SENG 365 Summary Notes

# A picture containing text, diagram, screenshot, plan Description automatically generatedLecture Note Set 1

### Concepts covered in assignments (might be useful):

Assignment 1:

* HTTP Request/Response.
* URL.
* HTTP Headers and Body.
* Rest methods.
* Status codes.
* Asynchronous requests.

Assignment 2:

* HTML, CSS, JS.

### HTTP

* Text encoded in ASCII.

### Uniform Resources

* URI (Uniform resource identifier) – String of characters to identify resource.
* URL (Uniform resource locator) – A URI that specifies the access mechanism e.g. https, http, ftp.

### Structure of a URL

http://www.example.com:80/path/to/myfile.html?key1=val1&key2=val2#Somewhere

* http:// - Protocol.
* www.example.com – Domain Name.
* :80 – Port.
* path/to/myfile.html – Path.
* # - Anchor.

### Headers

* General headers are always required, Entity headers only apply to the body of the request.

### Body Types

* Single-resource, known length, has headers Content-Type, Content-Length.
* Single-resource, unknown length, Transfer-Encoding=chunked.

### Response Codes:

* 1xx – Informational.
* 2xx – Success.
* 3xx – Redirect.
* 4xx – User Error.
* 5xx – Server Error.

### JS Functions

* AJAX – Asynchronous Java and XML

(function () {

Statements

})();

* + The outer brackets enclose an anonymous function.
  + The empty brackets () executes the function.
* JS executes any function using the variable scope defined at the definition of the function, not at the time of invocation of the function.
* Let x = …; - hoisted variable, pulled to the top of the function as if it was defined at the top.

### This

* By default, references the global object.
* In a browser, the window.
* In node, the global object.
* Can access on an object e.g. foo.bar.

# Lecture Note Set 2

### Arrow/Anonymous Functions

* (a, b) => a + b;
* Arrow functions do not bind their own this.

### Promises

* Can be used when performing a nested/conditional set of API calls.
* Promise object – for deferred and asynchronous computations.
* Three states – pending, fulfilled, rejected.
* Use two branches for fulfilled and rejected promises e.g. response, error in front end calls.
* Dependent asynchronous operations can be chained with promises.
* .then() to chain and pass result to another function/promise (?), technically returns a promise.
* E.g. f1().then(f2(result)).
* .catch to handle rejected states.

### Async/Await

* Async makes a function return a promise.
* Await forces JS to wait for a promise to resolve.
* Await is only legal inside of an async function.

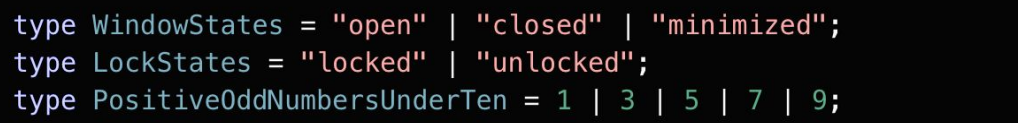
### Imports

* Export using module.exports = {}
* Import using require()
* var name = require(‘../../myModule.js’);

# Lecture Note Set 3

### TypeScript

* Adds types, static typing, compiler type checking to JS.
* Let decimal: number = 6; etc.
* Optional property: age?: number.
* Npm I -D typescript to make a typescript project.



### JSON

* All keys double quoted

### ACID

* Atomic – all or nothing.
* Consistent – db is consistent before and after execution.
* Isolated – one transaction cannot see the effects of others in progress.
* Durable – transactions are persistent once committed.

### Key Value database

* Unstructured, primary key is only lookup
* Create, read, update, delete
* Simple and fast, but no validation ora aggregation, and consistency is hard. No selects either.

### Document Database

* Semi-structured.
* Typically JSON or XML.

### Graph Database

* Node – entity.
* Edge – relationship.
* Can be uni or bi-directional.

# Lecture Note Set 4

* Get
* Post
* Delete
* Put (change whole resource)
* Patch (change part of resource)

### REST

* All requests are stateless i.e. no nothing about the status of the serer.
* Request/response – can’t push/alert or broadcast
* Multiple request/responses implies tree-structure, can cause underfetching and overfetching, and can increase latency.

### Cookies

* Key-value pairs with attributes and expiry.
* Maintain state info.
* Types:
  + First party (set by server)
  + Session (deleted after browser is closed)
  + Persistent (not deleted after browser is closed)
  + Secure (only transmitted over and encrypted connection)
  + HTTPOnly (can only be transmitted through HTTP/S)
  + Third party (set by third parties e.g. ads)

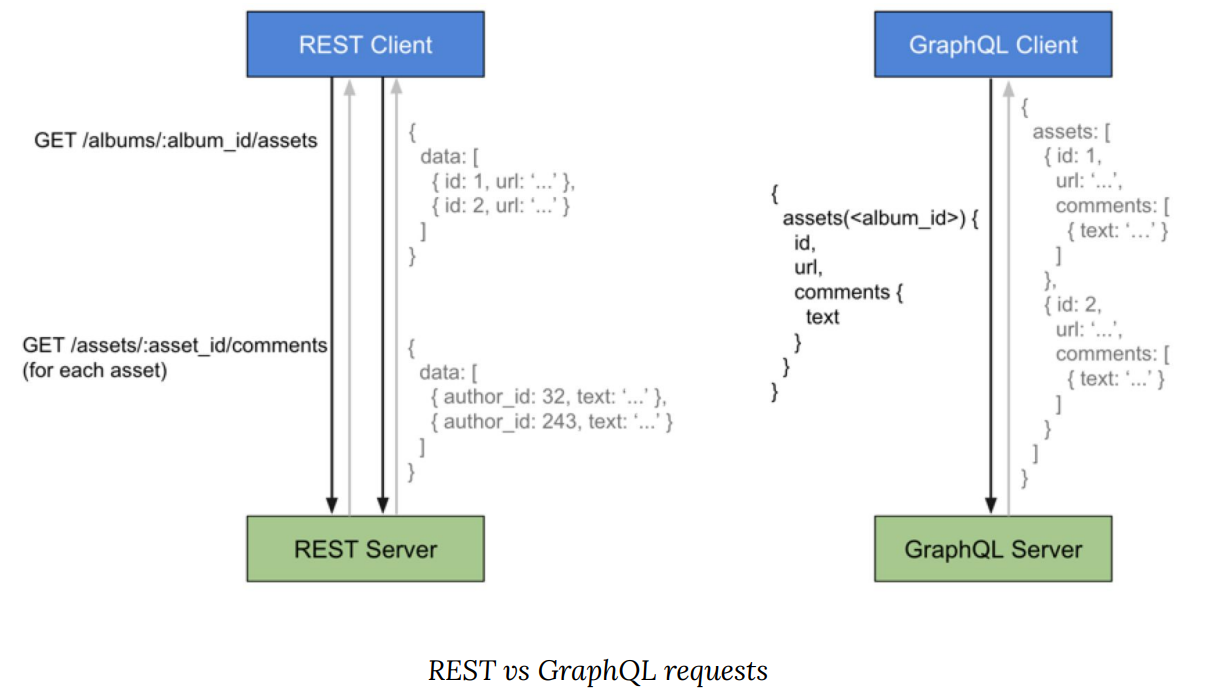
### API Versioning

* Major.Minor.Patch

# Lecture Note Set 5

### GraphQL

* Solves overfetching and underfetching by requesting exact data required
* E.g.



* GET -> query is specified using the URL query parameters ([http://myapi/graphql?query={me{name}}](http://myapi/graphql?query=%7bme%7bname%7d%7d)
* POST -> query in HTTP body, use a JSON.
* Can be used as an intermediate server between client and REST server.

### Backend Testing

* Can set up pre and post conditions – before(), beforeeach(), after().
* Tests are asynchronous, so test 1 may not necessarily finish before test 2. Use before(), after() etc.

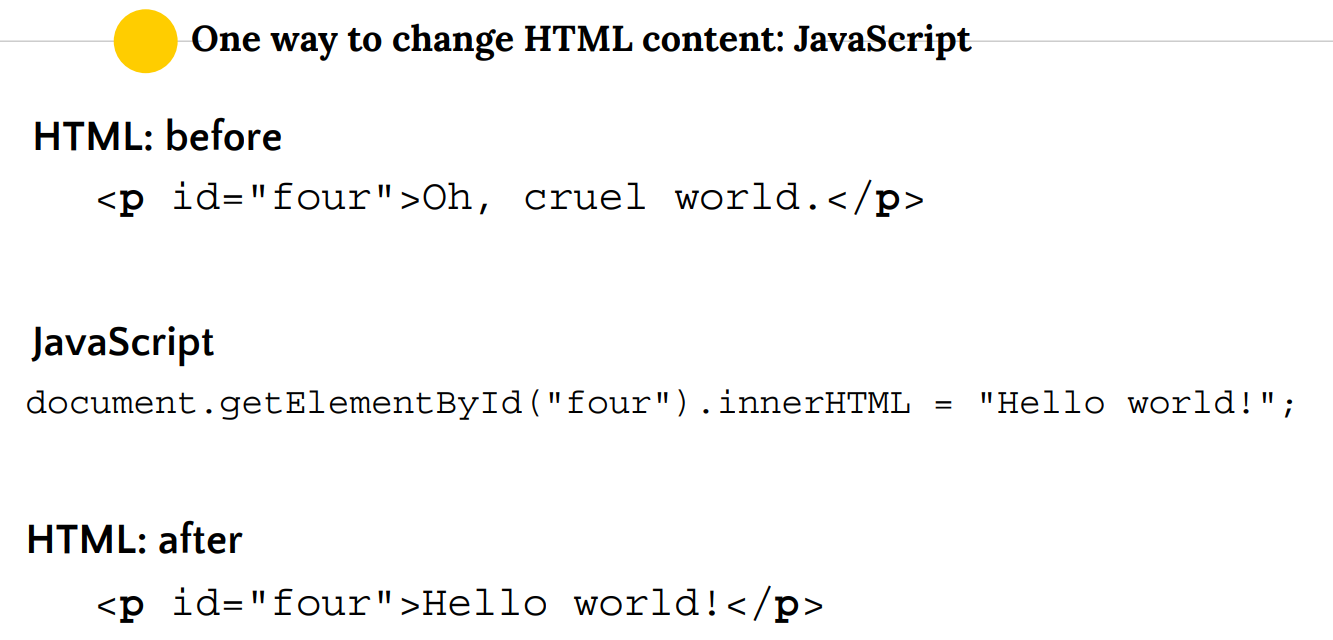
# Lecture Note Set 6

### Security

* Injection – sending malicious code through an application (e.g. sql injection).
* All inputs are injection risks.
* To secure passwords:
  + Hash username and password.
  + Require users to change passwords frequently.
  + Use multifactor.
  + Salt the username/password.
* Session Ids are just as good to an attacker as username/password.
* Credentials go with every request.
* Beware side doors – change my password, forgot my password etc.
* DOM based xss injection – Document Object Model used to introduce hostile code into client side js. Untrusted data should be interpreted as plain text, not code.

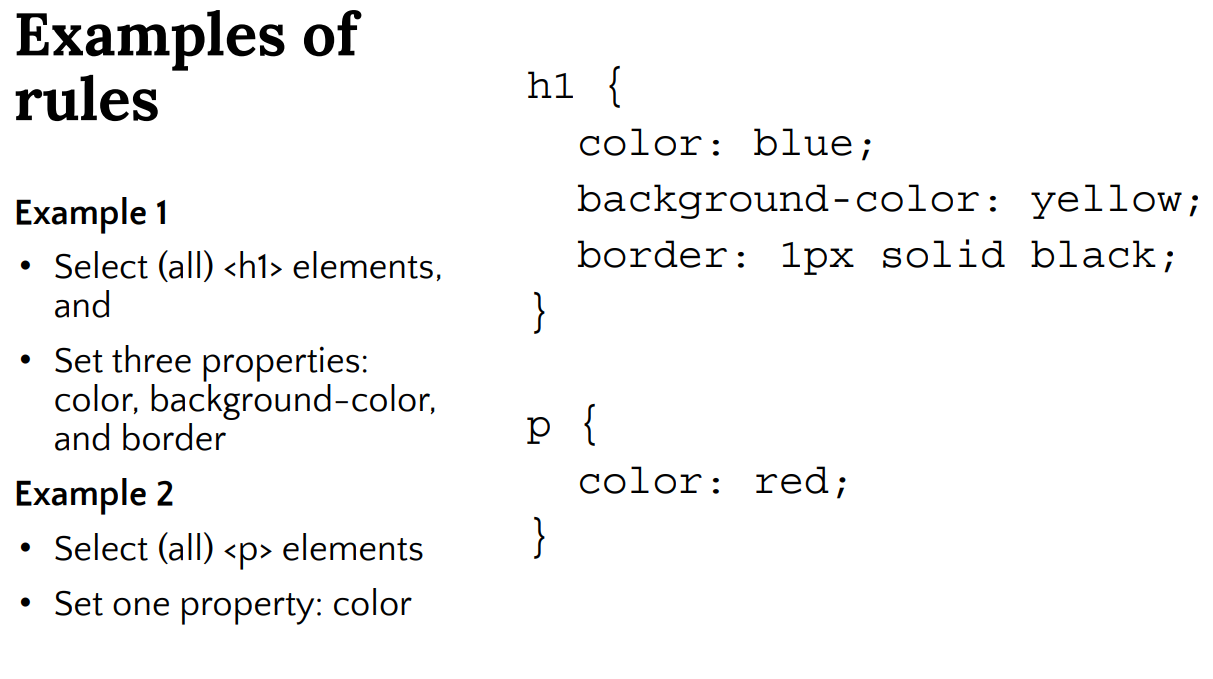
### HTML

* Hierarchical.
* <tag attribute=’value’> <tag/> etc.
* Normally has one <head> and one <body> per document. I think.
* Elements can be referenced by:
  + Element type e.g. <p>.
  + ID e.g. id=”…
  + Class e.g. class=”…
* Data -> JS data, variables etc. Content -> stuff in HTML.



### CSS

* Defines how content is presented to a user.



* Normally in an external style sheet e.g. app.css.
* Import example:

