

AJAX Programming with php

Ajax programming with php:

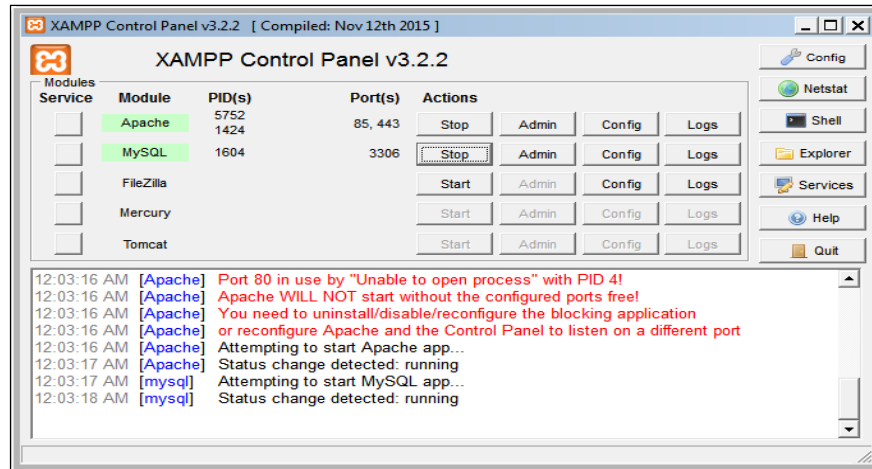


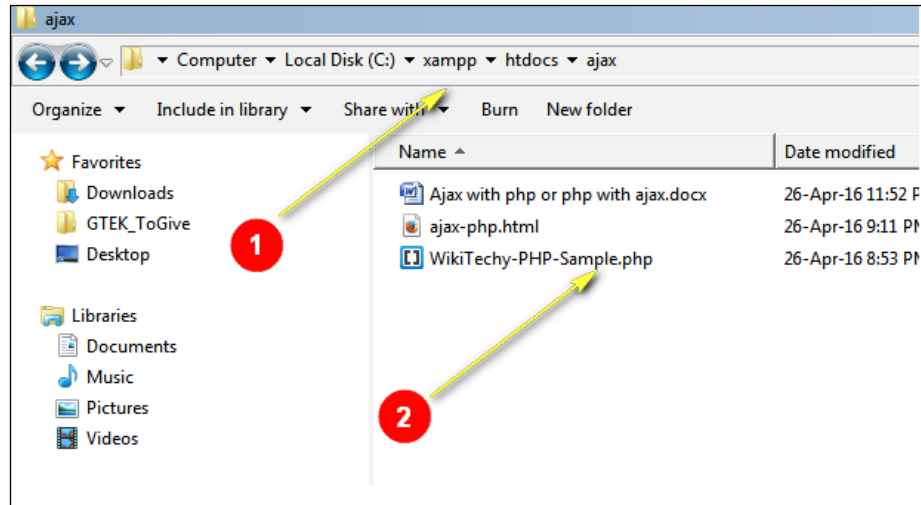
Fig1. XAMPP Control Panel

- ✱ Access the software “XAMPP Control Panel” from your installed program list and start Apache server as shown in the picture above.

ajax php example code:

- ✱ WikiTechy-PHP-Sample.php file to access query string variable

```
<?php
if ($_GET["data"] == "1")
{
    echo 'The server got a value of 1';
}
if ($_GET["data"] == "2")
{
    echo 'The server got a value of 2';
}
?>
```



- 1 Go to the drive where **xampp** is installed. Usually it installs in **C:** drive. Under **xampp** folder go to **htdocs\ajax** folder.
- 2 Save the above sample php code in this path with the file name "**WikiTechy-PHP-Sample.php**".

Code Explanation:

```
<?php
if ($_GET["data"] == "1") ← 1
{
    echo 'The server got a value of 1'; ← 2
}
if ($_GET["data"] == "2") ← 3
{
    echo 'The server got a value of 2'; ← 4
}
?>
```

- 1 This line of code checks whether the query string variable "**data**" has the value "**1**" by the conditional code `if ($_GET["data"] == "1")`.

- 2 If the conditional code satisfies, the compiler is instructed to print the string in output console as "The server got a value of 1".
- 3 This line of code checks whether the query string variable "data" has the value "2" by the conditional code `if ($_GET["data"] == "2")`.
- 4 If the conditional code satisfies, the compiler is instructed to print the string in output console as "The server got a value of 2".

Output:



- ✱ The php code is executed in the browser by passing the value "1" for the variable "data".



- ✱ The php code is executed in the browser by passing the value "2" for the variable "data".

ajax example - Sample Code:

```
<html>
<head>
  <title>Sending Data to the Server</title>
  <script language = "javascript">
    function getData(str)
    {
      var xmlhttp = new XMLHttpRequest();

      xmlhttp.onreadystatechange = function()
      {
        if (xmlhttp.readyState == 4 && xmlhttp.status == 200)
        {
          document.getElementById("targetDiv").innerHTML =
            xmlhttp.responseText;
        }
      };
      xmlhttp.open("GET", "WikiTechy-PHP-Sample.php?data=" + str,
        true); xmlhttp.send();
    }
  </script>
</head>
<body>
  <div id="targetDiv">
  </div>
</body>
</html>
```

```
}  
</script>  
</head>  
<body>  
  <h1>Sending Data to the Server</h1>  
  <form>  
    <input type = "button" value = "Fetch message 1"  
      onclick = "getData(1)">  
    <input type = "button" value = "Fetch message 2"  
      onclick = "getData(2)">  
  </form>  
  <div id="targetDiv">  
    <p>The fetched message will appear here.</p>  
  </div>  
</body>  
</html>
```

Code Explanation:

```
<html>  
  <head>  
    <title>Sending Data to the Server</title>  
    <script language = "javascript"> ← 1  
      function getData(str) ← 2  
      {  
        var xmlhttp = new XMLHttpRequest(); ← 3  
        xmlhttp.onreadystatechange = function() ← 4  
        {  
          if (xmlhttp.readyState == 4 && xmlhttp.status == 200) ← 5  
          {  
            document.getElementById("targetDiv").innerHTML = xmlhttp.responseText; ← 6  
          }  
        };  
        xmlhttp.open("GET", "WikiTechy-PHP-Sample.php?data=" + str, true); ← 7  
        xmlhttp.send(); ← 8  
      }  
    </script>  
  </head>  
  <body>  
    <h1>Sending Data to the Server</h1>  
    <form> ← 9  
      <input type = "button" value = "Fetch message 1" onclick = "getData(1)"> ← 10  
      <input type = "button" value = "Fetch message 2" onclick = "getData(2)"> ← 11  
    </form>  
    <div id="targetDiv"> ← 12  
      <p>The fetched message will appear here.</p>  
    </div>  
  </body>  
</html>
```

- 1 The line "`<script language = 'javascript'>`" indicates / informs the compiler that the language for script code is "`javascript`".
- 2 Start the function code `function getData(str)` to start listening to `XMLHttpRequest()`;
- 3 Declare a variable for the `XMLHttpRequest()` class.
- 4 When any request is sent to a `server`, some decisions are made and implemented based on the response. The `onreadystatechange` event is fired each time when the `readyState` changes.
- 5 The `readyState` property contains the status of the `XMLHttpRequest`. It is a `value between 0 to 4` that has the following meaning:

0: request not started

1: server connection is successful

2: request received by the server

3: server is processing the request

4: request completed and response is ready

- ✱ The `status` property informs whether requested data is found or not. It has the below values:

200: Found



404: Not found

- 6 Each and every request to server will be given a response value. This value indicated by the `responseText` is assigned to the `innerHTML` attribute of the div tag named "`targetDiv`".
- 7 XMLHttpRequest formulates HTTP send requests is a simple manner. Here the object of the class `XMLHttpRequest`, opens an `URL`, to send a request. The `open ()` method has three parameters:

✿ First Parameter Value: GET or POST

- ⌘ This is the type of `request sent to server`.
- ⌘ `GET` is simpler request but has size limitations and security issues.
- ⌘ `POST` is faster, can accept larger quantity of data and secure in a way than `GET`.

✿ Second Parameter Value: The location of the server file.

- ⌘ The server file `URL needs to be called with a query string` parameter along with its value.
- ⌘ This value is taken from the variable "`str`", which is a parameter for the function `getData()`.

✱ Third parameter value:

⌘ **true** – indicates that it is an **asynchronous call to the server**. If the value is false then it indicates a synchronous call. By default, the value is "**true**".

8 **send()** – sends request to the server URL.

<form> - HTML **<form>** element signifies an interactive part of HTML content that can be used to send request to a server.

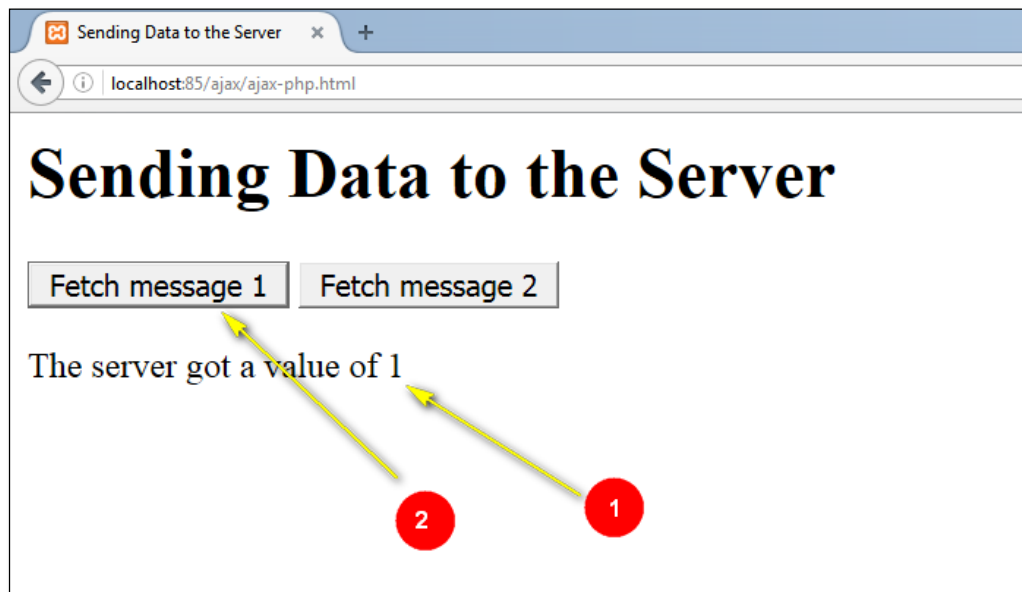
9 Using this **<form>** element, two button elements are placed in it.

10 The first button, place a server request. by passing the value "**1**" to the javascript method parameter "**str**".

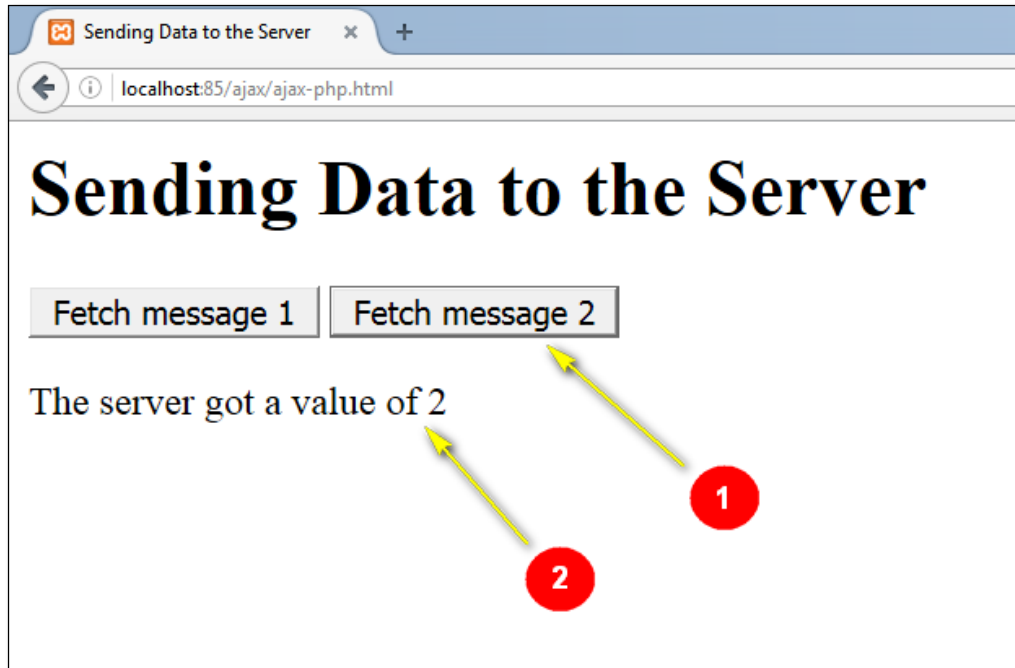
11 The second button, place a server request by passing the value "**2**" to the javascript method parameter "**str**".

12 **<div>** element, with an identifier name "**id**", is placed here to receive and display server response.

Output:



- 1 The first button "Fetch message 1" is clicked to pass an asynchronous request.
- 2 The response is displayed from the server.



- 1 The second button "Fetch message 2" is clicked to pass an asynchronous request.
- 2 The response is displayed from the server.