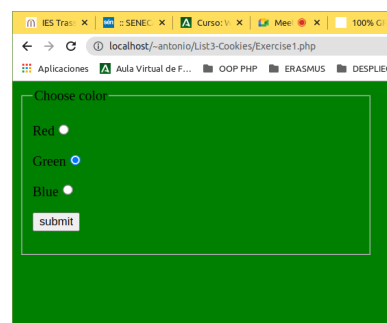
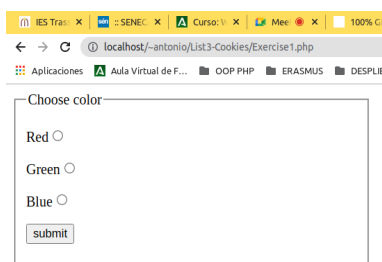


WEB APPLICATION DEVELOPMENT

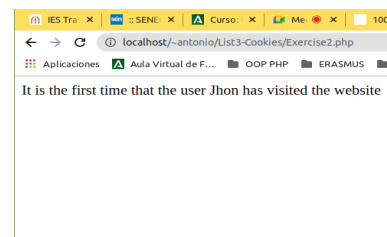
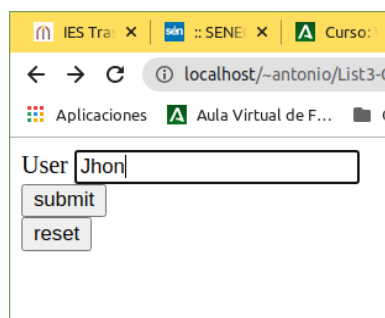
PHP language

Cookie exercises

1) Change the background color using cookies.




2) Write a PHP script to display the times an user gets into a web page.



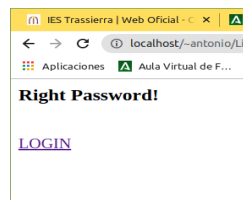
If the user clicks on the reset button, the program must remove the cookie associated with the name of the user typed in the user field.

3) Validate a user introduced by a form. First time, the following information should be displayed as shown below:



The first screenshot shows a web browser window with the URL 'localhost/~antonio/List3-Cookies/E'. The form contains a 'User' field with the value 'antonio', a 'Password' field with masked characters, and a 'submit' button. The second screenshot shows the same browser window after submission, displaying the message 'Password saved for alumno' and a 'LOGIN' link.

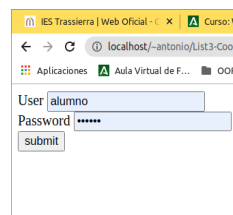
And so on, if the password is correct for that user the program will display the message “correct password”, otherwise “wrong password”



The screenshot shows a web browser window with the URL 'localhost/~antonio/List3-C'. The page displays the message 'Right Password!' and a 'LOGIN' link.

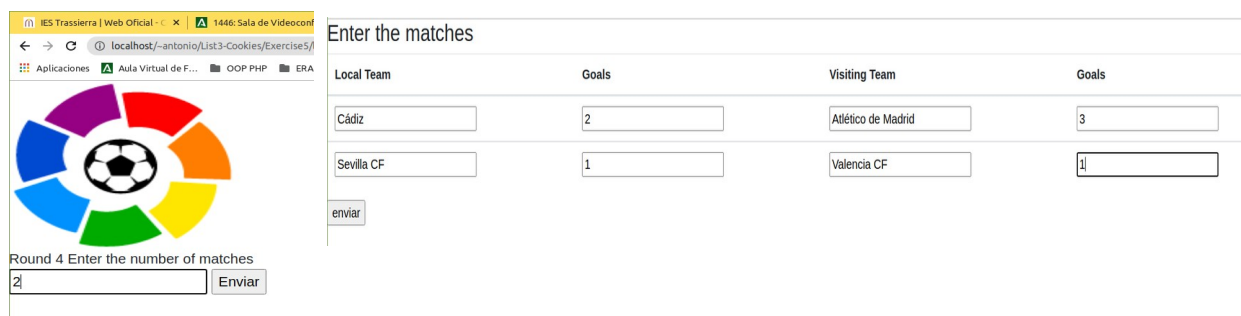
4) Reminding users their passwords.

If a user set her/his password, the password will be suggested automatically in the password input text. To solve this exercise you must combine php with javascript. Keep in mind that the php code is always compiled before javascript code.



The screenshot shows a web browser window with the URL 'localhost/~antonio/List3-Cool'. The form contains a 'User' field with the value 'alumno', a 'Password' field with masked characters, and a 'submit' button.

5) Write the necessary PHP scripts to both introduce football matches by keyboard and show the table league after evaluating each match. First of all, the user asks for the number of matches belonging one season. We will start for the first round (1) and so on.



Enter the matches

Local Team	Goals	Visiting Team	Goals
Cádiz	2	Atlético de Madrid	3
Sevilla CF	1	Valencia CF	1

enviar

Round 4 Enter the number of matches

2 Enviar

Once the matches have been introduced, the program will evaluate the match results according to the following rule:

- Add 3 points to winner team.
- Add 0 points to loser team.
- If teams tie, 1 point for each team.

Finally, the application will display the ranking ordered by the team points.

Ranking		
Position	Team	Points
1	Real Madrid	4
2	Atlético de Madrid	3
3	Valencia CF	2
4	Barcelona FC	1
5	Real Betis	1
6	Sevilla CF	1
7	Cádiz	0
New round		