### JavaScript Lecture 4c (Ajax)

Waterford Institute of Technology

June 18, 2016

John Fitzgerald

### JavaScript Introduction

Topics discussed this presentation

- Asynchronous JavaScript & XML (Ajax).
- This presentation based on jQuery Ajax.
- Using a very small subset of available functionality.

Waterford Institute of Technology, JavaScriptLecture 4c (Ajax) 2

# Ajax What is it?

- A technology to manage transmission of data.
- Between client and server.
- Generally text-based data.
- Binary data transmission also possible.
- In this course we focus on text-based.
- Originally data format Extensible Markup Language (XML).
- JSON now increasingly the format of choice.

Waterford Institute of Technology, JavaScriptLecture 4c (Ajax) 3/17

## Ajax

#### Why use it?

- Once Upon a Time in the Web . . .
- data request caused whole-page refresh.
- Ajax requests server what it needs,
- when it needs it and,
- for exactly where on page it is needed...
- finding the target with perfect aim.
- This avoids nuisance page flicker and,
- facilitates greater efficiency.



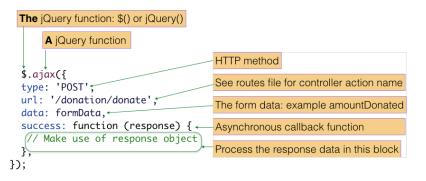
### Ajax

#### Asynchronous communication

- Web page sends HTTP Ajax request.
- User free to continue other page activity.
- Request processed independently.
- Server transmits respose to web page.
- Synchronous communication also possible.



#### Donation ajax call



Waterford Institute of Technology, JavaScriptLecture 4c (Ajax) 6/17

#### Donation ajax call

```
<form class="ui form" action="/donation/donate" method="POST">
    ...
    </form>
```

```
<form class="ui form">
...
</form>
```

Ajax requires form change

#### Donation ajax call

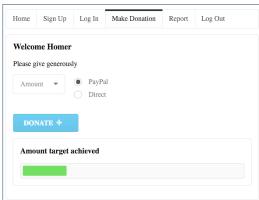
#### Controller

```
JSONObject obj = new JSONObject();
obj.put("progress", getProgress());
renderJSON(obj);
```

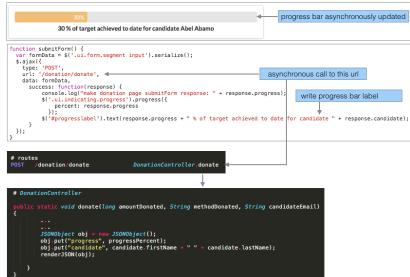
Waterford Institute of Technology, JavaScriptLecture 4c (Ajax) 8/17

#### Asynchronous Java and XML (Ajax)





#### Asynchronous Java and XML (Ajax)



### **JavaScript**

#### Presentation summary

- Ajax
  - Asynchronous JavaScript & XML (Ajax)
  - Now Asynchronous JavaScript & JSON (AJAN -:)
  - In widespread use.
  - Allows specific page element refresh.
  - Avoids flicker associated with whole-page refresh.

Waterford Institute of Technology, JavaScriptLecture 4c (Ajax) 11/17

### **JavaScript**

#### Some suggestions for consideration

- Write code complying with ECMAScript6 (ES6).
- Use quality IDE such as WebStorm.
- Apply styleguide, example Airbnb.
- Use strict mode.
- Avoid use of global variables:
  - Use global abatement or other techniques.
- Do not rely on semicolon insertion.
- Do not use:
  - == (use ====)
  - != (use !==)
- Avoid use of continue statement.
- Do not use block-less statements (e.g. following for, while, if).

1. jQuery

http://jquery.com/

[Accessed 2014-08-04]

2. w3schools: Learn JavaScript

http://www.w3schools.com/js/default.asp

[Accessed 2014-07-09]

3. HTML5 Element List

MDN: Mozilla Developer Network

https://developer.mozilla.org/en/docs/Web/Guide/HTML/ HTML5/HTML5\_element\_list

[Accessed 2014-08-09]

4. Haverbeke Marijn. 2007-2013. Eloquent JavaScript: A Modern Introduction to Programming

http://eloquentjavascript.net/

[Accessed 2014-07-09]

5. Mozilla Developer Network (MDN)

https://developer.mozilla.org/en-US/docs/Web/ JavaScript/Reference/Global\_Objects/Array

[Accessed 2016:-03-22]

6. w3schools: Learn jQuery

http://www.w3schools.com/jquery/default.asp

[Accessed 2014:-07-09]

7. The Deep Roots of Javascript Fatigue

### https:

```
//segment.com/blog/the-deep-roots-of-js-fatigue/
[Accessed 2016:-03-23]
```

8. Mozilla Developer Network (MDN)

https://developer.mozilla.org/en-US/Add-ons/SDK/Guides/Contributor\_s\_Guide/Classes\_and\_Inheritance [Accessed 2016:-05-14]

Waterford Institute of Technology, JavaScriptLecture 4c (Ajax) 15,

9. Airbnb JavaScript Style Guide

http://airbnb.io/javascript/

[Accessed 2016:-005-15]

10. Code Conventions for JavaScript

http://javascript.crockford.com/code.html

[Accessed 2016:-006-16]



Except where otherwise noted, this content is licensed under a Creative Commons
Attribution-NonCommercial 3.0 License.

For more information, please see http://creativecommons.org/licenses/by-nc/3.0/



