
comodojo/cookies documentation

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Minimalist and extensible library to manage cookies.

This library aims to provide an OO approach to defining cookies and to simplify cookies' management. It includes also a cookie manager class that can handle multiple cookies at the same time.

1.1 Installation

First install composer, then:

```
composer require comodojo/cookies
```

1.1.1 Requirements

To work properly, `comodojo/cookies` requires PHP $\geq 5.4.0$.

1.2 General Usage

1.2.1 Creating a new cookie

A cookie can be defined creating a new instance of `Comodojo\Cookies\Cookie`, or one of the other *Cookie types*. Once defined, additional methods can be used to set/get cookie properties, but cookie is just a server-side object. Nothing is passed to the client until the `Cookie::save()` method is invoked.

```
1 <?php
2
3 use \Comodojo\Cookies\Cookie;
4
5 // create a new cookie instance
6 $cookie = new Cookie('my-cookie');
7
8 // set cookie's properties
9 $cookie->setValue( "Lorem ipsum dolor" )
```

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```
10     ->setExpire( time()+3600 )
11     ->setPath( "/myapp" )
12     ->setDomain( "example.com" )
13     ->setSecure()
14     ->setHttponly();
15
16     // persist the cookie
17     $result = $cookie->save();
```

Alternatively, the static constructor `Cookie::create` is available to quickly create a cookie.

```
1 <?php
2
3 use \Comodojo\Cookies\Cookie;
4
5 // define a new cookie
6 $cookie = Cookie::create('my_cookie', array(
7     'value' => "Lorem ipsum dolor"
8     'expire' => time()+3600
9     'path' => "/myapp"
10    'domain' => "example.com"
11    'secure' => true
12    'httponly' => true
13    )
14 );
15
16 // persist the cookie
17 $result = $cookie->save();
```

1.2.2 Loading a cookie

An existent cookie can be easily loaded using the `Cookie::load()` method.

```
1 <?php
2
3 use \Comodojo\Cookies\Cookie;
4
5 // create a new cookie instance
6 $cookie = new Cookie('my-cookie');
7
8 // load cookie
9 $cookie->load();
10
11 // read the cookie value
12 $value = $cookie->getValue();
```

The static constructor `Cookie::retrieve` can be used to speed up operation.

```
1 <?php
2
3 use \Comodojo\Cookies\Cookie;
4
5 // create a new cookie instance
6 $cookie = Cookie::retrieve('my-cookie');
7
8 // read the cookie value
9 $value = $cookie->getValue();
```


1.2.3 Cookie size

By default maximum allowed length for a cookie is 4000 bytes, to allow it to work in all major browsers.

Note: General information about cookie limits is available in the [rfc6265](#). See also [this site](#) for more information.

Maximum cookie size can be overridden when creating a cookie.

```

1 <?php
2
3 use \Comodojo\Cookies\Cookie;
4
5 // create a new cookie instance with m-size of approximately 3k
6 $cookie = new Cookie('my-cookie', 3000);

```

Note: The real available size of cookie can be <4KB due to serialization and (in case) encryption. In case of cookie > 4KB, a `\Comodojo\Exception\CookieException` is raised.

1.2.4 Content serialization

By default a cookie will serialize/unserialize its content prior to being setted/loaded.

This behaviour can be overridden in `Cookie::setValue` and `Cookie::getValue` methods.

```

1 <?php
2
3 use \Comodojo\Cookies\Cookie;
4
5 // create a new cookie instance
6 $cookie = new Cookie('my-cookie');
7
8 // set a plain value (no serialization)
9 $cookie->setValue("Lorem ipsum dolor", false);

```

1.3 Cookie types

1.3.1 Plain cookie

Plain cookies are just an OO implementation of standard cookies. As an option, cookie content can be serialized on the client side.

```

1 <?php
2
3 use \Comodojo\Cookies\Cookie;
4
5 // create a new cookie instance with m-size of approximately 3k
6 $cookie = new Cookie('my-cookie');

```

1.3.2 Encrypted cookie

The class `\Comodojo\Cookies\EncryptedCookie` provides an extension of plain cookie in which cookie content is encrypted using a 256bit AES key, that should be provided to class constructor.

To setup a EncryptedCookie:

```
1 <?php
2
3 use \Comodojo\Cookies\EncryptedCookie;
4
5 // create a new cookie instance with m-size of approximately 3k
6 $cookie = new EncryptedCookie('my-cookie', 'my-super-secret-key');
```

1.3.3 Secure cookie

The class `\Comodojo\Cookies\SecureCookie` provides an extension of Encrypted Cookie to ensure a minimum protection from cookie spoofing.

The crypto key is calculated using both user defined secret and *IP informations* from `$_SERVER` superglobal (if available).

This can be useful in internal networks or where clients does not often change IP address.

To setup a SecureCookie:

```
1 <?php
2
3 use \Comodojo\Cookies\SecureCookie;
4
5 // create a new cookie instance with m-size of approximately 3k
6 $cookie = new SecureCookie('my-cookie', 'my-super-secret-key');
```

1.3.4 Extending

A custom cookie can be easily created implementing the `\Comodojo\Cookies\CookieInterface` interface.

Additionally, the abstract class `\Comodojo\Cookies\AbstractCookie` can be used to reuse common cookie methods.

1.4 Cookie Manager

Cookie manager is a class that can handle multiple cookies at the same time.

Each managed cookie object must implement the `\Comodojo\Cookies\CookieInterface`.

1.4.1 Saving multiple cookies

```
1 <?php
2
3 use \Comodojo\Cookies\Cookie;
4 use \Comodojo\Cookies\CookieManager;
5
6 // create two different cookies
7 $first_cookie = new Cookie('first_cookie');
8 $second_cookie = new Cookie('second_cookie');
9
10 // init the manager
11 $manager = new CookieManager();
12
13 // add cookies to the manager
14 $manager
15     ->add($first_cookie)
```

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```
16     ->add($second_cookie);
17
18     // save them all
19     $result = $manager->save();
```

1.4.2 Loading multiple cookies

```
1  <?php
2
3  use \Comodojo\Cookies\Cookie;
4  use \Comodojo\Cookies\CookieManager;
5
6  // create two different cookies
7  $first_cookie = new Cookie('first_cookie');
8  $second_cookie = new Cookie('second_cookie');
9
10 // init the manager
11 $manager = new CookieManager();
12
13 // add cookies to the manager
14 $manager
15     ->add($first_cookie)
16     ->add($second_cookie);
17
18 // load cookies and retrieve contents
19 $result = $manager->load()->getValues();
```