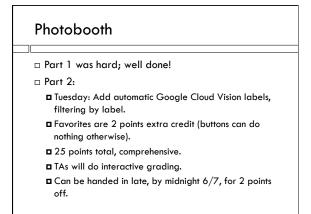
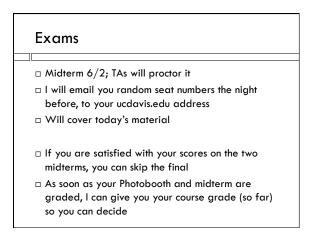
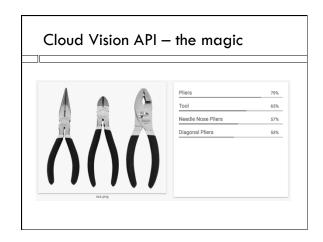
ECS 189 WEB PROGRAMMING







Google Web services The Cloud Vision API is one of many Google Web services To use it, you need a paying developer account on Google, and you'll need to set that up with a credit card Instructions on Web site with Part 2 instructions PRATURE 1-1,000 UNITS AMONTH UNITS AMONTH UNITS AMONTH UNITS AMONTH Label Detection Free 11-50 1

Lots of ways to use GCV API We'll use the very simplest Google issues you an API key (a code that identifies us) You include the API key in the URL of every GET or POST request you make: url = 'https://vision.googleapis.com/v1/images:annotate?key=????????????;

What are the security issues?

What are the security issues?

- Someone snooping on the internet can see the API key, and make expensive GCV calls that get charged to your card
- $\hfill\Box$ Not clear it would be worth it to anyone...
- □ Google has several other authentication mechanisms that avoid this problem, which we will not use

Using the API

- □ Follows the usual 4-step plan
 - Make up request
 - Set up callback
 - Send off request
 - Handle result in callback
- □ But as usual has it's quirks

The HTTP request

- □ Use a POST request
- JSON in body gives information about request, and URL of image to analyze

HTTP POST
content-type: application/json
url: vision.googleapis.com/v1/
images:annotate?key=??????????????

Node request function

- □ To build a server HTTP request using Node, the usual way is to use the node request module npm request
- ☐ This gives us the request function
- □ The functionality here is exactly the same as using the XMLHttpRequest object in the browser, but because this is the Web everything looks different...

Where are the four parts?

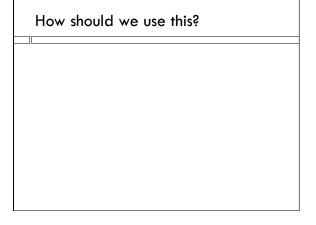
```
request( {
    url: url,
    method: "POST",
    headers: {"content-type": "application/json"}
    json: requestObject },
    // second operand is callback
    APlcallback );
```

Callback function

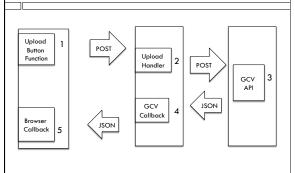
```
function APIcallback(err, APIresponse, body) {
  if ((err) | | (APIresponse.statusCode != 200)) {
     console.log("Got API error");
  } else {
     APIresponseJSON = body.responses[0];
     console.log(APIresponseJSON);
}}
```

Example response

```
{ labelAnnotations: [
    { mid: '/m/026bk', description: 'dance', score: 0.8921945 },
    { mid: '/m/05qic', description: 'performing arts', score: 0.87477195 },
    { mid: '/m/06ntj', description: 'sports', score: 0.7928343 },
    { mid: '/m/02jit', description: 'entertainment', score: 0.7739482 },
    { mid: '/m/02_5v2', description: 'quinceañera', score: 0.70231736 }
] }
```



How should we use this?

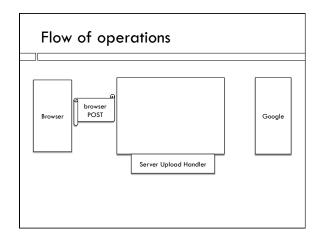


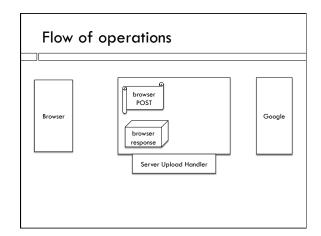
How should we use this?

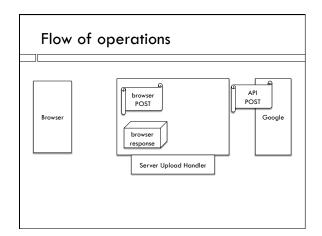
- $\hfill\Box$ Request to GCV goes in Step 3 of this sequence
- $\hfill\Box$ Photo upload handler function in server (case 3 in tripleThreatServer)
 - \blacksquare Be sure to put it after the image is fully uploaded (in the form.on('end', function() $\{\)$ function
 - □ Why
- □ Callback for GCV goes where?

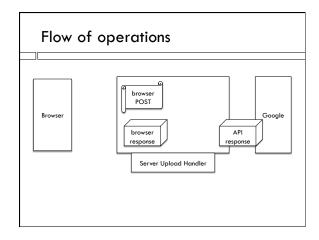
How should we use this?

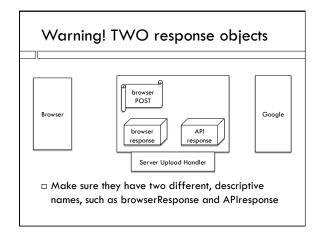
- $\hfill\Box$ Request to GCV goes in Step 3 of this sequence
- $\hfill\Box$ Photo upload handler function in server (case 3 in tripleThreatServer)
 - \blacksquare Be sure to put it after the image is fully uploaded (in the form.on('end', function() $\{\\}$ function
 - Why?
- □ Callback for GCV goes where?
- Also in the upload handler function, since it needs to send a response back to browser; it needs the other response object for the browser's POST request!

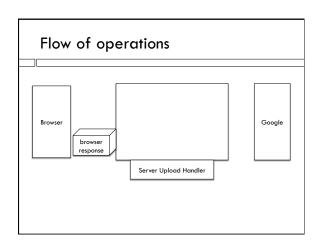












What to do on the browser side?

What to do on the browser side?

- □ Get browser response, extract labels
- $\hfill\Box$ Make image source be server URL, display unfaded
- $\hfill \square$ Show labels
- $\hfill\Box$ Add onclick function to hamburger, deletion x's

Faking it when not needed

- If you're worried about racking up costs, we can have the function calling the API fake it when not needed
- □ Make a global Booelan variable "LIVE"
- $\hfill\Box$ When true, do real call with real callback

Fake call

```
if (LIVE) {
    ...
} else {
    setTimeout(fakeAPlcallback, 2000);
}
```

- setTimeout() sets a callback that will be called in 2000 ms (2 seconds)
- □ fakeAPlcallback displays fake data in correct format

It's all downhill from there!

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