

EXPERIMENT-10

Revision Test Paper No.

Date

Experiment 10: Develop a webpage for creating session and persistent cookies. Observe the effect with browser cookie settings.

Aim:- To create webpage for implementing session and persistent cookies

Requirements: Computer, Windows 10, Not Visual Studio Code, Internet connection, browser.

Description:-

Web browsers and servers use HTTP protocol to communicate and HTTP is a stateless protocol. But for a commercial website, it is required to maintain session information among different pages.

For example: one user registration ends after completing many pages.

But how to maintain user's session info across all the web pages.

In many situations using cookies is the most efficient method of remembering and tracking preferences, purchases, commissions and other info required for better visitor experience or site statistics.

How it works?

The server sends some data to the visitor's browser in the form of a cookie. The browser may accept the cookie. If it does, it is stored as a plain text record on the visitor's hard drive. Now when the

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visitor arrives at another page on the browser, the browser sends the same cookie to the server for retrieval. Once retrieved, your server knows/remember what was stored earlier.

cookies are a plain text data record of 5 variable length fields.

Expires: The date the cookie will expire. If this is blank, the cookie will expire when the visitor quits the browser.

Domain: The domain name of your site

Path: The path to the directory or web page that set the cookie. This may be blank if you want to retrieve the cookie from any directory or page.

Secure: If this field contains word "secure", then the cookie may only be retrieved with a secure server. If this field is blank, no such restriction exists.

Name = value: Cookies are set and retrieved in the form of key-value pairs.

JavaScript can manipulate cookies using the 'cookie' property of the 'Document' object. JavaScript can read, create, modify and delete the cookies.

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that apply to current web page.

* **Strong cookies:-**

The simplest way to create a cookie is to assign a string value to the document.cookie object, which looks like this:

document.cookie = "key1=value; key2=value2;
expires=date";

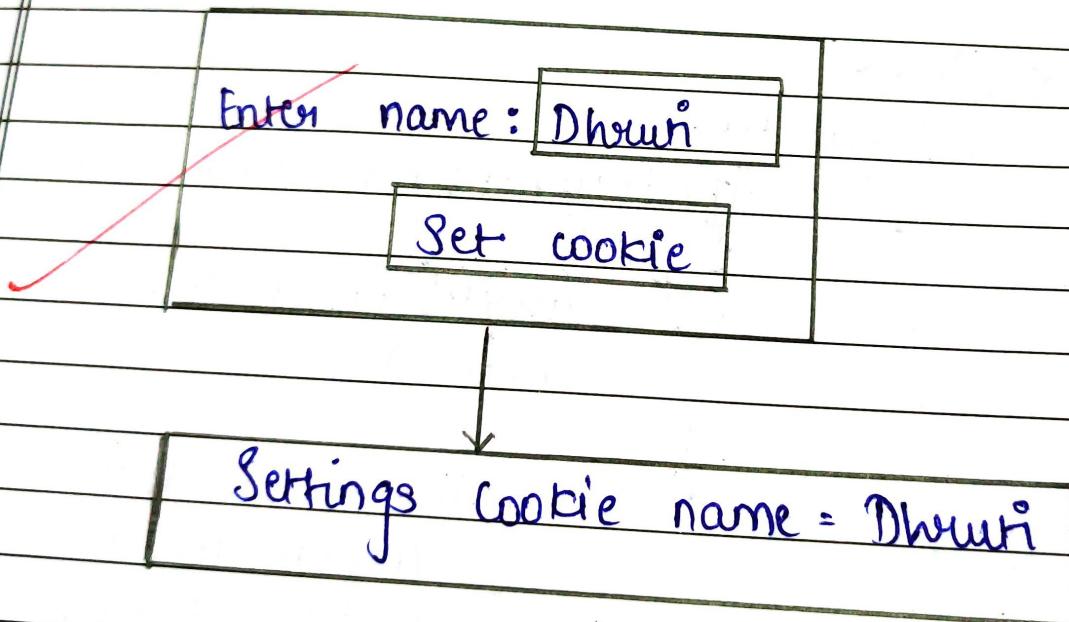
Example:- Setting a customer name in an input cookie

```
<html>
<head>
<script>
function cookie() {
    if(document.myform.customer.value == "") {
        alert("Enter some value!")
        return
    }
    cookiedata = escape(document.myform.
        customer.value) + ";"
    document.cookie = "Name=" + cookiedata
    document.write("Setting cookies" +
        "Name=" + cookiedata)
}
</script>
</head>
```

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```
<body> <form name="myform">
  <label> Enter name:
    <input type="text" name="customer_name">
  </label>
  <b4>
    <input type="button" value="Get cookie"
      onclick="cookie()" />
  </b4>
</form>
</body>
</html>
```

Output:-



Reading cookies:

The value of the document.cookie object is the cookie, so this string can be used to access the cookie. The document.cookie string will keep a list of name-value pairs separated by semi-colons (;), where the name of a cookie and value is its string value.

Deleting a cookie:

To do this, you just need to set the expiry date to a time in the past.

Procedure:-

1. Power ON the PC
2. Open Visual Studio code
3. Write code.
4. Save the code with .html extension
5. Run the code.

<html>

<head>

<script>

```
function setCookie(name, value, exdays)
```

```
{
```

```
const d = new Date();
```

```
d.setTime(d.getTime() + d.toUTCString())
```

```
d.setTime(d.getTime() + (exdays * 24 * 60 * 60 *  
1000))
```

```
expires = "expires=" + d.toUTCString();  
document.cookie = cname + "=" + value + ";" +  
expires + ";path=/"
```

```
}
```

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function getCookie(name)

{
name = name + "=";

decodedCookie = decodeURIComponent (down
cookie);

ca = decodedCookie.split (';')

for (let i = 0; i < ca.length; i++)

{
let c = ca[i];

while (c.charAt(0) == ' ')

{
c = c.substring(1)

if (c.indexOf(name) == 0)

return c.substring(name.length
c.length)

}

return " ";

}

function checkCookies()

let user = getCookie("username")

if (user != "")

{
alert("welcome again " + user);

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else
{

user = prompt ("Please enter your name:
 ");
if (user != "" && user != null)
{

} setCookie ("username", user, 30);

}

}

</script>

</head>

<body onload = "checkCookie ()" >

</body>

</html>

Conclusion: Thus I have successfully created and
✓ performed various manipulations on cookies

Reference:

www.w3schools.com

www.tutorialspoint.com

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