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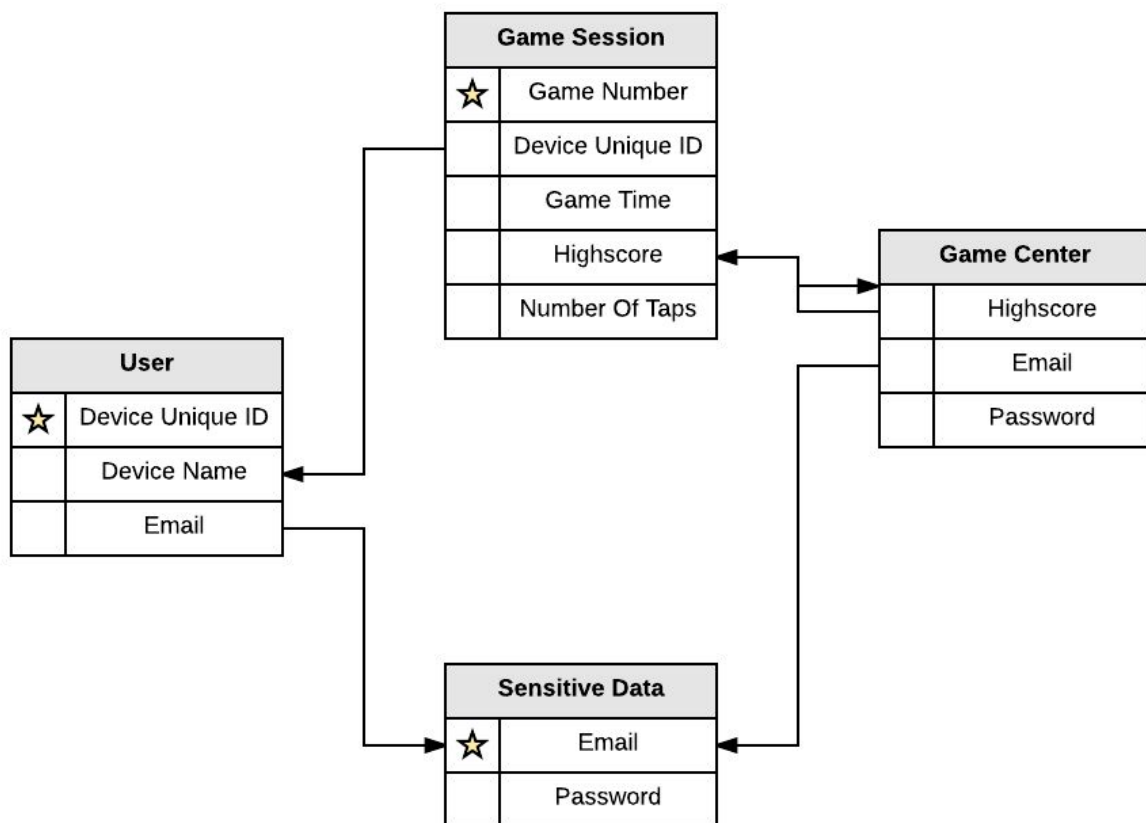
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Software Application Development

December 12, 2016

## Final Report

### Entity Relationship Diagram (Database Diagram)



-For more info + Data: [http://theawkwardsquad.co/SAD\\_Final/](http://theawkwardsquad.co/SAD_Final/)

## Interesting Swift Code

```
class LocationModel: NSObject {

    //properties

    var session_id: String?
    var device_id: String?
    var highscore: String?
    var score: String?

    //empty constructor

    override init()
    {
    }

    //construct with @session_id, @device_id, @highscore, and @score parameters

    init(session_id: String, device_id: String, highscore: String, score: String) {

        self.session_id = session
        self.device_id = device
        self.highscore = highscore
        self.score = score

    }

    //prints object's current state

    override var description: String {
        return "Session: \(session), Device: \(device), Highscore: \(highscore), Score:
        \(score)"
    }

}
```

## Why it is Interesting

This snippet of code is interesting because it can connect to a hosted database and takes locally stored variables and inserts data into specific tables accordingly. For example, it grabs the id of the device on which the player is playing the game. It also grabs the score and highscore of the player. We have the database assign a unique integer id for every game session that the player interacts with. Finally, all of these variables are added into the database.

## Interesting .php Code

-!!THIS CODE IS LIVE!!-

[From Service.php ~ <http://theawkwardsquad.co/Service.php> | Click link to view live |]

```
<?php
// Create connection
$con=mysqli_connect("107.180.109.20","RockhurstUSER","hawklet","Cuppit");

// Check connection
if (mysqli_connect_errno())
{
    echo "Failed to connect to MySQL: " . mysqli_connect_error();
}

// This SQL statement selects ALL from the table 'game_session'
$sql = "SELECT * FROM game_session";

// Check if there are results
if ($result = mysqli_query($con, $sql))
{
    // If so, then create a results array and a temporary one
    // to hold the data
    $resultArray = array();
    $tempArray = array();

    // Loop through each row in the result set
    while($row = $result->fetch_object())
    {
        // Add each row into our results array
        $tempArray = $row;
        array_push($resultArray, $tempArray);
    }

    // Finally, encode the array to JSON and output the results
    echo json_encode($resultArray);
}

// Close connections
mysqli_close($con);
?>
```

## Why it is interesting

This bit of code is interesting because it creates the connection as called in line 4 (`$con=mysqli_connect`) and given the information of the host, username, password, and database that it would be connecting to it can access a later requested table within the database. `$sql = "SELECT * FROM game_session";` selects all data within the requested table "game\_session" and then carries on the rest of its task which would be to check if there are any results (entries) in the table and if there is then it would create a temporary list or array that would display the data. After this temporary table is created it will loop down each row (stored entries) and add them to

the array. Once this is done it then encodes the array to a JSON and displays the results and closes the connection.

**Cool Stuff To Check Out:**

[http://theawkwardsquad.co/SAD\\_Final](http://theawkwardsquad.co/SAD_Final)

- Wiki page + Table information

<http://theawkwardsquad.co/Service.php>

- Actual execution of Service.php

<http://theawkwardsquad.co/Code>

-login user: RockhurstUSER

-login pass: hawklet