CST 226-2 Web Application Development

Assignment 1 (Practical)

Duration: 1 hour and 30 minutes

Instructions:

Create a new project in NetBeans IDE with your registration number. (E.g.: UWU_CST_21_XXX)

Upload the zipped project to the given link in the VLE.

1. You are required to create a simple web application to insert the item details to the database using the form given in Figure 1.

(**Note:** Copy and paste the html code given in the **index.php** file to your **index.php** file to generate the **Insert Item form** and set the action to **process.php**.)

Insert Item		
Item Name:		
Unit Measured:	Kilogram	OLiter OPacket
Unit Size (optional):		
Unit Price (LKR):		
		Add Item Clear

Figure 1: Insert Item Form

2. Create a database called 'assignment1db' on MySQL server and create the item table using the following SQL command.

```
CREATE TABLE item (
itemId int(11) PRIMARY KEY NOT NULL AUTO_INCREMENT,
itemName varchar(20) NOT NULL,
unitMeasured varchar(20) NOT NULL,
unitSize varchar(20),
unitPrice double NOT NULL
);
```

3. Create the **DbConnector class** with the information given in Figure 2 using **PDO**.

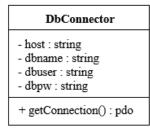


Figure 2: DBConnector Class

- 4. Implement the **Item class** using the class structure given in Figure 3 using object-oriented PHP.
 - Name the class as **item.php**.
 - Within **addItem()** function, write the code to insert item details to the database using prepared statements.
 - If the item details are successfully saved to the database, display a message to the user (i.e.: **The item sugar inserted successfully**) and for any errors, inform the user with an "**Insertion failed**" message.

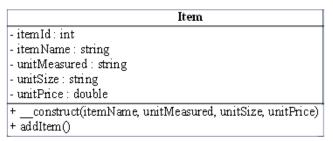


Figure 3: Item Class

- 5. Create another page called **process.php** to receive the item details obtained from **Insert Item form**.
 - Use validations and other security measures as much as possible.
 - Within the page, assign the received item details to an **item object** through the **constructor**.
 - Call the **addItem**() function in the item class through the **item object** to save the item details.