

Grants Management System

1. Introduction

Purpose: This manual is intended to guide developers in understanding the structure, workflow, and coding standards of the system, a PHP and MySQL-based system.

System Overview:

The backend is written in PHP, and data is stored in a MySQL database.

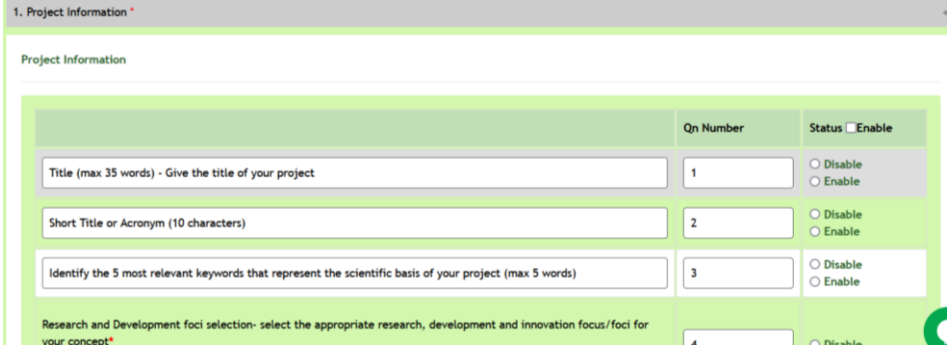
2. Development Environment Setup

- **Required Software:**
 - PHP (v8.2 or higher)
 - Code editor (recommended: Visual Studio Code)

Main Folder		Points To
Index.php	This is the main page which loads the system	
Details.php	Loads inner pages	
forgot-password.php	Page to initiate password re-set process. User inputs Email Address. Email is sent to user's email address	Loads contrlrcn/slmain_mlquery.php and picks input name doResendANumber . When you search for this input name in slmain_mlquery.php you will find <code>\$_POST['doResendANumber']</code>
mreset.php	User puts new password	slmain_mlquery.php
Confirm.php	Confirms registration	slmain_mlquery.php
Contrlrcn/	Folder contains main files that connect to the db	
Css/	Loads css files for site design	

Js/	Loads javascript files	
Images/	Loads images	
Pages/	Loads pages under details.php	class.phpmailer.php (File for sending emails- PHP Mailer) class.smtp.php (File for sending emails- PHP Mailer) menu.php Loads menu footer_section.php Loads footer section of index.php and details.php

APP Folder		Points To
main.php	Main page here is main.php.	Configlrn (Folder has Database configuration file)
		Contrlrn (Has functions and Language files)
		Js (Has Javascript)
		Viewlrn (Has all pages loaded in main.php)
		Css(Has all css files)
		Img (Has images)
		Files (All uploaded files are saved here)
	viewlrn	
	<p>The site loads files from files from viewlrn folder eg https://careersug.com/grants/app/main.php?option=DynamicCallConceptsUpdate</p> <p>option= loads DynamicCallConceptsUpdate via browser. This then loads a page from viewlrn like below;</p> <p>'DynamicCallConceptsUpdate'=>'dynamic_concept_calls_categories_update',</p> <p>dynamic_concept_calls_categories_update.php is a page in viewlrn folder with html and php code.</p>	
	<p>Contrlrn/ translation_en.php for English</p> <p>Contrlrn/ translation_fr.php for French</p> <p>Contrlrn/ translation_pt.php for Portuguese</p>	
	<p>This file has variables loaded in different sections of the site</p> <p>Loads questions default text</p>	

	 <p>Forexample, if I need to get default question for “Title (max 35 words) - Give the title of your project”, I will go to translation_en.php and look for the variable which holds this question. \$lang_new_title. And this variable will be all three translation files.</p>		
	<table border="1"> <tr> <td data-bbox="321 787 662 932">Add Questions to categories</td><td data-bbox="662 787 1429 932">On creating a call, it loads these questions from translation_en.php, but after saving to the database, it stores them to the database where it will be picking them.</td></tr> </table>	Add Questions to categories	On creating a call, it loads these questions from translation_en.php, but after saving to the database, it stores them to the database where it will be picking them.
Add Questions to categories	On creating a call, it loads these questions from translation_en.php, but after saving to the database, it stores them to the database where it will be picking them.		
	<table border="1"> <tr> <td data-bbox="321 949 662 1608"> Max (200, 300 etc) </td><td data-bbox="662 949 1429 1608"> Js/ word-count.js This file has IDs which point to each question. In the question, there input type eg <input type=”MyTextBox14”> or <input type=”MyTextBox”> Go to js folder and open word-count.js it will show you the corresponding file <pre> \$('#MyTextBox14').inputlimiter({ limit: 300, limitBy: 'words', remText: 'You only have %n word%s remaining...', limitText: 'Field limited to %n word%s.' }); </pre> </td></tr> </table>	Max (200, 300 etc)	Js/ word-count.js This file has IDs which point to each question. In the question, there input type eg <input type=” MyTextBox14 ”> or <input type=” MyTextBox ”> Go to js folder and open word-count.js it will show you the corresponding file <pre> \$('#MyTextBox14').inputlimiter({ limit: 300, limitBy: 'words', remText: 'You only have %n word%s remaining...', limitText: 'Field limited to %n word%s.' }); </pre>
Max (200, 300 etc)	Js/ word-count.js This file has IDs which point to each question. In the question, there input type eg <input type=” MyTextBox14 ”> or <input type=” MyTextBox ”> Go to js folder and open word-count.js it will show you the corresponding file <pre> \$('#MyTextBox14').inputlimiter({ limit: 300, limitBy: 'words', remText: 'You only have %n word%s remaining...', limitText: 'Field limited to %n word%s.' }); </pre>		
	<table border="1"> <tr> <td data-bbox="321 1625 662 1843">ajax_populate.js</td><td data-bbox="662 1625 1429 1843"> For questions which have a condition requiring user to choose yes/no or conditional getApproveReject loads a file viewlrcn/approve_reject_admin.php <pre> function getApproveReject(countryId) { </pre> </td></tr> </table>	ajax_populate.js	For questions which have a condition requiring user to choose yes/no or conditional getApproveReject loads a file viewlrcn/approve_reject_admin.php <pre> function getApproveReject(countryId) { </pre>
ajax_populate.js	For questions which have a condition requiring user to choose yes/no or conditional getApproveReject loads a file viewlrcn/approve_reject_admin.php <pre> function getApproveReject(countryId) { </pre>		

		<pre> var strURL="viewlrcn/approve_reject_admin.php?count ry="+countryId; var req = getXMLHTTP(); if (req) {req.onreadystatechange = function() { if (req.readyState == 4) { // only if "OK" if (req.status == 200) { document.getElementById('approverejectdiv').inner HTML=req.responseText; } else { alert("Hoops, There seems to be a problem, please contact admin for details :\n" + req.statusText); } } } } req.open("GET", strURL, true); req.send(null); } } </pre>
	viewlrcn /Menu.php	Page has the left menu/sidebar
	Contrlrcn/slmain_mlpr oposals.php	Has the count functions
	Configlrcn/ db mconfig.php	Has the system configurations