

Internet: a vast international network of computers
consists of PCs & communication links that connect.

WWW: software consists of web pages, images, sound files, etc.,
and the software that stores and retrieves these files.

Internet is the hardware that stores and executes the
web software.

ARPANET networks First network VS. Govern.

Features of web:

- ① URL: uniquely identify a resource in WWW
- ② HTTP describes how requests and responses operate.
- ③ web server software (Apache, IIS) responds to HTTP requests
- ④ HTML to publish docs.
- ⑤ Browser to make HTTP req. from URLs and display HTML

W3 Consortium: international org. to improve the web.
standards.

• CSS, • DOM, • HTML, • HTTP, • XHTML, • XML

Adv. of web apps over desktop apps:

- ① Accessible from any internet-enabled computer.
- ② Works with diff. operating sys. and browser platforms.
- ③ Easy to update. (only software on server, not on every desktop)
- ④ Centralized storage on the server.

Disadv.:

- ① Requires Internet connection active.
- ② Security concerns. alt. Sen. data priv. loss over internet.
- ③ Works on certain browsers.
- ④ Prevent access to certain software (Adobe on iOS)

Intranet: internet network that is local to an org. or has private resources. (only employees have access)
intranet protected from unauthorized external access to firewalls.

Static vs Dynamic:

Static: consists only of HTML pages (that identical for all users)

Dynamic: Capable of producing diff. content for diff. visitors from the same server side file. (cookies, JavaScript)

Web 2.0: interactive exp. where users could contribute and consume web content - creating user-driven web exp.

Protocol: A set of rules that control the way two entities communicate with each other.

IP: identifies dest. of internet. provided by Internet Service Provider (ISP)

Inter-network: big network of networks

App Layer \rightarrow HTTP, FTP, Telnet

Transp. Layer \rightarrow TCP, UDP

InterNetwork Layer \rightarrow ^{Transp. and IP}

Network Interface \rightarrow Ethernet, PPP

Physical Layer

Routers direct packets among diff. networks based upon IP address.

Trans. layer (End-to-end service)

TCP: divides data into packets, packets arrive on the other end, puts packets back together.

Connects b/w 2 pcs called sockets.

UDP (User Datagram) No guarantee of delivery, 1 packet trans used for domain name service.

Client-Server model:

Server: Computer agent works 24/7 listens to queries from any client who make a req.

Client: computer agent makes req. and receives responses from the server, in form of img, txt, ... etc

req. - response loop: req. → resp. (HTML / img)

most basic mechanism.

server receives req. and trans. response.

Client (browsers) send HTTP req. & web server send HTTP response.

web send HTTP resp. code (HTML page by browser)

Apps layer services: ① Domain name service (DNS) / UDP based
② virtual hosting & maps DN onto folders on web server.

Uniform Resource Locator (URL): http:// www.com /index

How	Where	What
App. Prot.	IP address	path
	IP to travel	to resource
	locate virtual space (folders) on web	in folder

Trans. layer (End-to-End service)

TCP: divides data into packets, verifies arrivals on the other end, puts packs back together.

Connects all 2 pcs called sockets.

UDP (User datagram) No guarantee of delivery, 1 packet trans used for domain name service

Client-Server model:

Server: Computer agent works 24/7 listens to queries from any client who make a req.

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Apps layer services: ① Domain name service (DNS) / UDP protocol
② virtual hosting & maps DN onto folders on web server.

Uniform Resource Locator (URL): http://www.com/folder/

How	Where	What
App. Prot.	named address	path
	IP to travel	to request
	locate virtual space (folder)	in folder
	on web	

DNS: Domain Name Systems (IP add. is very long to recall)
Me → www...com → DNS → IP
↳ Web Server → request.

Top Level Domain Name (TLD): identifies right-most part of domain name

Country Code TLD (ccTLD): Two chars codes indicate geographical location of website (.us, .jp, .uk)

HTTP establishes a TCP connection on Port 80.

HTTP requests (GET, POST)

Web Server, at a fund. level, a computer that responds to HTTP requests.

long to read

rest part

aphical

HTML:

<!-- -->

<!DOCTYPE html>

<html>

<head> </head>

<body>

<h1> </h1>

<p> </p>

<small> </small>

<u> </u>

<nav> </nav>

<article>

<p> </p>

<article>

<figure>

<figcaption> </figcaption>

</figure>

</div>

<body>

</html>

Forms

```

<Form method="get" action="process.php">
  <fieldset>
    <legend>... </legend>
    <div>
      <label>Title: </label>
      <input type="text" name="Title" />
    </div>
    <div>
      <label>Country: </label>
      <select name="where">
        <option>... </option>
        <option>... </option>
      </select>
      <input type="submit" />
      <input type="reset" />
    </div>
  </fieldset>
</Form>

```

action="file"
echo \$SERVER['PHP_SELF']
?>

Get:

- data clearly seen in address bar
- remains in history, and cache
- limit on number of chars in form
- data can be bookmarked

Post:

- Data is blurry
- hidden from user
- data not stored/no bookmark

```

<button> , <text area> , <password>
<input type="password", "text", "textarea rows="3", "search"
email, tel, url, "radio", "checkbox", "file", color
"number" : range min=" " max=" ", step="1" / date, time
caption selected> </option> <select size="3">
  <optgroup label=" " >
    <option> ... </option>
    <option> ... </option>
  </optgroup>

```

Tier

- ① Presentation tier: viewing/loading HTML, Interact with user
- ② Application tier: app & business related logic
- ③ Data tier: storage & read/write operations
update

Get: submitted data is displayed in URL / not secure
limited amount of data is allowed

Post: submitted data is kept inside HTTP request / secure
no limit for data size

Static Page: ① IB sends HTTP request to web server

- ② web server process request ③ sends the HTML page
- ④ return that page via HTTP req. to browser
- ⑤ IB renders HTML to user

Dynamic Page: ① IB send HTTP req. to web server

- ② web server process req. and do logic req. req. interpreter
- ③ PHP etc. process the req. (HTML is output & php executed)
- ④ send (html) send to IB ⑤ IB renders HTML to user

Block element: displayed above on page. <div>, <p>

In-line element: displayed on same section line <a>,

Tiers:

(Client)

- ① Presentation tier: viewing/rendering HTML, Internet browser
- ② Application tier: app & business related logic
- ③ data base tier: storage & read/write operations
update

Get: submitted data is displayed in URL / not secure
limited amount of data is allowed.

Post: submitted data is hidden inside HTTP request / secure
no limit for data size

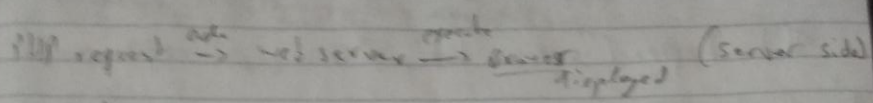
- Static Page:
- ① IB sends HTTP request to web server
 - ② web server process request
 - ③ searches for HTML page
 - ④ return HTML page via HTTP req. to browser
 - ⑤ IB renders HTML to user

- dynamic Page:
- ① IB send HTTP req. to web server.
 - ② web server process req. and delegates request to php interpreter
 - ③ php int. process the page (html is copied & php executed)
 - ④ result (html) send to IB. ⑤ IB renders HTML to user.

Block elements: displayed above on page. `<div>`, `<p>`

Inline elements: displayed on same section line `<a>`, ``

PHP:



<?php ?>

\$dir = /var

Parser engine
 PHP code checker -> human-readable
 Lexer
 to machine-readable
 tokens
 -> tokens to expressions
 compiler -> expressions to PHP opcodes (bytecode)
 executor, optimizer, executor safety -> VM
 -> sent back to browser

Code:

echo \$file

\$arr = array("a" => "b", 12 => true);

\$arr = array(5 => 4, 32, 56, "a" => 12);

\$arr = array(5 => 4, 6 => 32, 7 => 56, "a" => 12);

unset(\$arr[6]); / unset(\$arr[0]);

\$b = array_values(\$a) // reindexes the array

chr(is_array(\$arr)) ? "array" : "not array";

foreach(\$arr as \$key => \$val)

echo count(\$arr);

sort(\$arr); / asort(\$arr)

foreach(\$arr as \$val)
 { echo "value: \$val";
 }

print_r(\$arr);

shuffle(\$arr);

\$temp = explode(" ", "This will be turned into array");

\$res = compact("a", "b", "c");

define("FOO", "sk");

function name(\$n)

echo implode(" ", \$_POST[" "]);

{
 return \$n * 10
 }

```

include 'vars.php'; // form enctypes: multipart/form-data method:
$fph = fopen("welcome.txt", "r"); // creates
$х = fgets($fph);

fclose($fph);

$х = fgets($fph);
fclose($fph);
echo($х);

fwrite($fph, " ");

while(!feof($fph))
{
    echo date("Y-m-d, time");
}

<?php
echo $post["name"], $-Get[" "]

```

```

setcookie("name", $-Post["name"], time() + 36000);

```

Server-Name: name of site req. PHP-SELF
 SERVER-ADDR: IP of server
 Request-Method: GET/POST/PUT/HEAD
 Remote-ADDR: returns IP address of requester
 HTTP-USER-AGENT: OS / browser of client.
 HTTP-REFERER: address of page referred us to this one (link)

```

$browser = get_browser($-SERVER['HTTP-USER-AGENT'], true);

```

```

$х = file($fph) or die("");
foreach($х as $y)
{
    $file = file_get_contents($fph);
    $data = get_contents($fph, " ");
}

```

State:

HTTP does
from req

page info

article
year
Name

Form data method

ac 10/11

1

100

10

10

10

100

10

10

Serialization: taking a complicated object and reducing it to a string representation for storage/transmission

serialize() / unserialize()

Session state: server-based state mechanism, lets web app. store and retrieve objects of any type for each unique user session

`$session / use $session_start()`

```
if (isset($_SESSION['user'])) {  
    // good
```

session dictionary collection is filled with previously saved session data from the session state provider

High-Volume web app: 2 reqs. from 2 web servers.
Solutions:

① Load balancer \rightarrow "session aware"
route all req. this session to the same web server

② Load balancer shared location to store sessions (database, memcache)

Caching: subsequent req. can be served from memory rather than from execution of the page.

app. data caching: place commonly used collections of data into cache memory.

`$mem cache = new MemCache;`

`$mem cache -> connect ('localhost', 11211) or die() ;`

d reducing it
insulation

Date base Request for PHP resources at - query string
 → PHP page is executed on the server
 → SQL to DBMS via API
 → DBMS returns result via API
 → output from PHP execution displayed on browser

Select Field	Update Table	Insert into Table
From Table	Set Fields	Values
Where Fields	Where	

MySQL apps
 Command-line shell
 phpMyAdmin

Delete From Table
 Where Field

Pdo

```
<?php
try {
    $conn = "mysql:host=localhost;dbname=brunson";
    $user = "test user";
    $pass = "my password";
    $pdo = new PDO($conn, $user, $pass);
    $pdo->setAttribute(PDO::ATTR_ERRMODE, PDO::ERRMODE_EXCEPTION);
```

```
$sql = "Select * From categories ORDER by CategoryName";
$result = $pdo->query($sql);
```

```
while ($row = $result->fetch()) {
    echo $row[0] . " - " . $row[1] . " <div>";
```

```
}
$pdo = null
```

```
} catch (PDOException $e) {
    die($e->getMessage());
```

```
}
```


Block

Errors caught
 object

```

mysql
$conn = mysql_connect($host, $user, $pass, $database);
catch: if (mysql_connect_error()) {
    die(mysql_connect_error());
}

$result = mysql_query($conn, $sql); // $pdo->exec($sql);
// rows affected
if (mysql_num_rows($result) > 0) {
    mysql_close($conn);
    while($row = mysql_fetch_assoc($result)) {
        // row = 1
    }
    // then return 1
}

// mysql Insert into table values (?,?,?)
$stmt = $pdo->prepare($sql);
$stmt->bindValue(1, $_POST['isbn']);
$stmt->bindValue(2, $_POST['title']);
$stmt->execute();

// or array
$stmt = $pdo->prepare($sql);
$stmt->execute(array($_POST['isbn'], $_POST['title']));

values (:isbn, :title)
$stmt->bindValues([':title' => $_POST['title']]);
$stmt->execute(array(':isbn' => $_POST['isbn'], ':title' => $_POST['title']));

```

Transactions:

```

try {
    $pdo->query("");
    $pdo->query("");
    $pdo->commit();
} catch (PDOException $e) {
    $pdo->rollback();
}

```

Declaration

declaration block

propyl

- font
- font-family
- font-size
- font-style
- font-weight
- @font-face
- letter-spacing
- line-height
- text-align
- text-decoration
- text-indent
- background
- background-color

background image
background position
background-repeat
color: color(rgb(r, g, b))
border
border-color
border-style
border-top
border-bottom
border-left
border-right
border-width

pr: absolute.

ca. rel. to parent

sem; rel. to rest

inch, cm, mm, ft, ps, abs.

- * all elements

Inline / embedded / external

set all models
 $\{a/n\} \cup \{a/n\}$
 state $\{a/n\}$
 subtyping $\{a/n\}$
 end $\{a/n\}$

<link rel="stylesheet" href="style.css" />

pseudo selectors.

a:link, a:visited, a:hover, a:active

:focus, :checked, :first-child, :first-letter
:first-line

div p	div > p	div p	div p
inside div	parent	first after h3	only p
		have same parent	with same parent as h3

3 types: author-created / user-defined / default browser / to be removed
specificity / location

font, color, text, dir -> inheritable

margin, padding, border, border, spacing -> not inheritable

p { border: inherit; }

specificity: weight

body > div > p -> class -> id > element

background: color image repeat attachment position

border: top right bottom left

overflow: hidden / scroll / auto / space / nowrap only

font-size: 16px normally

var x = new RegExp("5", "i");
var y = "string search (X)"

JavaScript

code JavaScript: index

```
<script type="text/javascript">  
    </script>
```

```
<script type="text/javascript" src="js">  
    </script>
```

```
document.write("Hello")  
console.log()  
alert(" ")
```

```
var arr = new Array();  
// arr = [" ", " ", " "];  
// var arr = [" ", " ", " "];
```

```
for (var i = 0; i < arr.length; i++) {  
    document.write(arr[i]);  
    arr.push(" ");  
    // arr[i] removes  
}
```

```
var a2 = arr.pop();  
var a3 = a1.concat(a2);  
var newA = arr.slice(2, 4);  
arr.shift() // removes 1st
```

```
Window.prompt("Enter", " ");  
Window.confirm("Hello ok?");
```

