

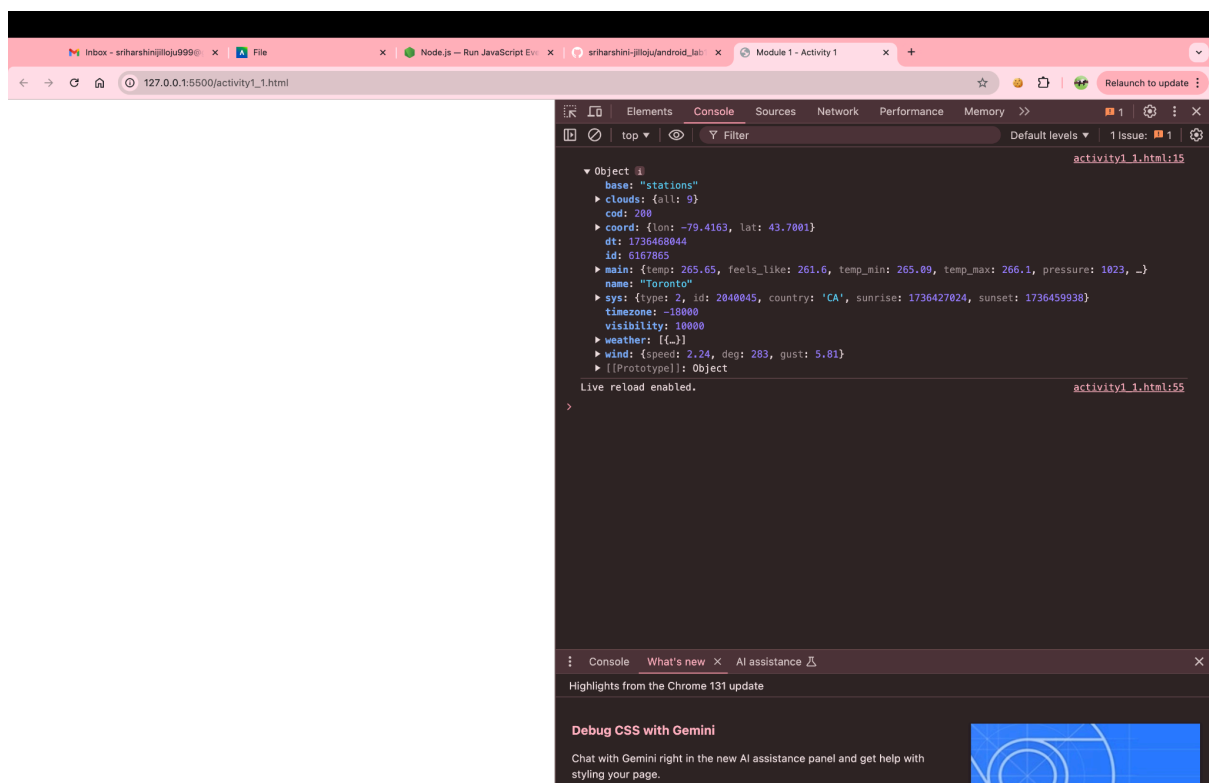
Web Programming & Framework1

Lab-1

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Activity-1.1

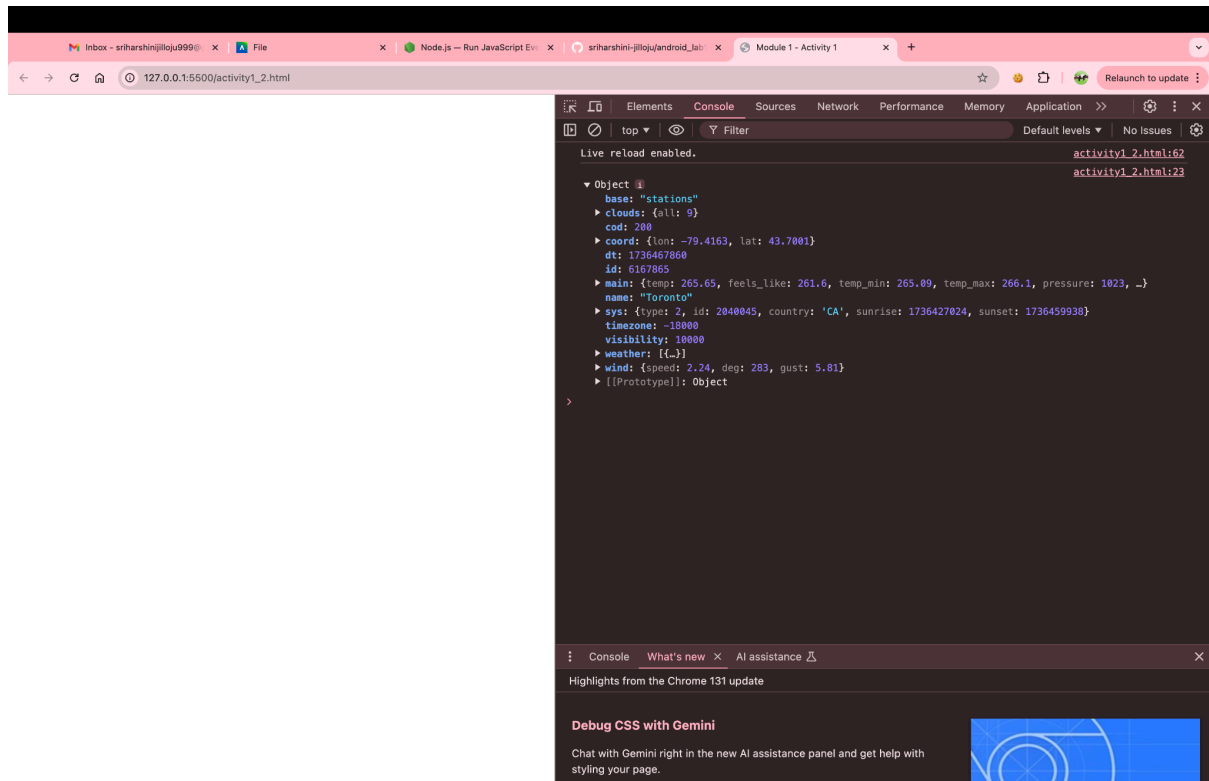
This HTML document fetches weather data for Toronto from the OpenWeatherMap API. Inside the `<script>` tag, the `loadData` function is defined to make an HTTP request using the `XMLHttpRequest` object (`xmlhttp`). The `onreadystatechange` event listener monitors the request's progress and ensures the response is processed only when the request is complete (`readyState == 4`) and successful (`status == 200`). Once the response is received, it is converted into a JavaScript object using `JSON.parse`, and the weather data is logged to the console. The `xmlhttp.open` method sets up a GET request to the API endpoint, including the city name and an API key. The `false` parameter makes the request synchronous, and setting it to `true` makes the request asynchronous. The `xmlhttp.send()` method sends the request, and the `loadData` function is immediately called to execute the process.



Activity-1.2

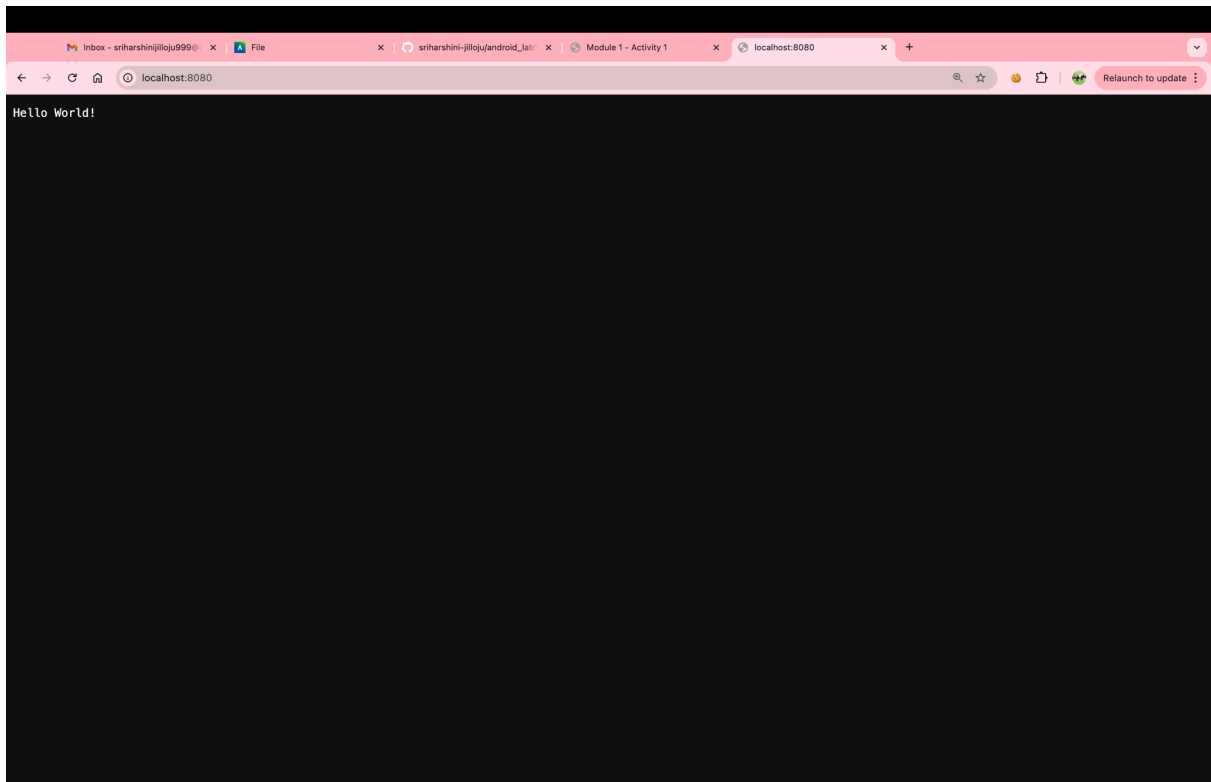
This HTML document retrieves weather data for Toronto from the OpenWeatherMap API using the Fetch API. The `loadData` function, defined within the `<script>` tag, makes an asynchronous GET request to the API endpoint. The `fetch` method returns a Promise, and the first `.then` block checks if the response is successful (`response.ok`). If not, it throws an error with the response's status text. If successful, the response is converted to a JSON object

using `response.json()`. The second `.then` block processes and logs the weather data to the console. A `.catch` block handles any errors that occur during the fetch operation by logging an error message. The `loadData` function is called immediately to fetch the data when the page loads.



Observation:

This code sets up a simple HTTP server in Node.js that listens on port 8080. When you open `http://localhost:8080` in your browser, the server sends a response displaying "Hello World!" on the page. It utilizes Node.js's built-in HTTP module to process incoming requests and provide a basic HTML response.



Activity - 3:

Welcomeactivity1_1.htmlactivity1_2.htmlJS myfirst.jsJS server.js

```
JS server.js > ...
1  const http = require('http');
2  const hostname = '127.0.0.1';
3  const port = 3000;
4  const server = http.createServer((req, res) => {
5    res.statusCode = 200;
6    res.setHeader('Content-Type', 'text/plain');
7    res.end('Hello World\n');
8  });
9  server.listen(port, hostname, () => {
10   console.log(`Server running at http://${hostname}:${port}/`);
11 });
```

PROBLEMSOUTPUTDEBUG CONSOLETERMINALPORTS

Code

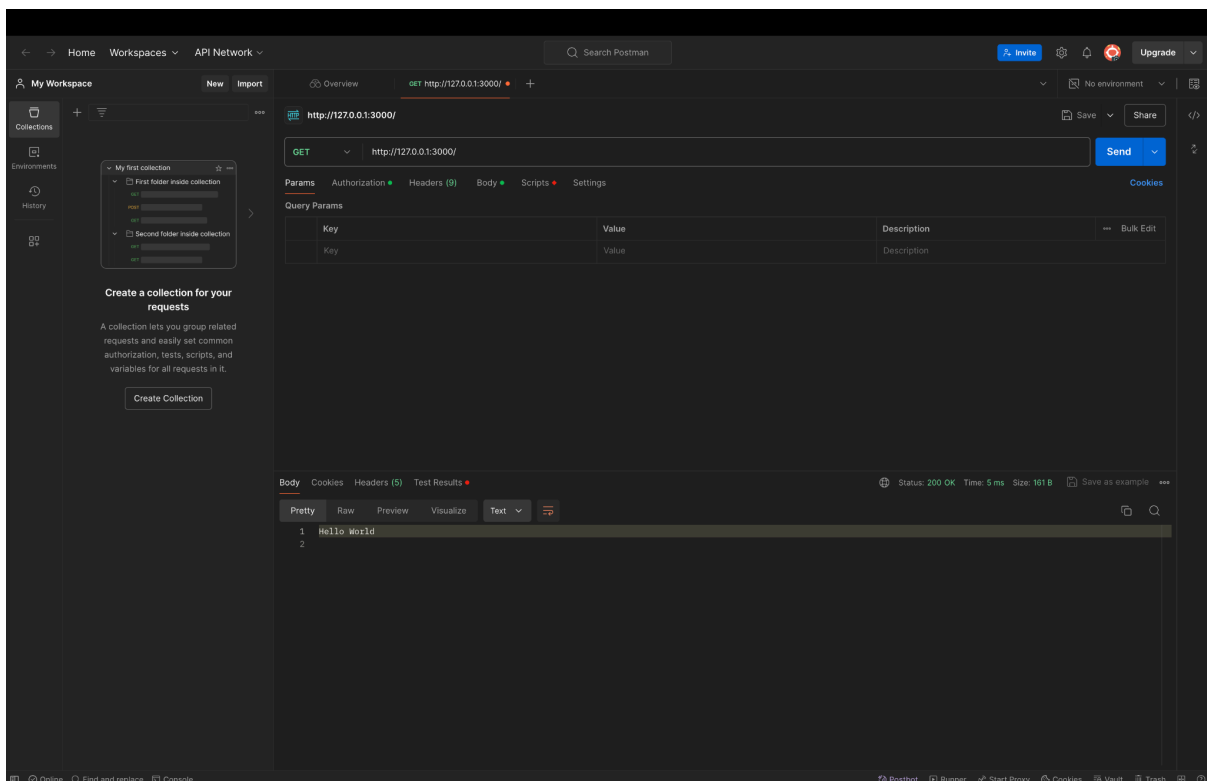
```
[Running] node "/Users/sriharshinijilloju/Desktop/webprogramming_framework1/week1/server.js"
Server running at http://127.0.0.1:3000/

[Done] exited with code=null in 4883.927 seconds

[Running] node "/Users/sriharshinijilloju/Desktop/webprogramming_framework1/week1/myfirst.js"

[Done] exited with code=null in 149.147 seconds

[Running] node "/Users/sriharshinijilloju/Desktop/webprogramming_framework1/week1/server.js"
Server running at http://127.0.0.1:3000/
```



Explanation:

In the provided code, an arrow function is used as the callback for `http.createServer`, defined as `(req, res) => { res.statusCode = 200; res.setHeader('Content-Type', 'text/plain'); res.end('Hello World\n'); }`. Arrow functions provide a syntax for defining functions in JavaScript.

string interpolation is utilized in `console.log(\Server running at http://${hostname}:${port}/)``;

This uses string interpolation to embed `hostname` and `port` variables into the string. backticks (```) and `${}` are used to embed the `hostname` and `port` variables directly into the string.