Perl Short Course: Fifth Session

Duncan C. White (d.white@imperial.ac.uk)

Dept of Computing, Imperial College London

December 2011

• In this session, we'll discuss using add-on modules to make Perl even more powerful.

- In this session, we'll discuss using add-on modules to make Perl even more powerful.
- We'll cover:
 - Perl's documentation system



- In this session, we'll discuss using add-on modules to make Perl even more powerful.
- We'll cover:
 - Perl's documentation system
 - what a module is



- In this session, we'll discuss using add-on modules to make Perl even more powerful.
- We'll cover:
 - Perl's documentation system
 - what a module is
 - where we can find many useful modules

- In this session, we'll discuss using add-on modules to make Perl even more powerful.
- We'll cover:
 - Perl's documentation system
 - what a module is
 - where we can find many useful modules
 - how we use them in our own programs

- In this session, we'll discuss using add-on modules to make Perl even more powerful.
- We'll cover:
 - Perl's documentation system
 - what a module is
 - where we can find many useful modules
 - how we use them in our own programs
 - a brief detour into Perl objects and

- In this session, we'll discuss using add-on modules to make Perl even more powerful.
- We'll cover:
 - Perl's documentation system
 - what a module is
 - where we can find many useful modules
 - how we use them in our own programs
 - a brief detour into Perl objects and
 - lots of examples of using some common modules.

- In this session, we'll discuss using add-on modules to make Perl even more powerful.
- We'll cover:
 - Perl's documentation system
 - what a module is
 - where we can find many useful modules
 - how we use them in our own programs
 - a brief detour into Perl objects and
 - lots of examples of using some common modules.

Hashes as Records

But first, an aside: we've already said that you can omit the
quotes on a literal hash key string, this is often used to pretend
that a hash is a record/structure, as in:
\$info{forename} = 'Duncan' where forename is pretending

to be a field name.

• Any standard function: **perldoc -f functionname**.

- Any standard function: **peridoc -f functionname**.
- Any installed module: perldoc modulename.

- Any standard function: **perldoc -f functionname**.
- Any installed module: **perldoc modulename**.
- Standard library overview: perldoc perlfunc.

- Any standard function: **perldoc -f functionname**.
- Any installed module: **perldoc modulename**.
- Standard library overview: perldoc perlfunc.
- Standard modules overview: **peridoc perimodlib**.

- Any standard function: **perldoc -f functionname**.
- Any installed module: **perldoc modulename**.
- Standard library overview: **perldoc perlfunc**.
- Standard modules overview: **peridoc perimodlib**.
- What a module really is: **peridoc perimod**.

- Any standard function: **perldoc -f functionname**.
- Any installed module: **perldoc modulename**.
- Standard library overview: **perldoc perlfunc**.
- Standard modules overview: **peridoc perimodlib**.
- What a module really is: **peridoc perimod**.
- The Perl FAQ: perldoc perlfaq.

- Any standard function: perldoc -f functionname.
- Any installed module: **peridoc modulename**.
- Standard library overview: **perldoc perlfunc**.
- Standard modules overview: **peridoc perimodlib**.
- What a module really is: **peridoc perimod**.
- The Perl FAQ: perldoc perlfaq.
- Search the FAQ for a term such as password: perldoc -q password.

All Perl documentation is written in Perl's own format called **POD**: **Plain Old Documentation** (see **perldoc perlpod** for details). One of the cute things about **POD** is that Perl understands **POD** documentation being included in your own Perl scripts and modules so there's no possibility of losing the documentation!

 A major motivation of the Perl 5 redesign was to allow additional C libraries to be dynamically loaded into a running Perl interpreter. This feature is used to add major new functionality to Perl without having to recompile the Perl interpreter.

- A major motivation of the Perl 5 redesign was to allow additional C libraries to be dynamically loaded into a running Perl interpreter. This feature is used to add major new functionality to Perl without having to recompile the Perl interpreter.
- Perl modules can either be pure Perl literally just containing Perl code – or XS – containing code in C as well as Perl, to (for instance) provide an interface to an existing C library (like Tk).

- A major motivation of the Perl 5 redesign was to allow additional C libraries to be dynamically loaded into a running Perl interpreter. This feature is used to add major new functionality to Perl without having to recompile the Perl interpreter.
- Perl modules can either be pure Perl literally just containing Perl code – or XS – containing code in C as well as Perl, to (for instance) provide an interface to an existing C library (like Tk).
- We're going to look at how to use modules which have been made available to us by others.

- A major motivation of the Perl 5 redesign was to allow additional C libraries to be dynamically loaded into a running Perl interpreter. This feature is used to add major new functionality to Perl without having to recompile the Perl interpreter.
- Perl modules can either be pure Perl literally just containing Perl code – or XS – containing code in C as well as Perl, to (for instance) provide an interface to an existing C library (like Tk).
- We're going to look at how to use modules which have been made available to us by others.
- When we are writing large programs, we want to structure our code as several Perl modules, with data hiding, abstraction and separate name spaces. This will be covered in the final session.

- A major motivation of the Perl 5 redesign was to allow additional C libraries to be dynamically loaded into a running Perl interpreter. This feature is used to add major new functionality to Perl without having to recompile the Perl interpreter.
- Perl modules can either be pure Perl literally just containing Perl code – or XS – containing code in C as well as Perl, to (for instance) provide an interface to an existing C library (like Tk).
- We're going to look at how to use modules which have been made available to us by others.
- When we are writing large programs, we want to structure our code as several Perl modules, with data hiding, abstraction and separate name spaces. This will be covered in the final session.
- As well as the Perl standard library of functions (see perldoc perlfunc and session 4 for details) Perl comes with a large number of modules installed by default, which we can use simply by writing use modulename in our Perl scripts. So far we've met IO::File and Data::Dumper.

 Beyond Perl's standard modules, there are thousands of high-quality modules written by Perl developers, held together in a well organized collection called CPAN, found at:

http://www.cpan.org/

5 / 1

 Beyond Perl's standard modules, there are thousands of high-quality modules written by Perl developers, held together in a well organized collection called CPAN, found at: http://www.cpan.org/

 As well as the CPAN website – helpfully mirrored all over the world – there is a Perl module (called CPAN) which you can use to install most CPAN modules automatically. See perldoc CPAN for more information. Beyond Perl's standard modules, there are thousands of high-quality modules written by Perl developers, held together in a well organized collection called CPAN, found at: http://www.cpan.org/

 As well as the CPAN website – helpfully mirrored all over the world – there is a Perl module (called CPAN) which you can use to install most CPAN modules automatically. See perldoc CPAN for more information.

 It is definitely worth looking at CPAN before you start to write significant chunks of code – there may well be a module that already does a large part of what you want to do!

Module Naming Conventions

Perl modules are always stored in files with the extension .pm,
 e.g. POSIX.pm – where pm stands for "Perl Module".

 Beyond Perl's standard modules, there are thousands of high-quality modules written by Perl developers, held together in a well organized collection called CPAN, found at:

http://www.cpan.org/

- As well as the CPAN website helpfully mirrored all over the world – there is a Perl module (called CPAN) which you can use to install most CPAN modules automatically. See perldoc CPAN for more information.
- It is definitely worth looking at CPAN before you start to write significant chunks of code – there may well be a module that already does a large part of what you want to do!

Module Naming Conventions

- Perl modules are always stored in files with the extension .pm,
 e.g. POSIX.pm where pm stands for "Perl Module".
- The Perl module space is hierarchical. Module names like Data::Dumper may contain :: and the first part of their name is usually a general indication of their area of interest.

 So Data::Dumper pretty-prints complex data structures for us, XML::Simple gives us a simple interface to manipulate XML structured data, Math::BigInt allows us to do mathematics with very large integers, etc etc.

Installing and Using Modules

 If you have to download and install a module yourself, you will be pleased to discover that the vast majority of modules have a common installation method:

```
perl Makefile.PL
make
make install
```

 So Data::Dumper pretty-prints complex data structures for us, XML::Simple gives us a simple interface to manipulate XML structured data, Math::BigInt allows us to do mathematics with very large integers, etc etc.

Installing and Using Modules

 If you have to download and install a module yourself, you will be pleased to discover that the vast majority of modules have a common installation method:

```
perl Makefile.PL
make
make install
```

 You can specify extra switches on the Makefile.PL line to either install the module system-wide or for you alone. See perioc perimodinstall for details. • So Data::Dumper pretty-prints complex data structures for us, XML::Simple gives us a simple interface to manipulate XML structured data, Math::BigInt allows us to do mathematics with very large integers, etc etc.

Installing and Using Modules

• If you have to download and install a module yourself, you will be pleased to discover that the vast majority of modules have a common installation method:

```
perl Makefile.PL
make
make install
```

- You can specify extra switches on the Makefile.PL line to either install the module system-wide or for you alone. See **peridoc** perlmodinstall for details.
- Once a module has been installed, you need to tell Perl that you want to use the module in your own program - do this with the keyword use, as in: use Data::Dumper;

• Often, Perl modules just provide a collection of subroutines for you to use, but many also provide an object-oriented view of their functionality.

- Often, Perl modules just provide a collection of subroutines for you to use, but many also provide an object-oriented view of their functionality.
- Some of the modules we're about to use are OO-based, and so we need to briefly discuss how Perl does OO.

- Often, Perl modules just provide a collection of subroutines for you to use, but many also provide an object-oriented view of their functionality.
- Some of the modules we're about to use are OO-based, and so we need to briefly discuss how Perl does OO.
- In Perl, a class is a special kind of module, so class names like IO::File are common.

- Often, Perl modules just provide a collection of subroutines for you to use, but many also provide an object-oriented view of their functionality.
- Some of the modules we're about to use are OO-based, and so we need to briefly discuss how Perl does OO.
- In Perl, a class is a special kind of module, so class names like IO::File are common.
- In Perl a constructor can be called whatever the class chooses! However, the convention is to call the constructor new.

Creating Objects

- Often, Perl modules just provide a collection of subroutines for you to use, but many also provide an object-oriented view of their functionality.
- Some of the modules we're about to use are OO-based, and so we need to briefly discuss how Perl does OO.
- In Perl, a class is a special kind of module, so class names like IO::File are common.
- In Perl a constructor can be called *whatever the class chooses*! However, the convention is to call the constructor new.
- So, assuming we have a class Student, if we want to create a new instance of a Student, we say:

```
use Student;
my $bob = Student->new();
```

- Often, Perl modules just provide a collection of subroutines for you to use, but many also provide an object-oriented view of their functionality.
- Some of the modules we're about to use are OO-based, and so we need to briefly discuss how Perl does OO.
- In Perl, a class is a special kind of module, so class names like IO::File are common.
- In Perl a constructor can be called *whatever the class chooses*! However, the convention is to call the constructor new.
- So, assuming we have a class Student, if we want to create a new instance of a Student, we say:

```
use Student;
my $bob = Student->new();
```

For greater familiarity, Perl provides the syntactic sugar:

```
my $bob = new Student();
```

- Often, Perl modules just provide a collection of subroutines for you to use, but many also provide an *object-oriented* view of their functionality.
- Some of the modules we're about to use are OO-based, and so we need to briefly discuss how Perl does OO.
- In Perl, a class is a special kind of module, so class names like IO::File are common.
- In Perl a constructor can be called *whatever the class chooses*! However, the convention is to call the constructor new.
- So, assuming we have a class Student, if we want to create a new instance of a Student, we say:

```
use Student;
my $bob = Student->new();
```

For greater familiarity, Perl provides the syntactic sugar:

```
my $bob = new Student();
```

• Either way, \$bob is now an instance of class Student.

• Now we have \$bob, we can now use it as an object.

- Now we have \$bob, we can now use it as an object.
- Assuming the class Student has an object method called attend, taking the name of a lecture and a room, we could say:

```
$bob->attend('Perl Short Course', 'Huxley 311');
```

- Now we have \$bob, we can now use it as an object.
- Assuming the class Student has an object method called attend, taking the name of a lecture and a room, we could say:

```
$bob->attend('Perl Short Course', 'Huxley 311');
```

 Note that the syntax is very similar to reference syntax. Behind the scenes, objects are implemented as references - usually hashrefs - associated (blessed) with a Perl package.

- Now we have \$bob, we can now use it as an object.
- Assuming the class Student has an object method called attend, taking the name of a lecture and a room, we could say:

```
$bob->attend('Perl Short Course', 'Huxley 311');
```

- Note that the syntax is very similar to reference syntax. Behind the scenes, objects are implemented as references - usually hashrefs - associated (blessed) with a Perl package.
- Many member functions want optional arguments, and a conventional way of doing this has emerged: pass a single hash literal, with parameter names as keys and parameter values as values. The keys are conventionally chosen starting with '-' and written without string quote marks, as in:

```
$object->method( -name => 'hello'.
                 -values => [ 'a', 'b', 'c' ] );
```

- Now we have \$bob, we can now use it as an object.
- Assuming the class Student has an object method called attend, taking the name of a lecture and a room, we could say:

```
$bob->attend('Perl Short Course', 'Huxley 311');
```

- Note that the syntax is very similar to reference syntax. Behind the scenes, objects are implemented as references - usually hashrefs - associated (blessed) with a Perl package.
- Many member functions want optional arguments, and a conventional way of doing this has emerged: pass a single hash literal, with parameter names as keys and parameter values as values. The keys are conventionally chosen starting with '-' and written without string quote marks, as in:

```
$object->method( -name => 'hello'.
                 -values => [ 'a', 'b', 'c' ] );
```

 This tells us enough about Perl objects to begin discussing modules with OO interfaces.



• **CGI** stands for **Common Gateway Interface**, and specifies how external programs can communicate with a webserver, and hence with a client viewing a web page.

- CGI stands for Common Gateway Interface, and specifies how external programs can communicate with a webserver, and hence with a client viewing a web page.
- We know what HTML looks like, producing it in Perl is simple:

```
print "<html>\n";
print " <head><title>Hello World!</title></head>\n";
print " <body><hi>>This is a simple web page.</h1>\n";
print " <h2>Brought to you the hard way.</h2>\n";
print " </body>\n";
print "</hdy>\n";
```

- CGI stands for Common Gateway Interface, and specifies how external programs can communicate with a webserver, and hence with a client viewing a web page.
- We know what HTML looks like, producing it in Perl is simple:

```
print "<html>\n";
print " <head><title>Hello World!</title></head>\n";
print " <body><hi>>This is a simple web page.</hi>\n";
print " <h2>Brought to you the hard way.</h2>\n";
print " </body>\n";
print " </body>\n";
```

 All we need to know to get started with CGI scripting is that we must send a *Content-type header* before the content, followed by a blank line. So, to make our Perl script work from the web, we add to the beginning:

```
print "Content-type: text/html\n\n";
```

This gives us example **eg1**.

- CGI stands for Common Gateway Interface, and specifies how external programs can communicate with a webserver, and hence with a client viewing a web page.
- We know what HTML looks like, producing it in Perl is simple:

```
print "<html>\n";
print " <head><title>Hello World!</title></head>\n";
print " <body><hi>>This is a simple web page.</hi>\n";
print " <h2>Brought to you the hard way.</h2>\n";
print " </body>\n";
print " </body>\n";
```

 All we need to know to get started with CGI scripting is that we must send a *Content-type header* before the content, followed by a blank line. So, to make our Perl script work from the web, we add to the beginning:

```
print "Content-type: text/html\n\n";
```

This gives us example eg1.

To install this as a CGI script:

```
cp eg1 ~/public_html/perl2011/eg1.cgi
```

and then point a web browser at

```
http://www.doc.ic.ac.uk/~dcw/perl2011/eg1.cgi
```

- CGI stands for Common Gateway Interface, and specifies how external programs can communicate with a webserver, and hence with a client viewing a web page.
- We know what HTML looks like, producing it in Perl is simple:

```
print "<html>\n";
print " <head><title>Hello World!</title></head>\n";
print " <body><hi>>This is a simple web page.</hi>\n";
print " <h2>Brought to you the hard way.</h2>\n";
print " </body>\n";
print " </body>\n";
```

 All we need to know to get started with CGI scripting is that we must send a *Content-type header* before the content, followed by a blank line. So, to make our Perl script work from the web, we add to the beginning:

```
print "Content-type: text/html\n\n";
```

This gives us example eg1.

To install this as a CGI script:

```
cp eg1 ~/public_html/perl2011/eg1.cgi
and then point a web browser at
http://www.doc.ic.ac.uk/~dcw/perl2011/eg1.cgi
```

• However, all this literal HTML is horribly unwieldy. Surely there must be a better.. more Perlish.. way?

• Of course there is! Perl has a brilliant CGI module that provides functions to deal with all of this nastiness. The following example eg2 produces the same effect (albeit with somewhat more verbose HTML and fewer linebreaks!):

```
use CGI:
my $cgi = new CGI;
print $cgi->header,
      $cgi->start html("Hello World!").
      $cgi->h1("This is a simple web page."),
      $cgi->h2("Brought to you the easy way."),
      $cgi->end html:
```

 Of course there is! Perl has a brilliant CGI module that provides functions to deal with all of this nastiness. The following example eg2 produces the same effect (albeit with somewhat more verbose HTML and fewer linebreaks!):

CGI contains many more methods, and can produce web forms:

```
use CGI:
my $cgi = new CGI;
print $cgi->header,
      $cgi->start_html('A trivial form'),
      $cgi->h1('A trivial form'),
      $cgi->start_form,
      'Enter your name:', $cgi->textfield('name'), $cgi->p.
      'Select your level of Perl expertise:',
      $cgi->popup_menu(
         -name => 'expertise'.
         -values => ['Newbie', 'Adequate', 'Guru', 'Larry']
      ), $cgi->p,
      $cgi->submit,
      $cgi->defaults('Clear').
      $cgi->end_form;
print $cgi->end_html;
```

Duncan White (CSG)

 The CGI module can also deal with processing form responses the param() method either tells you whether any parameters are available, or extracts a particular parameter's value.

- The CGI module can also deal with processing form responses the param() method either tells you whether any parameters are available, or extracts a particular parameter's value.
- So, let's extend our form to generate a suitably sarcastic response when you fill in the form and submit it (eg3):

- The CGI module can also deal with processing form responses the param() method either tells you whether any parameters are available, or extracts a particular parameter's value.
- So, let's extend our form to generate a suitably sarcastic response when you fill in the form and submit it (eg3):

```
my %response = (
    Newbie => "Get on with it then!",
    Adequate => "One day you too may wear sunglasses",
    Guru => "Pretty cool sunglasses",
    Larry => "We bow before your godlike powers!" );
if( $cgi->param )
{
    # Process form parameters...
    my $name = ucfirst( lc( $cgi->param('name') ) );
    my $expertise = $cgi->param('expertise');
    my $msg = $response{ $expertise } or "umm?";
    print $cgi->hr, "Hello, $name the $expertise - $msg";
}
```

• Now on selecting a name (Joe) and an expertise level (Newbie), we get output like:

Hello. Joe the Newbie - Get on with it then!

- The CGI module can also deal with processing form responses the param() method either tells you whether any parameters are available, or extracts a particular parameter's value.
- So, let's extend our form to generate a suitably sarcastic response when you fill in the form and submit it (eg3):

```
my %response = (
    Newbie => "Get on with it then!",
    Adequate => "One day you too may wear sunglasses",
    Guru => "Pretty cool sunglasses",
    Larry => "We bow before your godlike powers!" );
if( $cgi->param )
{
    # Process form parameters...
    my $name = ucfirst( lc( $cgi->param('name') ) );
    my $expertise = $cgi->param('expertise');
    my $msg = $response{ $expertise } or "umm?";
    print $cgi->hr, "Hello, $name the $expertise - $msg";
}
```

• Now on selecting a name (Joe) and an expertise level (Newbie), we get output like:

Hello, Joe the Newbie - Get on with it then!

• Use **period CGI** to find out more. You'll also come across CGI again later this year.

• LWP::Simple is a very useful module - but strangely named - which provides a simple method of fetching web pages. If you're curious, LWP stands for *libwww-perl*.

- LWP::Simple is a very useful module but strangely named which provides a simple method of fetching web pages. If you're curious, LWP stands for *libwww-perl*.
- Take a simple example: perhaps we want to be able to read some random web page from within a Perl script (eg4):

```
use LWP::Simple;
my $url = shift @ARGV ||
    "http://www.doc.ic.ac.uk/~dcw/perl2011/";
my $wp = get($url) || die "oops, no webpage $url\n";
print $wp;
```

- LWP::Simple is a very useful module but strangely named which provides a simple method of fetching web pages. If you're curious, LWP stands for *libwww-perl*.
- Take a simple example: perhaps we want to be able to read some random web page from within a Perl script (eg4):

```
use LWP::Simple;
my $url = shift @ARGV ||
    "http://www.doc.ic.ac.uk/~dcw/perl2011/";
my $wp = get($url) || die "oops, no webpage $url\n";
print $wp;
```

 Note how the entire text of the web page is stored in a single Perl scalar. Did we mention that Perl strings can be big?

- LWP::Simple is a very useful module but strangely named which provides a simple method of fetching web pages. If you're curious, LWP stands for *libwww-perl*.
- Take a simple example: perhaps we want to be able to read some random web page from within a Perl script (eg4):

```
use LWP::Simple;
my $url = shift @ARGV ||
   "http://www.doc.ic.ac.uk/~dcw/perl2011/";
my $wp = get($url) || die "oops, no webpage $url\n";
print $wp;
```

- Note how the entire text of the web page is stored in a single Perl scalar. Did we mention that Perl strings can be big?
- Another powerful function provided by this module is

```
getstore($url, $filename)
```

which downloads the contents of \$url directly to the named \$filename.

 One thing we can do with our newly-downloaded web page is to parse the HTML.

- One thing we can do with our newly-downloaded web page is to parse the HTML.
- HTML::Parser is a complex beast, read its Perl documentation (via perldoc HTML::Parser) to understand it fully!

- One thing we can do with our newly-downloaded web page is to parse the HTML.
- HTML::Parser is a complex beast, read its Perl documentation (via perldoc HTML::Parser) to understand it fully!
- So, let's link LWP::Simple and HTML::Parser together to do something useful! (eg5):

```
use LWP::Simple;
use HTML::Parser;
use URI::URL;

my $url;
my @links = ();

# deal with a start tag with its attributes
# sub findlinks ($$)
{
    my( $tag, $attr ) = @_;
    return unless $tag eq "a";
    my $link = $attr->{href};
    return unless defined $link;
    $link = url( $link, $url )->abs;
    push @links, $link;
}
```

• And here's the main program of **eg5**:

```
# main program
die "Usage: eg5 [url]\n" unless @ARGV < 2;
$url = shift( @ARGV ) ||
        "http://www.doc.ic.ac.uk/~dcw/perl2011/";
my $webpage = get( $url ) || die "eg5: can't fetch URL $url\n":
my $parser = new HTML::Parser(
        start_h => [ \&findlinks, 'tagname,attr'] );
$parser->parse( $webpage );
# now @links contains the links - print them out.
foreach (@links)
        print "link: <$_>\n";
}
```

• And here's the main program of eg5:

 Now, suppose we want to fetch all linked .ps or .tgz files, storing them together in a new directory. Replace the link printout with:

```
mkdir( $destdir, 0755 ) unless -d $destdir;
chdir( $destdir ) || die "can't cd into $destdir\n";
foreach (@links)
{
    next unless m#([^/]+\.(ps|tgz))$#;
    my $filename = $1;
    print "fetching $_ -> $destdir/$filename\n";
    getstore( $_, $filename ) || next;
}
```

 DBI is a module which allows Perl to connect to databases and manipulate data within them.

15 / 1

- DBI is a module which allows Perl to connect to databases and manipulate data within them.
- Databases supported by DBI include MySQL, Oracle, Sybase, Microsoft SQL server, and PostgreSQL – we use the last two here in DoC.
- DBI provides a *class method* connect to connect to a database. A typical example would be:

```
use DBI;
mv $db = 'films':
my $host = 'db.doc.ic.ac.uk';
my $port = 5432:
my $user = my $password = 'lab';
my $dbh = DBI->connect(
            "dbi:Pg:dbname=$db;host=$host;port=$port",
            $user, $password
          ) || die "can't connect to $db as $user":
```

- DBI is a module which allows Perl to connect to databases and manipulate data within them.
- Databases supported by DBI include MySQL, Oracle, Sybase, Microsoft SQL server, and PostgreSQL – we use the last two here in DoC.
- DBI provides a *class method* connect to connect to a database. A typical example would be:

```
use DBI;
mv $db = 'films':
my $host = 'db.doc.ic.ac.uk';
my $port = 5432:
my $user = my $password = 'lab';
my $dbh = DBI->connect(
            "dbi:Pg:dbname=$db;host=$host;port=$port",
            $user, $password
          ) || die "can't connect to $db as $user":
```

• \$dbh is now a database handle, connected to the chosen database - the DoC lab "films" database.

- DBI is a module which allows Perl to connect to databases and manipulate data within them.
- Databases supported by DBI include MySQL, Oracle, Sybase, Microsoft SQL server, and PostgreSQL – we use the last two here in DoC.
- DBI provides a class method connect to connect to a database.
 A typical example would be:

```
use DBI;

my $db = 'films';
my $host = 'db.doc.ic.ac.uk';
my $port = 5432;
my $user = my $password = 'lab';
my $dbh = DBI->connect(
    "dbi:Pg:dbname=$db;host=$host;port=$port",
    $user, $password
    ) || die "can't connect to $db as $user";
```

- \$dbh is now a *database handle*, connected to the chosen database the DoC lab "films" database.
- When we have finished, we need to disconnect the handle.

4 □ > 4 □ >

 Once we have a connection to the database, we then need to be able to issue queries over that connection to retrieve data.

- Once we have a connection to the database, we then need to be able to issue queries over that connection to retrieve data.
- The first stage in querying via DBI is to prepare it. This entails specifying precisely what query we are going to run. We do this by calling an object method on the database handle:

```
my $sth = $dbh->prepare("select * from films");
```

- Once we have a connection to the database, we then need to be able to issue queries over that connection to retrieve data.
- The first stage in querying via DBI is to prepare it. This entails specifying precisely what query we are going to run. We do this by calling an object method on the database handle:

```
my $sth = $dbh->prepare("select * from films");
```

 This returns a statement handle, which will contain the state of the query. We now need to execute this query:

```
$sth->execute || die "Database error: " . $dbh->errstr;
```

- Once we have a connection to the database, we then need to be able to issue queries over that connection to retrieve data.
- The first stage in querying via DBI is to prepare it. This entails specifying precisely what query we are going to run. We do this by calling an object method on the database handle:

```
my $sth = $dbh->prepare("select * from films");
```

 This returns a statement handle, which will contain the state of the query. We now need to execute this query:

```
$sth->execute || die "Database error: " . $dbh->errstr;
```

 DBI provides the last error to us in human-readable format via the database handle method errstr. Using the do or die idiom with this is a good idea!

- Once we have a connection to the database, we then need to be able to issue queries over that connection to retrieve data.
- The first stage in querying via DBI is to prepare it. This entails specifying precisely what query we are going to run. We do this by calling an object method on the database handle:

```
my $sth = $dbh->prepare("select * from films");
```

 This returns a statement handle, which will contain the state of the query. We now need to execute this query:

```
$sth->execute || die "Database error: " . $dbh->errstr;
```

- DBI provides the last error to us in human-readable format via the database handle method errstr. Using the do or die idiom with this is a good idea!
- If we are running a select query, then we need to fetch the records returned by the query (see next slide). Otherwise, we just need to finish the statement handle:

```
$sth->finish:
```



 There are several methods in DBI to do this – probably the most useful are the statement handle methods fetchrow_hashref and fetchrow_array.

- There are several methods in DBI to do this probably the most useful are the statement handle methods fetchrow_hashref and fetchrow_array.
- fetchrow_hashref returns the next row resulting from the query as a reference to a hash, with field names as keys and field values as values.

- There are several methods in DBI to do this probably the most useful are the statement handle methods fetchrow_hashref and fetchrow_array.
- fetchrow_hashref returns the next row resulting from the query as a reference to a hash, with field names as keys and field values as values.
- fetchrow_array returns the next row resulting from the query as an array containing the table values in the order in which the query requested the fields.

17 / 1

- There are several methods in DBI to do this probably the most useful are the statement handle methods fetchrow_hashref and fetchrow_array.
- fetchrow_hashref returns the next row resulting from the query as a reference to a hash, with field names as keys and field values as values.
- fetchrow_array returns the next row resulting from the query as an array containing the table values in the order in which the query requested the fields.
- Both of these return undef when all the records are exhausted, so we commonly use them in a while() loop:

```
while( my $record = $sth->fetchrow_hashref )
{
    # do something }
```

- There are several methods in DBI to do this probably the most useful are the statement handle methods fetchrow_hashref and fetchrow_array.
- fetchrow_hashref returns the next row resulting from the query as a reference to a hash, with field names as keys and field values as values.
- fetchrow_array returns the next row resulting from the query as an array containing the table values in the order in which the query requested the fields.
- Both of these return undef when all the records are exhausted, so we commonly use them in a while() loop:

```
while( my $record = $sth->fetchrow_hashref )
{
    # do something
}
```

 Having fetched all the records, we should finish the query, as stated earlier.

- There are several methods in DBI to do this probably the most useful are the statement handle methods fetchrow_hashref and fetchrow_array.
- fetchrow_hashref returns the next row resulting from the query as a reference to a hash, with field names as keys and field values as values.
- fetchrow_array returns the next row resulting from the query as an array containing the table values in the order in which the query requested the fields.
- Both of these return undef when all the records are exhausted, so we commonly use them in a while() loop:

```
while( my $record = $sth->fetchrow_hashref )
{
    # do something
}
```

- Having fetched all the records, we should finish the query, as stated earlier.
- Let's put all this together with an example (eg6).

17 / 1

```
use DBI:
my $db = "films";
mv $host = "db.doc.ic.ac.uk":
mv $port = 5432:
my $user = 'lab';
mv $password = 'lab':
my $dbh = DBI->connect(
            "dbi:Pg:dbname=$db;host=$host;port=$port",
            $user. $password
          ) || die "can't connect to $db as $user";
my $sth = $dbh->prepare("select * from films");
$sth->execute || die "Database error: " . $dbh->errstr:
while( mv $record = $sth->fetchrow hashref )
        print "Title: $record->{title}\n";
        print "Director: $record->{director}\n":
        print "Origin:
                         $record->{origin}\n";
        print "Made:
                         $record->{made}\n";
        print "Length:
                         $record->{length}\n";
        print "-" x 30 . "\n":
$sth->finish:
$dbh->disconnect:
```

• Let's run it!

```
use DBI:
my $db = "films";
mv $host = "db.doc.ic.ac.uk":
mv $port = 5432:
my $user = 'lab';
my $password = 'lab';
my $dbh = DBI->connect(
            "dbi:Pg:dbname=$db;host=$host;port=$port",
            $user, $password
          ) || die "can't connect to $db as $user";
my $sth = $dbh->prepare("select * from films");
$sth->execute || die "Database error: " . $dbh->errstr:
while( mv $record = $sth->fetchrow hashref )
        print "Title:
                         $record->{title}\n":
        print "Director: $record->{director}\n":
        print "Origin:
                         $record->{origin}\n";
        print "Made: $record->{made}\n";
                         $record->{length}\n";
        print "Length:
        print "-" x 30 . "\n":
$sth->finish:
$dbh->disconnect:
```

- Let's run it!
- And then fix the warning:-)

I recommend wrapping all this clutter up into a reusable sql query function with a per-record callback function:

```
sub sql foreach ($$$)
       my( $dbh, $sql, $recordcb ) = @_;
       my $sth = $dbh->prepare( $sql );
       $sth->execute || die "Database error: " . $dbh->errstr:
       while( my $record = $sth->fetchrow_hashref )
               $recordcb->( $record ):
       $sth->finish;
}
sub printrecord ($)
       mv( $record ) = @ :
       print "Title: $record->{title}\n"; print "Director: $record->{director}\n";
       print "Origin: $record->forigin}\n": print "Made: $record->fmade}\n":
                        $record->{length}\n"; print "-" x 30 . "\n";
       print "Length:
sql_foreach( $dbh, "select * from films", \&printrecord );
```

Note that if the per-record work is trivial you can call sql_foreach with an anonymous subroutine, as in:

```
my $numrecords = 0;
sql_foreach( $dbh, "select count(*) from films",
     sub { $numrecords = $_[0]->{count} } ):
```

 In the first session's exercises, we briefly mentioned DBM - a very efficient storage system which can associate an arbitrary string with an arbitrary key with efficient indexed access.

- In the first session's exercises, we briefly mentioned DBM a very efficient storage system which can associate an arbitrary string with an arbitrary key with efficient indexed access.
- Back then, we used dbmopen and dbmclose to access the file using a platform-specific default DBM format. However, a much better way is to use tie, since it will let us specify exactly which DBM format to use (for there are many)!

- In the first session's exercises, we briefly mentioned DBM a very efficient storage system which can associate an arbitrary string with an arbitrary key with efficient indexed access.
- Back then, we used dbmopen and dbmclose to access the file using a platform-specific default DBM format. However, a much better way is to use tie, since it will let us specify exactly which DBM format to use (for there are many)!
- Here's our simple mksecret program from the first session, but using tie instead to create an SDBM, which is good for small amounts of data (eg7):

- In the first session's exercises, we briefly mentioned DBM a very efficient storage system which can associate an arbitrary string with an arbitrary key with efficient indexed access.
- Back then, we used dbmopen and dbmclose to access the file using a platform-specific default DBM format. However, a much better way is to use tie, since it will let us specify exactly which DBM format to use (for there are many)!
- Here's our simple mksecret program from the first session, but using tie instead to create an SDBM, which is good for small amounts of data (eg7):

 Note that SDBM actually creates two files: secrets-sdbm.pag and secrets-sdbm.dir. You still access the SDBM from Perl by calling it secrets-sdbm, though. Using tie more than once allows us to convert between DBM formats easily! Let's convert our secrets file from SDBM to Berkeley DB format, provided by the DB_File module (eg8):

 Using tie more than once allows us to convert between DBM formats easily! Let's convert our secrets file from SDBM to Berkeley DB format, provided by the DB_File module (eg8):

• Berkeley DB is a single-file DBM format, and so it really writes a file called secrets-bdb (with a .db file extension on some platforms).

 Using tie more than once allows us to convert between DBM formats easily! Let's convert our secrets file from SDBM to Berkeley DB format, provided by the DB_File module (eg8):

- Berkeley DB is a single-file DBM format, and so it really writes a file called secrets-bdb (with a .db file extension on some platforms).
- If in doubt which DBM format to use, period AnyDBM_File provides useful information on which to choose in a given situation.

 Many programs take extra options or switches on their command line. For example, many Unix commands understand --help to mean "tell the user how to use me".

- Many programs take extra options or switches on their command line. For example, many Unix commands understand --help to mean "tell the user how to use me".
- We've already discussed @ARGV, and we could obviously just use that to detect and process switches. However, someone else has already written a module: Getopt::Long.

- Many programs take extra options or switches on their command line. For example, many Unix commands understand --help to mean "tell the user how to use me".
- We've already discussed @ARGV, and we could obviously just use that to detect and process switches. However, someone else has already written a module: Getopt::Long.
- Getopt::Long's primary function is GetOptions, which looks at @ARGV and deals with anything which looks like an option you've told it about, removing them from @ARGV.

```
use Getopt::Long;
mv $list:
my $format = "DB_File";
mv $result = GetOptions('list'
                        'format=s' => \$format):
```

- Many programs take extra options or switches on their command line. For example, many Unix commands understand --help to mean "tell the user how to use me".
- We've already discussed @ARGV, and we could obviously just use that to detect and process switches. However, someone else has already written a module: Getopt::Long.
- Getopt::Long's primary function is GetOptions, which looks at @ARGV and deals with anything which looks like an option you've told it about, removing them from @ARGV.

```
use Getopt::Long;
mv $list:
my $format = "DB_File";
mv $result = GetOptions('list'
                                   => \$list.
                        'format=s' => \$format):
```

• Here --list is merely a flag, whereas --format will require a string (=s). Both --list and --format are optional.

- Many programs take extra options or switches on their command line. For example, many Unix commands understand --help to mean "tell the user how to use me".
- We've already discussed @ARGV, and we could obviously just use that to detect and process switches. However, someone else has already written a module: Getopt::Long.
- Getopt::Long's primary function is GetOptions, which looks at @ARGV and deals with anything which looks like an option you've told it about, removing them from @ARGV.

- Here --list is merely a flag, whereas --format will require a string (=s). Both --list and --format are optional.
- On the next slide we'll use Getopt::Long in anger, to provide a command-line interface for our DBM file converter (eg9). As usual, consult period Getopt::Long.

```
use Fcntl:
use SDBM File:
use DB_File;
use Getopt::Long;
my $format = "DB_File";
my $result = GetOptions('format=s' => \$format);
die "Usage: eg11 [--format=S] filename [secrets]\n"
    unless $result && @ARGV >= 1;
mv $filename = shift @ARGV:
tie(my %secret, $format, $filename, O_RDONLY, 0666) ||
    die "can't tie $filename using $format\n";
if( @ARGV == 0 )
    foreach (keys %secret)
    {
       print "$_ is a secret\n";
} else
    foreach (@ARGV)
        if( exists $secret{$_} )
            print "Yes, $_ is a secret\n";
        } else
            print "No, $_ is not a secret\n";
untie(%secret):
```