# CSP2103-4102: Markup Languages

**Lecture 9**: Introduction to Server-Side Systems



## Introduction

- Client vs Server side
- Server-side programming languages
- Features of server-side languages
- Advantages of Server side
- Web server / scripting language interaction
- Scripts / Servers and Databases
- Security

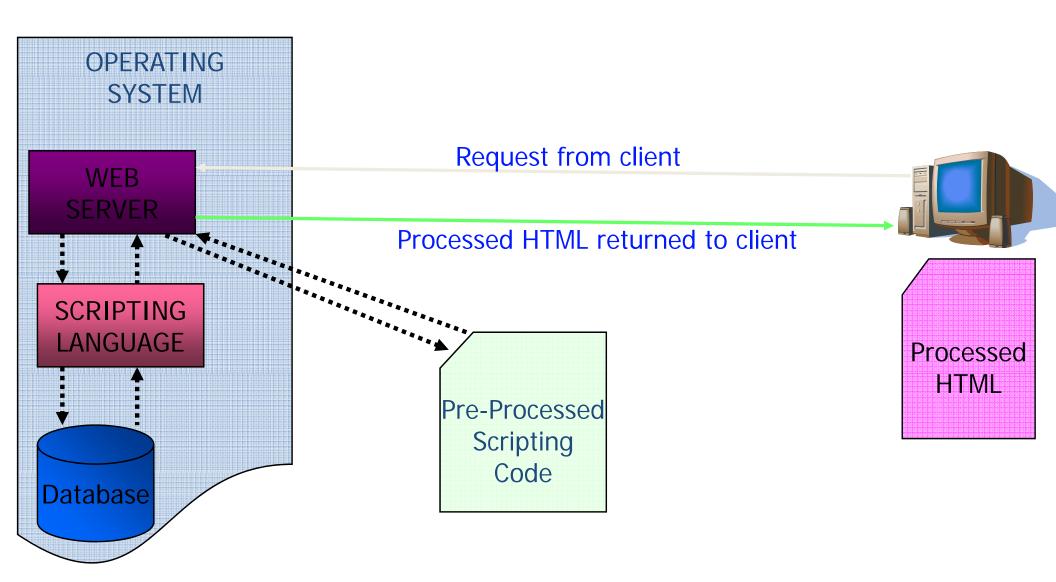


# Client / Server

- Client side is the user's side (the web browser on their machine)
- Clients request data from the web server via the web (using HTTP and TCP/IP)
- The web server receives the data request and sends it to the appropriate scripting tool
- Script generates HTML, integrated with data, and returns HTML page to browser



## Server Side Elements





# Which scripting tool where?

#### **SERVER SIDE**

- PHP
- ASP
- Perl
- JSP
- Cold Fusion
- ASP.Net
- C#

#### **CLIENT SIDE**

JavaScript

**Jscript** 

**VBscript** 

Flash

**XML** 

**XSLT** 



#### PHP

- Acronym for PHP: Hypertext Pre-processor
- Contains elements of C, Java and Perl
- Designed with web development in mind
- Open source
- Highly integrated with a variety of databases
  - MySQL, Postgres SQL
- Can be embedded in HTML
- Also has modules to integrate with and generate XML



#### PHP cont...

- Easy to learn
- Heaps of in-built functionality
  - Generate PDF files
  - file uploads
- Works with a large number of web servers
- Highly integrated with Apache server
- Available on nearly all major Operating Systems

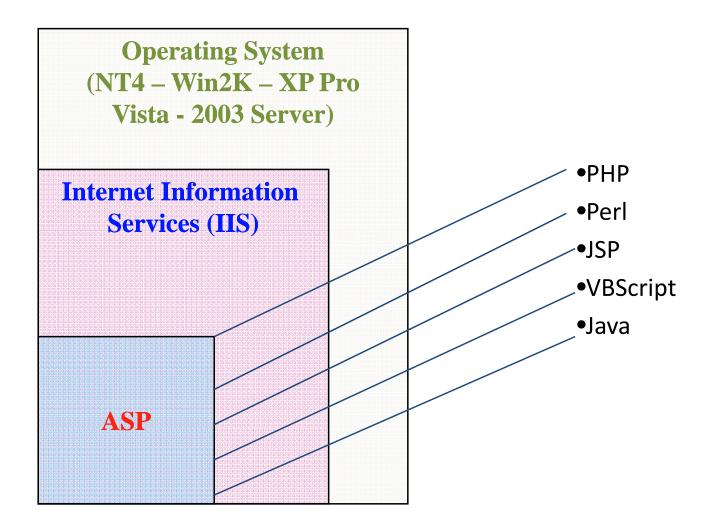


### **ASP**

- Active Server Pages
- Proprietary Microsoft Technology
- Is not a language as such, more an encapsulation system
- Allows almost any kind of interpreted or compiled code to run as a web dev tool
- Provides a common interface fore exposing code objects
- Can generate HTML and be embedded in HTML
- Requires Internet Information Services (IIS) with Microsoft OS's



## ASP cont...





## Perl

- Originally, most widely used server-side coding tool
- Extremely powerful, especially for text manipulation
- Cross-platform
- Not specifically designed for web development, simply adapted for the task
- Once again, based around C like syntax
- Origins in unix / linux world



## Perl cont...

- Daunting to learn for beginners
- Required precision in logical and syntax
- Used to generate HTML, but cannot be embedded
- Also can be integrated with almost any web server
- Less common in web dev now
- Purists still consider it to be 'a real language'



## Cold Fusion

- ColdFusion is quite different as it is a tag-based coding tool
- Rapid Application Development
- Supports nearly all kinds of databases, scripting languages in addition to own coding tags
- Highly proprietary, needs specialised server
- Expensive
- Highly manageable
- Tag based coding looks very similar to XSLT
- Declined massively in popularity and use in the last few years



### **ASP.NET**

- Built on Microsoft's .Net Framework
- Fully object-oriented
- Allows for web pages and web services to be generated from almost any language
- Web pages are compiled before they can be executed on the server
- Distinction between client-server means less, as client/server side functionality intertwined
- State management almost completely transparent
- Allows for easy learning and RAD (assuming you know OO coding methodology)



# C# (pronounced C Sharp)

- Microsoft's version of Java
- Compiled language that be capable on running on almost any hardware / software platform
- Centrepiece of ASP.NET, replacing VBScript as the primary scripting tool within ASP
- Once again, daunting for beginners
- C# developers in high demand



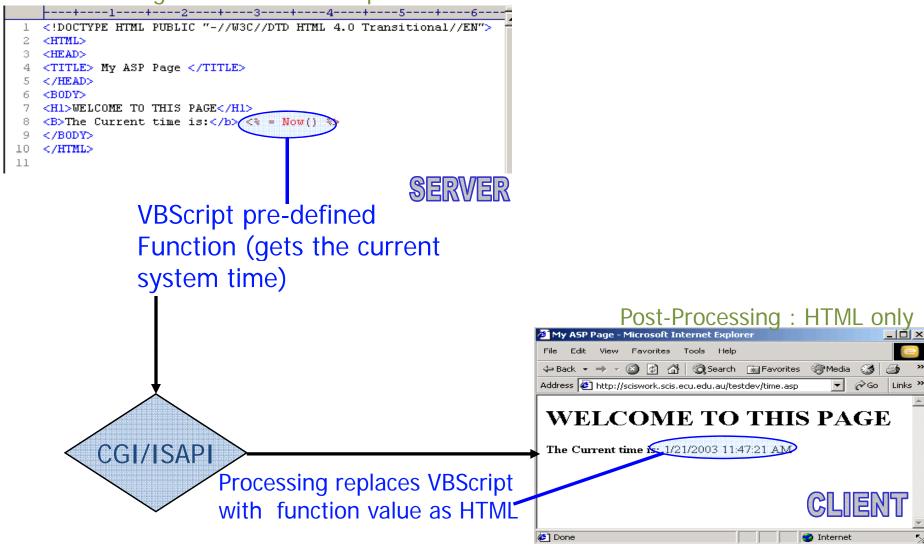
# Script embedded within (X)HTML with PHP

```
!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<a href="http://www.w3.org/1999/xhtml">
<head>
<title>Untitled Document</title>
| meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
</head>
<br/>body>
                                                Edit.
                                         File
                                                       View
                                                               Favorites
                                                                            Tools
                                                                                    Help
<h2><strong>This is the parsed form data</strong></h2>
form name="form1" id="form1" method="post" action="
                                                                                           Search
                                              Back
<table width="29%" border="0" cellpadding="1" cellspac
 >
  <strong>Usern
                                        Address it http://127.0.0.1/phptest/form2.php
  <font color="#
 _POST["UserName"]; ?></strong></em></font>
 \langle tr \rangle
                                         This is the parsed form data
  <strong>Email</strong>
  <font color="#660000"><em
?></strong></em></font>
 <√form>
</body>
                                          Username
                                                                       Justin Brown
</html>
                                                                      j.brown@ecu.edu.au
                                          Email
```



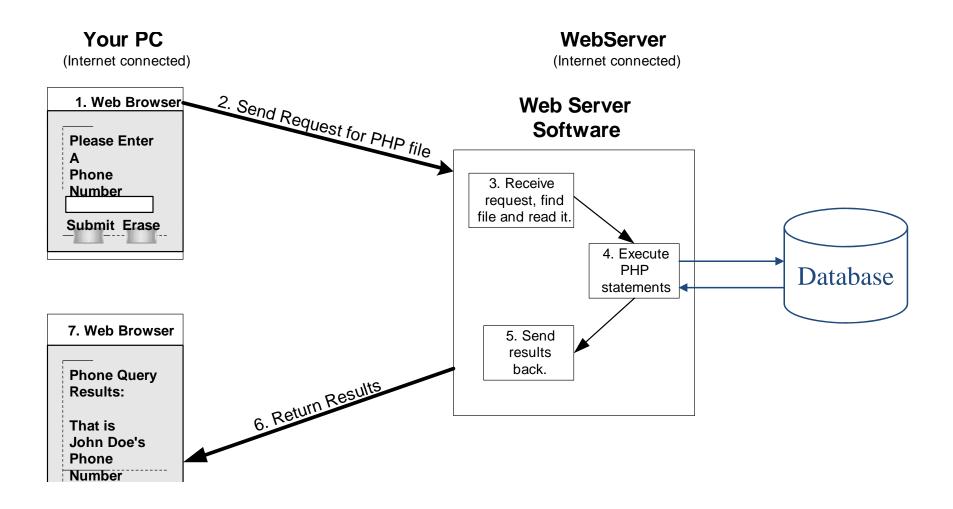
# Scripting Example

Pre-Processing: HTML and VBScript





# **Script Execution Process**

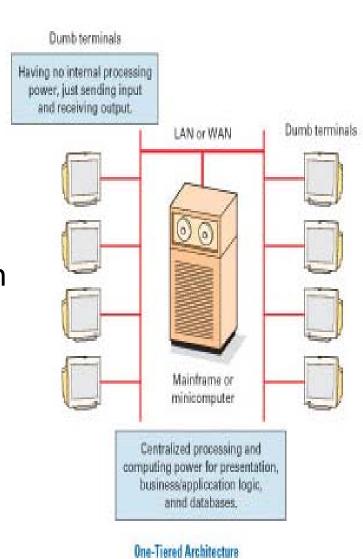




## One-Tiered Architecture

#### **Traditional Architectures**

- Server mainframe or minicomputer
- Dumb terminals
  - No internal processing power
  - No storage capacity
- All processing, calculation, storage done on mainframe
- Disadvantages
  - Single centralized processor
  - Lacks flexibility and scalability

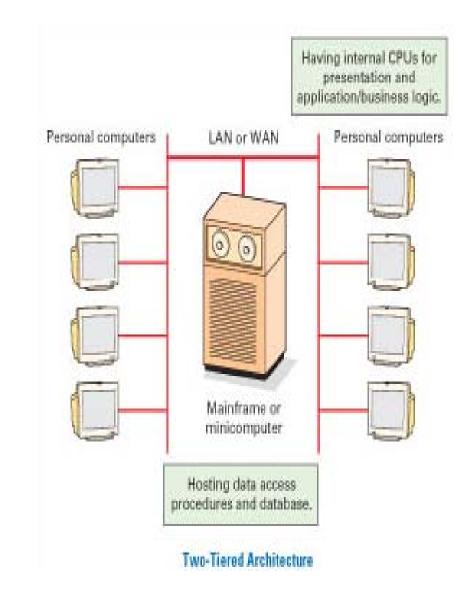




## Two-Tiered Architecture

#### **Traditional Architectures**

- Server mainframe or minicomputer
- Personal computers
- Processing tasks divided
  - Applications run on PCs
  - Data stored on mainframes
- Disadvantages:
  - Complex applications are large
  - Client PCs become "fat"

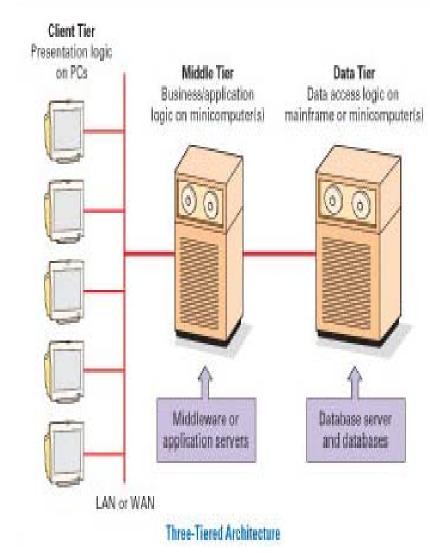




## Three-Tiered Architecture

#### **Traditional Architectures**

- Server mainframe or minicomputer
- Personal computers
- Application server
  - Middleware
  - Provides applications
  - Acts as transaction monitor
  - Stores data
- Advantages:
  - "Thin" client (such as web browser)



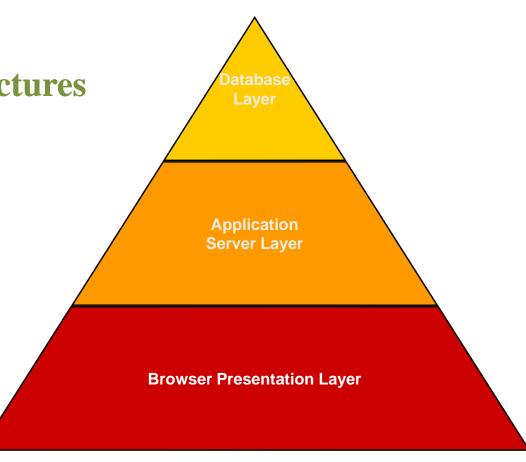


#### Web-Based Client/Server

#### Modern, Distributed Architectures

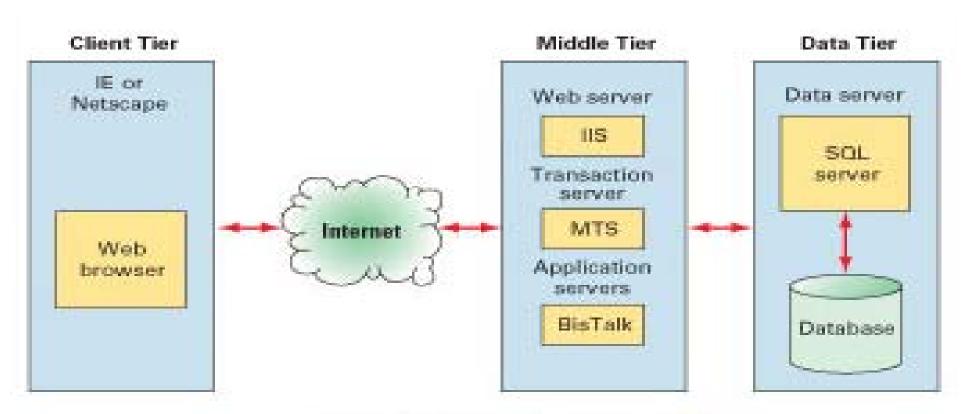
Advantages over LANs and WANs:

- No geographic boundaries
- Accessible wherever Internet connection available





## Web-Based Architecture



Web-Based Client/Server Architecture



# **Browser Presentation Layer**

- Human-to-computer interface
- Possible elements:
  - The visual page that users interact with
  - Forms
  - Clickable buttons
- Essentially a logical representation of the data stored in the data tier and allowable functions as dictated by the application tier



# **Application Server Layer**

- Middle layer
  - Web server takes requests from client browser
  - Forwards requests to the database
  - Server collects responses from database
  - Passes responses to client browsers
- Building an application server layer:
  - Install a Web server
  - Connect the server to the Internet
  - Create a virtual directory for the Web server
  - Write a Web client/server database application with HTML and DHTML



# Database Layer

- Stores and retrieves data
  - SQL requests received from Web server
  - Database app stores data, processes results
  - Sends results to server
  - Server forwards results to client browsers
- Building a database layer:
  - Develop database app on the server computer
  - Create DSNs for the user and system
  - Under some circumstances an XML document could theoretically be used as the data repository within the database layer



# Impact of Applications

- Communication
- Education
- Research
- Software / driver downloads
- Essentially, everything you do on the web from day to day
- Imagine your university / home life without web applications
- In this unit, we have looked at web applications developed from the client-side only (XML and XSLT)
- However, these are analogues of the client/server environments discusses previously



### Web servers

- Web servers allow sites and pages to be accessed via the web
- They receive http requests and send formatted html documents in return
- IIS (ISAPI)
- Apache
- IBM WebSphere
- Xitami
- There are any number of free web servers, and most of them do the same kind of job, provide access to serverside content/functionality

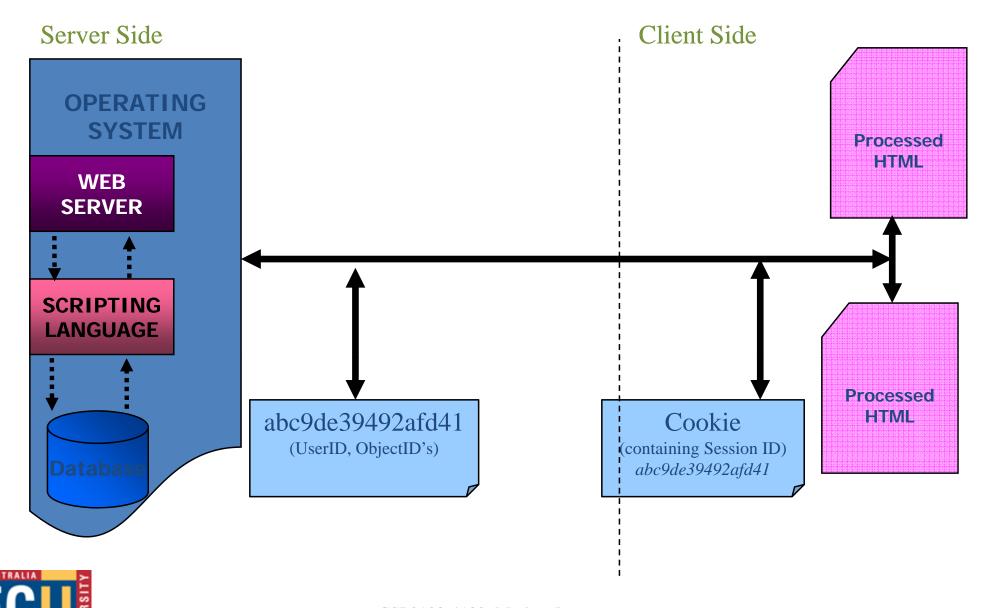


## Sessions and Cookies

- Web pages are 'stateless'
- When moving from one page to another, the state of the previous page is lost
- Can be managed by constantly transferring form values from page to page (time consuming, error prone and non dynamic)
- Sessions are written to server memory and / or hard disk
- Used to store key data, such as record id's for application users
- Controlled by the scripting language / server
- Creates an inherent link between each browser window and the web-application state for a given user
- Think of it like calling your phone company with a query you have to tell them who they are so that they can deal with your specific client data amongst the thousands of queries they get per day



## Sessions and Cookies cont...



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# Development of Applications

- Browser presentation layer
  - XHTML
- Application server layer
  - ASP, Visual Basic, VBScript, Java, JavaScript, ColdFusion, CGI, Perl
- Database layer
  - Web-enabled database software
  - MySQL, Access, SQL Server, Oracle. Postgres
  - DSNs
  - Enable database access through application layer (ODBC)



# Advantages of Server-side Web Development

- Have access to databases
- Have access to scripting languages
- The infrastructure for data services and code libraries in existing applications can be largely re-used for web dev
- Web-sites with large amounts of information turn over can have form-driven management interfaces
- People need only write content, then click submit
- While client-side systems have solid data output capabilities (XML and XSLT), they do not have the same data input and dynamic querying functionality



# Issues with server-side web development

- Configuring some scripting languages to work with some web servers can take some work
- Scripts must reside inside the web-server folder
- Scripts must be processed through the webserver – cannot be launched directly from the file system
- In other words, more tools and infrastructure required in order for systems to work



# Security concerns

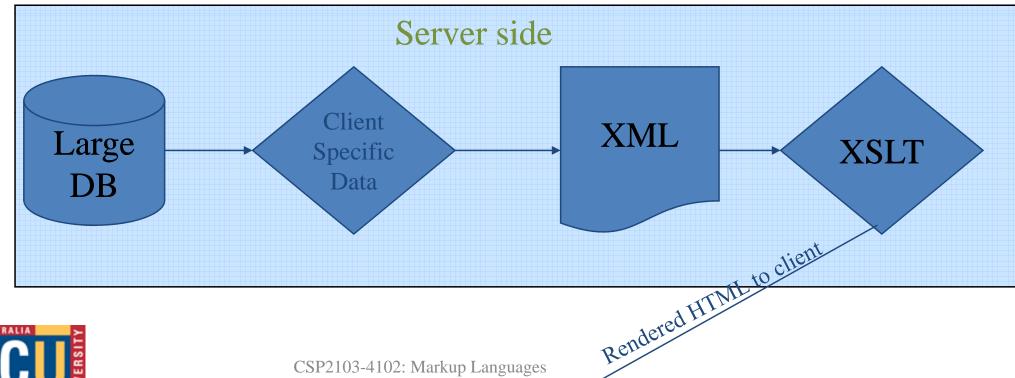
- Due the integration of server-side tools with Operating System, server / scripting tools present a point of attack
- More and more features creeping into web servers / scripting tools
  - Email
  - File upload
  - Remote admin
  - GUI into database servers
  - SQL Injection
- If server / scripting tools compromised, OS may be exposed
- Some servers plagued by security concerns



# Server-side systems and XML

#### Scenario 1

- Large database provides client-specific records
- Data could be exported to XML document on server-side
- Custom XSL and DTD for client's recordset could exist on server

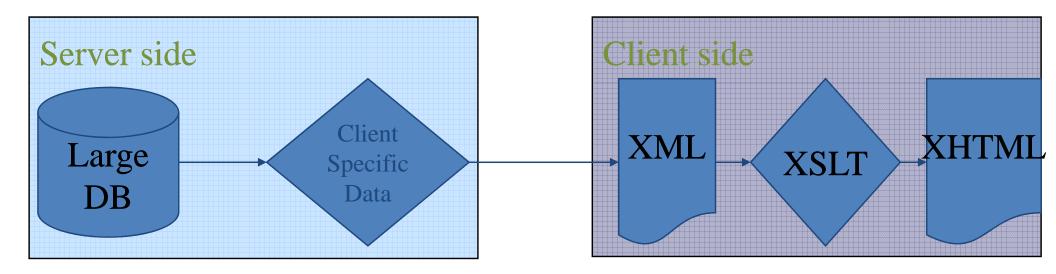




# Server-side systems and XML

#### Scenario 2

- Large database provides client-specific records
- Data could be exported to XML document over the web to client-side
- Custom XSLT and DTD for client's recordset could exist on client system (ready to deliver to CD or other client-side technology)





# When to Use Server-side and XML technologies

- Good for storing client-specific settings
- Delivering customised data to a client in a useful, easy to manipulate form
- Delivering specific sub-sets of data from much larger data sets (such as delivery country-specific stories from an international news service)
- Essentially, uses and implementation only limited to creativity of developers and support tools (such as XML and XSLT parsers)
- Server-side scripting gives the management and control functionality, XML gives the delivery and end-user customizability aspects



## Conclusion

- Large number of language options
- Large number of server options
- Large number of database options
- Developers do not need to be experts at individual language, but must understand logic of script execution / server interaction
- Allows developers to becoming familiar with new languages rapidly
- Security concerns paramount
- Know the right environment for the right job
- Flexibility and the ability to learn new technology rapidly is the key to employment in the field

