

Announcements

- Project #5 posted.
- Schedule has been updated.

HTML Forms

- Forms – Previous examples of forms just collected data for processing for a JavaScript program.
- Forms - means by which information passes from the user to a server
- Tags
 - `<form>` - defines the form. It has two attributes
 - **action** – indicates where the form contents will be sent when the form is submitted
 - **method** – defines how the contents will be sent when the submit button is clicked on
 - post – contents sent using the HTTP POST method . Content is “hidden”
 - get – contents sent using the HTTP GET method. Contents included in the URL

HTML Forms

- Tags
 - `<input>` - appears inside of the `<form>` tag and defines several input data alternatives. The general format is:

`<input type="ALTERNATIVE" />` where ALTERNATIVE can be
text, password, checkbox, radio, file, submit, image, button, reset, hidden
- We can retrieve form information in the target script through `$_POST` or `$_GET`
- Let's go over an example that summarizes several of the input elements we have in forms
- Example: `formsSummaryPost.html`, `formsSummaryGet.html`
- Advantages/Disadvantages of POST and GET

Form Processing

- As we have seen, we need a server script/program to process the data we collect in a form.
- If you know the script/program to use you can develop your own customized form to provide a service (e.g., Google search).
- Make sure you name your form elements after the variables required by the script/program.
- Notice we are not using any JavaScript at the moment. We are focusing on what we can do on Forms by relying on the server script/program for processing.
- **Example:** OurSearchBox.html

Passing Data To Functions

- Reviewing passing by value with numbers
 - **Example:** PassByValue.html
- How is an array passed to a function?
 - **Example:** PassingArrays.html
- Let's see a Memory Diagram
- Memory Diagram
 - Tool we will use to illustrate the associations between variables and entities (e.g., objects, arrays, etc.)