**Introduction to Database Programming**

**MarioCraft Phase 3 Personal Report**

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Contents

**Introduction:**

For this phase 3 of Introduction to database programming is to implement tables, triggers and sequences in the database and use windows form to create our GUI. For database we used oracle through Amazon Web Services. For this project phase I used the entity Framework.

For my GUI I created 3 windows form, Register Menu, Login Menu and GameUser Menu. All three GUI are interlinked, you can go back and forth between them with buttons. However to get into GameUser Menu you must successfully logged to access the menu. To register the user must input an email and password. To Login the user must input correct email and password. The GameUser Menu retrieves users email and password. By default the password input are shown “ \* ” when user inputs password however user can disable this feature. I Used Visual Studio 2013 and C# to create this project.

**Using GitHub for version control:**

For my induvial phase 3 I had decided to use GitHub for version control as I am familiar with it as I have been using it for my other modules. It allows me to version control my project.

**Using Adobe Photoshop CS6 to create images:**

Used Adobe Photoshop CS6 to create and design my 3 images for registration, login menu and app icon. Used ICO online converter to convert my app icon which I .jpg to .ico so that I can import it to visual studio to use it.

**Register form:**

The Register form is the first screen the user will see when the play the game. The User will be asked to enter an email and password to register. I used my trigger which increments the Id, so each user will get a unique Id. When user has successfully inputted an email and password, they will be stored and saved into the database. There is also input validation in the textbox fields when the any of the textbox fields are empty it will prompt the user to input the reoccurred details into the textbox field.

using System;

using System.Collections.Generic;

using System.ComponentModel;

using System.Data;

using System.Drawing;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Windows.Forms;

namespace DylanChan\_MarioCraft\_Phase3

{

public partial class frmRegisterMenu : Form

{

private frmLoginMenu loginMenu;

public frmRegisterMenu()

{

InitializeComponent();

FormBorderStyle = FormBorderStyle.FixedSingle;

}

public frmRegisterMenu(frmLoginMenu loginMenu)

{

InitializeComponent();

this.loginMenu = loginMenu;

}

private void frmRegisterMenu\_Load(object sender, EventArgs e)

{

//reference https://social.msdn.microsoft.com/Forums/vstudio/en-US/77a2ce66-65dd-4fb8-b252-7327b2e154be/hiding-the-password-in-a-textbox-with-c?forum=netfxbcl

//hides password when user inputs in the password field.

txtPassword.UseSystemPasswordChar = true;

}

private void btnReg\_Click(object sender, EventArgs e)

{

if(txtEmail.Text.Equals(""))

{

MessageBox.Show("Please Enter in a Email", "Field Empty", MessageBoxButtons.OK, MessageBoxIcon.Error);

txtEmail.Focus();

return;

}

if (txtPassword.Text.Equals(""))

{

MessageBox.Show("Please Enter in a Password", "Field Empty", MessageBoxButtons.OK, MessageBoxIcon.Error);

txtPassword.Focus();

return;

}

//Register new Users

using(var context = new Model1())

{

GAMEUSER newRegUser = new GAMEUSER()

{

USEREMAIL = txtEmail.Text,

USERPASSWORD = txtPassword.Text,

};

try

{

var result = context.GAMEUSERs.Add(newRegUser);

context.SaveChanges();

MessageBox.Show("Email: " + newRegUser.USEREMAIL + " and " + " Password: " + newRegUser.USERPASSWORD +

" \nYou have Successfully Registered","Registered ", MessageBoxButtons.OK, MessageBoxIcon.Information);

}

catch(Exception ex)

{

MessageBox.Show(ex.GetBaseException().ToString(),"Error", MessageBoxButtons.OK, MessageBoxIcon.Error);

}

}

//Resets Textbox

txtEmail.Text = "";

txtPassword.Text = "";

}

private void btnLogin\_Click(object sender, EventArgs e)

{

frmLoginMenu frmNext = new frmLoginMenu();

this.Close();

frmNext.Show();

}

private void btnExit\_Click(object sender, EventArgs e)

{

Application.Exit();

}

private void radBtnShow\_CheckedChanged(object sender, EventArgs e)

{

txtPassword.UseSystemPasswordChar = false;

}

private void btnRadHide\_CheckedChanged(object sender, EventArgs e)

{

txtPassword.UseSystemPasswordChar = true;

}

}

}

Successfully Registered New User

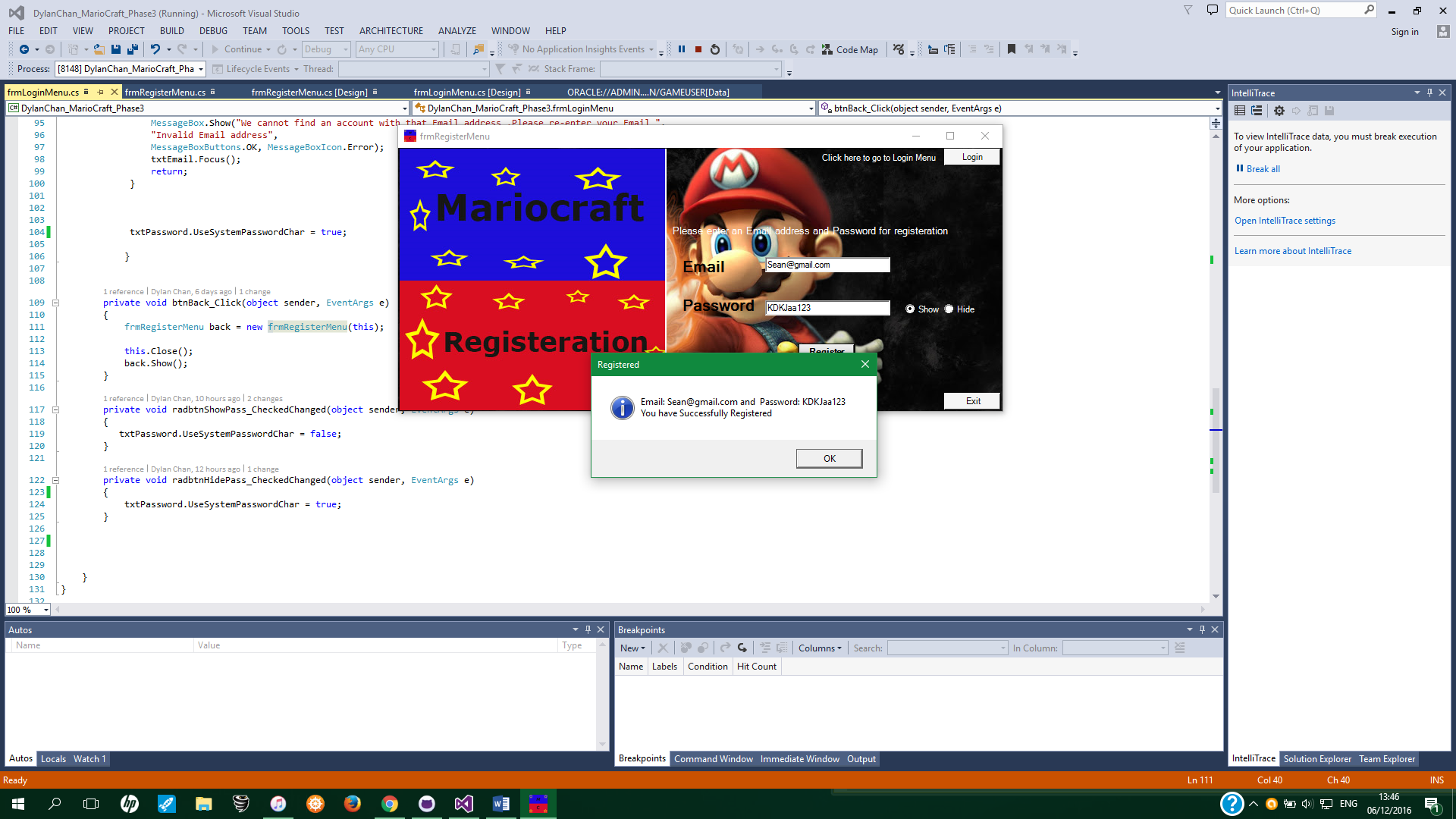
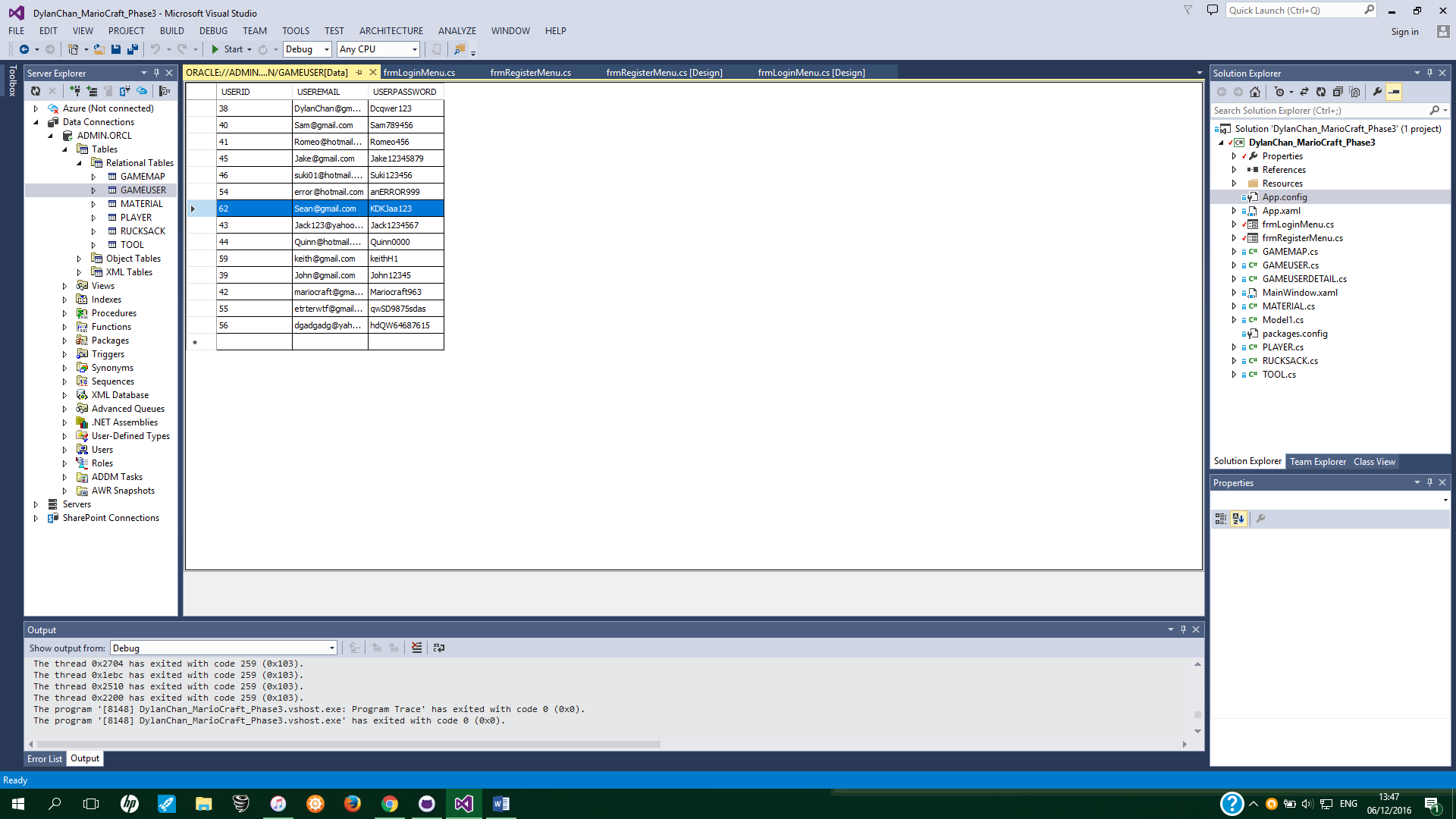
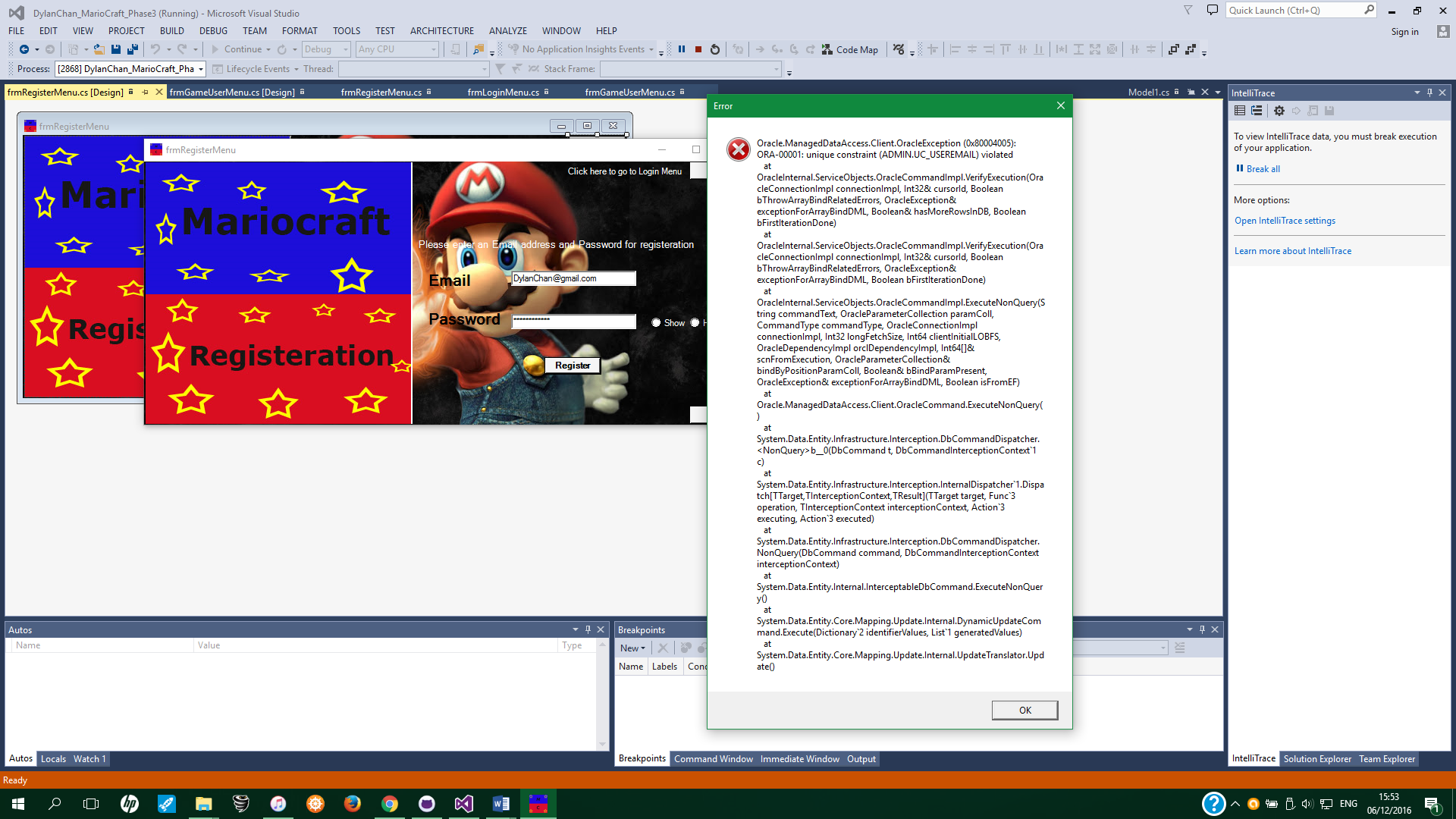


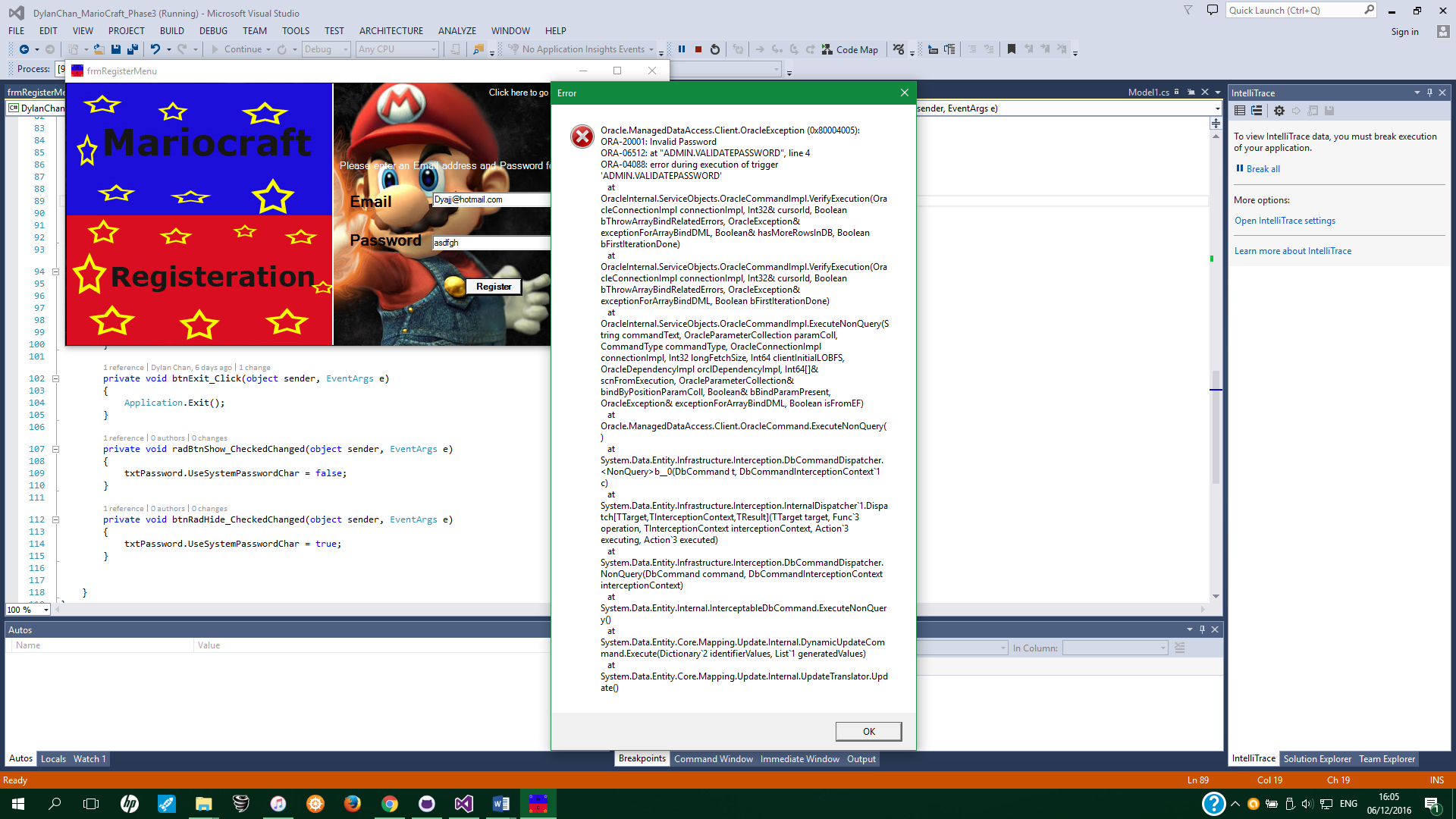
Table that contains newly registered user Sean@gmail.com and password: KDKJaa123



When enters email that already exist in the database an error message will show up.

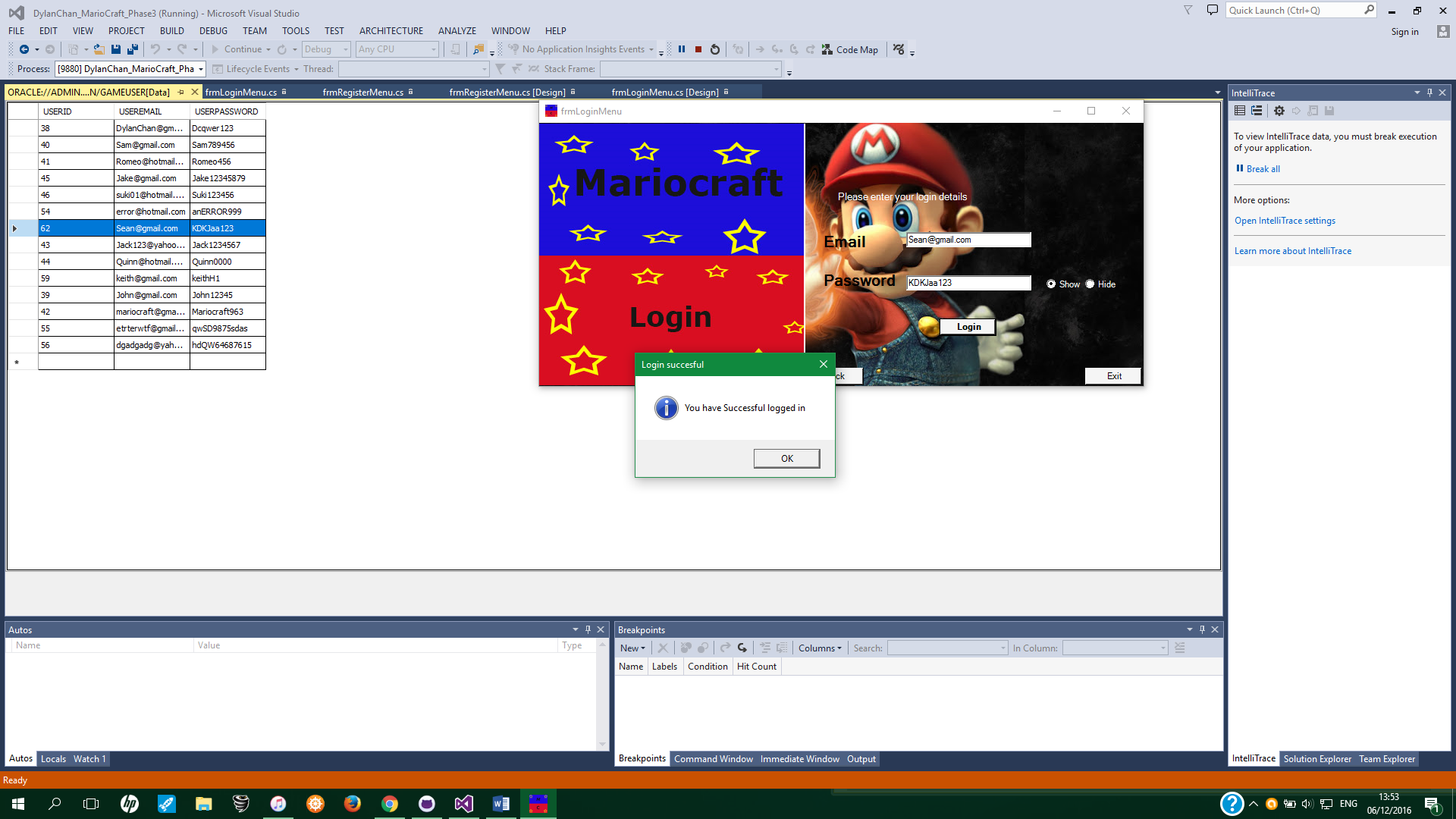


Invalid password entered error.

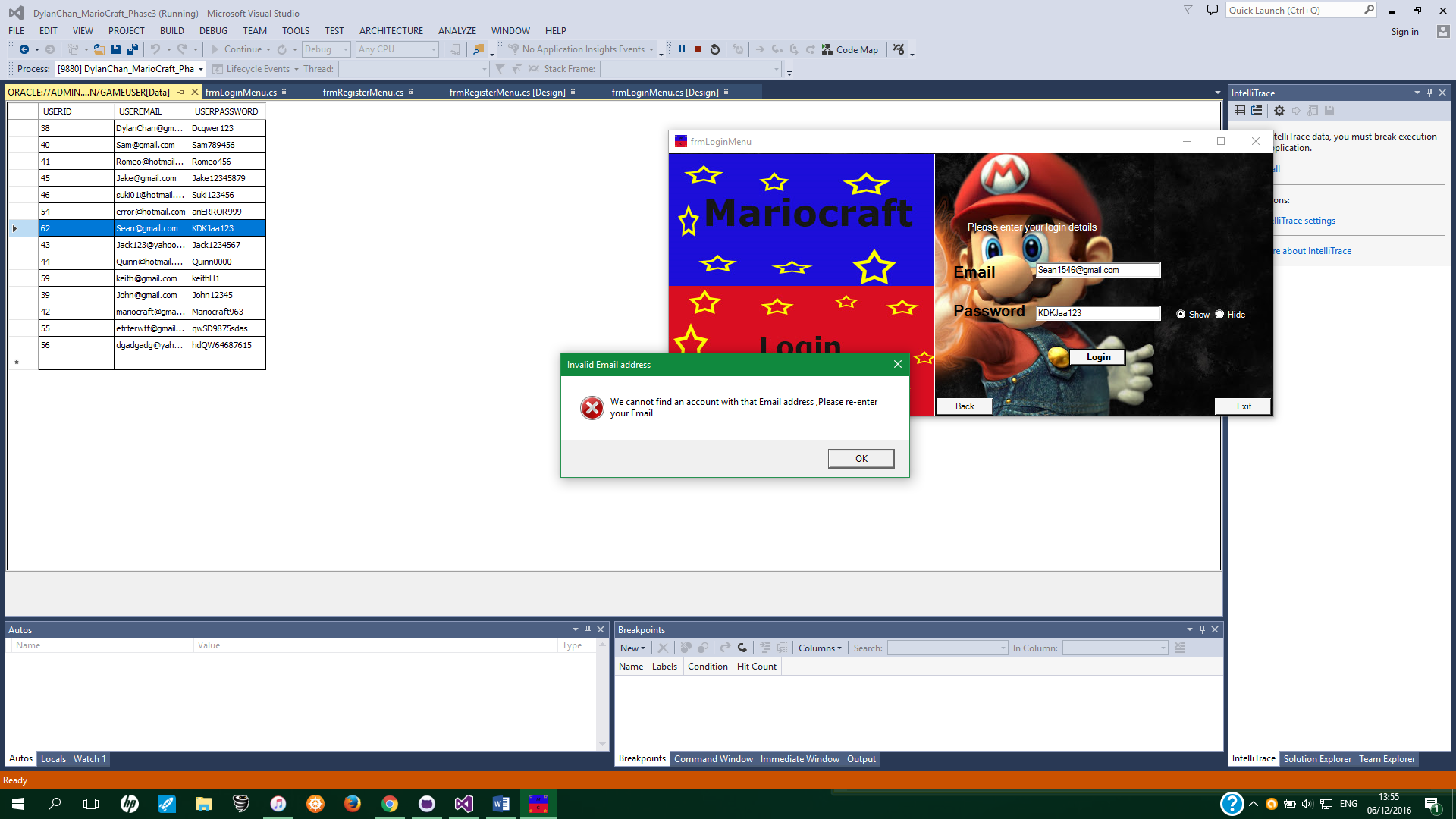


**Login form:**

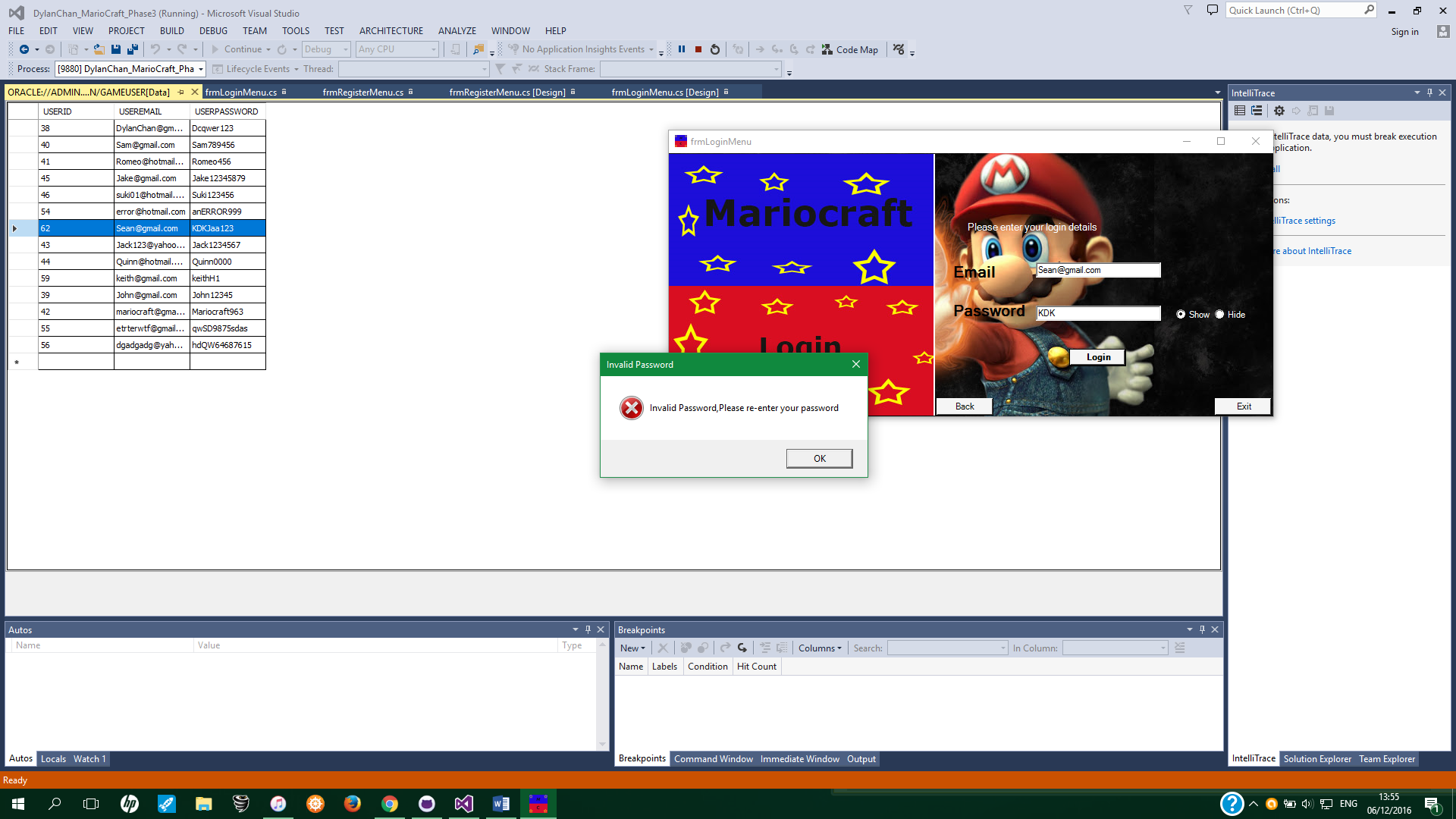
Successfully Logged in



Invalid Email address entered.



Invalid Password entered.



Tools and IDE used:

GitHub and Visual Studio 2013

<https://github.com/DylanTLChan/DylanTChan_Phase3_MarioCraft.git>

<https://www.icoconverter.com/>

background Image reference http://www.taringa.net/posts/imagenes/15490026/Wallpapers-Mario-Bros-HD.html

Errors occurred while doing the project:

Error 11 Could not copy "obj\Debug\DylanChan\_MarioCraft\_Phase3.exe" to "bin\Debug\DylanChan\_MarioCraft\_Phase3.exe". Exceeded retry count of 10. Failed. DylanChan\_MarioCraft\_Phase3

This resulted not being able to build and debug my program until I have to shut down my laptop and clean solution.