



MICROCHIP

Regional Training Centers

Introducing our Project

Introducing our Project

- **Project Demonstration**
 - **Web Page Development**
 - **HTML Structure and Tags**
 - **Packaging Web Pages**
-
- **Lab 2: Web Page Development**

Introducing our Project

- **Web-Enabled Vending Machine**
 - Add network capabilities to existing design
 - Build web page interface
 - ◆ Check stock
 - ◆ Set products and prices
- **Demonstration**



Web Page Development

- **Web Page Development**
 - **HTML – Page content**
 - **CSS – Style and layout**
- **Other Components**
 - **GIF, JPG, PNG, JavaScript**
- **Avoid visual editors (large code)**

Definition

HTML: Hyper-Text Markup Language

CSS: Cascading Style Sheets

Sidetrack to HTML

- HTML is a markup language
 - Use **tags** to indicate sections
 - Tags...
 - ♦ are structural
 - ♦ wrap **content**
 - ♦ must be /closed
 - ♦ can be nested
 - ♦ may have **attributes** with **values**



`<tag attr="value">content</tag>`

HTML Structure

- All HTML documents have 3 tags
 - `<html>` wraps entire document
 - `<head>` is header content inside `<html>`
 - `<body>` is viewable content inside `<html>`
- Extra whitespace is ignored
 - Includes new lines
- Case-insensitive
- Syntax is lenient

Sample HTML Page

```
<html>
```

```
<head>
```

```
    non-displayed header content...
```

```
</head>
```

```
<body>
```

```
    displayable content...
```

```
    text, images, links...
```

```
</body>
```

```
</html>
```

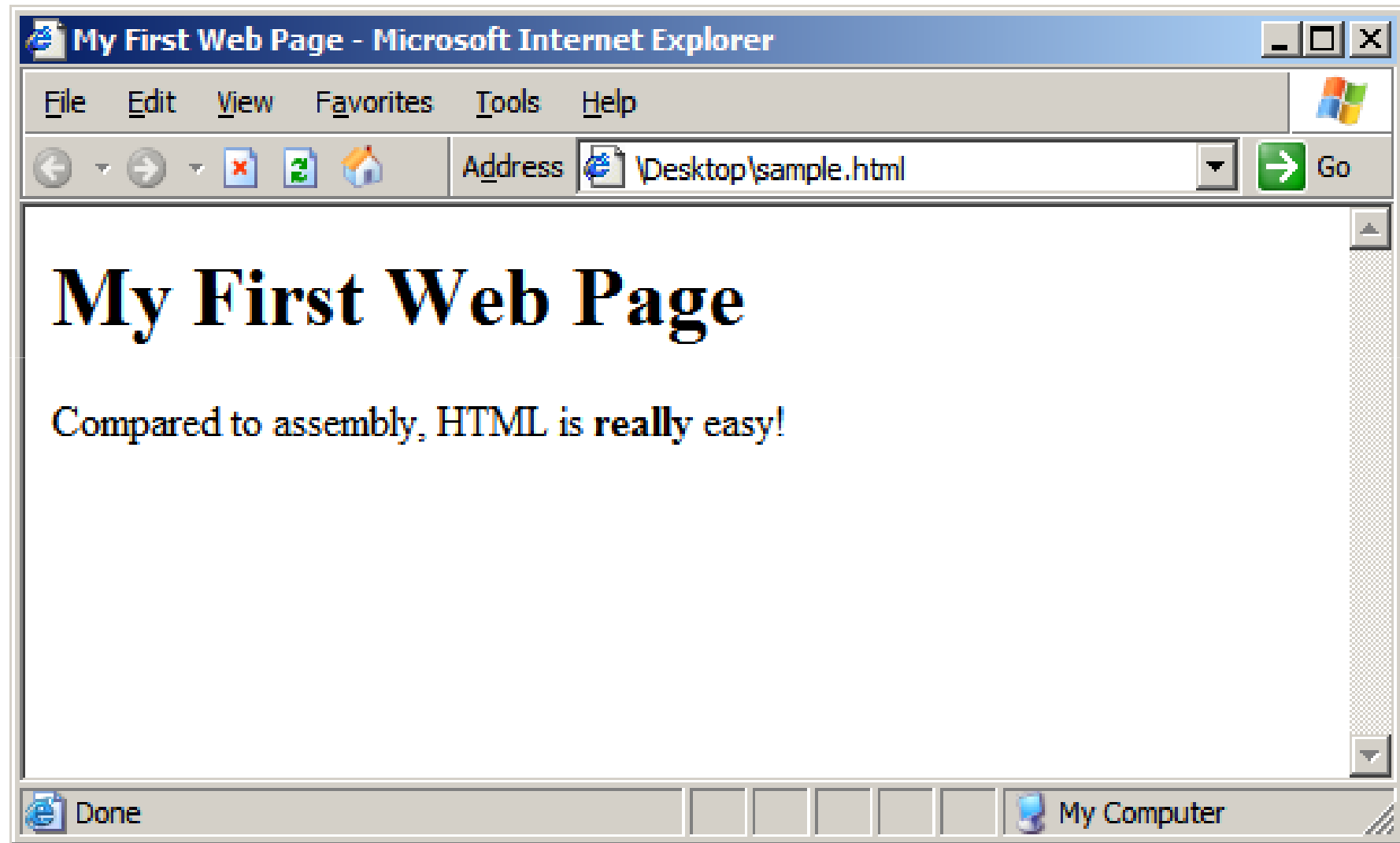
HTML Content Tags

- Common `<body>` tags
 - `<p>` wraps a paragraph
 - `<h1>` - `<h6>` creates headings
 - `<a>` creates anchors (links)
 - ``, `<i>`, `<u>` provide inline formatting
- Visual elements within `<body>`
 - `<table>` creates a table
 - `<form>` creates a form
 - ``, `` create (un)ordered lists

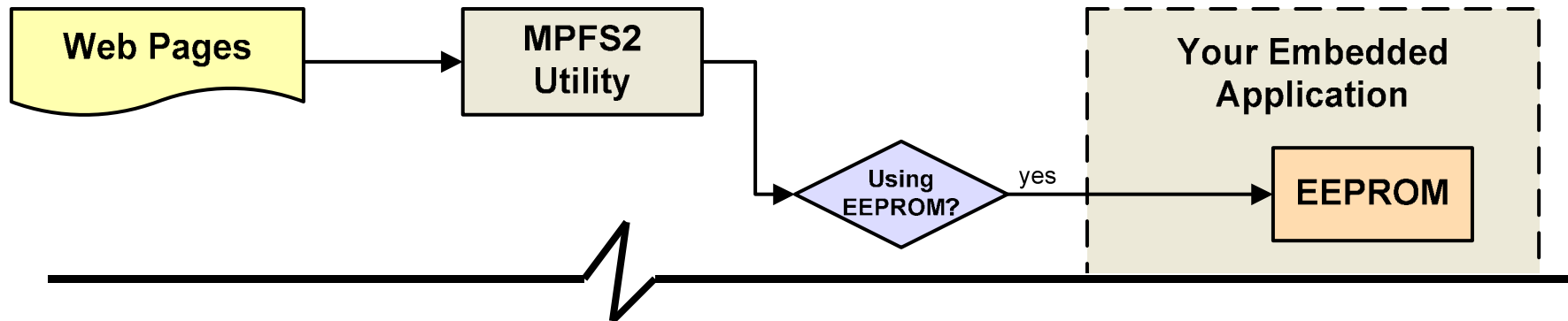
Completed Sample Page

```
<html>
  <head>
    <title>My First Web Page</title>
  </head>
  <body>
    <h1>My First Web Page</h1>
    <p>Compared to assembly, HTML is
      <b>really</b> easy!</p>
  </body>
</html>
```

Completed Sample Page



Packaging Web Pages



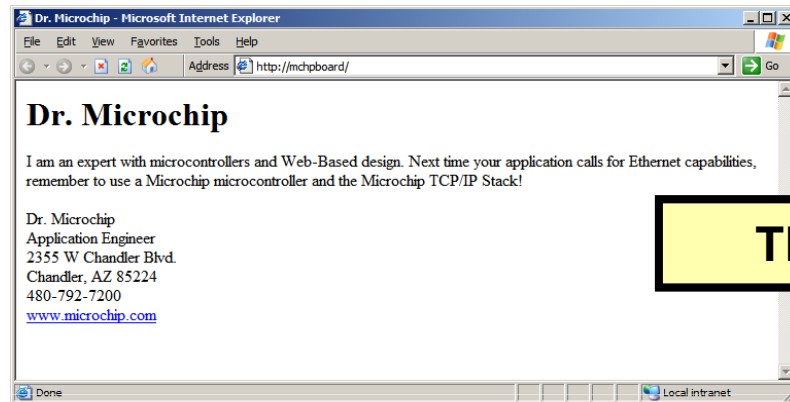
- **MPFS2 Utility**
 - File system for embedded devices
 - Creates file system image
 - Uploads image to running application
 - ◆ Application programs to EEPROM

Lab 2: Web Page Design

- **Goals:**
 - Create a simple web page
 - Test web page locally
 - Compile and upload MPFS2 image
- **Bonus:**
 - Use CSS to format your page



Want to Learn More?



TLS8221



- **Very basic intro to HTML**
- **Need to learn more? TLS8221!**
 - **In depth discussion on HTML**
 - **Detailed CSS formatting and layout techniques**
 - **Learn to create web page interfaces**

Review:

The Microchip TCP/IP Stack

- **Vending Machine Application**
- **Principles of HTML**
 - Markup language
 - Tag format and structure
- **Packaging Web Pages**
- **Visual Elements with CSS**
 - Style and layout



Review:

Planning for Applications

- **Cooperative Multitasking**
 - Round-robin task switching
 - Don't block the processor
- **Integrating an Application**
 - Copy application into stack
 - Remove blocking code
 - Remove demo app features
- **Timing with Tick**
 - Timers without blocking loops





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Implementing Web Applications

Building with HTTP2

- **Overview of HTTP2**
- **Dynamic Variables**
 - **Lab 5: Web-Based Monitoring**
- **Web-Based Control**
 - **Lab 6: Control via GET**
- **Advanced Web-Based Control**
 - **Lab 7: Advanced Control via POST**

Overview of HTTP2

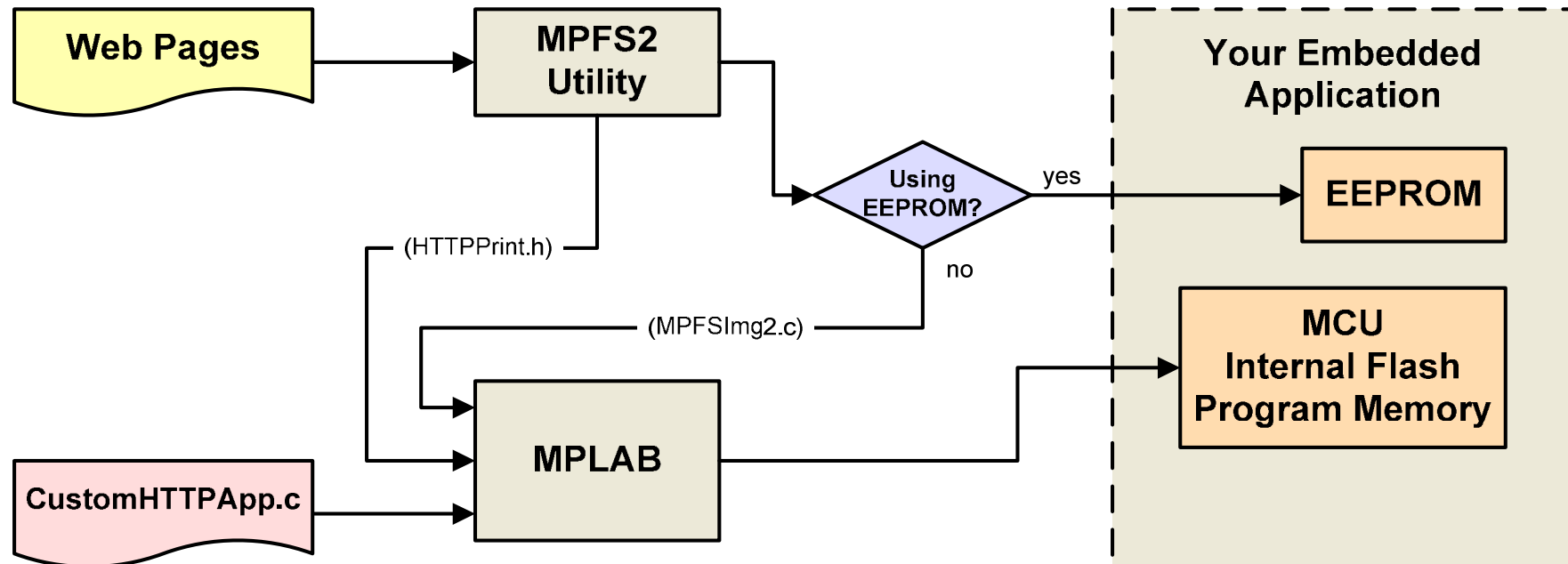
- **Standard HTTP Web Server**
 - Multiple connections
 - Serves any file type
- **Additional Features**
 - Dynamic content
 - Form input
 - Authentication
 - Cookies
 - Caching and GZIP Compression



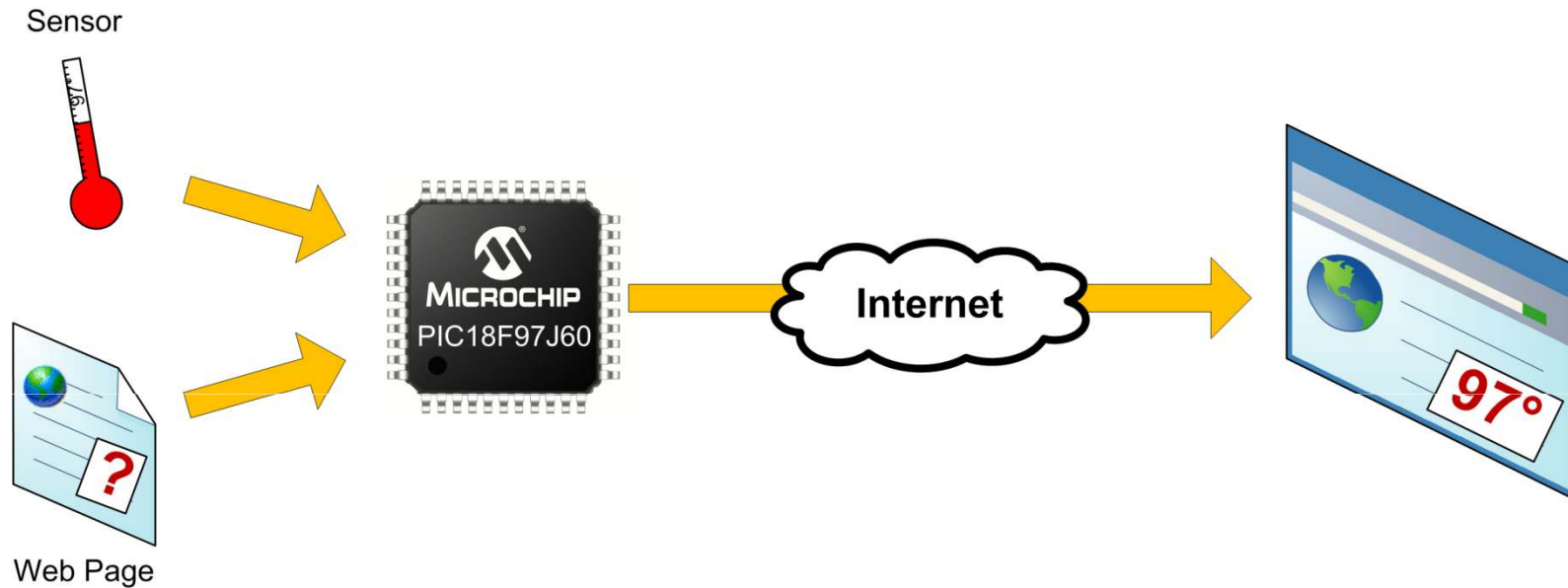
Overview of HTTP2

- **MPFS2 File System**
 - Internal Flash or external EEPROM / Flash
 - PC Utility builds image file
 - Parses HTML and prepares project
- **CustomHTTPApp.c**
 - Custom web application
- **HTTPPrint.h**
 - Custom index file: automatically generated

HTTP2 Process Flow



Dynamic Variables



- **Combine system data into web pages**
- **Present completed page to browser**

Dynamic Variables

- Indicated in HTML by names in `~~` pairs
- Invoke a callback function
 - Implemented in `CustomHTTPApp.c`
- To create a variable called `foo`:
 - Insert `~foo~` in your web pages
 - Implement `HTTPPrint_foo()`

Definition

Callback Function: A function registered to handle a specific program event. Called automatically by the stack as needed.

Dynamic Variables

Example 1 – Web Page HTML (index.htm)

```
<p>System Status: ~status~</p>
```

Example 1 – Callback Function (CustomHTTPApp.c)

```
BOOL system_status;  
  
void HTTPPrint_status(void)  
{  
    if(system_status == TRUE)  
        TCPPutROMString(sktHTTP, "on");  
    else  
        TCPPutROMString(sktHTTP, "off");  
}
```

Dynamic Variables

- **Guarantee 16 bytes free**
 - **Manage output when writing more**
 - **Use variable `curHTTP.callbackPos`**
 - ♦ **0x00000000 on first call**
 - ♦ **Track bytes remaining, or bytes written**
 - ♦ **Invoked again when non-zero on return**
 - ♦ **Restore to zero to indicate completion**
 - **Ignore for short outputs!**

Dynamic Variables

Example 2 – Web Page HTML (index.htm)

```
<p>Message: ~long_message~</p>
```

Example 2 –Callback Function (CustomHTTPApp.c)

```
BYTE message[150];

void HTTPPrint_long_message(void)
{
    if (curHTTP.callbackPos == 0x00)
        curHTTP.callbackPos = (PTR_BASE)message;
    curHTTP.callbackPos = (PTR_BASE)TCPPutString(sktHTTP,
        (BYTE*) (PTR_BASE)curHTTP.callbackPos);
    if (*(BYTE*) (PTR_BASE)curHTTP.callbackPos == '\0')
        curHTTP.callbackPos = 0x00;
}
```

Dynamic Variables

Example 2 – Web Page HTML (index.htm)

```
<p>Message: ~long_message~</p>
```

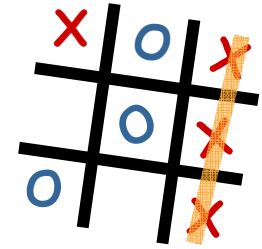
Example 2 –Callback Function (CustomHTTPApp.c)

```
BYTE message[50];  
  
void HTTPPrint_long_message(void)  
{  
    if(TCPIsPutReady(sktHTTP) < 50)  
    {  
        curHTTP.callbackPos = 0x01;  
        return;  
    }  
    TCPPutString(sktHTTP, message);  
    curHTTP.callbackPos = 0x00;  
}
```

Dynamic Variables

- **Support parameters**
 - `~myVector(3) ~ , ~myArray(7,25) ~`
 - `HTTPPrint_myVector(WORD)`
 - `HTTPPrint_myArray(WORD, WORD)`

Dynamic Variables



Example 4 – Web Page HTML (tic_tac_toe.htm)

```
~grid(0,0) ~ ~grid(0,1) ~ ~grid(0,2) ~  
~grid(1,0) ~ ~grid(1,1) ~ ~grid(1,2) ~  
~grid(2,0) ~ ~grid(2,1) ~ ~grid(2,2) ~
```

Example 4 – Callback Function (CustomHTTPApp.c)

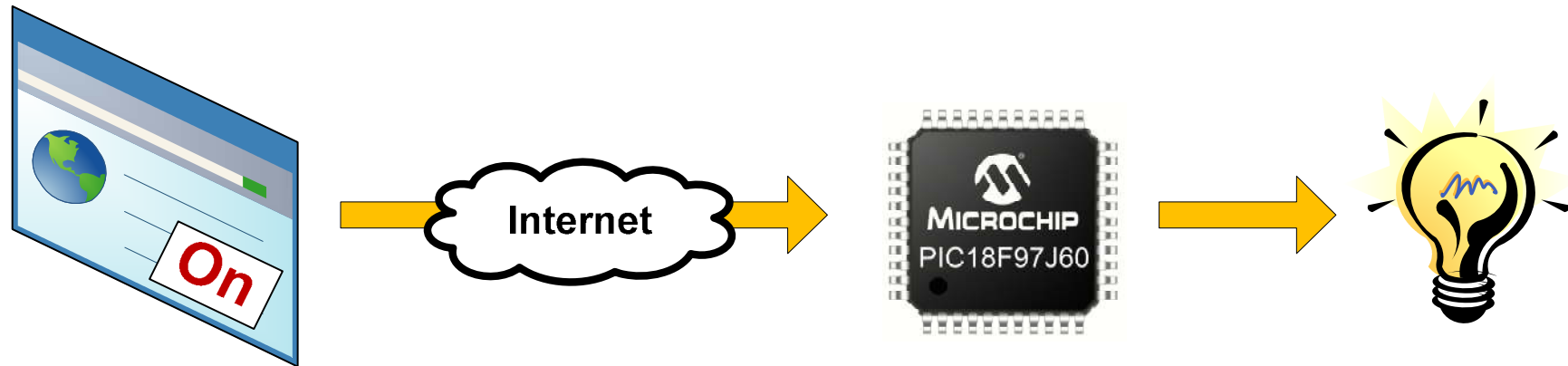
```
BYTE tic_tac_toe[3][3];  
  
void HTTPPrint_grid(WORD row, WORD col)  
{  
    TCPPut(sktHTTP, grid[row][col]);  
}
```

Lab 5: Web-Based Monitoring

- **Goals:**
 - Replace static text with dynamic variables
 - Display product information
 - Control a bar graph display
- **Bonus:**
 - Control bar graph colors using CSS classes



Web-Based Control



- **Accept input through web pages**
 - **Manage outputs**
 - **Control system data**

Web Form Components

- **Designed in HTML**
 - Contained within `<form>` tags
- **Consists of one or more fields**
 - Denoted by `<input name="...">` tags
- **Submitted as name/value pairs**
 - `lights=on&brightness=50`
 - Non-alphanumeric chars are hex-encoded

Web Form Methods

- **GET** `<form method="get" . . . >`

- Data appended to URL
- Length limited to ~100 bytes
- Easiest to process

- **POST** `<form method="post" . . . >`

- Data sent as request body
- Length is unlimited
- More difficult to process – advanced class

The GET Method

- Data appended to URL
 - `/form.htm?lights=on&brightness=50`
- Easiest to process
 - All input in `curHTTP.data`
 - Automatically decoded
- Limited to available buffer
 - ~100 bytes max input
- Handled in `HTTPExecuteGet()`

The GET Method



GET /form.htm?lights=on&brightness=50 HTTP/1.1
Host: 192.168.1.100
...

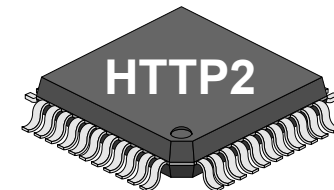
curHTTP.data

lights\0on\0brightness\050\0\0

HTTPGetArg()

HTTPExecuteGet()

- Locate “lights” parameter
- Control system lights



GET Method Callback

- Input stored in `curHTTP.data`
- Locate values with:
 - `HTTPGetArg()`
 - `HTTPGetROMArg()`
- Process input values
- Perform necessary actions
- Return:
 - `HTTP_IO_DONE` on completion
 - `HTTP_IO_WAITING` to be called again

GET Method Callback

Syntax

```
BYTE* HTTPGetArg (BYTE* haystack, BYTE* needle)  
BYTE* HTTPGetROMArg (BYTE *, ROM BYTE*)
```

- Find parameters with **HTTPGetArg**
- Search for parameters (the needle)
- Search in **curHTTP.data** (the haystack)
- Returns pointer to associated value
 - **NULL** if not found

GET Method Callback

Example 1 – Web Page HTML (index.htm)

```
<form method="get" action="index.htm">  
  <b>Enter two words below:</b>  
  <input type="text" name="size" />  
  <input type="text" name="color" />  
  <input type="submit" value="Update" />  
</form>
```

Example 1 – User Input

size: large

color: orange

GET Method Callback

Example 1 – curHTTP.data

`size\0large\0color\0orange\0\0`

Example 1 – HTTPExecuteGet Callback (CustomHTTPApp.c)

```
BYTE size[20], color[20];
HTTP_IO_RESULT HTTPExecuteGet(void)
{
    BYTE* val;
    val = HTTPGetROMArg(curHTTP.data, (ROM BYTE*)"size");
    if(val)
        memcpy(size, val, sizeof(size) - 1);
    val = HTTPGetROMArg(curHTTP.data, (ROM BYTE*)"color");
    if(val)
        memcpy(color, val, sizeof(color) - 1);
    return HTTP_IO_DONE;
}
```

Lab 6: Control via GET

- **Goals:**
 - Understand web form
 - Parse input to control LED
- **Bonus:**
 - Pre-select current state on form





```
GET /lights.htm?lights=off HTTP/1.1
Host: 192.168.2.2
User-Agent: Mozilla/5.0 (windows; U; windows NT 5.1; zh-TW; rv:1.9.2.3) Gecko/20100401
Firefox/3.6.3 (.NET CLR 3.5.30729)
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,*/*;q=0.8
Accept-Language: zh-tw,en-us;q=0.7,en;q=0.3
Accept-Encoding: gzip,deflate
Accept-Charset: UTF-8,*
Keep-Alive: 115
Connection: keep-alive
Referer: http://192.168.2.2/lights.htm?lights=on
```

Browser

[illegible]

Explorer 16

Review:

Building with HTTP2

- **Dynamic Variables**
 - Generate dynamic pages
 - Insert displayable text or code
- **Web-Based Control via GET**
 - Easier
 - Limited to 100 bytes
- **Advanced Control via POST**
 - Unlimited length
 - More complex processing





```
POST /products.htm HTTP/1.1
Host: 192.168.2.2
User-Agent: Mozilla/5.0 (windows; U; windows NT 5.1; zh-TW; rv:1.9.2.3) Gecko/20100401
Firefox/3.6.3 (.NET CLR 3.5.30729)
Accept: text/html,application/xhtml+xml,application/xml;q=0.9,*/*;q=0.8
Accept-Language: zh-tw,en-us;q=0.7,en;q=0.3
Accept-Encoding: gzip,deflate
Accept-Charset: UTF-8,*
Keep-Alive: 115
Connection: keep-alive
Referer: http://192.168.2.2/products.htm
Content-Type: application/x-www-form-urlencoded
Content-Length: 286

name%5B0%5D=Cola&price%5B0%5D=%242.00&name%5B1%5D=Diet+Cola&price%5B1%5D=%241.00&name%5B2%5D=Root
+Beer&price%5B2%5D=%241.00&name%5B3%5D=Orange&price%5B3%5D=%241.00&name%5B4%5D=Lemonade&price%5B4%
5D=%241.25&name%5B5%5D=Iced+Tea&price%5B5%5D=%241.75&name%5B6%5D=water&price%5B6%5D=%
242.00HTTP/1.1 200 OK
```

Browser

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 STRICT//EN" "DTD/xhtml11-strict.dtd">
<html>
<head>
<title>Microchip webvend Demo App</title>
<link href="/vending.css" rel="stylesheet" type="text/css" />
</head>
<body>
<div id="title"><div class="page">
<div class="right">webVend Demo App</div>

</div><div class="spacer"></div></div>
<div id="content">
<p align="center" style="margin-top: 0">
<a href="index.htm">Status</a> &nbsp;&nbsp;&nbsp;&|&nbsp;&nbsp;&nbsp;&
<a href="lights.htm">Lights</a> &nbsp;&nbsp;&nbsp;&|&nbsp;&nbsp;&nbsp;&
<b>Products</b>
</p>
<div id="location">Machine WEBVEND : Building C4 - 2nd Floor NW</div>
<form method="post" action="products.htm">
<fieldset>
<legend><b>Manage Products</b></legend>
<table align="center" cellpadding="2">
<tr>
<th><b>Display Name</b></th><th><b>Price</b></th>
```

Explorer 16

Post Method per Instructor Choice

- **Post Method lecture and labs have been moved to the appendix and will be covered in the Advanced HTTP class, COM4302**
- **If time remains, use Wireshark to show incoming GET form traffic, then trace in the debugger**
 - **Breakpoint at top of HTTPExecuteGet**
 - **Watch on curHTTP (look at .data)**