Web Applications

Chris Piech
CS106A, Stanford University

For the first time ever in CS106A

[suspense]

Ushahidi

Send reports via:

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http://drc.ushahidi.com/

Democratic Republic of Congo

Tracking the Eastern Congo Conflict

HOME | REPORTS | SUBMIT AN INCIDENT | GET ALERTS

FILTERS → REPORTS NEWS PICTURES VIDEO ALL VIEWS → TIME

From: Oct 2009 To: Dec 2009

Incidents (from map above listed chronologically)

TITLE	LOCATION	DATE
Big fight	kinshasa	Jul 10 2009
Journal on the New Congo Peace Agreement	DRC	Feb 8 2009
Update on looting and sexual assault in...	Kayna	Dec 18 2008
Insecurité bas le record à Butembo	Butembo	Dec 17 2008
IDPs return to Kanyabonga area	Kanyabonga	Dec 16 2008

Voter Protection /

Problem Counties

Location	Incident breakdown	Count
Miami-Dade		106
Hillsborough		105
Placeholder		72
Palm Beach		59
Broward		30
FL Hotline		25
Orange		18
Duval		18
Fake		17
Clark		13
WASHOE		12
Polk		11
Collier		11
Seminole		10
Lee		10
Polk		9
Brevard		8

mi Affected Countries

EVENTO | RECIBIR ALERTAS | CONT

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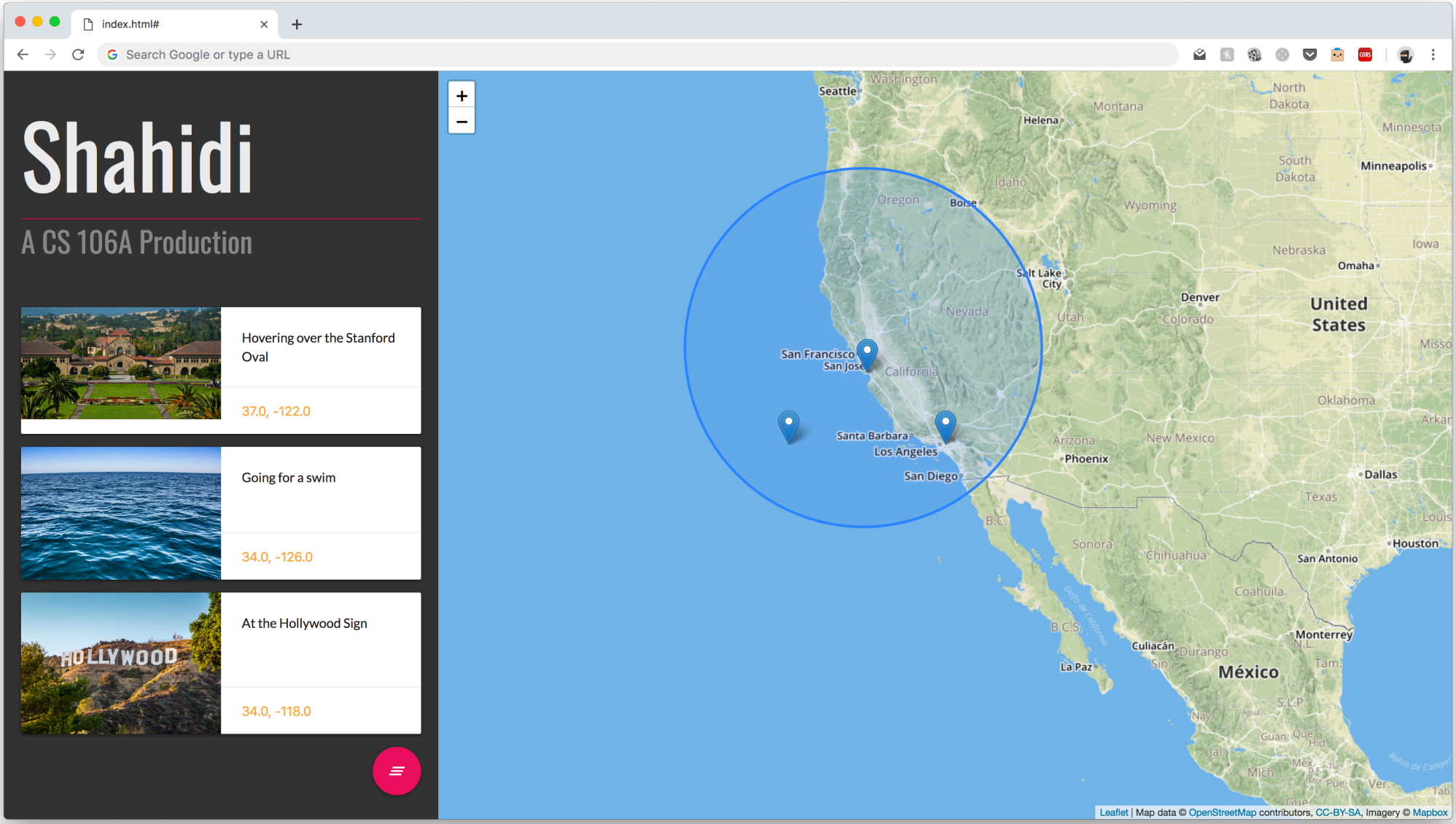
2010

Final Assignment



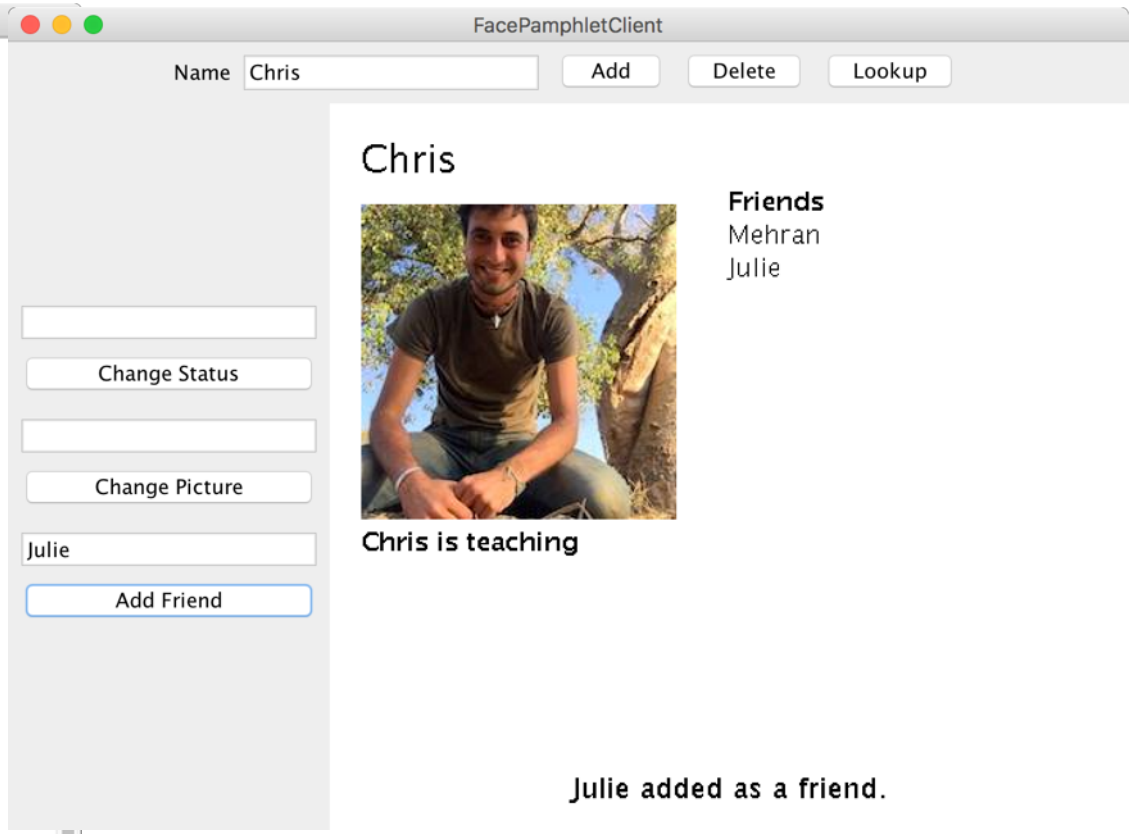
Usahidi

SteamTunnelServer

FacePamphletServer

```
Starting server on port 8000...
addProfile (name=Mehran)
  => success
addProfile (name=Chris)
  => success
addProfile (name=Chris)
  => Error: Database already contains Chris.
getStatus (name=Chris)
  => none
setStatus (name=Chris, status=teaching)
  => success
getStatus (name=Chris)
  => teaching
addFriend (name2=Mehran, name1=Chris)
  => success
getFriends (name=Chris)
  => [Mehran]
addProfile (name=Julie)
  => success
getImg (name=Julie)
  => none
getStatus (name=Julie)
  => none
getFriends (name=Julie)
  => []
setImg (img=JulieZ.jpg, name=Julie)
  => success
getImg (name=Julie)
  => JulieZ.jpg
getStatus (name=Julie)
  => none
getFriends (name=Julie)
  => []
addFriend (name2=Chris, name1=Julie)
  => success
getImg (name=Julie)
  => JulieZ.jpg
getStatus (name=Julie)
  => none
```

SteamTunnelClient



Ushahidi

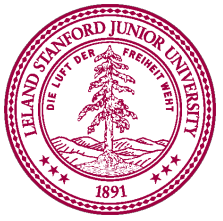
(testimony)

Ushahidi

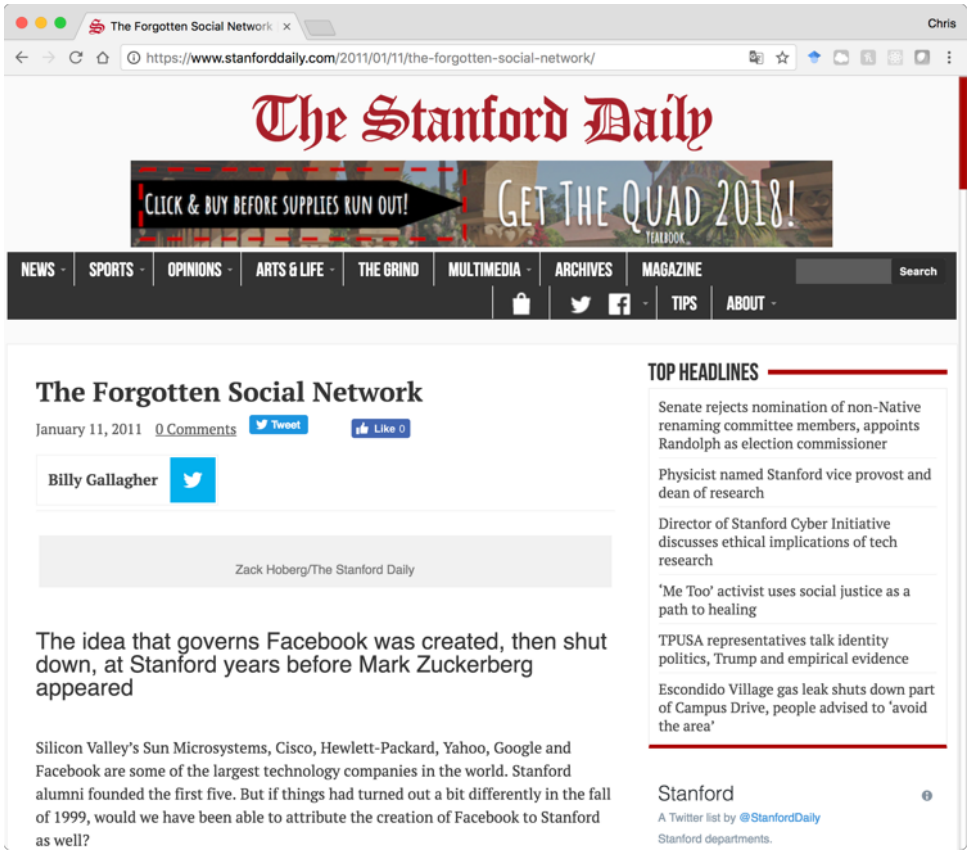
(testimony)

Shahidi

(whitness)


LELAND STANFORD JUNIOR UNIVERSITY
DIE LUFT DER FREIHEIT WEHT
1891

The Name


The Forgotten Social Network
Chris
https://www.stanforddaily.com/2011/01/11/the-forgotten-social-network/
The Stanford Daily
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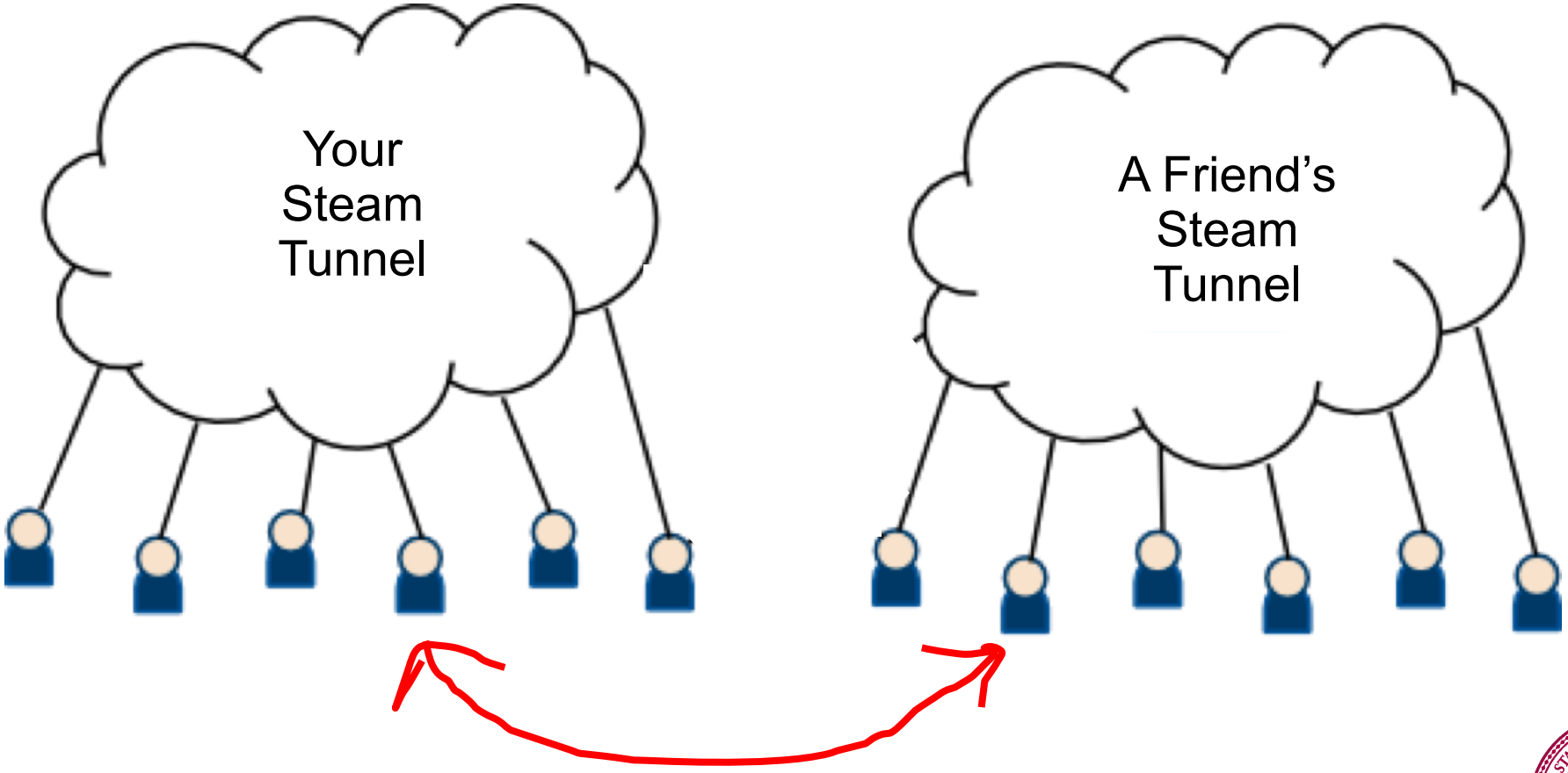
MAGAZINE
Search
TIPS
ABOUT
The Forgotten Social Network
January 11, 2011
0 Comments
Tweet
Like 0
Billy Gallagher
Zack Hoberg/The Stanford Daily
The idea that governs Facebook was created, then shut down, at Stanford years before Mark Zuckerberg appeared
Silicon Valley's Sun Microsystems, Cisco, Hewlett-Packard, Yahoo, Google and Facebook are some of the largest technology companies in the world. Stanford alumni founded the first five. But if things had turned out a bit differently in the fall of 1999, would we have been able to attribute the creation of Facebook to Stanford as well?
TOP HEADLINES
Senate rejects nomination of non-Native renaming committee members, appoints Randolph as election commissioner
Physicist named Stanford vice provost and dean of research
Director of Stanford Cyber Initiative discusses ethical implications of tech research
'Me Too' activist uses social justice as a path to healing
TPUSA representatives talk identity politics, Trump and empirical evidence
Escondido Village gas leak shuts down part of Campus Drive, people advised to 'avoid the area'
Stanford
A Twitter list by @StanfordDaily
Stanford departments.

Question

How could users could join different SteamTunnels but still connect to one another.

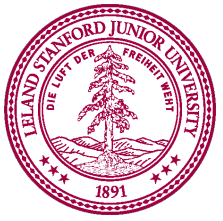


Review

Background: The Internet

The internet is just many programs sending messages (as *Strings*)

Thanks Nick for the teaching YEAH



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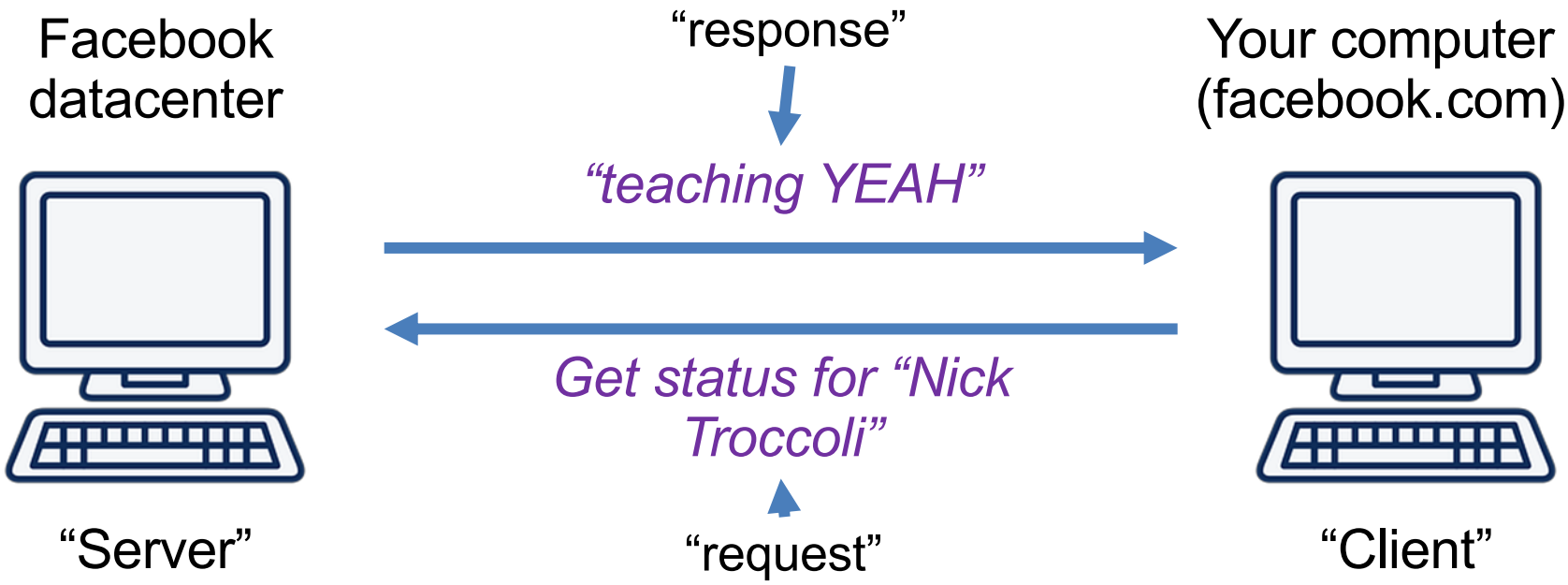

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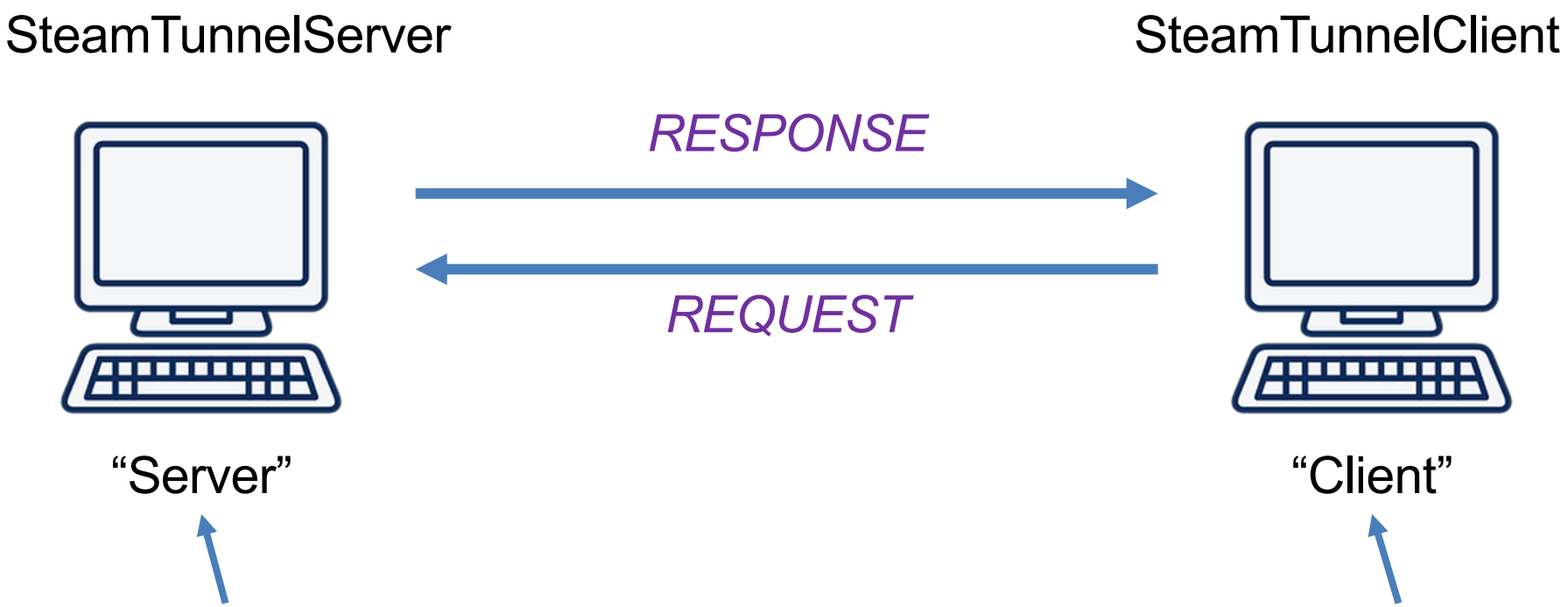
SteamTunnel



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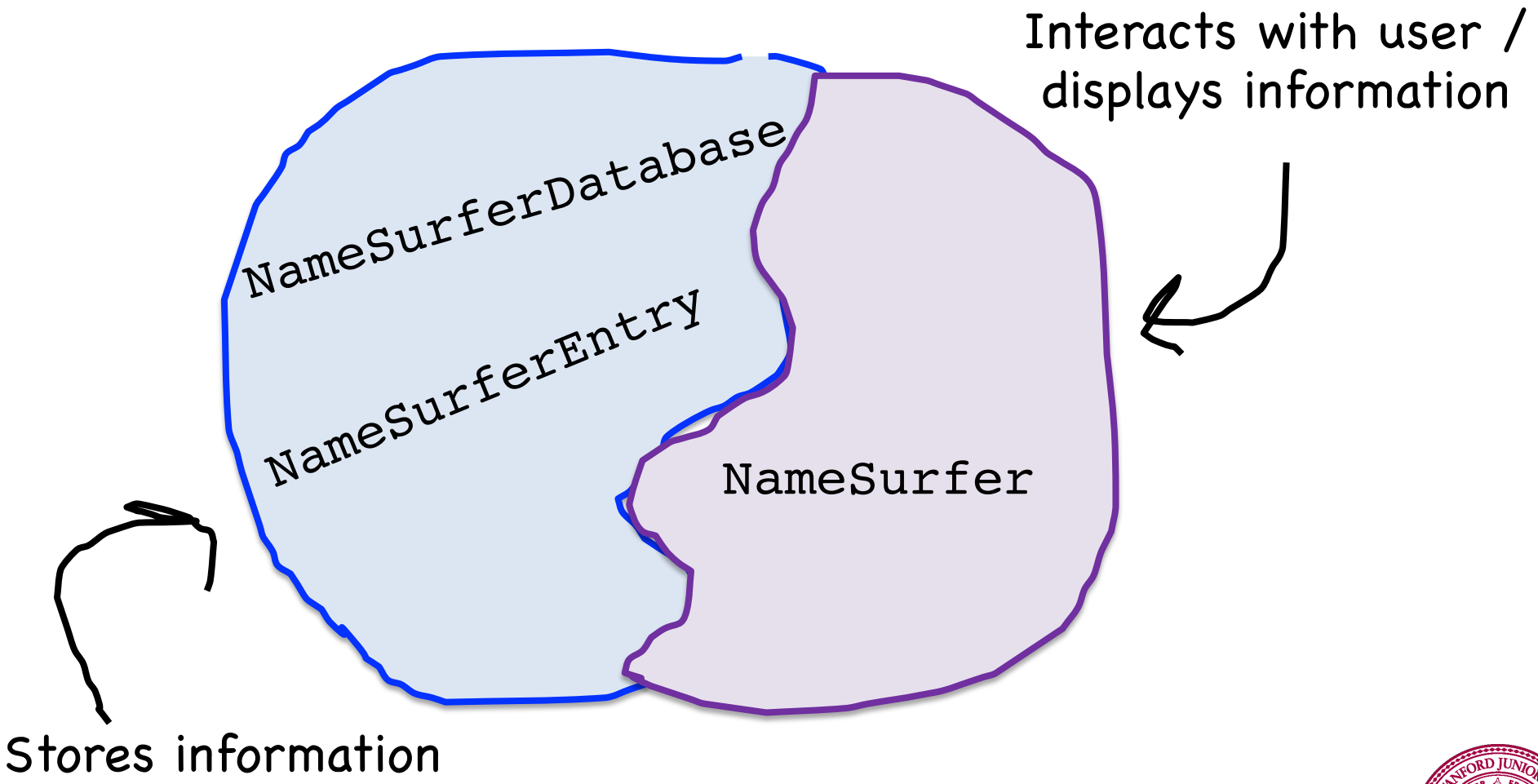
Another way to get Server/Client

First, imagine a world before Server/Clients…



* This blob represents one program on one machine

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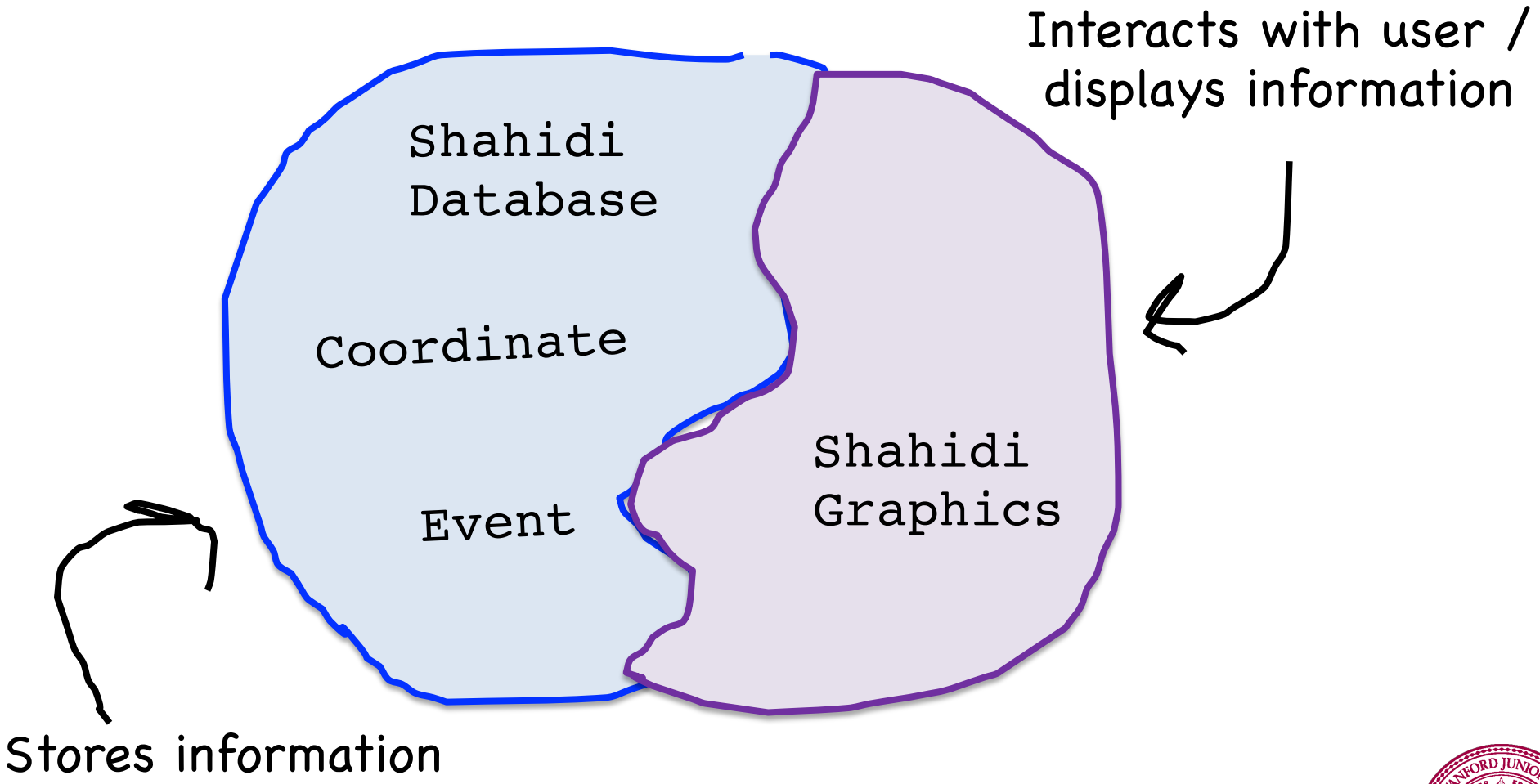

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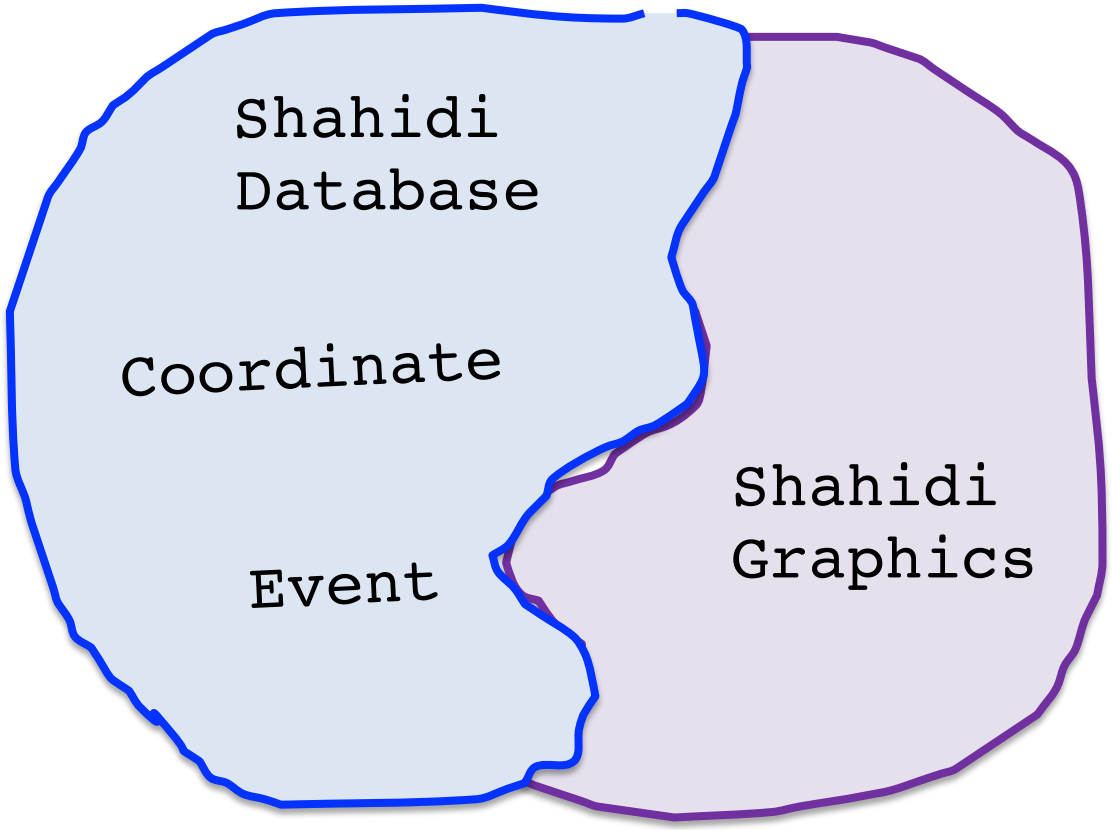
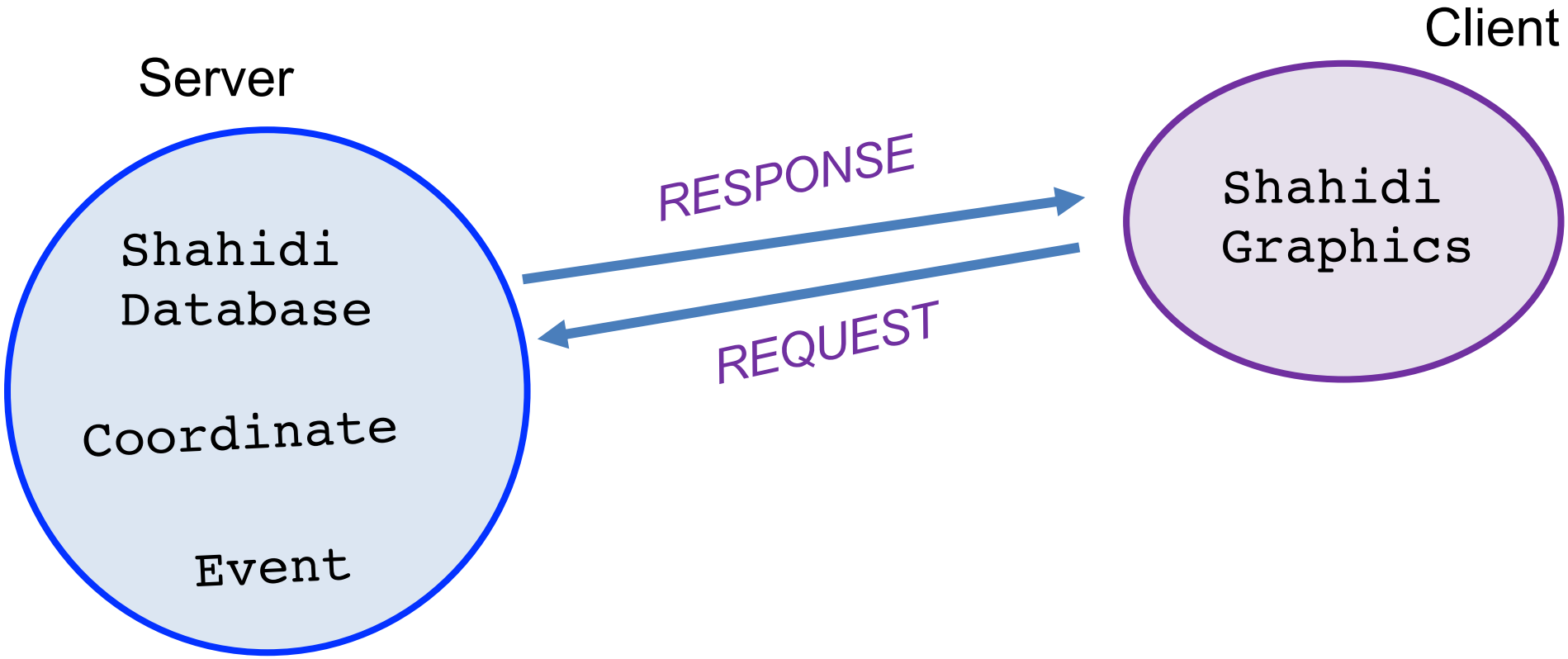


* This blob represents one program on one machine

Another way to get Server/Client

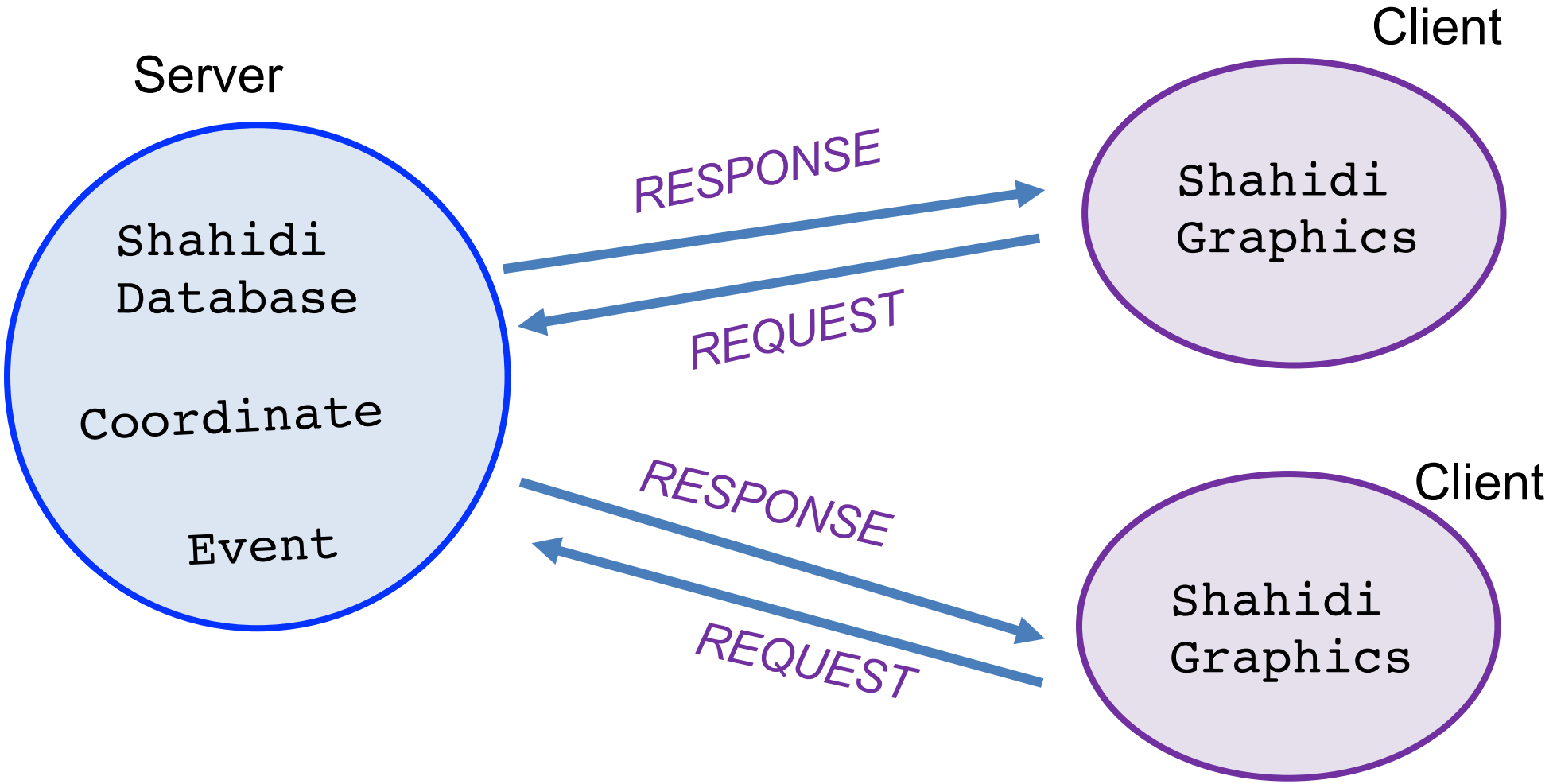
Now our application runs across two programs



* Each blob represents one program on one machine

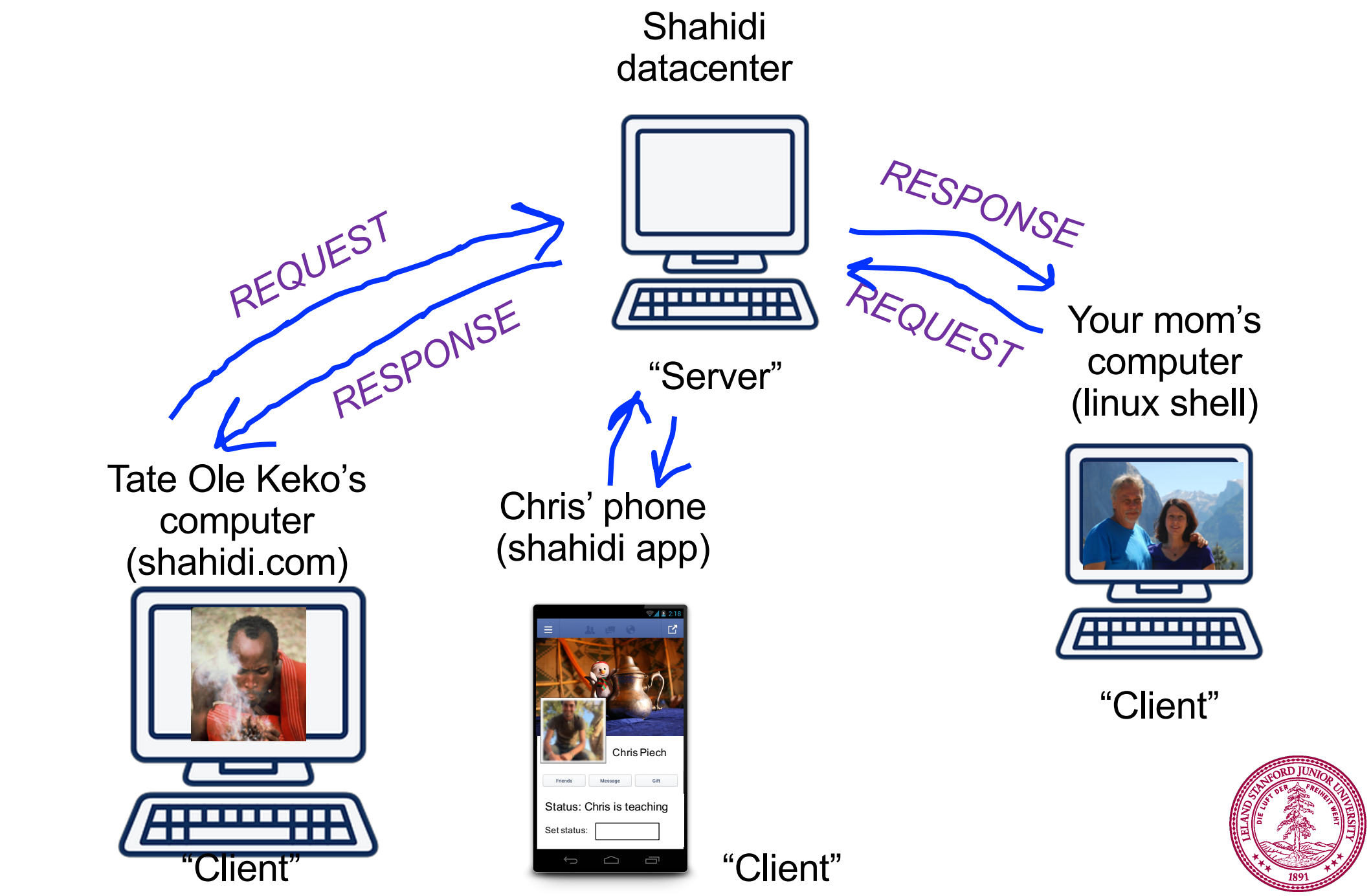
Another way to get Server/Client

Which means many clients can connect to the data

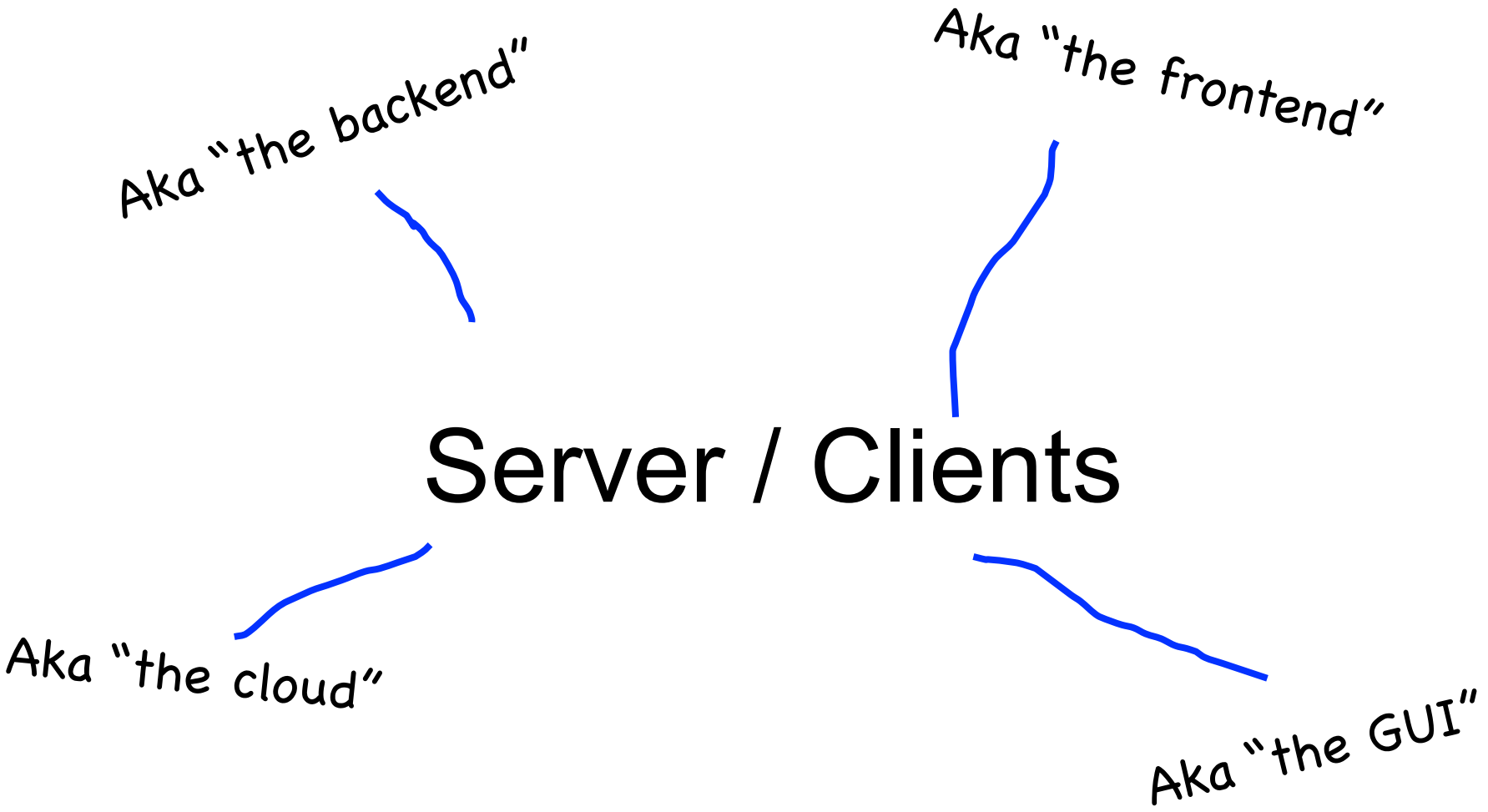


* Each blob represents one program on one machine

The Internet



Most of the Internet



Servers on one slide

1

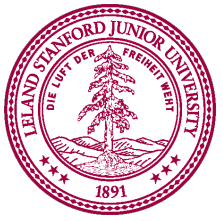
```
public String requestMade(Request request) {
    // server code goes here
}
```

2

```
// make a Server object
private SimpleServer server
      = new SimpleServer(this, 8000);
```

3

```
public void run(){
    // start the server
    server.start();
}
```

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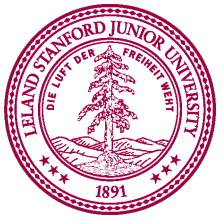


What is a Request?

```
/* Request has a command */
String command;

/* Request has parameters */
HashMap<String,String> params;
```

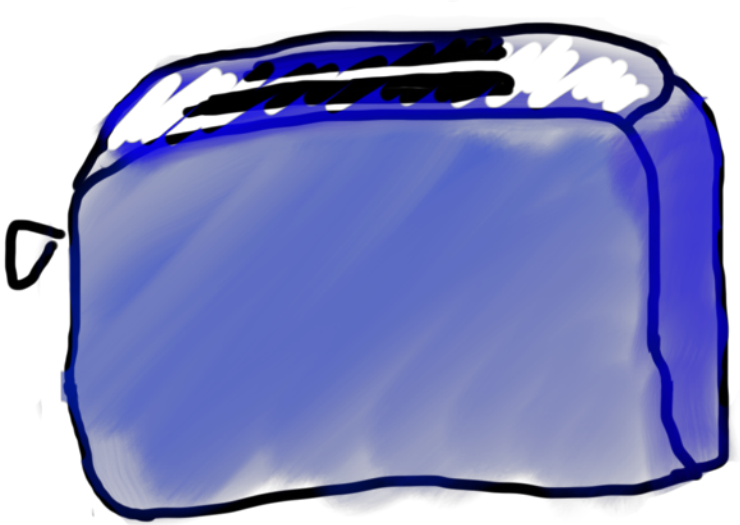
Request request

```
// methods that the server calls on requests
request.getCommand();
request.getParam(key); //returns associated value
```

Requests are like Remote Method Calls

Server has a bunch of discrete things it can do

Server

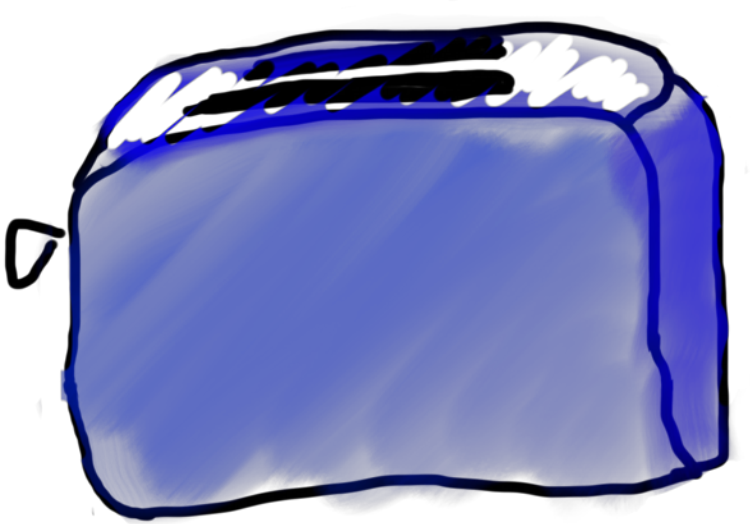


addUser

getStatus

Requests are like Remote Method Calls

Server



addUser

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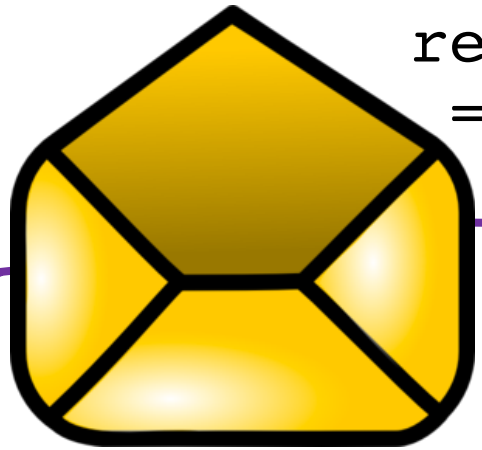
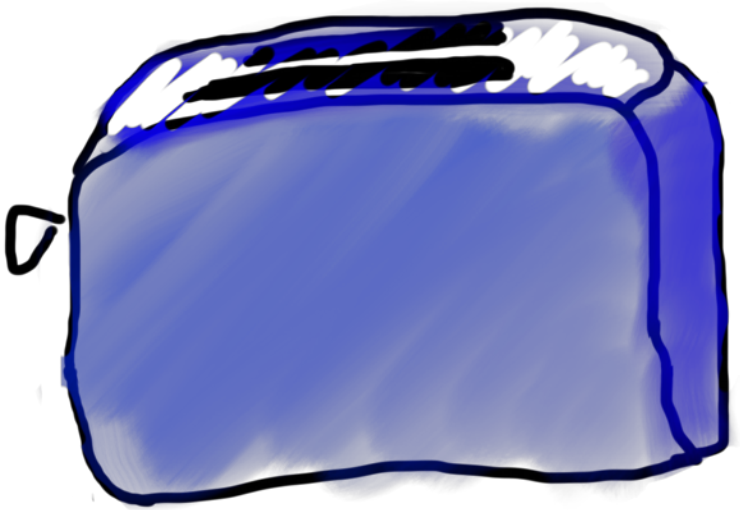


```
request.getCommand();
 => "addUser"
```

Server



addUser

getStatus

Your Server Code

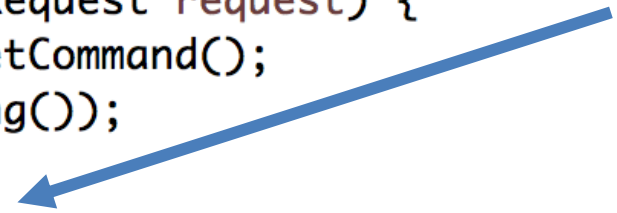
```
/**
 * Starts the server running so that when a program sends
 * a request to this computer, the method requestMade is
 * called.
 */
public void run() {
    println("Starting server on port " + PORT);
    server.start();
}

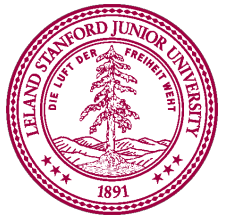
/**
 * When a request is sent to this computer, this metho
 * called. It must return a String.
 */
public String requestMade(Request request) {
    String cmd = request.getCommand();
    println(request.toString());

    // your code here.

    return "Error: Unknown command " + cmd + ".";
}
```

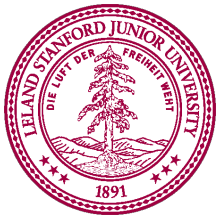
Respond to requests here. *The String you return will be sent as the response.*





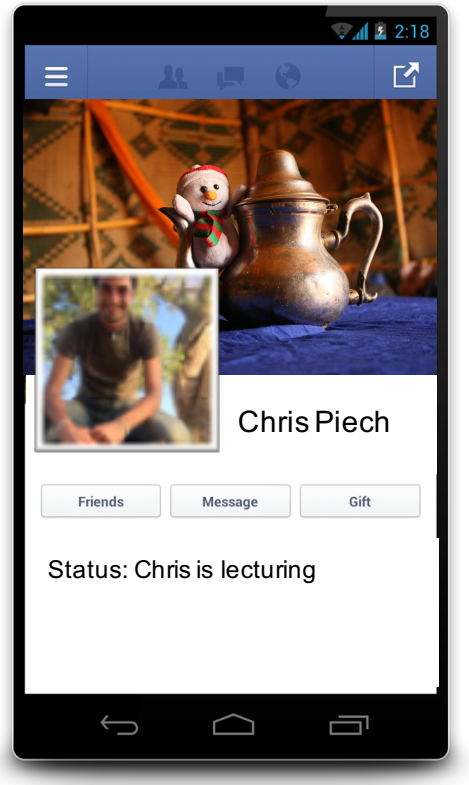
Where we left off...

There are two types of internet programs. Servers and Clients



Now, the client

A Clients's Purpose



1. Interact with the user

2. Get data from its server

3. Save data to its server

Clients on one slide

```
try {

  // 1. construct a new request
  Request example = new Request("getStatus");

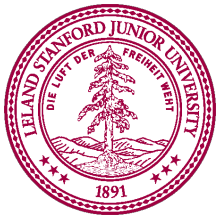
  // 2. add parameters to the request
  example.addParam("name", "chris");

  // 3. send the request to a computer on the internet
  String result = SimpleClient.makeRequest(HOST, example);

} catch(IOException e) {

  // The internet is a fast and wild world my friend

}
```

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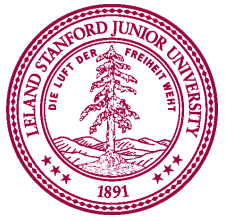

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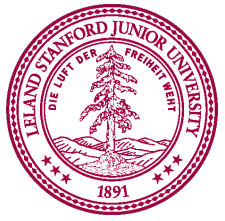

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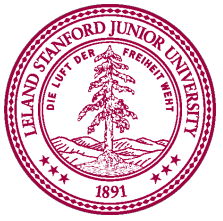

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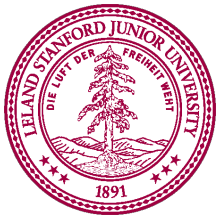

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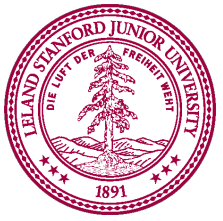

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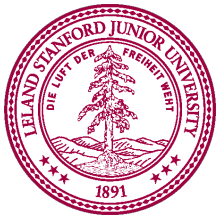

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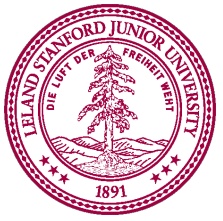
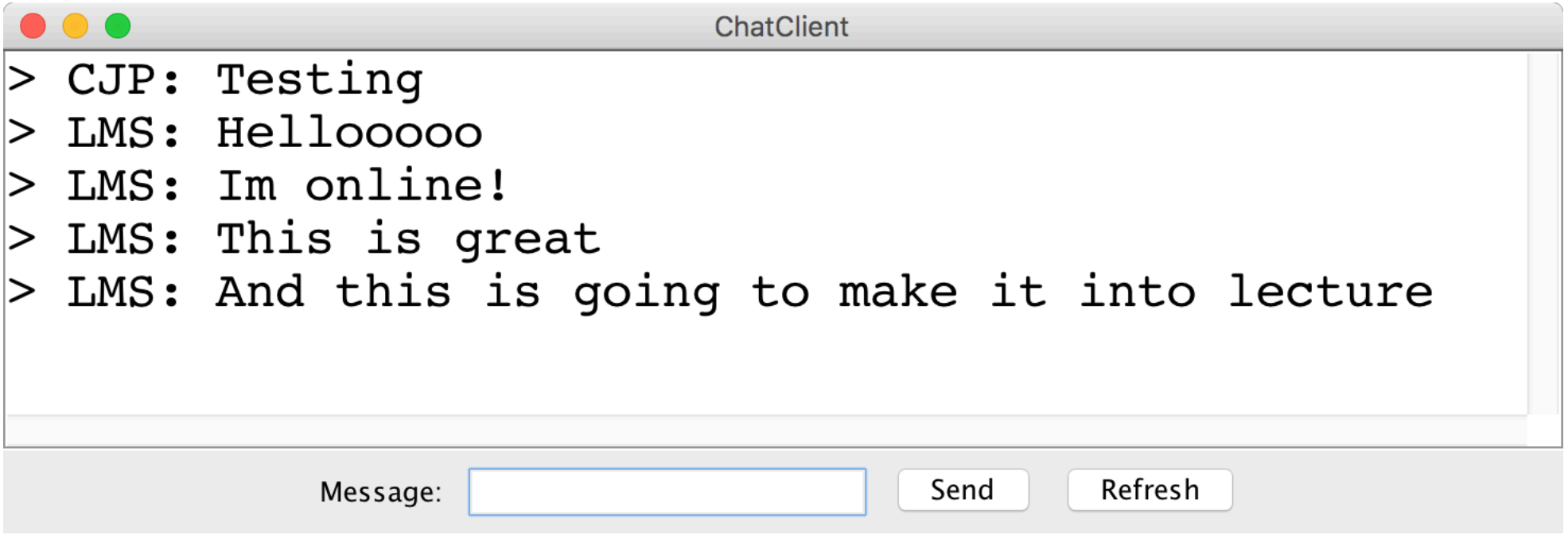
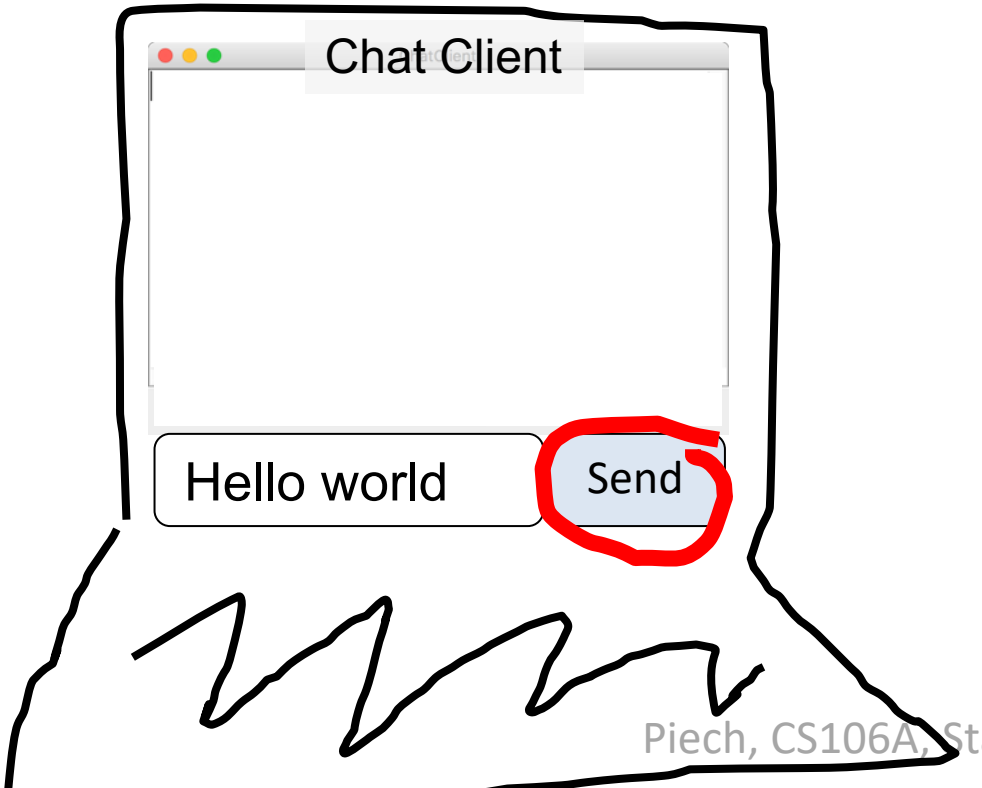


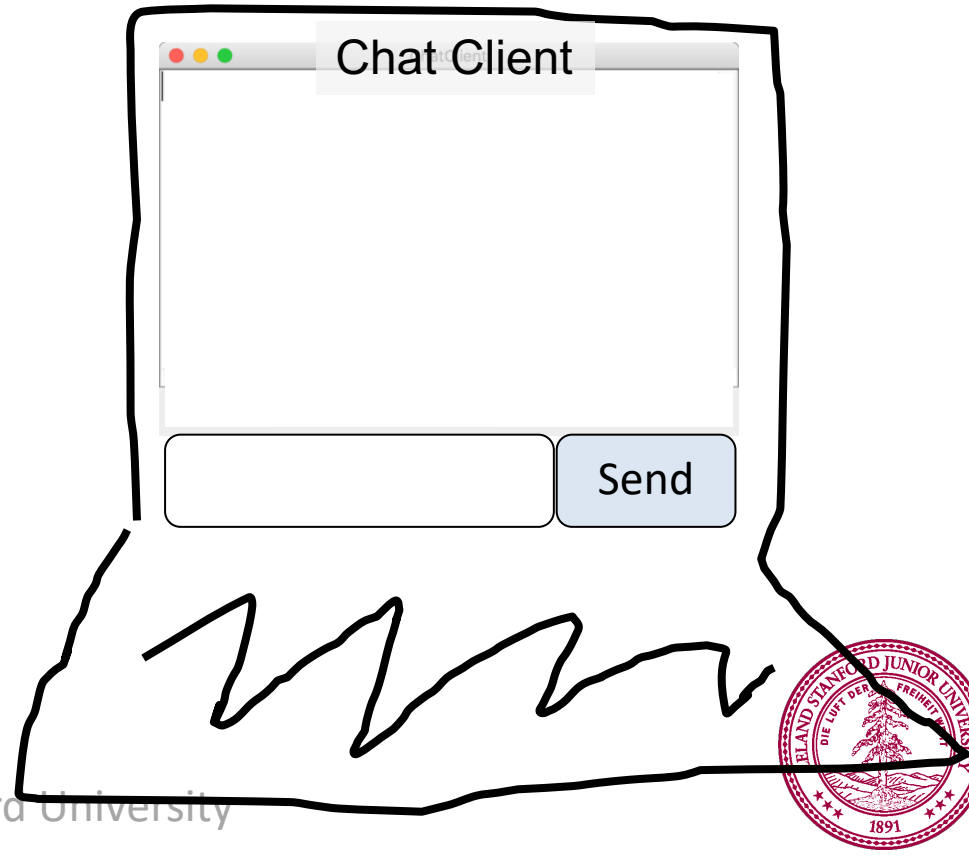
Chat Server and Client




```
history = [
]
```

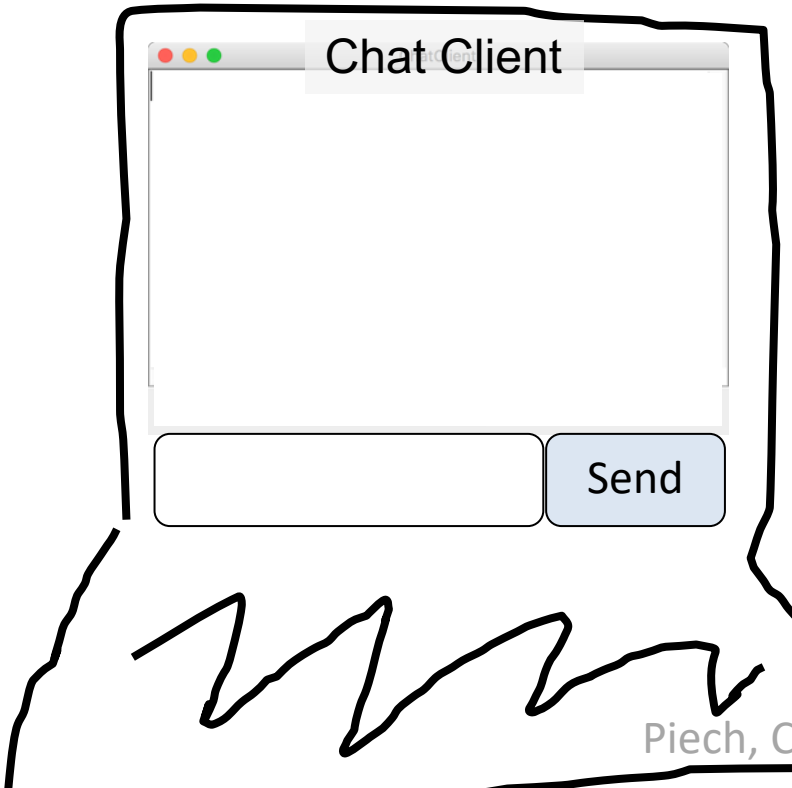
```
addMsg
msg = C: Hello world
```

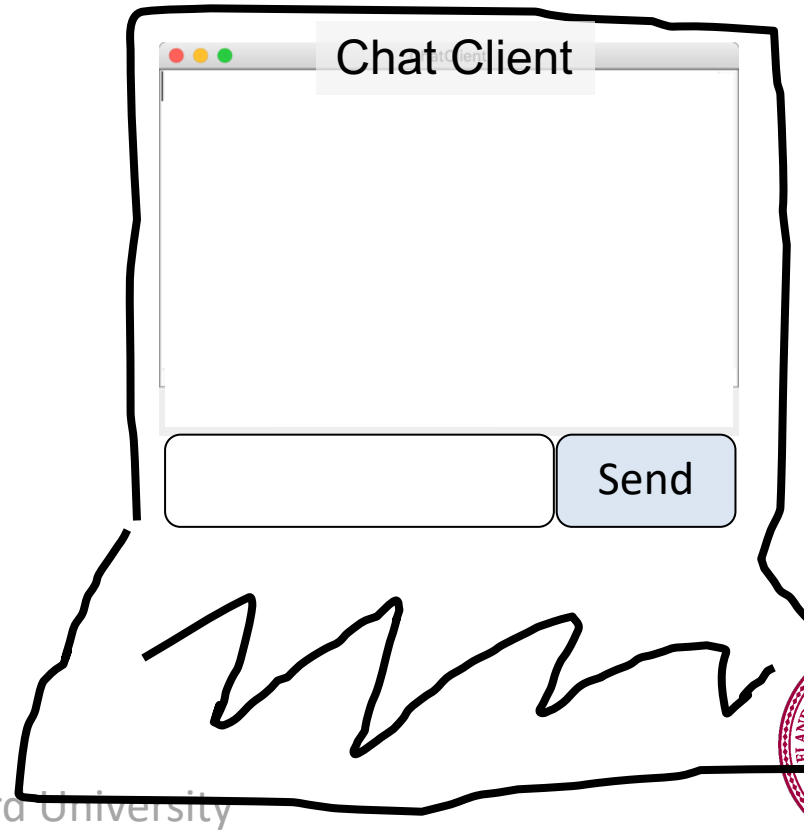





```
history = [
    C: Hello world
]
```

```
getMsgs
index = 0
```





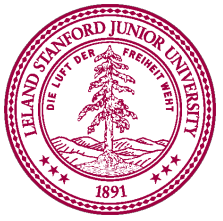
Chat Server

Chat Server

addMsg
msg = *text*

getMsgs
index = *startIndex*

There are two types of internet programs. Servers and Clients



Chat Server

```
public class ChatServer extends ConsoleProgram
implements SimpleServerListener {

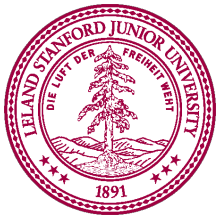
    private static final int PORT = 8080;

    private SimpleServer server = null;

    /* The server database is an ArrayList of Strings */
    private ArrayList<String> messages = new ArrayList<String>();

    public void run() {
        setFont("Courier-24");
        println("Starting server on port "+PORT+"...");
        server = new SimpleServer(this, PORT);
        server.start();
    }
```

… that's not all



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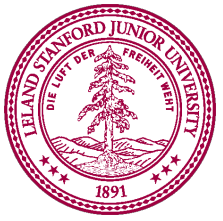

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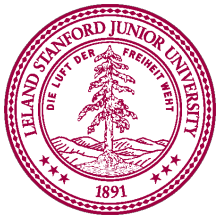

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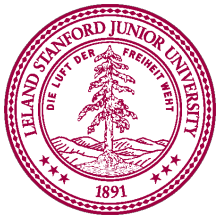
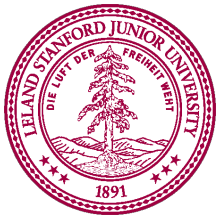


Chat Server (continued)

```
public String requestMade(Request request) {
    println(request.toString());
    String command = request.getCommand();

    String result = "Error: Can't process request " + command;
    // we handle newMsg commands
    if(command.equals("newMsg")) {
        result = newMessage(request);
    }
    // we also handle getMsgs commands
    if(command.equals("getMsgs")) {
        result = getMessages(request);
    }

    println(" => " + result);
    return result;
}
```

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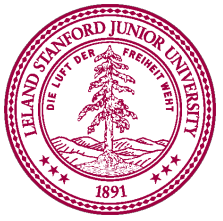
```

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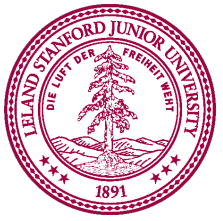
```

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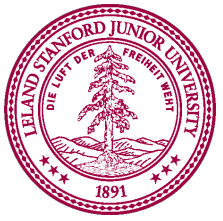
```


HAPPY
CLIENT

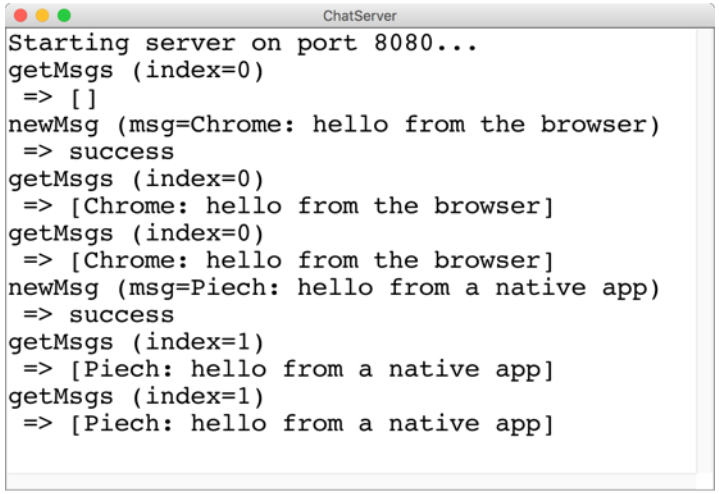
FAQ

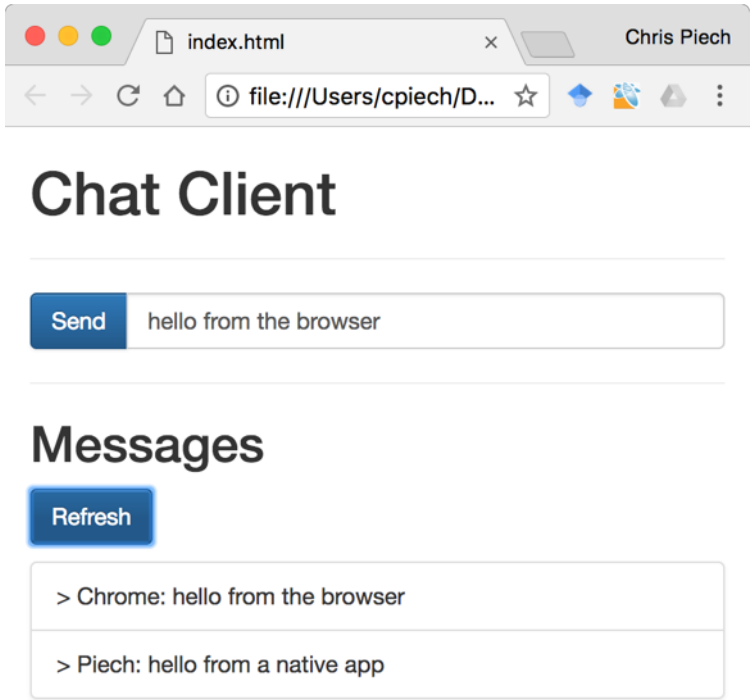
Question: This is cool Chris.
But didn’t you just really
dumb down servers?

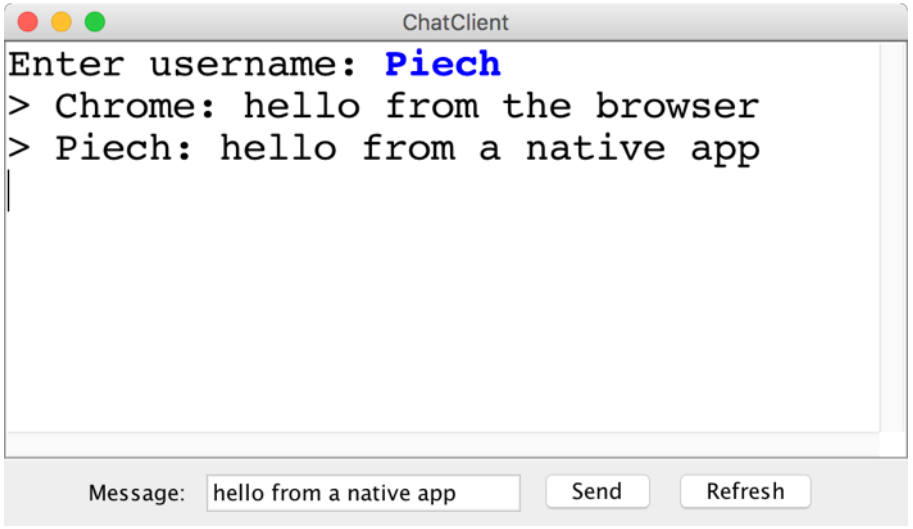
Answer: No

Question: Why isn’t this in a browser?

“Native” vs “Browser”

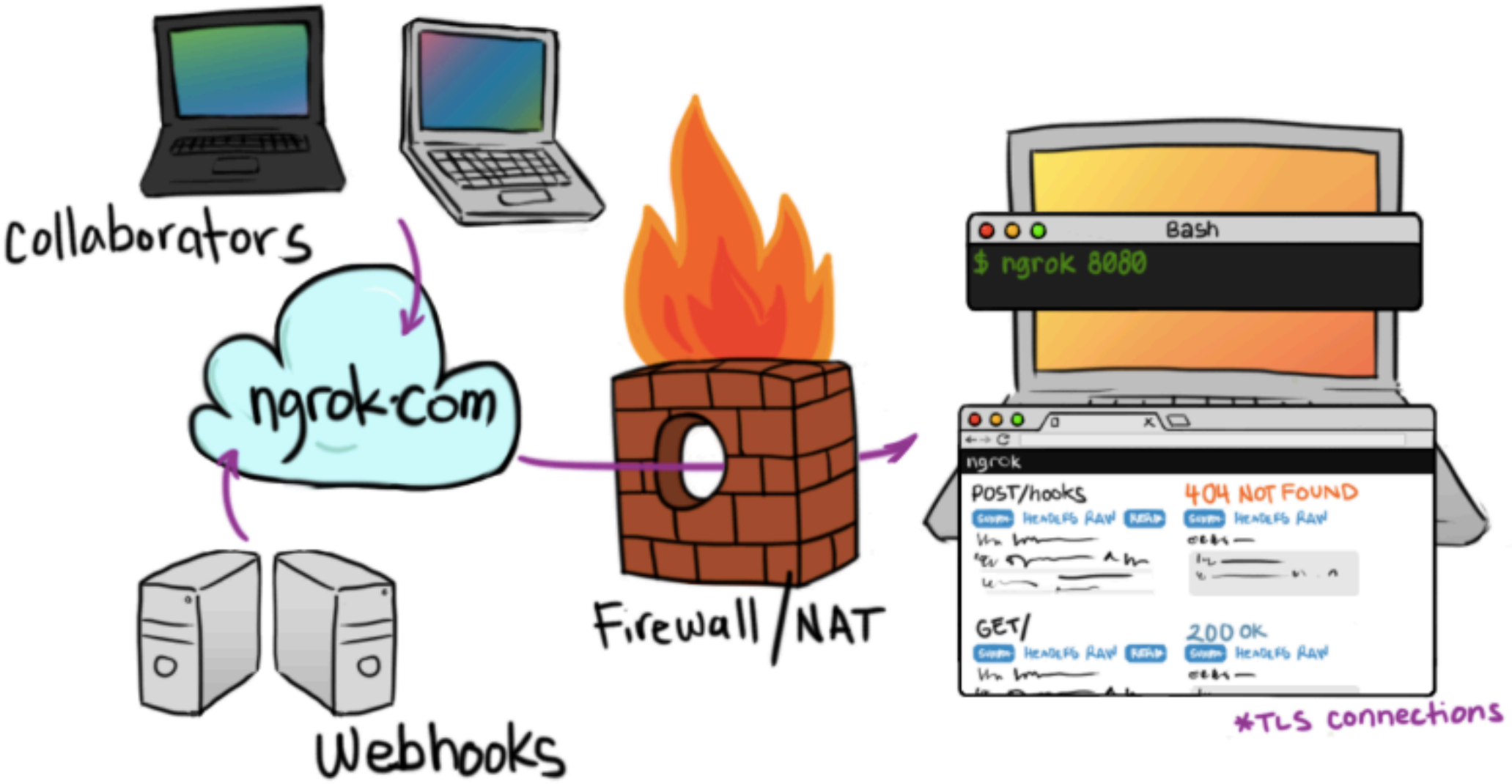






Question: Localhost forever?

Use ngrok to get a url



Any security holes?

Want to learn more?

CS144 Computer Networking

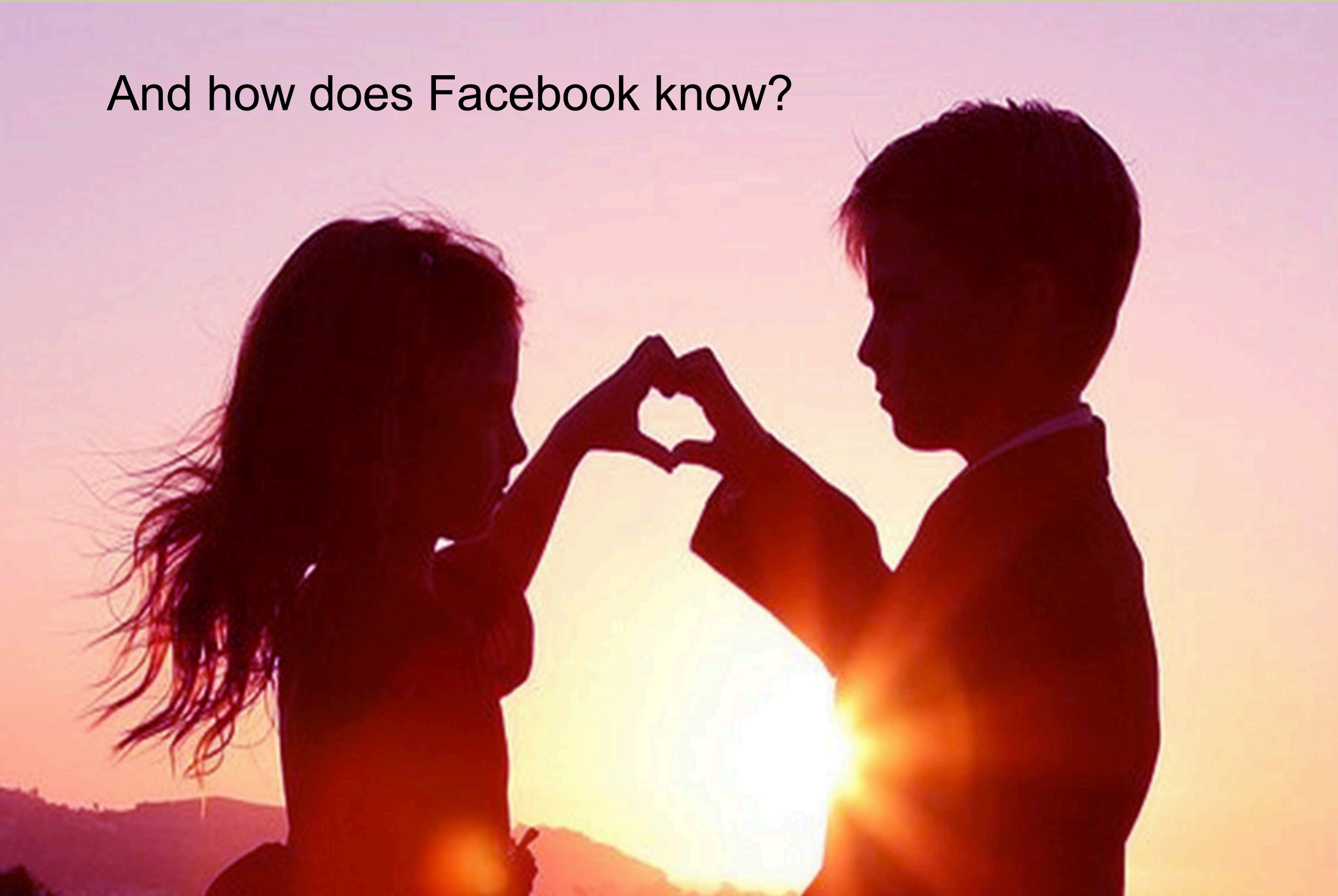
Or CS193P

Or CS193A

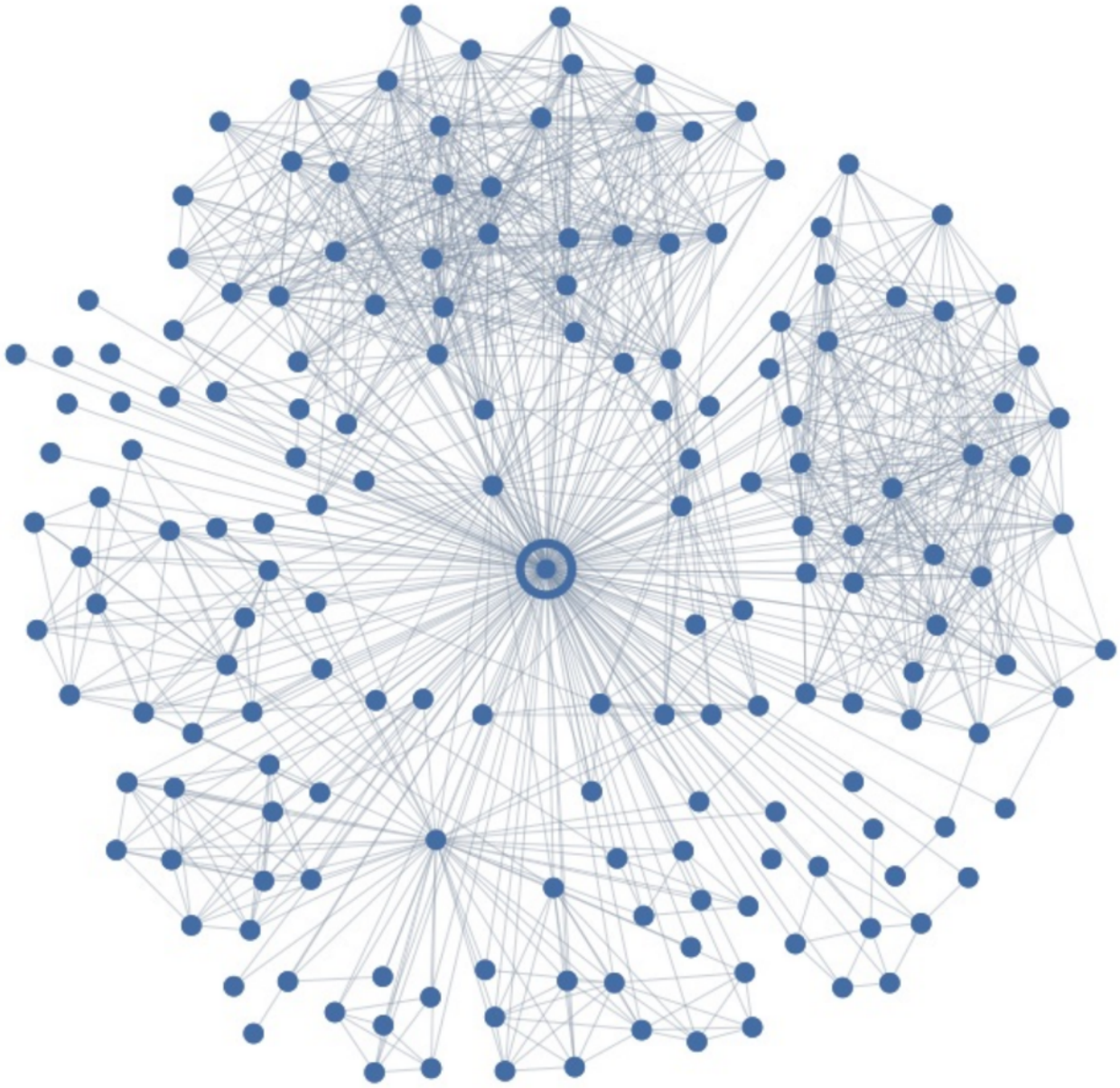
Or CS108

Social Networks

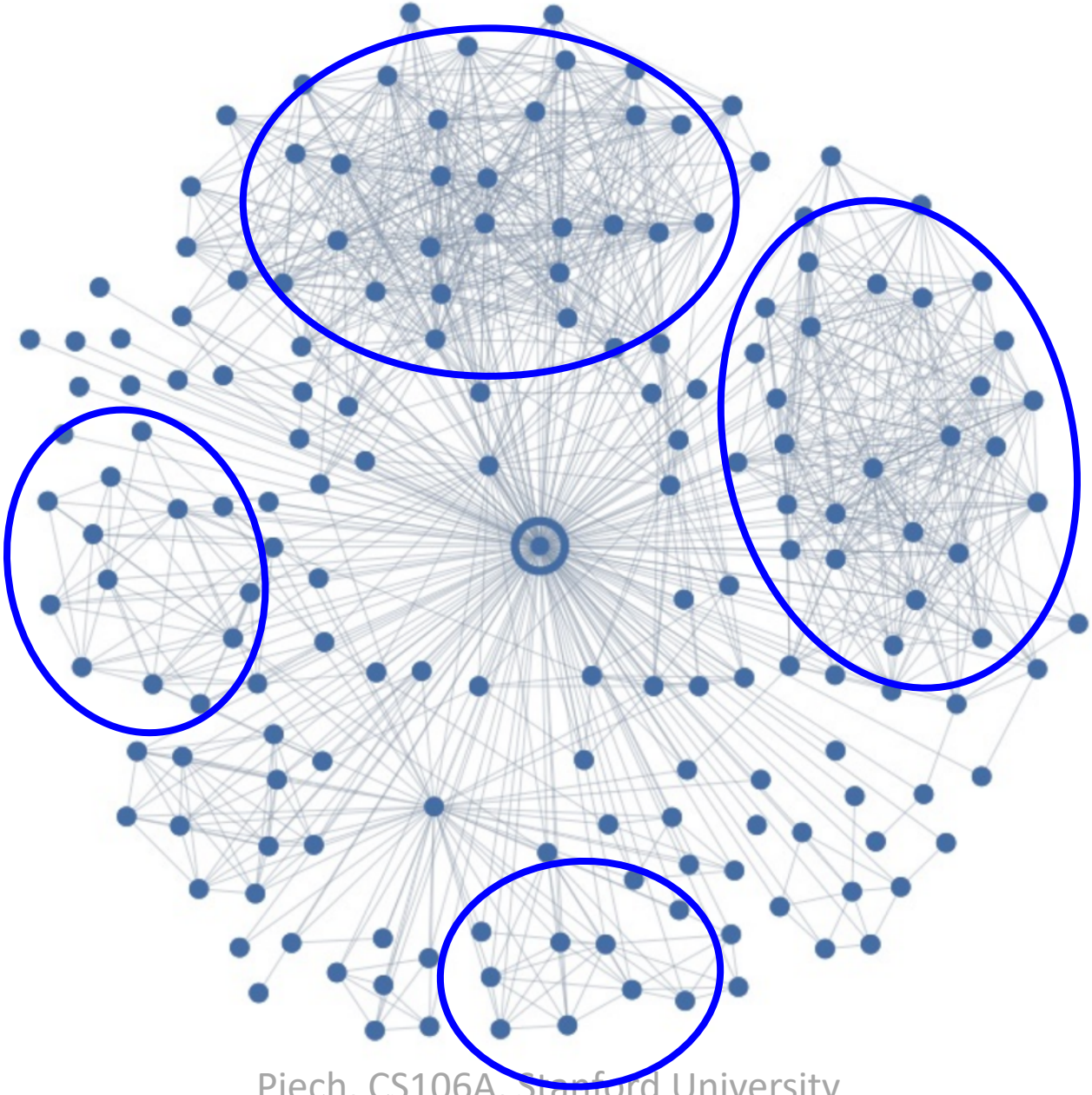
Who do you love?



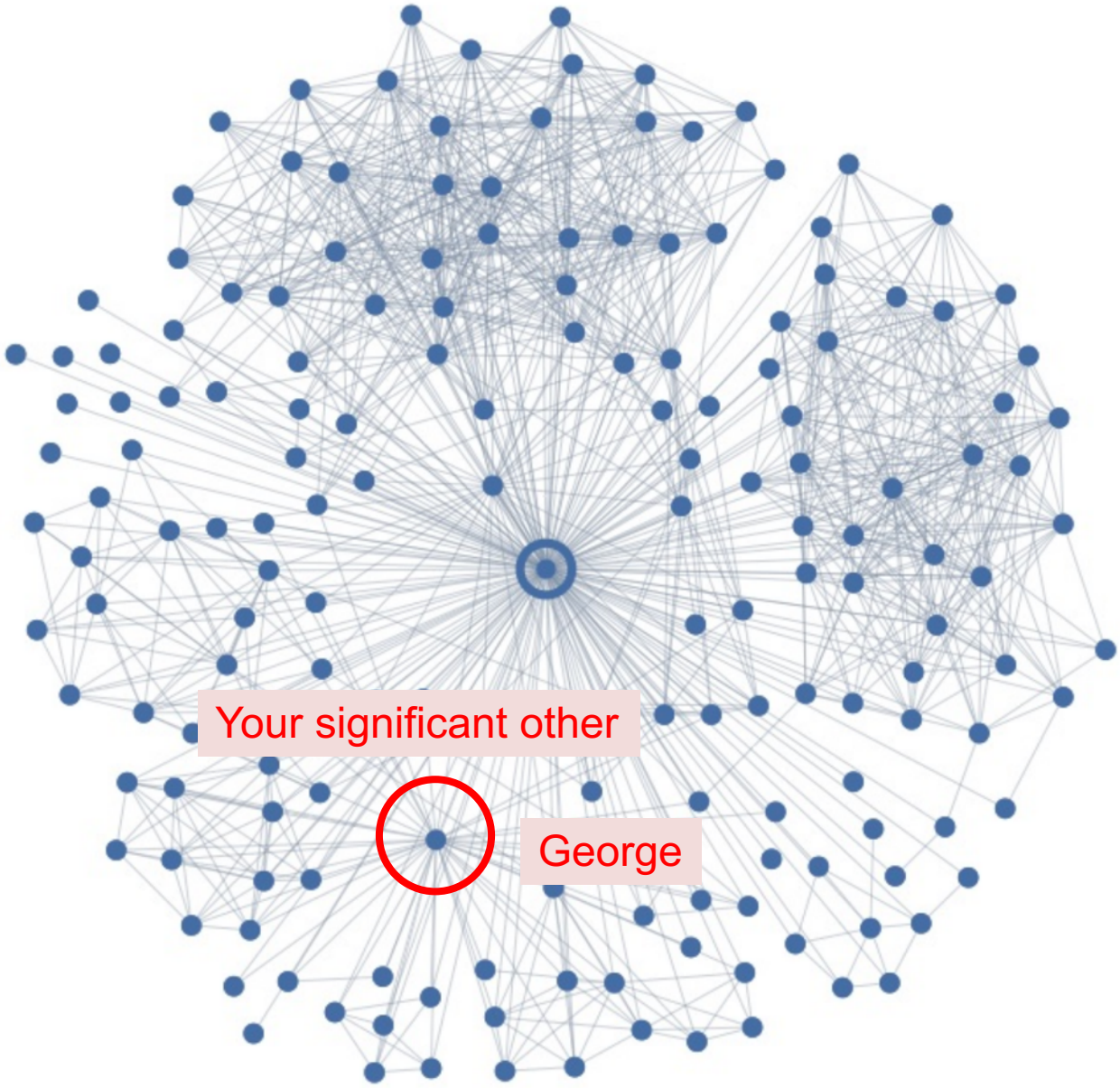
Your local social network



You have some “groups”



But here is the love of your life



Romance and Social Networks

Romantic Partnerships and the Dispersion of Social Ties: A Network Analysis of Relationship Status on Facebook

Lars Backstrom
Facebook Inc.

Jon Kleinberg
Cornell University

ABSTRACT

A crucial task in the analysis of on-line social-networking systems is to identify important people — those linked by strong social ties — within an individual's network neighborhood. Here we investigate this question for a particular category of strong ties, those involving spouses or romantic partners. We organize our analysis around a basic question: given all the connections among a person's friends, can you recognize his or her romantic partner from the network structure alone? Using data from a large sample of Facebook users, we find that this task can be accomplished with high accuracy, but doing so requires the development of a new measure of tie strength that we term 'dispersion' — the extent to which two people's mutual friends are not themselves well-connected. The results offer methods for identifying types of structurally significant people in on-line applications, and suggest a potential expansion of existing theories of tie strength.

Categories and Subject Descriptors: H.2.8 [**Database Management**]: Database applications—*Data mining*
Keywords: Social Networks; Romantic Relationships.

they see from friends [1], and organizing their neighborhood into conceptually coherent groups [23, 25].

Tie Strength.

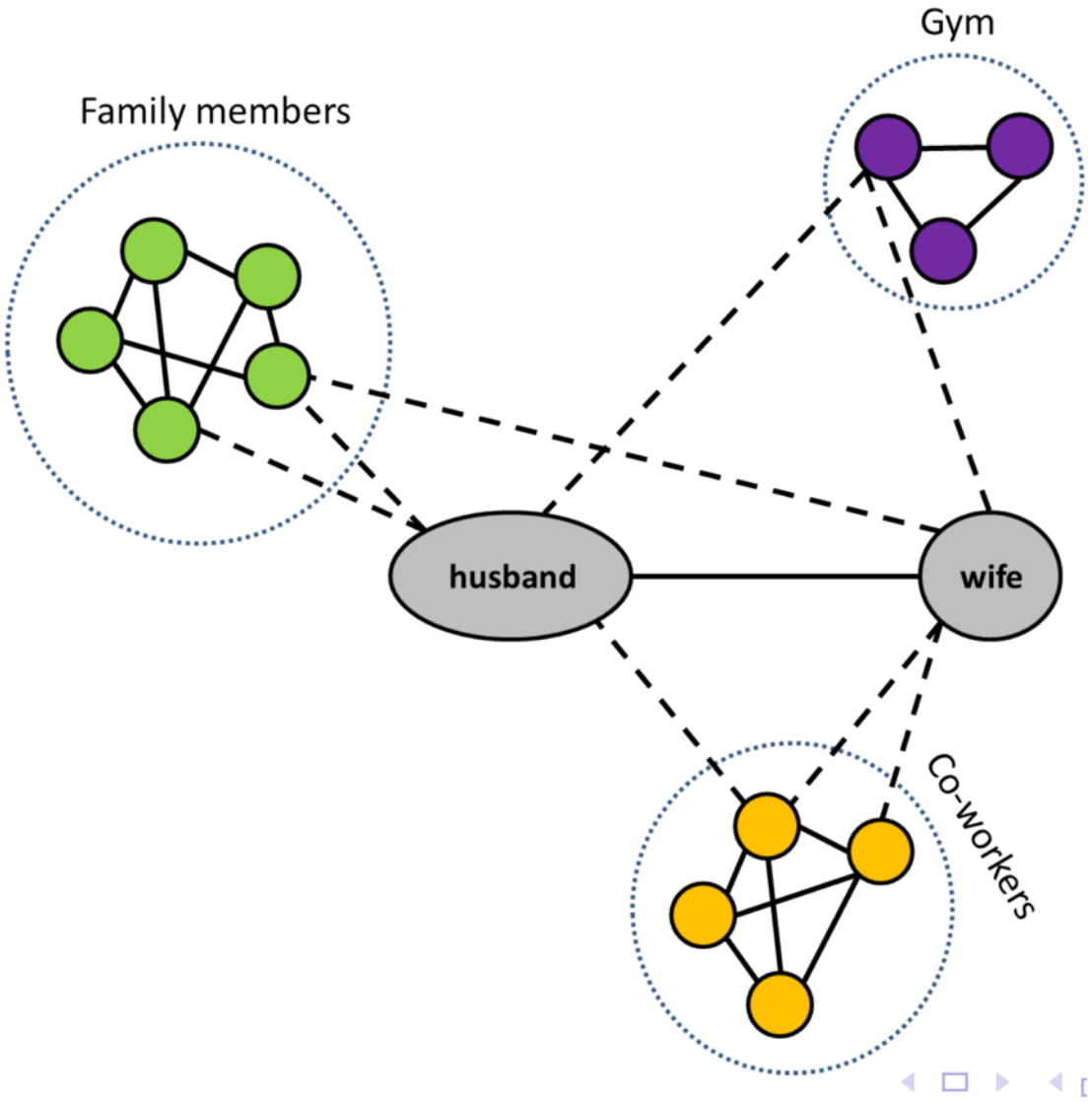
Tie strength forms an important dimension along which to characterize a person's links to their network neighbors. Tie strength informally refers to the 'closeness' of a friendship; it captures a spectrum that ranges from strong ties with close friends to weak ties with more distant acquaintances. An active line of research reaching back to foundational work in sociology has studied the relationship between the strengths of ties and their structural role in the underlying social network [15]. Strong ties are typically 'embedded' in the network, surrounded by a large number of mutual friends [6, 16], and often involving large amounts of shared time together [22] and extensive interaction [17]. Weak ties, in contrast, often involve few mutual friends and can serve as 'bridges' to diverse parts of the network, providing access to novel information [5, 15].

A fundamental question connected to our under
strong ties is to identify the most
person's social networ

October 2013

http://arxiv.org/pdf/1310.6753v1.pdf

Romance and Social Networks



Dispersion: The extent to which two people's mutual friends are not directly connected

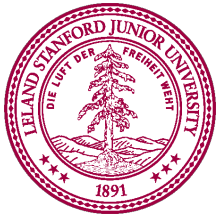
Mining Massive Datasets

CS246: Mining Massive Datasets

Jure Leskovec

Or CS106B or CS103 or CS109

Dispersion: The extent to which two people's mutual friends are not directly connected

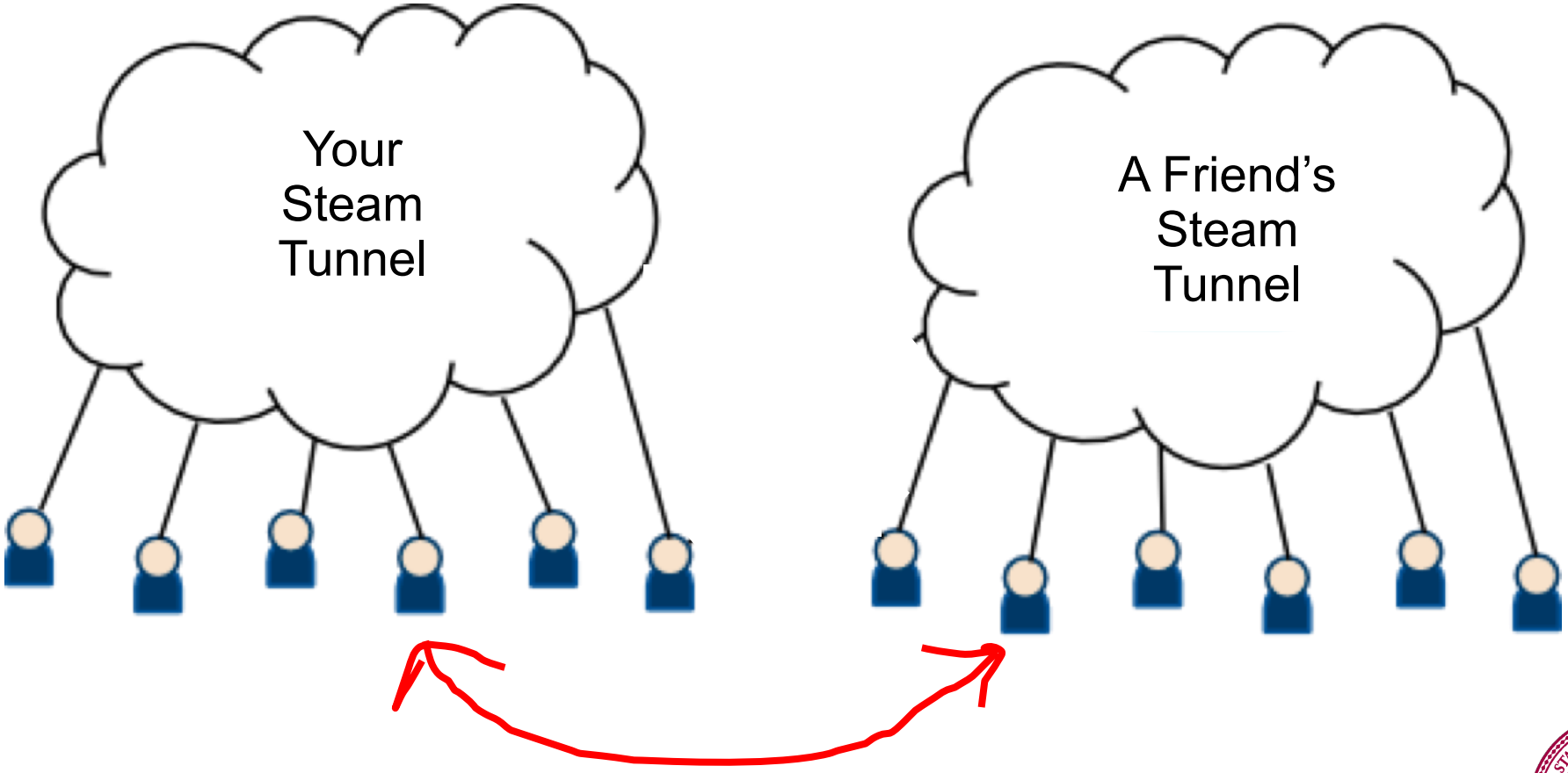


filter bubble
fake news
hate speech
privacy
monopoly

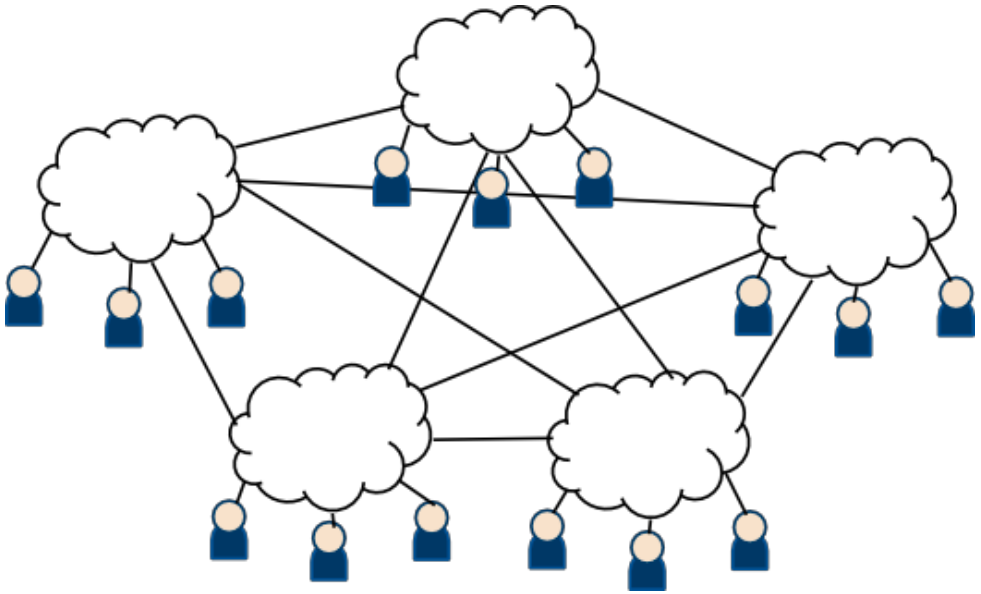
Omer Reingold: Fairness Through Computationally-Bounded Awareness

Question

How could users could join different SteamTunnels but still connect to one another.



Federated Internet Applications



Professor Monica Lam

The end.