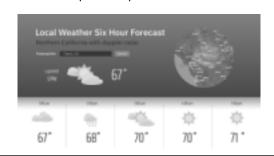
# ECS 162 Web Programming

4/15

### Weather Assignment

□ Due Thurs April 25 10pm.



### Using an API

- □ Goal 1 Using a remote server with an API
- OpenWeatherMap Hourly Weather forecasts.
   We send a city, in a specially-formatted URL
   It sends back JSON-formatted data
- $\hfill\Box$  Need to register and get an API key to try it out. Free.
- □ Demo of request and response on assignment page.

#### Animation

- The doppler radar weather map is a combination of images, a topomap on the bottom, and partially transparent overlay images on top.
- □ The doppler radar changes ever ten minutes.
- We can combine a series of images to make an animation showing last two hours.
- $\hfill \square$  Sadly, weather here is often boring.

#### Design

(see design slides)

## **Objects**

- Objects organize collections of data (properties) and functions (methods) that act on that data.
- Organization of code and data is part of the eternal battle against bugs.
- In object-oriented programming, almost all data is in objects and code is in object methods.
- Virtually all of the systems we interact with in Web programming are object-orientes.

## Object

```
let car = {
    "name": "tesla",
    "range": 310,
    "price": "$44,000"
};
```

 This defines the object by giving a literal – a text representation of its contents – and putting those contents into a variable.

#### Literal

- A literal is the string used for writing down a value.
   It is not the value itself.
  - $\Box$  '2' is a number literal let x = 2;
  - □'true' is a Boolean literal if (done == true) {}
  - "cow" is a string literal let x = "cow";
  - $\square'$ {"cow":2}' is an object literal let  $x = \{\text{``cow''}:2\}$ ;

### Accessing properties

```
let car = {
    "name": "tesla",
    "range": 310,
    "price": "$44,000"
};
```

 We access the properties as usual, with the dot, eg. car.name

## Adding properties

- Properties have a key and a value (eg. "name" is a key and "tesla" is a property).
- □ Keys are always strings, but values can be anything.
- □ To add a new property, just give it a value:

car.dateAvailable = "Jan 15, 2019"

## Adding properties

```
car.dateAvailable = "Jan 15, 2019"
```

- □ This is so much easier than C++!
- □ Adding a method with a function expression:

```
car.getRange =
function (temp) { return 200+temp; }
```

# What are objects "really"?

- $\hfill\Box$  A Javascript object is  $\dots$ 
  - lacktrianglea Python dictionary!
  - ■A C or C++ hashtable!
  - □ a dictionary data structure that lets you look up data using a string.
- □ How is this different from a struct in C? A class in C++ or Java?

## Hierarcical objects

## Hierarchical objects

```
let weatherForecast = {
    "description": "sunny",
    "temp": {
        "high": 76,
        "low": 48,
        "hourly": [48, 53, 65, 76, 66, 63]
      }
};
```

let temp2 = we ather Forecast. temp. hourly [2];

### The DOM is a hierarchical object

let par = document.getElementById("caption");
par.textContent = "Bananas, 1968";

What are the types of par? document? getElementById? textContent?

## The DOM is a complex object

let par = document.getElementById("caption");
par.textContent = "Bananas, 1968";

- What are the types of par? document? getElementById? textContent?
- document is an object, getElementById is a method, par is a object (which is also part of document), and textContent is a string property of par.

```
let a = '{ "veg": "beet", "color": "purple" }'
```

 $\hfill\Box$  What is the data type of a?

```
var a = '{ "veg": "beet", "color": "purple" }'
```

 $\hfill\Box$  What is the data type of a?

String! The string contains an object literal, but it is still just a string. This turns out to be so useful, it has a name: JSON.

#### **JSON**

- JSON is a widely popular was to pass data between the different computers involved in a Web application.
- □ That is, they transmit strings back and forth.
- $\hfill\Box$  It's a concise and very flexible format.
- □ Early days XML, which was HTML-like, with tags, was used more, but JSON is now standard.

### Details I am glossing over

- □ JSON cannot include methods.
- Also the strings in JSON have to be given with double quotes, although they can contain single auotes.
- $\hfill \square$  So these object literals are not JSON:

```
{ "addOne": function (x) { return x+1;} }  { 'car': 'tesla' }
```

## JSON.parse method JSON->object

let aJSON = '{ "veg": "beet", "color": "pumle" }' let aObj = JSON.parse(aJSON);

- □ aJSON is a string, aObj is an object.
- JSON.parse() is a built-in function that takes JSON as input. Produces the corresponding object. What does "parse" mean?
- □ This it typically the first thing you do when you reæive JSON data from another computer.
- □ You get easy access the parts of a complex object.

## JSON.stringify for obj->JSON

What do you do when you have a complex object and you want to pack it up into a JSON string to send to another computer?

```
bObj = {"cow": "herford", "num": 2 };
bJSON = JSON.stringify(bObj);
```

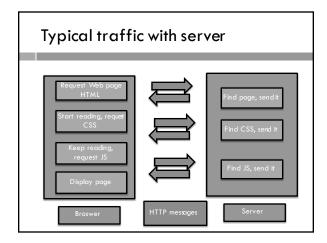
 JSON.stringfy() takes object as input. Produces the corresponding JSON string.

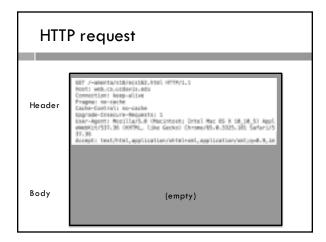
## Demo CORS request, response

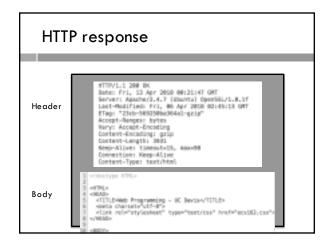
- XMLHTTPrequest object is Javascript's interface for sending an HTTP request to a server.
- Most often, a Web page makes requests, using Javascript, to the server from which the page was downloaded (same origin).
- CORS (Cross-Origin Resource Sharing) is a method for a browser to get data from a different server.
- □ Only some servers support CORS.

### What is HTTP?

- □ HyperText Transfer Protocol
- The format of the messages that get passed from one computer to another on the WWW.
- Messages might be all text, or might contain binary data (eg. an image).
- $\hfill\Box$  Almost all communication is via HTTP messages.
- □ HTTP messages are either requests, or responses.







URLs

All are accessed via a URL.

The URL is explicit when requesting the original Web page:

web.cs.ucdavis.edu/~amenta/s19/ecs162.html

It is implicit for the other types:

krel="stylesheet" type="text/css" href="ecs162.css">

Produces:

web.cs.ucdavis.edu/~amenta/s19/ecs162.css

Accessing an API

We also access the OpenWeatherMap API via URL

http://api.openweathermap.org/data/2.5/forecast/
hourly?q=Davis,CA,US&units=imperial&APPID=xxx

The part after the question mark is a query.

It has three parameters, q (what kind of query),
units (imperial means fahrenheit vs centigrade), and
our API key.

You need to register with OpenWeatherMap and
get an API key

