

COMP519 Web Programming

Lecture 19: PHP (Part 1)

Handouts

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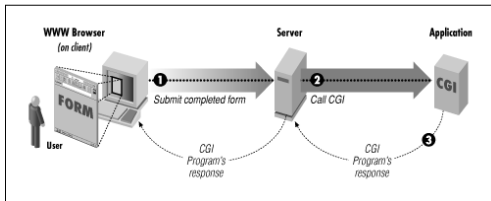
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Common Gateway Interface — CGI

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

- A distinction is made between **static web pages** and **dynamic web pages** created by external CGI programs
- Using CGI programs it is difficult to add 'a little bit' of dynamic content to a web page
 - ↪ can be alleviated to some extent by 'packing' big chunks of HTML markup into a few strings
- 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 **programming 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**
- Shares a lot of the syntax and features with other languages
- 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; compatibility problems between PHP 5.x and PHP 7.x (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 document containing **PHP code**
- ③ The server executes the **PHP code**, substitutes output into the HTML document, the resulting page is then send to the client

As in the case of CGI programs, the client never sees the **PHP code**, only the HTML document that is produced

PHP: Applications

- Applications written using PHP
 - [activeCollab](http://www.activecollab.com/) – Project Collaboration Software
<http://www.activecollab.com/>
 - [Drupal](http://drupal.org/home) – Content Management System (CMS)
<http://drupal.org/home>
 - [Magento](http://www.magentocommerce.com/) – eCommerce platform
<http://www.magentocommerce.com/>
 - [MediaWiki](http://www.mediawiki.org/wiki/MediaWiki) – Wiki software
<http://www.mediawiki.org/wiki/MediaWiki>
 - [Moodle](http://moodle.org/) – Virtual Learning Environment (VLE)
<http://moodle.org/>
 - [Sugar](http://www.sugarcrm.com/crm/) – Customer Relationship Management (CRM) platform
<http://www.sugarcrm.com/crm/>
 - [WordPress](http://wordpress.org/) – Blogging tool and CMS
<http://wordpress.org/>

PHP: Websites

- Websites using PHP:
 - [Delicious](http://delicious.com/) – social bookmarking
`http://delicious.com/`
 - [Digg](http://digg.com) – social news website
`http://digg.com`
 - [Facebook](http://www.facebook.com) – social networking
`http://www.facebook.com`
 - [Flickr](http://www.flickr.com) – photo sharing
`http://www.flickr.com`
 - [Frienster](http://www.frienster.com) – social gaming
`http://www.frienster.com`
 - [SourceForge](http://sourceforge.net/) – web-based source code repository
`http://sourceforge.net/`
 - [Wikipedia](http://www.wikipedia.org) – collaboratively built encyclopedia
`http://www.wikipedia.org`

PHP: Hello World!

```
1 <html lang="en-GB">
2 <head><title>Hello World</title></head>
3 <body>
4 <h1>Our first PHP script</h1>
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](#)

```
#!/usr/bin/php
<?php
    /* Author: Ullrich Hustadt
       A "Hello World" PHP script. */
    print ("Hello␣World!\n");
    // A single-line comment
?>
```

Hello World!

- [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 to write CGI programs

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

PHP: Hello World!

```
<!DOCTYPE html>
<html lang="en-GB">
<head><title>Hello World</title></head>
<body><h1>Our first PHP script</h1>
<?php
    print ("<p><b>Hello World!</b></p>\n");
?>
</body></html>
```

- Can also 'executed' using

```
php filename
```

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

Output:

```
<!DOCTYPE html>
<html lang="en-GB">
<head><title>Hello World</title></head>
<body><h1>Our first PHP script</h1>
<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 its 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 `*/`

Types

PHP has eight **datatypes**

- Four **primitive 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 booleans do not differ significantly from the corresponding **JavaScript types**
- Strings differ from those in **JavaScript**

Integers and Floating-point numbers

- PHP distinguishes between
 - integer numbers 0 2012 -40 1263978
 - floating-point numbers 1.25 256.0 -12e19 2.4e-10
- PHP supports a wide range of pre-defined mathematical functions

`abs(number)`

absolute value

`ceil(number)`

round fractions up

`floor(number)`

round fractions down

`round(number [, prec, mode])`

round fractions

`log(number [, base])`

logarithm

`rand(min, max)`

generate an integer random number

`sqrt(number)`

square root

- PHP provides pre-defined number constants including

`M_PI`

3.14159265358979323846

`NAN`

'not a number'

`INF`

'infinity'

Integers and Floating-point numbers: NAN and INF

The constants `NAN` and `INF` are used as **return values** for some applications of mathematical functions that do not return a number

- `log(0)` returns `-INF` (negative 'infinity')
- `sqrt(-1)` returns `NAN` ('not a number')

In PHP 5

- `1/0` returns `FALSE` and produces a **PHP warning**
- `0/0` returns `FALSE` and produces a **PHP warning**

and execution of the script continues!

In PHP 7

- `1/0` returns `INF` and produces a **PHP warning**
- `0/0` returns `NAN` and produces a **PHP warning**

and execution of the script continues!

Booleans

- PHP has a **boolean datatype** with constants **TRUE** and **FALSE** (case insensitive)
- PHP offers the same **short-circuit boolean operators** as Java and JavaScript:

&& (**conjunction**) **||** (**disjunction**) **!** (**negation**)

- Alternatively, **and** and **or** can be used instead of **&&** and **||**, respectively
- However, **not** is not a PHP operator
- The **truth tables** for these operators are the same as for JavaScript
- Remember that **&&** and **||** are **not** commutative, that is,
(A **&&** B) is not the same as (B **&&** A)
(A **||** B) is not the same as (B **||** A)

Type conversion to boolean

When **converting to boolean**, the following values are considered **FALSE**:

- the boolean **FALSE**
- the integer 0 (zero)
- the float 0.0 (zero)
- the string '0' (but not 0.0 nor '00')
- the empty string ''
- an array with zero elements
- an object with zero member variables (PHP 4 only)
- the special type NULL (including **unset** variables)
- SimpleXML objects created from empty tags

Every other value is considered **TRUE** (including any resource)

When **converting a boolean to a string**,

- **TRUE** becomes "1"
- **FALSE** becomes ""

Strings

- PHP supports both **single-quoted** and **double-quoted strings**
- PHP also supports **heredocs** as a means to specify multi-line strings

```
<<<identifier  
here document  
identifier
```

- *identifier* might optionally be surrounded by double-quotes
- *identifier* might also be surrounded by single-quotes, making the string a **nowdoc** in PHP terminology

```
print "<html_lang=\"en-GB\">  
<head><title>Multi-line String</title></head>";  
  
print<<<EOF  
<body>Some text  
  
</body>  
</html>  
EOF;
```

Strings

PHP distinguishes between

- single-quoted strings and
- double-quoted strings

single-quoted strings

('taken literally')

'hello'	↪	hello
'don\'t'	↪	don't
'"hello"'	↪	"hello"
'backslash\\'	↪	backslash\
'glass\\table'	↪	glass\table
'glass\table'	↪	glass\table

double-quoted strings

('interpreted'/'evaluated')

"hello"	↪	hello
"don't"	↪	don't
"\"hello\""	↪	"hello"
"backslash\\"	↪	backslash\
"glass\\table"	↪	glass\table
"glass\table"	↪	glass able

Strings

- **Variable interpolation** is applied to double-quoted strings

```
$title = "String Operators";  
print "<title>$title</title>";  
<title>String Operators</title>
```

- The **string concatenation** operator is denoted by '.'
- The string multiplication / repetition operator in PHP is

string **str_repeat**(*string_arg*, *number*)

```
$string = "<p>I shall not repeat myself.<p>\n";  
print "<body>" . str_repeat($string,3) . '</body>';  
<body><p>I shall not repeat myself.<p>  
<p>I shall not repeat myself.<p>  
<p>I shall not repeat myself.<p>  
</body>
```

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, JavaScript and Python, PHP uses the equality sign = for assignments

```
$student_id = 200846369;
```

As in JavaScript, this is an assignment expression

- The value of an assignment expression is the value assigned

```
$b = ($a = 0) + 1;  
// $a has value 0  
// $b has value 1
```

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>

```
// Convert Fahrenheit to Celsius:  
// Subtract 32, then multiply by 5, then divide by 9  
$temperature = 105;           // temperature in Fahrenheit  
$temperature -= 32;  
$temperature *= 5;  
$temperature /= 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 value of a `scalar type` (In PHP 7, `expr` can also be an array)
 - `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);  
// PHP 7  
define("ANIMALS", ["bird", "cat", "dog"]);
```


Constants

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

```
define("PI",3.14159);  
define("SPEED_OF_LIGHT",299792458,true);  
// PHP 7  
define("ANIMALS",["bird","cat","dog"]);  
  
$circumference = PI * $diameter;  
$distance      = speed_of_light * $time;  
$myPet         = ANIMALS[1];
```

- Caveat: PHP does **not** resolve **constants** within **double-quoted strings** (or [here documents](#))

```
print "1 - Value of PI: PI\n";  
1 - Value of PI: PI  
print "2 - Value of PI: " . PI . "\n";  
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_<i>type</i>(<i>expr</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**)

2 . "␣worlds"	↪	"2␣worlds"	
"2" * 3	↪	6	
"1.23e2" + 0	↪	123	
"hello" * 3	↪	0	(in PHP 7 also a warning)
"10hello5" + 5	↪	15	(in PHP 7 also a warning)

- We can apply an **identity function** of the target type to force a type conversion

"12" * 1 ↪ 12	!!1 ↪ TRUE	!!"1" ↪ TRUE
"12" * 1.0 ↪ 12.0	!!0 ↪ FALSE	!!"0" ↪ FALSE
"12.1" * 1 ↪ 12.1	!!1.0 ↪ TRUE	!!"" ↪ FALSE
12 . "" ↪ "12"	!!0.0 ↪ FALSE	FALSE . "" ↪ ""
12.1 . "" ↪ "12.1"		FALSE * 1 ↪ 0

Conversion of **arrays** to strings or numbers does not work

Type juggling and Type casting

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

<code>(int) "12"</code>	<code>~></code>	<code>12</code>	
<code>(int) "10hello5"</code>	<code>~></code>	<code>10</code>	
<code>(int) "1.23e2"</code>	<code>~></code>	<code>1</code>	in PHP 5
<code>(int) "1.23e2"</code>	<code>~></code>	<code>123</code>	in PHP 7
<code>(int) ("1.23e2" * 1)</code>	<code>~></code>	<code>123</code>	in both PHP 5 and 7
<code>(int) (float) "1.23e2"</code>	<code>~></code>	<code>123</code>	in both PHP 5 and 7
<code>(int) "1.23e2h5"</code>	<code>~></code>	<code>1</code>	in PHP 5
<code>(int) "1.23e2h5"</code>	<code>~></code>	<code>123</code>	in PHP 7
<code>(int) 10.5</code>	<code>~></code>	<code>10</code>	
<code>(float) "1.23e2"</code>	<code>~></code>	<code>123.0</code>	
<code>(float) "1.23e2h5"</code>	<code>~></code>	<code>123.0</code>	
<code>(bool) "0"</code>	<code>~></code>	<code>FALSE</code>	(was <code>true</code> in JavaScript)
<code>(bool) "foo"</code>	<code>~></code>	<code>TRUE</code>	
<code>(array) "foo"</code>	<code>~></code>	<code>array(0 => "foo")</code>	

Revision and Further Reading

- Read

- Chapter 3: Introduction to PHP
- Chapter 4: Expressions and Control Flow in PHP: Expressions

of R. Nixon: Learning PHP, MySQL & JavaScript:
with jQuery, CSS & HTML5. O'Reilly, 2018.

- Read

- Language Reference: Types: Booleans

<http://uk.php.net/manual/en/language.types.boolean.php>

- Language Reference: Types: Integers

<http://uk.php.net/manual/en/language.types.integer.php>

- Language Reference: Types: Floating Point Numbers

<http://uk.php.net/manual/en/language.types.float.php>

- Language Reference: Types: Strings

<http://uk.php.net/manual/en/language.types.string.php>

of P. Cowburn (ed.): PHP Manual. The PHP Group, 25 Oct 2019.
<http://uk.php.net/manual/en> [accessed 26 Oct 2019]