core WEB programming

Using Applets as Front Ends to Server-Side Programs

Agenda

- Sending GET data and having the browser display the results
- Sending GET data and processing the results within the applet (HTTP tunneling)
- Using object serialization to exchange high-level data structures between applets and servlets
- Sending POST data and processing the results within the applet (HTTP tunneling)
- Bypassing the HTTP server altogether

Sending GET Request and Displaying Resultant Page

- **Applet requests that browser display page – showDocument**

```
try {
  URL programURL =
       new URL(baseURL + "?" + someData);
  getAppletContext().showDocument(programURL);
} catch(MalformedURLException mue) { ... };
```

- **URL-encode the form data**

```
String someData =
  name1 + "=" + URLEncoder.encode(val1) + "&" +
  name2 + "=" + URLEncoder.encode(val2) + "&" +
  ...
  nameN + "=" + URLEncoder.encode(valN);
```

GET Request Example: Applet

```
public class SearchApplet extends Applet
                          implements ActionListener {
  ...
  public void actionPerformed(ActionEvent event) {
    String query =
      URLEncoder.encode(queryField.getText());
    SearchSpec[] commonSpecs =
      SearchSpec.getCommonSpecs();
    for(int i=0; i<commonSpecs.length-1; i++) {
      try {
        SearchSpec spec = commonSpecs[i];
        URL searchURL =
          new URL(spec.makeURL(query, "10"));
        String frameName = "results" + i;
        getAppletContext().showDocument(searchURL,
                                        frameName);
      } catch(MalformedURLException mue) {}
    }
  }
}
```

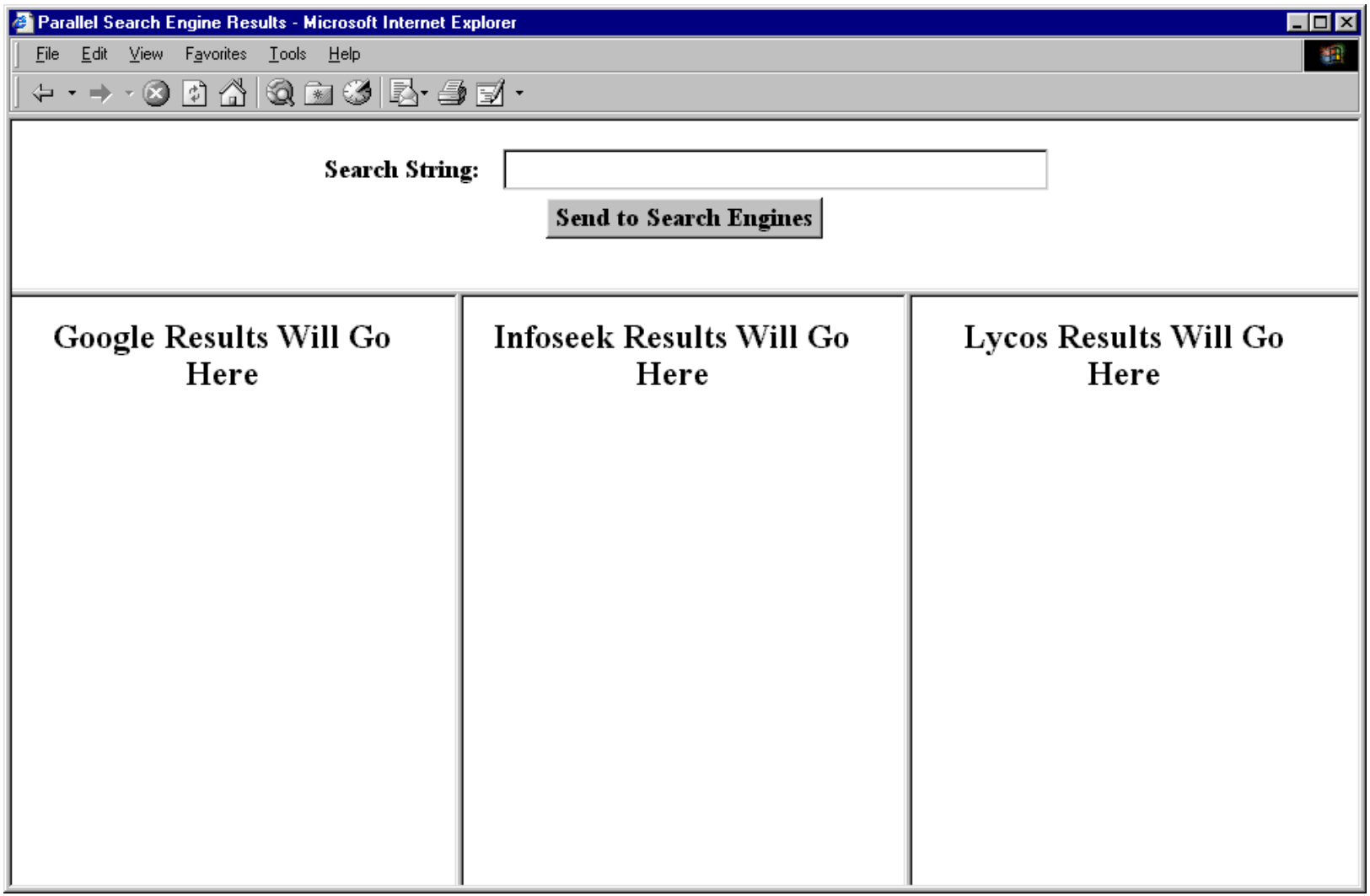
GET Request Example: Utility Class

```
public class SearchSpec {
  private String name, baseURL, numResultsSuffix;

  private static SearchSpec[] commonSpecs =
    { new SearchSpec("google",
                     "http://www.google.com/search?q=",
                     "&num="),
      ... };

  public String makeURL(String searchString,
                        String numResults) {
    return(baseURL + searchString +
           numResultsSuffix + numResults);
  }
  ...
}
```

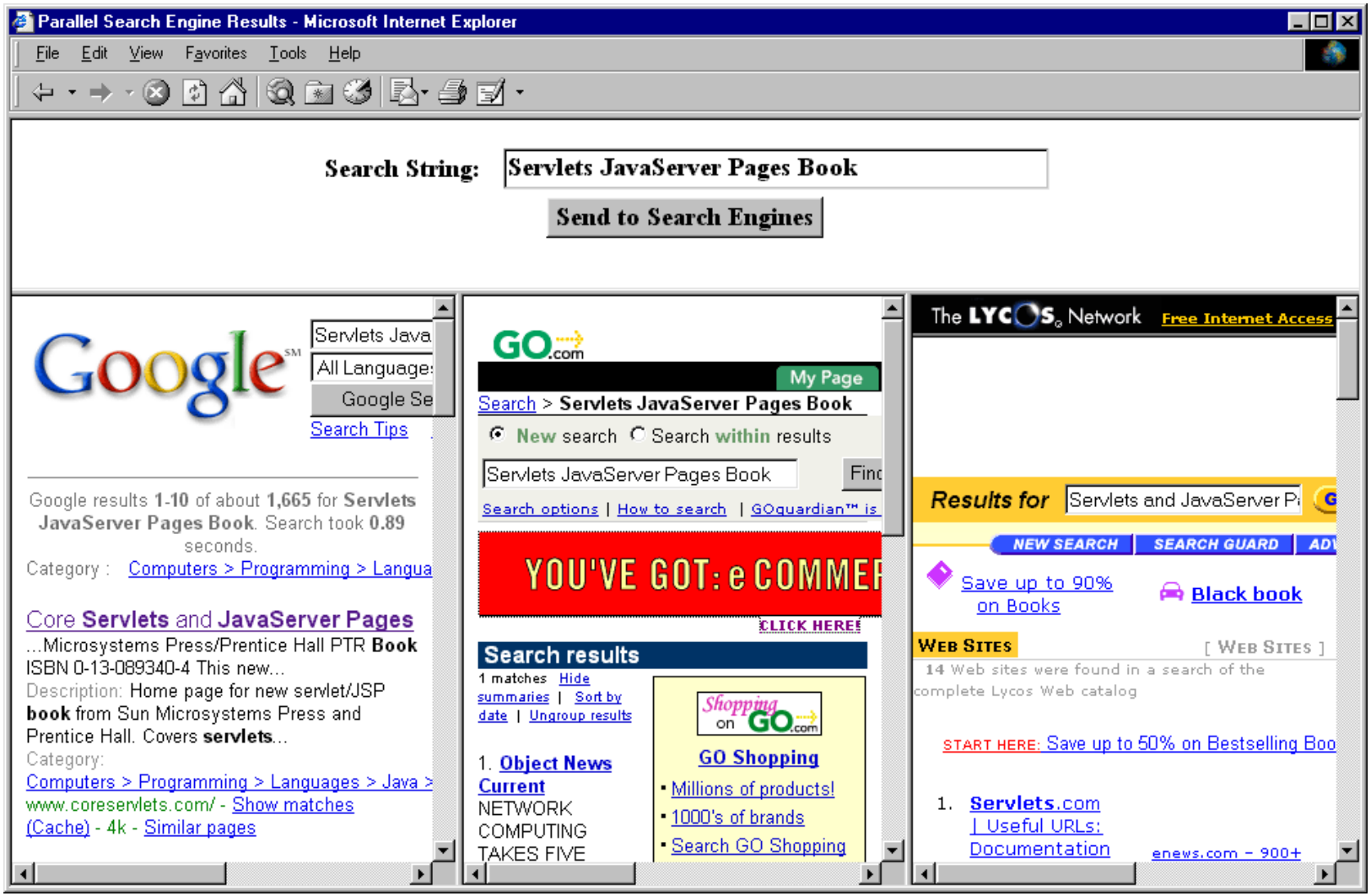
Get Request Example: HTML File

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Frameset//EN">
<HTML>
<HEAD>
  <TITLE>Parallel Search Engine Results</TITLE>
</HEAD>

<FRAMESET ROWS="120,*">
  <FRAME SRC="SearchAppletFrame.html" SCROLLING="NO">
  <FRAMESET COLS="*,*,*">
    <FRAME SRC="GoogleResultsFrame.html" NAME="results0">
    <FRAME SRC="InfoseekResultsFrame.html" NAME="results1">
    <FRAME SRC="LycosResultsFrame.html" NAME="results2">
  </FRAMESET>
</FRAMESET>
```

Get Request: Initial Result



GET Request: Submission Result



HTTP Tunneling

- **Idea**
  - Open a socket connection to port 80 on the server and communicate through HTTP
- **Advantages**
  - Communicate through firewalls
  - Server-side programs only needs to return the data, not a complete HTML document
- **Disadvantages**
  - Can only tunnel to server from which the applet was loaded
  - *Applet*, not *browser*, receives the response
    - Cannot easily display HTML

HTTP Tunneling and GET Requests

- **Create URL object referring to applet's host**
  ```
  URL dataURL = new URL(…);
  ```
- **Create a URLConnection object**
  ```
  URLConnection connection = dataURL.openConnection();
  ```
- **Instruct browser not to cache URL data**
  ```
  connection.setUseCaches(false);
  ```
- **Set any desired HTTP headers**
- **Create an input stream**
  - Call `connection.getInputStream`; wrap in higher-level stream
- **Read data sent from server**
  - E.g., call `readLine` on `BufferedReader`
- **Close the input stream**

HTTP Tunneling Template: Client Side

```
URL currentPage = getCodeBase();
String protocol = currentPage.getProtocol();
String host = currentPage.getHost();
int port = currentPage.getPort();
String urlSuffix = "/servlet/SomeServlet";
URL dataURL = new URL(protocol, host, port, urlSuffix);
URLConnection connection = dataURL.getConnection();
connection.setUseCaches(false);
connection.setRequestProperty("header", "value");

BufferedReader in = new BufferedReader(
  new InputStreamReader(connection.getInputStream()));
String line;
while ((line = in.readLine()) != null) {
  doSomethingWith(line);
}
in.close();
```

Using Object Serialization with HTTP Tunneling

- **Idea**
  - Server-side program (servlet) sends complete Java object
  - Client-side program (applet) reads it
- **Client-side program (applet) template:**

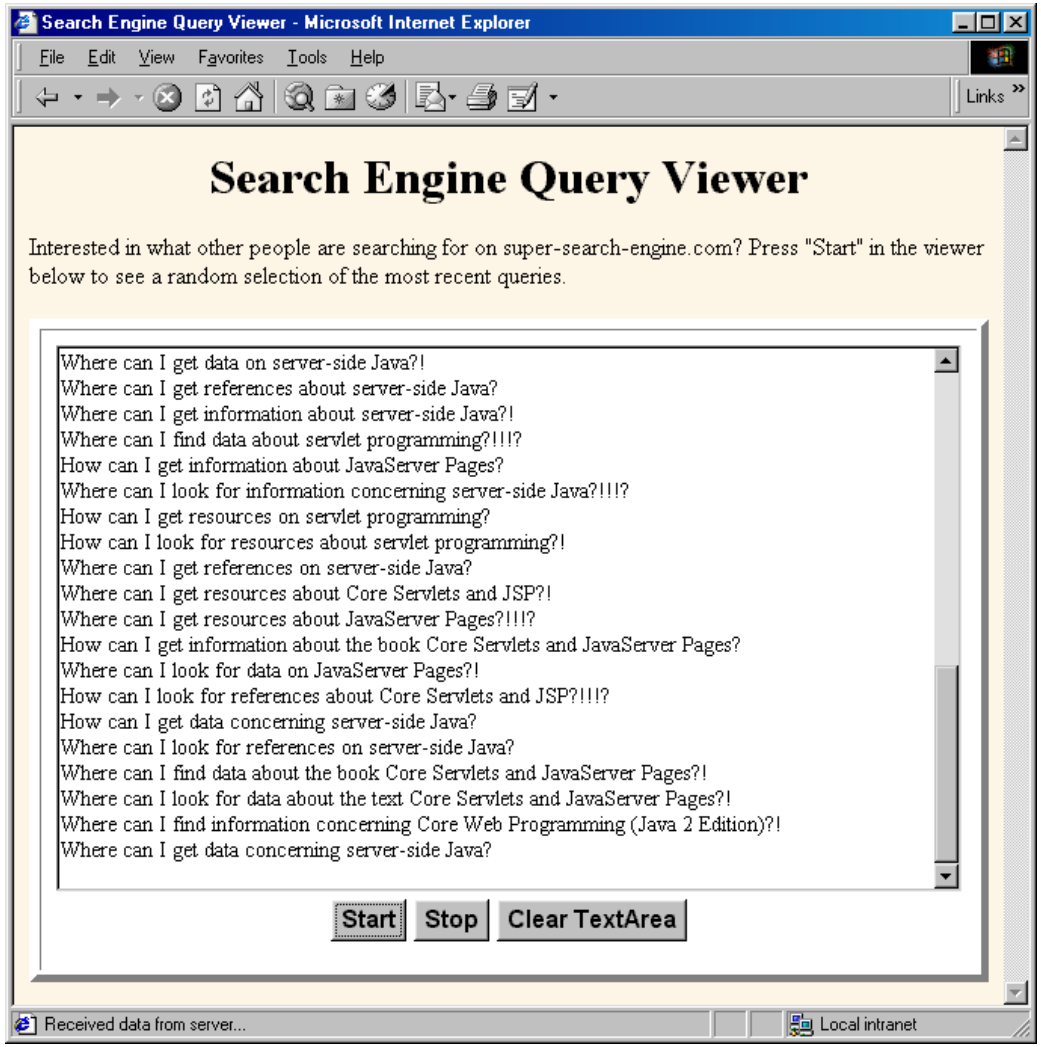
```
ObjectInputStream in =
  new ObjectInputStream(
   connection.getInputStream());

SomeClass object = (SomeClass)in.readObject();
doSomethingWith(object);
```

Using Object Serialization with HTTP Tunneling (Continued)

- **Server-side program (servlet) template:**

```
String contentType =
  "application/x-java-serialized-object";
response.setContentType(contentType);

ObjectOutputStream out =
  new ObjectOutputStream(
    response.getOutputStream());

SomeClass object = new SomeClass(...);
out.writeObject(value);
out.flush();
```

Example: Live Scrolling Data



Sending POST Data to Server

- Applet sends POST request to server
- Processes the response directly

```
Url currentPage = getCodeBase();
String protocol = currentPage.getProtocol();
String host = currentPage.getHost();
int port = currentPage.getPort();
String urlSuffix = "/servlet/SomeServlet";
URL dataURL = new URL(protocol, host, port,
                      urlSuffix);

URLConnection connection =
  dataURL.openConnection();
connection.setUseCaches(false);
connection.setDoOutput(true);
```

Sending POST Data to Server (Continued)

- **Character or Binary Data**

```
ByteArrayOutputStream byteStream =
  new ByteArrayOutputStream(512);
PrintWriter out = new PrintWriter(byteStream, true);
out.print(data);
out.flush();

connection.setRequestProperty(
              "Content-Length",
              String.valueOf(byteStream.size()));
connection.setRequestProperty(
             "Content-Type",
             "application/x-www-form-urlencoded");
byteStream.writeTo(connection.getOutputStream());
```

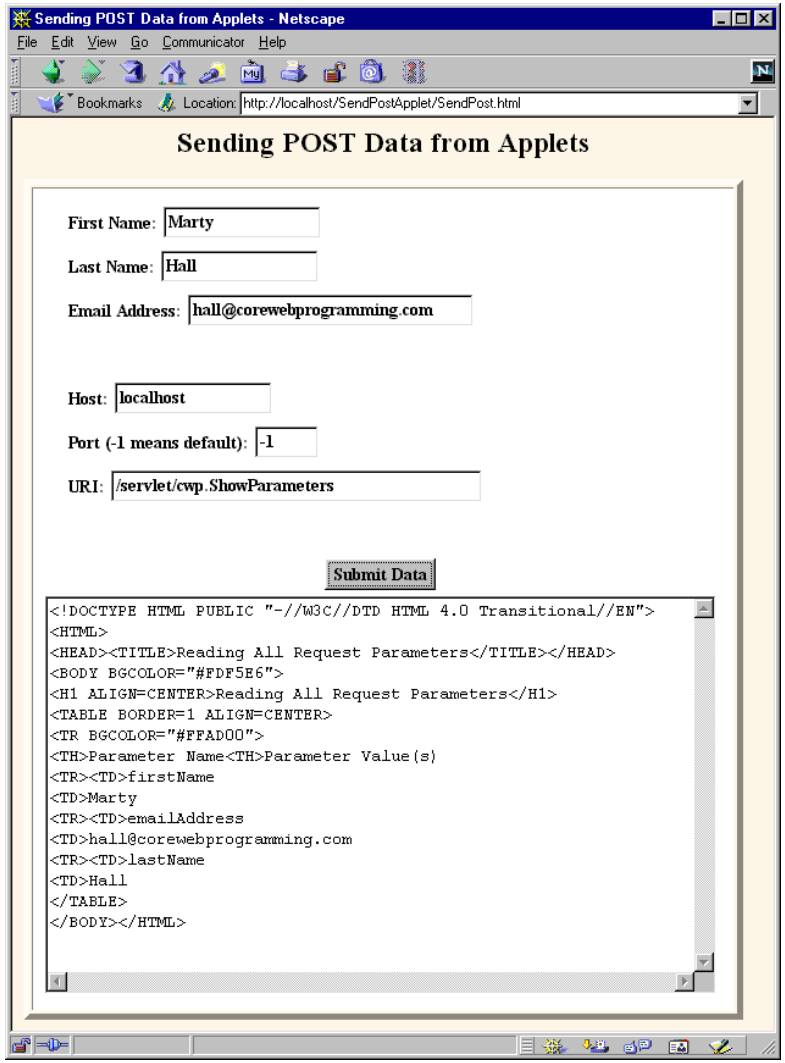
Sending POST Data to Server

- **Serialized Data**

```
ByteArrayOutputStream byteStream =
  new ByteArrayOutputStream(512);
ObjectOutputStream out =
  new ObjectOutputStream(byteStream);
out.writeObject(data);
out.flush();

connection.setRequestProperty(
              "Content-Length",
              String.valueOf(byteStream.size()));
connection.setRequestProperty(
             "Content-Type",
             "application/x-java-serialized-object");
byteStream.writeTo(connection.getOutputStream());
```

Sending POST Data: Example

- **Sends data to a servlet that returns an HTML page showing form data it receives**
  - Displays result in an AWT TextArea



Bypassing the HTTP Server

- **If you are using applets, you don't have to communicate via HTTP**
  - JDBC
  - RMI
  - SOAP (perhaps via JAX-RPC)
  - Raw sockets
- **Advantages**
  - Simpler
  - More efficient
- **Disadvantages**
  - Can only talk to server from which applet was loaded
  - Subject to firewall restrictions
  - You have to have a second server running

Summary

- **Send data via GET and showDocument**
  - Can access any URL
  - Only browser sees result
- **Send data via GET and URLConnection**
  - Can only access URLs on applet's home host
  - Applet sees results
  - Applet can send simple data
  - Server can send complex data (including Java objects)
- **Send data via POST and URLConnection**
  - Can only access URLs on applet's home host
  - Applet sees results
  - Applet can send complex data (including Java objects)
  - Server can send complex data (including Java objects)
- **Bypass Web Server**

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Questions?