

Shows how to get Text from a Webpage into your app

(Code from the DroidScript forum posted by Steve Garman.)

You can load the sourcecode from any webpage into your app if you change the link in the Example.

[GetWebpageContent.js](#)

```
var message;

//Called when application is started.
function OnStart()
{
    //Create a layout with objects vertically centered.
    lay = app.CreateLayout( "linear", "VCenter,FillXY" );

    //Create a button to send request.
    btn = app.CreateButton( "Get message", 0.3, 0.1 );
    btn.SetOnTouch( btn_OnTouch );
    lay.AddChild( btn );
    //Add layout to app.
    app.AddLayout( lay );
}

//Handle button press.
function btn_OnTouch()
{
    //Send request to remote server.
    var url = "http://droidsript.sgarman.net/message.txt"
    SendRequest( url );
}

//Send an http get request.
function SendRequest( url )
{
    var httpRequest = new XMLHttpRequest();
    httpRequest.onreadystatechange = function() {
    HandleReply(httpRequest); };
    httpRequest.open("GET", url, true);
    httpRequest.send(null);

    app.ShowProgress( "Loading..." );
}

//Handle the server's reply (a json object).
function HandleReply( httpRequest )
```

```
{
    if( httpRequest.readyState==4 )
    {
        //If we got a valid response.
        if( httpRequest.status==200 )
        {
            message = httpRequest.responseText;
            app.Alert( message );
        }
        //An error occurred
        else
            app.Alert( "Error: " + httpRequest.status +
httpRequest.responseText);
        }
        app.HideProgress();
    }
}
```

From:

<http://wiki.droidsript.me.uk/> - **DroidScript wiki**

Permanent link:

http://wiki.droidsript.me.uk/doku.php?id=sample_code:get_webpage_content

Last update: **2015/01/20 11:26**

