

PHP

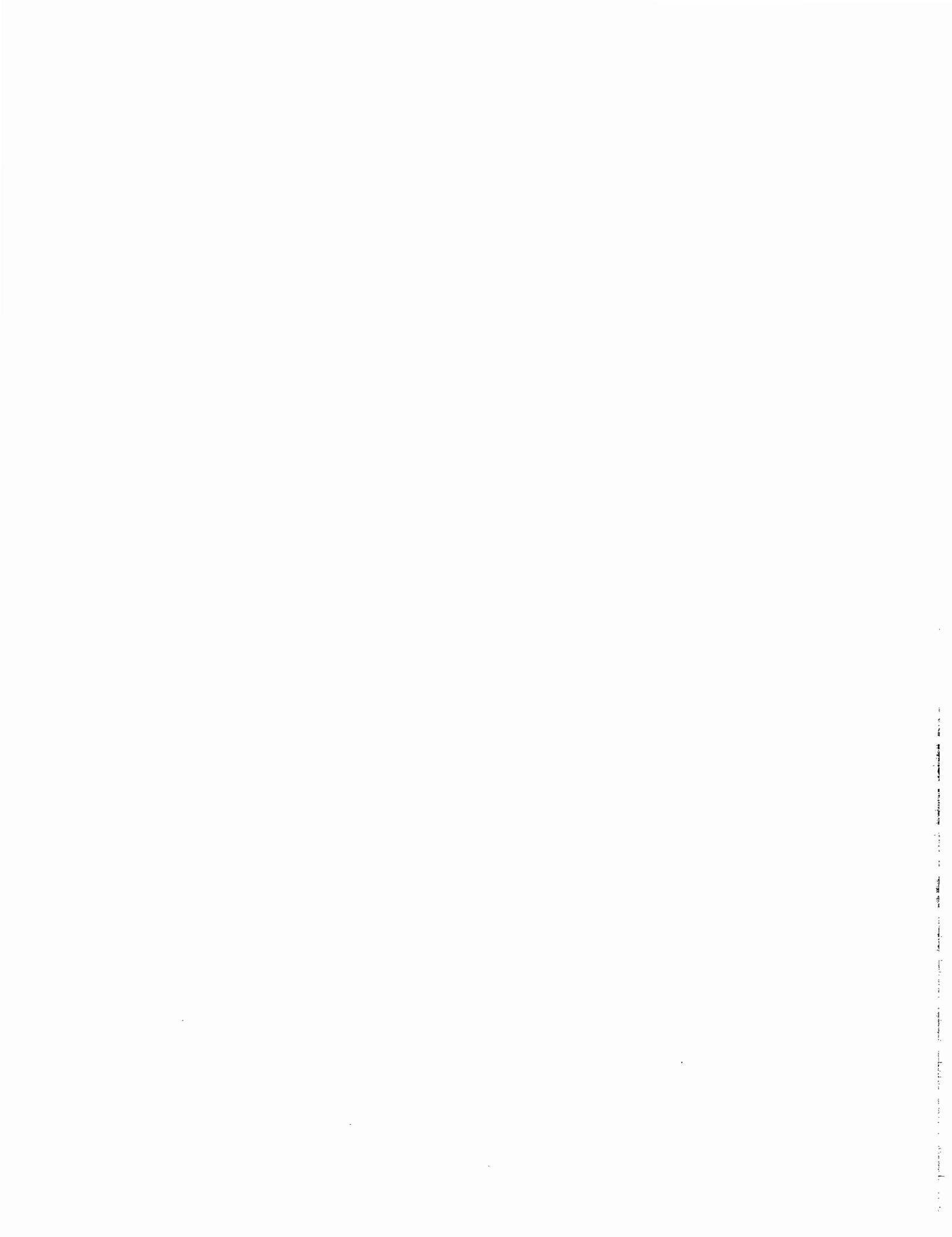
notes

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Software institues material available



16/09/09
Wednesday

PHP

- PHP stands for [personal home page]
- It is Server side Scripting language to develop the dynamic web application

- The alias name is [HyperText Pre processor]

The Hyper Text Preprocessor was from version 3.0

- PHP is developed in 1995.

It is a Combination of [c & perl] - languages

The first developed PHP is called as 'php 1.0'

The 'php 1.0' is not Server side script.

The latest version of the PHP is 6.0.

- PHP was developed by the 'Rasmus Lerdorf' using 'C & perl lang.'

- PHP supports Any Type of web Server [i.e cross servers]

(diff servers like as Tomcat, Apache, IIS)

- PHP runs on Any Type of Operating System [O.S.]

- Execution of PHP Application is very fast due to the 'ZEND' Engine.

[PHP execution is fast when compared with JSP, ASP]

- In PHP code we can embed VB, ASP, JAVA etc...

- PHP is Extensible [Everyday Growing up ^{with} thousands,
 [we can add our own functions to our original code] & functions adding]

- PHP 5.0 is released in 2005.

[PHP 5.0 is provides & supports Object oriented programming]

[PHP is used from Version 5.0]

- PHP provides 100% security

- It supports no. of inbuilt functions to interact with 'MySQL'
- PHP is easy to learn and develop Application
- 'ZEND' organization gives full technical support to PHP and introduced tools like editors, debuggers, which decrease the project development time

CMS [Content Management System]

~~17/9/10~~

TOPICS:-

HTML

7 days - HTML
10 days - JavaScript

CSS

10 days - CSS ✓

MySQL

10 days - Joomla ✓

JavaScript

7 days - Ajax ✓

PHP

Next software [Liberian Rays]. ✓

Joomla

*

Project

✓

→ JavaScript is client side language.

JavaScript is implemented by 'Netscape Navigator' ✓

→ AJAX [Asynchronous JavaScript And XML] ✓

✓

- PHP is embedded Server side scripting language.

Features:-

1. Open Source
2. Natural way of Accessing Data Base (No need of Any Drivers) *
3. Syntax and Semantic is simple
4. Loosely Typed
5. Ability to Connect Multiple DataBases
6. Full Support in the form of built in functions

... i.e., more than 1000 built in functions

SQL - To install the PHP we have some third party tools

1. XAMPP
2. WAMP
3. Easy PHP

20, Million
web servers
are running
on PHP
Google

Note:

Our software is 'XAMPP', it includes Apache, MySQL, Perl for xp.

17/9/09 HTML:-

- HTML is client side coding.
- HTML is used to design the webpages
- HTML stands for HyperText Markup Language used to design the web pages
- * - HTML is client side scripting language.
- * - It is not case sensitive [can be case-insensitive]
- * - Extension is [.htm & .html]
 - ↳ windows and others
- * - HTML contains Markup Tags to Design the page.
- HTML contains no. of elements.
- HTML ~~contains~~ element is enclosed with two characters i.e. < > {Angle Brackets}
- * - HTML language is error-less language.
- HTML Tags classified into 2 Types
 - 1) Pair Tag
 - 2) Non-pair Tags

* → Attribute:-

Attribute is a property of Tag

- Each Attribute is a combination of Name & ~~Value~~ value
- Every Tag Contains Attributes, each attribute is a combination of Name & Value
- The value of an attribute we should place with in the

General Syntax :- [Structure]

```
<Html>
  <Head>
    </Head>
    <body>
      </body>
    </Html>
```

Structure

- place the data with in the body to ~~the~~ the end user display

```
<html>
  <head>
    </head>
    <body bgcolor="green"
          background = "c:\13.jpg">
      welcome TO PHP
      <img src = "c:\12.jpg" alt = "Not Available">
    </body>
  </html>
```

alt is used to display the alternate message when the image is not available

bgcolor: This Attribute is used to provide background colour

background:- This Attribute is used to display the background image

img src = it is used to display image on browser

alt:- it is used to display Alternate Message

Meta Tag

- Search Engines use the <meta> tag's description of the document for Indexing and Ranking purpose.

- Some Search Engines display the description entries under the link on Result pages.

[The Metatag Text is Meant for both human & Search Engine reliability]

1. In the head section of your document, below the document title, insert another <meta> tag

```
<html>
  <head>
    <title> HTML e-book </title>
    <meta name="description" content="HTML e-book to beginner">
  </head>
  <body>
    </body>
  </html>
```

metatag

metatag Expiration Dates :-

```
<html>
  <head>
    <title> HTML e-books </title>
    <meta name="description" content="HTML e-book to beginner"/>
    <meta name="expires" content="Mon, 19 September 2009
      12:55:00 GMT"/>
  </head>
  <body>
    </body>
  </html>
```

GMT [Greenwich Mean Time]

Program:-

```
<html>
  <head>
    <title> Background Image</title>
  </head>
  <body bgcolor="yellow" background="abc.jpg" text="white">
    <h1> This is first Program </h1>
    <h2> My Name is Roshan </h2>
  </body>
</html>
```

- bgcolor indicate background colour ↗ Path or ring
- background indicates the background image [cn abc.jpg]
- Text - it indicates body Text colour
- <h2> - it indicates the data in bold format P.G.R
-30

Working with Headings:

To Format A word (or) phrase as a heading, place an opening heading tag in front of it.

```
<h1> This is Heading 1 </h1>
<h2> This is Heading 2 </h2>
<h3> This is Heading 3 </h3>
```

(*The Header ~~size~~ ^{display} Text as big fonts) ✓
+ "h2 display" & Text as small
Compared with "h1". ✓
[We have heading from h1-h6]

The Heading Tags only ALLOWABLE attribute is Align. It's possible values are Left, right and center.

~~Alignment~~ The align a heading `<h1 align="center"> Heading </h1>`

Alt: it is used to display the alternate message

```

```

- 'alt' is used to display the message when the path of the image is not found

→ working with Audio files:-

Embed:

By using this Tag we can Embed the plug-in in the webpage to run the flash files, video, audio files

- This Tag contain an Attribute src to provide the path of the embed file

```
<body>
  <embed src="f:\abc.mpg">
  <embed src="d:\vd1.avi">
</body>
```

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Loop:

By using this property we can execute (or) Run the embedded file Continuously. It contains 2 possible values i.e. True (or) False

'By default value is false'

```
<body>
  <embed src="c:\12.avi" loop="True">
</body>
```

playcount:

To Specify the No. of repetitions

```
<body>
  <embed src="c:\12.avi" playcount="3">
</body>
```

Width:-

To provide the width in pixel

pro
on

<body>

<embed src="c:\2.avi" playcount="2" width="50">

</body>

Height:-

To provide the Height in pixel

o

<body>

<embed src="c:\2.avi" playcount="2" width="50" height="50">

</body>

Hidden:-

This property contains 2 values i.e 'True' & 'False'

by default i.e 100

<body>

<embed src="c:\2.avi" playcount="2" width="50" height="100">

<embed src="c:\3.avi" ~~playcount~~ width="50" height="50" hidden="True">

(disappear)

The above video file is disappear from browser.

pro

Every Control Contains properties and Events:-

Properties:-

Properties describe the Appearance of a Control.

m

Eg:- width, Height --- etc

Events:-

Every Control Contains Event Handlers based on the perform action the Relevant Event Handler will Execute.

Eg:- on-click, on-Mouse over, on-Mouseout etc...

Project:-

onclick:-

```
<body>
  
</body>
```

double quotes :
use all internal
late single quotes

onmouseout:-

```
<body>
  
  
</body>
```

on mouse over:-

```
<body>
  
  
</body>
```

Program:-

```
<body>
  
  onmouseout="src='d:12.jpg'">
```

Marquees:-

By using this we can scroll the content in web-page

<Marquee> welcome To PHP </Marquee>

<Marquee style="color: Red; font-size: 30px">

* To change the direction:-

<Marquee style="color: Red; font-size: 30px" direction="Right">

* Behaviour:-

<Marquee style="color: Red; font-size: 30px" behavior="alternate">
 "slide"
 "scroll"

<Marquee style="color: Green">
 style="color: Green; font-size: 30px">

{ it is default value } ←

* Moving Speed:-

[by default value it is '10px']

919/e
In

```
<Marquee style="color:'Red'; font-size:'30px'" behavior="scroll"  
scrollAmount="15px">
```

Programm:-

```
<Marquee style="color:'red'; font-size:'30px'" direction="right"  
behavior="scroll" scrollAmount="20" loop="2">
```

Welcome To PHP → [Instead of this we can also place an image]
i.e

```
</Marquee>
```

✓ To stop the Marque event:-

```
<Marquee style="color:'Red'; font-size:'30px' direction="right"  
behavior="scroll" scrollAmount="20" loop="2"  
onmouseover="scrollAmount='0'" onmouseout="scrollAmount='5'">
```

Change the position of Image Control.

```
<body>
```

```
  
```

```
</body>
```

```
  
```

```
<Marquee direction="up" scrollAmount="5" style="color:'white';  
                             width:'200px'; height:'100px'; left:'20'; top:'20'  
                             position:'absolute'"  
onmouseover="scrollAmount='0'" onmouseout="scrollAmount='10'">
```

13/9/09
Input: By using this tag we can place Input Controls on webpage

Type: it is an attribute to specify the type of the control

Type = Text:

```
<input type="text" style="background-color: 'green'>
```

To provide color [fore-colour]:

```
<input type="text" style="background-color: 'green'  
color: 'white'; font-size: '40' ''>
```

visibility:

By using this property we can hide the elements on the web page

```
<input type="text" style="background-color: 'green'  
color: 'white'; font-size: '40' visibility: 'hidden'>
```

→ the possible value of visibility is "visible, hidden"

Direction:

dir is an attribute

```
dir = "rtl">
```

"rtl" → it is default value

maxlength:

To specify the no. of maximum characters in a textbox

```
maxlength = "10">
```

* Value:- To provide some text on a control box

```
value="PHP">
```

* disabled:- To provide read-only property to a control.

```
disabled="true">
```

* ID:- By using this property we can provide identity to a control when we are providing id to a control we have to follow some rules.

1. Id should be unique (don't repeat)
2. id should be meaningful
3. id should indicate the type & functionality of the control.

```
id="txtUname">
```

```
id="txtUname" name="txtUname">
```

```
<input type="text" style="background-color: 'green';  
color: 'black'; font-size: '40'; visibility: 'visible';  
background: url('c:/png1.png')" dis="stl"  
maxLength="10" value="PHP" id="txtUname"  
name="txtUname">
```

Type = password:

Display password controls on webpage

```
<input type="password">
```

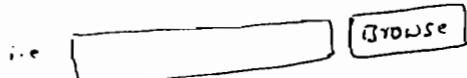
Type = button:

```
<input type="button" value="Login"> Login
```

Type = file:

To display file upload control on your webpage

```
<input type="file">
```



Type = Radio

To display Radio Button on webpage

♂ Male, ♀ Female

`<input type="radio" name="rad1"> Male` → This command used for selection

`<input type="radio" name="rad2"> female`

↳ Here we can select the both entries (i.e. both radio buttons).

`<input type="radio" name="rad1"> Male`

↓

`<input type="radio" name="rad1"> Female.`

↳ both same

[Here we can choose only one]

Type = Checkbox :-

✓ 2010 ✓

`<input type="checkbox"> PHP` PHP.

✓ Type = reset :- `<input type="reset" value="clear">`

✓ Type = submit :-

To submit the current page value to the webserver.

`<input type="submit">`

* Divisions : [div] :-

2010

By using this tag we can divide a webpage as divisions to apply the style and also we can group multiple controls.

`<div id="div1">
 </div>`

`<div id="div1" style="color:red; font-size:30px">
 </div>`

`<input type="button" value="show" onclick="div1.style.visibility='visible'">`

`<input type="button" value="hide" onclick="div1.style.visibility='hidden'">`

W

```
<div id="div1" style="color:'black'; font-size:'30'>
```

 Username < input type="text" >

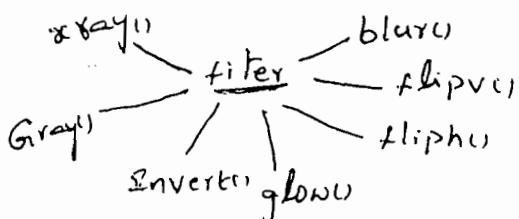
 Password < input type="text" >

 <input type="button" value="Login" >

</div>

~~9/9/09~~ we can apply 'filter' properties on the content or 'div' tag

when we are applying the filter properties we should provide width (or) height or the 'div' tag



the 'div' tag will not effect until the width & height is denoted:

Ex: <div style="color:red; font-size=30; filter: flipv(); width=600px">

Prog:- <div style="color:red; font-size=30; filter:flipv(); width=600px">

welcom to php

</div>

array:- filter: array();

Gray:- filter: gray();

Invert:- filter: invert();

Blur:- filter: blur(strength=30, direction=45);

Glow:- filter: glow(color=green, strength=20);

Drop shadow:- filter: Dropshadow();

filter: dropshadow (offx=50, offy=100, color:green);

Wave:-

```
<div style="color:red; font-size=30; filter:wave(freq=9, strength=9);
width=600px">
```

```
filter:alpha(opacity=20);
```

{without opacity the alpha filter
will not show any effect}

Select:-

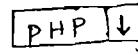
By using this tag we can display drop down list on web-page

- dropdown list is collection of list items
- Every item in list contain an index no
- the index no. of list items starts with 0 ends with "listlength-1"

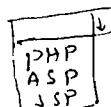
option is a tag to place the list items in dropdown list

<select>

<option> PHP </option>



<option> ASP </option>



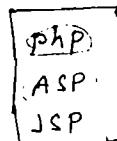
<option> JSP </option>

</select>

- By using multiple property we can select the multiple items at a time.

* <select multiple="True">

<option style="color:red> PHP </option>



<option style="color:green> ASP </option>

</select>

<select>

```
<optgroup label="PHP">  
    <option> sharanam shah </option>  
    <option> Agree </option>  
</optgroup>
```

```
<optgroup label="ASP">  
    <option> wrox </option>  
    <option> Blackbook </option>  
</optgroup>
```

colour to a label:

```
<optgroup label="PHP" style="color:green">
```

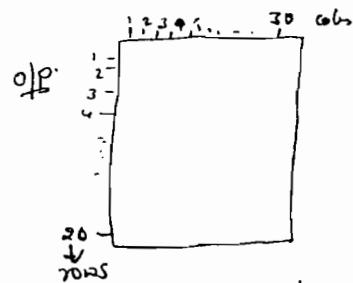
* Text Area:-

To display Multiline Textboxes on a webpage

rows: To provide the total no. of rows in Multiline Textbox

cols: To Specify the columns

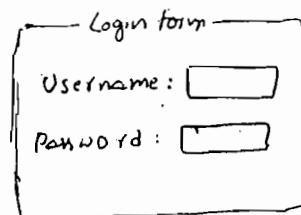
```
<Textarea rows=20 cols=30>  
</Textarea>
```



Field Set:- By using this tag we can provide a border to the contents of a webpage

Legend:- This tag is used to display title on field set

```
<fieldset style="width:250">  
    <legend> Login form </legend>  
    Username <input type="text">  
    <br>  
    Password <input type="password">  
</fieldset>
```



Li :- this Tag display list items on web page

```
<li> PHP </li>  
<li> ASP </li>  
<li> JSP </li>
```

OL :- To provide Numbers, alphabets to list items as index.

```
<ol>  
    <li> PHP </li>  
    <li> ASP </li>  
    <li> JSP </li>
```

```
</ol>
```

```
<ol type="i" (or) type="A" (or) type="1">
```

UL :- used to display circles, squares & bullet symbols before the list items

→ (or) "square" → (or) "disc"

```
<ul type="circle">  
    <li> PHP </li>  
    <li> ASP </li>  
    <li> JSP </li>
```

	<u>"circle"</u>	<u>"Square"</u>
○	PHP	■ PHP
○	ASP	■ ASP
○	JSP	■ JSP

Title :- To display title on web page

```
<head>  
    <title> My Page </title>
```

```
</head>
```

* Meta :-

```
<head>  
    <meta http-equiv="refresh" content="10">  
</head>
```

this command is used to refresh the page for limited interval in times.
↳ time intervals

22/7/09 * To
- By using this Meta tag we can provide keywords.

we have to use an attribute i.e Name = "keywords"

- Content is an attribute to specify the keywords.

<meta Name="keywords"

: Content = "online material, php material, php tutor"

* Frame set :- [* * *]

this tag is used to hold multiple frames. each frame can represent one webpage to place multiple website on single webpage. we can use 'frameset'

cols: this attribute is used to divide a webpage as multiple columns.

rows: To specify the rows

<frameset cols="50%, 50%">

[OR]

→ Remaining whole space

- <frameset cols="50%, *">

<frame src="c:/menu.html">

<frame src="c:/welcome.html">

</frameset>

Note:
// don't write the
frameset with in
the body tag

<frameset cols="50%, *">

<frame src="c:/menu.html">

<frame src="c:/welcome.html" name="frm2">

Greetings

</frameset>

 : - it display bold text

<i> : - To display the content in italic style

<u> : - To place an underline to a text

<strike> : - Rs. 1500 ~~Rs. 2000~~ </strike>

^{: - $a^{sup} 2$} + $b^{sup} 2$ </sup> \rightarrow ie $a^2 + b^2$

* Tables :-

By using this tag we can place A table on the webpage

tr:- To Create a row with in the table

td:- To place cells in a row

Properties:-

(i) border:- To Provide table border

(ii) Cell Padding:- The space between the content and wall of a cell

(iii) cell Spacing:- The space between the 2 cells

<table>

```
<table border="0" bgcolor="Red">
<tr><td>Username </td><td>input type="text" </td></tr>
<tr> <td>Password </td><td>input type="password" </td></tr>
<tr> <td><input type="button" value="Login"> </td></tr>
</table>
```

col span:-

this 'td' property is used to merge the cells without vertical separator.

```
<td colspan="2" align="center"> <input type="button">
```

row span:-

By using this property we can merge the cells without horizontal separator.

```
<table border="3">
```

```
</table>
```

Hyp

```

<table border="3"> [Change the value  
what ever you want]
    <tr> <td rowspan="6">  </tr>
        <tr> <td> price : 100 USD </td> </tr>
        <tr> <td> price : 200 USD </td> </tr>
        <tr> <td> price : 100 USD </td> </tr>
        <tr> <td> Price : 100 USD </td> </tr>
        <tr> <td> price : 100 USD </td> </tr>
    </table>

```

Cellpadding & Cellspacing:-

```

<table border="3" cellpadding="30" cellspacing="30">
    <tr> <td> 100 </td> <td> 200 </td> <td> 300 </td> </tr>
    <tr> <td> 400 </td> <td> 800 </td> <td> 150 </td> </tr>
    <tr> <td> 900 </td> <td> 108 </td> <td> 109 </td> </tr>
</table>

```

→ [Every browser default language is "JavaScript"]

```

<html>
    <body>
        <table>
            <tr> <td> Username </td> <td> <input type="text" > </td> </tr>
            <tr> <td> Password </td> <td> <input type="password" > </td> </tr>
            <tr> <td colspan="2" align="right" > <input type="button" value="submit" > </td>
        </table>
    </body>
</html>

```

Hyperlinks:-

Hyperlinks are ~~not~~ essential for the web. You can create them with the Anchor tag,

<a>, yet another tag that requires attributes. The attribute that transforms the <a> tag into the linking powerhouse that puts the "Hyper" in hypertext is href, which stands for hypertext reference.

① text-link

②

<body link="#000FF" vlink="#99099" alink="#FF0000">

```
title {  
    <html>  
        <head>  
            <title>Hyperlinks</title>  
        </head>
```

- 'vlink' - specifies the color of links that have been visited.
- 'link' - specifies the color of links that haven't been visited
- 'alink' - specifies the color of links that are currently active.

<body link="blue" vlink="red" alink="#green">

- text-link

-

-

nsc page

</body>

blank :- used to open the link page on target

[This indicate that the link is opened another blank page]

~~Program~~

```
<html>
  <head>
    <title> Hyperlinks </title>
  </head>

  <body link="blue" vlink="red" alink="green">
        
    - <a href="bing.html">text-link</a>
    <br>
    - <a href="nrc.html" target="-blank">
        
      </a>
    - <a href="abc.html" target="-blank">Roshan</a>
  </body>
</html>
```

Creating mail to Links:-

At some point we have probably clicked a link to send an e-mail.

- in the body of HTML document, locate the text (or) image tag you want to make into a link.
- place a opening anchor tag in front of that text (or) image tag

```
<a href="mailto:rashan.mc@gmail.com">
```

- To predefined the content of e-mail's "Subject" line, follow the e-mail address with a question mark (?), enter the word subject, and set equal to ~~text~~ the text you want displayed

```
<a href="mailto:rashan.mc@gmail.com?subject=Hello">
```

Date: 23/9/09

```
<html>
  <head>
    <title> Mail to links </title>
  </head>

  <body>
    <a href="mailto:xoshan.nc@gmail.com?subject=Hello
      &body=i'll be there"> Coming to party </a>
  </body>
</html>
```

23/9/09

Linking to Named Anchors:-

```
<a href="#P1"> Content 1 </a>
<a href="#P2"> Content 2 </a>
<a href="#P3"> Content 3 </a>
<a href="#P4"> Content 4 </a>

<p><a name="P1"></a>
<h1> Content 1 </h1>
```

Working with Forms:-

Ge

Form:- By using this tag we can hold html input controls.

form tag contain Attributes

(i) Method:- By using this attributes we can specify the method name what we are using to transfer the information from one system to other system. That it maybe the 'get' or 'post'

→ Difference between 'get' & 'post' :-

Get

Post

Po.

- | | |
|---|---|
| 1) By using get we can send information through the url address. | 1) This method will transfer the information through document body |
| 2) The performance of the 'get' is very fast | 2) Compare to 'get' its performance is slow |
| 3) User can see the data which is transferred using 'get'. That's why this method is unsecure | 3) It is highly secured. User can't see the posted information |
| 4) Limited amount of data we can transfer by using 'get' | 4) Huge amount of data we can transfer by using get 'post' |
| 5) Here we can transfer only string. We can't transfer files | 5) By using post we can transfer documents, images, pdf files etc-- |

Get Method example

```
<form method="get" action="page2.html">  
<input type="text" name="txtUname">  
<input type="password" name="txtPwd">  
<input type="submit">  
</form>
```

[Note:- Here ~~the~~ when we press the submit button after entering the 'Uname' & 'Pwd'. We can find those values in the Url address bar]

Post Method :-

```
<form method="post" action="page2.html">  
<input type="text" name="txtUname">  
<input type="password" name="txtPwd">  
<input type="submit" value="Login">  
<input type="reset" value="clear" >  
</form>
```

A program frameset :-

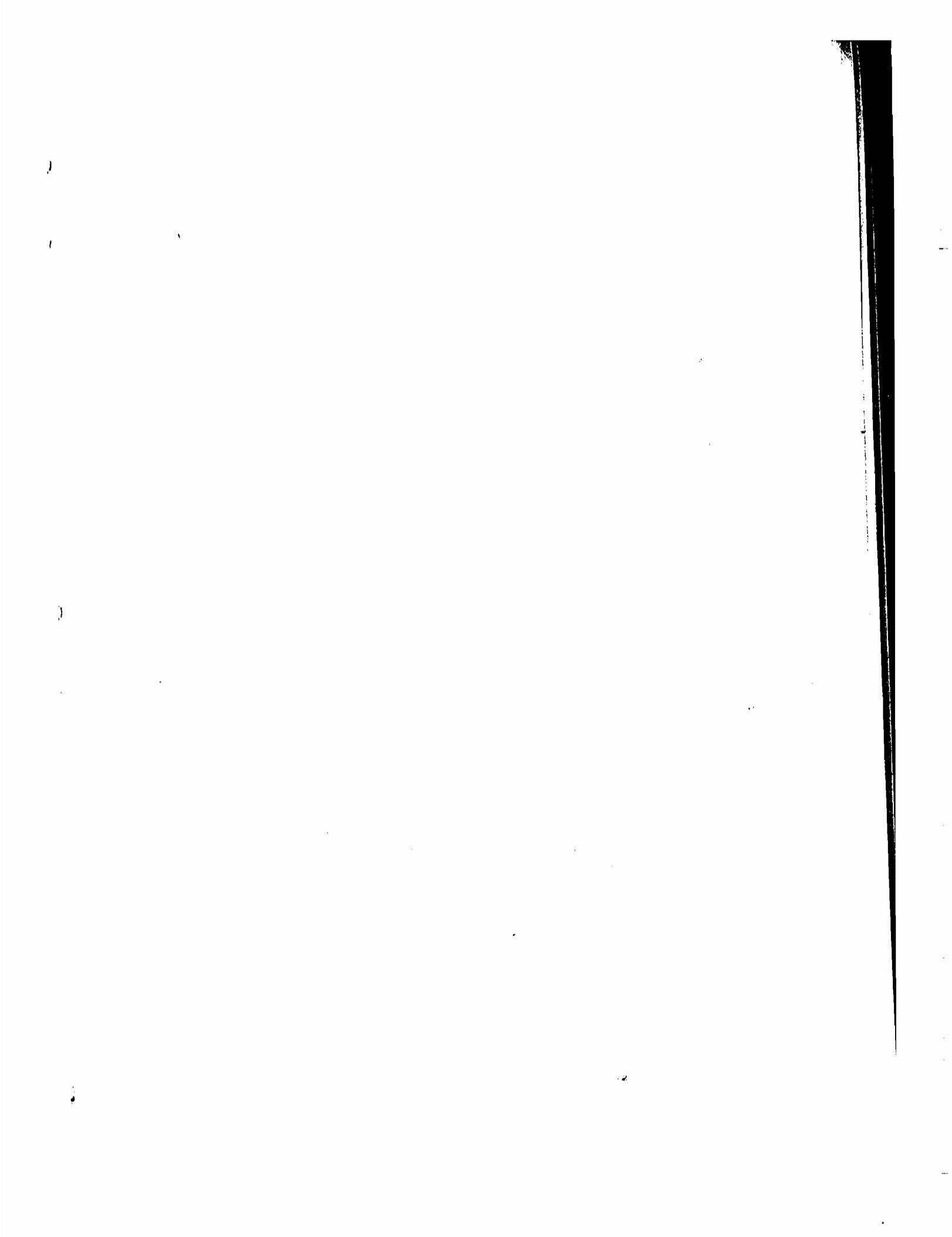
frameset.html :-

```
<HTML>
<head> Frameset </head>
<frameset cols="20%, *">
    <frame src="page1.html" Name="frm1">
    <frame src="page2.html" Name="frm2">
</frameset>
</HTML>
```

page1.html :-

```
<html>
<body> </body>
<a href="abcd.html" target="frm2"> click1 </a>
<a href="Hello.html" target="frm2"> click2 </a>
</html>
```

page2.html :- (blank) ✓



2

23/7/07

JAVA Script

- Java Script is client side scripting language developed by Netscape Corporation in '1995'
- The Original name is 'live script'
 - By using javascript we can validate the input controls and we can design games.
 - Javascript is Interpreter language executes in Client's system with the help of web-Browser Interpreter's
 - Every web browser default client-side script is 'javascript'
 - java script will execute in client system that's of the performance & javascript is every fast compare with Server side scripts
 - when user Accessing webpage the complete client-side Script will download into the client - side System and client can understand our language that's why Javascript is not secure.

[Every project 30% was developed by javascript]

[Javascript is Case-sensitive]

[Every Browser default language is 'javascript'

- Every statement in java script we should end with Semi-colon but it is not "Mandatory"
- Javascript is loosely typed language that's why no need to declare any data type with variable declaration
- var is datatype in Javascript holds any type of data.
- Every java script statement we should place with in Script 'start' and 'end' tags. Then only the browser can understand the scripts.

Eg:-

```
<html>
  <head>
    <script type="text/javascript" language="Javascript">
      alert("welcome to js")
    </script>
  </head>
</html>
```

Eg:-

```
<html>
  <head>
    <script type="text/javascript">
      alert("from html")
    </script>
  <body>
    <input type="button" onclick="javascript:alert('from html')"
           value="click" >
  </body>
</html>
```

To Access the 'js' file:-

```
<head>
  <script src="javascript.js">
    </script>
</head>
<body>
  welcome
</body>
```

To Create the 'js' file:-

```
<head>
</head>
<body>
  alert("This is from ext file")
</body>
```

24/9/09

Function:-

A function is a set of executable statements.

functions are classified into 2 types

- (i) pre-defined functions
- (ii) user-defined functions

(i) pre defined functions:-

the functions available with relevant languages are called as pre-defined functions.

[i.e in-built function]

Eg: `parseInt()`, `parseFloat()`.

(ii) user defined functions:-

the functions defined by the programmers at the time of app. implementation

Javascript function is a keyword to declare function.

Ex:-1

```
<html>
<script>
function fun1()
{
    alert("from fun")
}
</script>
```

Ex:-2

```
<html>
<script>
function fun1()
{
    alert("from fun")
}
</script>
<input type="button" value="click" onclick="fun1()">
```

- User defined functions are classified into diff types
- (i) function with Arguments
- (ii) function with returnType
- (iii) function without Argument or returnType.

Eg:- <script>

```
function fun1(x,y)
{
    alert(x+y) → no returnType
}
```

O/P: 300

</script>

<input type="button" value="click" onclick="fun1(100,200)">

Ans

Eg:-2 <script>

```
function fun1(x,y)
{
    alert(x+y)
}
```

O/P: 300

</script>

<input type="button" value="click" onclick="fun1(100,200,400)">

Con

Eg:-3 <script>

```
function fun1(x,y,z)
{
    alert(x+y)
}
```

O/P: 300

</script>

<input type="button" value="click" onclick="fun1(100,200,400)">

Eg:-4

<script>
function fun1(x,y,z,a)

O/P: NAN
(i.e. Not a Number)

```
{
    alert(x+y+z+a)
}
```

</script>

<input type="button" value="click" onclick="fun1(100,200,400)">

69-5

```
<script>
    function fun1(x)
    {
        x = fun2();
        alert(x);
    }
    function fun2()
    {
        return 100;
    }
```

```
</script>
<input type="button" value="click" onclick="fun1()">
```

NAN :- (NOT a Number)

This function returns true if the input value is not a number. Otherwise it returns false

Conversion functions:-

This function are used to convert 'one datatype' value into another 'datatype'

```
<script>
    function fun1()
    {
        x val = prompt();
        y val = prompt();
        alert(x+y);
    }
</script>
```

function fun1(x,y)

(Prompt is used to enter the input values i.e name, number)

[the input value is taken as a string]
[the '+' operator concatenate the strings].

```
<input type="button" value="click" onclick="fun1(x,y)">
```

ParseInt:-

is.

By Using This function we can Convert 'any' datatype value into 'integer' datatype

```
<script>
    function fun1()
    {
        x=prompt()
        y=prompt()
        alert(parseInt(x)+parseInt(y))
    }
</script>
<input type="button" value="click" onclick="fun1()">
```

(
 ↳ Capital
 parseInt)
 ↳ small

```
<script>
    function fun1()
    {
        x = "1000"
        y = 100
        alert(parseInt(x)+y)
    }
</script>
```

```
<input type="button" value="click" onclick="fun1()">
```

→ O/P: 1100

```
<script>
    function fun1()
    {
        x = "100a600"
        y = 100
        alert(parseInt(x)+y)
    }
</script>
```

→ O/P: 200

```
<input type="button" value="click" onclick="fun1()">
```

[Here 'x' value change ~~is~~ to ~~an~~ Integer datatype i.e first 3 digits only]
..... is not able to change to Int the value of 'x' is 100.

isNaN (is Not a Number):

this function returns true if the input value is not a number. Otherwise it returns false

if $a=abc$ $\text{isNaN}(a)$
 ↓
 True

if $a=100$ $\text{isNaN}(a)$
 ↓
 false.

```
<script>
    function fun1()
    {
        x = "100"
        alert(isNaN(x))      → i.e. false
    }
</script>
<input type="button" value="click" onclick="fun1()">
```

```
<script>
    function fun1()
    {
        x = "abc"
        alert(isNaN(x))      → i.e. True
    }
</script>
<input type="button" value="click" onclick="fun1()">
```

eval:-

By using this function we can convert a string into Arithmatic expression.

```
<script>
    function fun1()
    {
        x = "100*2+50";
        alert(eval(x))
    }
</script>
<input type="button" value="click" onclick="fun1()">
```

$\text{alert}(x) \rightarrow 100*2+50 \checkmark$
 $\rightarrow \text{OP} = 250$
 $\text{alert}(\text{eval}(x)) \rightarrow \text{OP} = 250$

Variable :-

A Variable is Name & memory location used to store some data. Javascript is loosely typed language that's why we need not to declare datatypes.

'Var' is a datatype represents any type or value

Types of Variables :-

Op

(i) Global Variables:- A variable declaration at global location. Global variable can access from any function

<script>

```
var uname = "scott"  
function fun1()  
{  
    alert(uname)  
}  
  
function fun2()  
{  
    alert(uname)  
}  
</script>
```

<input type="button" value="click" onclick="fun2()">

Here we can call the uname
in fun1 & fun2.
Because the uname is declared
in global declaration

(ii) Local Variable :-

A variable declaration with in a function is called as local declaration. the Accessible scope of local variable is that function only

<script>
//var uname = "scott"
function fun1()
{
 var sno = 100
 var x = 100
 y = 500
 z = 150
 fun2()
}

```

function func()
{
    alert(z)
}

</script>
<input type="button" value="click" onclick="func()>

```

Operators

Arithmatic operator: +, -, *, %, /

Comparision Operator : ==, >, <, >=, <=, !=

String Operator : +, "Hello"+100

Increment & decrement operators:

these operators are used to increase (or) decrease the variable value

(i) post/pre increment

(ii) post/pre decrement

$$a = 100$$

$$b = a++$$

↓ ↓
100 101

$$a = 100$$

$$b = ++a$$

↓ ↓
100 101

Negation:-

By using this operator we can change operations
we can change sign & the value

$$a > 100$$

$$a = -a$$

$$a = -100$$

$$a = \cancel{(-a)}$$

Assignment Operators: =, +=, -=, *=, /=, /=

i.e. $a = 100$
 $a += 200$
 $\underline{a = 300}$

Logical Operators: - \neg , $\neg\neg$, $\neg\neg\neg$, $\neg\neg\neg\neg$

Conditional statements:-

By using this statement we can check the conditions

```

if...else:- if (Condition)
{
    //statement
}

{
    else
    {
        //statement
    }
}

```

If the condition is true the statements followed by 'if' block will execute otherwise the statement of 'else' block execute.

```

if (i < n)
{
    alert.print("The i value is smaller")
}
else
{
    alert.print("The n value is big")
}

```

switch:

```

switch (value)
{
    case (value)
    {
        ----
        break;
    }

    case (value)
    {
        //block
        break;
    }

    default:
    {
        //break;
    }
}

```

Eg:-

```

<script>
function fun1()
{
    a=prompt()
    b=prompt()
    a=parseInt(a)
    b=parseInt(b)
    if(a > b)
    {
        alert("b is big")
    }
    else
    {
        alert("a is big")
    }
}
</script>
<input type="button" value="click" onclick="fun1()"/>

```

```

x = 'P';
switch(x)
{
    case 'P':
        alert("Prog")
        break;
    case 'M':
        alert("Manager")
        break;
    case 'H':
        alert("Visitor")
        break;
    default:
        alert("Manager")
        break;
}
</script>

```

By using if Condition we can use any type of operator in switch statement we are using only equal (=) to operator.

Looping Statement :-

By using this we can run the iteration (or) set of statements in no. of times

for loop:-

```
for (<initialization>; <condition>; <increment>)
{
    //set of statements
}
```

→ <script>

```
for(i=1; i<10; i++)
{
    document.write("Roshan") at [0] document.write("Naresh" + " <br> ");
}
```

→ <script>

```
no=prompt("Enter no");
for (i=1; i<20; i++) [for (i=1; i<20).] try with this also
{
    document.write (no + "x" + i + "=" + no * i + "<br>");
}
```

while loop :-

```
while (condition)
{
    //statement
    <increment/decrements>
}

i=1;
while (i<10)
{
    alert ("PHP");
    i++;
}
```

Here the 'while' loop check Condition they only executes the statement when the condition is true

do...while:-

```
do
{
  //statement
} while (Condition)
```

[it will execute the statement atleast once even condition is false]

```
<script>
function fun1()
{
  i=1
  do
  {
    document.write("NRC"+<br>)
    i++
  } while (i<=10)
</script>
<input type="button" value="click" onclick="fun1()" >
```

for...in:-

By using this loop we can run iteration through the elements & collection.

→ javascript window is an object providing no. of properties and a method.

window.alert():

This Method displays message on Message box

```
<script>
  window.alert("Welcome")
</script>
```

prompt():

To display the prompt dialogue box to Access input value

```
<script>
  prompt("Enter name", "scott")
</script>
```

- it returns the Textbox value if user click on the 'ok' button it return's null if user click on cancel.

```
<script>
  a=prompt("Enter name", "scott")
  alert(a)
</script>
```

print():-

To display print property dialogue box.

→ <script>

 print()

</script>

→ <script>

 function fun1()

{

 print()

}

</script>

<input type="button" value="print" onclick="fun1()">

Confirm:-

To display the Confirm dialog box

<script>

 function fun1()

{

 x = confirm ("you want to print?")

 alert(x)

}

</script>

<input type="button" value="print" onclick="fun1()">

location():

By using this property we can open Another
web page in the Current window.

Open():

To Open the webpage in new window.

C

```
<script>
    function fun1()
    {
        location = "c:/nrc.html"
    }
</script>
<input type="button" value="print" onclick="fun1()">
```



```
<script>
    function fun1()
    {
        open("c:/abc.html", "blank", "toolbar=no", width=200,
              height=150, resizable=yes, scrollbars=yes, status=yes")
    }
</script>
<input type="button" value="click" onclick="fun1()">
```

close():-

- Close the current window
- it will display the Confirmation dialog box before closing window

```
<script>
    function fun1()
    {
        close()
    }
</script>
<input type="button" value="close" onclick="fun1()">
```

Create Pop-up: (****)

To Create a pop-up dialogbox in webpage this dialog box contain one method i.e show, to place the dialogbox on web-page

<script>

```
function cp()
```

```
{
```

```
p=window.createpopup()
```

```
pbody=p.document.body;
```

```
pbody.style.backgroundColor="green"
```

```
pbody.style.color="white"
```

```
pbody.innerHTML="welcome to client side script"
```

```
p.show(100,100,200,150,document.body);
```

```
}
```

```
</script>
```

```
<input type="button" value="createpopup" onclick="cp()">
```

window status:-

To display the message on status bar

<script>

```
function cp()
```

```
{
```

```
window.status="welcome to my site";
```

```
}
```

```
</script>
```

```
<input type="button" value="click" onclick="cp()">
```

[it display the message
"welcome to my site @ M
status bar".]
Footer

26/9/09

document.getElementById :-

By using this method we can access an element from current document through 'JavaScript'

```
<script>
function fun1()
{
    uname = document.getElementById('txtUname').value
    pwd = document.getElementById('txtPwd').value
    document.getElementById('txtUname').style.color = "Red"
    alert(uname)
    alert(pwd)
}
</script>
```

```
<body>
    Username <input type="text" name="txtUname">
    <br>
    Password <input type="password" name="txtPwd">
    <br>
    <input type="button" value="click" onclick="fun1()">
</body>
```

```

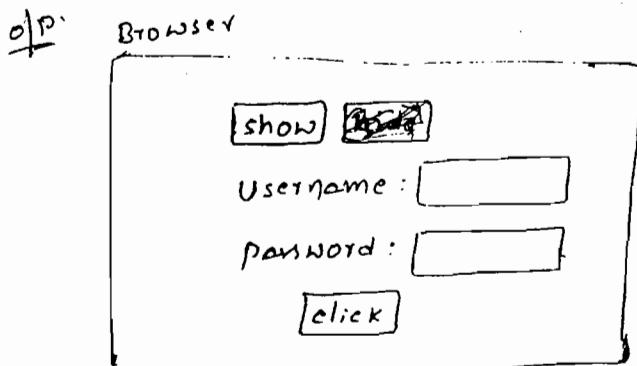
<script>
    function funshow()
    {
        if(document.getElementById('but1').value=="show")
        {
            document.getElementById('div1').style.visibility="visible"
            document.getElementById('but1').value="Hide"
        }
        else
        {
            document.getElementById('div1').style.visibility="hidden"
            document.getElementById('but1').value="show"
        }
    }
</script>

```

```

<input type="button" value="show" onclick="funshow()" id='but1'>
<div id='div1' style="visibility:hidden"> -->
<table bgcolor="lightgreen">
    <tr> <td> Username </td> <td> <input type="text" >
    <tr> <td> Password </td> <td> <input type="password" >
    <tr> <td> <input type="button" value="click" >
</table>

```



```

<script>
    function fun1()
    {
        document.getElementById('txt1').value = 'SCOTT'
        <*> document.getElementById('div1').value = 'SCOTT';
    }
    ✓[or] document.getElementById('div1').innerHTML = 'SCOTT';
</script>
<div style="color:Red" id="div1">
    Hello
</div>
<input type="button" value="click" onclick="fun1(); id='txt1'>

```

- document.write:-

To display title on webpage title bar

```

<script>
    function fun1()
    {
        document.title = "Google"
    }
</script>
<div id="div1" style="color:red">
    Hello
</div>
<input type="button" value="click" onclick="fun1();>

```

After
Get display the Message
Google in Tab

document.write:-

To display Text Message on webpage. This method will redirect the Control current webpage to another webpage.

[In real-time not used]

Set Timeout :-

This method belongs to window object used to execute a function continuously in regular intervals of time period.

This Method Requires 2 Arguments.

1. The Name of function what u want to execute continuously
2. Time intervals.

<script>

```
function fun1()
{
    alert ("hi")           → Time interval
    setTimeout ("fun1()", 1000)  1000 milli sec = 1sec
}
```

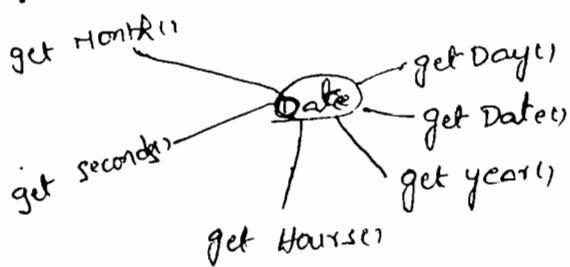
</script>

```
<input type="button" value="click" onclick="fun1()">
```

Date:-

Date is an object in javascript returns client system in Date and time information.

it is providing no.of methods:



<script>

```
function fun1()
{
    d=new Date()
    [ //alert (d.get Date())] alert (d);
}
```

</script>

```
<input type="button" value="click" onclick="fun1()">
```

```

<script>
    function fun1()
    {
        d=new Date()
        str=d.getHours()+":"+d.getMinutes()+":"+d.getSeconds();
        alert(str);
    } //set Timeout ("fun1()", 1000);

</script>
<input type="button" value="click" onclick="fun1()">

```

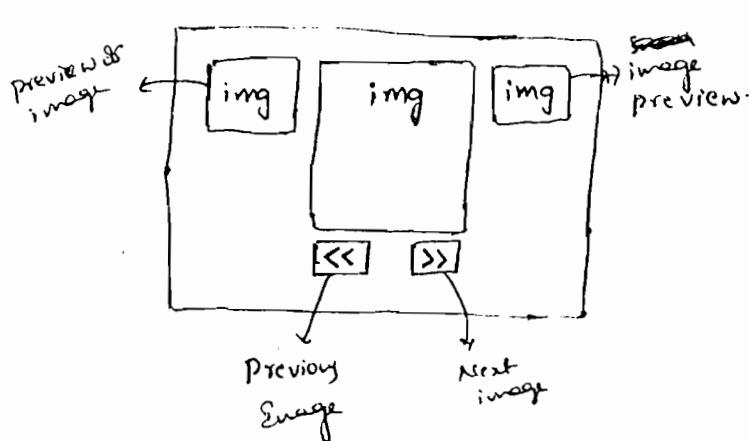
~~29/9/09~~

```

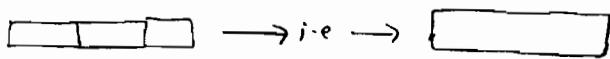
<script>
    function fun1()
    {
        d=new Date(); → object in JS [not class]
        str=d.getHours()+":"+d.getMinutes()+":"+d.getSeconds(); → In JS string is also an object
        document.getElementById('div1').innerHTML= str; setTimeout("fun1()", 1000)
    }

</script>
<div id="div1" style="color:green; font-size:30">
    Hello
</div>
<input type="button" value="click" onclick="fun1()".>

```



[colspan is used to collaborate the multiple table columns to a single column]



<script>

i=1
function moveprev()
{

i=i-1;

changeimages()

function movenext()
{

i=i+1;

changeimages()

function changeimages()
{

document.getElementById('img1').src = "c:/1"+ i + ".jpg"

document.getElementById('img2').src = "c:/1"+(i+1) + ".jpg"

document.getElementById('img3').src = "c:/1"+ (i+2) + ".jpg"

</script>

- <body>

<table>

<tr><td valign="top"></td>

<td></td>

<td></td>

→ <tr><td colspan="3" align="center"><input type="button" value=">>" onclick="movenext()">

→ <input type="button" value="<<" onclick="moveprev()">

</table>

- </body>

[valign is vertical align
i.e. Top, middle, bottom]

1. STRING:-

- String is an object in javascript used to hold a set of characters

- we can declare string into 'two' ways

<script>

① → str = new String("welcome to js")

② → str = "welcome to js"

</script>

Length:-

By using this property we can get the total no. of characters of a string variable

<script>

str = "Welcome to nrc"

alert(str.length)

</script>

indexOf:-

By using this method we can get the index no. of a character no.

<script>

str = "welcome to nrc"

alert(str.indexOf("e"))

</script>

o/p. 3

* [if the input characters is not available it returns the value '-1']

```

<script>
    str = "welcome to nrc"           it refers that
    alert(str.indexOf("e", 2))        the search begins from
                                    index no - 2
</script>

```

O/P - 6

Find A Letter ~~to print~~ in which index in the entire series.

```

<script>
    str = "welcome to nrc"
    for(i=0; i < str.length; i++)
    {
        ind = str.indexOf("e", i)
        if(ind == i)
            document.write(ind);
    }
</script>

```

charAt:-

This Method is used to get the characters at an index no.

```

<script>
    str = "welcome to nrc"
    alert(str.charAt(3))
</script>

```

O/P :- 5

charCodeAt:-

By using this we can get the 'ASCII' value of input character.

```

<script>
    str = "welcome to nrc"
    alert(str.charCodeAt(0))      alert(str.charCodeAt("0"))
</script>

```

String.fromCharCode(ASCII value) :-

it returns the character or an ASCII value

```
<script>
    chr=String.fromCharCode(97)
    alert(chr)
</script>
```

★ Split() :-

To split a string as Array elements based on the separator

```
str="welcome to nrc"
arr=str.split(" ");
alert(arr);           ↳ space
```

ToUpperCase() :-

This function will convert all characters of string into 'UpperCase'.

```
<script>
    str="Hello"
    alert(str.toUpperCase())
</script>
```

ToLowerCase() :-

This function will convert all characters of string into 'LowerCase'.

```
<script>
    str="HELLO"
    alert(str.toLowerCase())
</script>
```

~~match~~

match() :-

To check the matching string. the Matching string is available it returns the value otherwise it returns null.

```
<script>
    str="Hello"
    alert(str.match('el'))
</script>
```

Replace() :-

To Replace A String value with new string

```
<script>
    str="welcome to nrc"
    alert(str.replace('nrc', "doston"))
</script>
```

- The string Replacement is Case-sensitive
- if the value is in twice the Replace will be done at twice.

Math:-

Math is an object it providing no's & functions

~~random()~~ This method returns a random number

JavaScript :- the range of random no ⁱⁿ between '0' & '1'

```
<script>
    document.write(Math.random())
</script>
```

```
<script language="javascript">
var x = Math.random()
document.write(x);
</script>
```

~~round()~~ :-

rounds the floating point no to its Nearest integer value.

```
<script>
    document.write(Math.round(10.99))
</script>
```

Op - 11

if 10.12 — 10

if 12.49 — 12

if 13.51 — 14

Math.max() :-

To get the Maximum number among group of no's

```
<script>
    Math.max(10, 20, 30)
</script>
```

Math.min() :-

To get Minimum no among the group no's.

Math.min(10, 90, 15, 8, 70)

Math.sin() — Returns 'sin' value

Math.cos() — Returns 'cosine' value

Math.tan() — Returns 'Tangent' value.

Array :-

- In javascript Array is an object
Array is collection of 'Heterogeneous'-~~(diff)~~ elements
- In javascript An Array is a collection Heterogeneous data types.
- An Array Contains elements each element is combination of key & value.

declaration:

```
arr = new Array(10, 20, 30);
```

```
→ <script>
    arr = new Array(10, 20, 30)
    alert(arr[1])
</script>
```

```
→ <script>
    arr = new Array(10, 20, 'Naresh');
    alert(arr[2])
```

```
→ <script>
    <script>
    → arr = new Array(10, 20, 'Naresh', 'Hi');
        for(x in arr)
            document.write(arr[x])
    </script>
```

u.u. Ex → <script>

```
arr = new Array();
arr[1] = 90
arr[2] = 60
arr[3] = 39
for(x in arr)
    document.write(arr[x])
```

1/10/c

```
<script>
    arr = new Array();
    arr['name'] = "Naresh"
    arr[2] = 30
    arr[3] = 60
    arr[25] = 39
    arr[7] = 72
    for (x in arr)
        document.write(arr[x])
</script>
```

Length:-

This property returns total no. of elements of an Array

Sort():- To display the values of an Ascending order

```
arr = new Array ("Suresh", "Apple", "Ramesh").
alert (arr.sort());
```

Concat():-

used to Concat the elements of 2 Array's

```
arr1 = new Array (10, 20, 30)
arr2 = new Array ('Hi', 'Hello')
document.write (arr1.concat(arr2))
```

- The return value is string datatype.

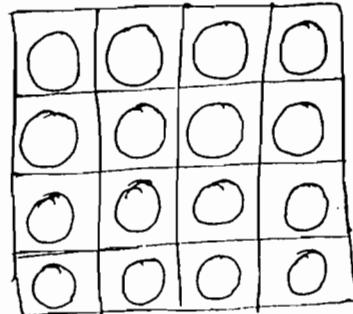
Join():- it places a character (or) set of characters between Array elements and returns as a string.

```
document.write (arr1.join ("@"))
```

~~3/10/09~~

~~★ Game:-~~

- this is an one type of Game.
- when a click is on the ball it will give a Random value.
- The values is also contain 've' values.
- the total score is counted on the top by using HTML Tag



```
<html>
<head>
<script>
    var count=0;
    function fun1(imgSrc)
    {
        no = Math.random();
        no = no * 10;
        no = Math.round(no);
        if ((count+no)%5 == 0)
        {
            count = count - no;
            no = -no;
        }
        else
        {
            count = 0;
            no = 0;
        }
        else if ((count+no)%11 == 0)
        {
            count = 0;
            no = 0;
        }
        else
        {
            count = count + no;
            no = "image"+no+".bmp";
            document.getElementById("img1").src=no;
            document.getElementById("div1").innerHTML =
                "Totalscore is "+count;
        }
    }
</script>
```

<designing the table>

onkeydown():-

this event will fire when we press a character key.
i.e on keydown.

```
<script>
function fun1()
{
    alert("Exec")
}
</script>
<input type="text" onkeydown="fun1()">
```

onkeydown

onkeyup():-

it fires when we release a key

```
<script>
function fun1()
{
    alert("Exec...")
}
</script>
<input type="text" onkeyup="fun1()">
```

onblur():-

this event will fire when mouse cursor is leaving
from a control (or) when we are deactivating a control

onfocus():-

it will fire when activate a control.

~~A program for Register page-validator:-~~

21/09/11

```
<body>
<script>
    function funExit(val,min,max)
    {
        len = val.length
        if (len < min || len > max)
            document.getElementById('txtUname').Select()
    }

    function chkLen(val,min,max,con)
    {
        len = val.length
        if (len < min)
            document.getElementById('divMsg').innerHTML =
                con + "should be >" + min + "characters"
        else if (len > max)
            document.getElementById('divMsg').innerHTML =
                con + "should be <" + max + "characters"
        else
            document.getElementById('divMsg').innerHTML = " "
    }
</script>
<table>
<tr><td colspan="2"><div id="divMsg" style="color:red">
    Enter Username
</div></td></tr>
<tr><td>Username</td><td><input type="text" id="txtUname"
    onkeyup="chkLen(this.value, 6, 20, 'username')"
    onblur="funExit(this.value, 6, 20)">
</td></tr>
<tr><td>password</td><td><input type="password" id="txtPwd"
    onkeyup="chkLen(this.value, 10, 30, 'password')">
</td></tr>
</table>
</body>
```

Retype Password Validators:-

2/10/09

```
<script>
    function chkpwd()
    {
        pwd = document.getElementById('txtPwd').value
        txtRetpwd = document.getElementById('txtRetype').value
        if (pwd != txtRetpwd)
            alert("Mismatch password");
    }
</script>
<body>
<table>
<tr><td>Password</td><td><input type="password" id='txtPwd'></td></tr>
<tr><td>Retype Password</td><td><input type="password" id='txtRetype' onblur="chkpwd()"></td></tr>
</table>
</body>
```

E-Mail Validator:-

1. Event:-

B1

event is an object in javascript returns the properties & current action.

Properties:- client x, client y, keycode, type, button.

client x: this is mouse related event's property returns the x position & mouse cursor.

client y: Returns the y-axis & mouse pointer

Mouse Related event Property:-

```
→ <script>
    function fun1(e)
    {
        x = e.clientX
        y = e.clientY
        document.write("xaxis is "+x+"yaxis is "+y)
    }
</script>
<body onclick="fun1(event)">
</body>
```

obj:[It Returns the values of
mouse pointer]
the values are the
position of x,y-axis

```
→ <script>
    function fun1(e)
    {
        x = client x
        y = client y
        document.getElementById('div1').style.left = x
        document.getElementById('div1').style.top = y
    }
</script>
<body onmousemove="fun1(event)">
<div style="color:Red; font-size:30; filter:glow(strength=3);
            top=100; left=100; position:absolute; width:200" id='div1'>
    Roshan
</div>
</body>
```

obj:[the name "Roshan" is
Moving Along with the
mouse cursor]

style top

Button :-

- this property return a no based on the mouse button clicked by the user.

- this property is available with 'onmousedown' event.

→ <script>

```
function fun1()
{
    alert(event.button)
}
</script>
<body onmousedown="fun1()">
</body>
```

→ <script>

```
function fun1()
{
    if(event.button == 2)
        alert("Sorry can't copy image");
}
</script>
<body>
![image](12.jpg)
</body>
```

(This function will fire
when we click the
right mouse button)

Type :-

this property returns the type of events what is occurred recently.

```
<script>
function fun1()
{
    alert(event.type)
}
</script>
<body onclick="fun1()">
![image](12.jpg)
</body>
```

Mousedown - Mouse button has pressed down
Mouseup - Mouse button has released
click - Mouse button has been clicked
dblclick - A mouse button has been double clicked
contextmenu - Some action to trigger a context menu as occurred

~~keyCode:-~~

it returns the unicode of an input character

```
<script>
    function fun1()
    {
        code = event.keyCode
        if (code < 48 || code > 57)
        {
            alert("character")
            return false;
        }
    }
</script>
<body>
<input type="text" onkeydown="return fun1()">
</body>
```

Types Of Protocols

{ State Management }

Protocols are classified into 2 types

1) Stateful protocol:-

These protocols can't maintain the state of an application means they can remember all previous Request & Response values.

Ex:- TCP/IP protocols.

In windows Application we are using stateful protocol. These protocols consume more network. That's why the performance is low.

2) Stateless protocol:-

This protocol can't maintain previous Request and Response values. That's why the performance is very fast. In web application's we are using these protocols.

✓ Cookies :- [common for all prog. languages] .Net, java, php

A Cookie is a small text file used to store some information in client system. To maintain the state of an application we are using Cookies. In a cookie file we can store the multiple Cookies.

Each cookie is a combination of Name & value

The separator between Name & value is equal to (=). and the separator between cookie & cookie is semi-colon (;)

Types of Cookies :-

i) in Memory Cookies :- [Session Cookies]

A cookie without expiry time is called as in memory cookie ~~for~~ it resides (or) located in client's Ram.

If client closes the application in the memory cookie will ~~destroy~~ destroy it self

ii) Persistence Cookies :-

A cookie with expiry time is called as the persistence (or) permanent cookie.

- persistence cookie resides in client's hard disk.
- persistence cookie will destroy it self when expiry time is completed

→ In javascript by using document.cookie we can create cookie

Syntax :- `document.cookie = "<Name>=<Value>"`

Drawbacks:-

- 5/10/
- Cookies are available in client's system that's why client's can see the information & cookie
 - Cookies are unsecured
 - only limited amount of data we can store in cookie file
 - only string format information we can store in cookies

→ In javascript by using document.cookie we can create cookies

Syntax:

document.cookie = "<Name>=<values>"

- By using same document.cookie we can read the cookies from client's system.
- Using expires property we can specify the expiry time
expiry time should be in Greenwich Mean Time [GMT] format
- If u don't use expires property at the time of cookie creation comes under in memory cookie.

```
<script>
function creatcookie()
{
    cname='city'
    cvalue='Hyd'
    cname1='Sno'
    cvalue1=1001
    document.cookie = cname + "=" + cvalue
    document.cookie = cname1 + "=" + cvalue1
    alert(document.cookie)
}
</script>

<input type="button" value="CreateCookie"
       onclick="creatcookie">
```

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```
<script>
    function readcookie()
    {
        alert (document.cookie)
    }

    function createcookie()
    {
        var CookieDate = new Date()
        To provide  
expiry date
        CookieDate.setTime(CookieDate.getTime() + 1000 * 60 * 60 * 24)
        uname = document.getElementById('txtUname').value
        pwd = document.getElementById('txtpwd').value
        document.cookie = uname + "=" + pwd + "; expires=" +
            + CookieDate.toGMTString()
    }
</script>
```

rncl-

```
<table>
    <tr><td>Username</td><td><input type="text" id="txtUname"></td>
    <tr><td>Password </td><td><input type="password" id="txtpwd">
    <tr>
        <td><input type="button" value="Create" onclick="createcookie()">
        <input type="button" value="Read" onclick="readcookie()"></td>
    </tr>
</table>
```

```

<html>
<head>
<script>

    function fillDsp1()
    {
        var x=document.getElementById('dsp1').value
    }

    function disable()
    {
        if(document.getElementById('butDis').value == 'Disable')
        {
            x.disabled=true;
            document.getElementById('butDis').value = "Enable";
        }
        else
        {
            x.disabled=false;
            document.getElementById('butDis').value = "Disable"
        }
    }
}

```

```

function funcount()
{
    alert("Total count is:" + x.length)
}

```

```

function multiple
{
    x.multiple="true"
}

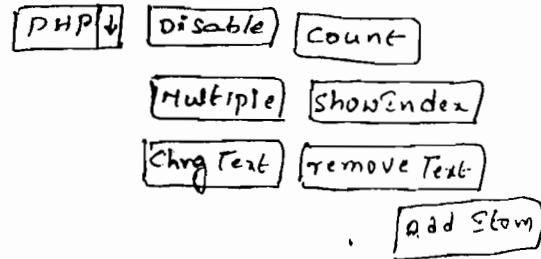
```

```

function selecteditem()
{
    alert(x.selectedIndex)
}

```

Browser



```
function chngText()
{
    text1 = prompt("Enter the Text");
    i = x.selectedIndex;
    x.options[i].Text = text1
}

function removeText()
{
    x.remove(x.selectedIndex)
}

function addItem()
{
    text = prompt("Enter Text");
    x.length = x.length + 1;
    x.options[x.length - 1].Text = text
}

</script>

<head>
<body onload = "fillDrp()>
<select id = 'drp1'>
    <option> PHP </option>
    <option> C Sharp </option>
    <option> ASP </option>
</select>

<input type = "button" id = "butDis" value = "Disable" onclick = "disable()>
<input type = "button" id = "butTot" value = "Count" onclick = "funcount()>
<input type = "button" value = "Multiple" onclick = "multiplex()>
<input type = "button" value = "ShowIndex" onclick = "selectedItem()>
<input type = "button" value = "chngText" onclick = "chngText()>
<input type = "button" value = "RemoveText" onclick = "removeText()>
<input type = "button" value = "AddItem" onclick = "Additem()>
</body>
```

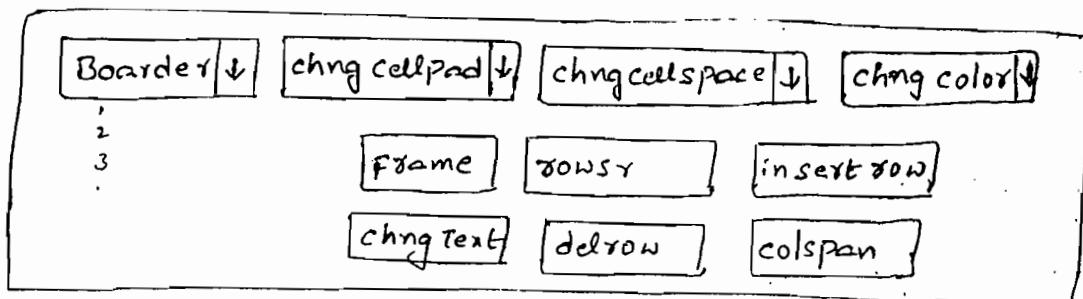
6/10/09

★ Browser:-

6-10-09

P:

100	200	300
150	200	650
782	997	456



```
<html>
<head>
<script>
    function chngwidth()
    {
        cont = document.getElementById('chng width')
        v = cont.options[cont.selectedIndex].text
        document.getElementById('tab1').border=v
    }

    function chngcellpad()
    {
        var cont = document.getElementById('chng cellpad')
        val = cont.options[cont.selectedIndex].text
        document.getElementById('tab1').cellpadding=val
    }

    function chngcellspx()
    {
        var cont = document.getElementById('chng cellspx')
        val = cont.options[cont.selectedIndex].text
        document.getElementById('tab1').cellspacing=val
    }

```

```
function chngcolor()
{
    var cont = document.getElementById('chngcolor')
    val = cont.options[cont.selectedIndex].text
    document.getElementById('tab1').style.color = val
}
```

```
function frame1()
{
    if (document.getElementById('frmBut').value = "Above Frame")
    {
        document.getElementById('tab1').frame = "above";
        document.getElementById('frmBut').value = "below frame".
    }
    else
    {
        document.getElementById('tab1').frame = "below";
        document.getElementById('frmBut').value = "Above Frame"
    }
}
```

```
function rulesfun()
{
    if (document.getElementById('rules').value = "rows");
    {
        document.getElementById('tab1').rules = "rows"
        document.getElementById('rules').value = "cols"
    }
    else
    {
        document.getElementById('tab1').rules = "cols"
        document.getElementById('rules').value = "rows"
    }
}
```

1109

```

form in
function insRow()
{
    var x = prompt("Enter first cell")
    var y = prompt("Enter second cell")
    var z = prompt("Enter the third cell")
    var pos = prompt("Enter the position")
    var newrow = document.getElementById('tab1').insertRow(pos)
    cell1 = newrow.insertCell(0)
    cell2 = newrow.insertCell(1)
    cell3 = newrow.insertCell(2)

    cell1.innerHTML = x;
    cell2.innerHTML = y;
    cell3.innerHTML = z;
}

function chanText()
{
    var x = prompt("Enter row Number")
    var y = prompt("Enter column Number")
    var text = prompt("Enter the text")
    var tab = document.getElementById('tab1').rows[x].cells;
    tab[y].innerHTML = text
}

function delRow()
{
    var x = prompt("Enter row no to delete")
    document.getElementById('tab1').deleteRow(x)
}

function colspan()
{
    document.getElementById('tab1').rows[0].cells[0].colSpan = "3"
}

```

~~Program~~

```
<html>
<head>
<script>
    i=0;
    function fun1()
    {
        document.getElementById('div1').filters.alpha.opacity = i;
        i = i+0.1;           → Time Interval
        setTimeout("fun1()", 10);
    }
</script>
</head>
<body>
    <div style="width: 500px; height: 500px; filter: alpha(opacity=0); id='div1'>
        
    </div>
    <input type="button" value="click" onclick="fun1()">
</body>
</html>
```

{ opacity is used to Transference
Transcata the image }
Transference depends upon the opacity value }

7/10/09

Username:	<input type="text"/>
Password:	<input type="password"/>
<input type="checkbox"/> Remember Password	
<input type="button" value="Submit"/>	

[Here when we will choose the Remember password then only it will create cookie otherwise doesn't]

<Script>

```
function readcookie()
{
    uname=document.getElementById('txtUname').value
    str=document.cookie
    arr=str.split(';')
    for(i=0; i<arr.length; i++)
    {
        arr1=arr[i].split("=");
        if(CookieName==arr1[0])
        {
            document.getElementById('txtPwd').value=arr1[1]
        }
    }
}

function CreateCookie()
{
    if(chk1.checked)
    {
        uname=document.getElementById('txtUname').value
        Pwd=document.getElementById('txtPwd').value
        d=new Date()
        d.setTime(d.getTime() + 1000 * 60 * 60)
        document.cookie=uname+"="+Pwd+"; expires='"+d.toGMTString()
    }
}

</script>
```

8/11
S.

<table bgcolor="lightblue()>
 <tr> <td> Uname </td> <td> <input type="text" id="TxtUname">
 <tr> <td> Password </td> <td> <input type="password" id="TxtPwd">
 <tr> <td colspan=2> ~~<td>~~ <input type="checkbox" id="Chk1"> ~~Remember~~
 Remember this id.
 <tr> <td> <input type="button" value="submit" onclick="CreateCookie();>
 </table>

— * —

8/10/09

Steps to get provider Name using url:

1. open Notepad
2. Save with extension '.udl'
3. Right click on Notepad icon → choose properties

↓
click on provider tab

↓
Select the database language
& click on apply.

4. if u open that file using notepad the provider name selected database is available

Active X Object:

: By using this class we can establish connection between our app & database, we can read the records from table, create Ajax object etc...

g)

Activates XObject(ADODB.Connection) :-

this Constructor used to establish the connection between app & database

open() :- this method is used to create the connection

close() :- close the opened Connection.

ActiveXObject(ADODB.Recordset) :

Read the records from table it is forward
read-only object

open() :- To Create 'Sql' statements

MoveNext() :- To move the records at pointer to the next record.

```
<script>
    function fun1()
    {
        str = "Provider=SQLOLEDB.1; Persist Security Info=false;
        UserID=sa; InitialCatalog=test; DataSource=localhost";
        cn = new ActiveXObject("ADODB.Connection");
        cn.open(str);
        var rs = new ActiveXObject("ADODB.Recordset");
        sqlstt = "select * from Ebl_Country";
        rs.open(sqlstt, cn)
        while (!rs.EOF != true)           (EOF - End of file)
        {
            alert(rs())
            rs.MoveNext();
        }
    }
</script>
<body>
<input type="button" value="click" onclick="fun1()">
</body>
```

[it will display the records from database in message box]

To display the data as a dropdown list

```
i=0;  
while(rs.EOF != true)  
{  
    document.getElementById('drp1').length = i+1  
    document.getElementById('drp1').options[i].text = rs()  
    i = i+1;  
}  
  
<body onload="func1()>  
</body>
```

dropdown id → 'drp1'

document.title:-

To change the title on title bar

```
<script>  
function func1()  
{  
    document.title = "My Page"  
}  
</script>  
<input type="button" value="change title" onclick="func1()">
```

document.URL:

To Get the text on url address bar

```
<script>  
function func1()  
{  
    alert(document.URL)  
}  
</script>  
<input type="button" value="click" onclick="func1()">
```

navigator.appName :-

Returns the Name of the web browser

```
<script>
function fun1()
{
    alert(navigator.appName)
}
</script>
<input type="button" value="click" onclick="fun1()">
```

navigator.appVersion:-

Returns the version of web Browser

~~other~~

```
<script>
function fun1()
{
    alert(navigator.appVersion)
}
</script>
<input type="button" value="click" onclick="fun1()">
```

window.status:-

To display information on status bar

offsetLeft:-

Returns the x-axis of an element

offsetTop:-

Returns the y-axis of an element

```
<script>
function fun1()
{
    alert(document.getElementById('but1').offsetLeft)
}
</script>
<input type="button" value="position" onclick="fun1()">
```

```
<script>
    function fun1()
    {
        alert(document.getElementById('but2').offsetTop)
    }

```

Elements:-

this property is used to read the elements of a form tag and returns as an array.

```
<script>
    function fun1()
    {
        arr = frm1.elements
        for(i=0; i<arr.length; i++)
        {
            arr[i].disabled = true
        }
    }
</script>
<form id="frm1">
    <input type="text" value="scott" id="ext1">
    <br>
    <input type="text" value="Hi" id="ext2">
    <input type="button" value="button" id="but3" onclick="fun1()>
```

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12/10

dc

when ever u place a mouse cursor on a image it will display
the image in alternate (big) size

Ques

```
<script>
function fun1(e)
{
document.getElementById('imgBig').style.visibility = "visible"
  x = event.clientX
  y = event.clientY
  document.getElementById('imgBig').style.left = x
  document.getElementById('imgBig').style.top = y
  document.getElementById('imgBig').src = e.src
}

function fun2(e)
{
  document.getElementById('imgBig').style.visibility = "hidden"
}
</script>

<body>

```

12/10/09

document.body.scrollTop():-

To get the top position of document body.

(To get the y-axis at top position)

document.body.scrollLeft():-

To get the Left position of document body.

```
<script>
```

```
window.onscroll=movebox;
```

```
function movebox()
```

```
{
```

```
topPos=document.body.scrollTop
```

```
document.getElementById('img1').style.top=topPos+50
```

```
}
```

[To keep
some gap
from top]

```
</script>
```

```
<body>
```

```

```

Events are detected by javascript
Events are action that can be

Eg:- mouse click
mouse over

web page (or) image loading
submitting an HTML form
key stroke

jQuery

→ jQuery is a library providing no. of inbuilt functionalities to work with JavaScript at 'Ajax'. It is free download and no. of extension's are available without any code implementation we can design diff Graphical webpages using 'jQuery'.

→ By Embedding this library in our current application we can call the 'jQuery' applications.

→ jQuery is providing no. of selectors by using them. we can apply 'jQuery' functions on a 'HTML' elements.

* we can call 'jQuery' function by using the jQuery (or) '\$' symbol (Alias to jQuery)

Syntax

jQuery ("#<ids>").<functionName>

\$ ("#<id>").<functionName>

Program:-

```
<script src="c:/jquery.js">
</script>
<script>
    function funshow()
    {
        jQuery("#p2").show("fast")
    }

    function funhide()
    {
        jQuery("#p2").hide("slow")
    }
</script>
<p id="p1" style="color:white; background-color:green">
    //Place A paragraph
</p>
```

```
<p id="p2" style="color: white; background-color: green">  
    //place a paragraph  
</p>  
  
<p id="p3" style="color: white; background-color: green">  
    //place a paragraph  
</p>  
  
<input type="button" value="show" onclick="funshow()>  
<input type="button" value="Hide" onclick="funhide()>
```

—x—

13/10/09

Password Strength :-

```
<script>  
function fun1(len)  
{  
    if (len >= 1 && len <= 8)  
    {  
        document.getElementById('img1').style.visibility = "visible";  
        document.getElementById('img1').src = "c:/low.bmp";  
    }  
    else if (len >= 9 && len <= 15)  
    {  
        document.getElementById('img2').src = "c:/medium.bmp";  
    }  
    else  
    {  
        document.getElementById('img3').src = "c:/Excellent.bmp";  
    }  
</script>  
<body>  
<input type="password" onkeyup="fun1(this.value.length)">  
<img id='img1' style="visibility: hidden">
```

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3/10/09

PHP

- php stands for personal home page
- it is sever side scripting language to develop the dynamic web application
- the alias name is [HyperText pre processor]
the HyperText Pre-processor from version 3.0
- php was developed in 1995
 - it is a combination of [C & Perl] language
 - the first developed php is called php 1.0
 - the php 1.0 is not sever side scripting.
- php was developed by the ~~script~~ 'Rasmus Lerdorf'

Advantages:-

- php is a cross-platform [platform independent]
- php is cross server
- php is open source
- we can easily embed vb, ASP, Java etc in php script
- php is extensible
- php is easily to debug no. of debuggers available to debug the php application
- php supports object oriented programming concepts
- php is providing no. of inbuilt functions
- we can interact with any type of database using php
- php contain 'MySQL' library to interact with 'MySQL' database
- Zend Engine is a virtual machine & php application it executes the php application very fast

CMS [Contain Management software] Joomla, Ajax

- it supports diff types of 'cms' software like joomla, o.s commerce E-commerce etc...
[All these are open source]

- Zend organization is providing full technical support to php programmers and introduce tools like editors, debuggers etc...
[php is partially case-sensitive]
- It is loosely typed language - [No need to declare data Types at the time of variable declaration]
- Every variable should prefix with '\$' symbol.
- Every statement in php end with semi-colon(;)
- Every php statement should include with in the php style declaration tags.
- Every Application Extension should be .php ✓php3, phtml

VERSIONS OF PHP

* - PHP 1.0/FI [Form Interpreter]

- Released in 1995
- used to handle Server side Request.
- It is not a server side scripting language
- Implementation from 'C' & 'perl' language.

* - PHP 2.0

- Released in 1997 (November)
- Introduced as Serverside Scripting Language
- Collection & Login, password Access.
- supports diff database servers
- supports Many function with file upload.

* - php 3.0

- Released in 1998(june)
- Two Zend programmers 'zeev suraski' & 'Andy Gutmans' hand over this PHP and re-written the parsers(functionalities) from scratch (beginning) & released the version as '3.0'.
- they found an organization used the name 'zend organization'
- from 3.0 onwards the name was renamed as the 'Hyper Text Pre-processor'
- PHP 3.0 supports multiple platforms
- It is completely server side scripting language supports e-mail functions.
- Interaction with diff databases using 'ODBC'

* - php 4.0

- Released in 2000 (May)
- Zend Engine 1.0 is introduced in this version
- It is cross platform and cross server
- Includes advance features like http sessions, output buffering, support flash, XML, PDF.
- Smarty templating system was introduced in this version which is used to develop the web app very fast.

* - php 5.0

- Released in 2005
- Includes more object concepts like abstract, public, private, protected variables, interfaces, exception handling.
- Zend Engine 2.0 is introduced in this version.
- MySQL library is introduced which gives the more support to 'MySQL' database
- Improved web services and 'XML' supports

PHP 6.0

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XA

- The main focus of 6.0 is native Unicode support
- Means programmers can able to name their functions and classes in their own native language
- It supports some advance object oriented programming language such as Namespace & late static binding
- It includes new classes like XML ~~writer~~ writer which add new functionality to add 'PHP' functions.

WAMPP:-

It is an environment to work with 'php' application

- it stands for [Windows, Apache MySQL PHP & perl]
- it is providing php language with 'MySQL' & 'Apache Server'
- Every php application we should save 'www' root folder

XAMPP:-

it is extension to 'WAMPP'

- it supports diff operating system
- it is an environment providing [php MySQL with Apache]
- htdocs is a root folder to store php application.

- Now a days every company using { 5.1.2 ✓
5.2 }
- Latest version is 6.0
[6.0 is a Beta Version] ✓
- Present Zend Engine is 2.0
IT doesn't support 'Mobile Application'
- XAMPP installation,
choose - Install Apache service
- install MySQL service

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XAMPP installation :-

At that time of Installation

• In Service selection

[choose]— install Apache as service

— install MySQL as Service

when we install 'xampp' a folder with name 'xampp' is available.
In this folder 'htdocs' is a sub folder it used to store the
php application.

All php programs we should save in 'htdocs'

php.ini :-

this file is available in 'xampp/Apache/bin' folder. it
contains the Configuration settings & 'php' language.

http.conf :-

this file contains Apache Configuration settings. it is
located in 'xampp/Apache/conf' folder.

- 'htdocs' is a root folder to store php application

Types of php Declaration style tags:-

1) universal style Tag:-

```
<?php  
    //php statement  
    print("welcome to PHP");  
?>
```

2) short open Tag:

```
<?  
    //php statement  
    print("welcome to PHP");  
?>
```

3) script style Tag:

```
<script language="PHP">  
    //php statement  
    print("welcome to PHP");  
</script>
```

4) ASP style Tag:

```
<%  
    //php statement  
    print("welcome to PHP")  
%>
```

{ By default PHP will not execute the ASP Tags }

- By default in 'php.ini' the value of asp_tag directive is 'off'.

That's why ASP style tags will not execute. To Execute These tags change the value as 'on' and Restart the web Browser.

Output Functions in PHP:-

Print(): This function displaces the content on web-page and returns a boolean value true or false.

By using print function we can print only one statement

<?php

\$a = print("welcome to PHP");

print \$a;

?> *[it returns a value (i.e. 0)]*

<?php

print("welcome to PHP")

?>

Echo:-

This function prints multiple statements at once it will not return any value that's why the performance is faster than print.

<?php

echo("welcome to php", "web tech...");

?>

Printf():-

It search for string, integer, float, double, etc. [In real-time projects we never use printf() function]

<?php

printf("%s wants %d Apples", "Roshan", 10)

?>

Sprintf():-

Instead of displaying values on webpage this function will return the values

<?php

\$a = sprintf("%s wants %d apples", "scott", 10);

echo \$a;

?>

Error Reporting on a page:-

[error-reporting(E-ALL)]

Print_r:-

This function is used to display the elements & an array and properties & an object

-egin Array Concept -

Var-dump:-

This function displays both 'value' & 'datatype'

```
<?php  
$a = 10;  
var_dump($a);  
?>
```

```
<?php  
$a = "Roshan"  
var_dump($a);  
?>
```

* Change the Root Of PHP Application:-

To change the root of php application open the 'http.conf' enter new path to the directories

- i) Document root
- ii) ~~directive~~ Directory

Here the default value is [c:/xampp/htdocs]

* To change the port Number of Apache Server:-

- open http.conf file
- change the values of listen, Server localhost to '8080'
[Here the default value is 80]

→ `http://localhost:8080/filename.php`

Errors in php:-

Mainly we are found 2 types of errors.

i.e unable to connect → problem in Server Connection

404 page not found → problem in file (or) root directory

Comments in php:-

in php we have '2' types of comments

i) Single-line Comment:-

`//` → C++ style

`#` → shell syntax (perl)

ii) Multi-line Comments:-

`/*` → 'c-syntax'

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Types of Errors In php:-

(i)

The Error messages are classified into 4 types.

(i) Notice:- Notice messages will not stop the execution & programs.

Eg:- if we are assigning undefined 'variable' the output is a notice.

By default php will not display notice messages so why because in 'php.ini' file

error-reporting directive value is

↳ E_ALL & ~E_NOTICE

→ Mean that shouldn't show notice

- the meaning & the (Message) statement is display all type of error message except notice.

error-reporting (E_ALL)

- To get the every error message to change the value of

'error-reporting' as E_ALL

Ex:-

```
<?php  
$a=10;          O/P - 10  
echo $a;  
??
```

Ex:- To Get Error Notice

```
<?php  
error-reporting(E_ALL);  
echo $a;  
??
```

O/P - Error Notice
(Because here we are not declaring the '\$a' value.)

(ii) Warning:-

The warning messages will not stop the execution script. if we are trying to call undefined 'Constants' 'php' returns a warning message.

'define' is used to declare values in php.

Ex: <?php

```
define("s.no", "1001");
echo Constant("sno");           → O/P — 1001
echo Constant("uname");         → display a warning message
                                [Bcz Here we are not declare a uname]
echo "Next line";              → Next line
?>
```

[it will not show effect on the Execution & Remaining prog]

<?php

error-reporting(E_ALL)

define("s.no", "1001")

echo Constant("sno")

O/P - 1001 1001

define("s.no", "1002")

echo Constant("sno"):

* [Bcz we can't define the Const.value
More than one-time in PHP].

echo "Next line";

?>

(iii) Fatal Error:-

- it stop the Execution of script
- For Example if we are calling undefined 'functions' the output is 'Fatal Error'

In php 'function' is a keyword to declare the functions

```
<?php  
function fun1()  
{  
    echo "from function 1";  
}  
fun1();  
fun2(); // fatal error  
echo "Next line";  
?>
```

O/p: → from function 1
fun2(); → fatal error message
[Bcz we can't declare fun2();]
it stops the execution
→ it effects the execution &
remaining program

Parse Error:-

if there is any syntax mistake in script the output is parse error. it stops the execution of remaining script.

```
<?php  
function fun1()  
{  
    echo "from function 1";  
}  
fun1(); → [Remove the semi-colon to get  
parse error]  
echo "hi"; → [No need to declare semi-colon in last statement]  
?>
```

Operators:-

(i) Concatenation Operator:-

'.' is a symbol (or) operator to Concatenate a string value with another 'data type'.

<?php

\$a = "1000";

\$b = "200";

echo \$a.\$b;

?>

O/P: 1001200 → Concatination

[In other languages we are using '+' to concatenate].

(ii) == :-

The operator will check both values & data types.

<?php

\$a = "100";

O/P - 1 ✓

\$b = 100;

echo \$a == \$b; → it returns 1 when the
@ value is true otherwise return null

?>

<?php

\$a = "100"

\$b = "100";

if (\$a == \$b)

echo "DT & values are same";

else

echo "Not Same";

?>

<?php

\$a = "100";

O/P - null

\$b = 200;

echo \$a == \$b;

?>

emt

(iii) Error Handling Operator:-

'@' is a symbol (or) character to hide the Error Message

```
<?php
```

```
fun1(); // fatal Error
```

```
?>
```

[To avoid the Error
to a particular line] ✓

```
<?php
```

```
@ fun1(); // it will not return any Error
```

```
?>
```

Types of Variables in PHP:-

i) Local: A variable declaration with in function the scope
& Accessibility is that function only

```
<?php
```

```
function fun1()
```

```
{
```

```
$a = 100;
```

```
echo $a;
```

```
}
```

```
fun1();
```

```
echo $a; // error
```

```
?>
```

- We can't call the local values outside the function
- we can call with in the function

iii)

(ii) Global Variable:-

variable declaration in global location. the scope
& Accessibility is Entire the script

In PHP we can't Access global variables directly from a function by using '\$GLOBAL' we can call the Global variable from function (or) we have to re-declare the global variable with in the function using Global keywords.

```

<?php
error-reporting(E-ALL)
$glo = "scott";
function fun1()
{
    echo $GLOBALS['glo'];
}
fun1();
?>

```

Alternate Method:-

```

<?php
error-reporting(E-ALL)
$glo = "scott";
function fun1()
{
    global $glo;
    echo $glo;
}
fun1();
?>

```

iii) Static Variable :-

Static is a keyword. static variable is used to maintain the state of an application. we can assign values into the static variables only 'one' time.

```

<?php
function fun1()
{
    static $a=10;
    echo $a;
    $a++;
}
fun1();
fun1();

```

O/p. 10, 11, 12

<?php

function fun1()

{

\$a=10;

echo \$a;

\$a++;

}

fun1();

fun1();

fun1();

?>

O/P - 10 10 10

[Because Here we are not
using 'static' keyword]

1)

2)

3)

Reference Variable:-

By using we can create

By using the symbol '&' we can create Reference variables. Reference variable refers the same Address location what Actual variable is referring.

Reference variable is an alias Name or actual variables.

<?php

\$a=100;

\$b=&\$a;

//echo \$b; → Here O/P - 100

\$b=123;

O/P - 123 ✓

echo \$a;

?>

4)

5)

6)

7)

Variable Variables:-

<?php

\$a=10;

\$b=\$a;

echo \$\$b;

?>

O/P - \$b
\$a
10 [∴ \$b=a]
[∴ \$a=10] — ✓

Super Global Variables:-

PHP is providing no. of super global variables to access the value from diff locations. The datatype of Super Global Variables is an Array.

The scope & accessibility is entire application & out side the application

1) \$-GET:-

This variable is used to Access 'get' method posted values.

2) \$-POST:-

To Access post Method posted values.

3) \$-REQUEST:-

Used to Access Get, Post values, query string values and cookie values.

4) \$-ENV (Environment Variables):-

By using this Super Global variables we can call the 'os' variable.

5) \$-COOKIE:-

To get the values of a cookie

6) \$-SESSION:-

To create session variables and to read the values of Session variables.

7) \$-FILES:-

This Super Global variable Returns the information about uploaded file. It is '2-dimensional' Array variable with 'five' Array elements.

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Data Types in php:-

1) scalar datatype- All primitive types comes under scalar datatype.

a) boolean:- This datatype represent true (or) false

<?php

```
$a = true;           O/P - 1  
echo $a;  
?>
```

<?php

```
$a = false;          O/P - null  
echo $a;  
?>
```

b) is_bool (variable name):-

This function returns true if the input variable is boolean datatype. Otherwise it returns false.

<?php

```
$a = true;           | $a = "true"  
echo 600;           | O/P - 5  
echo is_bool($a);  
?>
```

c) (bool) variable Name:-

By using this typecasting we can use one variable as boolean datatype.

<?php

```
$a = "true";  
echo is_bool($a);  
$a = (boolean) $a;  
echo is_bool($a);  
?>
```

d) integer:

Integer variable holds numbers

e) is-int, is-integer :-

it returns boolean value true if the input variable is integer data type.

f) (int) Variable Name, (integer) Variable Name:-

By using this type Casting we can convert a variable data type as integer. By using intval() function also we can convert the variable datatype as integer.

<?php

```
$a = "123";
echo is-integer($a);
$a = intval($a);
echo is-integer($a);
?>
```

2) float:-

This datatype represent decimal Numbers (or) floating point Numbers.

i) is-float(Variable Name):

it returns a boolean value true if the input value is floating point Number

ii) (float) Variable Name:

To Convert variable datatype as float the 'php.ini' the value & precision directive is '12' that's why the total no. of significant digits displayed in floating point Number is '12'.

3)

String:-

(iii)

String variable can hold collection & characters in PHP we can assign values into the string variables 3 ways.

(i) using single quotation

(ii) using double quotation

(iii) Here doc style.

(i) <?php

\$str = "Welcome to Scott";

echo \$str;

?>

Here we can use any quotes (single or double).

(ii) <?php

\$a = "123";

O/P:-

\$str = "The value of variable a is \$a";

Here we can use only double quotes.

echo \$str;

?>

O/P:- The value of variable a is 123

<?php

\$a = "123"

single quotes

\$str = 'The value of variable a is \$a';

O/P:- The value of variable a is \$a

[Here we use single quotes.]

- if we place a variable in double quotation the O/P is value & that variable

<?php

\$a = "123"

\$str = "Username <input type='text'>

password <input type='password'>";

Here we can use any quotation.

echo \$str;

?>

(iii) Here doc style :-

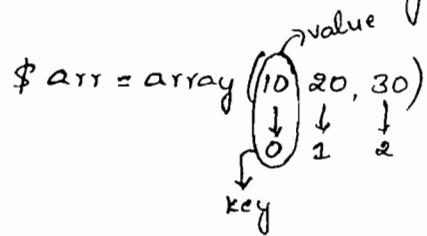
<?php

```
$str=<<<myString  
Username <input type="text">  
<br>  
Password <input type="password">  
myString;  
echo $str;  
?>
```

Mainly we using this declaration work with huge Amount of 'HTML' Tags.

Compound Data Types:-

i) Array:- An Array is collection of elements each elements is combination of key & value. In php we can store diff datatype values in an Array variable..



```
echo $arr[1]  
print_r($arr)
```

<?php

```
$arr=array(1001,'smith',1003);  
print_r($arr);  
?>
```

2) Object:-

Object is an instance & a class. It's comes under Compound dataType. class is a keyword to declare classes in php.

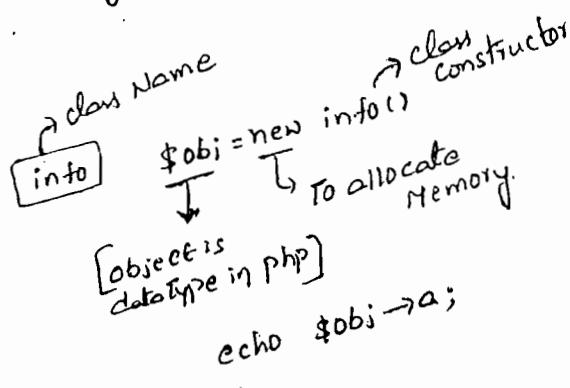
```
<?php
```

```
class info  
{
```

```
    var $a=10;  
}
```

```
$obj = new info();  
echo $obj->a;
```

```
?>
```



Special DataTypes:-

1) Resource DataType:-

A Resource Variable refers the external resource like database Connections, FTP Connection, file pointers etc..

```
<?php
```

```
$con = mysql_connect ("localhost", "root", "test");
```

```
echo $con;
```

```
echo "<br>";
```

```
echo get_resource_type ($con);
```

```
?>
```

Output: Resource id #2
mysql link

2) Null DataType:-

In php null is not a value. Based on 3 conditions we can declare a variable as Null dataType.

(i) A variable is not Assign with a value.

(ii) If the variable is Assign with null

(iii) if the value of variable is delete using unset function

unset is a function used to remove value of variable)

is_null :-

By using this function we can check whether the input datatype is null (or) not.

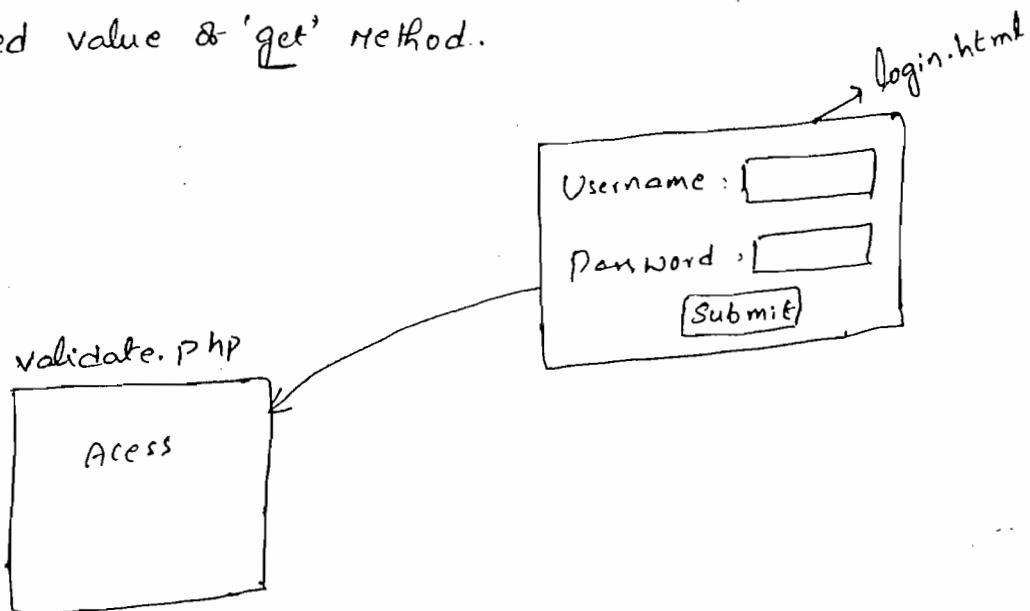
```
= <?php  
$a; (or) $a=NULL  
echo is-null($a);  
?>
```

```
= <?php  
$a=100;  
echo is-null($a);  
unset($a);  
echo is-null($a);  
?>
```

— * —

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* \$-get :- this Super global variable is used to Access the posted value & 'get' method.



→ save the file as 'login.html'

```
<form method="get" action="validate.php">  
    Username <input type="text" name="txtUname">  
    <br>  
    Password <input type="password" name="txtPwd">  
    <br>  
    <input type="submit" value="Login" name="btnsubmit">  
</form>
```

→ save the file as 'validate.php'

```
<?php  
    $uname = $_GET['txtUname'];  
    $pwd = $_GET['txtPwd'];  
    if ($uname == "scott" and $pwd == "scott123")  
    {  
        echo "<div style='color:green'>welcome to scott</div>";  
    }  
    else  
    {  
        echo "<div style='color:Red'>Invalid user</div>";  
    }  
    [OR]  
    else  
    {  
        echo "<script>location='login.html'</script>";  
    }  
    [To get the same page]
```

we can develop the above prog code in a single page

→ save file as 'Login.php'

```
<?php  
if(isset($_GET['btbsubmit']))  
{  
    $uname = $_GET['txtUname'];  
    $pwd = $_GET['txtPwd'];  
    if($uname == "scott" and $pwd == "scott123")  
    {  
        echo "<script>location='validate.php'</script>";  
    }  
    else  
    {  
        echo "Invalid user";  
    }  
}  
?>
```

```
<form method="get" action="login.php">  
    Username <input type="text" name="txtUname">  
    <br>  
    Password <input type="password" name="txtPwd">  
    <br>  
    <input type="submit" value="Login" name="btbsubmit">  
</form>
```

→ save file as 'validate.php'

```
<?php  
echo "welcome to scott";  
?>
```

{isset is a function
it return the value
True or False}

(or) header(location:'validate.php');

③ ★ Save the file as 'Login.php'

<script>

```
function fun1()
{
    uname = document.getElementById('txtUname').value;
    Pwd = document.getElementById('txtPwd').value;
    if(uname == "")
    {
        alert("Enter Username");
        return false; //stop the execution.
    }
    else if(Pwd == "")
    {
        alert("Enter password")
        return false;
    }
}
```

</script>

<?php

```
if(isset($_GET['btnsubmit']))
{
    $uname = $_GET['txtUname'];
    $Pwd = $_GET['txtPwd'];
    if($uname == "scott" and $Pwd == "scott123")
    {
        echo "<script> location = 'validate.php' </script>";
    }
    else
    {
        echo "invalid user";
    }
}
?>
```

```

<form method="get" action="login.php">
    Username <input type="text" name="ExtUname" value="<?php echo $_GET['ExtUname'] ?>" id="ExtUname"> PHP Syntax
    <br>
    Password <input type="password" name="ExtPwd" id="ExtPwd">
    <br>
    <input type="submit" value="Login" name="btnSubmit" onclick="return fun1()>
</form>

```

→ save the file as 'validate.php'

```

<?php
    echo "welcome to scott"
?>

```

\$-POST:-

this super global variable is used to read the posted values what are posted using post method.

\$-REQUEST:-

To Read the values of get, post Method, Query String, Cookie etc.

* Query String:- it is text information on url address bar follow by '?'

Query String.php

```

<form method="post" action="page 2.php? sno=1001 & uname=scott123">
    <input type="submit" name="sub">
</form>

```

page1.php

<?php

```
echo $_REQUEST['sno'];
echo $_GET['uname'];
?>
```

~~20/10/09~~
★ ★ *

Q & A Temp\$-FILES:-

This Super global variable will maintain the information of uploaded file. It is 2-dimension Array variable contains 5 elements.

1) \$-FILES[<upload control Name>][size]

It returns size & uploaded file. (Size in bytes)

2) \$-FILES[<upload control Name>][type]

Returns MIME type & uploaded file

3) \$-FILES[<upload control Name>][Name]

Returns the name & the upload file

4) \$-FILES[<uploaded ControlName>][temp_Name]

Returns Name & uploaded file available in temporary location

5) \$-FILES[<uploaded ControlName>][Error]

IE Returns an Error Code.

② In PHP

textbox

→ txtUname ③ In html

✓ \$-POST[txtUname]

✓ document.getElementById('txtUname').value

MIME - Multipurpose Internet Mail Extension

| button → Extbtn

✓ \$-POST[Extbtn]

is_uploaded_file:-

this function Returns a boolean value true if the file is uploaded successfully

MOVE_uploaded_file:

This function is used to move the file from Temporary location to Target location and it returns a boolean ~~to~~ value true if the file moved successfully.

This function Requires '2' Arguments 'sourcepath' & destinationpath

Multipart/form-data:-

This MIME is used to Transfer files from one location to other location. It supports some extension like doc, jpg, pdf, bmp etc...

enctype is an attribute to specify the MIME extension & a file

→ save 'file.html' [c:/xampp/htdocs].

<form method="post" enctype="multipart/form-data"

action="upload.php">

<input type="file" name="fileUpload">

<input type="button" value="upload">

</form>

→ upload.php [c:/xampp/htdocs]

c:/php

\$filename = "d:/php1";

\$filename = \$_FILES['fileupload']['name'];

if(move_uploaded_file(\$_FILES['fileupload']['tmp_name'], \$filename))

echo "file is uploaded"

else

echo "file is not uploaded"

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\$_FILES [uploadControlName][Error] :-

★ In interviews
60% questions are
based on file & cookies
★ Remaining 40%
database concepts

- It Returns a Number
 - if the no is 'zero' [0] the file uploaded successfully.
 - if the no is 'one' [1] the file size is maximum than the 'upload-max-filesize' directive of PHP-INI file.
 - if the file size is Maximum than Max-file-size directive then the output is '2[two].
- This directive is Embedded with 'html' form
 - if the file is not uploaded completely due to 'network prob' the output is '3'.
 - if user click on upload button without any filename the output is '4'

(file-uploads = on) → by default

~~★ \$-Server:-~~

This Super global variable Returns the information about web server like 'IP address', port number, host name etc..

\$-server[Server-SOFTWARE] :-

Returns Complete software information of webserver

\$-server[Server-NAME] :-

Returns the name of webserver

★ \$-server[Server-ADDR] :-

Returns the 'ip' Address of webserver

\$-server[Server-port] :-

Returns the port Number where webserver is running

★ \$-server[^{REMOTE} SERVER-ADDR] :-

Returns the 'IP' Address of client system

\$-server[REMOTE-PORT]:

Returns the port number & client system

\$-server[DOCUMENT-ROOT]:

Returns the path & currently executing script.

\$-server[SCRIPT-Filename]:

Returns current script name with complete path.

\$-server[SERVER-PROTOCOL]:

Returns type & protocol what are using with transmission.

* \$-server[REQUEST-METHOD]: (default method is Get)

Returns the type & method what we are using between the transmission.

* \$-server[Query-string]:

By using the variable we can get information about the Query string

[Head is a raw data to transfer data from one location to another]

\$-server[REQUEST-URI]:

Returns the file name with query string

* \$-server[SCRIPT-NAME], \$-server[PHP-SELF]:

Returns the name of the current script

\$-COOKIE:-

By using this super global variable we can get the value of a cookie in PHP 'setcookie' is a header to create cookies it requires 3 arguments

1) Name of the cookie

2) value

3) Expiry time

<?php

```
setcookie("city", "hyderabad");
echo $_COOKIE['city'];
setcookie("uname", "scott");
echo $_COOKIE['uname'];
?>
```

In Memory Cookie

<?php

```
setcookie("sno", "100");
echo $_COOKIE['sno'];
?>
?> -100
```

In PHP time function Returns current time & date information

<?php

```
setcookie("city", "hyd", time() + 3600);
echo "Cookie is created";
?>
```

↑ [in JS - date()]
Time interval to expire the cookie

[Cookie are browser dependent]

<?php

```
$cod = cookie['city'];
?>
```

[We can't access one browser
Cookie in other browser]

To destroy cookie:

<?php

```
setcookie("city", "hyd", time() - 3600);
echo "Cookie is destroyed";
?>
```

↑ Negative value to destroy cookie

* Session (or) Session Variables:

These are used to store data between 'post back'

The session Reside in webserver

Diff between cookie & session:-

- | | |
|---|---|
| 1) Cookie resides in client system | 1) Session resides in webserver |
| 2) Cookie can store string data only. | 2) Session can store any type of data |
| 3) Cookie can hold limited amount of data | 3) Session can hold huge amount of data |
| 4) Cookie are unsecure | 4) Session are highly secured |

~~2/10~~ \$-Session :-

this super global variable is used to create session and also used to Access the value of session variable.

```
<?php  
session_start();  
$_SESSION['uname']="scott";  
echo $_SESSION['uname'];  
?>
```

In php.ini 'session.auto_start' is directive to initialize session on request startup. the default value is zero that's why we can't Access session from the one page to another page.

ACCESS the session change the session.auto_start values '1' for) declare as session_start on webpage.

→ save the file as 'sess.php'

```
<?php  
session_start();  
$_SESSION['uname']="scott";  
//echo $_SESSION['uname'];  
?>  
<form method="post" action="sess1.php">  
  <input type="submit" name="submit" value="send">  
</form>
```

→ save as 'sess1.php'

```
<?php  
session_start();  
echo $_SESSION['uname'];  
echo "hi";  
?>
```

Session_id():-

for Every user Webserver will Generate an unique 'id' is called as 'session id'. it is 32-characters length, and alpha numeric string.

Session_id():- Returns the session id & current user

① = <?php → session.php

```
Session_start();
echo session_id();
?>
```

```
<form method="post" action="session2.php">
<input type="submit">
</form>
```

→ session1.php

```
<?php
Session_start();
echo session_id();
?>
```

② = sess.php

```
<?php // session_start();
```

```
if (isset($_POST['btnSubmit']))
```

```
{ $uname = $_POST['txtUname']; // $_SESSION['val'] = NULL;
```

```
$_PWD = $_POST['txtPwd'];
```

```
if ($uname == 'scott' and $_PWD == 'abcd')
```

```
{ $_SESSION['val'] = session_id(); → [this is the session id]
```

```
echo "<script> location='sess1.php'</script>
[OR]
header('location: sess1.php');
```

```
else
```

```
echo 'Invalid User'
```

```
?>
```

```
<form method="post" action="<?php
echo $_SERVER['PHP_SELF'] ?>">
```

```
Username <input type="text" name="txtUname">
```

```
Password <input type="password" name="txtPwd">
```

- sess1.php

```

<?php //session_start();
if($_SESSION['val']==session_id()) {OR}
{echo "welcome to scott";
}
else
echo "<script> location = \"sess.php\" </script>";
?> [OR] header("location:sess.php");

```

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\$-ENV:-

this super global variable returns the environment (o.s) variables

```

<?php
print_r($_ENV);
?>

```

O/P: it returns system configuration

Include function:-

this function Embedded External script in current application
we can embed some script in no. of times by using ~~the~~
this function: if the External file is not available it returns
a warning message and execute the remaining statement.

- saves as page1.php

```

<?php
echo "This is from Page1";
include "page2.php";
echo "Nextline";
?>

```

page2.php

```

<?php
echo "This is from Page2";
?>

```

-page1.php

```
<?php
error_reporting(E_ALL);
echo "this is from page1";
include "page2.php";
echo "Next line";
echo $a;
$a = 200;
echo Constant("user");
echo "<br>";
function Where we can't define same function again
→ fun1();
?>
```

-page2.php

```
R
<?php
echo "this is from page2";
$a = 100;
define ("user", "scott");
function fun1()
{
echo "this is fun from page2";
}
?>
```

include-once:-

it is same as include but we can access external file only one time instead of multiple calls. it ignores remaining all include-once statement which contain the same 'file name'

-page1.php

```
<?php
error_reporting(E_ALL);
echo "this is from page1";
include-once inter�de "page2.php";
echo "Next line";
include-once inter�de "page2.php";
?>
```

-page2.php

```
<?php
echo "this is from page2";
?>
```

Require:-

To Embed the External Script Multiple Times in current script

- * [require function stops the execution when file is not found.]
- [include never stops the execution.]

```
<?php  
echo "this is from page1";  
require "page2.php";  
echo "Nextline";  
require "page2.php";  
?>
```

```
<?php  
echo "from page2";  
?>
```

require-once:-

This function is same as require but only one time it can embed the external script

Note:-

Include files extension is should be 'inc' (or) 'inc.php'

Interviews:-

- i) diff between require & include
- ii) require & require-once
- iii) ~~re~~ include & include-once

Array's:-

for

An Array is collection & Heterogeneous (diff elements) datatypes in PHP. Because PHP is loosely typed language.

<?php

```
$arr = array (10, 20, 30);  
print_r ($arr);  
?>
```

O/P:
Array
(
[0] = 10
[1] = 20
[2] = 30
)

Passing Explicitly values into an Array:-

<?php

```
$arr = array (100 => 10, 101 => 20, 102 => 30);  
print_r ($arr);  
?>
```

O/P:
Array
(
[100] = 10
[101] = 20
[102] = 30
)

<?php

```
$arr = array (100 => 10, 20, 30, 106 => 30);  
print_r ($arr);  
?>
```

O/P:
Array
(
[100] = 10
[20] = 20
[30] = 30
[106] = 30
)

<?php

```
$arr = array (100 => 10, 20, 30, 50 => 40);  
print_r ($arr);  
?>
```

O/P:
Array
(
[100] = 10
[20] = 20
[30] = 30
[50] = 40
[100] = 40
)

<?php

```
$arr = array (100 => 10, 20, 105 => 30, 50 => 40, 60);  
print_r ($arr);  
?>
```

O/P:
Array
(
[100] = 10
[20] = 20
[105] = 30
[50] = 40
[60] = 60
)

<?php

```
$arr = array (100 => 10, 'city' => 'hyd', 105 => 30, 50 => 40, 70)  
print_r ($arr);  
?>
```

O/P:
Array
(
[100] = 10
[city] = hyd
[105] = 30
[50] = 40
[70] = 70
)

foreach:-

By using this looping statement we can read all the elements of an array

```
for
foreach ($arr as $key => $value)
{
    //statement;
}
```

Eg: ① <?php

\$arr = array (100 => 10, 'city' => 'hyd', 105 => 30, 50 => 40, 70)

foreach (\$arr as \$ke => \$va)

{

print "key is \$ke and value is \"\$va\"; OP
key is 100 and value is 10

key is city and value is hyd
key is 105 and value is 30

key is 50 and value is 40
key is 70 and value is 70

}

?>

Eg: ②

<?php

\$arr = array (100 => 10, 'city' => 'hyd', 105 => 30, 50 => 40, 80)

foreach (\$arr as \$abc)

{

print \$abc;

print "
";

}

~~OP~~

10
hyd

30

40

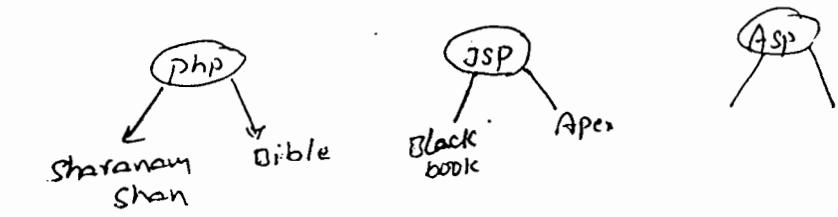
80.

Associate Array:-

this means that the first item we added become item 0,
the second item 1, and so on.

\$arr = array ('tires' => 100, 'oil' => 50, 'flug' => 10);

To Display Array as



<? PHP

```
$arr = array ("PHP"=>array('sharam shah', 'Bible'), "JSP"=>array('black',  
"Ape"));
```

```
print_r($arr); //for getting Entire Array  
(or)
```

```
- echo $arr ["PHP"] ["abc"]; //Getting a single key value.
```

?>

Array functions:-

1) count: it Returns total no. of elements

<? PHP

```
$arr = array (10, 20, 30)
```

```
echo count ($arr);
```

?>

OP:- 3

2) sort:- it returns the elements of an array in ascending order

<? PHP

```
$arr = array (60, 20, 30);
```

```
sort ($arr);
```

```
print_r ($arr);
```

?>

String values (if string is there)
OP:- 20, 30, 60

3) rsort:- it returns the elements of an array in descending order

<? PHP

```
$arr = array (10 => 40, 20, 10, 30)
```

```
rsort ($arr);
```

```
print_r ($arr);
```

?>

[it is providing new keys]

OP:- 40
30
20
10
→ String value

4) asort:-

it Returns the original keys with Assending order

<?php

```
$arr = array(104=>40, 101=>20, 108=>50, 102=>80);
```

```
asort($arr);
```

```
print_r($arr);
```

```
?>
```

0/1

[101] = 20

[104] = 40

[108] = 50

[102] = 80

5) arsort:-

it Return the original key value with dessending order

<?php

```
$arr = array(104=>40, 101=>20, 108=>50, 102=>80);
```

```
arsort($arr);
```

```
print_r($arr);
```

```
?>
```

[102] = 80

[108] = 50

[104] = 40

[101] = 20

6) ksort:-

it Return Array in Assending order with based on
the 'key'

<?php

```
$arr = array(104=>40, 101=>20, 108=>50, 102=>80);
```

```
ksort($arr);
```

```
print_r($arr);
```

```
?>
```

[101] = 20

[102] = 80

[104] = 40

[108] = 50

7) ksort:-

it Return Array in dessending order based on 'keys'

<?php

```
$arr = array(104=>40, 101=>20, 108=>50, 102=>80);
```

```
ksort($arr);
```

```
print_r($arr);
```

```
?>
```

[108] = 50

[104] = 40

[102] = 80

[101] = 20

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Array-push() :-

This function adds any element into the end of an array and returns total no. of elements in that array.

```
<?php  
$arr = array(10, 20, 30);  
echo array-push($arr, 40);  
print_r($arr);  
?>
```

Array-pop() :-

Removes ~~last~~ the last element & returns the value of that element.

```
<?php  
$arr = array(10, 20, 30);  
echo array-pop($arr);  
print_r($arr);  
?>
```

Array-shift() :- it removes the first element of an array & returns the value of that element.

```
<?php  
$arr = array(10, 20, 30);  
echo array-shift($arr);  
print_r($arr);  
?>
```

Array-unshift() :-

Add any element at the beginning of an array & return size of an array.

```
<?php  
$arr = array(10, 20, 30);  
echo array-unshift($arr, 2);  
print_r($arr);  
?>
```

Array-change-key-case():-

it converts all keys & an array into lower case

<?php

```
$arr = array ('ABC'=>10, 20, 30);
```

↑ capitals

```
print_r(array_change_key_case($arr));
```

?>

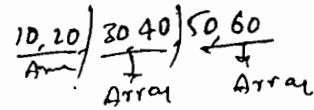
* Array-chunk():-

splits an array into chunk & an arrays

values -> 2

<?php

```
$arr = array (10, 20, 30, 40, 50, 60);
```



```
print_r(array_chunk($arr, 2));
```

?>

Array-Combine():-

Creates an array by using one array for keys and another for its value.

<?php

```
$arr = array ('ABC'=>10, 20, 30, 40, 50);
```

[Here the elements
in both arrays
must be same]
arr1 eler = 5 ✓
arr2 eler = 5 ✓
arr1 eler = 5 ✓
arr2 eler = 5 ✓

```
$arr1 = array (100, 200, 300, 400, 500);
```

```
print_r(array_combine($arr, $arr1));
```

?>

[10] = 100
[20] = 200
[30] = 300
[40] = 400

Array-keys():-

it Returns new Array with keys as value & another Array

<?php

```
$arr = array ('abc'=>10, 20, 30, 40);
```

```
print_r(Array_keys($arr));
```

?>

Array_count_values():-

Return an array with no. of occurrences for each value

```
<?php
```

```
$arr=array ('ABC'=>10, 20, 30, 40, 50, 10);
```

```
print_r (array_count_values($arr));
```

```
?>
```

Array_values():-

Return Array with the values of an array

```
<?php
```

```
$arr=array ('ABC'=10, 20, 30, 40, 50, 60);
```

```
print_r (array_values($arr));
```

```
?>
```

Array_diff():-

Compares Array values and returns the diff between them.

```
<?php
```

```
$arr=array ('ABC'=>10, 20, 30, 40);
```

```
$arr1=array (10, 250, 400, 300);
```

```
print_r (array_diff ($arr, $arr1));
```

```
?>
```

Array_diff_assoc():-

Compares Array keys & values and Returns the difference.

```
<?php
```

```
$arr=array ('ABC'=>10, 20, 30, 50=>70);
```

```
$arr1=array (10, 250, 300, 50=>70);
```

```
print_r (array_diff_assoc ($arr, $arr1));
```

```
?>
```

```
function key_compare_func ($key1, $key2)
```

```
{ if ($key1 == $key2) return 0;
```

```
else if ($key2 > $key1) return 1;
```

```
else return -1;
```

```
$arr = array ('blue'=>1, 'red'=>2, 'green'=>3, 'purple'=>4)
```

```
var_dump (array_diff_key  
($arr, $arr1,  
'key_compare_func'))
```

Array-diff-keys():-

Compares Array keys and returns the differences.

```
<?php
$arr = array('ABC'=>10, 20, 30, 40);
$arr1 = array(100, 200, 300, 400);
print_r(array_diff_keys($arr, $arr1));
?>
```

Array-flip():-

Exchanges all keys with their associated values in an array.

```
<?php
$arr = array('ABC'=>10, 20, 30, 40)
// $arr = array(10, 200, 300);
print_r(array_flip($arr));
?>
```

Array-intersect():-

Compares Array value and Returns the ~~partial~~ matches

```
<?php
$arr = array(10, 20, 30, 40);
$arr1 = array(100, 200, 300, 400, 10);
print_r(Array_intersect($arr)); // ($arr, $arr1)
?>
```

Array-intersect-assoc():-

Compares Array keys & values and returns the matches

```
<?php
$arr = array(10, 20, 30, 40);
$arr1 = array(100, 200, 300, 400, 0=>10);
print_r(Array_intersect_assoc($arr, $arr1));
?>
```

Array-intersect-keys():-

Compare Array Keys and Return Matched

<?php

```
$arr = array(10, 20, 30, 40);
```

```
$arr1 = array(100, 250, 370, 520);
```

```
Print_r(Array-intersect-keys($arr, $arr1));
```

?>

Array-key-exist():-

Return a ~~boolean~~ value true if the specified key available with in an array

<?php

```
$arr = array('ABC' => 10, 20, 30, 40),
```

```
Print_r(array-key-exist('ABC', $arr));
```

?>

O/P:- 1

Array-Merge():-

Merges one or More arrays into one Array

<?php

```
$arr = array('ABC' => 10, 20, 30, 40);
```

```
$arr1 = array(100, 200, 300);
```

```
Print_r(array-Merge($arr, $arr1));
```

?>

Array-Product:-

Returns the product of all array element values

<?php

```
$arr = array('ABC' => 10, 20, 30, 40);
```

```
echo print_r(Array-product($arr));
```

?>

Array-Sum():-

Returns the sum of all elements of an array

<?php

```
$arr = array(10, 20, 30, 40);
```

```
echo print_r(Array-sum($arr));
```

Array-Reverse():-

It Reverses the elements of an array

<?php

\$arr=array(10, 20, 30, 40);

print_r(array-reverse(\$arr));

Array-unique():-

Removes the duplicate values and returns the values
of an array.

<?php

\$arr = ('ABC'=>10, 20, 30, 40);

print_r(array-unique(\$arr));

?>

shuffle():-

shuffles the element & an array

<?php

\$arr = array('ABC'=>10, 20, 30, 40);

shuffle(\$arr);

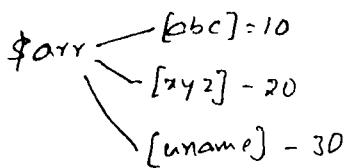
print_r(\$arr);

?>



Extract:-

divides the elements of an array as individual variables.



<?php

\$arr = array('ABC'=>10, 20, 30, 40)

extract(\$arr);

echo \$ABC;

?>

size of():- Returns the total elements of an array similar to count.

list():-

Assign variables as if they were an array. Mean we can assign the values of an array into variable.

Eg-1

<?php

list(\$x, \$y, \$z) = array(10, 20, 30);

echo \$x;

echo \$y;

echo \$z;

?>

Eg-2

<?php

\$arr['a'] = 10;

echo \$arr['a'];

?>

1981 V

MySQL FUNCTIONS [OR] PHP WITH MySQL :-

MySQL is an open source and relational database management system.

'PHP 5.0' is proving 'MySQL' library with no-db inbuilt functions to work with 'MySQL' database.

phpmyadmin:-

it is an IDE to work with 'MySQL' Database to open the IDE type:

`http://localhost/phpmyadmin`

mysql_connect:-

This function is used to establish a connection between PHP application & MySQL database we have to specify hostname, userid & password in this function

```
<?php  
if(mysql_connect("localhost", "root", ""))  
    echo "Connected successfully";  
else  
    echo "Not Connected";  
?>
```

```
<?php  
if ($con = mysql_connect ("localhost", "root", ""))  
    echo "Connected succ---";  
  
else  
    echo "not connected";  
echo $con; // it gives the Resource id value.  
?>
```

mysql_query()

this function executes the sql statement

```
<?php
if ($con = mysql_connect ('localhost', 'root', '')) {
    echo "Connect successfully";
} else {
    echo "Error! Not connected";
}
mysql_query ("create database batch630", $con);
echo "database is created";
?>
```

Note: mysql_select_db (database.name, connection id)

This function name is used to select a database.

~~27/10/09.~~

- create a table in database.

```
<?php
mysql_connect ("localhost", "root", ""); // (username id password)
mysql_select_db ("batch630");
$sqlstt = "create table tabl-userdet (sno int, uname varchar(100),
                                             pwd varchar(100));"
mysql_query ($sqlstt); // query
echo "table is created";
?>
```

- Insert a row into a table.

```
<?php
mysql_connect ("localhost", "root", "");
mysql_select_db ("batch630");
$sqlstt = "insert tabl-userdet values (1001, 'scott', 'scott123');"
mysql_query ($sqlstt);
echo "one row is inserted";
?>
```

Eg:-

```
<script>
function validate()
{
    sno = document.getElementById('txtSno')
    uname = document.getElementById('txtUname')
    Pwd = document.getElementById('txtPwd')
    if (sno.value == "")
    {
        alert "Enter sno";
        return false;
    }
    else if (uname.value == "")
    {
        alert "Enter the Username";
        return false;
    }
    else if (else Pwd.value == "")
    {
        alert "Enter password";
        return false;
    }
}
</script>

<?php
if (isset($_POST['benSubmit']))
{
    $sno = $_POST['txtSno'];
    $uname = $_POST['txtUname'];
    $Pwd = $_POST['txtPwd'];
    mysql_connect ('localhost', "root", "");
    mysql_select_db ("bat630");
    $sqlst = "insert tab_userdet values ($sno, '$uname', '$Pwd')";
    mysql_query($sqlst);
    echo "Record is Added";
}
?>
```

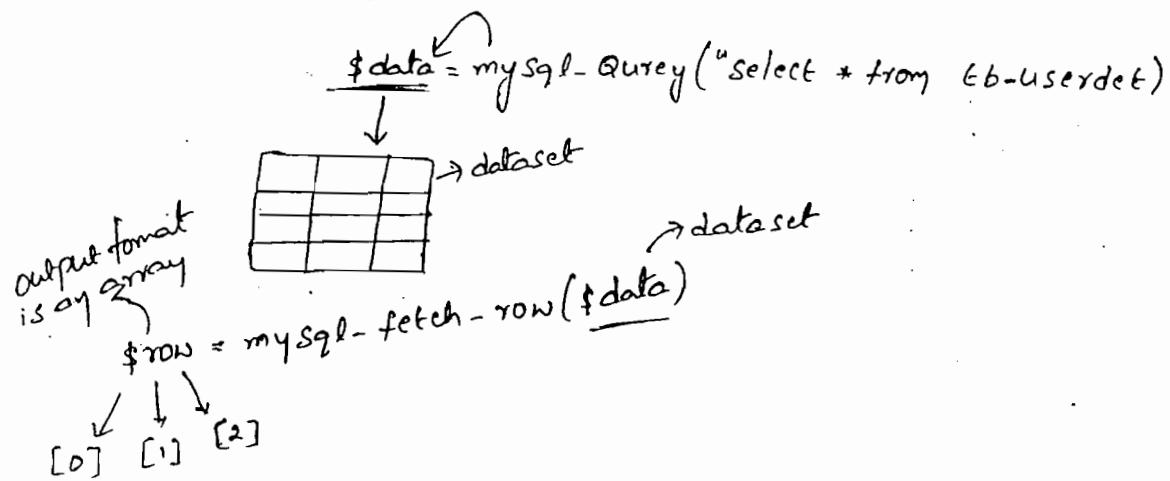
```

<form method="post" action="mysql.php">
<table>
<tr><td> Serialno </td><td> <input type="text" name="txtSno"> </td>
<tr><td> Username </td><td> <input type="text" name="txtUname" > attd
<tr><td> Password </td><td> <input type="password" name="txtPwd" > </td>
<tr> <input type="submit" value="Insert" name="btnSubmit"
          onclick="return validate();">
</table>
</form>

```

— x —

→ How To get a row from database



→ By get the row from database we can use the statement

[mysql_fetch_row(resultset)]

mysql_fetch_row(result set) :-

This function is used to read a record from result set and moves the result set pointer to ahead.

it returns record values as array elements.

`<script>`

```
function funDelete(sno)
{
    location = "delete.php?" + sno
}
</script>

<?php
    mysql_connect ("localhost", "root", "");
    mysql_select_db ("bat630");
    $data = mysql_query ("select * from Ebl-userdet");
    //Table tag
    echo "<table border='0' cellpadding='0' cellspacing='0'>";
    → echo "<tr><th style='background-color: yellow; color: red'>Serial NO</th>";
    → echo "<th style='background-color: yellow; color: red'>Username</th>";
    → echo "<th style='background-color: yellow; color: red'>Password</th></tr>";
    //→ echo "<th style='background-color: yellow; color: red'>Delete</th>";
    $count = 1;
    while ($row = mysql_fetch_row($data))
    {
        if ($count % 2 == 0)
            $color = "light green";    [|providing alternate colours
                                         to the rows in a table]
        else
            $color = "light blue";
        echo "<tr style='background-color: $color'><td>$row[0]</td>
              <td>$row[1]</td><td>$row[2]</td>
              <input type='button' value='Delete' onclick='funDelete($row[0])'></td>
              </tr>";
        $count++;
    }
    //End Table Tag
    echo "</table>"
```

Note: we can print the row values to delete page by using "?" + sno" through url ✓

delete.php page :-

```
<?php  
$no = $_SERVER['QUERY_STRING'];  
mysql_connect ("localhost", "root", "");  
mysql_select_db ("bat630");  
$sqlstt = "delete from tbl-userdet where Sno=$no";  
mysql_query ($sqlstt);  
echo "<script> location='mysql.php' </script>  
?>
```

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==

= A prog to get the checkbox to every line to delete the selected lines.

```
<script>  
function fundelsel()  
{  
str = " ";  
arr = frm1.elements;  
for (i=0; i<arr.length; i++)  
{  
if (arr[i].type == "checkbox") ... // To check whether that is  
checkbox or not  
{  
if (arr[i].checked) ..... // it Returns the checkbox is  
Selected or not  
str = str + arr[i].id + "/"  
}  
}  
location = "delSel.php?" + str  
}
```

<script>

```
<?php  
mysql_connect ("localhost", "root", "");  
mysql_select_db ("bat630");  
$data = mysql_query ("select * from tbl-userdet");
```

```

echo "c




```

→ delsel.php

```

<?php
$str = $_SERVER['QUERY-STRING'];
$arr = explode("/", $str);
print_r($arr);
mysql_connect("localhost", "root", "");
mysql_select_db("bat630");
for ($i=0; $i < count($arr); $i++)
{
    mysql_query("delete from tab-userdet where Sno=$arr[$i]");
}
echo "<script> location='mysql.php'</script>";

```

mysql_fetch_assoc(resultset):-

this function reads the record of a result set and moves the result set pointer ahead. it return output as an associative Array.

<?php

```
mysql_connect("localhost", "root", "");
mysql_db("bat630");
$data=mysql_query("select * from tbl-userdet");
$row=mysql_fetch_assoc($data);
print_r($row);
```

?>

mysql_fetch_array(resultset):-

Reads a record from result set and moves that result set pointer to ahead. results the output as combination of number index array and associative Array

<?php

```
mysql_connect("localhost", "root", "");
mysql_db("bat630");
$data=mysql_query("select * from tbl-userdet");
$row=mysql_fetch_array($data);
print_r($row);
```

?>

mysql_num_rows(resultset):-

Return total no.of rows in a result set

<?php

```
mysql_connect("localhost", "root", "");
mysql_db("bat630");
$data=mysql_query("select * from tbl-userdet");
$row=mysql_num_rows($data);
print_r($row);
```

mysql_num_fields(resultset) :- [Prog to validate the Username & Pwd with database]

Result the total no. of fields available in result set

<?php

Session_start();

if(isset(\$_POST['btnsubmit']))

{ mysql_connect("localhost", "root", "");

mysql_select_db("bat630");

\$user = \$_POST['txtuname'];

\$Pwd = \$_POST['txtpwd'];

\$sqlstt = "select * from ~~tbl~~tbl-userdet where uname='\$user'
and Pwd ='\$Pwd'";

\$data = mysql_query(\$sqlstt);

if(mysql_num_rows(\$data) == 1)

{

\$_SESSION['un'] = \$user;

echo "<script> location = 'userpage.php' </script>";

}

else

echo "Invalid user";

}

?>

<form method="post" action="<?php echo \$SERVER['PHP_SELF'];?>>">

Username <input type="text" name="txtuname">

Password <input type="password" name="txtpwd">

<input type="submit" name="btnsubmit" value="Login">

</form>

-userpage.php

<?php

Session_start();

\$user = \$_SESSION['un'];

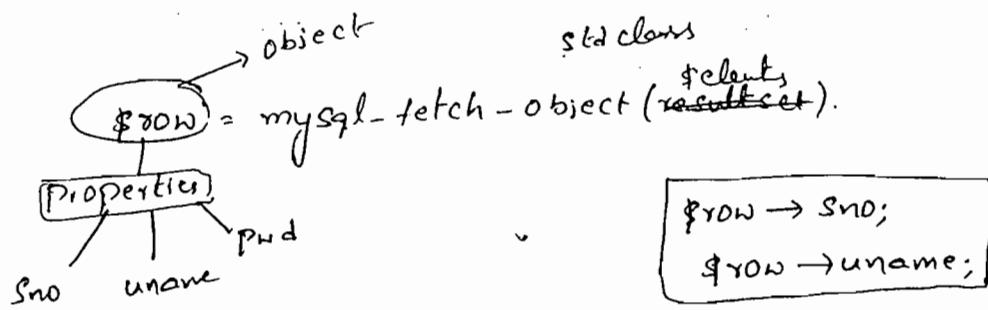
echo "Welcome to \$user";

[echo "<script>window.alert('Welcome') </script>"]

mysql_fetch_object():-

Reads a record from resultset at moves the result set pointer a head.

it returns the resultant record as object which belongs to std class.



<?php

```

mysql_connect ("localhost", "root", "");
mysql_select_db ("bat630");
$data = mysql_query ("select * from tbl-userdet");
$obj = mysql_fetch_object ($data);
echo $obj->Sno;
echo $obj->uname;
  
```

?>

mysql_fetch_field(resultset):-

this function reads information of a field and returns as an object.

<?php

```

mysql_connect ("localhost", "root", "");
mysql_select_db ("bat630");
$data = mysql_query ("select * from tbl-userdet");
$obj = mysql_fetch_field ($data); // Repeat these steps
print_r ($obj);
  
```

to get ~~all~~ all values.

?>

mysql-list-tables(database name, connection id) :-

Returns the names of all tables available in a database.

<?php

```
$con = mysql_connect ("localhost", "root", "");
$tables = mysql_list_tables ("bat630", $con);
while ($row = mysql_fetch_row($tables))
{
    echo $row[0];
    echo "<br>";
}
```

?>

mysql-list-dbs(connection id) :-

→ <select>

<?php

```
$con = mysql_connect ("localhost", "root", "");
$dbs = mysql_list_dbs ($con);
while ($database = mysql_fetch_row($dbs)):
{
    echo "<option> $database[0] </option>";
}
?>
</select>
```

[Note: The 'select' statement is used to get the list as a dropdown list.]

[Here we can embed the php with html]

mysql_error():-

Returns the last error occurred message

```
<?php
mysql_connect("localhost", "root", "");
mysql_select_db("bat630");
echo mysql_error();
?>
```

mysql_errno():-

Returns the last occurred error code

```
<?php
mysql_connect("localhost", "root", "");
mysql_select_db("bat630");
echo mysql_errno();
?>
```

* die():-

die is a function used to execute the statement if mysql statement is not executed successfully

```
<?php
mysql_connect("localhost", "root", "") or
die("Error in Connection");
?>
```

<?php

mysql_connect("localhost", "root", "") or
die("Error in Connection");

?>

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<?php
if (isset(\$_POST['btbsubmit']))
{
mysql_connect("localhost", "root", "");
mysql_select_db("dms");
\$table = \$_POST['txtTable'];
\$data = mysql_query ("SELECT * FROM \$table");
* // \$fc = mysql_num_fields(\$data); → no need
echo "<table border='2'>";
while (\$col=mysql_fetch_field(\$data)) → it returns the value
{ as an object.
echo "<th> \$col->name </th>";
}
while (\$row=mysql_fetch_row(\$data))
{
echo "<tr>";
for (\$i=0; \$i< count(\$row); \$i++)
{
echo "<td> \$row[\$i] </td>";
}
echo "</tr>";
}
?
<form method='post' action=' '>
Enter Table name <input type='text' name='txtTable'>

<input type='submit' name='btbsub' value='get records'>
</form>

Op enter table name: nsc.php

get records

Extract():-

This function is used to assign the values of array elements to the variables

[OR]

[Used to divide the Array elements as individual variable]
[the name of the variable is key & the element and variable
is value is elements value].

<?php

```
mysql_connect("localhost", "root", "");  
mysql_select_db("bat630");  
$data = mysql_query("select * from tbl-userdet");  
while ($row = mysql_fetch_array($data))  
{  
    extract($row);  
    echo $sno;  
    echo $uname;  
    echo "<br>";  
}  
?>
```

*mysql_data_seek():-

This function places the result set pointer on specified records ..

```
<?php  
mysql_connect("localhost", "root", "");  
mysql_select_db("bat630");  
$data = mysql_query("select * from tbl-userdet");  
mysql_data_seek($data, 2)  
$row = mysql_fetch_row($data);  
?>
```

mysql-close(Connection id):-

Used to close the opened mysql Connection

<?php

```
$con = mysql_connect("localhost", "root", "");
mysql_select_db("bat630");
$data = mysql_query ("select * from tbl-userdet");
if (!$sql = mysql_close($con));
$row = mysql_fetch_row($data);
print_r($row);
```

?>

mysql-field-len():-

Returns the length of specified field

- ✓ \$data = mysql_query ("select * from tbl-userdet");
- ✓ mysql-field-len (\$data, 1);

mysql-field-type():-

Returns the datatype of a field

```
mysql-field-type ($data, 1);
```

mysql-field-seek():-

This function places the result set pointer on specified field

```
if (mysql_fetch_field ($data));
print_r (mysql_fetch_field ($data));
mysql-field-seek ($data, 1);
print_r (mysql-fetch-field ($data));
```

mysql_field_table():

Returns the table name & a field

```
echo mysql_field_table ($data, 0);
```

mysql_free_result():-

freeze the content & a result set

```
$data = mysql_query ("select * from tbl-userdet");
print_r(mysql_fetch_row($data));
mysql_free_result ($data);
print_r(mysql_fetch_row($data));
```

mysql_get_client_info(void):

Return the version & 'mysql' database.

```
mysql_select_db("bat630");
```

```
echo mysql_get_client_info();
```

→ To Get the Alertbox in PHP code
Echo ("");

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AJAX

3)

Ajax is a web technology used to increase the performance of web application

Ajax - 'Asynchronous javascript And XML'

→ Asynchronous:- By using Asynchronous process user can send a request without waiting for previous response

→ javascript:

By using javascript functions we are updating the user's browser

[navigator.appName is used for get browser details in javascript]

→ XML:- The data will transfer between one system and other system in xml format.

By using Ajax Concept we can send some values to webserver instead of pagesubmission. It increases the performance of application. Based on the user's browser, we have to create ajax object.

* Steps to create and send ajax object to web server.

1) Create an ajax object based on the browser what user is using
if user using 'IE' we have to create object to 'Active x object' class
Otherwise create object to 'XMLHttpRequest'.

By using 'navigator.appName' we can get the Browser details

2) Initialize the object with values using 'open()' method.

open() method request 3 Arguments
1) get/post
2) serversideScriptName
3) synchronize (or) Asynchronize process

3) Send the ajax object to the webserver by using 'Send' method.
This method requires a string value as argument.

- script to create ajax object [save this file as .html]

```
<script>  
if(Navigator.appName == "Microsoft Internet Explorer")
```

```
Obj = new ActiveXObject ("Msxml2.XMLHTTP");
```

```
else
```

```
Obj = new XMLHttpRequest()
```

```
alert(Obj);
```

```
</script>
```

[Run this program in diff browsers] ✓

Object Properties:-

readyState - By using this property we can get the state of 'ajax' object. Contains '5' values.

0 :- Object is created

1 :- loading

2 :- ~~Interactive~~ loaded

3 :- Interactive

4 :- Completed Successfully

responseText: By using this property we can read the information of ajax object what is send by 'web sever'.

onreadystatechange :-

This event will fire for every state change of an ajax object.

~~Program~~ :- To get the information through max object

pro

<Script>

```
function fun1()
{
    if(navigator.appName == "Microsoft Internet Explorer")
        obj = new ActiveXObject ("Msxml2.XMLHTTP");
    else
        obj = new XMLHttpRequest();
    obj.open ("get", "page1.php", true); for Asynchronous process
    obj.send (null); synchronous process - "false"
    obj.onreadystatechange = fun2
}

function fun2()
{
    //alert (obj.readyState)
    if (obj.readyState == 4)
        alert (obj.responseText)
}
</script>
<body>
<input type="button" value="click" onclick="fun1()">
</body>
```

— page1.php

```
<?php
echo "This is from page1";
?>
```

~~To Get the Browser Details by PHP:-~~

```
<?php
echo $HTTP_USER_AGENT . "\n\n";
$browser = get_browser(null, true);
print_r($browser);
?>
```

~~program~~: To validate the username is valid or not.

<script>

```
function fun1(val)
{
    obj=new ActiveXObject("Msxml2.XMLHTTP");
    page="validate.php?uname="+val
    obj.open("POST",page,true);
    obj.send(null);
    obj.onreadystatechange=fun2
}

function fun2()
{
    if(obj.readyState==4)
    {
        if(obj.responseText=="1")
            document.getElementById('ExtUname').style.color="red"
        else
            document.getElementById('ExtUname').style.color="green"
    }
}
</script>
<body>
<table>
<tr><td>Username</td><td><input type="text"></td>
<tr><td>Password</td><td><input type="password"></td>
<tr><td>Username</td><td><input type="text" id="ExtUname" onblur="fun1(this.value)">
<tr><td>Password</td><td>Retype Password
</table>
</body>
```

\Rightarrow validate.php

<?php

```

$username = $_POST['uname'];
mysql_connect ("localhost", "root", "");
mysql_select_db ("bat630");
$sqlstt = "Select * from tbl-userdet where uname = '$username'";
$data = mysql_query ($sqlstt);
if (mysql_num_rows ($data) == 1)
    echo "1";
else
    echo "0";
?>

```

3/10/09

A prog on dropdownlist to get the safenames, depend upon country
Name

- * ~~Create table tbl-con (cid int auto-increment)~~
 - * Create table tbl-con (cid int auto-increment primary key, cname varchar(100))
 - * INSERT INTO tbl-con VALUES ('', 'India');
 └→ blank
 [auto increment automatically
 create a number]
 - * INSERT INTO tbl-state VALUES ('', 'stateName', 'countryid');
 └→ declare stateName
 └→ [To get the id from
 the table tbl-con]

```

<script>
    function fun1(cid) {it reads value from 'this.value'}
    {
        obj = new ActiveXObject("Msxml2.XMLHTTP");
        page = "page1.php?" + cid;
        obj.open("POST", page, true);
        obj.send(null);
        obj.onreadystatechange = fun2
    }

    function fun2()
    {
        if (obj.readyState == 4)
        {
            str = obj.responseText;
            arr = str.split("\n");
            for (i=0; i<arr.length-1; i++)
            {
                document.getElementById('dropstate').length = i+1;
                document.getElementById('dropstate').options[i].text = arr[i];
            }
            document.getElementById('dropstate').options[i].value = arr[i];
        }
    }
</script>

```

Countries: <select onchange="fun2(this.value)">

```

<?php
mysql_connect("localhost", "root", "");
mysql_select_db("bat630");
$data = mysql_query("select * from Ebl-Country");
while ($rec = mysql_fetch-row($data))
{
    echo "<option value=$rec[0]>$rec[1]</option>";
}
?>

```

</select>
 states: <select id="dropstate">

</select>

→ Page1.php

<?php

```
$cid = $_SERVER['QUERY_STRING'];
mysql_connect ("localhost", "root", "");
mysql_select_db ("bat630");
$data = mysql_query("select * from tbl-states where `cid=$cid`");
$str = "";
while ($rec = mysql_fetch_row($data))
{
    $str .= $rec[1] . "/";
}
echo $str;
?>
```

— — —

prog:-

To display images as a slideshow in our webpage.

<script>

sno = 1;

function fun1()

{

obj = new ActiveXObject ("Msxml2.XMLHTTP");

page = "Page1.php" + sno

obj.open ("POST", page, true)

obj.send (null)

obj.onreadystatechange = fun2

sno = sno + 1;

if (sno == 11)

sno = 1;

setTimeout ("fun2()", 2000)

}

function fun2()

{

if

// Here we have total 10 records
in database

```

function fun11()
{
    if (obj.readyState == 4)
    {
        imagename = obj.responseText
        imagepath = "C:/"+imagename+".jpg";
        document.getElementById('img1').src = document.get
            elementById('img1').src
        document.getElementById('img2').src = document.getElem
            entById('img2').src
        document.getElementById('img3').src = document.getElem
            entById('img3').src
    }
}

<script>
<body onload="fun11">
<table cellpadding="0" cellspacing="0" align="center">
    <tr> <td colspan="3">
    </td>
    <td> </td>
    <td> </td>
    <td> </td>
</tr>
</table>
</body>
</script>

```

-page1.php

```

<?php
$sno = $_SERVER['QUERY-STRING'];
mysql_connect ("localhost", "root", "");
mysql_select_db ("bat630");
$sqlstt = "Select * from fbl-images where Sno= $sno";
$data = mysql_query($sqlstt);
$row = mysql_fetch_row($data);

```

Q11/09: A program to display processing message when submit a value. → P.

```
<script>
function fun1()
{
    arr = frm1.elements
    for (i=0; i<arr.length; i++)
    {
        arr[i].disabled = true;
    }
    document.getElementById('img1').style.visibility = "visible";
    obj = new ActiveXObject ("Msxml2.XMLHTTP");
    obj.open ("post", "page1.php", true);
    obj.send (null);
    obj.onreadystatechange = fun2
}

function fun2()
{
    if (obj.readyState == 4)
    {
        document.getElementById('img1').style.visibility = "hidden";
        alert (obj.responseText)
    }
}
</script>

<form id="frm1">
<table align="center">
    <tr><td> Username:<input type="text" ></td>
    <td> Password:<input type="password" ></td>
    <td> Password:<input type="password" ></td>
    <td><input type="button" ></td>
    <td><input type="submit" value="Submit" onclick="fun1()">
</tr>
</table>

```

page1.php

```
<?php  
//sleep(10);  
echo "from page1";  
?>
```

Opns

Username:

password:

password:

click

→ [when we click the 'click' button it will display an processing image if all the controls are disable until get the Response from server.]

← →

write:-

```
<?php  
$fp = fopen ("login.txt", "w")  
fwrite ("welcome to rashan,"
```

append:-

```
<?php  
$
```

* chatting Application:-

```
<script>
    var name;
    function readName()
    {
        uname=document.getElementById('txtuname').value
        document.getElementById('divName').style.visibility="hidden"
        document.getElementById('divContent').style.visibility="visible"
    }

    function funRead()
    {
        obj1=new ActiveXObject("Msxml2.XMLHTTP")
        obj1.open("post","read.php",true)
        obj1.send(null)
        obj1.onreadystatechange=fun2
        setTimeout("funRead()",100)
    }

    function fun2()
    {
        if (obj1.readyState==4)
        {
            document.getElementById('txtBody').value
            =obj1.responseText
        }
    }

    function fun3()
    {
        obj=new ActiveXObject("Msxml2.XMLHTTP")
        txt=document.getElementById('txtMsg').value
        txt=uname+" says:"+txt
        document.getElementById('txtMsg').value=""
        page="write.php?"+txt
        obj.open("post",page,true)
        obj.send(null);
    }

</script>
```

P-1

```
<form>
<body bgcolor="lightblue" onload="funRead()>
<div id="divContent" style="visibility:hidden">
<table align="center">
<tr><td><textarea id="ExtBody" cols="30" rows="15">
</textarea></td></tr>
<tr><td><input type="text" id="ExtMsg" size=30>
<input type="button" value="SEND" onclick="fun1()"/>
</td></tr>
</table>
</div>
<div id="divName">
Username <input type="text">
```

→ write.php:

```
<?php
$text = $_SERVER['QUERY_STRING'];
$text .= "\n";
$fp = fopen("chat.txt", "a");
fwrite($fp, $text);
fclose($fp);
```

?>

⇒ Read.php

```
<?php
$fp = fopen("chat.txt", "r");
$str = fread($fp, filesize("chat.txt"));
$str = str_replace("\n", "", $str);
```

CSS (Cascading Style Sheet)

By using CSS we can apply styles on webpage. style is an object. It's providing no. of properties, these properties we can consume to display.

Selectors:-

Selector is collection of properties we can call the selector from HTML elements.

Style sheets are classified into '3-types'

1) Embedded style sheet :- In a webpage if you embed the properties & style object with in a HTML element comes under embedded stylesheet.

```
<input type="text" style="color: red">
```

These properties we can apply to a specific element with in the webpage.

✓ 2) In-line style sheet :-

If we declare system with in the style object using selectors comes under inline stylesheet. We can apply these styles to any control with in the webpage.

```
<style type="text/less">
```

```
div
```

```
{
```

```
color: red;
```

```
font-size: 40;
```

```
cursor: pointer;
```

```
}
```

```
pre
```

```
background-color: green;
```

```
width: 200;
```

```
color: white;
```

```
}
```

```
</style>
```

```
<div> This is from div </div>
```

3) External stylesheet:-

→ if u define the styles in external page and embed that style in webpage Comes under external style sheet.

→ By using link tag we can embed the external stylepage in Current webpage.

→ `<link rel="stylesheet" href="style.css">`

→ style.css

```
a{  
    text-decoration: none;  
    cursor: wait;  
}
```

Types of selector:-

i) Type selector:- Type selector contain name of html element to apply unique properties to similar elements in current webpage we can use type selector.

```
a{  
    text-decoration: none;  
    cursor: wait;  
}
```

ii) class selector:-

These selector properties we can apply to anytype & elements. the name of the class selector prefix with ":" By using class attribute call the class selector property from a html element

```
<style>  
.cssStyle {  
    border: 1px solid green;  
    width: 200px;  
}  
</style>
```

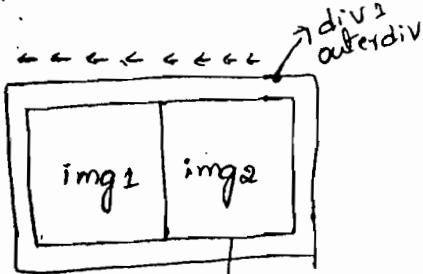
`<div class="cssStyle"> From div Tag</div>`

`<p class="cssStyle"> This is from paragraph</p>`

iii) id selector:- [A prog for Animated the Images in a div tag].

this selector resembles (similar) to class selector. Instead of applying properties to multiple times. only one time we can apply why because we can calling this id by using id property.

this selector name prefix with '#'



```
<script>
window.onload = fun1
leftpos = 400
function fun1()
{
    document.getElementById('innerdiv').style
    left = leftpos
    leftpos =
    if (leftpos == 400)
        leftpos = 400;
    setTimeout ("fun1()", 0);
}
</script>
```

```
<style>
body
{
    background-color: blue;
}
#Container
{
    overflow: hidden
    border: 1px dashed white;
    width: 450px;
    height: 150px;
    position: absolute; left: 400;
}
</style>
```

Fix

```
<body>
<div id = "Container">
<div id = "innerdiv" class = "innerstyle">
<img src = "c:/3.jpg" width: "200" height: "200">
<img src = "c:/2.jpg" width: "200" height: "200">
</div>
</div>
</body>
```

~~1. ==x=~~

```
<style>
body
{
    color: green;
    background-repeat: no-repeat;
    margin: 100 100 100 100;
    text-align: justify;
    background-attachment: fixed;
}
```

```
</style>
<body> background = "c:/2.jpg">
```

// Large Content to get the slidebars

```
</body>
```

~~6/11/09~~

De

Adjacent sibling selector:-

By using this selector we can assign the properties to adjacent elements of an element. It will not support all browsers.

[fire fox] ✓

```
<style>
li + li {
    color: red;
}
</style>
<body>
<ul> <li> Home </li>
     <li> About us </li>
     <li> Carrers </li>
</ul>
</body>
```

universal selector:-

By using this selector we can apply unique properties to all controls within the webpage.

```
<style>
* {
    color: red;
}
</style>
<body>
<ul>
```

Decendent Selector:-

this selector typically contains 2 elements. These 2 elements has been decent to first element.

```
<style>
    li a {
        color: red;
        font-size: 30px;
    }

</style>
<body>
    <ul><li><a href="#"> Home </a> </li>
        <li><a href="#"> About us </a> </li>
    </ul>
    <a href="#"> Outer Link </a>
</body>
```

Program on Menulist :-

```
<style>
#outerDiv {
    background-color: green;
    width: 150px;
}

#outerDiv ul {
    list-style: none;
    margin: 0;
}

#outerDiv ul li {
    border-top: 1px solid white;
    height: 40px;
}
```

```
#outerDiv ul li a {
```

```
    width = 100%;  
    height = 100%;  
    background-color: green;  
    margin = 6;  
    text-decoration: none;  
    color: white;  
}
```

```
#outerDiv ul li a:hover {
```

```
    background-color: lightgreen;  
    color: green;  
}
```

```
</style>
```

```
<body>
```

```
<div id = "outerDiv">
```

```
    <ul> <li> <a href = "#" > Home </a> </li>
```

```
    <li> <a href = "#" > About us </a> </li>
```

```
</ul>
```

=x=

Image view:- [Open in Mozilla]

style.css :-

```
.hbox {  
    list-style: none;  
}  
  
.hbox a .preview  
{  
    display: none;  
}  
  
.hbox a:hover .preview  
{  
    display: block;  
    position: absolute;  
    top: -33px;  
    left: 15px;
```

Polaris

```
.hbox img
{
    width: 100px;
    height: 75px;
}

.hbox li
{
    border: 2px solid green;
    border-color: red green yellow blue;
    float: left;
    position: absolute;
    position: relative;
}

.hbox .preview
{
    width: 200px;
    height: 150px;
}
```

→ html file

```
<link href="style.css" rel="stylesheet">
<body>
    <ul class="hbox">
        <li><a href="#">
            </a></li>
        <li><a href="#">
            </a></li>
    </ul>
</body>
```

7/16/09

Display an Image as a pop-up when we place (or) move a mouse cursor into the small image.

```
<script>
topfix = 150;
window.onscroll = move
function move()
{
    toppos = document.body.scrollTop
    document.getElementById('divImage').style.top = toppos + topfix
}

function show()
{
    document.getElementById('divImage').style.display = "block";
    document.getElementById('divContent').filters.alpha.opacity = "20"
}

function hide()
{
    document.getElementById('divImage').style.display = "none"
}
</script>
```

```
<style>
#divImage {
    position: absolute;
    display: none;
    left: 270;
    z-index: 1;    (for getting as background = -1)
}
#divContent {
    border: 1px solid black; width: 300;
    background-color: black; color: white;
    text-align: right;
}
```

```
#divBorder a {  
    text-decoration: none;  
    color: white;  
}  
  
</style>  
  
<body>  
    <div>  
        <table align="center">  
            <tr><td>  
                </td></tr>  
        </table>  
    </div>  
  
    <div id="divImage">  
        <div id="divBorder">  
            <a href="#" onclick="hide()>x</a>  
        </div>  
  
        <div id="imgondiv">  
              
        </div>  
    </div>  
  
    <div id="divContent" style="color:blue";  
        style="filter:alpha(opacity=100); width:1020">  
        // place large Amount of Content  
        To get the scroll bar on a page.  
    </div>
```

~~Ques 109.~~ File Handling Concept :-

PHP is providing no. of in-built functions to work with files and operating system. We can create files through PHP application, insert data into file, modify the file information etc....

We can work with directories. If we want to work with files first we have to open the file using modes. We have diff modes to open the file.

r(read) :-

This mode we are using to read the contents of a file if we open a file using read pointer. The file pointer will locate beginning of the file.

w(write) :-

To write the contents in a file. It erases the file content and creates a new file if the input file is not available. The file pointer will locator at the beginning of file.

a append) :-

To append the text in a file. The file pointer will locate at the end of the file and it creates new file if the file is not available.

r+(read/write) :-

To open a file

filesize() :- This function returns the size of the file.

```
<?php  
$fp=fopen("cont.txt", "r");  
$fs=filesize("cont.txt");  
$txt=fread($fp, $fs);  
echo $txt;  
echo $fs;  
?>
```

```
<?php  
$fp=fopen("cont.txt", "w");  
fwrite($fp, "this is new content");  
echo $fp;  
?>
```

```
<?php  
$fp=fopen("cont.txt", "w");  
fwrite($fp, "this is new content"); // fp is located at ending  
rewind ($fp);  
?>
```

w+(read / write) :-

```
<?php  
$fp=fopen("cont.txt", "r+");  
fwrite($fp, "this is new content");  
?>
```

To open a file for read & write purpose. The file pointer will locate at the beginning of file.

```
<?php  
$fp=fopen("cont.txt", "r+");  
fwrite($fp, "this is new content"); // fp is at end  
rewind ($fp); // fp is at beginning  
$txt=fread($fp, filesize("cont.txt"));  
echo $txt;  
?>
```

w+ (write/read)

To write and read the contents in a file if the file is not available create new file. it erases the content of a file and located the file pointer at the beginning.

```
<?php  
$fp = fopen ("Cont.txt", "w+");  
fwrite ($fp, "abc");  
rewind ($fp);  
echo fread ($fp, filesize ("Cont.txt"));  
?>
```

a+ (append/read)

the file pointer will locate at end of file

```
<?php  
$fp = fopen ("Cont.txt", "a+");  
fwrite ($fp, "new content");  
rewind ($fp);  
echo read ($fp, filesize ("Cont.txt"));
```

b:- To open the file in binary mode

t:- To open the file in text mode

fopen():- To open a file. it requires 2 Arguments. filename & mode

```
fopen (filename, mode)
```

fread():- To read the content of a file. (filepointer, size)

fwrite (filepointer, new content) :- To write the contents in a file

rewind (fp):- To locate the file pointer at starting index no [beginning]

fc (fp, index no):-

To places the file pointer on specified index number

ftell (fp):- it returns the location of file pointer

fgetsc():- Reads & Return a line from a file

```
<?php  
$fp = fopen("content.txt", "r");  
$count = 0;  
while (!feof($fp));  
{  
    echo fgets($fp);  
    $count++;  
}  
echo $count; // [feof(file end or file)]:  
?>
```

These functions can execute html tags successfully along with javascript.

fgetss():- used to read a line from a file.

This function will ignores html tags.

file_get_content():- This function is used to read the contents of a file without file pointer

```
<?php  
$str = file_get_content("e:/Content.txt");  
echo $str;  
?>
```

file_put_contents():- To write the contents in a file

```
<?php  
file_put_contents("e:/Content.txt", "This is new Content");  
$str = file_get_contents("e:/Content.txt");  
echo $str;  
?>
```

read_file():- reads the contents of a file and return the contents along with file size

```
<?php  
$arr = file("e:/Content.txt");  
print_r($arr);  
?>
```

fileatime():- Return the last Access time of a file as timestamp value

filectime():- Return the created date & time as timestamp value

filemtime():- Return file modified time

12/11/09

Shopping Cart Using Ajax :-

shoppingCart.php

<script>

```
function fun (PId, PName, price)
{
    if (window.ActiveXObject)
        obj = new ActiveXObject ("Msxml2.XMLHTTP");
    else
        obj = new XMLHttpRequest();
    page = "page1.php? PId=" + PId + "&proname=" + PName +
        "&price" + price
    obj.Send (null);
    obj.onreadystatechange = fun2
}
```

function fun2()

```
{}
if (obj.readyState == 4)
    alert (obj.responseText)
}
```

</script>

✓ <table align = "center">

✓ <tr>

<?php

```
mySql - Connect ("localhost", "root", "");
```

```
mySql - select - db ("test");
```

```
$data = mySql - query ("select * from tbl - image");
```

```
$count = 0;
```

```
while ($rec = mySql - fetch - row ($data))
```

```
{
```

```
$image = $rec [1] . ".jpg";
```

```

echo "<td><table><tr><td> img onclick=fun1  

<img onclick=fun1('$rec[0]', '$rec[1]', '$rec[2]')  

src = $image width = 200 ></td><td> <td>  

Product type : $rec[1]</td></td>  

<td> price : $rec[2]</td></td> </table> </td>"  

$count++;  

if ($count == 3)  

{  

    echo "</tr>"; // the if statement is used to get  

    echo "<tr>"; only 3-images in a row  

    $count = 0;  

}  

}  

?>
✓ </table>
✓ </body>

```

page1.php

```

<?php
session_start();
$pid = $_REQUEST['pid'];
$pname = $_REQUEST['pname'];
$price = $_REQUEST['price'];
$ses = session_id();
mysql_connect('localhost', 'root', '');
mysql_select_db("test")
$sqlset = "insert tbl-temp values ('$ses', '$pname', $price)";
mysql_query($sqlset);
echo "select item is Added in your cart";
?>

```

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PHOTOSHOP

→ 'photoshop' is the run command to open photoshop.

- To open background (shift+n) is the shortcut key

- To Create new Layer (shift+ctrl+n) (or) 'Layer tab'

Move tool:-

By using this tool we can move the layers, Images etc,-

Rectangular Marquee tool:-

To draw the Rectangle on layers.

Paint Bucket tool:-

By using this tool we can fill selected area with a colour.

Gradient tool:-

By using this tool we can apply mixed colours (or) multiple colours on layers

[To get the effect draw a line].

To apply own Gradient colours → Right click on layers

↓
Choose blend option

↓
choose { Gradient overlay
Gradient Layout }

→ ['ctrl+d' is the shortcut key to deselect the selected area.

→ used to remove overlay

→ [ctrl+t is shortcut to resize the Image layers.

ctrl+' is zoom key

ctrl-' is zoomout key

ctrl+d is the shortcut to deselect which are selected from 'ctrl+t' key

14/11

Magic Wand:-

By using this tool we can select entire similar location

Brushes:- it is providing no. or predefined styles.
i.e. Grass, Leaf, flower --- etc.

clone (⌘)

By using this tool we can create cloning objects 'Alt + click'
(Alt+click is used to select a source point)

Strokes:- it gives effect to 'text'

'ctrl+j' is shortcut to create duplicate layer.

ui/uog

Healing Brush:-

Pick tool:- used to select a colour.

Windows Animation:-

By using this tool we can display animation on webpage

Layer → Layer Mask (Reveal All tool):-

By using this tool we can mask the layers.

filter → Liquify - [lot & tools]:

it is used to morphing the images.

Slice tool:-

By using this tool we can cut the images.

F F F tab press. i.e. to preview the our webpage

Tab: To get back the design window.

File → Save for web & devices -

this option is used to convert photoshop template as the 'html' page.

Dither → choose 70% to 80%. [otherwise takes time to load].

→ After finishing the design

Save the file as -

design for the webpage.

S1

st

A prog to store Images in a database. (***)



```
storeimage.php  
<?php  
$fp = fopen("c:/112.jpg"); → $fp = fopen("c:/112.jpg", "r");  
$con = fread($fp, filesize("c:/112.jpg"));  
$con = addslashes($con);  
mysql_connect("localhost", "root", "");  
mysql_select_db("test");  
$sqlstt = "insert img value('', '$con')";  
mysql_query($sqlstt);  
echo "Inserted";  
?>
```

Reading.php

```
<?php  
mysql_connect("localhost", "root", "");  
mysql_select_db("test");  
$data = mysql_query("select * from img where sno=2");  
$rec = mysql_fetch_row($data);  
echo $rec[1];  
?>
```

STRING FUNCTIONS:

strtolower: this function converts all characters or history into lower case

```
<?php  
$str = "Welcome TO PHP";  
echo strtolower($str);  
?>
```

strtoupper: this function converts all characters & history to upper case

```
<?php  
$str = "welcome TO PHP";  
echo strtoupper($str);  
?>
```

ucfirst: Converts 1st character of string into uppercase

cf

<?php

```
$str = "welcome to php";
echo ucfirst($str);
?>
```

ucwords: Converts 1st character of a string into uppercase

<?php

```
$str = "welcome to php";
echo ucwords($str);
?>
```

ord:- Return the 'ASCII' value of a character.

<?php

~~\$str~~*

```
echo ord('a');
?>
```

chr:- Return character & an ASCII value

<?php

```
echo chr(65);
?>
```

str_shuffle:- shuffles the characters of a string

<?php

```
$str = "welcome to php";
echo str_shuffle($str);
?>
```

12/11/0
S1

str_repeat():- Repeat the string based on the input-number

<?php

```
$str = "welcome to php";
str_repeat($str, 2);
?>
```

S1

Trim():- Removes the space of a string

Ltrim():- Removes left hand side space

Rtrim():- removes Right hand side space

chop() it is same as Rtrim()

```
<?php  
$str = "hi";  
$str = "welcome to php";  
echo chop('str2') . $str;  
?>
```

strcmp():- Compare 2 strings and Return numeric value ~~int~~.

if the value is 0 - both strings are same

'1' - first is Greater than Second string

'-1' - first string is less than second string.

```
<?php  
$str1 = "hi";  
$str2 = "hi";  
echo strcmp($str1, $str2);  
?>
```

strcasecmp():-

Same as strcmp but it is case insensitive.

```
echo strcasecmp($str1, $str2);
```

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strlen() - it return length of string

```
<?php  
$str = "welcome to php";  
echo strlen($str);  
?>
```

strrev() To reverse the string

```
<?php  
$str = "welcome to php";  
echo strrev($str);  
?>
```

explore():- Converts string as array elements based on needle

<?php

```
$str = "welcome to php";
$arr = explore(" ", $str);
print_r($arr);
?>
```

implode():- it joins the array elements and return as string

<?php

```
$arr = array('ramesh', 'roshan', 'santosh');
$str = implode($arr);
echo $str;
?>
```

join():- Same as implode

strpos():- it returns the position & character with in the string

<?php

```
$str = "welcome to php";
echo strpos($str, 'e');           it starts search from 2nd position & index
echo strpos($str, 'c', 2);
?>
```

strrpos():- it return the index no. & a character in the reverse direction

<?php

```
$str = "welcome to php";
echo strrpos($str, 'p');
?>
```

stripos():- it is same as 'strpos' but case insensitive.

strripos():- it is same as 'strrpos' but case in-sensitive.

str-pad (string, length, padstr, padtype):-

pads the given string based on input type. The pad types are
STR-PAD-RIGHT
STR-PAD-LEFT
STR-PAD-BOTH

```
<?php
```

```
$str = "welcome to php"  
echo str-pad($str, 40, "*", STR-PAD-BOTH);  
?>
```

addslashes():-

Codes the string with slashes adds the backslash to single, double quotes.

```
<?php  
$str = "welcome to php";  
$str = addslashes($str);  
echo $str;  
  
mysql-connect("localhost", "root", "");  
mysql-select-db("test");  
$sqlstt = "insert into t1-user values (4, scott, '$str')";  
mysql-query($sqlstt);  
?>
```

stripslashes():-

remove the backslashes what are added by addslashes

```
<?php  
$str = "welcome to php";  
$str = addslashes($str);  
echo $str;  
echo "<br>".stripslashes($str);  
?>
```

addcslashes():-

nl2

it adds backslashes based on input character (needle)
 [it adds slashes near to needle].

```
<?php  
$str = "welcome to php";  
$str = addcslashes($str, 'p');  
echo $str;  
?>
```

stripclashes():- Removes the backslashes added by addcslash.

st

```
<?php $str = "welcome to php";  
$str = stripclashes($str, 'p');  
echo $str;  
?>
```

count_chars(str, mode):-

it counts the character return character based on the mode.

→ it is '0' - it return all ASCII characters' occurrence in str.

```
<?php  
$str = "abc"  
print_r count_chars($str, '0');  
?>
```

→ it is '1' - ASCII value & char in the string & display out those values.

2- ASCII value & characters not in the string

```
print_r count_chars($str, '1');  
print_r count_chars($str, '2');
```

count_chars():-

Character in the string in ascending order

```
$str = "aba";  
print_r (count_chars($str, '3'));
```

nl2br(new line to break):-

<?php

```
$str = "This  
is  
the Next  
new line";
```

```
echo nl2br($str);
```

?>

str_word_count(string, mode):-

To display total no. of words in a string if the mode is 'zero'- it returns a number.
 [i.e total no. of words].

```
$str = "This is an new text";
```

```
print_r(str_word_count($str, 0));
```

it is 1- it returns an array each word is one element & the array . The keys are 0,1,2, --

it is 2- returning an array the keys & the element is the index no. & the first character in the word.

similar_text(): return the similarities between 2 strings

<?php

```
$str1 = "hi";
```

```
$str2 = "Hello";
```

```
echo similar_text($str1, $str2);
```

?>

str-split():-

splits strings as array elements based on input numbers

<?php

```
$str = "welcome to php";
$arr = str-split ($str, 3);
print_r ($arr);
```

?>

substr (str, starting index, length):-

it return a substring

<?php

```
$str = "welcome to php";
$sub = substr ($str, 3, 6);
echo $sub;
?>
```

subchar():- it checks the needle is existed or not and return the string from that needle.

<?php

```
$str = "welcome to php";
echo strchar ($str, 'c');
?>
```

stristr():- it is same as 'strchr'.

strisstr():- it is case insensitive

str-replace():- replace the string with new input values.

<?php

```
$str = "welcome to php";
$str1 = str-replace ("php", "asp", $str);
echo $str1;
?>
```

str_ireplace()

it is same as str_replace but case in-sensitive

<?php

\$str = "welcome to php"

\$str1 = str_ireplace ("php", "asp", \$str);

echo \$str1;

?>

strip_tags() strip the html tags

<?php

\$str = "welcome
 to
PHP";

echo strip_tags (\$str);

?>

wordwrap()

* ~~func~~

implode
explode
word_count
substr
nl2br
stristr
substr()
similar_text()

add slashes ~
strip slashes() ~
ord char() ~

DATE AND TIME FUNCTIONS:-

1. Time():

this function return total no. of sec's from the
1970-Jan-1st 12AM to upto now as stamp value

2. Date(): - it return current date in dd-mm-yyyy also time.
also we can convert time stamp value into dd-mm-yy format

3. gmdate():

it return Greenwich Mean Time date

4. checkdate():

checks the input date is exists (or) not and
return a boolean value

5. Sleep():

stops the (or) suspense the execution of prog
upto some time.

18/11/09

Date → <?php

echo date('d');
?>

d - date
m - month
y - year

<?php

echo date('d/m/y');
?>

time → <?php
echo time();
?>

<?php
echo date('Y');
echo date('D');
?>

check date:-

```
<?php  
print_r(checkDate(2, 28, 2009));  
??>
```

sleep:- <?php

```
print "hi";  
sleep();  
print "hello";  
sleep(10);  
alert "welcome";  
??>
```

usleep():

this function suspends the prog execution based on micro sec's.

strtotime():-

Converts a string format Date&Time into time stand value

```
<?php  
echo strtotime("10 nov 2009");  
??>
```

```
<?php  
echo date ('d/m/y', time());  
??>
```

characters used to place date function:-

d - 2 digit day number with leading 'zero'.

j - 2 digit day number with out zero.

small-w - day number from '0to6' [sun, mon.]

N - ISO Representation of day Number.

l - full day name (sunday, Monday)

D - 3 letters day name (sun, mon, tue)

smal-z - Day number in the year

w - Week Numbers in the year

m - Month number with 'zero'

n - Month no. without zero

F - Full Month Name.

H - Three letter in a Month Name.

t - No. of days in the given month.

L - Checks the given year is leap (or) not.

y - 2 digit year Number

Y - 4 digit year Number

a - Lower Case Anti Meridium [A.M] / Post Meridium [P.M]

A - Upper Case A.M / P.M.

g - 12 hour format without leading '0'.

G - 24 hour format without leading '0'

h - 12 hour format with zero

H - 24 hour format with 'zero'.

s - Seconds.

i - Minutes.

OOPS [Object Oriented Prog Lang].

- php 5.0 is supporting object oriented prog like as inheritance, public, private, protected, abstract classes, interfaces, ...

Simula - first oops

C++ - next

class:- class is a collection of objects

it is a template to implement software logic

class contain properties & methods

Method:- A function declaration within the class called as method.

field:- variable within the class is called as field.

constructor:

it is one type of method executes at that time as object constructor.

object:-

An object is reference of class By using the object we can access the class object.

<?php

```
class empdet
{
    var $empid = 100;
    function empAdd()
    {
        echo "This is method of class";
    }
    $obj = new empdet();
    echo $obj->empAdd();
    echo $obj->empid;
```

?>

constructor:

Constructor is special type of method which contains class name as method name

Constructor will fire it self when we create object to a class.

constructor's we are using to initialize variable with value, to open database connection, ftp connection etc.

In php we can create constructor using

-- construct.

i.e default constructor

```
<?php  
class empdet  
{  
    var $empid=1001;  
    function __construct()  
    {  
        $a=100;  
        mysql_connect ("localhost", "root", "");  
    }  
    function __empdet()  
    {  
        echo "This is class construct";  
    }  
    $obj = new empdet();  
    //echo $obj->empadd();  
?>
```

Object copy:-

```
<?php  
class empdet  
{  
    var $empid = 100;  
    function empdet()  
    {  
        echo "this is method & class";  
    }  
}  
  
$obj = new empdet();  
echo $obj->empid;  
$obj1 = $obj;  
echo "<br>". $obj1->empid;  
$obj1->empid = 200;  
echo $obj->empid;  
??
```

O/P - 200.

Object copy is the concept of referring one obj. address location with another object.

Object clone() :-

- By using this Concept we can create duplicate object to refer with reference variable.
- clone is a function to create duplicate (cloning) objects.

```
$obj = new empdet();  
$obj1 = clone($obj);  
echo $obj->empid;  
echo "<br>". $obj1->empid;  
$obj1->empid = 200;  
echo $obj->empid;  
echo $obj1->empid;
```

Inheritance:-

it is an concept of giving one class property to another class. by using this concept we can access one class into another class.

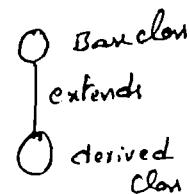
these are classified into diff types:

(i) Single Inheritance:-

In this Concept we have 2 classes i.e. the base class and derived class. By using extends keyword we can inherit the features of a class.

```
<?php
- Class empdet
{
    function empadd()
    {
        echo "Enter Employee detail";
    }
}
- Class dept extends empdet
{
    function deptdet()
    {
        echo "This is method from dept";
    }
}
$obj = new dept();
$obj->deptdet();
$obj->empadd(); //Inherits
?>
```

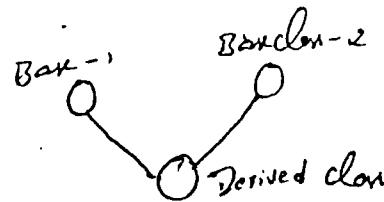
Single-



(ii) Multiple Inheritance:-

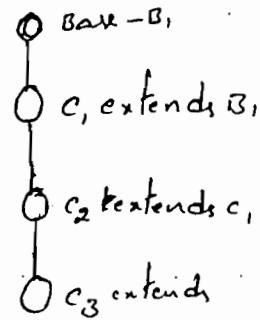
In this Concept a derived class have more than one base class. this Inheritance is not support php

[PHP doesn't support this inheritance]



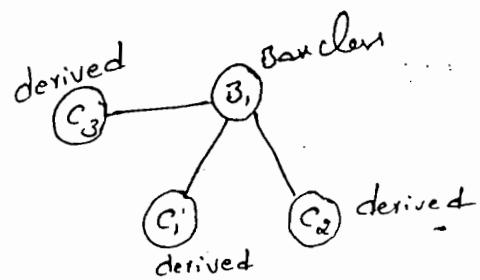
(iii) Multi-level Inheritance :-

In this Concept a class can behave as both base class & derived classes.



(iv) Hierarchical Inheritance :-

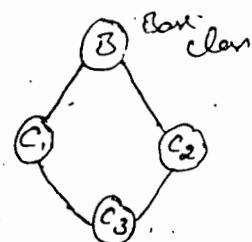
In this Concept a base class can have more than one derived class.



(v) Hybrid Inheritance :-

It is the Combination of Single, Multiple, Multi-level and hierarchical Inheritance.

[php will not support this inheritance]



Accessible Specifier:-

By using this Accessible specifier we can specify the Accessible scope to the variables.

php support 3 types of Accessible specifiers i.e → public, private, protected

private: private variable we can access from base class. we can't access from child class and outside the class.

protected: protected variables we can access from base class and derived class. we can't access from outside the class.

public: public variables we can access from any location

| . | base class | derived class | outside class |
|-----------|------------|---------------|---------------|
| public | ✓ | ✓ | ✓ |
| private | ✓ | ✗ | ✗ |
| protected | ✓ | ✓ | ✗ |

De

e.g. php

class clsbase

{

private \$pri = "private";

protected \$pro = "protected";

public \$pub = "public";

function funbase()

{

echo \$this → pri;

echo "
";

echo \$this → pro;

echo "
";

echo \$this → pub;

}

```

class clschild extends clsbase
{
    function funchild()
    {
        echo $this->pri;
        echo $this->pro;
        echo $this->pub;
    }
}

$objbase = new clsbase();
// $objbase->funbase();
$objchild = new clschild();
// $objchild->funchild();
$objbase->pub;
echo $objbase->pri;
$objchild->funbase();
?>

```

Destructor:-

destructor is a special kind of method executes when we destroy the object & a class.

In php when the script reaches last statement the object will destroy it self other wise we can destroy the object & a class using `unset` method at the middle of the script

```

<?php
class emp
{
    var $emdid=100;
    function __destruct()
    {
        echo "Destructor is fired";
    }

    function empdet
    {
        echo "this is from function";
    }
}

```

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Inti

Abstract Method:

Abstract class is special type of class which can't be the instance. If you want to prevent class contents from object then the content should be abstract class.

- Because Abstract class Are

- what method user must implement in derived class they should be abstract method.
- Abstract classes can contain abstract methods & concrete methods.
- Abstract methods can have only declaration box class we can't provide body content to the abstract class in box class but these methods we must implement in derived class

<?php

```
abstract class abcclass
{
    abstract function absfunc(); → abstract class
    function fun1()
    {
        echo 'this is from Concrete method';
    }
}

class clschild extends abcclass
{
    function absfunc()
    {
        echo "Implementation from derived class";
    }
}

$obj = new clschild();
$obj->absfunc();

// $obj->fun() → we can't call
?>
```

Interfaces

Interfaces comes under fully abstract classes. They contain all abstract methods. we can't place concrete methods in Interface.

All Interface methods we must implement in derived class using Suplement keywords

<?php

```
interface iface
{
    public function iface1();
}

interface ifaceA
{
    function abc();
}

abstract class abclass
{
    var $x=100;
    function func()
    {
        echo "this is from Concrete method";
    }
}

class clschild extends abclass implements iface
{
    function absfunc()
    {
        echo "Implementation from derived class";
    }
}

class clschild2 implements iface,ifaceA
{
    function iface1()
    {
        echo "this is from iface1";
    }

    function ab()
    {
        echo "this is from ifaceA";
    }
}

$obji=new clschild();
$obji->absfunc();
```

Diff between Abstract class & Interface :-

get

Abstract

- 1) Abstract class can contain abstract method & concrete methods.
- 2) Abstract classes can hold variables.
- 3) Multiple Inheritance is not possible.
- 4) By using extends we can access the content of abstract classes.
- 5) Comes under partial abstraction.

Interfaces

- 1) Interfaces contain all abstract methods.
- 2) Interfaces can't hold variables.
- 3) Multiple Inheritance is possible.
- 4) Using implements we can access the interfaces from derived class.
- 5) Comes under fully abstraction.

Functions to Get the Details of class & object:-

class_exists(class name):

Return boolean value true if the specified class is available in current script

```
class cls
{
```

```
    ^3
echo class_exists("cls");
```

get_class(object name):

Return the Name & the class of an object

```
class cls
{
```

```
    ^
$obj=new cls();
echo get_class($obj);
```

get-class-methods(class name):

Returns method of class as an array

```
print_r(get-class-methods('cls'));
```

get-class-vars(class name):-

Returns all variables of a class as an array

egphp

class cls

{

var \$x=100;

Var \$y=200;

function fun1()

{echo "fun 1";}

function fun2()

{echo "fun 2";}

}

```
print_r(get-class-vars('cls'));
```

}

get-declared-classes():-

Returns all class name as an Array including inbuilt class (with in the string).

```
print_r(get-declared-classes());
```

get-object-vars(object name):

Returns the variables of a object as an array.

```
$obj = new cls();
```

```
print_r(get-object-vars($obj));
```

get-object-methods(object name):

Returns the methods of an object

Method-Exists():

Object Name, Method Name Returns a boolean value true.

if the specified method is available

Interface-exists(name & Interface):

Checks the input interface is available or not in current script. it return a boolean value.

instanceof :-

Checks the value is instance of a class or not and return a boolean value

```
$obj = new C1sc();  
echo $obj instanceof C1sc;
```

Q1/11

MV

scope resolution operator (::):

By using this operator we can call the methods of a class using class name instead of object.

static :-

static is a keyword & static variables can remember the values. static method we can call from outside the class with the help of scope resolution operator (::)

```
<?php  
class C1s  
{  
    static function fun1()  
    {  
        echo "This is static function";  
    }  
    C1s::fun1();  
?>
```

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MVC Architecture :-

Instead of Implementing all business logics in user interface we are implementing them in diff Lawyer's for reusable purpose and increase the performance & application we can use MVC Architecture.

Model: Model object know all the data that needed to be displayed it is model who is aware about all the operation that can be applied Transfer the object this Lawyer represents a data & an application.

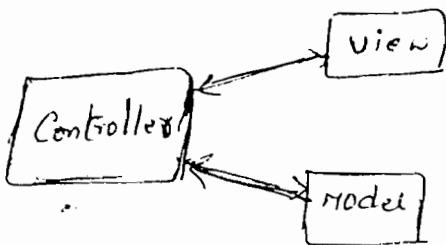
it represent Enterprise data and business rules that govern access to and updates of data it is not aware about presentation data & how data will be displayed to the end user

View:- the view represents the presentation application it is not dependent on the app. logic. if it remains same if there is any modification in business logic to display the information & end user all html scripts we can implement using view

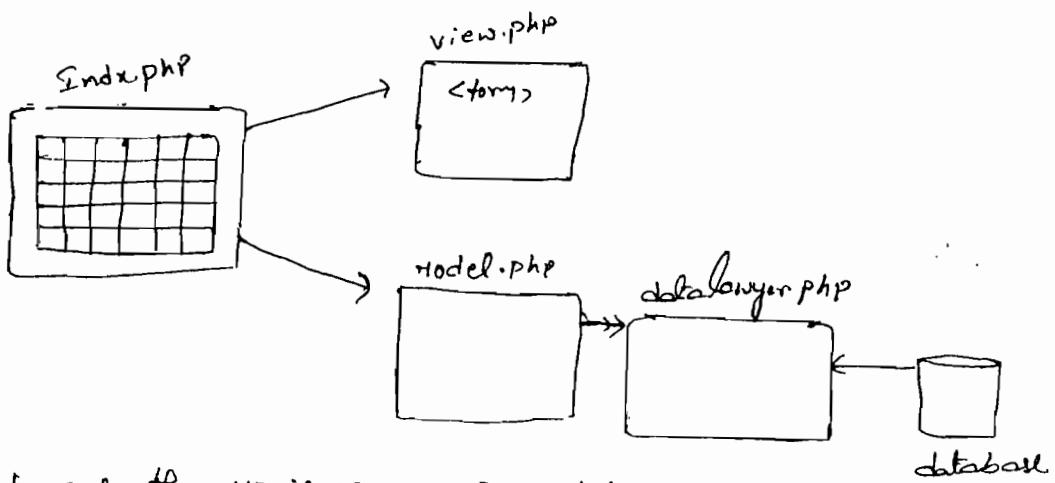
Controller:- whenever the user sends a request for something then it always go through the controller. the controller is responsible for intercepting the request from view and passes it to the model for the appropriate action.

After the action has been taken on the data the controller for directing appropriate view to the user

Architecture



Design the proj :-



A prog to get the movie names from database. ~~along with output~~

index.php:-

```

<?php
session_start();
include "model.php";
$result = ML::getNamesML();
$_SESSION['MovieNames'] = $result;
include "view.php";
?>
  
```

Model.php:-

```

<?php
include "datalayer.php";
class ML extends DAL
{
    static function getNamesML()
    {
        $movies = parent::getNamesDAL();
        return $movies;
    }
}
  
```

dataLayer.php

<?php

Class DAL

{

// Function to get the titles

function getNameDAL()

{

mysql_connect ("localhost", "root", "");

mysql_select_db ("test");

\$data = mysql_query ("select ~~from~~ movie-name from movies");

\$movieList = array();

\$i = 0;

while (\$result = mysql_fetch_row (\$data))

{

\$movieList [\$i] = \$result [0];

\$i ++;

}

return \$movieList;

}

}

?>

view.php:

<body>

<table border="3">

<?php

session_start();

\$movies = \$_SESSION ['moviesNames'];

for (\$i = 0; \$i < count (\$movies); \$i ++)

{

echo "<tr><td>\$movies[\$i]</td></tr>";

}

?>

</table>

</body>

~~20/10/01~~ Write a prog to get the moviename from database along with the report and display the chosen movie detailed information. - D

- Controller.php

```
<?php
Session_start();
include "model.php";
if (isset($_GET['mt']))
{
    $mt = $_GET['mt'];
    $fullinf = ML::getAll($mt);
    $_SESSION['all'] = $fullinf;
    include "v-list.php";
}
else
{
    $result = ML::getNamesML();
    $_SESSION['movieNames'] = $result;
    include "view.php";
}
?>
```

- Model.php:-

```
<?php
include "datalayer.php";
class ML extends DAL
{
    function getNamesML()
    {
        $movies = parent::getNamesDAL();
        return $movies;
    }
    function getAll($mt)
    {
        $fullML = parent::getAllDB($mt);
        return $fullML;
    }
}
?>
```

- Datalawyer.php

c9.php

• class DAL

{

function getNamesDAL()

{

mysql_connect ("localhost", "root", "");

mysql_select_db ("test");

\$data = mysql_query ("select movie-name, report from movies");

\$movielist = array();

\$i = 0;

while (\$result = mysql_fetch_row(\$data))

{

for (\$j = 0; \$j < 2; \$j++)

\$movielist[\$i][\$j] = \$result[\$j];

\$i++;

}

return \$movielist;

}

function getAllDB (\$mt)

{

mysql_connect ("localhost", "root", "");

mysql_select_db ("test");

\$data = mysql_query ("select * from movies where

movie-name = '\$mt' ");

\$rec = mysql_fetch_row(\$data);

return \$rec;

}

}

}

v-list.php :

```

<?php
session_start();
$mi = $_SESSION['au'];
echo <<<abc
<h1> Movie id : $mi[0]</h1>
<h2><style='color: red'> Title : $mi[1]</h2>
<h2><style='color: green'> Release on : $mi[2]</h2>
<h2><style='color: pink'> Director : $mi[3]</h2>
<h2><style='color: blue'> Casting : $mi[4]</h2>
abc;
?>

```

-view.php

```

<body>
<table border="3">
<th> Movie Title </th> <th> Report </th>
<?php
    session_start();
    $movies = $_SESSION['movieNames'];
    for ($i=0; $i < count($movies); $i++) {
        $mtitle = $movies[$i][0];
        $mreport = $movies[$i][1];
        echo "<tr><td><a href='Controller.php?mt=$mtitle'>
            $mtitle</a></td> <td> $mreport </td> </tr>";
    }
?>
</table>
</body>
=*=
```

store

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SQL SERVER:-

24/11/09

- php with MSSQL (Microsoft SQL Server):-

- php is providing inbuilt functionalities to interact with Sqlserver database

Mssql-Connect():-

this function is used to create connection between
php application & SQL Server database.

Mssql-select-db():-

To select a database from Sqlserver

Mssql-query():-

it executes a sql statement in Sqlserver database

```
<?php
mssql_Connect (".", "sa", "");
echo "Connected";
mssql_select_db("test");
$data = mssql_query ("select * from EBL-User");
while ($rec = mssql_fetch_row($data))
{
echo $rec[1].<br>;
}
?>
```

Stored procedure:-

A stored procedure is In Memory object used to execute
multiple sql statement at a time

Stored procedures we are using to increase the performance
& on application and to provide the security

Syntax: (To create stored procedure)

Create procedure <procName & procedure>

As

Begin

// sql statements;

end.

Eg:- { Create procedure sp-userdet
 Created on stored procedure
 as
 begin
 select * from Ebl-user
 end }

To Execute → exec sp-userdet
 ↗ stored proc

* Press F5:

multiple stored procedure:-

{ Create procedure sp-getrecall
 as
 begin
 sql stat
 select * from Ebl-user
 select * from Ebl-state
 end }

To Execute → exec sp-getrecall

Mssql-init():-

used to initialize stored procedure in php application

Mssql-exec():-

used to execute the initialized stored procedure

<?php

```
$con = mssql_connect(".", "sa", "");  

mssql_select_db("test");  

$sp = mssql_init("sp-getrec", $con); Initialize the stored procedure  

$data = mssql_execute($sp); → execution.
```

```
while ($rec = mssql_fetch_array($data))
```

```
{ echo $rec['uname'];
```

```
echo $rec['pwd'];
```

```
echo "<br>";
```

```
}
```

```
?>
```

Import & Export Database Table :-

* In php myadmin 'Export' is a tab used to export the database. All database tables & record we can export into a flat file as Sql statement.

This file we have to import from client system using the 'Import' option what is available in 'phpmyadmin'.

[To create a database]

My Sql statement is Create database newdb;
Name of the database

—x—

HTTP Authentication:-

[A.I]

- By using this Concept we can Authenticate user input credentials. By Using Header ("WWW-Authenticate: basic realm")
- we can display Authentication dialogbox of webpage. This dialogbox we can display with the help of web browser.
 - it contains 2-input controls to Access values from end user i.e Username, Password

\$-SERVER['PHP_AUTH_USER']:-

This Super globe variable is used to Access the value of Username Control from Authentication dialogbox.

\$-SERVER['PHP_AUTH_PW']:-

To Access the value of password textbox.

To display the Authentication window on Browser:-

```
<?php  
header ("WWW-Authenticate: basic realm='mysite'");  
$uname = $-SERVER ['PHP_AUTH_USER'];  
$pwd = $-SERVER ['PHP_AUTH_PW'];  
echo $uname;  
echo $pwd;  
?>
```

A

A prog to display the Authenticate dialogbox only one time :-

```
<?php  
$auth=0;  
if(isset($_SERVER['PHP_AUTH_USER']) &&  
    isset($_SERVER['PHP_AUTH_PWD']))  
{  
    $uname = $_SERVER['PHP_AUTH_USER'];  
    $pwd = $_SERVER['PHP_AUTH_PWD'];  
    if($uname!="")  
    {  
        echo $uname;  
        echo "<br>$pwd";  
        $auth=1;  
    }  
}  
if($auth==0)  
{  
    header("WWW-authenticate: basic realm: my site");  
}  
?>
```

A prog to validate with database :-

```
<?php  
$auth=0;  
if(isset($_SERVER['PHP_AUTH_USER']) &&  
    isset($_SERVER['PHP_AUTH_PWD']))  
{  
    $uname = $_SERVER['PHP_AUTH_USER'];  
    $pwd = $_SERVER['PHP_AUTH_PWD'];  
    if($uname!="")  
    {  
        mysql_connect("localhost", "root", "");  
        mysql_select_db("test");  
        $sqlst = "select * from tbl-user where  
                uname='$uname' and pwd='$pwd'";  
    }  
}
```

```

if(mysql_num_rows($data) == 1)
{
    $auth = 1;
    header("Location: welcome.php");
}
}

if ($auth == 0)
{
    header("WWW-Authenticate: basic realm=mysite");
}
?>

```

* A program to validate the user by using the text file:-

```

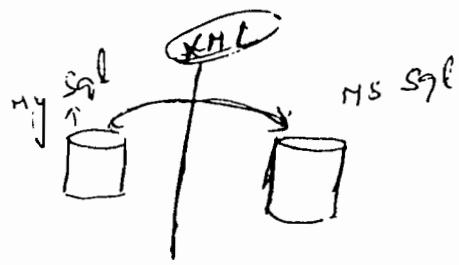
<?php
$auth = 0;
if (isset($_SERVER['PHP_AUTH_USER']) & &
    isset($_SERVER['PHP_AUTH_PWD']))
{
    $uname = $_SERVER['PHP_AUTH_USER'];
    $pwd = $_SERVER['PHP_AUTH_PWD'];
    if ($uname != " ")
    {
        $fp = fopen("login.txt", "r");
        while (!feof($fp));
        {
            $str = fgets($fp); → To read the line by line
            list($un, $pw) = explode(":", $str); → To separate the string
            $un = trim($un);
            $pw = trim($pw); } // To eliminate the spaces
        if ($un == $uname and $pw == $pwd)
        {
            $auth = 1;
            header("Location: welcome.php");
        }
    }
}

```

```
if ($auth == 0)
{
    header ("WWW-Authenticate: basic realm='mysite'");
}
?>
```

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XML



5)

6)

7)

- XML stands for 'extensible Markup Language' used to maintain the data. we can transfer data from one system to another system very easily by using 'XML'
- XML documents contain elements every XML documents must contain root element. the data in an XML file is in the form of text. we can convert one database table as another database table using this XML very easily.

- PHP is providing one class i.e 'DOMDocument' with no. of methods & properties to work with XML

1) CreateElement:-

This method is used to create an element with in the XML document

2) appendChild:-

To place a child element with in another element

```
$doc = new DOMDocument();
```

```
$root = $doc->createElement('tabledata');
```

3) Save XML():-

This function is used to save the XML document

4) Load():-

Used to load an XML file into the current document

5) get Element By Tag Name:-

Reads the XML element from current document.

6) Create Text Node:-

Used to place some with in the element.

7) Node value:-

This property returns the text & on element.

A Prog to create an XML document

```
<?php
```

```
$doc = new DOMDocument();
```

```
$root = $doc->CreateElement("MyTable");
```

```
$doc->appendChild($root);
```

Op

```
<MyTable>
```

```
<ROW>
```

```
<sno>1001</sno>
```

```
<product>digital prod</product>
```

```
</ROW>
```

```
</MyTable>
```

```
$row = $doc->CreateElement("ROW");
```

```
$root->appendChild($row);
```

```
$sno = $doc->CreateElement("sno");
```

```
$row->appendChild($sno);
```

```
$textSno = $doc->CreateTextNode("1001");
```

```
$sno->appendChild($textSno);
```

```
$prod = $doc->CreateElement("product");
```

```
$row->appendChild($prod);
```

```
$textPro = $doc->CreateTextNode("digital Cam");
```

```
$prod->appendChild($textPro);
```

```
$str = $doc->SaveXML();
```

```
echo $str;
```

```
$fp = fopen("mytab.xml", "w");
```

```
fwrite($fp, $str);
```

```
echo "file is Created";
```

```
?>
```

* A prog to Convert Mysql Table as XML File:-

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```
<?php  
$doc = new DOMDocument();  
$root = $doc->CreateElement("mytable");  
$doc->appendChild($root);  
mysql_connect("localhost", "root", "");  
mysql_select_db("test");  
$data = mysql_query("select * from tbl-user");  
while ($rec = mysql_fetch_row($data))  
{  
.. $row = $doc->CreateElement("Row");  
.. $row->appendChild($row);  
.. $un = $doc->CreateElement("Username");  
.. $username = $rec[0];  
.. $pwd = $rec[1];  
.. $txtun = $doc->CreateTextNode($username);  
.. $row->appendChild($un);  
.. $un->appendChild($txtun);  
$row  
.. $pn = $doc->CreateElement("password");  
.. $txtpn = $doc->CreateTextNode($pwd);  
.. $row->appendChild($pn);  
.. $pn->appendChild($txtpn);  
}  
$text = $doc->SaveXML();  
$fp = fopen("usertab.xml", "w");  
fwrite($fp, $text);  
echo "file is Created";  
?>
```

```
<?php  
$doc = new DOMDocument();  
$doc → load("tbl-user.xml");  
$rows = $doc → getElementsByTagName("sno");  
foreach ($rows as $row)  
{  
    $sno = $row → getElementsByTagName("sno");  
    $un = $row → getElementsByTagName("uname");  
    $pw = $row → getElementsByTagName("pwd");  
  
    $snottxt = $sno → items(0) → NodeValue;  
    $untxt = $sno → items(0) → NodeValue;  
    $pwtxt = $pw → items(0) → NodeValue;  
  
    echo '$snottxt, $untxt, $pwtxt';  
    echo "<br>";  
}  
?>
```

Q31107: Enter the Table name & function to display the Table in XML sheet.

```
<?php  
if(isset($_POST['btnsub']))  
{  
    $tname = $_POST['tbl Name'];  
    mysql_connect("localhost", "root", "");  
    mysql_select_db("mysql");  
    $sqlstt = "select * from $tname";  
    $data = mysql_query($sqlstt);  
    $fieldnames = array();  
    $i = 0;  
    while ($obj = mysql_fetch_row($data))  
    {  
        $fieldnames[$i] = $obj->name;  
        $i++;  
    }  
    $doc = new DOMDocument();  
    $root = $doc->createElement('Table Data');  
    $doc->appendChild($root);  
    while ($rec = mysql_fetch_row($data))  
    {  
        $row = $doc->createElement('TableRow');  
        $root->appendChild($row);  
        for ($i = 0; $i < count($rec); $i++)  
        {  
            $fieldname = $fieldnames[$i];  
            $fe = $doc->createElement($fieldname);  
            $row->appendChild($fe);  
            $tnode = $rec[$i];  
            $tn = $doc->CreateTextNode($tnode);  
            $fe->appendChild($tn);  
        }  
    }  
}
```

```
$ext = $dc → SaveXML();
$filename = $ename . ".xml";
$fp = fopen($ename, "w");
fwrite($fp, $ext);
echo "XML file is Created";
}
```

```
?>

<form method="post" action="">
    TableName <input type="text" name="ExtName">
    <br>
    <input type="submit" name="bgsub" value="Create XML">
</form>
```

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Co

Convert XML file into a MySQL table.

```
<?php  
mssql_connect (".", "sa", "");  
mssql_select_db ("db1");  
$sqlstt = "Create Table Ebl-user (sno int, name varchar(100),  
pwd varchar(100));  
mssql_query ($sqlstt);  
$doc = new domdocument();  
$doc -> load ('Ebl-user.xml');  
$rows = $doc -> getElementsByTagName ('Row');  
foreach ($rows as $row)  
{  
    $sno = $row -> getElementsByTagName ('sno');  
    $snotxt = $sno -> item (0) -> nodeValue;  
    $un = $row -> getElementsByTagName ('uname');  
    $untxt = $un -> item (0) -> nodeValue;  
    $pw = $row -> getElementsByTagName ('pwd');  
    $pwtxt = $pw -> item (0) -> nodeValue;  
    $sqlstt = "insert into Ebl-user values ($snotxt, '$untxt', '$pwtxt')";  
    echo $sqlstt . "<br>";  
    mssql_query ($sqlstt);  
}  
echo "Table is created";  
?>
```

Connect with Circle

occ. logon ("scott", "tiger");

```
oci_parse( $db, "BEGIN :inoutdemo(:in,:inout,:inout,32);
```

$\sin = "He110";$ // alert

\$: inout = "world";

~~-jewel~~ Con

Stored procedure

(See 1917, Stock, 32).

id
Name
surname

11/2/09

JOOMLA

JCC

Joomla is Content Management system framework implemented by Mambo Group in 2005 used to develop the website on fly [fingers tips].

This Content Management system is used to publish the contents on the web and intranet Application as well as MVC Web application development.

The system is providing RSS fields, page caching to improve the performance, news flashes, blocks, website searching and languages internationalization.

Joomla is developed using PHP and also we can include PHP script in Joomla project. It is providing diff module like search, login, polls etc--

Joomla is free download available with diff versions like as 1.0, 1.5, 1.5.7 etc.

- The first version 1.0 is released in 2005 by Mambo developers
- The Next version 1.5 is released in 2008
- Joomla administrative Module contains diff Managers to manage the contents of website.

1/12/09

Joomla

joomla!
Rupa

9

1.0 - 2005
1.5) - 2008 ✓

1.5.7

joomla is Content Management System framework.
Implemented by ~~the~~ Ambo Group in 2005 used to
develop the website on fly(fingertips).

This Content Management system is used to
publish the contents on the web and intranet
application as well as MVC web application develop
the system is providing RSS feeds, Page caching to
improve the performance, news flashes, blocks,
website searching and ~~languages~~ internationalization.

joomla is developed using PHP and also we
can include PHP script in joomla project. It is
providing diff modules like search, login, polls etc.

joomla is free download available with diff versions
like 1.0, 1.5, 1.5.7 etc.

- the first version 1.0 is released in 2005 by Ambo
developers

- 1.5 was released in 2008

joomla administrated module contains diff managers
to manage the contents of website.

Article Manager:

it is used to create the Articles. And we can disable (remove) the existing Articles.

Frontpage Manager:

By using this we can enable & disable the Articles & front page.

User Manager:-

Used to modified the User Account details and also we can block any user Account by using this.

Media Manager:-

Used to upload the images & media files into the project.

Menu Manager:

To Create the Menus and hence items.

Global Configuration:-

To Change the settings of site, system & server

Template Manager:

To Change the templates of website.

Module Manager:-

By using this we can enable & disable the modules of website (Joomla project).

* Installation steps of Joomla project:-

- download Rar file of Joomla 1.5.7. Place the extracted file in document root folder.

- open web browser & type `http://domainname/extracted folder name`

- display installation steps in webpage

Step:1

select the language option for admin module Next

Step.2 [Pre installation check]:-

this step recommended settings for php in order to ensure full compatibility with joomla.

joomla will still operate even ~~if~~ if your settings don't match with recommended values.

(3 - on)

Step.3 License

* Step:4 Database settings

hostname - localhost

username - root

password - blank "

database name -

By default joomla 1.5.7 will download 36 tables into the database that's why we have to specify credential values of our database Server Next

step:5 FTP Configuration

Enter FTP Username, password, curl path Next

didn't enter values right now

* Step:6 Configuration

Enter site name -

Admin Email id -

Password -

→ Click on install sample data. Next

Step:7 Finish

remove the installation folder from joomla proj folder

delete installation folder in c:/xampp/htdocs/

... a full folder name

To manage the contents of website we have to open admin module by typing

http://localhost/joomla-projectname/administrator
↓
admin

~~to~~

it display admin login page by using the admin id, pass

[joomla template]

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steps to change the username, password and another details
of the user.

- tbl-user is a table to main the information of all registered users in our project. this table contains username, password and userid of other information of user.
the password field contains data in the form of MD file.
Encrypted file.

there is an alternative way to change the account details of an user i.e. by using user manager.

User Manager displays the list of registered users information to change the details of an user click on the username to open edit window and edit the values of User Account.

Template Manager.

it is available in extensions menu used to change the template of our website

To get the
→ 3rd character
example name
in php
echo MD5('echo');
??

- In Extensions Menu Install; uninstall is an option used to add plug-in our joomla project.
- there is an alternate way to ^{download} ~~upload~~ the template into joomla proj using template folders. all joomla templates are available in Template folder.
new templates we can place at this location instead of download using ~~or~~ install & unistall option.

Add New Article:-

By using this option we can create new Articles and front page manager is an option used to manage the Articles on front page.

Content → frontpage Manager → Create New Article / Cancel predefined articles /
control panel → Create New Article

By default joomla is providing an editor to create new option i.e. TinyMCE 2.0. This editor contains no. of options like bold, italic, underline---etc.

Insert & Edit Image into an Article :- [click on image]

This option is used to display image & Article and also we can edit that images.

In proj folder Images is a folder used to maintain all Images into your website.

proj folder → images.

Edit html sources -

TinyMCE 2.0 is providing one html source editor we can manage the Article contents by using the html source editor.

Insert dates

Insert embedded media:-

By using this we can display videos on web pages or articles.

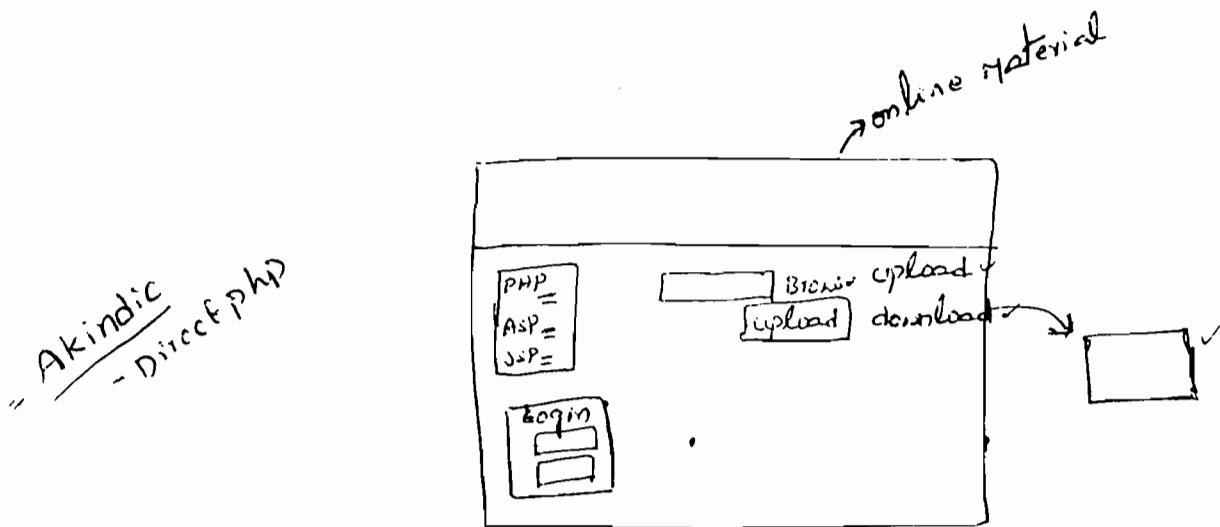
This option is providing diff types media player control we can select them and apply the path of the video file.

✓ Insert a new table:-

used to insert table on Articles..

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Insert Images:- images/name.extension..



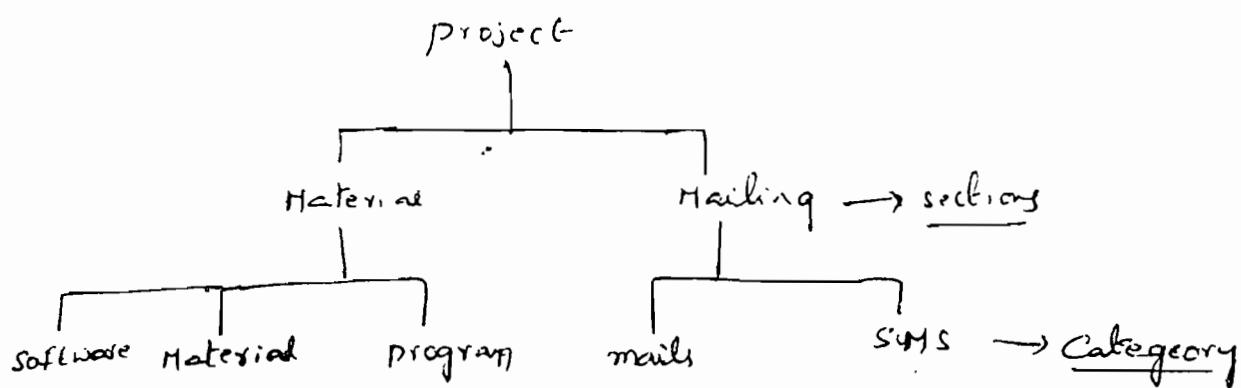
plugin's to execute php script in joomla Application:-

- direct php:- this plugin can execute php scripts and also java script what we have written with in the php script it can't execute javascript statements what are located with in the script tag.

- sourcerex: these plug-in can execute html, javascript & php script.

- Akindic plug-in:- this plug-in supporting diff types of Indian languages like Telugu, Tamil, ...

we can display the Article Content in diff language using this plug-in.



Section Manager - By using this option we can create diff sections in our project.

Category Manager - To Create Categories with in the sections.

Configuration.php :-

This file is available in joomla's proj folder it contains complete Configuration settings of our website like sitename, database server host name, userid, password ...

when we upload the proj into the webserver we have to change these values using this file. it contains system level, server level and site level configuration settings.

Sources ✓

3 → Article Manager → .

we can download by using install/uninstall

Create Our Own Sections & Manager

Open section Manager.

steps to install Akindic plug-in in our Application:-

→ place the Akindic plug-in in project folder

proj folder → plugin/editors/tinymce/scripts/tinymce/plug-ins.

Add 2 statements those are ~~plugins~~'s

\$plugins[] = 'akindicplugin';

\$buttons3[] = 'akindicplugin';

→ In Tinymce.php file what is available in project folder,
proj folder/plugin/editors folders

these 2 statements we should include after *

\$buttons2[] = 'forecolor'; → statement.

when we include these 2 statements on icon with symbol
'' available on tiny editor if we click on this icon
it will display diff indian languages.

Module Manager :-

To hide or display the menu item(s) modules.

By using this option we can enable or disable the
modules like menus, Advertisement, pool etc ---;

Login form:-

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joomla is providing login form module including with create new user and forgot password (or) username options. this module is providing client containing the client side script & server side script also.

To enable (or) disable this module u can use Module Manager.

Search:- search module in joomla is used to search the articles, menus etc-----

with in the proj it return the available contents based on the input keywords.

Polls:-

Polls is one module in joomla application used to provide the boating option to end user.

We can display questions with multiple answers and also we can see the results using graphical representation.

Components → polls →

Module manager → polls → To select my default poll.

→ login → tmpl.

* pro1 → Components → com-user → views → register → tmpl.

↳ [the path is used to add few more textboxes (or) HTML controls to the registration page]

→ open default.php file what is available in above path
→ this page contain complete design and logic for registration module.

Menu Manager :-

Create new menus in webpage.

MenuItem Manager → to click on menu item(s) in Menu Manager.

My Menu-[Name]

↳ New [click]

↳ Articles → Article Layout

MenuItem Manager

↳ New → select Lawyer → Article Layout

Enter the Title

↳ Add an Existing Article

↳ select the one Main Menu already
Existed

Now the created menu comes under ~~selected~~ the
child menu as ~~is~~ selected menu.

Article Layout -



Select - Registered

Menu Manager ↴

no of lists

[click any one] - to edit the

MenuItem Manager → ~~new~~ new [click]

↓

Article

~~new~~ Article Layout

↓

- provide a name
② choose an Article.

~~8/12/09~~

Media Manager :-

This option is used to upload Images & Media files into the Joomla Project. And also we can create new folder in images folder.

What files we are uploading by using this option those are available in Images folder's sub-folders.

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Media Manager

↳ To upload any media file we have to

Note: we can open External webpages when user click on menu items by using External links option & Menu item Manager

click add → select External link

↳ Title →

Link → abcd.html

[save this page in proj folder].

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To edit footer & Name:-

slogan text

& copy → i.e → C

Every Templates folder Contains index.php file used to change the header & footer of a template.

→ Images.

to display the proj name

bat-6.30 → index.php file

↳ don't leave the first line as blank (or) any

other code.

To display Name & Header:-

bat-6.30 → index.php :-

in index.php file or root folder is used to

change the title bar text and to display the information
is status bar.

this page contains complete php script we shouldn't use any another scripting language code in this page

✓ <script> document.title = "my site" </script> -

How To Open Another Article when press a link

Article Manager

↳ Any Article

in our proj.

using [we are open with 2D] ✓

Menu Manager:-

↳ choose Menu item

↳ click - new

↳ Article → Article Layout.

↓
it display complete path
with the Article id.

u can place the path with anchortag in Article

~~9/12/09~~

Configuration settings:-

By using Config settings we can change the site, system and server settings. we can display the offline messages, we can stop the new user Registration, ftp Configuration settings etc---"

Global Config

↳ site system server.

site offline → yes

[to stop the site visiting].

by selecting option yes we can display offline message in website

offline Msg: [by using below Text boxes we can place the messages what u want to display when site is offline].

site name- By using this we can Rename the site name

Editor- Editor dropdown list will display all available editors name in joomla project we can change the editor of Article Manager by using this option.

list-length:-

To specify the total no. of items on list. By default list view display 20 records.

Global site meta keywords:-

To specify the keywords to our website.

~~Global sit~~

Global site meta description:-

To provide meta description to our website.

* System Configuration :-

1) Enable web services:- This option is used to Acce the from external site into joomla project. by default selected option is no.

2) Allow user Registration:

This option can allow and stop the new Account Registration.

3) New user Registration type:

By default every user comes under the Register category we can change the user type using this option.

4) New user Account Activation:-

By using this option we can send & stop the activation link to the new user e-mail id.

Session settings:-

Session life time:-

by using this option we can increase (or) decrease the lifetime of a session id.

the default life-time 15 min

Server Settings :-

database settings:

by using this option we can change the database hostname, username, database name.

Mail settings:-

By using this settings we can change the administration mail id, from Address, and other mail related settings.

open Any Article [To change (or) hide the time & other values]

parameters

→ advanced parameters (✓)

By using Article Manager Advanced parameters options we can hide the pdf, e-mail, print icons and also we can hide other name, title, time etc....

Main menu * To Hide the page title of our website [welcome to front page]
↳ Home [Home edit window] ✓
↳ system parameters
↓
page title choose whatever
[OR] choose ~~no~~ no

default

Configuration.php ;-

This file will maintain the ~~settings~~ global Configuration settings.
we can change the global Configuration settings using file

(or) Global Config option & admin Module.

Exception Handling:-

By using this concept we can handle runtime errors if any runtime occur error at that time & program execution . it stops the execution without any intimation to prevent the execution of program ~~& prevent the~~ and undetermined termination we are using

In php exception is a base class providing 2 constructor & no. of methods. By using this class we can handle the exception and also we can create our own exception classes.

When we are using exception handling concept all executable statements with in the try block. if there is any exception ~~the~~ all the statement with in the catch block will be executed.

get Message:-

This method to get the error message.

get Code:-

To get the Error code.

get Line:- To get the line no where exception is occur.

get File:- Returns the file name.

flat file

<?php

```
$fp = fopen ("abc.txt", "r");
$tet = fread ($fp, filesize("content.txt"));
echo $tet;
?>
```

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→

<?php

try {

```
$fp = fopen ("Content.txt", "r");
if (! $fp)
```

```
throw new Exception ("file is not found");
```

```
$tet = fread ($fp, filesize("Content.txt"));
echo $tet;
```

}

catch (Exception \$e)

{

\$str = "Sorry there is an error (i.e)". \$e->getMessage().

→ "on line no ". \$e->getLine().

" in file ". \$e->getFile();
↓
space

```
echo <div style="color:red"> $str </div>.
```

?>

→ We can create our own exception class by extending the properties
of the exception class. And also we can read the error
messages from flat file.

```

<?php
class myException extends Exception
{
    function myException($errcode)
    {
        $this->errcod = $errcode;
    }
    function getMyMessage()
    {
        $arr = file ("err.txt");
        for ($i=0; $i < count($arr); $i++)
        {
            $str = $arr[$i];
            list ($code, $msg) = explode ("-", $str);
            if ($code == $this->errcod)
                return $msg;
        }
    }
}
try
{
    $fp = fopen ("asbdc.txt", "r");
    if (!$fp)
    {
        throw new myException (3);
    }
    catch (myException $e)
    {
        echo $e->getMyMessage();
    }
?>

```

err.txt [flat file]

- 1 - file not found
- 2 - Database not connected
- 3 - FTP is not connected

Encryption Functions :-

• By using this concept we can convert a data as non-understandable format string.

In PHP we have 2 types of Encryption

1) One Way Encryption:-

By using this Concept we can encrypt the data but we can't decode the encrypted data.

2) Two Way Encryption:-

This Concept can encode and decode the data.

W.L.O.G

MD5:-

This function is used to encode a string as 32 characters length alphanumeric value. When we are storing the password in database we should store as 'MD5' file format string

```
<?php
$st1 = "scott";
$enc = md5($st1);
echo $enc;
echo "<br>";
echo strlen($enc);
?>
```

sha1:

This function encrypt the input string as 32 characters length alpha numeric value.

```
$str = "SCOTT";
$enc = sha1($str); → before prg
```

crc32 :-

It converts a string as numeric value.

```
$str = "SCOTT";
$enc = crc32($str);
```

crypt:- Encodes the data as 34 characters length alpha numeric string with special characters.

```
$str = "SCOTT";
$enc = crypt($str);
```

TWO-way Encryption:

By using this we can encrypt the data and also we can decode the data.

base64_encode():-

Convert string as

This function is used to ~~store~~ the 64-bit encoded data.

C7 PHP

```
$str = "SCOTT";
$enc = base64_encode($str);
echo $enc;
?;
```

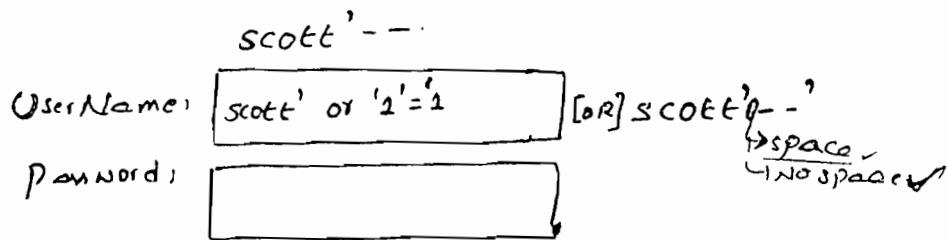
base64_decode():- This function will decode the ~~base64~~ base64-encoded data.

C7 PHP

```
$enc = base64_decode($enc);
echo $enc;
?;
```

SQL Injection :-

SQL injection is a concept to bypass the invalid SQL statements from end user.



How to get password:-

abc' OR exists (*select * from Ebl-user where uname='abc'
and pwd like '%') AND
' = '
abc' OR EXISTS (select * from Ebl-user where uname='abc'
and pwd ~~like '%'~~)

In Pwd:- abc' OR EXISTS (select * from Ebl-user where uname='abc'
and pwd like '%') AND use ~~'a' + '-' + 'z'~~ To find the length

- 12/12/09
- SQL injection is type of security exploit in which the attacker adds SQL code to a web form input box to gain Access Resources (or) To make changes to data.
 - An SQL query is a request for some Action to be performed on database.

Based to Enter SQL Codes By the End User:-

- User can bypass the SQL statements through URL address bar.
- User can also send SQL statements through input controls.
- When ever we are developing application we should not allow end user to enter lengthy in input controls.
- You shouldn't allow special input characters from end user through URL address & input controls.

- It is better to place ~~SQL~~ slashes, escape before the single and double quotation.
- use mysql-real-escape-string function for every input control.
- Turn on the ~~Magic quotes~~ Magic-quotes-gpc setting in php.ini file.

To get the Registered Users:-

mysql-Real-escape-string:-

This is a function used to place escape slashes near single quotes & double quotes.

```
[ $pwd = mysql-Real-escape-string($pwd);  
$uname = mysql-Real-escape-string($uname); ]
```

VIEWS :-

- A view is a virtual table & a physical table.
- view reflects the fields of physical table - it is an object in database just like tables. we can hide our names and field names using views.
- view doesn't occupy any memory it contains only SQL statements.
- views are classified into 2 types

1) Simple View(Updatable View) :-

if we create a view by using only one table
comes under simple view.

we can update the table records through simple view
that's why we can call it as updatable view.

Syntax to create view :-

```
Create view <viewName>
AS
select field1, field2, ...
    & from <tableName>.
```

2) Complex view(Non Updatable View) :-

if we get the record from more than one table
comes under complex view - we can't update the table
record through the complex view.

```
Create view CompView
AS
select emp.ename, emp.deptno
    dept.dname from emp, dept dept -
```

Outer join:-

By using this join we can get the matching & unmatched records from table. it is classified into 3 types.

i) left outer join:

To get the matching & unmatched records from left hand side table & matching records from right hand side table.

[select e.ename, d.dname from emp e left outer
join dept d on e.deptno = d.deptno]

ii) right outer join:-

Returns all records from right hand table and matching records from left hand side table.

[select e.ename, d.dname from emp e right outer
join dept d on e.deptno = d.deptno]

(iii) full outer join:-

it return matching record & along with unmatched records from both tables.

[select e.ename, d.dname from emp e left outer
join dept d on e.deptno = d.deptno]

- union

[select e.ename, d.dname from emp e ~~right~~ right outer
join dept d on e.deptno = d.deptno]

WEB SERVICES :-

By using this technology we can get the information from external resources. This web service contains the data in the form of xml. That's why we can access the web services from various systems.

We have diff web services like weather, yahoo rest, e-receive --- etc.

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XML-RPC : (Remote procedure call)

It is used to establish & facilitate transaction between two remote system.

Ex. & popular RPC implementation include DCOM & CORBA Technologies. XML-RPC is an established implementation of RPC that allows us to transport XML encoded data between two servers using HTTP.

REST :-

It stands for [Representational state transfer] it is particularly valuable for content-focused services. You can build an XML document on web.

REST should be also be easier for lightly technical user's to deal with.

On the other hand REST doesn't have built-in support for complete type.

SOAP:-

- SOAP stands for (Simple object Access protocol). it is a proposal & W3C.
- SOAP like XML-RPC sends message in XML wrappers.

Advantages & SOAP & REST :-

- BOTH REST & SOAP is widely adopted techniques for building distributed system.
- REST is an Architectural style for implementing system on top of HTTP infrastructure.
- Large no. of specification have been developed on top of SOAP and there are large no. of SOAP standards for both open source & proprietary.
- BOTH these techniques have their advantages & drawbacks.

Adv. & REST :-

- REST is based on few simple principles which are already in wide adoption on the web itself.
 - Can be implemented very quickly.
 - REST is ideal for providing simple APIs to the users.
Eg:- weather services, flicker, yahoo rest services.
 - Amount of learning required to get started is minimum compared to SOAP.
 - It has very large following among the scripting community.
- ### disadvantages
- Application is very large one then designing ~~script~~ based on REST could be complex task.

Adv. of Soap:-

- well designed feature technology has been widely adopted in industry.
- Large no. of soap stacks available.
- has support for both transport level & message level security which is a big advantage over rest.
- supports multiple protocol bindings not just http.
- soap is ideal for implementing complex enterprise system since the soap stacks cater for security, reliability, transactions cost.

disadvantages :-

- . Complex in comparison to rest.
- . Big learning curve required
- . difficult to debug complex system.

=

<?php

```
$file = "http://bnwether.com/onc/xml?service=WENservice&
        key:id=xxxxx&operation=ItemLookup&
        IdType=Temp";
$filename = "abc.xml";
$xml = file_get_contents($filename);
$loaded_xml = simplexml_load_string($xml);
$item = $loaded_xml->Items->Item->Asin;
$url = $loaded_xml->Items->Item->DetailPageURL;
$image = $loaded_xml->Items->Item->ImageURL;
$ean = $loaded_xml->Items
```

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JOIN :-

By using this Concept we can join the fields & multiple tables based on the conditions. Joins are classified into 3 types.

- ① Inner join
- ② Outer join
- ③ Cross/Cartesian join

Inner join: it is again classified into 3 types.

- a) Equi-join
- b) Non-equi join
- c) self-join

* Equi-join:- By using this ~~join~~ join we can combine the fields & 2 tables based on equal conditions.

| emp | | | | |
|-------|--------|------|--------|--------|
| empid | cname | mgj | deptno | salary |
| 1001 | Scott | 1004 | 10 | 20,000 |
| 1002 | Rosten | 1004 | 30 | |
| 1003 | Alex | — | 20 | |
| 1004 | Hari | 1003 | 30 | |

| dept | |
|------|---------|
| dno | dname |
| 10 | Market |
| 20 | Sales |
| 30 | Finance |
| 40 | Adv |

Sal Grade

| Grade | Min.Sal | Max.Sal |
|-------|---------|---------|
| 1 | 30,000 | 35,000 |
| 2 | 25,000 | 30,000 |
| 3 | 20,000 | 25,000 |

① select emp.cname, dept.dname from emp, dept
where

$$\text{emp.deptno} = \text{dept.dno}$$

Reference [Alias]

Select emp.cname, d.dname from emp e, dept d
where e.deptno = d.deptno

Real-time

Select e.ename, d.dname from emp e inner join
dept d on e.deptno=d.deptno

* NON-equi join :-

Combine the records of multiple tables without equal condition

Select emp.ename, salgrade.grade
from emp inner join salgrade
on emp.sal between
salgrade.minsal and salgrade.maxsal

* self-join:-

If we want to execute a SQL statement with in a table using condition we can use self join.

[Select distinct m.ename from emp e, emp m
where e.mgr=m.empid]

* Cross/Cartesian join.

This join returns the fields of multiple table without any condition. The total no. of ~~list~~ ~~are~~ records are nothing but the product of first table record and second table record.

Select e.ename, d.deptno from emp e, dept d