

CSCD378

Assignment 6

Specification

In this lab, you will build a user registration form for user. To do this, you will create a “User” class.

First Create a file User.php:

1. Write the class User.
User properties: name, email, phone, subject, message.
 - Include the getters and setters for proprieties:
 - `public function SendMessage()` that display a simple message with subject title in the following format:

Subject : “XXX”

Message Content: “...”

2. Create a file “index.php” for creating this form.

The form is a light gray rectangle containing several input fields and a button. At the top left is a 'Username:' label followed by a white text input box. To its right is an 'Email:' label followed by another white text input box. Below the Username field is a 'Phone:' label followed by a white text input box. To the right of the Phone field is a 'Subject:' label followed by a white text input box. Below these four fields is a 'Message:' label followed by a larger white text area with a placeholder 'Message...'. At the bottom left of the form is a dark gray button with the word 'Insert' in white text.

3. Create an instance of class User.
4. On submit, should open in new file “msg.php” and display the message with its subject.

Hint: We can send an object (instance of class User) from php file to another using session. We need to send the user object from index.php to msg.php

In index.php add at the end:

```
session_start();
```

```
        $serializeuser=serialize($your_user_object); //serialize object before  
sending  
        $_SESSION['user']=$serializeuser;
```

In “msg.php”, you can access this object :

```
session_start();  
if(isset($_SESSION['user']) && $_SESSION['user'])  
{  
    require_once 'User.php'; //include your class file  
    $s=unserialize($_SESSION['user']); //unserialize the object sent  
    echo $s->functionName(); //access functions in the class  
}
```

TO TURN IN:

- A zip file including all your php files.

Name the file your last name first letter of your first name Assignment6.zip (Example: nnaderAssignment6.zip)