



中国科学院大学  
University of Chinese Academy of Sciences

CS101

# Network Thinking

## Web Programming

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This can also be the second lecture, after the Network Thinking lecture

# Outline

- What is network thinking?
- Network terms
- Connectivity
  - Naming
  - Topology
- Protocol stack
  - The Web over TCP/IP stack
  - **Web programming**
- Network laws
  - Performance metrics
  - Network effect
- Responsible computing

*These slides acknowledge sources for additional data not cited in the textbook*

## 4.2 Basic Web programming

- Introduce basic HTML/CSS/JavaScript
  - Know webpage and **dynamic webpage**
  - Prepare students for the Personal Artifacts project
- Students are suggested to
  - transfer Go programming knowledge to Web programming
  - learn additional knowledge needed
    - by referencing the library of Personal Artifacts examples



Graphics credit:  
Siyue Li

Who spent 50%  
time in creating,  
and 50% time  
in coding

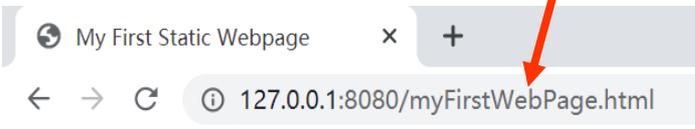
<https://cs101.ucas.edu.cn/???>

# Web client and Web server

- Web client
  - Runs a Web browser
  - Accesses a webpage (Web resource) from a Web server
    - By issuing a Web request with a URL
  - Renders a webpage (Web resource) transferred from a Web server
  - Interacts with the user (e.g., a human being)
- Web server
  - Hosts Web pages (Web resources)
  - Accepts and process Web requests
  - and sends back responses

# Assume Web client and Web server are both a student's laptop computer

- A Web browser uses **URL** to access a **Webpage**
  - Also **renders** a webpage and interact with the user
- Web server
  - Hosts Web pages (Web resources)
  - Accepts and process Web requests and sends back responses



## Hello, World!

 The HTML5 logo is shown on the left

Browser display  
at the Web client

```
> cat myFirstWebPage.html
<html>
  <head>
    <meta charset="utf-8">
    <title>My First Static Webpage</title>
  </head>
  <body>
    <h1> Hello, World! </h1>
    <p>
      
      The HTML5 logo is shown on the left
    </p>
    <script>
    </script>
  </body>
</html>
>
```

A webpage file in  
the Web server

# Write your first Web program

- Start a Web server

```
> cat WebServer.go
package main
import "net/http"
func main() {
    http.HandleFunc("/", func(w http.ResponseWriter, r *http.Request) {
        http.ServeFile(w, r, r.URL.Path[1:])
    })
    http.ListenAndServe(":8080", nil)
}
```

```
> go build WebServer.go
```

```
> ./WebServer &
```

```
> [1] 442
```

```
>
```

```
>
```

```
> kill 442
```

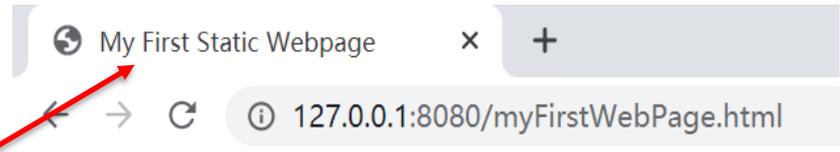
Run program WebServer  
in background

WebServer is ready to  
accept HTTP requests  
(442 is WebServer  
process ID)

Stop WebServer

# Write your first Web program

- Enter “http://127.0.0.1:8080/myFirstWebPage.html” in a Web browser
  - 127.0.0.1 is localhost



**Hello, World!**



The HTML5 logo is shown on the left

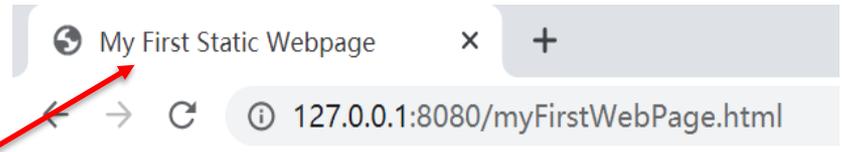
```
> cat myFirstWebPage.html
```

```
<html>
<head>
  <meta charset="utf-8">
  <title>My First Static Webpage</title>
</head>
<body>
  <h1> Hello, World! </h1>
  <p>
    
    The HTML5 logo is shown on the left
  </p>
  <script>
  </script>
</body>
</html>
>
```

**HTML**

# Write your first Web program

- Enter “http://127.0.0.1:8080/myFirstWebPage.html” in a Web browser



# Hello, World!



The HTML5 logo is shown on the left

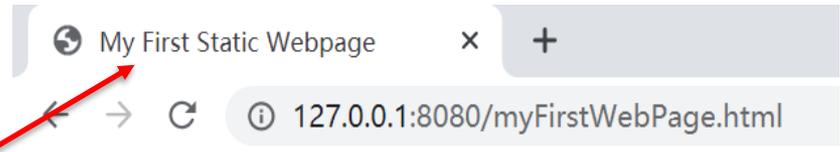
```
> cat myFirstWebPage.html
```

```
<html>
  <head>
    <meta charset="utf-8">
    <title>My First Static Webpage</title>
  </head>
  <body>
    <h1> Hello, World! </h1>
    <p>
      
      The HTML5 logo is shown on the left
    </p>
    <script>
    </script>
  </body>
</html>
>
```

# CSS

# Write your first Web program

- Enter “http://127.0.0.1:8080/myFirstWebPage.html” in a Web browser



# Hello, World!



The HTML5 logo is shown on the left

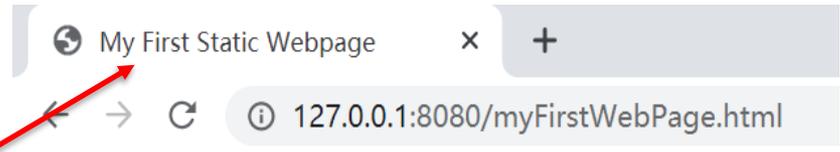
```
> cat myFirstWebPage.html
```

```
<html>
  <head>
    <meta charset="utf-8">
    <title>My First Static Webpage</title>
  </head>
  <body>
    <h1> Hello, World! </h1>
    <p>
      
      The HTML5 logo is shown on the left
    </p>
    <script>
    </script>
  </body>
</html>
>
```

No **JavaScript** code in this webpage  
This is a static webpage

# Write your first Web program

- Enter “http://127.0.0.1:8080/myFirstWebPage.html” in a Web browser



# Hello, World!



The HTML5 logo is shown on the left

```
> cat myFirstWebPage.html
```

```
<html>
```

```
<head>
```

```
<meta charset="utf-8">
```

```
<title>My First Static Webpage</title>
```

```
</head>
```

```
<body>
```

```
<h1> Hello, World! </h1>
```

```
<p>
```

```

```

```
The HTML5 logo is shown on the left
```

```
</p>
```

```
<script>
```

```
</script>
```

```
</body>
```

```
</html>
```

```
>
```

- List things common to all elements in `<head>...</head>`
- Sequentially list elements to be displayed in `<body>...</body>`
  - This example has 3 elements: **h1**, **p**, **img**
- CSS to specify element style
- JavaScript code to operate on elements

# staticChildrensDay.html: code and output

- Now we use JavaScript

```
> cat staticChildrensDay.html
```

```
<html>
  <head>
    <meta charset="utf-8">
    <title>Display the date of next Children's Day</title>
  </head>
  <body>
    <h1 style="text-align: center">Date of Next Children's Day</h1>
    <p style="text-align: center" id="childrensDay" ></p>
    <script>
      var x = document.getElementById("childrensDay");
      x.style.fontSize = "60px";
      x.style.color = "purple";
      x.innerHTML = "2021.06.01";
    </script>
  </body>
</html>
>
```

Render the **Content**  
according to **Style**  
at the place indicated  
by **Element ID**

"2021.06.01";  
~~60px, purple~~  
"childrensDay"

Element ID

Style

Content

**Date of Next Children's Day**

2021.06.01

# staticChildrensDay.html: code and output

- Now we use JavaScript

```
> cat staticChildrensDay.html
```

```
<html>
  <head>
    <meta charset="utf-8">
    <title>Display the date of next Children's Day</title>
  </head>
  <body>
    <h1 style="text-align: center">Date of Next Children's Day</h1>
    <p style="text-align: center" id="childrensDay" ></p>
    <script>
      var x = document.getElementById("childrensDay");
      x.style.fontSize = "60px";
      x.style.color = "purple";
      x.innerHTML = "2021.06.01";
    </script>
  </body>
</html>
>
```

Display Content  
with **60 pixels** font size  
and **purple** color

Render the **Content**  
according to **Style**  
at the paragraph indicated  
by **Element ID**

"2021.06.01";  
60px, purple  
"childrensDay"

Element ID

Style

Content

**Date of Next Children's Day**

**2021.06.01**

# ChildrensDay.html: code and output

- Now use JavaScript to create a dynamic webpage

```
> cat staticChildrensDay.html
```

```
<html>
...
<body>
  <h1 style="text-align: center">Date of Next Children's Day</h1>
  <p style="text-align: center" id="childrensDay" ></p>
  <script>
    var x = document.getElementById("childrensDay");
    x.style.fontSize = "60px";
    x.style.color = "purple";
    var date = new Date;
    var year = date.getFullYear();
    var month = date.getMonth() + 1;
    if (month >= 6) year = year + 1;
    x.innerHTML = "June 1, " + year;
  </script>
</body>
</html>
>
```

Element ID

Style

Content

**Date of Next Children's Day**

**June 1, 2021**

# ChildrensDay.html: code and output

- How many elements in this webpage?
  - 2. The **h1** (level-1 header) and the **p** (paragraph) elements

```
> cat staticChildrensDay.html
```

```
<html>
...
<body>
  <h1 style="text-align: center">Date of Next Children's Day</h1>
  <p style="text-align: center" id="childrensDay" ></p>
  <script>
    var x = document.getElementById("childrensDay");
    x.style.fontSize = "60px";
    x.style.color = "purple";
    var date = new Date;
    var year = date.getFullYear();
    var month = date.getMonth() + 1;
    if (month >= 6) year = year + 1;
    x.innerHTML = "June 1, " + year;
  </script>
</body>
</html>
>
```

Element ID  
Style  
Content

**Date of Next Children's Day**

**June 1, 2021**

# JavaScript is an object-oriented language

- An object puts data type and functions together
  - Data structure + methods to operate the data structure
  - Use the dot notation to access methods of an object
    - `date.getMonth`: use the `getMonth` method of the `date` object
    - `document.getElementById`: use the `getElementById` method of the `document` object

```
<html>
<body>
<p id="myDate"></p>
<p id="myYear"></p>
<p id="myMonth"></p>
<script>
var date = new Date();
var year = date.getFullYear();
var month = date.getMonth() + 1;
document.getElementById("myDate").innerHTML = date;
document.getElementById("myYear").innerHTML = year;
document.getElementById("myMonth").innerHTML = month;
</script>
</body>
</html>
```

This Web code displays three paragraphs:

- Full information of the current date
- Current year
- Current month

```
Fri Apr 16 2021 19:19:50 GMT+0800 (中国标准时间)
2021
4
```

Notes:

- `Date` is a system provided object
- `document` is a system provided object
- `var date = new Date();` create a new object
- Read textbook to see why month needs to add 1

# The Web code can be rewritten as follows

- Note that the line of code
  - `document.getElementById("myDate").innerHTML = date;`
- Is broken down into two shorter lines of code
  - `var x = document.getElementById("myDate");`
  - `x.innerHTML = date;`

## Original Code

```
<html>
<body>
<p id="myDate"></p>
<p id="myYear"></p>
<p id="myMonth"></p>
<script>
var date = new Date();
var year = date.getFullYear();
var month = date.getMonth() + 1;
document.getElementById("myDate").innerHTML = date;
document.getElementById("myYear").innerHTML = year;
document.getElementById("myMonth").innerHTML = month;
</script>
</body>
</html>
```

## New Code

```
<html>
<body>
<p id="myDate"></p>
<p id="myYear"></p>
<p id="myMonth"></p>
<script>
var date = new Date();
var year = date.getFullYear();
var month = date.getMonth() + 1;
var x = document.getElementById("myDate");
x.innerHTML = date;
var y = document.getElementById("myYear");
y.innerHTML = year;
var z = document.getElementById("myMonth");
z.innerHTML = month;
</script>
</body>
</html>
```