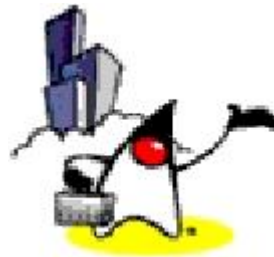


JSTL (JSP Standard Tag Library)



What is JSTL?

- **Standard set** of tag libraries
- Encapsulates **core functionality** common to many JSP applications
 - iteration and conditionals
 - XML
 - database access
 - internationalized formatting
- Likely to evolve to add more commonly used tags in future versions

Why JSTL?

- You don't have to write them yourself
- You learn and use a single standard set of tag libraries that are already provided by compliant Java EE platforms
- Vendors are likely to provide more optimized implementation
- **Portability** of your applications are enabled

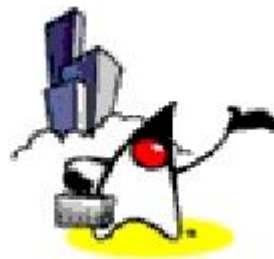
JSTL Tag Libraries

- Core (prefix: c)
 - Variable support, Flow control, URL management
- XML (prefix: x)
 - Core, Flow control, Transformation
- Internationalization (i18n) (prefix: fmt)
 - Locale, Message formatting, Number and date formatting
- Database (prefix: sql)
 - SQL query and update
- Functions (prefix: fn)
 - Collection length, String manipulation

Declaration of JSTL Tag Libraries

- Core
 - `<%@ taglib prefix="c" uri="http://java.sun.com/jsp/jstl/core" %>`
- XML
 - `<%@ taglib prefix="x" uri="http://java.sun.com/jsp/jstl/xml" %>`
- Internationalization (i18n)
 - `<%@ taglib prefix="fmt" uri="http://java.sun.com/jsp/jstl/fmt" %>`
- Database (SQL)
 - `<%@ taglib prefix="sql" uri="http://java.sun.com/jsp/jstl/sql" %>`
- Functions
 - `<%@ taglib prefix="fn" uri="http://java.sun.com/jsp/jstl/functions" %>`
- <http://download.oracle.com/javaee/5/tutorial/doc/bnakc.html>

Expression Language



Expression Language

- The EL provides identifiers, accessors, and operators for retrieving and manipulating data resident in the JSP container.
 - Identifiers are used to reference data objects stored in the data center.
 - The EL has 11 reserved identifiers, corresponding to 11 EL implicit objects.
 - All other identifiers are assumed to refer to *scoped variables*.
 - Accessors are used to retrieve the properties of an object or the elements of a collection.
 - Literals represent fixed values -- numbers, character strings, booleans, or nulls.
 - Operators allow data and literals to be combined and compared.
- It is not a programming language, or even a scripting language.

Expression Language

- When combined with the JSTL tags, it enables complex behavior to be represented using a simple and convenient notation.
- EL expressions are delimited using a leading dollar sign (\$) and both leading and trailing braces ({})
 - `<c:out value="${user.firstName}"/>`
- you can combine multiple expressions with static text to construct a dynamic attribute value through string concatenation.
`<c:out value="Hello ${user.firstName}
${user.lastName}"/>`

Implicit objects

- **pageContext**
 - The PageContext instance corresponding to the processing of the current page
- **pageScope**
 - A Map associating the names and values of page-scoped attributes
- **requestScope**
 - A Map associating the names and values of request-scoped attribute
- **sessionScope**
 - A Map associating the names and values of session-scoped attributes
- **applicationScope**
 - A Map associating the names and values of application-scoped attributes
- **param**
 - A Map storing the primary values of the request parameters by name

Implicit objects

- **paramValues**
 - A Map storing all values of the request parameters as String arrays
- **header**
 - A Map storing the primary values of the request headers by name
- **headerValues**
 - A Map storing all values of the request headers as String arrays
- **cookie**
 - A Map storing the cookies accompanying the request by name
- **initParam**
 - A Map storing the context initialization parameters of the Web application by name

Accessors

- The EL provides two different accessors to access the properties of the objects
 - the dot operator (.)
 - the bracket operator ([])
- The dot operator is typically used for accessing the properties of an object.

`${user.firstName}`

- When the property being accessed is itself an object, the dot operator can be applied recursively.

`${user.address.city}`

Accessors

- The bracket operator is used to retrieve elements of arrays and collections.
- the index of the element to be retrieved appears inside the brackets
`${urls[3]}`
- For collections implementing the `java.util.Map` interface, the bracket operator looks up a value stored in the map using the associated key.
`${commands["dir"]}`

Accessors

- the bracket operator can be applied recursively.
 - This allows the EL to retrieve elements from multi-dimensional arrays, nested collections, or any combination of the two.
- the dot operator and the bracket operator are interoperable.

`${urls[3].protocol}`

Operators

- the EL also includes several operators to manipulate and compare data accessed by EL expressions.

Table . The EL operators

Category	Operators
Arithmetic	<code>+</code> , <code>-</code> , <code>*</code> , <code>/</code> (or <code>div</code>), <code>%</code> (or <code>mod</code>)
Relational	<code>==</code> (or <code>eq</code>), <code>!=</code> (or <code>ne</code>), <code><</code> (or <code>lt</code>), <code>></code> (or <code>gt</code>), <code><=</code> (or <code>le</code>), <code>>=</code> (or <code>ge</code>)
Logical	<code>&&</code> (or <code>and</code>), <code> </code> (or <code>or</code>), <code>!</code> (or <code>not</code>)
Validation	<code>empty</code>

`${item.price * (1 + taxRate[user.address.zipcode])}`

`${(x >= min) && (x <= max)}`

- The final EL operator `empty` is particularly useful for validating data.
- The `empty` operator takes a single expression as its argument

`${empty input}`

EL operator precedence

Table 3. EL operator precedence (top to bottom, left to right)

<code>[]</code> , <code>.</code>
<code>()</code>
unary <code>-</code> , <code>not</code> , <code>!</code> , <code>empty</code>
<code>*</code> , <code>/</code> , <code>div</code> , <code>%</code> , <code>mod</code>
<code>+</code> , binary <code>-</code>
<code>()</code> <code><</code> , <code>></code> , <code><=</code> , <code>>=</code> , <code>lt</code> , <code>gt</code> , <code>le</code> , <code>ge</code>
<code>==</code> , <code>!=</code> , <code>eq</code> , <code>ne</code>
<code>&&</code> , <code>and</code>
<code> </code> , <code>or</code>