Development of Web Applications
Principles and Practice

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Today’s agenda

- AJAX,
- JSONP,
- HTML5,
- WebSockets.
AJAX
AJAX Asynchronous JavaScript and XML

With AJAX, a JavaScript script can send data to, and retrieve data from, a server asynchronously (in the background) without interfering with the display and behavior of the existing page.

Despite the name, the use of XML is not required. In fact, JSON is much more popular.
AJAX call example

```javascript
var xhr = new XMLHttpRequest();
xhr.open('get', 'http://example/method');

xhr.onreadystatechange = function() {
    // Ready state 4 means the request is done
    if (xhr.readyState === 4) {
        if (xhr.status === 200) {
            alert('Success: ' + xhr.responseText);
        } else {
            alert('Error: ' + xhr.status);
        }
    }
}

xhr.send(null);
```
AJAX: XML or JSON response

XML response:
xhr.responseText = "document";
xhr.responseXML.documentElement

JSON response:
xhr.responseTextType = "json";
eval(xhr.responseText)

(if you trust the response source!)
Same origin policy

AJAX requests can be made only to URLs of the same domain (host and port) as the page. AJAX is hence useful for communication with the server of a web application, but not for doing calls to a third-party API. For remote API calls, several workarounds are used:

- JSONP (by far the most popular),
- Using the application server as a proxy (costly),
- iframes / using the URL to communicate (tricky),
- Messages (the clean way, in HTML5).
### W3C Specification

- **Level 1 (1999)**
  - progress events,
  - support for cross-site requests,
  - handling of byte streams

- **Level 2 (2008)**

---

```
0  4  0  S0  S  0
0  4  0  S0  S  30
```
JSONP
JSONP  JSON with Padding

How it works?

```html
<script>
<script type="application/javascript" src="http://directory/?id=42">
    callback({'id': 42,
               "name": "Vincent Simonet"});
</script>
</script>
```
JSONP in practice

```html
<script type="application/javascript" src="/...?id=42&jsonp=mycallback">
  mycallback({"id": 42, "name": "Vincent Simonet"});
</script>

$.ajax({url: 'http://.../?id=42',
  dataType: 'jsonp',
 jsonp: 'jsonp',
  success: function(data){}
});
```
JSONP limitations

- Only GET (POST is doable, but tricky),
- No access to HTTP headers (in request and response), including cookies.
WebSockets
The problem

In HTTP and AJAX, all exchanges are initiated by client requests. In some applications, it is useful to have the server pushing information to the client. E.g.:

- Notifications in a news website,
- Messages in a chat system,
- etc.
Workaround solutions

- The client can make periodic requests to the server,
- The client can make a request to the server, which will answer with an "infinite" response. Known as Comet.
- Several implementations:
  - Streaming (using iframe or special XmlHttpRequest),
  - Long polling (using XmlHttpRequest or script tags).
The HTML5 solution: WebSockets

WebSocket is a protocol providing full-duplex communications channels over a single TCP connection. Enables a stream of messages. Its only relationship to HTTP are:

- Its handshake is interpreted by HTTP servers as an Upgrade request,
- It is using port 80 as default port.
WebSocket protocol handshake

**Request:**
GET /mychat HTTP/1.1
Host: server.example.com
Upgrade: websocket
Connection: Upgrade
Sec-WebSocket-Key: x3JJHMbDL1EzLkh9GBhXDw==
Sec-WebSocket-Protocol: chat
Sec-WebSocket-Version: 13
Origin: http://example.com

**Response:**
HTTP/1.1 101 Switching Protocols
Upgrade: websocket
Connection: Upgrade
Sec-WebSocket-Accept: HSmrc0sM YUkAGmm5OPpG2HaGWk=
Sec-WebSocket-Protocol: chat
Client-side JavaScript API

```javascript
var connection = new WebSocket('ws://.../echo',
['soap', 'xmpp']);

connection.onopen = function () {
    connection.send('Ping');
};

connection.onerror = function (error) {
    console.log('WebSocket Error ' + error);
};

connection.onmessage = function (e) {
    console.log('Server: ' + e.data);
};
```
Server-side implementations

- **Java:** Jetty
- **Node.js:** ws, WebSocket-Node
- **Python:** pywebsocket
HTML5
What is HTML5?

The 5th version of the HTML language, subsuming HTML 4.01 and XHTML 1.1
New/extended markup, and a galaxy of APIs.
Specification status at the beginning of 2013
## Implementation status

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>D</td>
<td>29</td>
<td>5</td>
</tr>
<tr>
<td>16</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>24</td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>6.0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>J</td>
<td>10</td>
<td>43</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Main HTML5 features

- Semantic tags,
- Canvas,
- Geo-localisation,
- Improved forms,
- Microdata,
- History manipulation.
Tags in HTML5

- `<div>`  `<span>`
- `<nav>`  `<header>`  `<footer>`  `<section>`
- `<hgroup>`  `<article>`  `<aside>`  `<time>`
- `<mark>`
- `S`  `<object>`
- `<audio>`  `<video>`
- `S`  `<font>`  `<center>`  `<strike>`  `<tt>`
Canvas

HTML:
<canvas id="c" width="500" height="375"></canvas>

JavaScript:
var c_canvas = document.getElementById("c");
var context = c_canvas.getContext("2d");
for (var x = 0.5; x < 500; x += 10) {
    context.moveTo(x, 0);
    context.lineTo(x, 375);
}
Geo-localisation

navigator.geolocation.getCurrentPosition(handle_success, handle_error, options);

function handle_success(position) {
    var latitude = position.coords.latitude;
    var longitude = position.coords.longitude;
    // let's do something interesting!
}

function handle_error(error) {
    alert(error.code + ': ' + error.message);
}
# Geo-localisation

## POSITIONOPTIONS OBJECT

<table>
<thead>
<tr>
<th>Property</th>
<th>Type</th>
<th>Default</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>enableHighAccuracy</td>
<td>Boolean</td>
<td>false</td>
<td>true might be slower</td>
</tr>
<tr>
<td>timeout</td>
<td>long</td>
<td>(no default)</td>
<td>in milliseconds</td>
</tr>
<tr>
<td>maximumAge</td>
<td>long</td>
<td>0</td>
<td>in milliseconds</td>
</tr>
</tbody>
</table>

## POSITION OBJECT

<table>
<thead>
<tr>
<th>Property</th>
<th>Type</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>coords.latitude</td>
<td>double</td>
<td>decimal degrees</td>
</tr>
<tr>
<td>coords.longitude</td>
<td>double</td>
<td>decimal degrees</td>
</tr>
<tr>
<td>coords.altitude</td>
<td>double or null</td>
<td>meters above the reference ellipsoid</td>
</tr>
<tr>
<td>coords.accuracy</td>
<td>double</td>
<td>meters</td>
</tr>
<tr>
<td>coords.altitudeAccuracy</td>
<td>double or null</td>
<td>meters</td>
</tr>
<tr>
<td>coords.heading</td>
<td>double or null</td>
<td>degrees clockwise from true north</td>
</tr>
<tr>
<td>coords.speed</td>
<td>double or null</td>
<td>meters/second</td>
</tr>
<tr>
<td>timestamp</td>
<td>DOMTimeStep</td>
<td>like a Date() object</td>
</tr>
</tbody>
</table>
Improved forms

New input types:

- color
- date
- datetime
- datetime-local
- email
- month
- number
- range
- search
- tel
- time
- url
- week

```
<input type="color" name="favcolor">
<input type="number" name="quantity" min="1" max="5">
```

New input attributes:

- autocomplete
- autofocus
- multiple
- min
- max
- pattern
- required

New elements:

```
<datalist>
<keygen>
<output>
```
Microdata

<article itemscope itemtype="http://data-vocabulary.org/Organization">
  <h1 itemprop="name">Google, Inc.</h1>
  <p itemprop="address" itemscope itemtype="http://data-vocabulary.org/Address">
    <span itemprop="street-address">1600 Amphitheatre Parkway</span><br>
    <span itemprop="locality">Mountain View</span>,<span itemprop="region">CA</span>
    <span itemprop="postal-code">94043</span><br>
    <span itemprop="country-name">USA</span>
  </p>
  <p itemprop="tel">650-253-0000</p>
</article>
History manipulation

```javascript
window.history.pushState("object or string", "Title", "/new-url");
window.history.replaceState("object or string", "Title", "/new-url");

window.addEventListener("popstate", function(e) {
    swapPhoto(location.pathname);
});
```
http://diveintohtml5.info/