

WebPascal script model tutorial - Use of session

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Session: In computers, especially in web applications, it is called "session control." The Session object stores the properties and configuration information required for a particular user session. This way, when the user jumps between the application's web pages, the variables stored in the Session object will not be lost, but will persist throughout the user session. When a user requests a web page from an application, the web server automatically creates a Session object if the user does not already have a session. When the session expires or is abandoned, the server will terminate the session. One of the most common uses of the Session object is to store the user's preferences. For example, if the user indicates that they do not like to view the graphic, they can store the information in the Session object. In the script model, you need to create

The session object, for example, after the user logs in successfully, create a session object of the user, and then bind some parameters, such as:

```
1 session.open;  
2 session.keepalive:=1800;// half an hour  
3 session('ip'):=client.ip;// Binding ip
```

Get sessionid is session.id, the script provides two operation functions, session.find and session.have, find is equivalent to find this

Sessionid, if it is found, reset its timeout time, if it can't find it, it can't find it; have only just find out if the session object has been released, and it won't reset its timeout.

The session object can bind the data you need to cache, such as binding ip, binding username and password, binding some attributes of the user, or just caching global variables.

Note: Once the session object is released, the cached data is lost.