
Subject: skylark with server and client

Posted by [BetoValle](#) on Tue, 19 Jan 2021 04:25:50 GMT

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Hi,

in the application client i run the code (after server)

```
CONSOLE_APP_MAIN
{
    String url = "http://localhost:8001/myapp/qualqueres";
    request.Post("id", "1234"); /** < --
    request.PostData("1111111");
    request.POST();
    String content = request.Execute();

    Cout() << "return " << content ;

    SetExitCode( 0 );
}
```

in the server application i run the code

```
SKYLARK(q, "qualqueres:POST")
{
    /** "id" ?? "1234" ?? <--

    String c = http.GetRequestContent();

    http << c;
}

struct MyApp : SkylarkApp {
    MyApp() {
        root = "myapp";
    }
};

CONSOLE_APP_MAIN
{
    MyApp().Run();
}
```

in the application client return the result "1111111".

my question:

in this adaptation I did how to make the parameter "id" and its value "1234" passed by the client application, be read (evaluated) on the server and returned to the client application?

(ie how do I read the parameters on the server, passed by the client, without manipulating the traditional html?)

thanks

Subject: Re: skylark with server and client
Posted by [Xemuth](#) on Tue, 19 Jan 2021 09:31:58 GMT
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Hello BetoBValle :

Request from client :

```
HttpRequest http("http://localhost:8001/serverSkylark/qualquieres");  
// http.POST().Header("id","1234"); //Via request header  
// http.POST().Post("id","1234"); //Via post Data  
http.POST().PostData("{\"id\":\"1234\"}"); //Via post data formatted in JSON  
Cout() << http.Execute() << EOL;
```

Code to return 1234 from server :

```
SKYLARK(q, "qualquieres:POST")  
{  
    //String c = http.GetHeader("id"); //Via request header  
    //String c = http["id"]; //Via post data  
  
    String c;  
    String dataNotParsed = http.GetRequestContent(); //Via Post data formatted in JSON  
    Value json = ParseJSON(dataNotParsed);  
    if(!IsNull(json["id"]))  
        c = json["id"];
```

```
http << c;  
}
```

Subject: Re: skylark with server and client
Posted by [BetoValle](#) on Tue, 19 Jan 2021 13:43:56 GMT
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Hi,

in app client compiler show error line ...http.POST().Post("id","1234").. error: use of undeclared identifier 'http'

what are the contents of your client app includes?

thanks

Subject: Re: skylark with server and client
Posted by [Xemuth](#) on Tue, 19 Jan 2021 14:05:43 GMT
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My 'http' is your 'request'.

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    HttpRequest http("http://localhost:8001/serverSkylark/qualqueres");  
    // http.POST().Header("id","1234"); //Via request header  
    // http.POST().Post("id","1234"); //Via post Data  
    http.POST().PostData("{\"id\":\"1234\"}"); //Via post data formatted in JSON  
    Cout() << http.Execute() << EOL;  
}
```

Subject: Re: skylark with server and client
Posted by [BetoValle](#) on Tue, 19 Jan 2021 15:37:47 GMT
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sorry, after correcting the (my) HttpRequest and url (correct)

now work fine!

(1) param in post

```
__app Client
#include <Core/Core.h>
using namespace Upp;
CONSOLE_APP_MAIN
{
    HttpRequest http("http://localhost:8001/myapp/qualquieres");
    http.POST().Post("id","1234"); //Via post Data
    Cout() << http.Execute() << EOL;
}

__Server
#include <Skylark/Skylark.h>
using namespace Upp;
SKYLARK(q, "qualquieres:POST")
{
    String c = http["id"]; //Via post data
    http << c;
}

struct MyApp : SkylarkApp {
    MyApp() {
        root = "myapp";

#ifdef _DEBUG
        prefork = 0;
        use_caching = false;
#endif
    }
};

CONSOLE_APP_MAIN
{
#ifdef _DEBUG
    StdLogSetup(LOG_FILE|LOG_COUT);
    Ini::skylark_log = true;
#endif
    MyApp().Run();
}
```

(2)json

```
__app Client
CONSOLE_APP_MAIN
{
    HttpRequest http("http://localhost:8001/myapp/qualquieres");
    http.POST().PostData("{\"id\":\"1234\"}"); //Via post data formatted in JSON
}
```

```

    Cout() << http.Execute() << EOL;
}
__Server
SKYLARK(q, "qualqueres:POST")
{
    String c;
    String dataNotParsed = http.GetRequestContent(); //Via Post data formatted in JSON
    Value json = ParseJSON(dataNotParsed);
    if(!IsNull(json["id"]))
        c = json["id"];

    http << c;
}

(3) header
__app Client
CONSOLE_APP_MAIN
{
    HttpRequest http("http://localhost:8001/myapp/qualqueres");

    http.POST().Header("id","1234"); //Via request header
    Cout() << http.Execute() << EOL;
}

__Server
SKYLARK(q, "qualqueres:POST")
{
    String c = http.GetHeader("id"); //Via request header
    http << c;
}

```

Thanks!!!