#### Opleverdocument

Project: Gameshub Woerden

Bas van der Hoeven



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| **Opgesteld door:**  **Bas van der Hoeven**  **Studentnummer:**  **301534**  **Versie 0.1** |  |

#### Versiebeheer

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# **Achtergrond**

Mijn naam is Bas van der hoeven, ik studeer op het MBO Utrecht. Met deze opdracht wil ik graag meer leren over programmeren en hoe het er in werkelijkheid uit komt te zien als ik later bij een bedrijf werk. Ook wil ik graag met het maken van deze opdracht slagen, en mijn diploma halen

# **Opdracht**

Als opdracht voor dit blok word er een webshop gemaakt voor het bedrijf Gameshub Woerden, op deze site worden games gekocht en besteld, deze kunnen alleen afgehaald worden met een barcode die gescant word in de winkel.

De opdrachtgever is H. Odijk.

# Modellen

## Order

<?php

class Order\_model extends Model

{

public function insertOrder($klantid, $paymethod){

$rand\_int = str\_replace('.', '', microtime(true));

$sql = "INSERT INTO `order`(barcode,customer\_id, paymethod) VALUES(".$rand\_int.",".$klantid.",'".$paymethod."')";

$query = $this->db->prepare($sql);

$query->execute();

$sql2 = "SELECT id from `order` WHERE barcode=".$rand\_int;

$query2 = $this->db->prepare($sql2);

$query2->execute();

return $query2->fetch();

}

public function insertOrderRow($gameid, $amount, $order\_id){

$sql = "INSERT INTO order\_row(game\_id,amount,order\_id) VALUES(".$gameid.",".$amount.",".$order\_id.")";

$query = $this->db->prepare($sql);

$query->execute();

}

public function getOrderrowsbyID($id){

$sql = "SELECT \* FROM `order\_row` WHERE order\_id=".$id;

$query = $this->db->prepare($sql);

$query->execute();

$return = $query->fetchAll();

return $return;

}

public function getOrderById($id){

$sql = "SELECT \* FROM `order` WHERE id=".$id;

$query = $this->db->prepare($sql);

$query->execute();

$return = $query->fetch();

return $return;

}

public function getOrderByBarcode($id){

$sql = "SELECT \* FROM `order` WHERE barcode=".$id." AND state=0";

$query = $this->db->prepare($sql);

$query->execute();

$return = $query->fetchAll();

if(!empty($return)){

return $return;

}

}

}

?>

## Game

<?php

class Game\_model extends Model

{

public function getAllGames(){

$sql = "SELECT game.id as gameid, game.name, game.platform, sum(stock.fysical) as totaal "

. "FROM game "

. "INNER JOIN stock on stock.game\_id = game.id "

. "GROUP BY game.name, game.platform "

. "ORDER BY game.name";

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetchAll();

}

public function getAllLocations($gameid, $totaal){

$sql = "SELECT location, fysical from Stock WHERE game\_id = ".$gameid;

$query = $this->db->prepare($sql);

$query->execute();

$rows = $query->fetchAll();

$result = '';

foreach($rows as $row){

$result .= $row['location'];

if($row['fysical'] < $totaal){

$result .= "(".$row['fysical'].")";

}

$result .= ",";

}

$result = rtrim($result, ',');

return $result;

}

public function getGames(){

$sql = "SELECT \* from game order by release\_date LIMIT 5";

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetchAll();

}

public function getPcGames(){

$sql = "SELECT \* from game WHERE platform='pc'";

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetchAll();

}

public function getXBOXGames(){

$sql = "SELECT \* from game WHERE platform='xbox'";

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetchAll();

}

public function getPS4Games(){

$sql = "SELECT \* from game WHERE platform='ps4'";

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetchAll();

}

public function getWIIUGames(){

$sql = "SELECT \* from game WHERE platform='wii u'";

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetchAll();

}

public function getGameById($id){

$sql = "SELECT \* from game WHERE id=".$id;

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetchAll();

}

public function getGamesById($array){

$sql = "SELECT \* from game ";

$first = true;

foreach($array as $id => $amount){

if($first){

$sql.= "WHERE id=".$id;

$first = false;

} else{

$sql .= " OR id=".$id;

}

}

$query = $this->db->prepare($sql);

$query->execute();

if(count($array) == 1){

return $query->fetchAll();

} else{

return $query->fetchAll();

}

}

public function reduceStock($id, $amount){

$sql = "UPDATE game SET sellable= sellable -".$amount." WHERE id=".$id;

$query = $this->db->prepare($sql);

$query->execute();

}

public function getSellableStock($id){

$sql = "SELECT sellable from game WHERE id=".$id;

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetch();

}

}

## Stock

<?php

class Stock\_model extends Model

{

public function getStockByGameId($id){

$sql = "SELECT \* from stock WHERE game\_id=".$id;

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetchAll();

}

public function lowerFysical($location, $amount, $barcode){

$sql = "UPDATE stock SET fysical=fysical -".$amount." WHERE location =".$location;

$sql2 = "UPDATE `order` SET state=1 WHERE barcode=".$barcode;

$query = $this->db->prepare($sql);

$query2 = $this->db->prepare($sql2);

$query->execute();

$query2->execute();

}

}

## Customer

<?php

class Customer\_model extends Model

{

public function checkCustomerId($id){

$sql = "SELECT \* FROM customer WHERE id=".$id;

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetch();

}

public function getCustomerById($id){

$sql = "SELECT \* FROM `customer` WHERE id=".$id;

$query = $this->db->prepare($sql);

$query->execute();

$return = $query->fetch();

return $return;

}

public function checkEmail($mail){

$sql = "SELECT \* FROM customer WHERE email='".$mail."'";

$query = $this->db->prepare($sql);

$query->execute();

return $query->fetch();

}

public function insertCustomer($firstname, $infix, $surname, $phone, $email){

$rand\_int = str\_replace('.', '', microtime(true));

$sql = "INSERT INTO customer(firstname,infix,surname,phone\_number,email,barcode) VALUES('".$firstname."','".$infix."','".$surname."','".$phone."','".$email."','".$rand\_int."')";

$query = $this->db->prepare($sql);

$query->execute();

return true;

}

public function getCustomerByOrderID($id){

$sql = "SELECT customer.email FROM customer INNER JOIN `order` ON `order`.customer\_id = customer.id WHERE order.id=".$id;

$query = $this->db->prepare($sql);

$query->execute();

$return = $query->fetch();

return $return;

}

}

# Controllers

## Order

<?php

class order extends Controller{

function redirect($url, $statusCode = 303)

{

header('Location: '.URL. $url, true, $statusCode);

die();

}

public function Shoppingcart(){

session\_start();

//aanmaken van de array voor de games die in het winkelmandje liggen

if(!isset($\_SESSION['games'])){

$\_SESSION['games'] = array();

}

//toevoegen van een exemplaar aan de winkelmand

if(isset($\_GET['add'])){

$stock = $this->game->getSellableStock($\_GET['add']);

if($stock['sellable'] > $\_SESSION['games'][$\_GET['add']]){

$\_SESSION['games'][$\_GET['add']] += 1;

} else{

$\_SESSION['message'] = 'Er is niet nog een exemplaar van deze game beschikbaar op dit moment';

}

$this->redirect('order/shoppingcart');

}

//verwijderen van een exemplaar uit de winkelmand, en als het aantal 0 of minder is word deze verwijdert uit de winkelmand

if(isset($\_GET['lower'])){

if(isset($\_SESSION['games'][$\_GET['lower']])){

$\_SESSION['games'][$\_GET['lower']] -= 1;

if($\_SESSION['games'][$\_GET['lower']] <= 0){

unset($\_SESSION['games'][$\_GET['lower']]);

}

}

$this->redirect('order/shoppingcart');

}

//toevoegen van de game aan de winkelmand, als deze al bestaat word er een exemplaar bij opgeteld

if(isset($\_GET['id'])){

if(isset($\_SESSION['games'][$\_GET['id']])){

$stock = $this->game->getSellableStock($\_GET['id']);

if($stock['sellable'] > $\_SESSION['games'][$\_GET['id']]){

$\_SESSION['games'][$\_GET['id']] += 1;

} else{

$\_SESSION['message'] = 'Er is niet nog een exemplaar van deze game beschikbaar op dit moment';

}

} else{

$\_SESSION['games'][$\_GET['id']] = 1;

}

$this->redirect('order/shoppingcart');

}

if(isset($\_GET['empty'])){

session\_destroy();

$this->redirect('order/shoppingcart');

}

//switch of er 1, of meedere games in de winkelmand liggen

if(count($\_SESSION['games']) == 1){

reset($\_SESSION['games']);

$first\_key = key($\_SESSION['games']);

$games = $this->game->getGameById($first\_key);

}

else{

if(isset($\_SESSION['games'])){

$games = $this->game->getGamesById($\_SESSION['games']);

}

}

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/order/shoppingcart.php';

require APP . 'view/\_templates/footer.php';

}

public function Step1(){

session\_start();

//filter of de betaalknop ingedrukt is.

if(isset($\_POST['paymethod\_submit'])){

//gegevens uit de winkelmand worden in de sessie gezet, zodat deze op de volgende pagina aangeroepen kunnen worden.

$\_SESSION['order\_customerid'] = $\_POST['customerid'];

$\_SESSION['order\_paymethod'] = $\_POST['paymethod'];

//controle het ingevulde klantid bestaat in de database

$customer = $this->customer->checkCustomerId($\_POST['customerid']);

if($customer){

//Als het ingevulde klantnummer bestaat, door naar stap 2

$this->redirect('order/Step2');

} else{

//Als het ingevulde klantnummer niet bestaat, geef melding

$message = 'Klantnummer bestaat niet.';

}

}

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/order/Step1.php';

require APP . 'view/\_templates/footer.php';

}

public function Step2(){

session\_start();

$customer\_validation = false;

//Klant word opgehaald dmv klantid

$customer = $this->customer->checkCustomerId($\_SESSION['order\_customerid']);

//Als op de bevestiging van de klant word gedrukt word validation true

if(isset($\_POST['popup\_submit'])){

$customer\_validation = true;

}

//Als validation true is word de order aangemaakt

if($customer\_validation == true){

if(isset($\_SESSION['games'])){

$customerid = $\_SESSION['order\_customerid'];

$order = $this->order->insertOrder($\_SESSION['order\_customerid'], $\_SESSION['order\_paymethod']);

foreach($\_SESSION['games'] as $key => $item){

$gameid = $key;

$amount = $item;

$this->game->reduceStock($gameid, $amount);

$this->order->insertOrderRow($gameid, $amount, $order['id']);

}

session\_destroy();

session\_start();

$\_SESSION['order\_customerid'] = $customerid;

$\_SESSION['order\_id'] = $order['id'];

$this->redirect('order/Step3');

}

}

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/order/Step2.php';

require APP . 'view/\_templates/footer.php';

}

public function Step3(){

session\_start();

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/order/Step3.php';

require APP . 'view/\_templates/footer.php';

if(isset($\_SESSION['order\_id'])){

$this->redirect('order/pdfgenerator?orderid='.$\_SESSION['order\_id']);

}

}

public function Pdfgenerator(){

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/order/pdfgenerator.php';

require APP . 'view/\_templates/footer.php';

if(isset($\_GET['orderid'])){

$this->redirect('order/pdfgenerator');

}

}

}

## Pages

<?php

class Pages extends Controller

{

function redirect($url, $statusCode = 303)

{

header('Location: '.URL. $url, true, $statusCode);

die();

}

public function wiiu()

{

session\_start();

// load views

$games = $this->game->getWIIUGames();

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/pages/wiiu.php';

require APP . 'view/\_templates/footer.php';

}

public function ps4()

{

session\_start();

// load views

$games = $this->game->getPS4Games();

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/pages/ps4.php';

require APP . 'view/\_templates/footer.php';

}

public function xbox()

{

session\_start();

// load views

$games = $this->game->getXBOXGames();

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/pages/xbox.php';

require APP . 'view/\_templates/footer.php';

}

public function pc()

{

session\_start();

// load views

$games = $this->game->getPcGames();

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/pages/pc.php';

require APP . 'view/\_templates/footer.php';

}

public function game(){

session\_start();

// load views

if(isset($\_GET['id'])){

$games = $this->game->getGameById($\_GET['id']);

} else{

$alert = 'Er is geen game geselecteerd.';

}

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/pages/game.php';

require APP . 'view/\_templates/footer.php';

}

public function contact(){

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/pages/contact.php';

require APP . 'view/\_templates/footer.php';

}

public function order(){

require APP . 'view/\_templates/winkelmand.php';

require APP . 'view/\_templates/header.php';

require APP . 'view/pages/order.php';

require APP . 'view/\_templates/footer.php';

}

public function pdftest(){

var\_dump(ROOT);

require APP . 'view/pages/pdftest.php';

}

}

## Backend

<?php

class Backend extends Controller

{

function safeRedirect($url, $exit = TRUE) {

try {

// Only use the header redirection if headers are not already sent

if (!headers\_sent()) {

header('HTTP/1.1 301 Moved Permanently');

header('Location: ' . $url);

// Optional workaround for an IE bug (thanks Olav)

header("Connection: close");

}

// HTML/JS Fallback:

// If the header redirection did not work, try to use various methods other methods

print '<html>';

print '<head><title>Redirecting you...</title>';

print '<meta http-equiv="Refresh" content="0;url=' . $url . '" />';

print '</head>';

print '<body onload="location.replace(\'' . $url . '\')">';

// If the javascript and meta redirect did not work,

// the user can still click this link

print 'You should be redirected to this URL:<br />';

print "<a href='$url'>$url</a><br /><br />";

print 'If you are not, please click on the link above.<br />';

print '</body>';

print '</html>';

// Stop the script here (optional)

if ($exit) {

exit;

}

} catch (Exception $err) {

return $err->getMessage();

}

}

public function index()

{

session\_start();

if(isset($\_POST['backend\_login\_submit'])){

$coworkers = $this->model->getCoworker($\_POST['backend\_username'], $\_POST['backend\_password']);

if(!empty($coworkers)){

$\_SESSION['backend\_login'] = 1;

$\_SESSION['backend\_user'] = $\_POST['backend\_username'];

}

else{

$melding = 'De ingevoerde gegevens komen niet overeen met onze database.';

}

}

if(isset($\_SESSION['backend\_login'])){

$this->safeRedirect('http://gameshub/backend/barcode');

}

require APP . 'view/backend/backend\_header.php';

require APP . 'view/backend/index.php';

}

public function stock(){

session\_start();

$games = $this->game->getAllGames();

require APP . 'view/backend/backend\_header.php';

require APP . 'view/backend/stock.php';

}

public function customerregistration(){

session\_start();

if(isset($\_POST['registrate'])){

$email = $this->customer->checkEmail($\_POST['email']);

if(!$email){

$registration = $this->customer->insertCustomer($\_POST['firstname'],$\_POST['infix'],$\_POST['surname'],$\_POST['phonenumber'],$\_POST['email']);

$message = 'Klant succesvol geregistreerd.';

} else{

$message = 'Het ingevulde email adres is al in gebruik.';

}

}

require APP . 'view/backend/backend\_header.php';

require APP . 'view/backend/customerregistration.php';

}

public function barcode(){

session\_start();

if(isset($\_POST['barcode\_submit'])){

$order\_information = $this->order->getOrderByBarcode($\_POST['barcode\_input']);

}

require APP . 'view/backend/backend\_header.php';

if(isset($\_SESSION['backend\_login'])){

require APP . 'view/backend/barcode.php';

} else{

$this->safeRedirect('http://gameshub/backend');

}

}

public function logout(){

session\_start();

require APP . 'view/backend/backend\_header.php';

session\_destroy();

$this->safeRedirect('http://gameshub/backend');

}

}

# Views

## Barcode

<div class="barcode\_content">

<form method="post">

<div>Voer hier de barcode van de order in, indien deze niet gescant kan worden.</div>

<div><input type="text" name="barcode\_input" /></div>

<div><input type="submit" name="barcode\_submit"/></div>

</form>

</div>

<?php

if(isset($\_POST['barcode\_submit'])){

$\_SESSION['barcode\_input'] = $\_POST['barcode\_input'];

?>

<div class="barcode\_order\_table">

<div class="barcode\_order\_table\_name\_title barcode\_order\_table\_name">Game naam</div>

<div class="barcode\_order\_table\_platform\_title barcode\_order\_table\_platform">Platform</div>

<div class="barcode\_order\_table\_fysical\_title barcode\_order\_table\_fysical">Voorraad</div>

<div class="barcode\_order\_table\_location\_title barcode\_order\_table\_location">Locatie</div>

<div class="barcode\_order\_table\_amount\_title barcode\_order\_table\_amount">Aantal</div>

<?php

$stock = '<form method="post">';

foreach($order\_information as $row){

$order\_rows = $this->order->getOrderRowsById($row['id']);

if(is\_array($order\_rows)){

foreach($order\_rows as $orderrow){

$game\_rows = $this->game->getGameById($orderrow['game\_id']);

$stock\_rows = $this->stock->getStockByGameId($orderrow['game\_id']);

if(isset($game\_rows)){

if(isset($stock\_rows)){

foreach($game\_rows as $game\_row){

$stock .= '<div class="barcode\_order\_table\_name"><input type="hidden" value='.$game\_row['name'].'>'.$game\_row['name'].'</div>

<div class="barcode\_order\_table\_platform" style="text-transform: uppercase;"><input type="hidden" value='.$game\_row['platform'].'>'.$game\_row['platform'].'</div>';

foreach($stock\_rows as $stock\_row){

$stock .='<div class="barcode\_order\_table\_fysical"><input type="hidden" value='.$stock\_row['fysical'].'>'.$stock\_row['fysical'].'</div>

<div class="barcode\_order\_table\_location"><input name="hidden\_input\_location" type="hidden" value='.$stock\_row['location'].'>'.$stock\_row['location'].'</div>'

.'<div class="barcode\_order\_table\_amount"><input name="hidden\_input\_amount" type="hidden" value='.$orderrow['amount'].'>'.$orderrow['amount'].'</div>';

}

}

}

}

}

}

}

$stock .= '<div class="barcode\_order\_table\_submit"><input type="submit" name="barcode\_stock\_submit" value="Voorraad bijwerken"></div></form>';

echo $stock;

?>

</div>

<?php }

if(isset($\_POST['barcode\_stock\_submit'])){

$this->stock->lowerFysical($\_POST['hidden\_input\_location'], $\_POST['hidden\_input\_amount'], $\_SESSION['barcode\_input']);

}

?>

## Order

### Shoppingcart

<div class="shoppingcart\_uppercontent">

<div class="shoppingcart\_table\_header"><h3>Mijn winkelwagen</h3></div>

<?php

$total\_price = 0;

if(!empty($\_SESSION['games'])){

$total\_price = 0;

foreach($games as $game){

$game\_totaal = $\_SESSION['games'][$game['id']] \* $game['price'];

$total\_price += $game\_totaal;

if (strpos($game\_totaal,'.') !== false) {

$split = explode('.', $game\_totaal);

if(strlen($split[1]) == 1){

$game\_totaal .= '0';

}

} else{

$game\_totaal .= '.00';

}

echo '<div class="shoppingcart\_table\_item shadow">

<div class="shoppingcart\_table\_item\_name">'.$game['name'].'</div>

<div class="shoppingcart\_table\_item\_amount">

<div class="shoppingcart\_table\_item\_add"><a href="'.URL.'order/shoppingcart?add='.$game['id'].'"><img src="'.URL.'img/add\_img.png"></a></div>

<a>'.$\_SESSION['games'][$game['id']].'</a>

<div class="shoppingcart\_table\_item\_delete"><a href="'.URL.'order/shoppingcart?lower='.$game['id'].'"><img src="'.URL.'img/del\_img.png"></a></div>

</div>

<div class="shoppingcart\_table\_item\_platform">'.$game['platform'].'</div>

<div class="shoppingcart\_table\_item\_price">&euro;'.$game\_totaal.'</div>

</div>';

}

}

echo '<div class="shoppingcart\_table\_totalprice"><a>Totaalprijs</a><a> &euro;'.$total\_price.'</a></div>';

if(isset($\_SESSION['message'])){echo "<div class='shoppingcart\_table\_message'>".$\_SESSION['message']."</div>"; $\_SESSION['message'] = '';}

?>

</div>

<?php

if(isset($\_SESSION['games'])){

if(!empty($\_SESSION['games'])){?>

<div class="shoppingcart\_table\_buttons">

<div class="shoppingcart\_table\_emptycard">

<a href="<?php echo URL; ?>order/shoppingcart?empty=true">Winkelmand legen</a>

<img src="<?php echo URL; ?>img/header\_left.png">

</div>

<div class="shoppingcart\_table\_buy">

<a href="<?php echo URL;?>order/Step1">Betalen</a><img src="<?php echo URL; ?>img/header\_right.png">

</div>

</div>

<?php }}?>

### Step1

<div class="paymethod\_uppercontent">

<form method="post">

<div class="paymethod\_item shadow">

<input type="radio" name="paymethod" id="ideal\_option" value="IDEAL" required>

<label for="ideal\_option"><img src="<?php echo URL;?>img/paymethod/ideal.png"></label>

</div>

<div class="paymethod\_item shadow">

<input type="radio" name="paymethod" id="paypal\_option" value="PAYPAL" required>

<label for="paypal\_option"><img src="<?php echo URL;?>img/paymethod/paypal.png"></label>

</div>

<div class="paymethod\_item shadow">

<input type="radio" name="paymethod" id="visa\_option" value="VISA" required>

<label for="visa\_option"><img src="<?php echo URL;?>img/paymethod/visa.png"></label>

</div>

<div class="paymethod\_item shadow">

<input type="radio" name="paymethod" id="creditcard\_option" value="CREDITCARD" required>

<label for="creditcard\_option"><img src="<?php echo URL;?>img/paymethod/creditcard.png"></label>

</div>

<div class="paymethod\_customerselection">

<a>Klantnummer</a>

<input type="text" name="customerid" required>

<input class="shadow" name="paymethod\_submit" type="submit" value="Betalen">

</div>

<div class="paymethod\_message">

<p><?php if(isset($message)){ echo $message; } ?></p>

</div>

</form>

</div>

<script type="text/javascript">

$('.paymethod\_item').click(function () {

$('input[type=radio]:not(:checked)').parent().removeClass("selected\_paymethod");

$('input[type=radio]:checked').parent().addClass("selected\_paymethod");

});

$('input[type=submit]').click(function(){

if ($("input[name='paymethod']:checked").length > 0){

}

else{

alert('Selecteer een betaalmethode.');

}

});

</script>

### Step2

<?php if(isset($customer\_validation)){

if($customer\_validation == false){

$customer\_validation = true;?>

<div class="customer\_validation">

<form method="post" action="Step2">

<div class="popup\_message">

<a><?php if(isset($customer)){echo "Bent u ".ucfirst($customer['firstname'])." ".$customer['infix']." ".ucfirst($customer['surname'])."?";}?></a>

</div>

<div class="popup\_yes">

<a id="popup\_yes"><input type="submit" name="popup\_submit" id="popup\_yes" value="Ja"></a>

</div>

<div class="popup\_no">

<a id="popup\_no">Nee</a>

</div>

</form>

</div>

<?php }} ?>

<div class="paymethod\_message">

<p><?php if(isset($message)){ echo $message; } ?></p>

</div>

<script type="text/javascript">

$('#popup\_yes').click(function(){

$('.display\_popup').css("display", "none");

});

$('#popup\_no').click(function(){

$('.display\_popup').css("display", "none");

window.location.replace("http://gameshub/order/Step1");

});

</script>

### Pdfgenerator

<!DOCTYPE html>

<?php if(isset($\_GET['orderid'])){

$game\_row = '';

$table\_rows = '';

$orderrows = $this->order->getOrderrowsbyID($\_GET['orderid']);

$order = $this->order->getOrderById($\_GET['orderid']);

$customer = $this->customer->getCustomerByOrderID($\_GET['orderid']);

$totalprice = array();

foreach($orderrows as $row){

$games = $this->game->getGameById($row['game\_id']);

foreach($games as $game){

$table\_rows .= '<tr>

<td>'.$game['name'].'</td>

<td>'.$game['platform'].'</td>

<td>&euro;'.$game['price'].'</td>

<td>'.$row['amount'].'</td>

</tr>';

}

$row\_amount[] = $row['amount'];

$row\_price[] = $game['price'] \* $row['amount'];

}

$total\_price = array\_sum($row\_price);

$total\_amount = array\_sum($row\_amount);

require\_once (APP . 'libs\tcpdf\config\tcpdf\_config.php');

require\_once(APP . 'libs\tcpdf\tcpdf.php');

$pdf = new TCPDF(PDF\_PAGE\_ORIENTATION, PDF\_UNIT, PDF\_PAGE\_FORMAT, true, 'UTF-8', false);

// set document information

$pdf->SetCreator(PDF\_CREATOR);

$pdf->SetAuthor('Gameshub');

$pdf->SetTitle('TCPDF Example 006');

$pdf->SetSubject('TCPDF Tutorial');

$pdf->SetKeywords('TCPDF, PDF, example, test, guide');

// set default header data

//$pdf->SetHeaderData(PDF\_HEADER\_LOGO, PDF\_HEADER\_LOGO\_WIDTH, PDF\_HEADER\_TITLE.' 006', PDF\_HEADER\_STRING);

// set header and footer fonts

$pdf->setHeaderFont(Array(PDF\_FONT\_NAME\_MAIN, '', PDF\_FONT\_SIZE\_MAIN));

$pdf->setFooterFont(Array(PDF\_FONT\_NAME\_DATA, '', PDF\_FONT\_SIZE\_DATA));

// set default monospaced font

$pdf->SetDefaultMonospacedFont(PDF\_FONT\_MONOSPACED);

// set margins

$pdf->SetMargins(PDF\_MARGIN\_LEFT, PDF\_MARGIN\_TOP, PDF\_MARGIN\_RIGHT);

$pdf->SetHeaderMargin(PDF\_MARGIN\_HEADER);

$pdf->SetFooterMargin(PDF\_MARGIN\_FOOTER);

// set auto page breaks

$pdf->SetAutoPageBreak(TRUE, PDF\_MARGIN\_BOTTOM);

// set image scale factor

$pdf->setImageScale(PDF\_IMAGE\_SCALE\_RATIO);

$pdf->SetFont('dejavusans', '', 10);

$pdf->AddPage();

$html = '<html>

<head>

</head>

<body>

<div class="mail" style="font-family: Arial; font-size: 13px;">

<table>

<tr>

<td><img style="width:150px; height:150px;" src="'.URL.'img/logo.png"></td>

<td></td>

<td></td>

<td><table>

<tr>

<td>Columbuslaan 10</td>

</tr>

<tr>

<td>Utrecht 1234 AB</td>

</tr>

<tr>

<td>Tel: 0123-456789</td>

</tr>

</table></td>

</tr>

</table>

<div class="maincontent">

<div class="message">

<p style="font-size:25px; font-weight:bolder;">Bedankt voor uw aankoop bij Gameshub.</p>

<p>Met deze order moet u naar de winkel om uw games op te halen.</p>

</div>

<div class="table">

<table>

<tr>

<th rowspan="1">Naam</th>

<th colspan="1">Platform</th>

<th colspan="1">Prijs</th>

<th colspan="1">Aantal</th>

</tr>

'.$table\_rows.'

<tr>

<td colspan="2">Totaalprijs</td>

<td colspan="2">&euro;'.$total\_price.'</td>

</tr>

<tr>

<td></td>

<td></td>

<td></td>

<td></td>

</tr>

</table>

<table style="width:200px; margin-top:100px;">

<tr>

<td><img src="'.URL.'php/barcode.php?text='.$order['barcode'].'"></td>

</tr>

<tr>

<td style="text-align:center;">'.$order['barcode'].'</td>

</tr>

</table>

</div>

</div>

</div>

</div>

<style>

.mail{

width:900px;

height:1200px;

}

.adress{

margin-top:50px;

float:left;

}

.message{

float:left;

width:100%;

}

.table table{

width:100%;

}

.table table th{

text-align: left;

}

.table table tr td:nth-child(2){

text-transform: UPPERCASE;

}

.barcode{

margin-top:100px;

}

.barcode div{width:209px; text-align: center;}

</style>

</body>

</html>';

$pdf->writeHTML($html, true, false, true, false, '');

$pdf->lastPage();

ob\_clean();

$fileatt = $pdf->Output(APP.'libs/pdf/'.$order['id'].'.pdf', "F"); //save the pdf to a folder setting `F`

require\_once(APP.'libs/phpmailer/class.phpmailer.php'); //where your phpmailer folder is

$mail = new PHPMailer();

$mail->From = "order@gameshub.com";

$mail->FromName = "Bas van der Hoeven";

$mail->AddAddress($customer['email']);

$mail->AddReplyTo("email@gmail.com", "Bas van der Hoeven");

$mail->AddAttachment(APP.'libs/pdf/'.$order['id'].'.pdf');

// attach pdf that was saved in a folder

$mail->Subject = "Ophaalbon";

$mail->Body = "Bedankt voor uw aankoop bij Gameshub, in de bijlage vind u een pdf met daarin de ophaalbon. print deze uit en neem deze mee naar de winkel om uw game(s) op te halen";

if(!$mail->Send())

{

echo "Message could not be sent. <p>";

echo "Mailer Error: " . $mail->ErrorInfo;

}

}

?>

<h2>Bedankt voor uw aankoop, u heeft nu een mail gekregen met daarin een overzicht van uw bestelling.

print deze uit en neem hem mee naar de winkel om uw games op te halen.</h2>