

WEBD 236

Web Information Systems Programming

Week 4

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Agenda

- This week's expected outcomes
- This week's topics
- This week's homework
- Upcoming deadlines
- Questions and answers

Week 4 Outcomes

- Create HTML forms
- Access form data from a script
- Construct algorithms using selection and repetition structures.

Web Forms

- Basic HTML-based web-form elements
 - Fieldsets
 - Labels
 - Text boxes
 - Text areas
 - Buttons
 - Radio buttons
 - Check boxes
 - Combo boxes

Web

- Basic HTML-based
 - Fieldsets
 - Labels
 - Text boxes
 - Text areas
 - Buttons
 - Radio buttons
 - Check boxes
 - Combo boxes

Personal information

First Name

Last Name

Comments

Inquiry Type

Demographic information

Gender
 Male
 Female

Interests
 Games
 Reading
 Gardening
 Sports
 Exercise

Web Forms

```
<form action='formelements.php' method='post'>
  <fieldset>
    <legend>Personal information</legend>
    <label for='firstName'>First Name</label>
    <input type='text' id='firstName' name='firstName' />
    <label for='lastName'>Last Name</label>
    <input type='text' id='lastName' name='lastName' />
    <label for='comments'>Comments</label>
    <textarea id='comments' name='comments' rows='5'
      cols='40'></textarea>
```

Web Forms

```
<form action='formelements.php' method='post'>
  <fieldset>
    <legend>Personal information</legend>
    <label for='firstName'>First Name</label>
    <input type='text' id='firstName' />
    <label for='lastName'>Last Name</label>
    <input type='text' id='lastName' />
    <label for='comments'>Comments</label>
    <textarea id='comments' name='comments'
      cols='40'></textarea>
```

Any input, textarea, select, etc., within the form will be submitted

- action: script to receive data
- method: get OR post



Web Forms

```
<form action='formelements.php' method='post'>
  <fieldset>
    <legend>Personal information</legend>
    <label for='firstName'>First Name</label>
    <input type='text' id='firstName' name='firstName' />
    <label for='lastName'>Last Name</label>
    <input type='text' id='lastName' name='lastName' />
    <label for='comments'>Comments</label>
    <text area id='comments' name='comments' />
  </fieldset>
</form>
```

fieldset groups related fields graphically (no effect on what the server receives). legend describes the fieldset.

Web Forms

```
<form action='formelements.php' method='post'>
  <fieldset>
    <legend>Personal information</legend>
    <label for='firstName'>First Name</label>
    <input type='text' id='firstName' name='firstName' />
    <label for='lastName'>Last Name</label>
    <input type='text' id='lastName' name='lastName' />
    <label for='comments'>Comments</label>
    <input type='text' id='comments' name='comments' rows='5' />
  </fieldset>
</form>
```

Labels are click targets. Clicking a label activates the input control (associated by `for='someid'` in the label and `id='someid'` in the input control).

Web Forms

```
<form action='formelements.php' method='post'>
  <fieldset>
    <legend>Personal information</legend>
    <label for='firstName'>First Name</label>
    <input type='text' id='firstName' name='firstName' />
    <label for='lastName'>Last Name</label>
    <input type='text' id='lastName' name='lastName' />
    <label for='comments'>Comments</label>
    <textarea id='comments' name='comments' rows=
      cols='40'></textarea>
```

PHP receives these data into the `$_GET`, `$_POST`, or `$_REQUEST` superglobals according to the name attribute.

Web Forms

```
<form action='formelements.php' method='post'>
  <fieldset>
    <legend>Personal information</legend>
    <label for='firstName'>First Name</label>
    <input type='text' id='firstName' name='firstName' />
    <label for='lastName'>Last Name</label>
    <input type='text' id='lastName' name='lastName' />
    <label for='comments'>Comments</label>
    <textarea id='comments' name='comments' rows='5'
      cols='40' />
  </fieldset>
</form>
```

type='text' produces
a single-line text box
for input.

Web Forms

```
<form action='formelements.php' method='post'>
  <fieldset>
    <legend>Personal information</legend>
    <label for='firstName'>First Name</label>
    <input type='text' id='firstName' name='firstName' />
    <label for='lastName'>Last Name</label>
    <input type='text' id='lastName' name='lastName' />
    <label for='comments'>Comments</label>
    <textarea id='comments' name='comments' rows='5'
      cols='40'></textarea>
  </fieldset>
</form>
```

For large, multi-line input, use a textarea. Any text between the begin/end tags is put inside the text area.

Web Forms

```
<label for='inquiryType'>Inquiry Type</label>  
<select id='inquiryType' name='inquiryType'>  
  <option value='error'>Choose an option</option>  
  <option value='prodInfo'>Product information</option>  
  <option value='custSvc'>Customer service</option>  
  <option value='returns'>Returns</option>  
  <option value='other'>Other</option>  
</select>  
</fieldset>
```

Each option appears on its own line, value is what is submitted to the server for the name specified in the select.

Web Forms

```
<fieldset>
  <legend>Demographic information</legend>
  <fieldset>
    <legend>Gender</legend>
    <input type='radio' name='gender' id='male' value='M' />
    <label for='male'>Male</label>
    <input type='radio' name='gender' id='female' value='F' />
    <label for='female'>Female</label>
  </fieldset>
</fieldset>
```

For type=radio, you use different ids, but the same name. Only the selected one within the name group will be submitted.

Web Forms

```
<fieldset>
  <legend>Interests</legend>
  <input type='checkbox' name='interests[]' id='games' value='games' />
  <label for='games'>Games</label>
  <input type='checkbox' name='interests[]' id='reading' value='reading' />
  <label for='reading'>Reading</label>
  <input type='checkbox' name='interests[]' id='gardening' value='gardening' />
  <label for='gardening'>Gardening</label>
  <input type='checkbox' name='interests[]' id='sports' value='sports' />
</fieldset>
</fieldset>
<input type='submit' value='Submit' />
<input type='reset' value='Clear' />
</form>
```

Web Forms

```
<fieldset>
  <legend>Interests</legend>
  <input type='checkbox' name='interests[]' id='games' value='games' />
  <label for='games'>Games</label>
  <input type='checkbox' name='interests[]' id='reading' value='reading' />
  <label for='reading'>Reading</label>
  <input type='checkbox' name='interests[]' id='gardening' value='gardening' />
  <label for='gardening'>Gardening</label>
  <input type='checkbox' name='interests[]' id='other' value='other' />
  <label for='other'>Other</label>
</fieldset>
</fieldset>
<input type='submit' value='Submit' />
<input type='reset' value='Clear' />
</form>
```

For type=checkbox, you use different ids, but the same name. The name appears as an array (using []). This creates an array on the server.

Web Forms

```
<fieldset>
  <legend>Interests</legend>
  <input type='checkbox' name='interests[]' id='games' value='games' />
  <label for='games'>Games</label>
  <input type='checkbox' name='interests[]' id='reading' value='reading' />
  <label for='reading'>Reading</label>
  <input type='checkbox' name='interests[]' id='gardening' value='gardening' />
  <label for='gardening'>Gardening</label>
  <input type='checkbox' name='interests[]' id='sports' value='sports' />
  <label for='sports'>Sports</label>
</fieldset>
</fieldset>
<input type='submit' value='Submit' />
<input type='reset' value='Clear' />
</form>
```

An input with type=submit creates a button, as does reset.



PHP Scripts for Form Data

- Can use `$_GET`, `$_POST`, or `$_REQUEST` arrays to access form data.
 - All are arrays with the key equal to the name given to the form element.
 - The values are strings from the data in the form.
 - Multiple-select form elements have array values
 - Multiple select combo-boxes
 - Checkboxes

PHP Scripts for Form Data

```
<!DOCTYPE html>
<html>
  <head>
    <title>Form Elements result</title>
  </head>
  <body>
    <h1>Form Elements result</h1>
    <?php echo dumpArray($_REQUEST); ?>
  </body>
</html>
```

PHP Scripts for Form Data

```
<?php
function dumpArray($elements) {
    $result = "<ol>\n";
    foreach ($elements as $key => $value) {
        if (is_array($value)) {
            $result .= "<li>Key <b>$key</b> is an array
                containing:" . dumpArray($value) . "</li>\n";
        } else {
            $value = nl2br(htmlspecialchars($value));
            $result .= "<li>Key <b>$key</b> has value
                <b>$value</b></li>\n";
        }
    }
    return $result . "</ol>\n";
}
?>
```

PHP Scripts for Form Data

```
<?php
function dumpArray($elements) {
    $result = "<ol>\n";
    foreach ($elements as $key => $value) {
        if (is_array($value)) {
            $result .= "<li>Key <b>$key</b> is an array
                containing:" . dumpArray($value) . "</li>\n";
        } else {
            $value = nl2br(htmlspecialchars($value));
            $result .= "<li>Key <b>$key</b> has
                <b>$value</b></li>\n";
        }
    }
    return $result . "</ol>\n";
}
?>
```

Recursion: A function calling itself. Similar to a loop, but has an implicit stopping case.

PHP Scripts for Form Data

```
<?php
function dumpArray($elements) {
    $result = "<ol>\n";
    foreach ($elements as $key => $value) {
        if (is_array($value)) {
            $result .= "<li>Key <b>$key</b> is an array
                containing:" . dumpArray($value) . "</li>\n";
        } else {
            $value = nl2br(htmlspecialchars($value));
            $result .= "<li>Key <b>$key</b> has value
                <b>$value</b></li>\n";
        }
    }
    return $result . "</ol>\n";
}
?>
```

htmlspecialchars converts < into <, > into >, & into &, etc.

PHP Scripts for Form Data

```
<?php
function dumpArray($elements) {
    $result = "<ol>\n";
    foreach ($elements as $key => $value) {
        if (is_array($value)) {
            $result .= "<li>Key <b>$key</b> is an array
                containing:" . dumpArray($value) . "</li>\n";
        } else {
            $value = nl2br(htmlspecialchars($value));
            $result .= "<li>Key <b>$key</b> has value
                <b>$value</b></li>\n";
        }
    }
    return $result . "</ol>\n";
}
?>
```

nl2br converts newlines into
 so that text areas maintain their line breaks.

PHP Scripts for Form Data

```
<?php
function dumpArray($elements) {
    $result = "<ol>\n";
    foreach ($elements as $key) {
        if (is_array($value)) {
            $result .= "<li>Key <b>$key</b>
                containing:" . dumpA
        } else {
            $value = nl2br(htmlspe
            $result .= "<li>Key <b>$key</b>
                <b>$value</b></li>\n
        }
    }
    return $result . "</ol>\n";
}
?>
```

Form Elements result

1. Key **firstName** has value **Bill**
2. Key **lastName** has value **Jones**
3. Key **comments** has value **This is my comment that *stretches* over two lines.**
4. Key **inquiryType** has value **customerService**
5. Key **gender** has value **M**
6. Key **interests** is an array containing:
 1. Key **0** has value **reading**
 2. Key **1** has value **sports**

PHP Scripts for Form Data

- Caveats
 - The previous code dumped out the entire request, which is rarely what you want to do.
 - If you are looking for a specific value, you should use `isset()` to see if it was submitted.

PHP Scripts for Form Data

```
function safeGet($array, $key, $default=false) {  
    if (isset($array[$key])) {  
        $value = $array[$key];  
        if (!is_array($value)) {  
            $value = htmlspecialchars(trim($array[$key]));  
        }  
        if ($value) {  
            return $value;  
        }  
    }  
    return $default;  
}  
$interests = safeGet($_REQUEST, 'interests');  
$firstName = safeGet($_REQUEST, 'firstName');
```

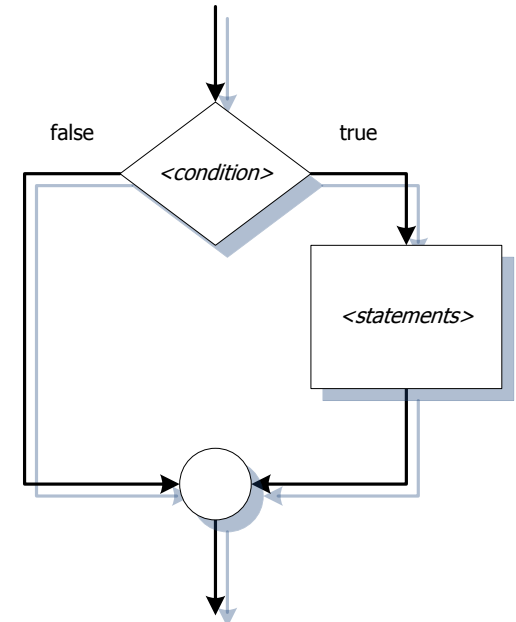
Control Statements

- Control statements alter the flow of a program from straight line to conditional or repeated
 - If/else statements
 - Switch statements
 - For loops
 - Foreach loops
 - While loops
 - Do/while loops

if/else Statements

- Keywords if and else implement conditional execution

```
if (<condition>) {  
    <statements>  
}
```

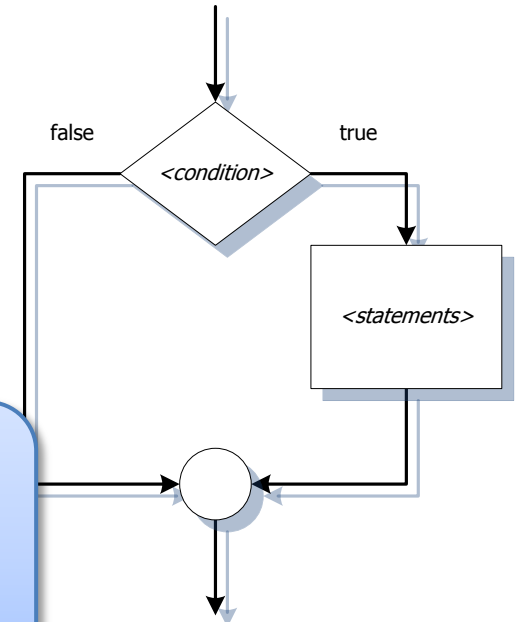


if/else Statements

- Keywords `if` and `else` implement conditional execution

```
if (<condition>) {  
    <statements>  
}
```

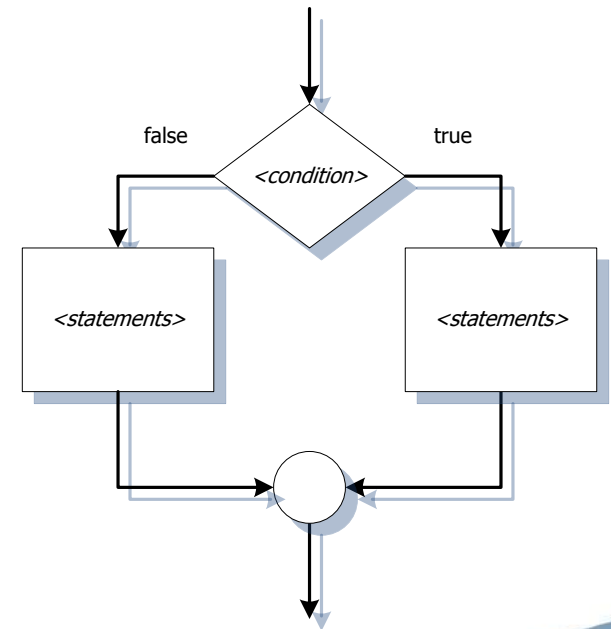
condition should be a boolean expression (after type juggling).



if/else Statements

- Keywords `if` and `else` implement conditional execution

```
if (<condition>) {  
    <statements>  
} else {  
    <statements>  
}
```



switch Statements

- Switch statements
 - A shortcut to compare many values and conditionally execute code based strictly on *equality*.
 - *Good* for a limited number of enumerable options.
 - *Bad* for testing ranges of values, deciding between two mutually exclusive options.

switch Statements

- Switch statements – suitability

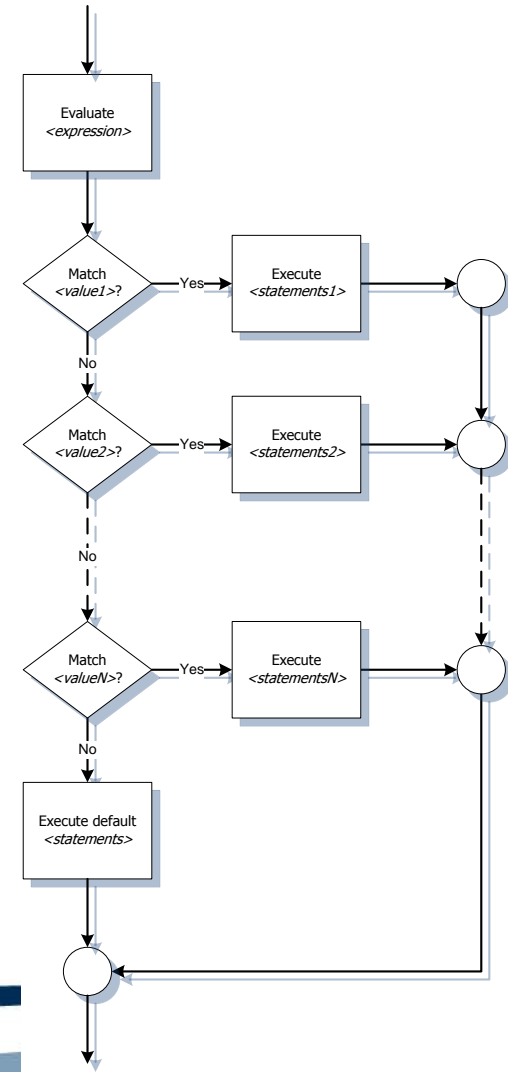
Example	If/else or switch?
Determining point values of letter grades.	
Determining letter grades from a percentage.	
Determining insurance rates based on age.	
Determine the name of a month based on a month number.	
Determine form letter salutation based on gender.	

switch Statements

- Switch statements

```
switch (<expression> {  
  case <value1>:  
    <statements1>;  
    break;  
  case <value2>:  
    <statements2>;  
    break;  
  //...  
  case <valueN>:  
    <statements2>;  
    break;  
  default:  
    <statements>;  
    break;  
}
```

What if "break"
is missing?

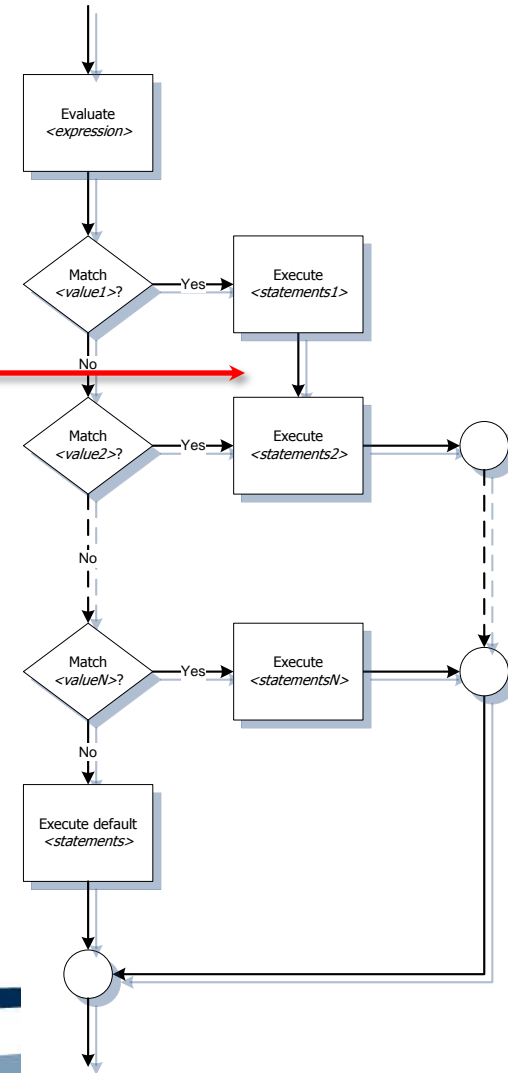


switch Statements

- Switch statements

```
switch (<expression> {  
  case <value1>:  
    <statements1>;  
  
  case <value2>:  
    <statements2>;  
  break;  
  //...  
  case <valueN>:  
    <statements2>;  
  break;  
  default:  
    <statements>;  
  break;  
}
```

Execution “falls through” to the next case!

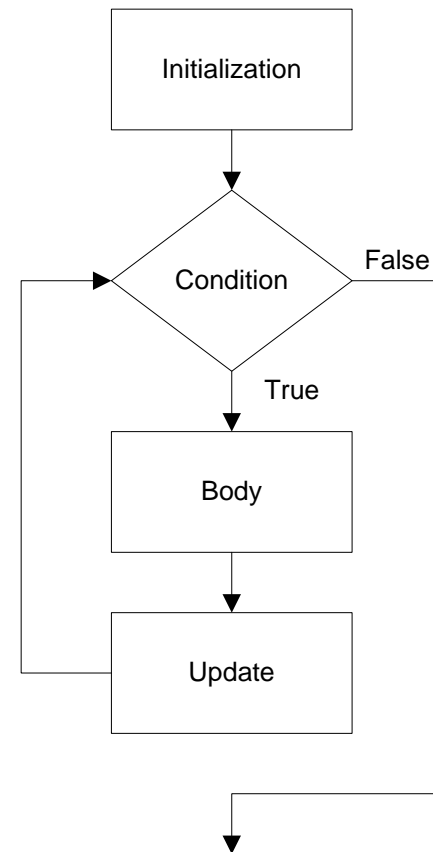


Repetition

- Four parts to every loop
 - Initialization
 - Continuation condition
 - Body
 - Update

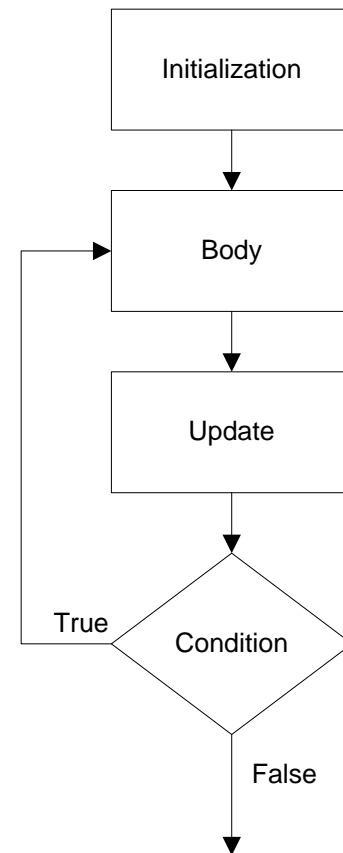
Repetition

- Pre-test loops
 - Condition is evaluated before the body of the loop is executed.
 - Key idea: body may not ever execute.



Repetition

- Post-test loops
 - Condition is evaluated after the body of the loop is executed.
 - Key idea: body always executes at least once



while loops

- While loops:
 - Pre-test loop syntax

```
while (condition) {  
    body_statements;  
}
```

All that is really required. But, which of the four parts are missing?

while loops

- While loops:
 - Pre-test loop syntax

```
initialization;  
while (condition) {  
    body_statements;  
    update_statement;  
}
```

for loops

- For loops:
 - Pre-test loop syntax

```
for (initialization; condition; update) {  
    body_statements;  
}
```


for loops

- For loops:
 - Pre-test loop syntax

```
for (initialization; condition; update) {  
    body_statements;  
}
```

Equivalent to:

```
initialization;  
while (condition) {  
    body_statements;  
    update;  
}
```

for vs. while loops

- When to use for vs. while
 - Equivalent at runtime
 - while loops are a little more flexible (i.e. the update step can be conditional or in the middle of the body)
 - for loops are generally used for counting (i.e. the bounds are known)

do...while loops

- do...while loops:
 - Post-test loop syntax

```
do {  
    body_statements;  
} while (condition);
```

```
initialization;  
do {  
    body_statements;  
    update;  
} while (condition);
```

do...while loops

- do...while loops:
 - Post-test loop syntax

```
do {  
    body_statements;  
} while (condition);
```

Required elements.

```
initialization;  
do {  
    body_statements;  
    update;  
} while (condition);
```

All 4 elements.

do...while loops

- Post-test loops
 - Body always guaranteed to execute at least once.
 - But, we could still copy-and-paste the body above a pre-test loop and achieve the same results.

foreach/as loops

- Specifically designed to solve the problem of iterating through *every* element of an array.

```
foreach ($array_var as $value) {  
    do_something;  
}
```

```
foreach ($array_var as $key => $value) {  
    do_something;  
}
```

foreach/as loops

- Specifically designed to solve the problem of iterating through *every* element of an array.

```
foreach ($array_var as $value) {  
    do_something;  
}
```

Assigns values from the array into \$value each trip through the loop.

```
foreach ($array_var as $key => $value) {  
    do_something;  
}
```

foreach/as loops

- Specifically designed to solve the problem of iterating through *every* element of an array

Assigns the index into \$key and the value into \$value each trip through the loop.

```
value) {
```

```
foreach ($array_var as $key -> $value) {  
    do_something;  
}
```


foreach/as loops

- Example:

```
$alphabet = array(
    'a' => 'apple',
    'b' => 'banana',
    'c' => 'carrot'
);

foreach ($alphabet as $value) {
    print "$value<br />";
}

foreach ($alphabet as $key => $value) {
    print "$key is for $value<br />";
}
```

Prints:
apple
banana
carrot

foreach/as loops

- Example:

```
$alphabet = array(  
    'a' => 'apple',  
    'b' => 'banana',  
    'c' => 'carrot'  
);  
  
foreach ($alphabet as $value) {  
    print "$value<br />";  
}  
  
foreach ($alphabet as $key => $value) {  
    print "$key is for $value<br />";  
}
```

Prints:
a is for apple
b is for banana
c is for carrot

foreach/as loops

- Example:

```
$alphabet = array(
    'a' => 'apple',
    'b' => 'banana',
    'c' => 'carrot'
);

foreach ($alphabet as $value) {
    print "$value<br />";
}

foreach ($alphabet as $key => $value) {
    print "$key is for $value<br />";
}
```

If \$alphabet is not an associative array, the keys will be numeric, numbered [0, $n-1$], where n is the length of the array as determined by sizeof() or count().

foreach/as loops

- Ex: roll 2 dice many times. Find probabilities.

```
function probability($count=10000) {  
    $rolls = array();  
    for ($i = 2; $i <= 12; ++$i) {  
        $rolls[$i] = 0;  
    }  
    for ($i = 0; $i < $count; ++$i) {  
        $die1 = mt_rand(1, 6);  
        $die2 = mt_rand(1, 6);  
        $rolls[$die1 + $die2]++;  
    }  
    foreach ($rolls as $die => $times) {  
        print "$die was rolled $times times, for a  
        probability of ". $times/$count * 100 . "%."  
    }  
}
```

foreach/as loops

- Ex: roll 2 dice m

```
function probability($count, $rolls) {  
    $rolls = array();  
    for ($i = 2; $i <= 12; ++$i)  
        $rolls[$i] = 0;  
}  
for ($i = 0; $i < $count; ++$i)
```

Real probability of rolling a 7 is 6 in 36, or 16.67%.

```
2 was rolled 262 times, for a probability of 2.62%.  
3 was rolled 557 times, for a probability of 5.57%.  
4 was rolled 847 times, for a probability of 8.47%.  
5 was rolled 1183 times, for a probability of 11.83%.  
6 was rolled 1332 times, for a probability of 13.32%.  
7 was rolled 1658 times, for a probability of 16.58%.  
8 was rolled 1333 times, for a probability of 13.33%.  
9 was rolled 1132 times, for a probability of 11.32%.  
10 was rolled 834 times, for a probability of 8.34%.  
11 was rolled 579 times, for a probability of 5.79%.  
12 was rolled 283 times, for a probability of 2.83%.
```

```
    echo $times) {  
        echo "$i was rolled $times times, for a  
probability of ". $times/$count * 100 . "%.";  
    }  
}
```

Upcoming Deadlines

- Readings for next week
 - Chapters 9 and 10 in *PHP and MySQL*
- Assignments
 - Homework 3 due end of week 4
 - Lab 2 due end of week 7
- Next week:
 - Strings, numbers, and dates

General Q & A

- Questions?
- Comments?
- Concerns?