SAVE()

The Save() CRUD method allows you to insert an object into your database. If the object already exists in the database, the object will be updated instead.

Save() returns the object Id of the inserted/updated object.

CODE EXAMPLES:

To save an object, simply do the following:

```
Sbook = new Book(); //create a book object
Sbook > title = "Php is cool"; //assign a title to the book
Sbook > Save(); //this will insert the following record into the table
Sbook > Stitle = "Php is very cool"; //modify the title of the book
Sbook >> Save(); //this will update the record
```

You can also use the return value of the Save function for error handling:

```
Sbook - new Book(); //create a book object
Sbook - Sittle - 'Php is cont'; //maign a title to the book
Sbook - Save(); //ma will mer the diluming record into the table
Sbook -> Stitle - 'Php is very cool'; //modify the title of the book
if (Sbook -> Save())
{
    echo 'book successfully saved';
}
else
{
    echo 'something bad happened, couldn't save';
```

A common scenario is when you have to create a log in system to allow returning users to access their account.

```
Suser - new User(): "(create a user object
"/get a lat of user with nerranne supplied
Suser-> Gettles-Lint("username", "-", ", ", POST["username"]):
//assuming all nerranness are unique, this should give you the correct user
ScurrentUser - SuserList[0]:
(f (ScurrentUser - Spanword - - S, POST["password"])
(
//ang user in either by putting user id in the session or serializing the entire user
S, ESSION["userId"] - ScurrentUser -> userId; "/ either put userid in session
S, ESSION["userI"] - serialize (ScurrentUser); "/ or artialize user in session
)
eise
(
//more in not logged in
echo "wrong username / password";
```

Another common scenario is when once a user is logged in, you want to allow him/her to modify some aspects of his/her profile on your website;

```
Suser = new User(); //create a unce object
Suser > Get($_SESSION\sectif()); //cot the legged in unce
//f/you sertifilated the unce in the example above, you can simply unservalue it
Suser = unservalue($_SESSION\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()\sectif()
```

GET()

The Get() CRUD method allows you to retrieve an object from your database, and must be supplied the ld of the object you want to retrieve. Since POG objects map to rows in a database table, you can think of GET as a method that allows you to fetch a specific row from your table, given that you specify the object id.

Get(Sid) returns the entire object.

CODE EXAMPLES:

To retrieve an object, simply do the following:

```
Sbook = new Book(); //instantiate a book object

Sbook->Get(1) //Gets book whose id is 1.

echo Sbook->title; //This should output "Php is very cool"
```

SAVENEW()

The SaveNew() CRUD method allows you to clone an object and save it to your database.

SaveNew() can also be used in situations where you want to force an INSERT, rather than let POG decide whether to INSERT or UPDATE

SaveNew() returns the object Id of the inserted/updated object.

CODE EXAMPLES:

To clone an object, simply do the following:

Sbook = new Book(); //create a book object

Sbook->title = 'Php is cool'; //assign a title to the book
Sbook->Save(); //inis will insert the this object into the table
Sbook->title = 'Php is very cool'; //modify the title of the book
Sbook->Save New 10' //inis will create a 7nd record

Susct - new Dect); Susct - Cellist(array(array("age", "'''''''''').

To get a list of users whose age >10 <u>and</u> who logged in more than 20 times, you'd write something like this:

array ("loginCount", ">, 20)

Suser = new User(); //mstantinte a user object SuserList = Suser -> GetList(array(array("age", ">", "10")));

Ol < ega asodw erset of last of US

CODE EXAMPLES

Select ' from table where (attributel = valuel) OR (attribute 2-value2 AND attribute 3 = value3)

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Solect * from table where (attribute1 = value1 AND attribute2 = value3)
(attribute3 = value3)

example: Work that when defecting liver statements, the coder in which you pass the conditions matters, for

As from POG 2.5, Get List() can also generate SQL queries in <u>Disjunctive Mormal</u> <u>Form,</u> i.e.:

Select * from table where attribute1 = value1 AND attribute2 = value2.

Will generate a SQL statement which looks like:

econtibuos()

('santay', '-', 'value!),

array('attribute?', '-', 'value!'),

...

('santay', '-', 'santribute?', '-', 'value?'),

('

GetList then generates the appropriate SQL statement containing the conditions joined by AND. For eg: .. , c_i ,

comparator* can be any valid SQL comparator. For e.g.

bookTitle

= snoilibnos?

"attribute" (case sensitive) is the name of the attribute, for e.g.

Sconditions is an array of arrays containing the conditions you want to place on the query and should look inke

GetList(Sconditions [, SaortBy] [, Sascending] [, Slimit]) returns an array of objects.

ist takes I required parameter and 3 optional ones (optional parameters are in brackets).

salt set.

The GetList() CRUB method allows you to return a list of objects from your database using specific conditions, The GetList() method supports specifying multiple conditions, sorting and limiting the

CELUIZEO

What follows is a condensed introduction to each CRUD method as well as code samples that will above you how to use the generated CRUD methods to accelerate web development in PHP.

The WHY Objects are generated attended when the CRUD methods: The Interd CRUD methods allow your database. The 5th CRUD is the CRUD methods allow your database, the 5th CRUD is the CRUD

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PHP Object Generator is an object-oriented code generator for PHP 4 and PHP 5 which uses the

ESSENTIALS

THE OBJECT GENERATOR

```
array("price", "<", "5")
   echo count (SbookList); //counts the number of object in the list
Using GetList for pagination:
   Sbook= new Book(); //create a book object
    // the following command is useful if for example, you are listing 10 books per html page.
    //To get the results for page I you would do something like this:
   SbookList= Sbook->GetList(
                                  array(array('nrice' ">" "100"))
                                   **, //tells POG to ignore this variable
                                  ", //tells POG to ignore this variable
                                   "0, 10" //tells POG to return 10 rows starting from row 0
   SbookList= Sbook->GetList(
                                   array(array('price', ">", "100")).
                                   **, //tells POG to ignore this variable
                                  **. //tells POG to ignore this variable
                                  "10, 10" //tells POG to return 10 rows starting from row 0
    SbookList= Sbook->GetList(
                                  array(array("price", ">", "100")),
                                   **. //tells POG to ignore this variable
                                  .. //tells POG to ignore this variable
                                   "20. 10" //tells POG to return 10 rows starting from row 0
```

```
DELETE()

The Delete() CRUD method allows you to delete an object from your database.

Delete() returns true if the deletion was completed successfully, false otherwise

CODE EXAMPLES:

To delete an object, simply do the following:

$book = new Book(): //create a book object

$book >> Get(1): //gets book whose id is 1

$book >> Delete(): //deletes the record from the database.
```

```
The Delete List() CRUD method allows you to delete all objects from your database that match
DeleteList (Sconditions)
\textbf{Sconditions} \ \text{is an array of arrays containing the conditions} \ \text{you want to place on the query and}
should look like this:
   Sconditions -
                  array("attributel", "comparatorl", "valuel"),
                  array("attribute2", "comparator2", "value2"),
 "attribute" is the name of the attribute, for e.g.
   bookTitle
"comparator" can be any valid SQL comparator. For e.g.
   =, \rightarrow, <, \rightarrow=, <=, <>, LIKE (only if db encoding is turned off)
"value" is the value of the condition, for e.g.
    "Harry Potter"
   DeleteList then generates the appropriate SQL statement containing the
   conditions joined by AND. For eg:
                 array("attributel", "=", "valuel"),
                  array("attribute2", "=", "value2"),
```

DELETELIST()

```
// returns a list of book objects whose price > 100
                        Spook = new Book(); //create a book object
To get the total number of books whose price is above $100 OR below $5:
                                          ecpo guema -> title:
                                   foreach (SnewsList as Snews)
        .10. // relis POG to only return 10 results
   false, // tells POG to order by descending order
    date", // tells POG to sort by the date column
            .((0 ."<" ."biswen") yerray (array
                                       Snews->GetList(
                                                   =1siJswaus
                       Snews = new News(); //create a news object
              To get the 10 most recent news objects from your database:
                                  foreach (SbookList as Sbook)
   ShookList = Shook->GeList(array(array("bookid", ">", 0)));
                       2 pook = new Book(); //create a book object
    To get a list of all books from your database, simply do the following:
```

array ("price", ">", "100"),

array (

SpookList= Spook->GetList(

```
ME FOAE LEEDBYCK
     You can also click on "Regenerate Table" in the setup interface, which will open a browser to the same
    altribules pre-filled for you. You can then add, remove and even reorder altribules (using the UF and
   Following this link in your browser should take you to the POG homeage with all the object name and
                       @link: http://phpobjectgenerator.com/?objectName=&attributeList=&typeList=
                    generates and adds a URL in the header of the source code. It should look like this
  attributes. There are 2 easy ways to achieve to regenerate your objects. In each object source code, POG
Very often, as your requirements evolve, you will find the need to modify your objects by adding/removing
                                              MODIFYING & RECENERATING OBJECTS
                                                attributeName orattribute_name

    Capitalize the first letter of the object name.

                   generate all your objects using the same naming conventions. This is what we suggest
POLA INTER YOU TRAINE YOUR ODJECT AND ALTERDRICES ANY WAY YOU WARE. THOWEVER, TO'T DEST RESULTS, WE SURBEST YOU
                                                                      NAMING CONVENTIONS
                                             video of the setup process can be downloaded here:
Use the PUG setup script to create the database tables and perform some unit tests on your objects. A
                                                                                        USE SETUP
```

USEFUL TIPS

array("price", ">", "100"), array("OR"),

```
2 DOOK -> D 6 16 16 12 1 (
                                     2pook = new Book(): //create a pook object
             To get the total number of books whose price is above \$100~\mathrm{OR} below \$5:
                            array ("loginCount", "<", 20)
                                   array("age", ">". "10").
                                                           Suser -> DeleteList(
                                                                    SuserList =
                                                             Suser = new User();
                                                                :sum əmii Suiməmos
to detece a tist of disers whose age >10 and who togged in more than 20 times, you d write
                           Suser -> DeleteList(array(array("age", ">", "10")));
                                   Suser = new User(); //instantiate a user object
                                                   To delete all users whose age >10
                                                                  CODE EXAMPLES
                                                         sittipnic2 = value3)
 delete from table where ( attribute! = value!) OR (attribute Z-valuez AND
                                                              or instanting at
                               array("attribute3", "=", "value3").
                               array("altribute2"."="."value2").
```

array(ox).

array("attributel", "=", "valuel"),

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