# SET09103 Advanced Web Technologies Coursework 2

# Introduction

The web-app is designed to implement a football club’s website informing the fans for any news about supported team. The home page gives people updates about the latest news of the team, the next game, as well as presenting a photo gallery. On the navigation bar, there is also: a history section which upon selection it gives information about the history of the team; a login section which allows the user to login and a book tickets section which is intended to allow people to book tickets for the next game.

# Designing the web-app

In order to create this web-app, html pages were created to implement the styling of every page. The base.html file is the first that runs when the web-app opens. It was created using the bootstrap library along with the jQuery one. It is also, uploading the static files for the photo gallery section. The rest of the html pages are being extended by the base one. The login page was created with the use of the request method and it requests the forms for username and password which are both admin. If an error occur during login, a message error it’s given. If the credentials are correct, instead, t it redirects to the root page and flashes a message on the screen. The booking tickets page, is showing the map of where the stadium is, and a creation of a database was intended so the fans would be able to book their tickets. An error handler is also created for the error pages.

# Critical Review

In order to have complete functionality, this web application is still needed the addition and improvements of some features. A possible upgrade could be the creation of a sign-up module that saves the login credentials of the user, saving them in a database, allowing the user to login. A problem faced during the implementation of the web-app was the construction of the database which would hold all the information about the tickets, e.g. seat, price and others. So, there isn’t the possibility to book the tickets which was an essential part of the project. Furthermore, the use of test harnesses to test the application's smooth run, are essential along with the use of logging to test when application fails to connect and finds an error.