

Index.php:

```
<?php
$games;

function readCSV(){
    $games = array();
    $directory = fopen("games.csv", "r+") or die("Unable to open file.");

    $columns = explode(",", fgets($directory));
    $count = 0;
    while(!feof($directory)) {
        $line = explode(",", fgets($directory));
        $newGame = array(
            "id" => $count,
            $columns[0] => $line[0],
            $columns[1] => $line[1],
            $columns[2] => $line[2],
            $columns[3] => $line[3],
            trim($columns[4]) => $line[4],
        );
        $games[] = $newGame;
        $count++;
    }
    return $games;
}

function createCard($game) {
    $newCard =
    "<div class=\"cardCard\" id=\"\" . $game["id"] . "\">
        <h3 name=\"title\" style=\"color:blue\">\" . $game["Title"] . "</h4>
    >

        <h5 name=\"genre\">\" . $game["Genre"] . "</h5>
        <h6 name=\"platform\">\" . $game["Platform"] . "</h4>
        <h6 name=\"classification\">\" . $game["Classification"] . "</h4>
        <h4 name=\"price\">\" . $game["Price"] . "</h4>
        <br><br>
    </div>";
    return $newCard;
}

function createRow($game1 = NULL, $game2 = NULL, $game3 = NULL) {
    $newRow =
    "<div class=\"row\">";
    if (!is_null($game1))
        $newRow = $newRow . createCard($game1);
    if (!is_null($game2))
        $newRow = $newRow . createCard($game2);
    if (!is_null($game3))
```

```

        $newRow = $newRow . createCard($game3);
    $newRow = $newRow . "</div>";
    return $newRow;
}

function LoadGames($games) {
    $rows = "";
    $completeRows = intval(count($games) / 3);
    $partialRows = count($games) % 3;
    $totalrows = $completeRows;
    if ($partialRows > 0) {
        $totalrows = $completeRows+1;
    }

    for ($i = 0,$x = 0; $i < $completeRows; $i++) {
        $rows = $rows . createRow($games[$x], $games[$x+1], $games[$x+2]);
        $x = $x + 3;
    }
    if ($partialRows == 1) {
        $rows = $rows . createRow($games[$x]);
    } else if ($partialRows == 2) {
        $rows = $rows . createRow($games[$x], $games[$x+1]);
    }
    return $rows;
}

$games = readCSV();
echo "<script>let array = " . json_encode($games) . "</script>";
?>

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <link rel="stylesheet" type="text/css" href="style.css">
    <title>Game Store</title>
</head>
<body>
    <div class="header">
        <h1>Game Store</h1>
    </div>
    <div style="text-align:center">
        <a href="/admin.php">Admin Page</a>
        <div id="viewArea">
            <?php echo LoadGames($games)?>
            <br>
            <br>

```

```

        </div>
    </div>
    <footer>
        <script src="script.js"></script>
    </footer>
</body>
</html>

```

Admin.php

```

<?php
$title;
$price;
$genre;
$platform;
$classification;
function checkInputs() {
    if (!empty($_GET["title"])) {
        global $title;
        $title = $_GET["title"];
    }
    if (!empty($_GET["price"])) {
        global $price;
        $price = $_GET["price"];
    }
    if (!empty($_GET["genre"])) {
        global $genre;
        $genre = $_GET["genre"];
    }
    if (!empty($_GET["platform"])) {
        global $platform;
        $platform = $_GET["platform"];
    }
    if (!empty($_GET["classification"])) {
        global $classification;
        $classification = $_GET["classification"];
    }

    if (isset($title, $price, $genre, $platform, $classification)) {
        $gameArray = array($title, $price, $genre, $platform, $classification)
;

        AddGame($gameArray);
        header("Location: /");
    }
}

function submitLog(){

```

```

    echo $_SERVER['REMOTE_ADDR'];
}
//submitLog();

function AddGame($game) {
    $directory = fopen("games.csv", "a") or die("Unable to open file!");
    fwrite($directory, "\n");
    fwrite($directory, implode(",", $game));
    fclose($directory);
}
checkInputs();

?>

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <link rel="stylesheet" type="text/css" href="style.css">
    <title>Game Store</title>
</head>
<body>
    <div class="header">
        <h1 style="display:inline-block">Game Store</h1>
        <p style="display:inline-block">Admin Page</p>
    </div>
    <div style="text-align:center">
        <form method="get" id="gameForm">
            <label for="gameTitle">Game Title</label><br>
            <input class="clearable" type="text" id="gameTitle" name="title" value="<?= (isset($title)) ? $title: ''?>" />
            <br>
            <?php
                if (!empty($_GET) && !isset($title)) {
                    echo "<span style='color: red;'>Please enter a game title
                . " . $title . "</span>";
                }
            ?>
            <br>
            <label for="price">Price</label><br>
            <input class="clearable" type="text" id="price" name="price" value="<?= (isset($price)) ? $price: ""?>" />
            <br>
            <?php
                if (!empty($_GET) && !isset($price)) {

```

```

        echo "<span style=\"color: red\">Please enter a valid price.</span>";
    }
    ?>
    <br>
    <label for="genre">Genre</label><br>
    <input class="clearable" type="text" id="genre" name="genre" value="
    = "<?=(isset($genre)) ? $genre: ""?>" />
    <br>
    <?php
        if (!empty($_GET) && !isset($genre)) {
            echo "<span style=\"color: red\">Please enter a genre.</span>";
        }
    ?>
    <br>
    <label for="platform">Platform</label><br>
    <input class="clearable" type="text" id="platform" name="platform"
    value="<?=(isset($platform)) ? $platform: ""?>" />
    <br>
    <?php
        if (!empty($_GET) && !isset($platform)) {
            echo "<span style=\"color: red\">Please enter a valid platform.</span>";
        }
    ?>
    <br>
    <label for="classification">Classification</label><br>
    <input class="clearable" type="text" id="classification" name="classification"
    value="<?=(isset($classification)) ? $classification: ""?>" />
    <br>
    <?php
        if (!empty($_GET) && !isset($platform)) {
            echo "<span style=\"color: red\">Please enter a valid classification.</span>";
        }
    ?>
    <br>
    <span>
        <input type="reset" value="Clear" class="button" onclick="clearForm()" />
        <input type="submit" value="Add Game" class="button" />
    </span>
    <br>
    <?php
        if (!empty($_GET) && isset($title, $price)) {
            echo "<span style=\"color: green\">All fields valid.</span>";
        }
    ?>

```

```

        }
        ?>
    </form>
</div>
<footer>
    <script src="script.js"></script>
</footer>
</body>
</html>

```

style.css

```

body {
    padding-top: 6em;
    padding-bottom: 6em;
    font-family: 'Segoe UI', Tahoma, Geneva, Verdana, sans-serif;
}

.row {
    display: flex;
    justify-content: center;
}

.cardCard {
    text-align:center;
    min-width: 25%;
    max-width: 25%;
    margin:1.25%;
    border: 1px solid black;
    border-radius: 5px;
}

.header {
    background-color: forestgreen;
    position: fixed;
    top: 0;
    left: 0;
    width: 100%;
    padding-left: 1em;
}

.button {
    cursor:pointer;
}

.clearable {
}

```

script.js

```
function clearForm(){
    //Hi Mark, No matter which method I used to clear values on the form on
    admin.php site, it wouldn't work.
    var elems = document.getElementsByClassName("clearable");
    for (var i = 0; i < elems.length; i++) {
        console.log("hello");
        elems[i].value = '';
    }

    // let form = document.getElementById("gameForm");
    // console.log("hello");
    // document.getElementById("gameTitle").value = "";
    // [...form.elements].forEach((input) => {
    //     if (input.value != null) {
    //         console.log(input.id);
    //         document.getElementById(input.id).value = "";
    //     }
    // });
}

/* OLD CODE WITH FUTURE USE
function buttonClick(e) {
    if (!e) e = window.event;
    e.stopPropagation();
    // do what you want
}

function ExpressInterest(plateNumber) {
    document.getElementById("searchbar").value = plateNumber;
    document.getElementById("buyForm").submit();
}

function showDetails (cardID) {
    let detailDiv = document.getElementById("details" + cardID);
    if (detailDiv.style.display === "none") {
        detailDiv.style.display = "block";
    } else {
        detailDiv.style.display = "none";
    }
}
*/
```

Test:

Index.php

Game Store

[Admin Page](#)

Just Cause 4 (preowned)

Action

Xbox One

PG

\$22.00

Sea of Thieves (preowned)

Action

Xbox One

G

\$29.00

Far Cry 5

Action

Xbox One

PG

\$24.97

Watch_Dogs (preowned)

Action

Xbox One

PG

\$7.00

LEGO Batman 2: DC Super Heroes (preowned)

Action

Nintendo Wii U

MA

\$18.00

Star Wars: The Force Unleashed II (preowned)

Action

Xbox One

G

\$18.00

New Super Mario Bros U with Super Luigi U (preowned)

Action

Nintendo Wii U

PG

\$36.00

Batman: The Brave and the Bold the Videogame (preowned)

Action

Nintendo Wii

G

\$18.00

Pokemon Moon (preowned)

Action

Nintendo 3DS

M

\$17.00

Game Store Admin Page

Game Title

Price

Genre

Platform

Classification

Clear

Add Game

Admin.php with invalid details:

Game Store Admin Page

Game Title

test

Price

Please enter a valid price.

Genre

Please enter a genre.

Platform

Please enter a valid platform.

Classification

Please enter a valid classification.

Clear

Add Game

Admin.php with valid credentials:

Game Store Admin Page

Game Title

test

Price

50

Genre

Action

Platform

PS4

Classification

PQ

Clear

Add Game

Index.php with new addition:

Game Store

MA \$36.00	MA \$57.00	M \$89.95
Civilization VI Strategy Nintendo Switch G \$68.00	Mutant Year Zero: Road to Eden Deluxe Edition Strategy Nintendo Switch PG \$79.95	Lord of the Rings: Conquest (preowned) Strategy Xbox 360 MA \$18.00
Age Of Wonders: Planetfall Strategy PlayStation 4 M \$69.95	test Action PS4 PG 50	