

CSE104 Web Programming

Server Programming

General Introduction

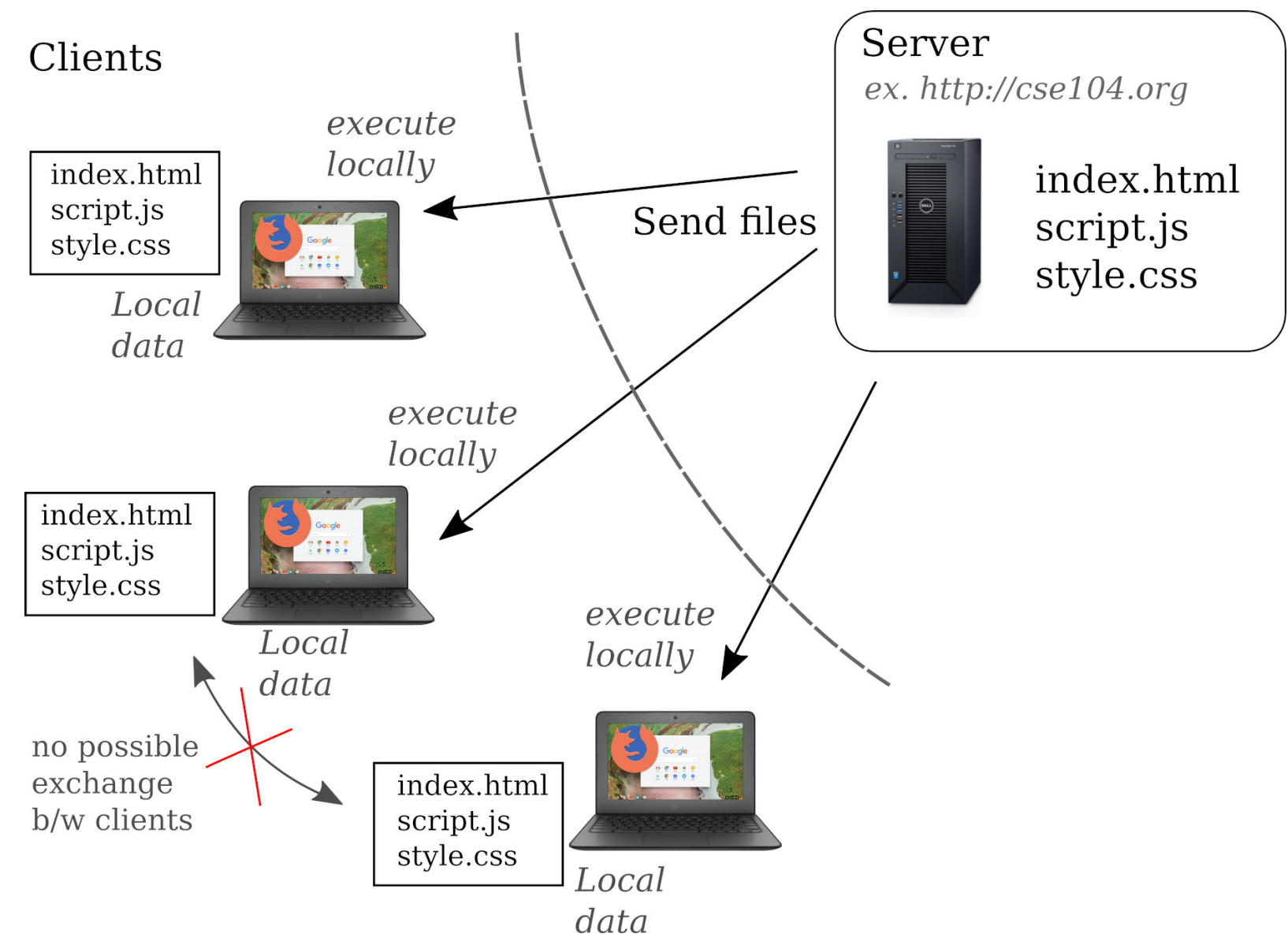
Why Server Programming

So far, we used HTML, CSS, JavaScript to create webpages that are interpreted on the **client side** (the browser).

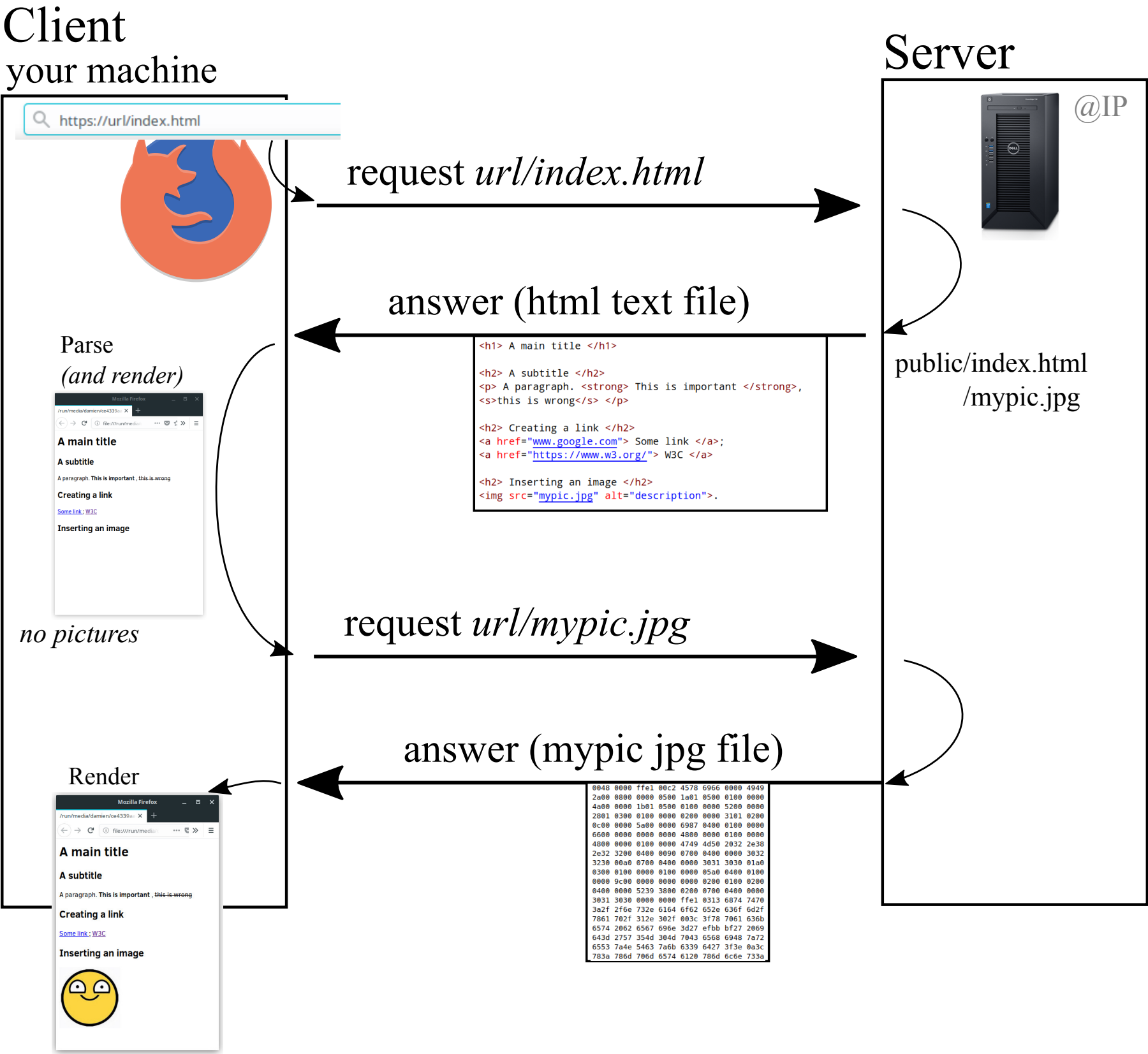
The server only distribute pre-made static files to the client.

Client side limitations:

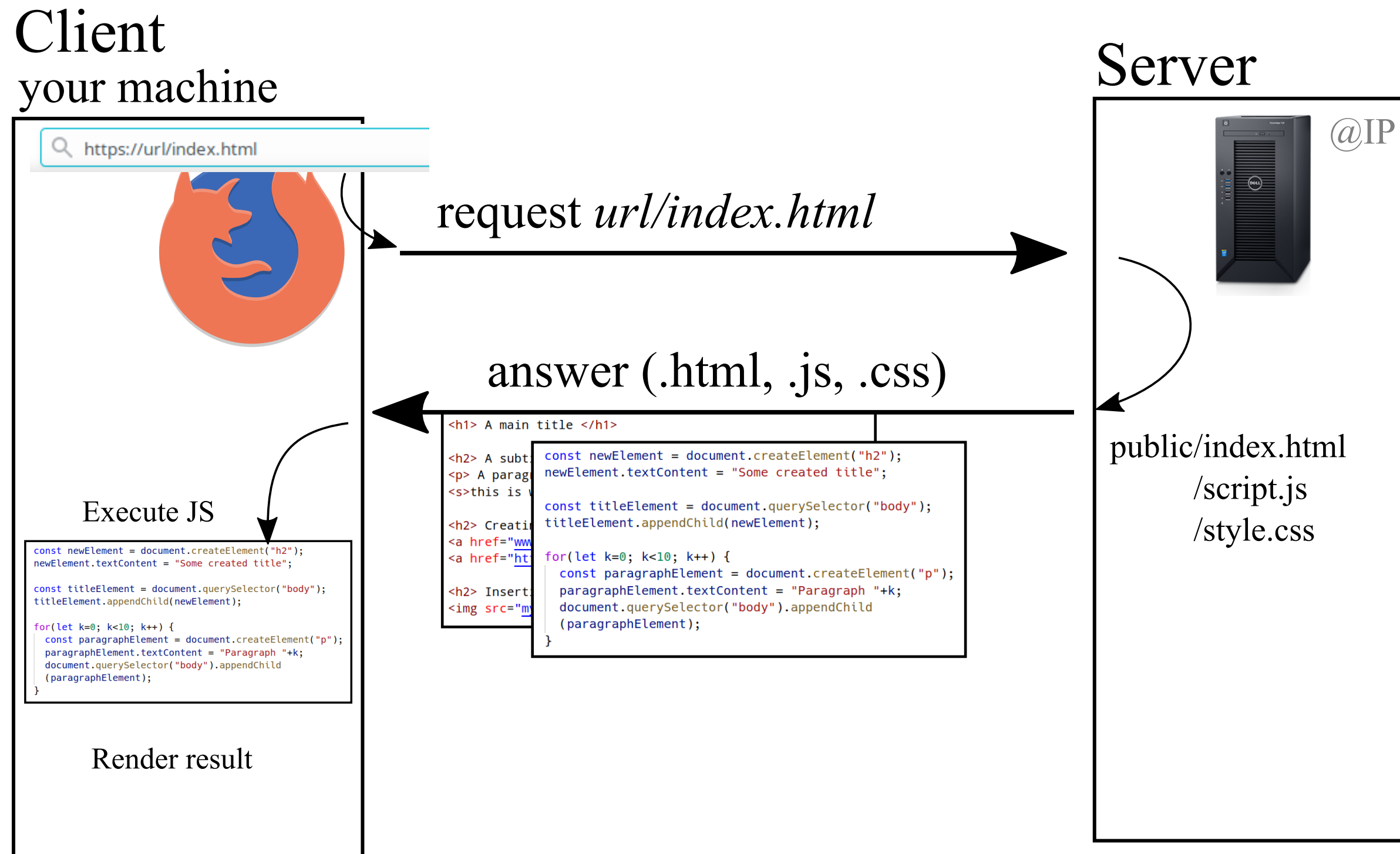
- *Cannot share information between users*
 - *No network games, shared high-scores, chats, etc.*
- *Limited access to the surrounding system (for security)*
 - *Cannot write into files, read automatically content of a directory, etc*
- *No memory after restarting the webpage (or limited: local-storage, cookies)*
 - *No data base*



Reminder on Client Side



Reminder on Client Side (with JS)



- Server only distribute files (same file for every client)
- JS code fully executed on the client computer

Idea of server programming

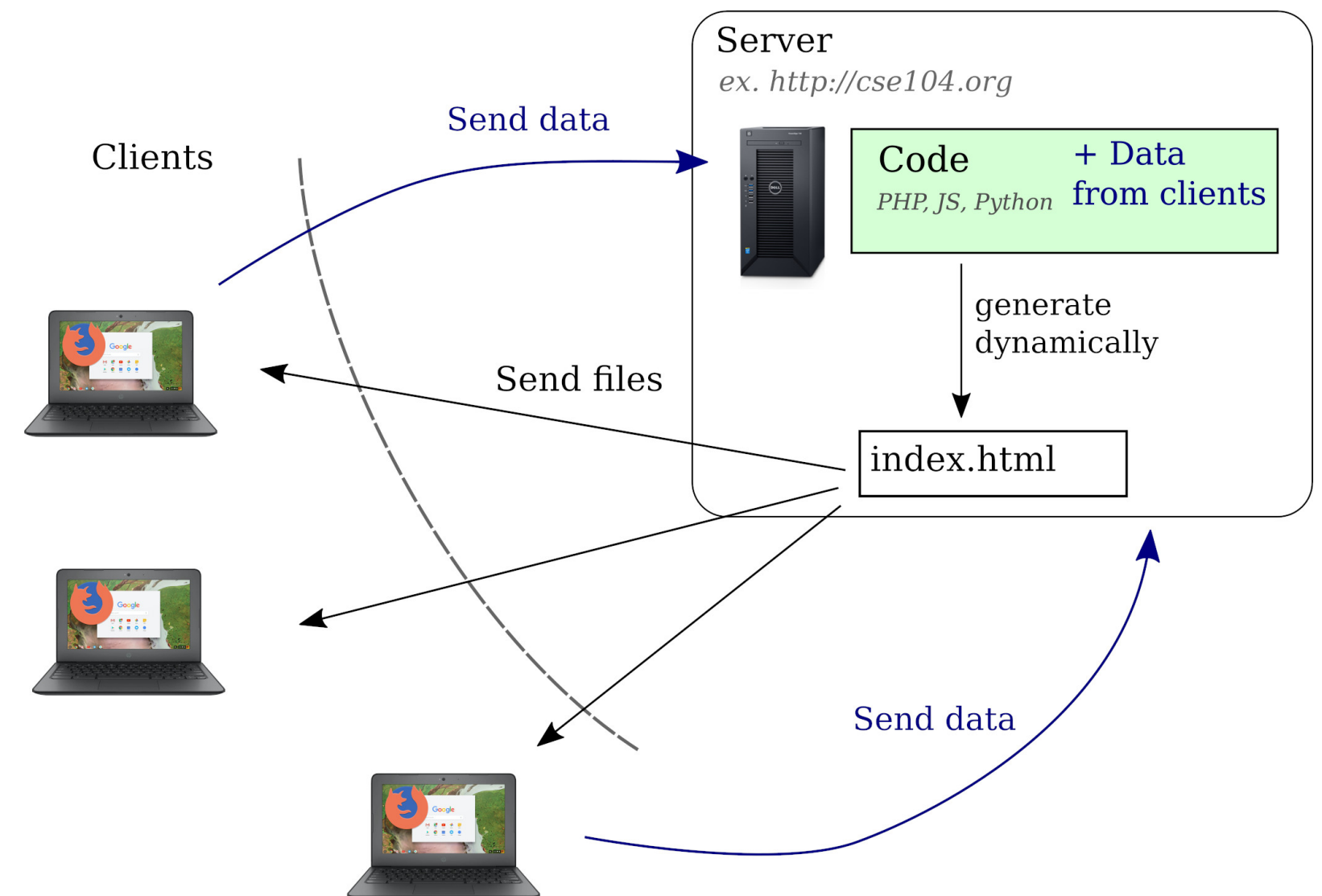
The server can receive data from the client.

A code runs on the server. This code generates an HTML file.

This HTML file is sent to the client.

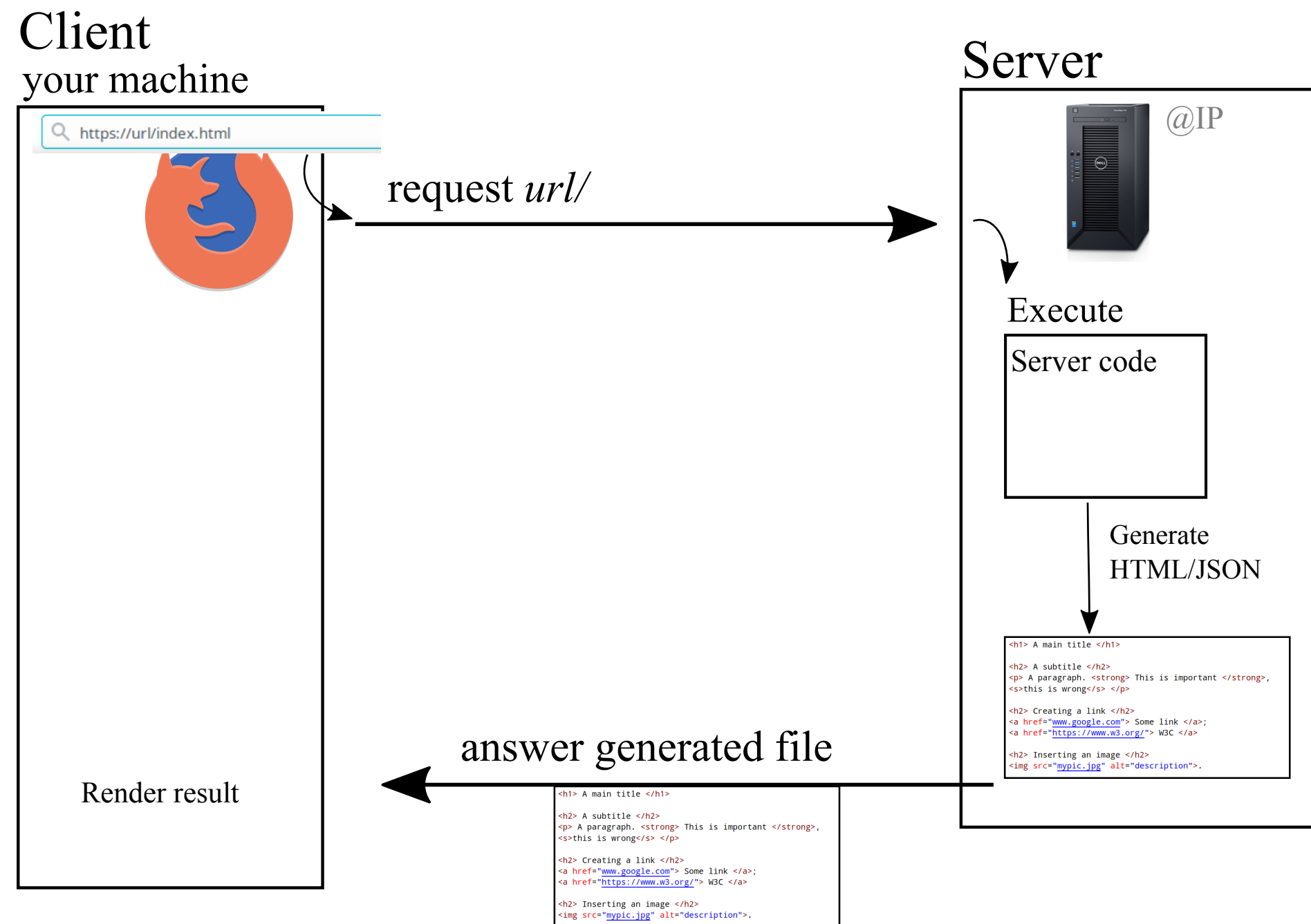
Server programming:

- Information from a client can be used by the server
 - Allows sharing information b/w clients
- A code is run on the server. The code is not visible not accessible from the client (for security).
- Server code can write files on the server, and access its filesystem
 - Storage of data-base, automatisation for displaying images, etc



Server programming

- 1- Server receives a request from the client.
- 2- A code is executed on the server.
- 3- This code returns some data to the client (HTML page, JSON, ...)



Contacting a server

We already saw different ways to contact a server

- Direct URL entry in your browser
 - ex. you type `cse104.org/your_directory`
- Links from HTML pages
 - ex. `<a href="cse104.org/your_directory">`
- **Fetch** call from JavaScript
 - ex. `fetch(cse104.org/your_directory).then(response)...`

We saw that parameters can be sent with the URL

- `url/?query?...`

Server programming $\simeq$ Handling/Responding to these queries

Server Programming Language

Server Programming can use any languages (more variability than for client based)

- C++, Python, PHP, JavaScript, etc.

We are presenting an introduction to

- PHP: the standard, highly developed/available
- Node.js: the newcomer, developing fast

PHP - Introduction

Example of PHP usage - message storage

```
<!DOCTYPE html>

<html>

<head>
    <title> CSE104 </title>
    <script src="script.js" defer></script>
    <link rel="stylesheet" href="style.css">
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1">

</head>

<body>

<form method="post">
My Name: <input type="text" name="Name"> <br> <br>
My Message: <input id="message-input" type="text" name="Message"> <br> <br>
<input id="submit-input" type="submit" value="Submit">
</form>

<br>

<?php
if( isset($_POST['Name']) && isset($_POST['Message']) && $_POST['Name']!=' && $_POST['Message']!=' ){
    $name = $_POST['Name'];
    $message = $_POST['Message'];

    $file_content = file_get_contents('msg.txt');
    $file_content = $file_content.$name.' : '.$message.PHP_EOL;
    file_put_contents('msg.txt',$file_content);
}
?>

<?php
$file_content = file_get_contents('msg.txt');
$lines = explode("\n",$file_content);
foreach($lines as $line){
    if(strlen($line)>0)
    {
        $token = explode(" : ",$line);
        $name = $token[0];
        $message = $token[1]    ;
    }
}
```

[Link to webpage](#)

PHP

PHP - Hypertext Preprocessor

- Scripting language
- Created in 1994 (initially as **P**ersonal **H**ome **P**age Tools)
- Last release: PHP 7 in 2015

Objectives

Automatize the creation of HTML pages

- File include, Variables, Loops
- Executed on the server (/JS executed on the client)

Principle of PHP interpreter:

Input: A PHP Script

Output: A HTML Page

Today: PHP is the most common language for server programming

- (+) Very simple to be embedded (/mixed) within HTML page
- (-) Sometimes old and heavy for general client/server communication

First PHP Program

File index.php

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<?php
```

```
    $d = date("H:i:s, D d/m/Y");
```

```
    print "Hello, it is $d";
```

```
?>
```

```
</body>
```

```
</html>
```

```
<!DOCTYPE html>
```

```
<html>
```

```
<body>
```

```
<?php
```

```
    $d = date("H:i:s, D d/m/Y");
```

```
    print "Hello, it is $d";
```

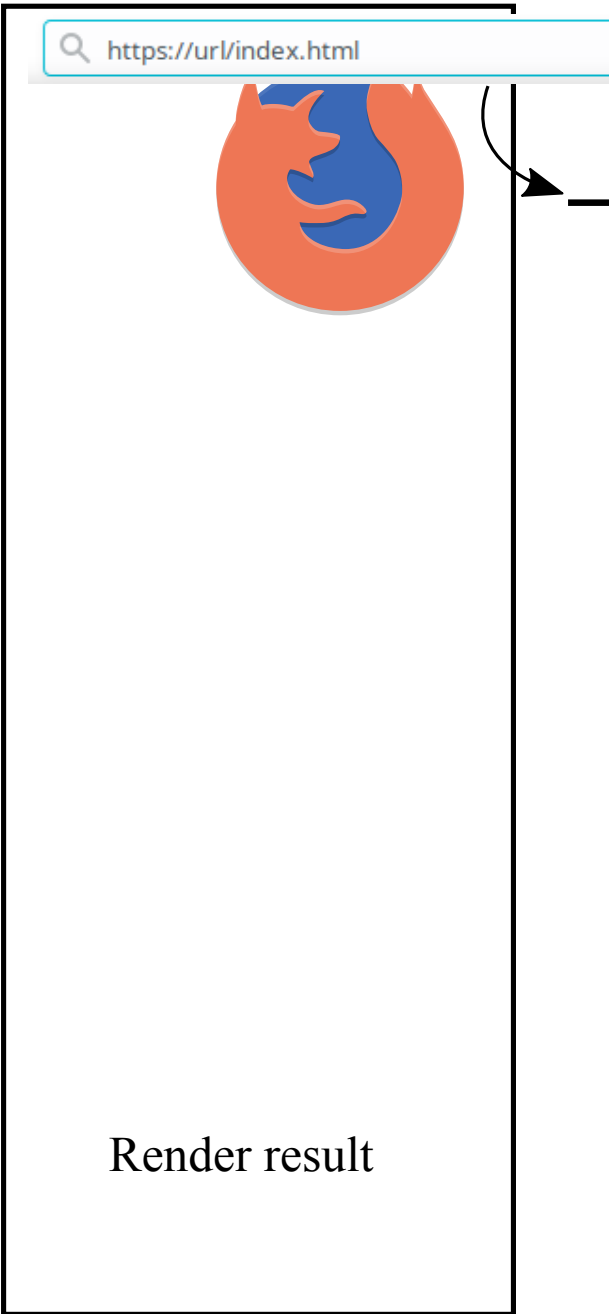
```
?>
```

```
</body>
```

```
</html>
```

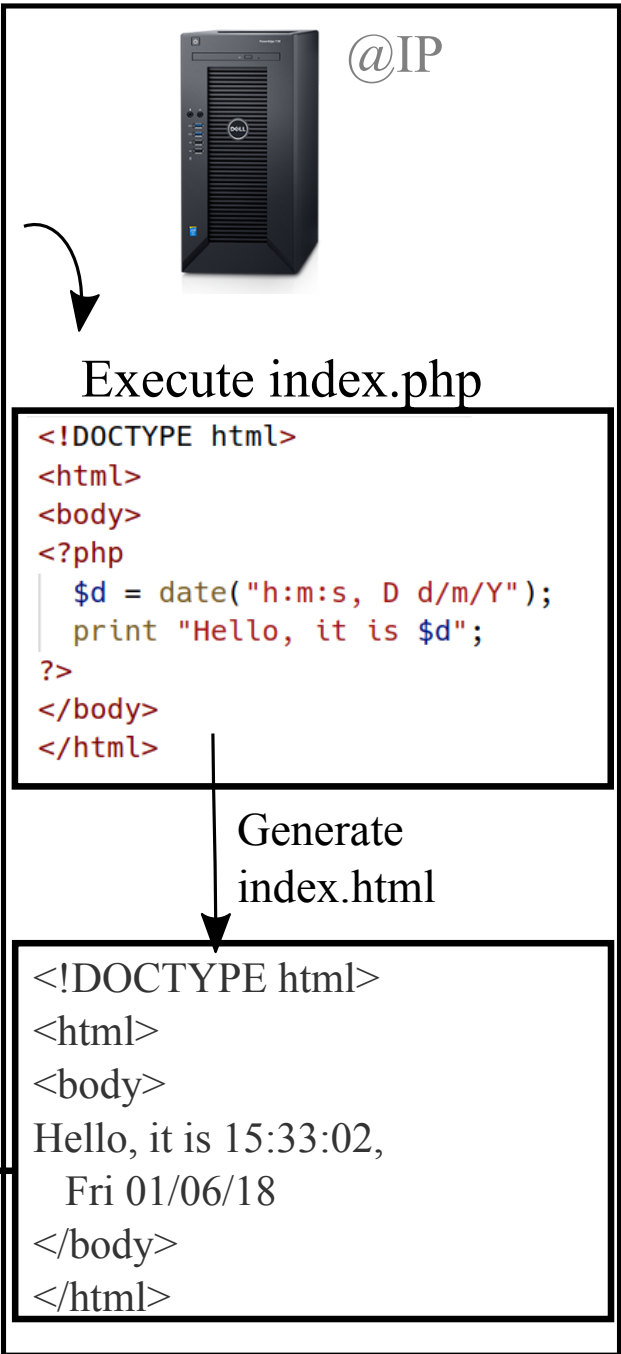
First PHP Program

Client
your machine



request *url/*

Server



Send index.html

```
<!DOCTYPE html>
<html>
<body>
Hello, it is 15:33:02,
    Fri 01/06/18
</body>
</html>
```

First PHP Program - remarks

```
<!DOCTYPE html>
<html>
<body>

<?php
    $d = date("H:i:s, D d/m/Y");
    print "Hello, it is $d";
?>

</body>
</html>
```

- PHP code is included between the markups **<?php** and **?>**
- PHP code can be embedded within existing HTML
 - *Good practice: Write as much as possible HTML code. Add PHP only when needed*
- PHP code is not visible on the client browser! Only the resulting html [\[link\]](#)
- PHP code is executed at each query of the page on the server
- PHP variables are preceded by \$
- The command *print* display its content in the resulting HTML

Executing PHP code

Need for Server

- PHP files cannot be read/interpreted directly by your browser
- PHP files are expected to be on a server

In normal/final conditions:

- PHP files are hosted on a server
 - ex. You upload your `index.php` file on `cse104.org/yourDirectory/index.php`
- You (the client) access the server from a URL
 - ex. You request `cse104.org/yourDirectory/index.html`

For development conditions: need to emulate a server on the local machine

Developing with PHP on your local machine

2 steps required

A. **Run a PHP interpreter** and a local server (serving the local machine)

See tutorials: Xampp / PHP

This run a server for the local machine, and interpret PHP files.

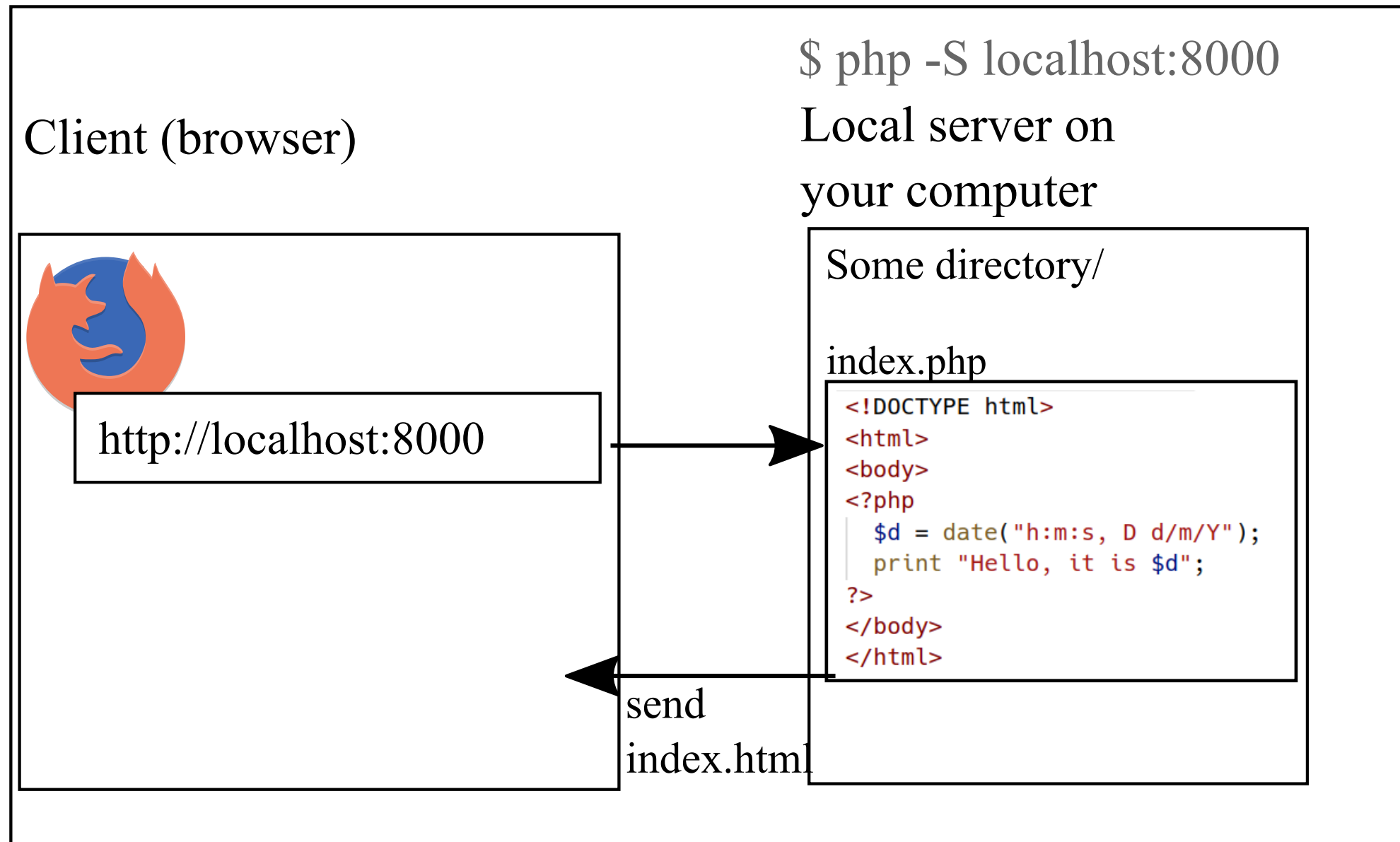
(the local machine is always called: **localhost**)

B. **Request the file** from your browser/client on **localhost**

Load your browser at the address `http://localhost/`

Developing with PHP on your local machine

Your computer



PHP Code

Basic programming structures

- **Variables**: dynamically typed, preceded by \$

```
$a=5; $a=$a+8; print "$a";
```

- **Arrays**

```
$a=[4,1,2]; a[15]="a string"; print "$a[0],$a[15]";
```

- **For loop**

```
for($k=0; $k<10; $k++) {...}
```

- **Foreach loop**

```
foreach($container as $value) {... $value ...};
```

```
foreach($container as $key=>$value) {... $key ... $value ...};
```

Including PHP files

Can generate an HTML in aggregating several PHP files

- `include("file.php")`: Include "file.php" and emit a warning if file.php is not accessible.
- `require("file.php")`: Include "file.php" and stop the program if file.php is not accessible

```
<?php
    require("header.php");
    require("navigation.php");
    require("body-home.php");
    require("footer.php");
?>
```

Reading/Writing files

`file_get_contents` : read content of a file

`file_put_contents` : write content to a file

Rem. Accessing files (on the client machine) in JavaScript is tricky (sandbox limitation for security issues).

Accessing files (on the server) in PHP is easy.

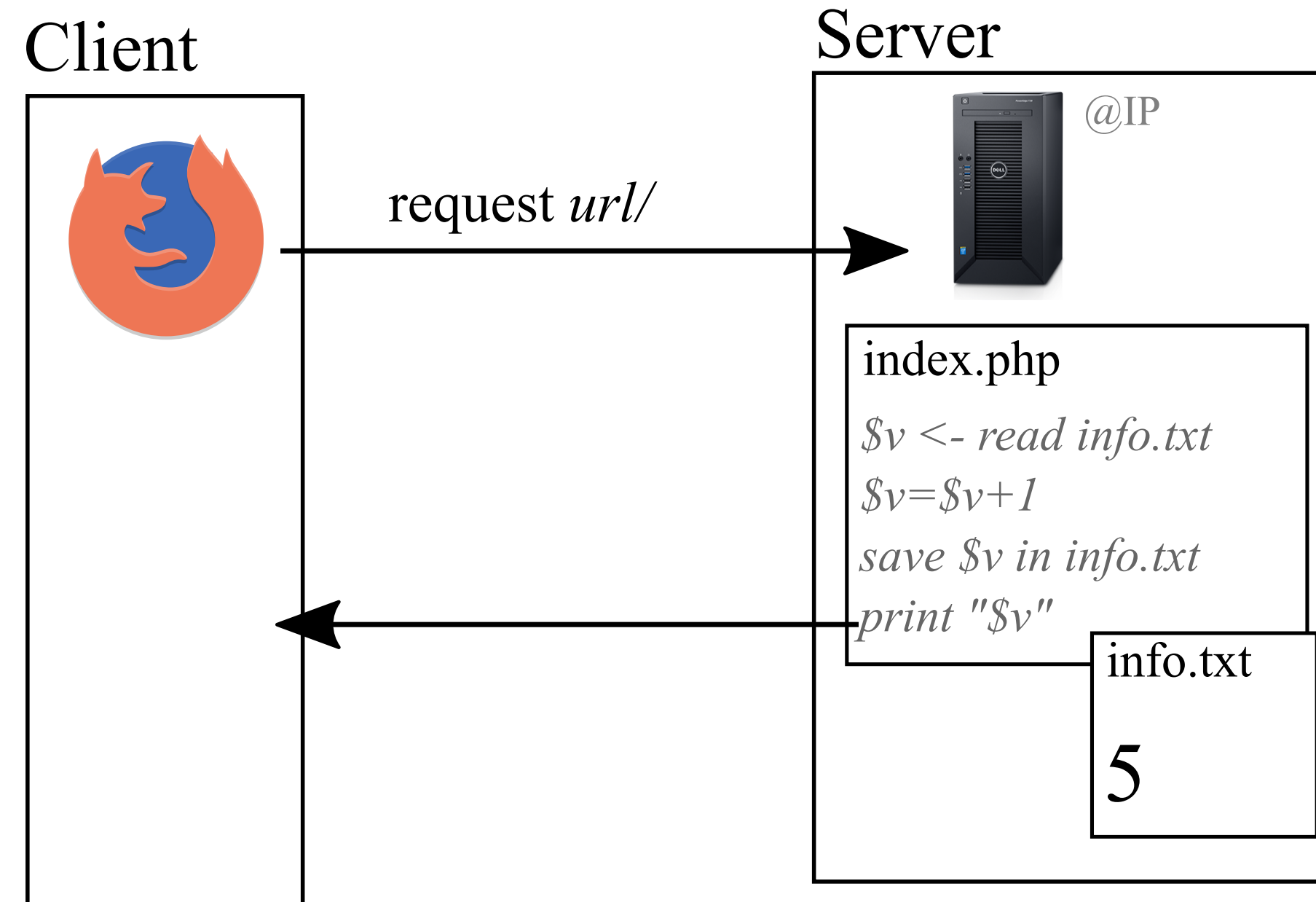
No security issue: only the server can access to its files

⇒ You can store/share any information in a permanent way through different users

Examples: Reading and drawing all images within directory, counting and storing the number of times a page has been viewed.

Reading/Writing files

```
<!DOCTYPE html>  
<html lang="en">
```



GET/POST Parameters

Client can pass parameters to the server

GET method: pass parameter to the url

ex. google.com/search?q=sncf+strike

POST method: pass parameters implicitly (using HTML form, JS fetch).

Example using GET parameters on the server

GET parameters accessible through the global variable `$_GET`

```
<?php
$firstname = $_GET["firstname"];
$lastname = $_GET["lastname"];
print "<h1>Hello $firstname $lastname</h1>";
?>
```

Link: <URL/?firstname=John&lastname=Doe>

Sending parameters to the server using an HTML form

By default, forms send parameters using GET protocole

```
<form action="URL">
<ul>
<li>First Name : <input type="text" name="firstName"> </li>
<li>Last Name: <input type="text" name="lastName"> </li>
<li><input type="submit"></li>
</ul>
</form>
```

[Example Link](#)

To send a POST request - change the first line:

```
<form action="URL" method="post">
```

Example of form and data storage

```
<!DOCTYPE html>

<html>

<head>
    <title> CSE104 </title>
    <script src="script.js" defer></script>
    <link rel="stylesheet" href="style.css">
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1">

</head>

<body>

<form method="post">
My Name: <input type="text" name="Name"> <br> <br>
My Message: <input id="message-input" type="text" name="Message"> <br> <br>
<input id="submit-input" type="submit" value="Submit">
</form>

<br>

<?php
if( isset($_POST['Name']) && isset($_POST['Message']) && $_POST['Name']!=' && $_POST['Message']!=' ){
    $name = $_POST['Name'];
    $message = $_POST['Message'];

    $file_content = file_get_contents('msg.txt');
    $file_content = $file_content.$name.' : '.$message.PHP_EOL;
    file_put_contents('msg.txt',$file_content);
}
?>

<?php
$file_content = file_get_contents('msg.txt');
$lines = explode("\n",$file_content);
foreach($lines as $line){
    if(strlen($line)>0)
    {
        $token = explode(" : ",$line);
        $name = $token[0];
        $message = $token[1] ;
    }
}
```

[Link to webpage](#)

Example of form and data storage

```
<!-- Form -->
<form method="post">
My Name: <input type="text" name="Name">
<br> <br>
My Message: <input id="message-input"
             type="text" name="Message">
<br> <br>
<input id="submit-input" type="submit" value="Submit">
</form>

<!-- Data Base Storage -->
<?php
if( isset($_POST['Name']) && $_POST['Name']!='')
{
    $name = $_POST['Name'];
    $message = $_POST['Message'];

    $file_content = file_get_contents('msg.txt');
    $file_content = $file_content.$name.' : '.$message.PHP_EOL;
    file_put_contents('msg.txt',$file_content);
}
?>
```

```
<!-- Data Base Display -->
<?php
$file_content = file_get_contents('msg.txt');
$lines = explode("\n",$file_content);
foreach($lines as $line){
    if(strlen($line)>0)
    {
        $token = explode(" : ",$line);
        $name = $token[0];
        $message = $token[1] ;

        print "<div class=\"entry\"><div class=\"wrap\">";
        print "<div class=\"name\">$name</div>: ";
        print "<div class=\"message\">$message</div>";
        print "</div></div>";
    }
}
?>
```

Node.js

Node.js

- A stand-alone JavaScript interpreter (doesn't need a browser).
- Mainly used for server program (can be used as general programming language).

Node.js / PHP

- Created in 2009: Node.js - recent
Less common, but developing fast
- Allows the use of the same language (JS) on client and server
- Easy to develop general application (not focussed on HTML file generation)

Basic Node.js application

```
const express = require('express');
const app = express();

app.listen(8000, function () {
  console.log('Server listening on port 8000');
});

app.get('/', serverResponse);

function serverResponse(req, res) {
  res.send('Hello, this is a message from the server');
}
```

Running node.js

- Install *express.js* module (only once)

```
npm install express
```

- Run the local server

```
node server.js
```

- Open the browser at the url *http://localhost:8000*

Use of *express.js* module: Efficient server development

Hosting node.js project on a server

- Warning: Node.js project requires dedicated machine

Usually not compatible with shared hosting

- Solution: Self-hosting, Virtual Private Server (VPS)

Using Node.js

Routing

Answering to URL interpreted as parameters

```
app.get('/',homeServerResponse);  
app.get('/hello/:firstname/:lastname',helloResponse);
```

```
function homeServerResponse(req,res) {  
  const response = `Home`;  
  res.send(response);  
}
```

```
function helloResponse(req,res) {  
  const firstname = req.params.firstname;  
  const lastname = req.params.lastname;  
  const response = `Hello ${firstname} ${lastname}`;  
  res.send(response);  
}
```

Handlebars

Parameterizing/template HTML with variables

```
function helloResponse(req,res) {  
  const firstN = req.params.firstname;  
  const lastN = req.params.lastname;  
  
  const placeholders = {firstname:firstN, lastname:lastN};  
  res.render('file',placeholders);  
}
```

file.handlebars

```
<body>  
<h1>Hello {{firstname}} {{lastname}}</h1>  
</body>
```

Returning JSON

// Return any JS object

```
res.send({arg1:value1,arg2:value2, ...});
```

Communicating with client: Fetch

Server

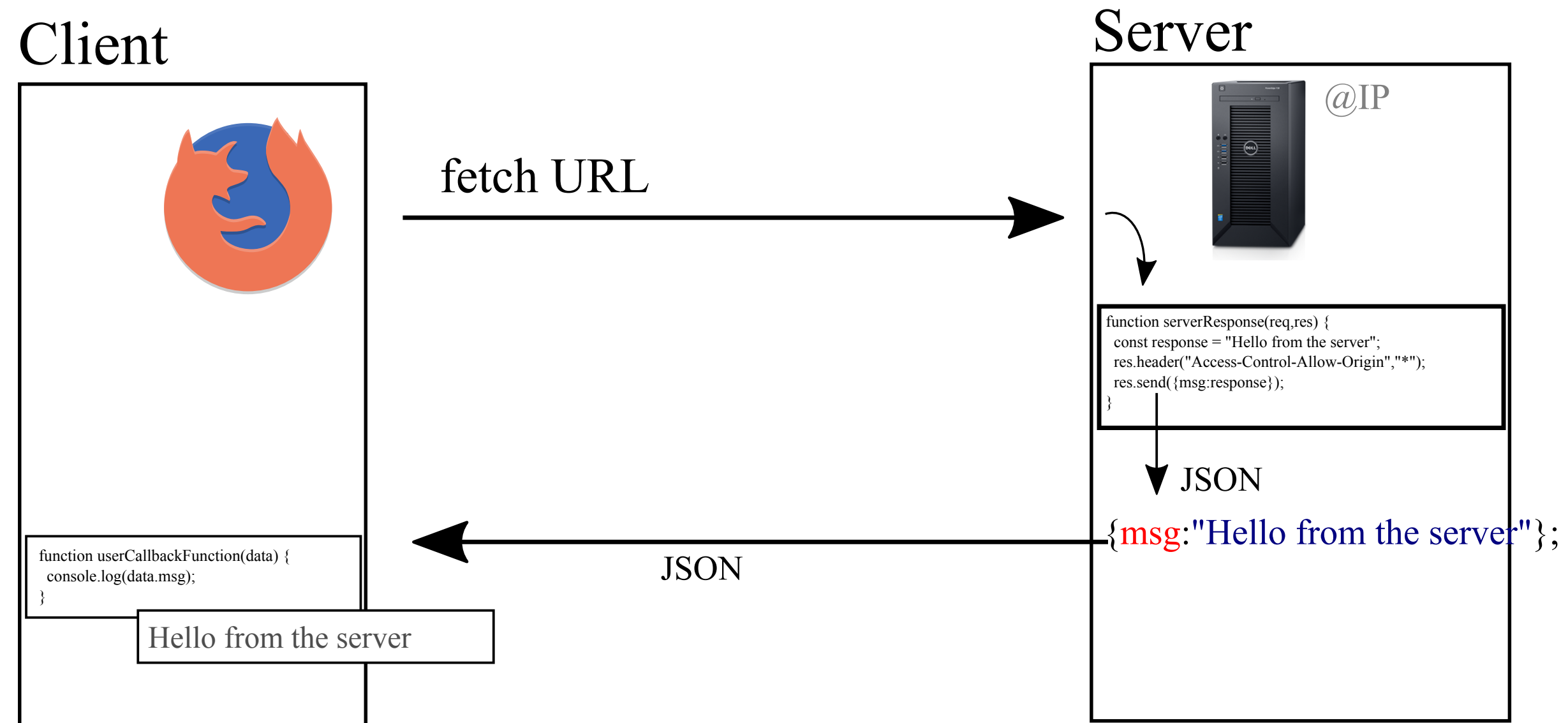
```
function serverResponse(req,res) {  
  const response = "Hello from the server";  
  res.header("Access-Control-Allow-Origin","*");  
  res.send({msg:response});  
}
```

Client

```
fetch("http://localhost:8000/")  
  .then(response=>{return response.json();})  
  .then(userCallbackFunction);
```

```
function userCallbackFunction(data) {  
  console.log(data.msg);  
}
```

Communicating with client: Fetch

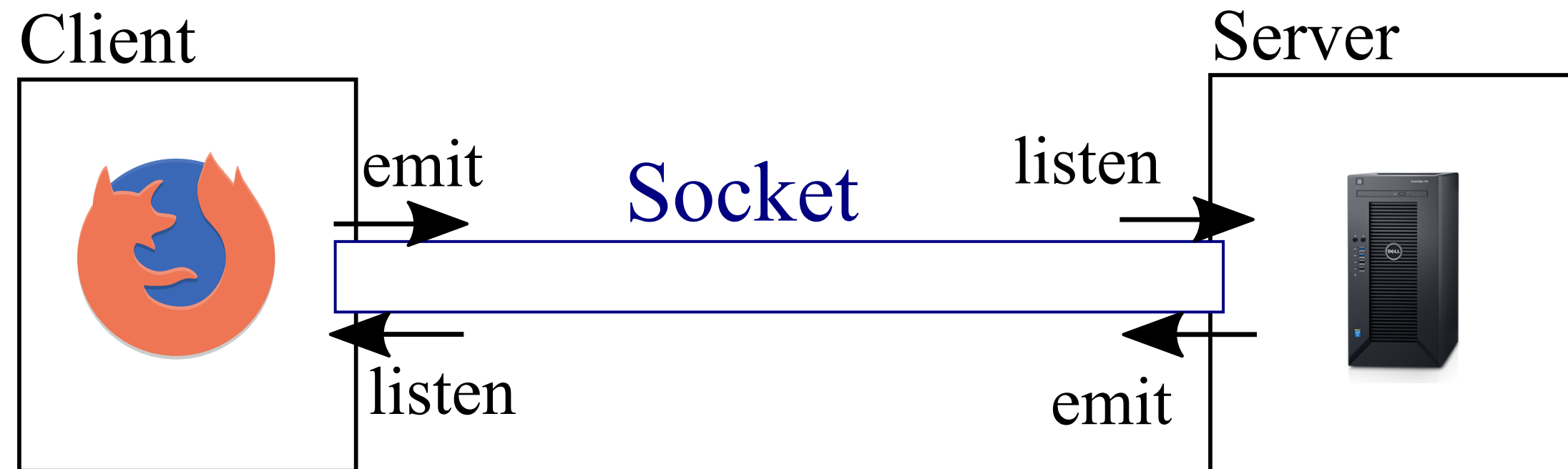


Communicating with client: Socket

Fetch allows the client to request a resource from the server

But the server cannot contact the client

⇒ Socket: Allows bi-directional communication b/w client-server



Socket (module socket.io)

Server

```
const io = require('socket.io')(http);
io.on('connection',onConnection);

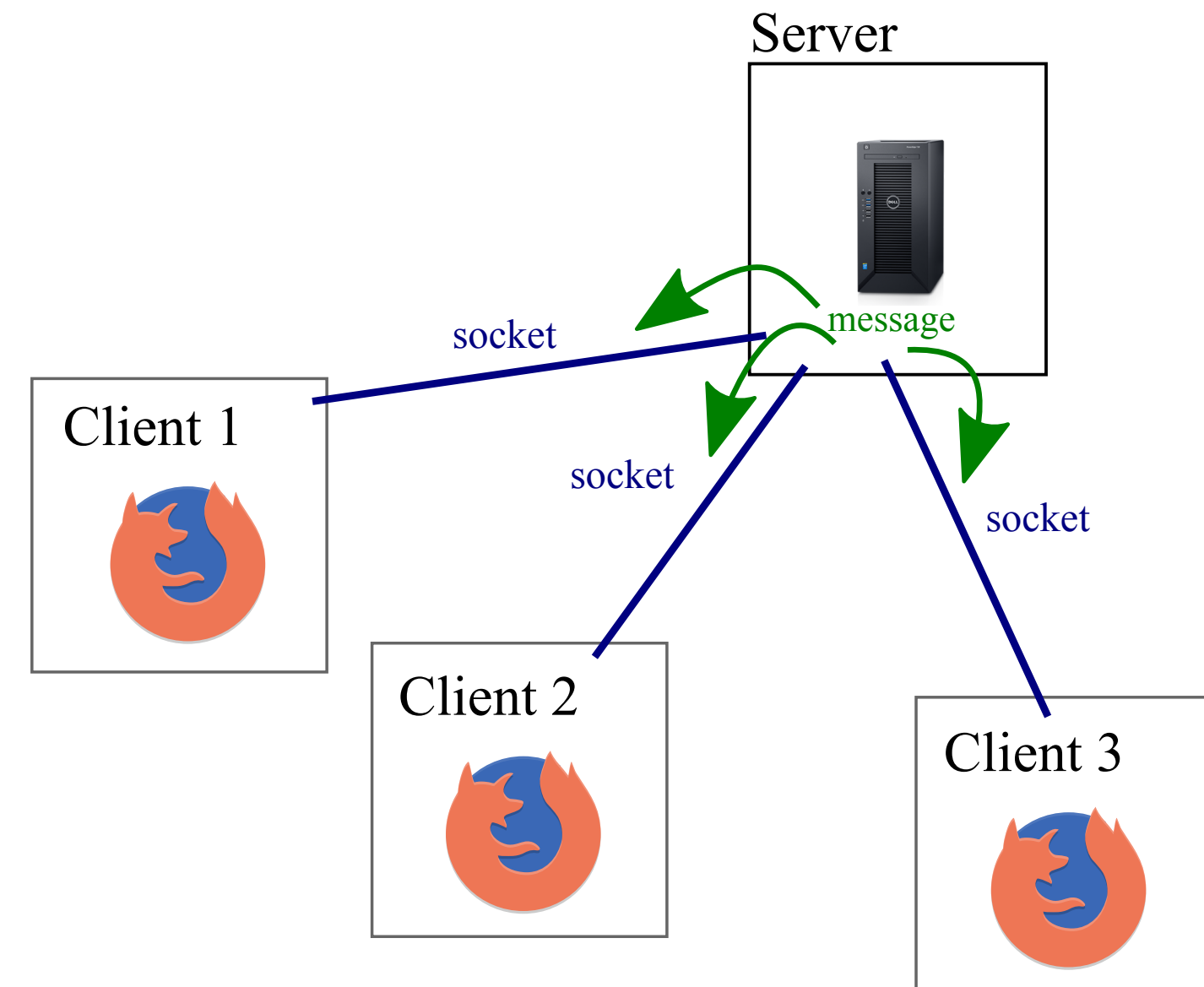
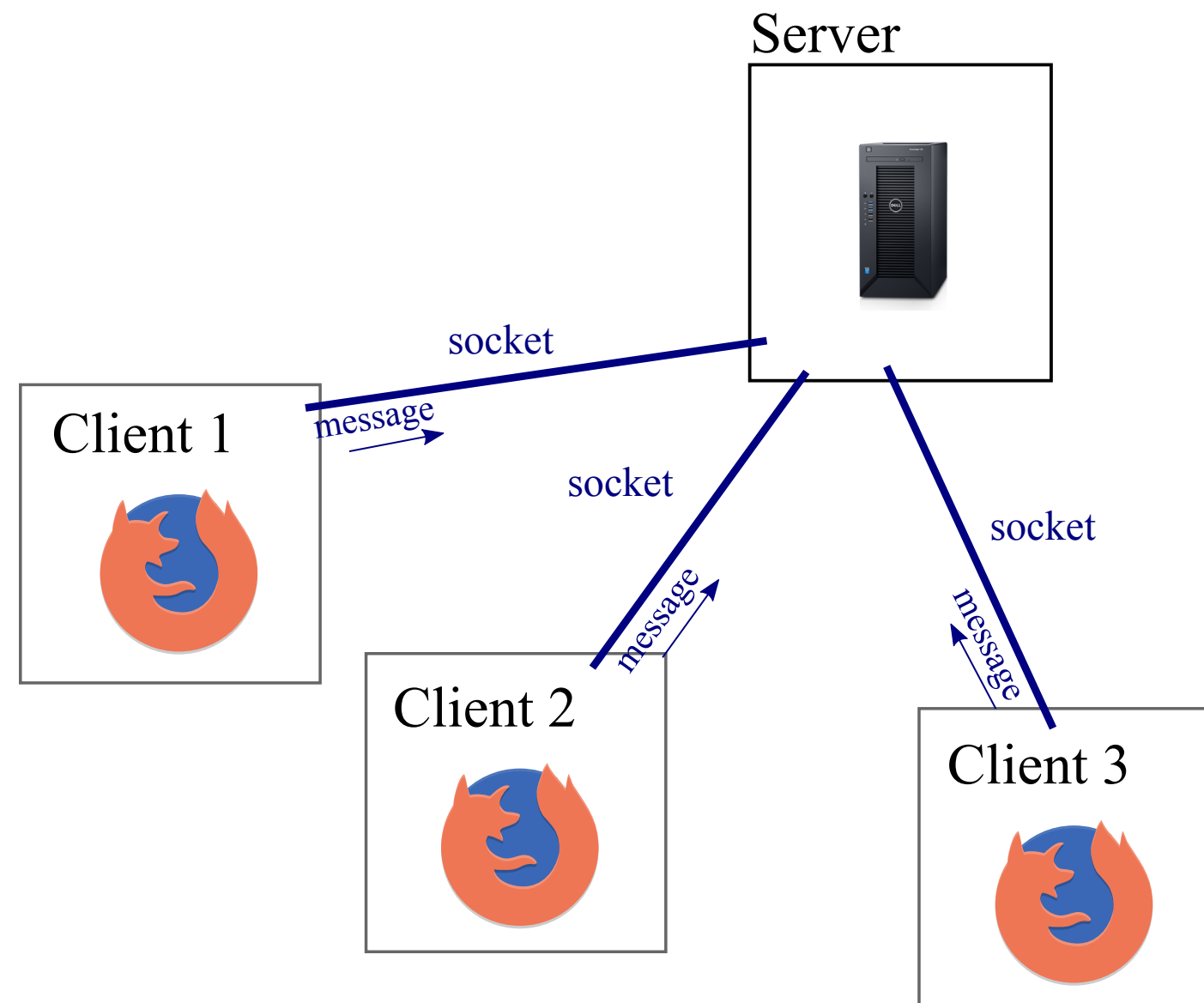
function onConnection(socket) {
  socket.emit('message',"hello from server");
  socket.on('message',function(message){onMessage(message,socket)});
}
function onMessage(message,socket) {
  console.log('Server received message from client '+message);
}
```

Client

```
const socket = io.connect('http://localhost:8000');
socket.on('message',receiveMessageEvent);
socket.emit('message',"Hello from client");
function receiveMessageEvent(message) {
  console.log('Client received message from server: '+message);
}
```

Example: ChatBox

- Each client send their message to the server
- Server send back the message to every open sockets (broadcast)



Example: ChatBox

There's nothing here, yet.

Build something amazing

```
function onMessage(message,socket) {  
  // emit message to emitter client  
  socket.emit('message',message);  
  // emit message to other clients  
  socket.broadcast.emit('message',message);  
}
```

[Link](#)