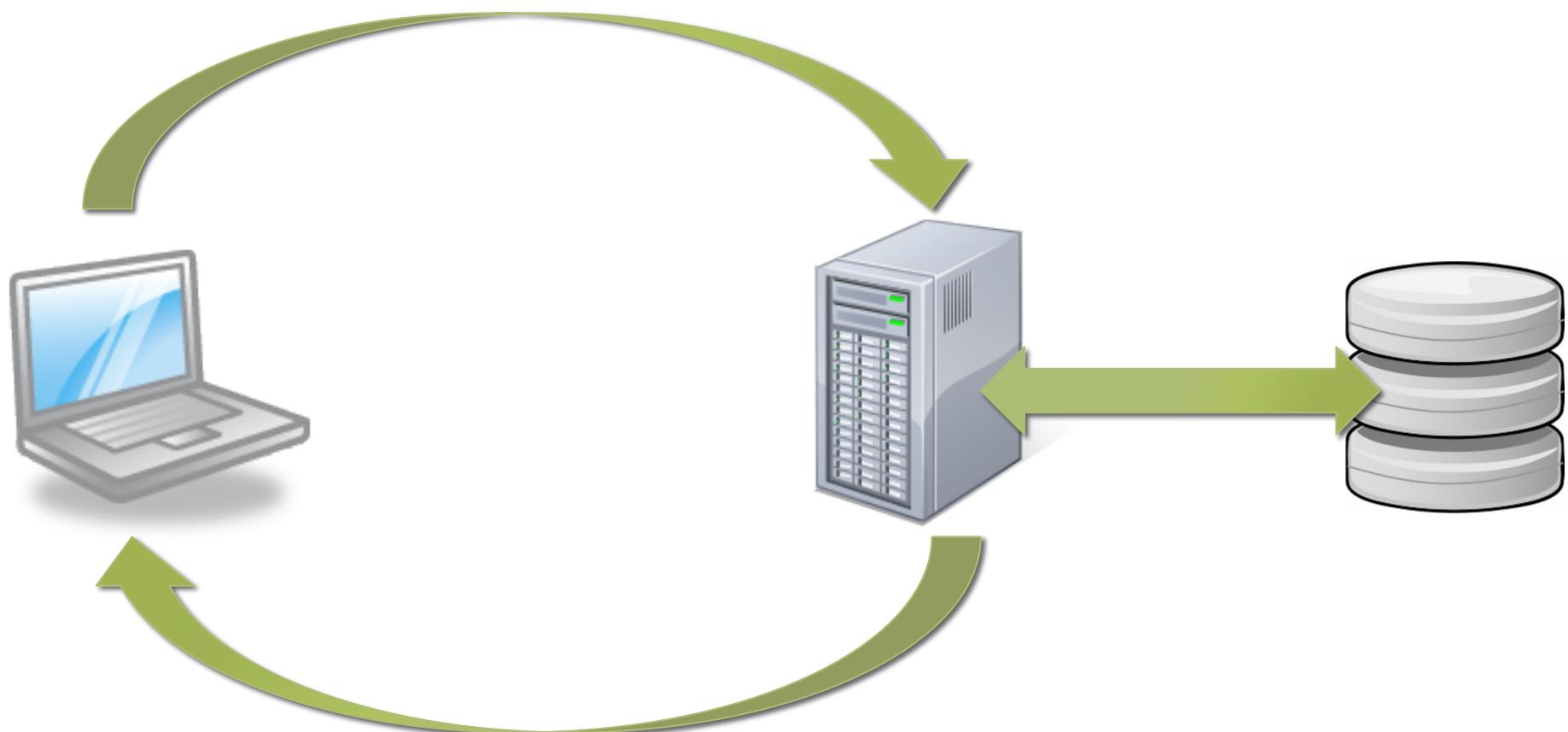




The history of server-side processing is like a yo-yo dieter.



So we clearly need some way to tell the server we want to send data to it and a way to receive data from it.



# If only we could send a request while the page remains loaded and displayed

- Precondition – a page is loaded
  1. The page sends a request for some data
  2. The page listens for a response while the user continues to work (multithreading)
  3. The page receives a response
  4. It runs a callback function which usually processes the data and injects it into the DOM
- Postcondition – the same page is loaded but has new data

So we use JavaScript to send an XML  
request asynchronously and process the  
XML response

We call this technology ...

JXAA!

No, wait ...

Ajax

# Here's how Ajax works

1. Browser requests a page



2. Server responds with that page



3. Browser renders the page

# Here's how Ajax works

4. An Ajax call  
requests *data*  
(maybe sending  
some data)



5. Server  
processes  
the request  
&  
responds  
with more  
*data*



6. Ajax callback  
function fires,  
processing the  
server's response

# The key is the XMLHttpRequest\* object

Methods	Properties	Events
open(httpMethod, url, async)	readyState	onreadystatechange
setRequestHeader(header, value)	status	
send(string)	statusText	
getResponseHeader(header)	responseText	
abort()	responseXML	

\*The XMLHttpRequest object is often abbreviated "xhr"

# The open() method prepares the Ajax call

```
xhr.open(httpMethod, url, async)
```

- where
  - httpMethod = "GET" or "POST" or "PUT" or "DELETE"
  - url = address we're hitting
  - async = true for asynchronous (default is true)



# send() instructs the system to make the actual call

- send() usually has no arguments

```
xhr.send();
```

- You can pass in form/querystring data using send ...

```
xhr.send('Artist=CeeLo');
```

The word "SEND" is written in a large, bold, blue font. The letters are slightly blurred, giving them a sense of motion or being transmitted. This visual metaphor represents the action of sending data via an XMLHttpRequest.

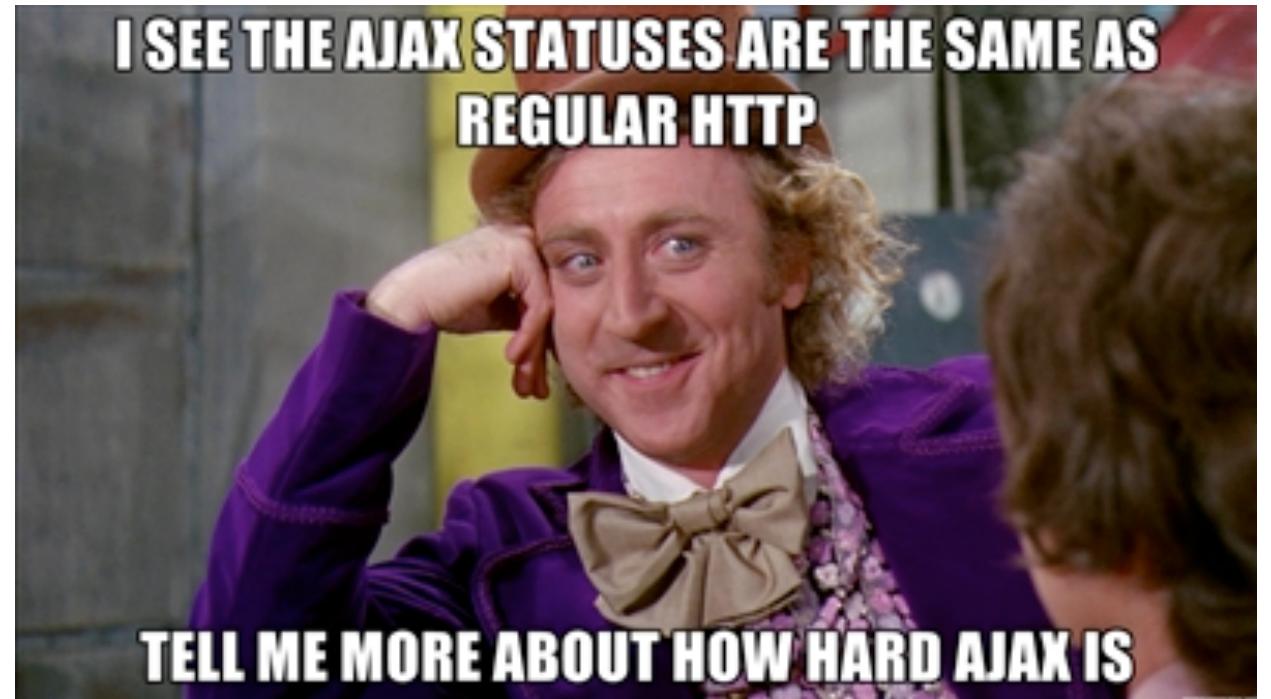
# Are we ready? readyState knows!

- `xhr.readyState` holds a number between 0 and 4

Value	Meaning
0	Request not initialized
1	We are connected to the server
2	The request was received
3	The server is processing the request
4	Request is finished and the response has been sent back

# The xhr.status is like the http response state

- 100 Informational only
- 200 OK
- 300 Moved
- 400 Not found
- 500 Server error

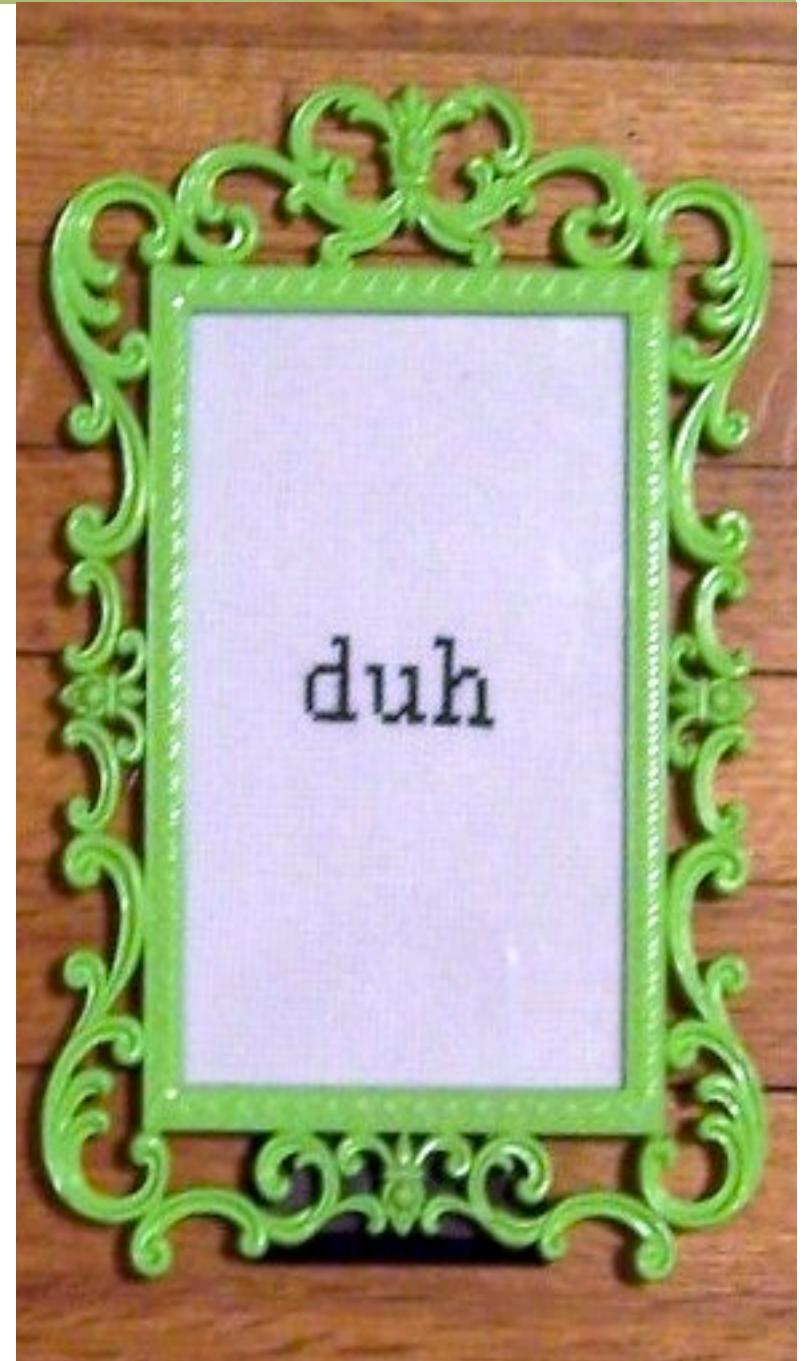




So, when  
xhr.status is  
200 and  
xhr.readyState  
is 4, we know  
that the request  
is ready

`readystatechange`  
points to a function  
that fires when the  
`readyState` changes

- We can use this to determine when a response comes back from the server.
- Then we test it to see if `readyState=4` and `status=200`



# Next, we process the response

`xhr.responseText`

- For JSON

`xhr.responseXML`

- For XML



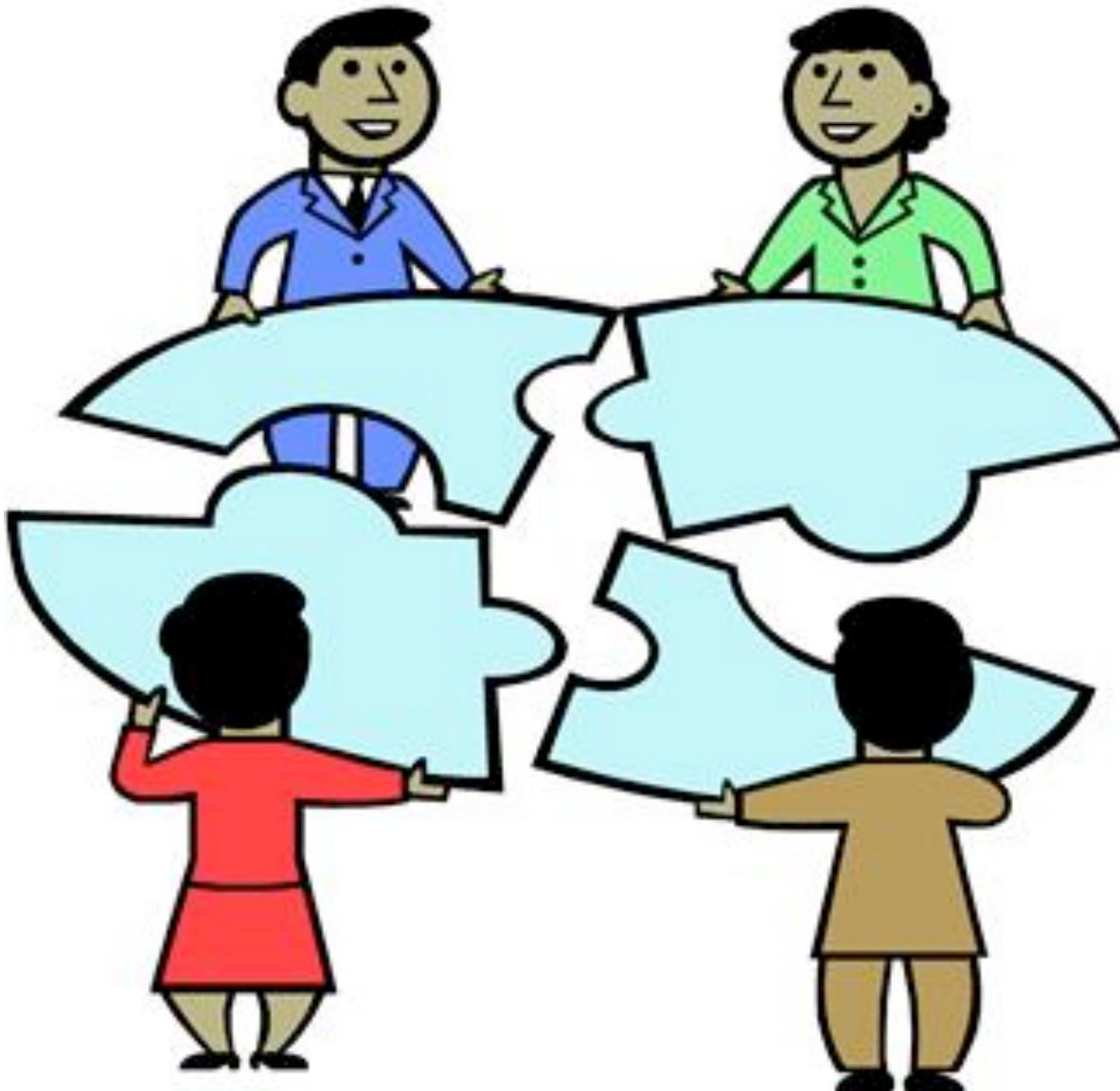
# But responseText is just a string

And we need it to be an object.

# Converting JSON to a string and back

- Client to server
  - object to string
  - `var string = JSON.stringify(object);`
- Server to client
  - string to object
  - `var object = JSON.parse(stringfromServer);`

Let's put it all  
together in a  
very basic  
sample



# First, let's create a page with all the hooks built in

```
<html>
<head>
  <script src='SayHello.js'></script>
</head>
<body>
  <input id="personId" />
  <button onclick='getPerson()'>Go!</button>
  <div id='pDiv'>
    <p>Hello there!</p>
  </div>
</body>
</html>
```

# Next, we'll create the server-side program

```
<?php  
$person= get_person($_GET[ 'personId' ]);  
echo($person);  
?>
```

# Then we write the call to the service

```
function getPerson() {  
    var textbox =  
        document.getElementById('personId');  
    var personId = textbox.value;  
    xh = new XMLHttpRequest();  
    xh.open('GET', 'GetPerson.php', true);  
    xh.addEventListener('readystatechange',  
        changePersonInfo);  
    xh.send('personId=' + personId);  
}
```

# And we write the callback function

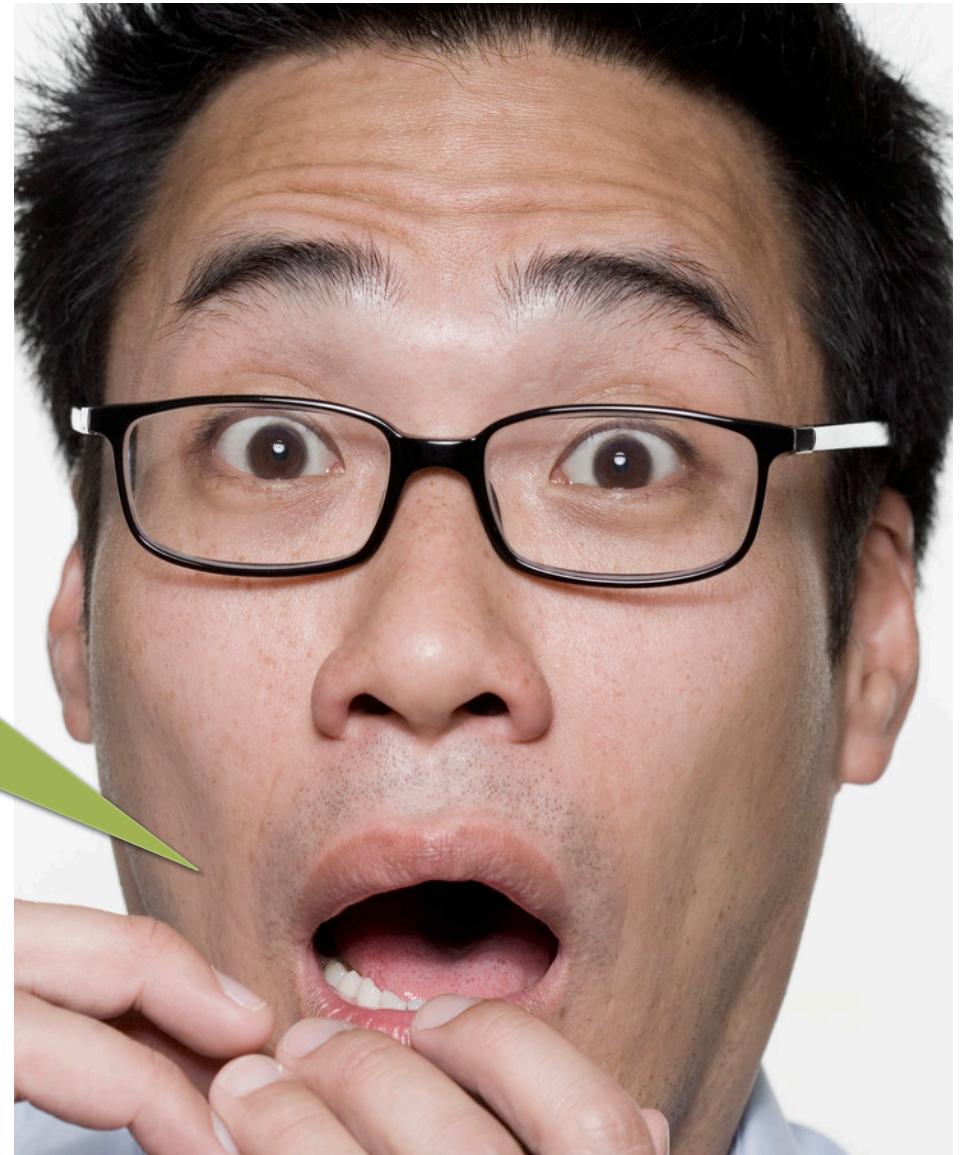
```
function changePersonInfo() {  
    if (xh.readyState==4 && xh.status==200) {  
        var p = JSON.parse(xh.responseText);  
        var d = document.getElementById('pDiv');  
        d.innerHTML = `<p>Person: ${p.firstName}  
                      ${p.lastName}</p>`;  
    }  
}
```

Piece of cake,  
right?



```
$( '#theButton' ).click(function() {  
    $.getJSON('GetPerson.php', function (person) {  
        $('#theDiv').html("<p>" + person.firstname + person.lastname + "</p>");  
    });  
});
```

Really?!?  
That's all it  
takes with  
jQuery?



# tl;dr

- Ajax allows more efficient and pleasing pages
- It requires several steps
  1. Instantiate an XMLHttpRequest() object
  2. Set the location with open()
  3. Define a callback function with onreadystatechange
  4. send() the request
  5. Process the response in your callback
- Libraries like jQuery simplify this greatly