# FROM DESKTOPTO WEB APP

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# ALGORITHM

- algorithm is a description on how one specific problem will be solved
- in this material we'll use two different algorithms to solve one specific problem ...
- · ... which is to sum figures from I to given number N

# ALGORITHM #1: (SLOW)

- first algorithm is ...
  - easy to find out
  - slow when figures are big
- big O(n)
  - linear time consumption

- set sum = 0
- go through figures from
   I to N
  - calculatesum=sum+currentfigure

# ALGORITHM #2: (FASTER)

- second algorithm is ...
  - not so obvious
  - much quicker when figures are big
- big O(I)
  - constant time consumption

- set sum = 0
- sum biggest and smallest (call it BisMa)
- multiply with integer division
   N/2
- add half of BisMa, if N is odd

# SUMMING I...N

```
Algorithm #1
                   [biq O(N)]:
Loop through 1 ... N
Sum them
                  4
            3
      2
                                           8
                              1+4=5
(4 div 2) x hesu+ (4 mod 2) * (hesu) = 2
2x5=10
    1+4=5
    4:2=2
    2x5=10
    1 x (6/2)
    1+5=6
    5:2=2 kokonaista + 1
    2x6 + (1 \times (6/2)) = 12
```

Algorithm #2 [big O(1)]:

Smallest to be summed is **one=**1.

Biggest number to sum is biggest.

#### helpersum=one+biggest

Divide helpersum with two (intdivpertwo=helpersum/2)

Need remainder (modulus) too (moduluspertwo=helpersum/2)

# IMPLEMENTATION WITH C

```
[PoliTrukki:dataStructure&algorithm karikahakkinen$ ./conut 44444 Summing numbers from 1 to 44444 ...

Algorithm #1: Sum is 987656790
Time used: 0.000131

44444 - 987656790
Algorithm #2: Sum is 987656790
Time used: 0.000000

[PoliTrukki:dataStructure&algorithm karikahakkinen$ ./conut 44443 Summing numbers from 1 to 44443 ...

Algorithm #1: Sum is 987612346
Time used: 0.000145

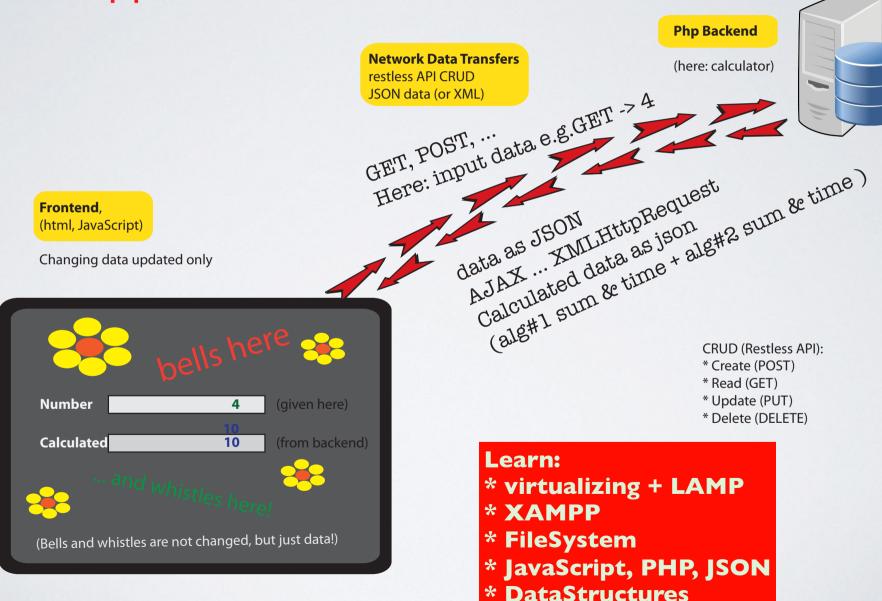
44443 - 987612346
Algorithm #2: Sum is 987612346
Time used: 0.000001
```

### Learn: \* programming language C

```
#include <stdio.h>
#include <inttypes.h>
#include <errno.h>
#include <string.h>
#include <stdlib.h>
#include <time.h>
#define BASE
int main(int argc, char **argv) {
char*
       endptr;
long
        tocount;
long
       i;
long
       sum=0:
long
       hesu;
clock t start, end;
double cpu time used;
if (argc<2) {
   printf("%s: use: %s count\n", argv[0], argv[0]);
   exit(-1);
tocount = strtoimax(argv[1], &endptr, BASE);
printf ("Summing numbers from 1 to %ld ...\n\n", tocount );
start = clock();
for (i=0;i<=tocount;i++) {
    sum+=i;
end = clock();
cpu time used = ((double) (end - start)) / CLOCKS PER SEC;
printf ("Algorithm #1: Sum is %ld\n", sum );
printf ("Time used: %lf\n\n",cpu time used);
start = clock();
hesu = (tocount+1);
sum=((tocount/2)*hesu) + ((tocount%2)*(hesu/2));
end = clock();
cpu time used = ((double) (end - start)) / CLOCKS PER SEC;
printf("%ld - %ld\n", tocount, sum);
printf ("Algorithm #2: Sum is %ld\n", sum );
printf ("Time used: %lf\n\n",cpu time used);
exit(0);
}
```

### WEB APPLICATION ENVIRONMENT

### **WEB Application Environment**



# JSONTHAT WE'LL USE

```
{"testing":
{"input":"4","output":
[{"sum":"800020000","time":
"0.000121"},
{"sum":"800020000","time":"
0.000001"}]}}
```

But is it valid JSON?

Yes, according

jsonlint.com

### isonlint.com

Learn:
\* validating JSON

Validate JSON

Clear

**Results** 

Valid JSON

# CREATING FIRST BACKEND

- It is easy to create first
   JSON backend by copying
   valid JSON to myjson.com
- then you can continue developing frontend without working, real backend

myjson.com

```
{
  "testing": {
    "input": "4",
    "output": [
        {
             "sum": "800020000",
             "time": "0.000121"
        },
        {
                 "sum": "800020000",
                 "time": "0.000001"
        }
        ]
    }
}
```

Your JSON was saved.

URI to access this JSON directly.

https://api.myjson.com/bins/nfy29

for for for for for for for for

Learn:

\* using internet services in program development

### BUILDING OWN BACKEND # I

Learn:
\* basic html

• it is easy to echo json to humans ...

# BUILDING OWN BACKEND #2

• ... but it is not ok to our frontend!

# Learn: \* using web browser developer tools

myjson.com source (this is good) json source

```
→ C ① view-source:https://api.myjson.com/bins/6ct01

{"testing":{"input":"347","output":[{"sum":"60378","time":"0.000004"},{"sum":"60378","time":"0.000001"}]}}
```

### our source (not good, but ok starter!)

### ALGORITHMS, IMPLEMENTED USING PHP

This echoes still html page - not json as meta!

### Learn: \* php functions

```
<!doctype html>
< h + m >
  <head>
    <title>This is the title of the webpage!</title>
  </head>
  <body>
    <?php
        function soslow(int $nmbrin) {
     // https://www.php.net/manual/en/function.microtime.php
     $start = microtime(true);
     $sum=0:
     for ($i=0;$i<=$nmbrin;$i++){
        $sum += $i;
     };
     $time elapsed secs = microtime(true) - $start;
     $time=sprintf("%f",$time elapsed secs);
     return ('{"sum":"'.$sum.'", "time":"' . $time . '"}');
        function faster(int $tocount) {
                $start = microtime(true);
                $sum=0;
     hesu = (stocount+1);
     $sum=((intdiv($tocount,2))*$hesu) + (($tocount%2)*($hesu/2));
                $time elapsed secs = microtime(true) - $start;
                $time=sprintf("%f",$time elapsed secs);
                return ('{"sum":"'.$sum.'","time":"' . $time . '"}');
       $in=40000000;
        $jsonStr = '{"testing":{"input":"' . $in . '", "output":[';
        $jsonStr .= soslow($in);
                                  <- calling soslow() - returns json</pre>
        $jsonStr .= ',';
                                       <- calling faster() - returns json
        $jsonStr .= faster($in);
        $jsonStr .= ']}}';
        echo '' . $jsonStr . ''; <- calling faster()
     ?>
  </body>
</html>
```

```
<?php
                            // https://alexwebdevelop.com/php-json-backend/
                             function soslow(int $nmbrin) {
                              // https://www.php.net/manual/en/function.microtime.php
                              $start = microtime(true);
                              $sum=0;
                              for ($i=0;$i<=$nmbrin;$i++){
                                $sum += $i;
                              $time elapsed secs = microtime(true) - $start;
                              $time=sprintf("%f",$time elapsed secs);
                              return ('{"sum":"'.$sum.'", "time":"' . $time . '"}');
                              function faster(int $tocount) {
                                $start = microtime(true);
                                $sum=0:
                                hesu = (stocount+1);
                            // PHP integer division intdiv()-> https://secure.php.net/manual/en/function.intdiv.php
                                $sum=((intdiv($tocount,2))*$hesu) + (($tocount%2)*(intdiv($hesu,2)));
                                $time elapsed secs = microtime(true) - $start;
                                $time=sprintf("%f",$time elapsed secs);
                                return ('{"sum":"'.$sum.'", "time":"' . $time . '"}');
                               https://www.w3schools.com/php/php superglobals.asp
                               echo 'given number was -> ' . $ GET['number'];
                              $in=$ GET['number'];
* www content-types
                              $jsonStr = '{"testing":{"input":"' . $in . '", "output":[';
                              $jsonStr .= soslow($in);
                              $jsonStr .= ',';
                              $jsonStr .= faster($in);
                              $jsonStr .= ']}}' ;
                              header('Content-Type: application/json'); //json backend header
```

**ALGORITHMS** ...

PHP

**IMPLEMENTED** -

JSON BACKEND

echoes |SON

content-type

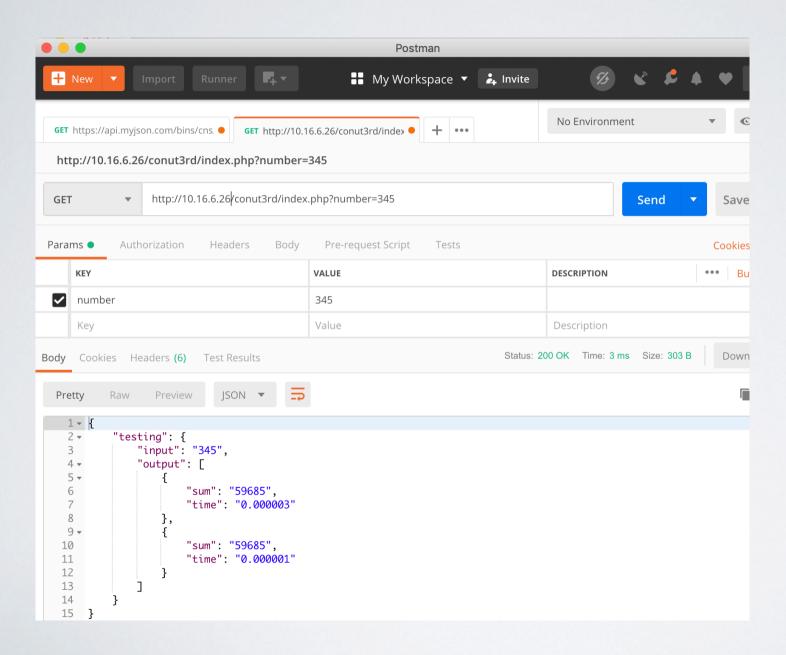
echo \$jsonStr;

?>

json as

Learn:

# TESTING BACKEND



Learn: \* Postman \* curl

### FIRST FRONTEND

Learn:

\* AJAX

\* basic JavaScript

\* URLs and URIs

```
* GETs, PUTs, ...
<!DOCTYPE html>
<html>
                                                                        * CRUD principles
<body>
                                                                          (RESTIess API)
<h2>The XMLHttpRequest Object</h2>
<button type="button" onclick="loadDoc()">Request data (4 in this example)
<script>
function loadDoc() {
 var xhttp = new XMLHttpRequest();
 xhttp.onreadystatechange = function() {
   if (this.readyState == 4 && this.status == 200) {
     document.getElementById("demo").innerHTML = this.responseText;
 };
 xhttp.open("GET", "http://192.168.100.15/conut3rd/index.php?number=4", true);
 xhttp.send();
</script>
```

</body>

# SECOND FRONTEND

```
<!DOCTYPE html>
<ht.ml>
<head>
   <meta http-equiv="Content-Type" content="text/html; charset=utf-8"/>
</head>
<body>
 <h2>The XMLHttpRequest Object</h2>
 <input id="number">
 <button type="button" onclick="loadDoc()">Request data/button>
 Enter positive integer into field above!
 <script>
   function loadDoc() {
      numberValue = document.getElementById("number").value;
     URL="http://192.168.100.15/conut3rd/index.php?number="+numberValue
     var xhttp = new XMLHttpRequest();
     xhttp.onreadystatechange = function() {
       if (this.readyState == 4 && this.status == 200) {
         document.getElementById("demo").innerHTML = this.responseText;
      };
     xhttp.open("GET", URL, true);
     xhttp.send();
  </script>
                                                           Learn:
</body>
</html>
```

Learn:\* basic JavaScript\* AJAX

### THIRD FRONTEND

```
<!DOCTYPE html>
<ht.ml>
<head>
   <meta http-equiv="Content-Type" content="text/html; charset=utf-8"/>
</head>
<body>
 <h2>The XMLHttpRequest Object
</h2>
 <input id="number">
 <button type="button" onclick="loadDoc()">Request data/button>
 Enter positive integer into field above!
 <script>
   function loadDoc() {
     numberValue = document.getElementById("number").value;
     URL="http://10.16.6.26/conut3rd/index.php?number="+numberValue;
     var XHR = new XMLHttpRequest();
     XHR.onreadystatechange = function() {
       if (this.readyState == 4 && this.status == 200) {
                                                                             parse JSON string ->JS object...
         let jsonobj = JSON.parse(this.responseText);
         let outPutText="With input data "+jsonobj.testing.input+":<br>"+
          "Algorithm #1 gives result "+jsonobj.testing.output[0].sum +
                                                                                ... and use it
          " in time "+jsonobj.testing.output[0].time+".<br>>"+
          "Algorithm #2 gives result "+jsonobj.testing.output[1].sum +
          " in time "+jsonobj.testing.output[1].time + "<br>>";
     document.getElementById("demo").innerHTML = outPutText;
     };
                                                    Learn:
     XHR.open("GET", URL, true);
     XHR.send();
                                                    * objects principles
                                                    * OOP principles
 </script>
                                                    * JSON parsing in JavaScript
</body>
```

</html>

\* JavaScript objects

### **DATABASE BASICS**

What is data, database, DBMS

https://www.guru99.com/ introduction-to-databasesql.html ← → C â https://www.guru99.com/introduction-to-database-sql.html consideration.

For example your name, age, height, weight, etc are some data related to you.

A picture, image, file, pdf etc can also be considered data.

#### What is a Database?

Database is a systematic collection of data. Databases support storage and manipulation of data. Databases make data management easy. Let's discuss few examples.

An online telephone directory would definitely use database to store data pertaining to people, phone numbers, other contact details, etc.

Your electricity service provider is obviously using a database to manage billing, client related issues, to handle fault data, etc.

Let's also consider the facebook. It needs to store, manipulate and present data related to members, their friends, member activities, messages, advertisements and lot more.

We can provide countless number of examples for usage of databases .

#### \*





# **SQL** Tutorials

- 1) Introduction
- 2) MySQL Workbench
- 3) DatabaseDesigning
- 4) Normalization
- 5) ER Modeling
- 6) Creating a Database
- 7) SELECT Statement
- 8) WHERE Clause
- 9) INSERT INTO
- 10) DELETE & UPDATE
- 11) ORDER BY, ASC, DESC

### LEARNING SQL

### www.sqlcourse.com



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- Inserting into a table
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- 9 Mathematical Functions
- 10 Table Joins, a must
- 11 SQL Interpreter
- Advertise on SOLCourse.com
- 13 Other Tutorial Links

#### DATABASE

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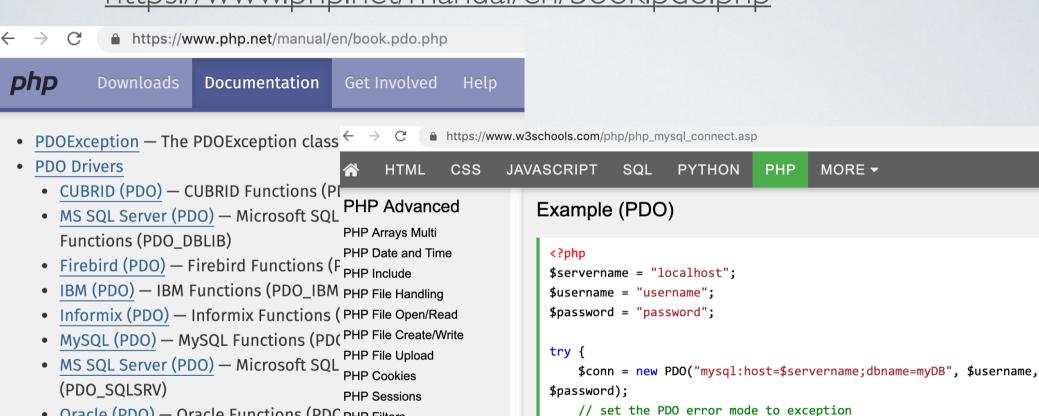
This unique SQL Tutorial is the "sequel" to the highly successful

SQLCourse.com site

AdChoices

### PHP CONNECTION TO SQL DATABASE

https://www.w3schools.com/php/php\_mysql\_connect.asp https://www.php.net/manual/en/book.pdo.php



\$conn->setAttribute(PDO::ATTR ERRMODE, PDO::ERRMODE EXCEPTION);

echo "Connected successfully";

echo "Connection failed: " . \$e->getMessage();

catch(PDOException \$e)

?>

#### PostgreSQL (PDO) — PostgreSQL Function MySQL Database SQLite (PDO) — SQLite Functions (PDC

MySQL Connect

MySQL Create DB

MySQL Create Table

MySQL Insert Data

MySQL Database

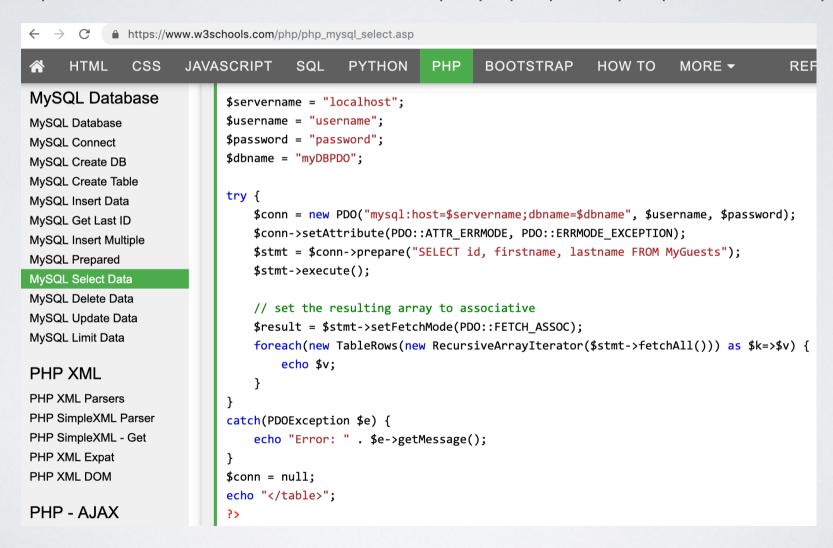
Oracle (PDO) — Oracle Functions (PDC PHP Filters

• 4D (PDO) — 4D Functions (PDO\_4D)

ODBC and DB2 (PDO) — ODBC and DB2 PHP Filters Advanced

### PHP PDO SELECT

### https://www.w3schools.com/php/php\_mysql\_select.asp



```
<?php
// https://alexwebdevelop.com/php-json-backend/
function soslow(int $nmbrin)
 // https://www.php.net/manual/en/function.microtime.php
 $start = microtime(true);
 $sum=0:
 for (\$i=0;\$i<=\$nmbrin;\$i++){
  $sum += $i:
 $time_elapsed_secs = microtime(true) - $start;
 $time=sprintf("%f",$time elapsed secs);
 return ('{"sum":"'.$sum.","time":"' .$time . ""}');
 function faster(int $tocount) {
  $start = microtime(true);
  $sum=0:
  hesu = (stocount+1);
// PHP integer division intdiv()-> https://secure.php.net/manual/en/function.intdiv.php
  $sum=((intdiv($tocount,2))*$hesu) + (($tocount%2)*(intdiv($hesu,2)));
  $time_elapsed_secs = microtime(true) - $start;
  $time=sprintf("%f",$time_elapsed_secs);
  return ('{"sum":"'.$sum."","time":"' .$time . ""}');
// https://www.w3schools.com/php/php_superglobals.asp
// echo 'given number was -> ' . $_GET['number'];
 $in=$_GET['number'];
 $jsonStr = '{"testing":{"input":"' . $in . '","output":[';
 $isonStr .= soslow($in);
 $jsonStr .= ',';
 $jsonStr .= faster($in);
 $jsonStr .= ']}}';
 header('Content-Type: application/json'); //json backend header
 echo $isonStr;
```

### be01.php

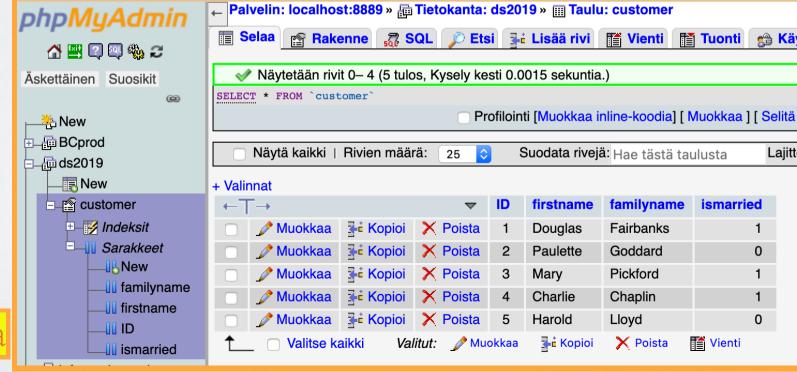
```
<!DOCTYPE html>
<html>
<head>
  <meta http-equiv="Content-Type" content="text/html; charset=utf-8"/>
</head>
<body>
 <h2>The XMLHttpRequest Object</h2>
 <input id="number">
 <button type="button" onclick="loadDoc()">Reguest data/button>
 Syötä positiivinen luku yläpuolella olevaan kenttään!
 <script>
  function loadDoc() {
   numberValue = document.getElementByld("number").value;
   URL="http://localhost:8888/datastructures/backend/be01.php?number="+numberValue;
   var xhr = new XMLHttpRequest();
   xhr.onreadystatechange = function() {
     if (xhr.readyState == 4 && xhr.status == 200) {
      let jsonobj = |SON.parse(xhr.responseText);
      let outPutText="Syötteellä" + jsonobj.testing.input + "<br>" +
        "algoritmi # I antoi tulokseksi " + jsonobj.testing.output[0].sum +
        " ajassa " + jsonobj.testing.output[0].time + ".<br>" +
        "Algoritmi #2 antoi tulokseksi" + jsonobj.testing.output[1].sum +
                "ajassa" + jsonobj.testing.output[1].time + "<br>";
      document.getElementByld("demo").innerHTML = outPutText;
   xhr.open("GET", URL, true);
   xhr.send():
 </script>
</body>
</html>
```

### fe0 I .html



#### Structure







```
fe02.html
```

```
<!DOCTYPE html>
<html>
<head>
  <meta http-equiv="Content-Type" content="text/html; charset=utf-8"/>
</head>
<body>
 <h2>The XMLHttpRequest Object</h2>
 <input id="number">
 <button type="button" onclick="loadDoc()">Request data/button>
 Write actors id into field above!
 <script>
  function <a href="loadDoc()">loadDoc()</a> {
   numberValue = document.getElementById("number").value;
   URL="http://localhost:8888/datastructures/backend/be02.php?actorid="+ numberValue;
                                                                                          be02.php on next slide >>
   var xhr = new XMLHttpRequest();
   xhr.onreadystatechange = function() {
     if (xhr.readyState == 4 && xhr.status == 200) {
      let outPutText = xhr.responseText;
      document.getElementById("demo").innerHTML = outPutText;
    xhr.open("GET", URL, true);
    xhr.send();
 </script>
```

</body> </html>

```
<?php
                                                                                        be02.php
// https://www.w3schools.com/php/php_superglobals.asp
// echo 'given actorid was -> ' . $ GET['number'];
 $in=$_GET['actorid'];
 $servertype = "mysql";
 $servername = "localhost";
 susername = "ds2019":
 $password = "TopSecret";
 delta = "ds2019":
 try {
    $conn = new PDO("$servertype:host= $servername;dbname= $dbname", $username, $password);
    // set the PDO error mode to exception
    $conn->setAttribute(PDO::ATTR ERRMODE, PDO::ERRMODE EXCEPTION);
    $conn = $conn->prepare("SELECT ID, firstname, familyname, ismarried FROM `customer` WHERE ID=".\$in);
    $conn->execute();
    // set the resulting array to associative
    $result = $conn->setFetchMode(PDO::FETCH ASSOC);
    foreach ($conn->fetchAll() as $k=>$v){ // Associative Array <a href="https://www.w3schools.com/php/php_arrays.asp">https://www.w3schools.com/php/php_arrays.asp</a>
     $booleanIsMarried = (I == $v['ismarried']) ? 'true' : 'false' ; // ternary operator
     $output= '{"firstname":"'.$v['firstname'].'","familyname":"'.$v['familyname']."","ismarried":"'. $booleanIsMarried .'"}';
 catch(PDOException $e) {
  echo "Connection failed: ". $e->getMessage();
```

header('Content-Type: application/json'); //json backend header echo \$output;