

Client-side Web Technologies

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The Big Picture

- Web browsers issue requests to web servers, which produce and return HTML documents for browsers to parse and display.



Client

1. HTTP request

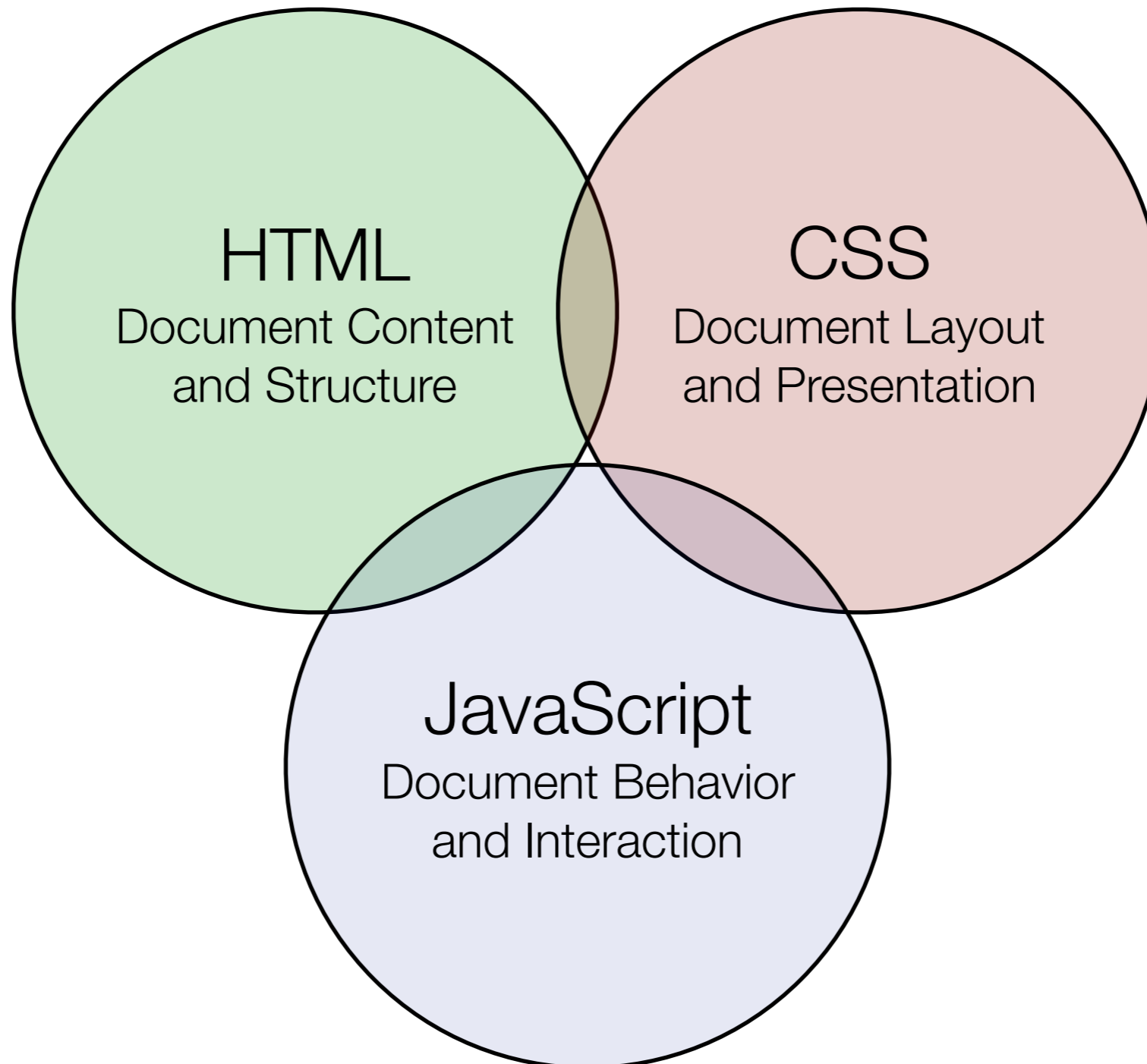


2. HTTP answer + HTML document



Server

Client-side Web Technologies



HTML

HyperText Markup Language

- HTML is an acronym for HyperText Markup Language and is a format for providing linked structured information.
- HTML documents are simply text files containing marked-up text using tags.
- An HTML document is an hypertext node within an hypertext network.

Hypertext

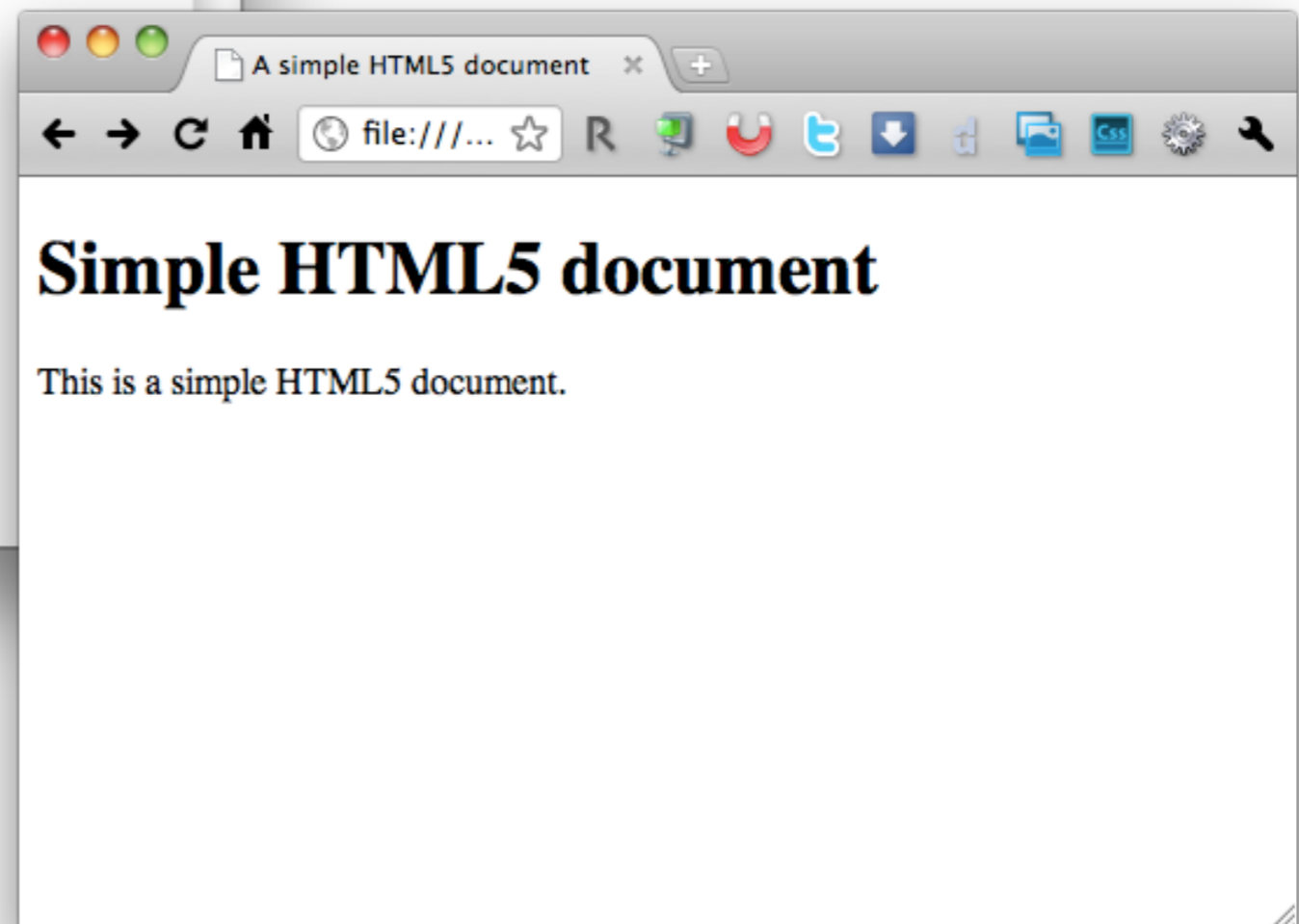
- Concept defined by Ted Nelson in the 1950s.
- A way to organize text (and information) in a non-linear fashion.
- “Hypertext: Human-readable information linked together in an unconstrained way.”
- From the original [WorldWideWeb: Proposal for a HyperText Project \(1990\)](#)
 - “HyperText is a way to link and access information of various kinds as a web of nodes in which the user can browse at will.

It provides a single user-interface to large classes of information (reports, notes, data-bases, computer documentation and on-line help).”

Basic HTML Document

```
simple.html
<!DOCTYPE html>
<html>
  <head>
    <title>A simple HTML5 document</title>
  </head>

  <body>
    <h1>Simple HTML5 document</h1>
    <p>This is a simple HTML5 document.</p>
  </body>
</html>
```



View Source

The image shows two browser windows. The background window displays the Facebook homepage at www.facebook.com/facebook. It includes the Facebook logo, a navigation menu on the left with links to Wall, Info, Photos (54), Resources, Stories, Press, Video, and Facebook Live, and a main content area with a 'Wall' section featuring a 'Story of the Week' and a post from February 23 at 11:57am. A 'Like' button and a count of 34,745,007 people who like the page are visible.

The foreground window shows the source code of the same page, titled 'view-source:www.facebook.com/facebook'. The code begins with the following HTML and meta tags:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN"
  "http://www.w3.org/TR/xhtml1/DTD/xhtml1-strict.dtd">
<html xmlns="http://www.w3.org/1999/xhtml" xmlns:og="http://opengraphprotocol.org/schema/" xml:lang="en" lang="en" id="facebook"
class="no_js">
<head>
<meta http-equiv="Content-type" content="text/html; charset=utf-8" />
<meta http-equiv="Content-language" content="en" />
<script type="text/javascript">
  //
  CavalryLogger=false;window._is_quickling_index=""; window._script_path = "\/profile_page_fbx.php";window._EagleEyeSeed="Koz4";
  //]]&gt;
&lt;/script&gt;&lt;noscript&gt; &lt;meta http-equiv=refresh content="0; URL=/facebook?_fb_noscript=1" /&gt; &lt;/noscript&gt;
&lt;meta name="robots" content="noindex, noydir" /&gt;
&lt;meta name="description" content="Welcome to the official Facebook Page about Facebook. Join Facebook to start connecting with
Facebook." /&gt;
&lt;link rel="alternate" media="handheld" href="http://www.facebook.com/facebook" /&gt;
&lt;title&gt;Facebook | Facebook&lt;/title&gt;
&lt;meta property="og:title" content="Facebook" /&gt;
&lt;meta property="og:type" content="product" /&gt;
&lt;meta property="og:url" content="http://www.facebook.com/facebook" /&gt;
&lt;meta property="og:site_name" content="Facebook" /&gt;
&lt;meta property="og:image" content="http://profile.ak.fbcdn.net/hprofile-ak-snc4/174834_20531316728_3694083_n.jpg" /&gt;
&lt;noscript&gt;&lt;meta http-equiv="X-Frame-Options" content="deny" /&gt;&lt;/noscript&gt;
&lt;link type="text/css" rel="stylesheet" href="http://static.ak.fbcdn.net/rsrc.php/vl/ys/r/-wun5oVn1B0.css" /&gt;
&lt;link type="text/css" rel="stylesheet" href="http://static.ak.fbcdn.net/rsrc.php/vl/y5/r/2462D0JL2rP.css" /&gt;
&lt;link type="text/css" rel="stylesheet" href="http://static.ak.fbcdn.net/rsrc.php/vl/yo/r/TSKSP2t3Ec-.css" /&gt;
&lt;script type="text/javascript" src="http://static.ak.fbcdn.net/rsrc.php/vl/ys/r/8Pw3eal8EM.js"&gt;&lt;/script&gt;
&lt;link rel="search" type="application/opensearchdescription+xml" href="http://static.ak.fbcdn.net/rsrc.php/vl/r/E288yb7MJA-.xml"
title="Facebook" /&gt;
&lt;link rel="shortcut icon" href="http://static.ak.fbcdn.net/rsrc.php/vi/r/g9099v3_sai.icon" /&gt;&lt;/head&gt;
&lt;body class="profile hasLeftCol fbx UIPage_LoggedOut safari4 mac Locale_en_US"&gt;
&lt;div id="FB_HiddenContainer" style="position:absolute; top:-10000px; width:0px; height:0px; "&gt;&lt;/div&gt;&lt;div id="blueBar"
class="loggedOut"&gt;&lt;/div&gt;&lt;div id="globalContainer"&gt;&lt;div class="loggedout_menubar_container"&gt;&lt;div class="clearfix
loggedout_menubar"&gt;&lt;a class="lfloat" href="/" title="Go to Facebook Home"&gt;&lt;img class="fb_logo img"
src="http://static.ak.fbcdn.net/rsrc.php/vl/yp/r/kk88dc7U7YJ4.png" alt="Facebook logo" width="170" height="36" /&gt;&lt;/a&gt;&lt;div
class="rfloat"&gt;&lt;div class="menu_login_container"&gt;&lt;form method="POST" action="https://www.facebook.com/login.php?login_attempt=1"
id="login_form" onsubmit="return Event.__inlineSubmit(this,event)"&gt;&lt;input type="hidden" name="charset_test" value="€uro, &amp;acute;, &amp;ccedil; , &amp;times;, &amp;ring, &amp;ccedil;" /&gt;&lt;input type="hidden" name="lsd" value="}zPg" autocomplete="off" /&gt;&lt;input type="hidden" name="locale" value="en_US"
autocomplete="off" /&gt;&lt;table cellpadding="0"&gt;&lt;tr&gt;&lt;td class="html7magic"&gt;&lt;label for="email"&gt;Email&lt;/label&gt;&lt;/td&gt;&lt;td
class="html7magic"&gt;&lt;label for="pass"&gt;Password&lt;/label&gt;&lt;/td&gt;&lt;/tr&gt;&lt;tr&gt;&lt;td&gt;&lt;input type="text" class="inputtext" name="email" id="email"
tabindex="1" /&gt;&lt;/td&gt;&lt;td&gt;&lt;input type="password" class="inputtext" name="pass" id="pass" tabindex="2" /&gt;&lt;/td&gt;&lt;/tr&gt;&lt;/table&gt;
&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;&lt;/div&gt;</pre></div>
```


Why learn HTML?

- There are many editors available.
So why learn to code in HTML directly?
 - “HTML Editor X expert” is a narrower expertise.
 - Editors get in the way of coding.
 - Editors aren't always up to date.
 - Need to master HTML details to fully explore all possibilities.
 - In dynamic web sites, HTML is generated.

Brief History of HTML

Origins of HTML

- Created by Tim Berners-Lee and Robert Cailliau at CERN in the late 1980s.
- Main goal was to facilitate document sharing between researchers.
- CERN released it as royalty free in 1993.
- First official version published by IETF in 1993.
- World Wide Web Consortium (W3C) was created to define common standards for browsers and developers to adhere to.

HTML Proposal

- **Information Management: A Proposal**
<https://www.w3.org/History/1989/proposal.html>
 - “This proposal concerns the management of general information about experiments at CERN.”
 - “It discusses the problems of loss of information about complex evolving systems and derives a solution based on a distributed hypertext system.”
 - Some practical requirements: remote access, heterogeneity, non-centralization, text-based, “live links”.
- Problems being addressed:
 - Information loss - “Often, the information has been recorded, it just cannot be found.”
 - Constantly changing information. Keeping a “book-like” organization of all information at CERN is impractical. Changes are distributed.
 - Tree-like organizations and keyword-based organization are also not feasible. Too strict and inflexible.

HTML Timeline

- During its first years (1990-1995), HTML revisions and extensions were first hosted at CERN and then IETF.
- Development was moved to the W3C after its creation in 1994.
- HTML development stopped in 1998 with the publication of HTML4.
- W3C decided to migrate to a XML-based equivalent, named XHTML.
- XHTML was not widely adopted by web authors.
- HTML development continued outside W3C, with the WHATWG, whose work is now the basis for HTML5.
 - WHATWG - Web Hypertext Application Technology Working Group

The Early Days (1989 - 1993)

- From proposal (1989) to Mosaic release (1993).
- Web users were mostly from academia and research institutions.
- Few browsers, most of them text-based.
- HTML documents were simple and usually written by hand.

Growth Years (1994 - 2002)

- Wide adoption of the web to the dot.com bubble (1995-2000).
- Companies dispute the web browser market (aka “browser wars”).
- Browser development focused on new features, less on standards support.
- Wide differences between rendering engines.
Many web pages “designed for browser version x.x”.
- Extensive use of tables and sliced graphics to achieve “pixel perfect” layouts - “print-like design”. Resulted in ugly and complex HTML code.

Modern Era (2003 -)

- Wide adoption of modern web browsers.
- Separation of content and structure from layout and presentation.
- HTML controls content and structure.
- CSS controls layout and presentation.
- Clean and simple code (again!).
- CSS (2003), AJAX (2005), mobile (2007).
- A platform for (web) applications.

~~HTML5~~ HTML

XHTML

- In 1998, the W3C decided to abandon HTML development and focus on a XML-based equivalent, named XHTML.
- XHTML 1.0 was completed in 2000.
- W3C then moved to XHTML 2.0, introducing several new features and less backward compatibility.
- Real world adoption of XHTML was small.
- In 2004, a proposal to refocus on HTML was discarded by the W3C, leading to outside development of HTML.

WHATWG

- Members of the W3C formed a new group: the Web Hypertext Application Technology Working Group (WHATWG).
- WHATWG didn't follow a consensus-based approach, so it was able to move much faster.
- In 2006, the W3C acknowledged that XHTML wasn't being adopted and work on HTML was resumed.
- Instead of starting from scratch, the W3C decided to use the work from WHATWG.
- Work on XHTML 2.0 ended in 2009.

W3C and WHATWG

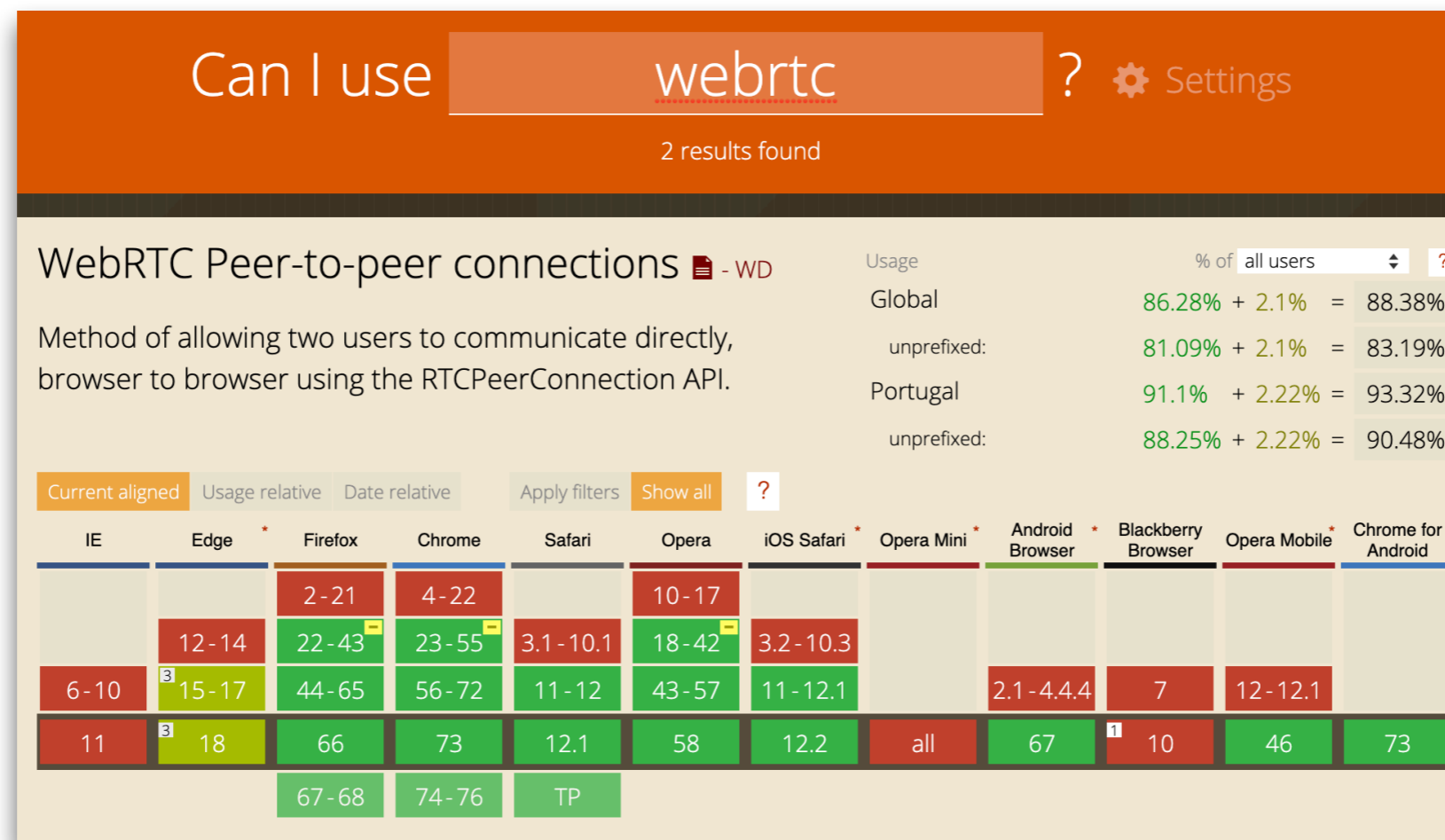
- WHATWG continues working on HTML as a "living standard" (no versions).
<https://html.spec.whatwg.org/>
- Latest published W3C version of HTML is 5.2 (2019).
<https://www.w3.org/TR/html52/>
- Ongoing discussions on how to manage the work and collaboration between WHATWG and W3C, e.g. stop publishing two separate specifications.
- More details: <https://wiki.whatwg.org/wiki/W3C>

HTML5 Technologies

- HTML5 is a collection of features and technologies.
 - Language / Markup features
 - Document Model Definition (DOM)
 - APIs for supporting JavaScript interaction with the DOM

Browser Support

- Support for these technologies has different levels of support in browsers.
- "Can I Use" provides up-to-date information about browser support of front-end technologies. <https://caniuse.com>



HTML Microdata

HTML Microdata

- An HTML extension to define new attributes and embed simple machine-readable data in HTML documents.
- Goal: annotate content with machine-readable labels.
- Common use case: search engines can better 'understand' and index information that has been annotated using schema.org vocabulary.
- Microdata provides a mechanism to identify items and define their properties.
 - The `itemscope` attribute creates an item.
 - The `itemprop` attribute descends of `itemscope` and defines an item property.
 - With `itemtype` is possible to associate a vocabulary to an item.
 - An `itemid` can be used to define a global unique identifier for the item.

Microdata Example

- Defines an item with two properties.

```
<div itemscope>  
  <p>Flavors in my favorite ice cream:</p>  
  <ul>  
    <li itemprop="flavor">Lemon sorbet</li>  
    <li itemprop="flavor">Apricot sorbet</li>  
  </ul>  
</div>
```

Schema.org

- Vocabularies define concepts and relationships used to describe and represent areas of concern. Can be very simple (one or two concepts) or very complex (thousands of terms).
- A shared vocabulary makes it possible to have a common understanding of defined concepts and relationships.
- Schema.org is a collaborative, community driven initiative to create, maintain, and promote the use of schemas for structured data on the web. Founded by Google, Microsoft, Yahoo, and Yandex.
- Schema.org defines more than 600 types and >900 properties. Such as CreativeWork, Book, Movie, Event, Organization, Person, Place, Restaurant, etc.

Microdata Example using Vocabulary

- Example using Schema.org vocabulary.
- Defines an item of the type LocalBusiness, as defined by the Schema.org vocabulary, containing three properties, one of which is a item of the type PostalAddress, containing four properties.

```
<div itemscope itemtype="http://schema.org/LocalBusiness">
  <h1 itemprop="name">Beachwalk Beachwear & Giftware</h1>
  <span itemprop="description"> A superb collection [...].</span>
  <div itemprop="address" itemscope itemtype="http://schema.org/PostalAddress">
    <span itemprop="streetAddress">3102 Highway 98</span>
    <span itemprop="addressLocality">Mexico Beach</span>,
    <span itemprop="addressRegion">FL</span>
  </div>
  Phone: <span itemprop="telephone">850-648-4200</span>
</div>
```

HTML Microdata References

- W3C Editor's Draft - Microdata (January 2019)
<https://w3c.github.io/microdata/>
- W3C Working Draft - Microdata (April 2018)
<https://www.w3.org/TR/microdata/>
- WHATWG Microdata Specification
<https://html.spec.whatwg.org/#microdata>
- Schema.org
<https://schema.org/>
- Semantic Web (aka Web of Data)
<https://www.w3.org/standards/semanticweb/>

HTML5 APIs

Web APIs

- In addition to the language specification, HTML5 introduced several Web APIs that can be used with JavaScript. There is a large number of APIs in different stages of development.
 - Documents manipulation APIs (e.g. DOM, Drag and Drop)
 - Fetch remote data APIs (e.g. Fetch, Web Sockets)
 - Drawing and graphics manipulation APIs (e.g. Canvas, WebGL)
 - Audio and Video APIs (e.g. Web Audio, WebRTC)
 - Device APIs (e.g. Notification, Vibration, Fullscreen)
 - Client-side storage APIs (e.g. Web Storage, IndexedDB)

Geolocation API

Geolocation API

- The Geolocation API provides scripted access to geographical location information associated with the device.
- Common sources of location information include Global Positioning System (GPS) and location inferred from network signals such as IP address, RFID, WiFi and Bluetooth MAC addresses, and GSM/CDMA cell IDs, as well as user input.
- Available both as single-shot request or continuous tracking.
 - `navigator.geolocation.getCurrentPosition(callback)`
 - `navigator.geolocation.watchPosition(callback)`
- Geolocation API Specification
<https://www.w3.org/TR/geolocation-API/>

Web Storage API

Web Storage API

- Local storage is an important feature for web applications.
- Cookies can be used for persistent local storage but are limited in size and are included in every HTTP request, slowing down the communication and exposing data.
- The Web Storage API specifies a mechanism to persistently store data in web clients, as key-value pairs. Unlike cookies, this data is never shared with the server and can only be accessed by the client.
- Data can be kept during page sessions, using `sessionStorage`, or persisted even when the browser is closed, using `localStorage`.
- Web Storage API Specification
<https://www.w3.org/TR/webstorage/>

Web Storage API

- Data can be stored and retrieved using keys.
 - `localStorage.setItem("key", data)`
 - `localStorage.getItem("key")`
- It is possible to keep track of changes trapping the storage event.
- For structured data, the IndexedDB API can be used. This API specified a low-level API for storing and indexing large volumes of data in the client.
- Indexed Database API Specification
<https://www.w3.org/TR/IndexedDB/>

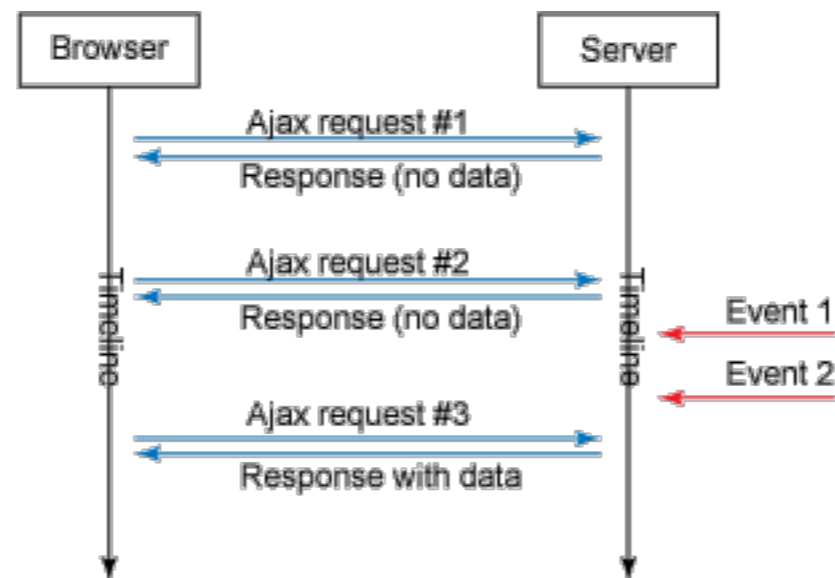
Web Sockets API

Web Sockets API

- Web applications are not restricted to request-response interaction.
- A particularly important use case is the need for server initiated communication (aka "server push").
- Common scenarios include notifications on long running tasks, chat systems, multi-user collaboration systems (e.g. live collaborative text editors).
- How to push information from the server to the client?

Polling

- Make periodic requests to the server to check for new data.

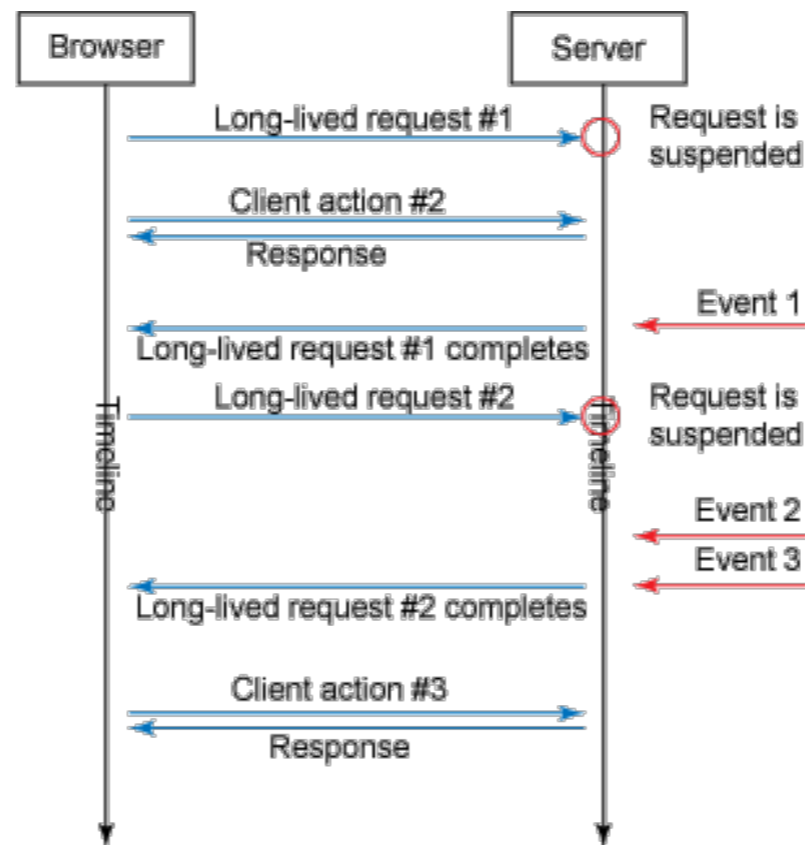


- The smaller the interval between request the more up to date the data is.
- Drawbacks: resource and bandwidth consumption even when no new data is available. Does not scale well and doesn't guarantees low-latency.

Image source: <http://www.ibm.com/developerworks/web/library/wa-reverseajax1/>

Comet

- Requests are initiated by clients and kept alive for long periods, until a timeout occurs or a response is sent.



- On the server, the request is suspended or paused until a response is ready.

Image source: <http://www.ibm.com/developerworks/web/library/wa-reverseajax1/>

Web Sockets

- Web Sockets enables bidirectional communications between the web browser and the web server. No polling is needed to get messages from the server.

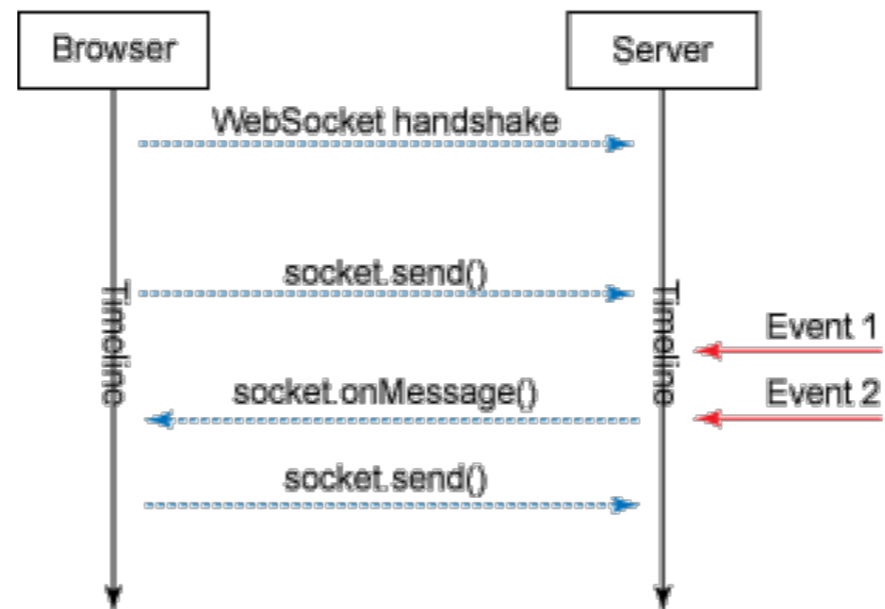


Image source: <http://www.ibm.com/developerworks/web/library/wa-reverseajax1/>

Web Socket Example

```
// Create WebSocket connection.
const socket = new WebSocket('ws://localhost:8080');

// Connection opened
socket.onopen = function (event) {
    socket.send('Hello Server!');
};

// Listen for messages
socket.onmessage = function (event) {
    console.log('Message from server ', event.data);
};
```

Adapted from: <https://developer.mozilla.org/en-US/docs/Web/API/WebSocket>

Web Sockets References

- The CometD Reference Book
<https://docs.cometd.org/current/reference/>
- The WebSocket API | MDN web docs
https://developer.mozilla.org/en-US/docs/Web/API/WebSockets_API
- The WebSocket API | W3C
<https://www.w3.org/TR/websockets/>

WebRTC API

WebRTC API

- WebRTC (Web Real-Time Communications) is a technology which enables communication between browsers without requiring an intermediary.
- It includes the building blocks for high-quality communications on the web, such as network, audio and video components used in voice and video chat.
- Example file sharing P2P web application: <https://www.sharedrop.io/>
- WebRTC Home
<https://webrtc.org/>
- WebRTC API Specification
<https://www.w3.org/TR/webrtc/>

Web Workers API

Web Workers API

- Web Workers provide support for background execution of scripts.
- JavaScript execution is single-threaded. Web Workers are designed to bring concurrency to web applications through the execution of scripts in background threads, independently of any user interface scripts.
- Example use cases:
 - Perform background computationally expensive task.
 - Periodically prefetch data.
 - Share state between multiple clients using a shared worker.
 - Split computationally expensive tasks between clients.

Web Workers API

- Generally, workers are expected to be long-lived, have a high start-up performance cost, and a high per-instance memory cost.
- There are two kinds of workers: dedicated workers, which are used by a single script, and shared workers, that can be used by multiple scripts.
- Data is shared between the main thread and workers using messages.
- Web Workers Specification
<https://www.w3.org/TR/workers/>

Web Workers Example

```
<p>The highest prime number discovered so far is: <output id="out"></output></p>
<script>
  var worker = new Worker('worker.js');
  worker.onmessage = function (event) {
    document.getElementById('out').textContent = event.data;
  };
</script>
```

```
var n = 1;
search: while (true) {
  n += 1;
  for (var i = 2; i <= Math.sqrt(n); i += 1)
    if (n % i == 0)
      continue search;
  // found a prime!
  postMessage(n);
}
```

worker.js

Progressive Web Applications

- Progressive Web Applications (or PWAs) represent a new type of web applications, that combine multiple technologies and design patterns to improve user experience.
- Characteristics of progressive web apps: discoverable, installable, linkable, network independent, progressive, responsive, safe.
- Key technology: web workers, which intercept page requests and can use the local storage to provide an answer or make server requests.
- Other relevant technologies: web app manifest, web storage, notifications, etc.
- Progressive Web Apps
<https://developers.google.com/web/progressive-web-apps/>

HTML References

- **HTML: HyperText Markup Language | MDN**
<https://developer.mozilla.org/en-US/docs/Web/HTML>
- **Latest version of HTML**
<https://www.w3.org/TR/html/>
- **WHATWG HTML Specification**
<https://html.spec.whatwg.org/multipage/>
- **Dive Into HTML5**
<https://diveintohtml5.info/>
- **HTML Dog: HTML, CSS and JavaScript tutorials**
<https://htmldog.com/>
- **Chapter 2 - A history of HTML**
<https://www.w3.org/People/Raggett/book4/ch02.html>