

Gauge Hartwell  
Allen Amusin  
CS340 -  
section 401


## Project Step 7 Turn in Final Working Project

<https://web.engr.oregonstate.edu/~hartwelg/>

### Feedback by the reviewers: Step 7

1

☒ Resolved ☐ Unresolved

 **Nathan Smith** 5 days ago

I noticed the index page contains a link to the index page which seems redundant here: <https://web.engr.oregonstate.edu/~hartwelg/index.html>

I saw that adding, deleting, and updating all forced the user to reference IDs in the database here: <https://web.engr.oregonstate.edu/~hartwelg/games.php>. What that should technically be fine, it would be nice if you had a dropdown list or something else which made this process a bit easier.

When I submit any of the forms on this page: <https://web.engr.oregonstate.edu/~hartwelg/players.php> without entering any information the page simply refreshes without stating anything. It would be cool if you added some sort of form validation or user feedback.

Trying to delete a player here: <https://web.engr.oregonstate.edu/~hartwelg/players.php> without an invalid ID results in no error (although it doesn't do anything of course).

Not selecting a position of adding a player here: <https://web.engr.oregonstate.edu/~hartwelg/players.php> results in the table showing their position as '-select-' which seems odd.

Not adding the ID of the basketball team above then results in a team ID of 0 which shouldn't be possible.


Sorting on the above page works great!

Overall I would work on separating out the forms onto different pages as it makes things confusing and I would also think about adding user input so users know what is happening when entering invalid input.

Reply to this followup discussion

2

☒ Resolved ☐ Unresolved

 **Gregory Bauer** 5 days ago

Comment1: Your columns appear to be misaligned especially on a 49" monitor. Recommend you take this into account in your design.

Comment2: I get a 500 error when trying to submit a new record.

Comment3: The delete function appears to be working! Great job!


Comment4: The update function is working well. Great job!

In closing, your site could really use some UI/UX design help. All the pages have columns that are misaligned which makes it harder to read. You might also want to consider adding some styling to your page. Overall, you're almost there in meeting the project requirements.

Reply to this followup discussion

3

☒ Resolved ☐ Unresolved

 **Yunqiao Cai** 4 days ago

If we create a player without selecting a teamID and position, the team ID will be 0 (and there is no team ID 0) and the position will be -select-. This needs to be fixed.


The update and delete is working well, and other section will not create new records if input is invalid. The only problem is on the players section.

Anyway, nice work!

Reply to this followup discussion

4

☒ Resolved
 ☐ Unresolved


**Chris Patenaude** 4 days ago  
 Hi Amusin,

So your delete works great as far as i've tested. I noticed a few bug that you are probably already aware of:


- 1) I cant seem to add a team. After clicking the submit button, the page goes blank and does not recover.
- 2) Update team info feel a little clunky, I would suggest creating a sepearate page as a form submission and populate it with the current team attributes.
- 3) In all of the number fields, I don't get warning notifications when I submit non number value.

Other then the above, looks like your well on your way to finished. Have a great summer!

Reply to this followup discussion

5

☒ Resolved
 ☐ Unresolved


**Scott Hung** 4 days ago  
 Good job guys! I'm just curious as to why you would allow the user to enter the Team ID. From my understanding, we would want to obfuscate this functionality from the user by doing autoincrementing whenever a new item is added as allowing the user to enter their own ID could add confusion to the experience. Other than that, I like how things have come along!

Reply to this followup discussion

6

**Kevin Dong** 4 days ago  
 Hello,

Looking through your website it looks like most of the website is completed. When I click on the Index tab the page is blank, is this intentional or is the index page supposed to display some information?

For the delete button, the function only works when the last ID is deleted. So if there are teams/players/scores with ID 1,2,3,4 only ID 4 is deleteable. This is hopefully fixed before you turn in the assignment.

The update function seems to work fine.

Overall the project looks like it is almost done, just a few fixes with the delete operation and the index tab and you should be good to go

7.

Hi Guage,

Since this is the final group review, I checked for CRUD functionality, not just delete. Everything worked for me as expected except for update. When updating, did you intend for values to be overwritten as null if the user was only trying to update one field?

Also on the scores page the join field information (Player ID, TeamID, Arena ID) is returned instead of the actual names. Is this the intended behavior? I tried to look at your DML so that I could offer a suggestion, but I did not see a query that corresponded to the scores page.

We are in the home stretch, keep up the good work!

Fixes:

- Fixed issue with inserts on teams page
- Added form validation to prevent empty submission
- Fixed column alignment on table displays
- Removed ID from insert forms, auto-increment used only

Step 6:

1.

First of all, I really like what you added in terms of sorting the different tables by particular columns. Given the nature of the statistics you're tracking, that's a cool, extra feature to add to your front-end.

I tried updating a player based on data listed in the table, and I couldn't get it do work. I tried adding a team as well, and that didn't work either. I see that the form for these requires inputting an id, but how is the user supposed to know what to enter there? Do you have an auto-incrementing integer as a primary key? If so, you


would want to remove that field from the forms. (Update: I did get the "add a team" working but it's weird now with the ids...is there something on your end that manages another id as the primary key or does the user really enter it themselves? Additionally, I added a complete blank team, so you may want to look into having some of those HTML fields required to avoid blank rows in your tables.)

Additionally, this is from the instructions on Canvas regarding providing update operations to the user: "This button (or any way you choose to implement) would then pass the primary key of the row to your server-side code which would select data only for that row and display it an UPDATE form with all the fields pre-populated. This also means that any widgets that you choose to use like dropdowns, checkboxes, radio-buttons,etc should display the right values too." So, while you have an update form, it looks like we are expected to pre-populate it with the information to be updated rather than have the user enter things like the id directly. While I did end getting it work to add a team, I could not update the blank one that I added.

One final thought: I saw your note about needing to refresh the pages for changes to be displayed and am wondering if AJAX would be a good way to go for you to avoid having to require this step.

2.

☒ Resolved ☐ Unresolved

 **Peter Strawn** 4 days ago

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Reply to this followup discussion

Start a new followup discussion

3.

Yay!! I added a new team (Owls).

I completely understand about WIP... just wondering why the page needs to be reloaded in order for the new entered info to show up? Is this part of the stuff you guys are still working on?

Also, where are the Lakers? :-)

4.

Hello,

Functionality wise, your project seems to be on a good pace. As for some things that I might suggest, I think that checking for valid input might be useful. For the add player function, have a check that makes sure the ID input isnt already taken. One idea might be to make the ID auto increment and make it so that the user does not have to give an ID since the system will automatically assign the ID when the user adds a new item. This way error checking wont be needed on the ID input. I also think that the delete player and update player only need the ID to delete or update the item since the ID seems to be unique/ the primary key. I also noticed that once you use the search functionality you cant

go back to viewing a list of all the players/teams/etc without reloading, so a reset search button may be useful as well.


Actions based on the feedback:

- Did not add the Lakers to the database
- Fixed past issue where page did not update after data was entered/deleted/updated

Step 5:

1.

☒ Resolved ☐ Unresolved

 **Aurora Weiden** 4 days ago

This looks like a good start Allen, just make sure you start linking up functions to CREATE and READ for this step's final submission. I also have a few general comments -

Since ID's generally auto-increment I do not think users should be able to input an ID when they add a Team, Game, etc.

Additionally, on the first page (the index) the title is "Team 32 Basketball Database." Is the Team 32 a typo?

Also, I think your Game page is missing the buttons to submit Game addition, deletion, update and info, and your score page is missing submit buttons to add and update.


And lastly the Players page is not loading properly on my end. I am not sure if that is only an issue for me, but I thought I would mention it in case this is a general problem.

Hope this information is helpful! Let me know if you would like me to elaborate on anything or if there is anything in particular you want me to review!

Reply to this followup discussion

2.

☒ Resolved ☐ Unresolved

 **David (DJ) Helmick** 3 days ago

I agree with Aurora that your site looks like a good base to build off of. One of the features I like that I haven't seen anywhere else (certainly not on my own group's site) is the sort function you have for each entity. That's pretty cool!

And also as Aurora said, I think you should leave IDs to be determined by your database and not have them provided by the user. I believe the Project Guide might even specify that as a requirement, so you should possibly look into adjusting that to avoid losing points on your final submission.

I also could not get your Players page to load.

Additionally, I appear to be having trouble adding entities to your tables, although I may be filling in the forms incorrectly. When it comes time for you to implement your DELETE function, you might be better served by having just a "delete" button in each row to remove that entry, or use checkboxes and a delete button at the bottom of the page. I think that might be more user-friendly than filling out all the info for the specific row you want to remove.

Lastly, I think that you may want to display the names of certain entities rather than their ids, because your users probably don't know what an id corresponds to. For instance, on your Games page rather than having "Team1Id" and "Team2Id" it would be more understandable to just have the names of Team 1 and Team 2.

Let me know if there is anything else you were hoping to get commentary on. I think your site has a lot of potential, and I look forward to seeing the final result.

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Let me know if there is anything else you were hoping to get commentary on. I think your site has a lot of potential, and I look forward to seeing the final result.

Actions based on the feedback:

- Updated index.html page to fix typo
- Fixed players page not loading error
- Added notes to each page to help user with adding to tables
- Fixed add and update operations that needed foreign key values -> turned them into select menus

## Step 4:

1.


**Daniel Green** 1 day ago

Hi Gauge,

This is definitely a huge change/improvement over your last submission. I like the idea even more so because the playoffs are currently happening. Your data definition file and queries all look good and appear to meet the requirements. But I am unable to import the Data Definition file into MySQL using

```
source Data_Definitions.sql
```

I get a syntax error. To avoid this I would create the tables directly in the database using the MySQL client, and then use the datadump tool to create the DD file. This way everything is correctly formatted.

[Reply to this followup discussion](#)


☒ Resolved ☐ Unresolved
 

**Karen McFarland** 1 day ago
 

2.

**followup discussions** for lingering questions and comments

☒ Resolved ☐ Unresolved


**Peter Strawn** 1 day ago

Hi Allen,

I see that you and your partner re-designed the scope of this project. The scope and design you have here looks like a solid foundation for moving forward.

Taking a look at your database outline, I have a few thoughts. You have "name" and "mascot" in your BasketballTeams table. Is that meant to be something like "Toronto" and "Raptors", respectively? If so, it might be clear to change name to "city". If not, name should be broken down into two parts to be in keeping with 1NF. It might be worth looking into using an enum for the position. It will make parsing your string easier since you can pre-determine once of 5 positions to guarantee every entity's attribute in that column matches the desired format.

As you move to BasketballGame, can you clarify what you mean by "Location"? Is that the city? Arena? Country (in the case of Vancouver and Toronto, there needs to be Canada, too)? Lastly, I'm unsure of how the LeadingScore table fits in here. It seems like something that belongs within BasketballGame. Maybe consider storing not score of winning and losing team but score of home and away? That would allow you to track home v. away records and would still give you the ability to track winners and losers with logic elsewhere in your project.

It looks like you have a good shell of a website. Are you planning on incorporating any sports APIs to grab data for your database, or will it all be manually entered? Will each page eventually have a form on it, so you can enter into each table individually?

I like your new focus on basketball, especially during playoff season!

[Reply to this followup discussion](#)

**Start a new followup discussion**

Actions based on the feedback:

List briefly the actions that you chose to take based on the above feedback. If you decided not to act on a specific suggestion, you need to describe your reasoning in detail.

We updated our Data\_Definition based on the feedback.

We could not find an API so we manually added data.

Upgrades to the Draft version: If you are making any changes to the files/static website based on your own changed design decisions, they should be listed under this section.

We updated our Data\_Definition based on the feedback.

Step 3:

1.

### **Database Outline**

The database will record data found within a Casino. The entities will be:

- People
- Roles
- Games
- Winnings
- Time

The attributes of each entity are not correctly listed or explained as per the assignment requirements. You use the word Boss through your outline, which I believe is a typo. Why is the ID attribute of People being "assigned to each Boss"? This occurs throughout the outline and makes everything very confusing. Roles seems to be more of an attribute than an entity. In fact it seems that other than People, every other entity is being treated as if it were an attribute. There is a lot of work that still needs to be done.

### **ERD**

The Entity-Relationship-Diagram is not designed correctly and makes absolutely no sense. How does Time have a many-to-many relationship with People?

### **Schema**

The schema has only one entity displayed and therefore is not complete

2.

Greetings Allen & Gauge....Ka-Ching! The house always wins!

Fun idea. Pretty sure I wouldn't have thought of this theme.

For People entity, I think "the boss" might find the age of the people useful. If it won't cause too much extra work, I think that would be useful information.

It wasn't clear in the schema, but the ID for people will be the primary key, right? I think it would be helpful if you guys added that information for all the entities.

I could be wrong here, but should Time be its own entity? Wouldn't it be easier to make it an attribute of ....oh wait. it wouldn't make sense for it to be an attribute of people. Maybe a relationship table with Person (player) ID and Time?

Also, why not make time TIME data type? Wouldn't that be easier to read 240 minutes vs 4 hours?

One last thing. What did you guys use for the ERD & Schema, it looks a bit blurry. If you haven't checked it out yet, I HIGHLY recommend Lucidchart.com - it's easy to use!

3.

A casino database sounds fun!

Here are some of my thoughts:

- I think your entities should be People, Roles, Games and Visits.
- I think the Visits table should include winnings and time spent as fields. I think the visits should be in a M-M relationship with both Games and People
- Finally, I think that your ERD diagram should only include the blue boxes.

Fixes based on Feedback from Previous Steps:

TA Feedback:

We received a perfect score on our step 1, and we then got feedback on our original project casino data base. We undated our project when turning in Project Step 2 final Draft Version: ERD & Schema and we did not get feedback on that part.

Peer Feedback:

we then got feedback on our original project casino data base. We undated our project when turning in Project Step 2 final Draft Version: ERD & Schema and we did not get feedback on that part.

Step 2: no feedback

Step1: no feedback

Database Outline

Entity: BasketballTeams
-------------------------



Attribute	Data Type	Description
id	Integer, not null	Auto-incrementing integer automatically assigned when a row is created in this entity.
name	Varchar, not null	name of the team. Varchar value. No defaults, no empty strings
mascot	Varchar, not null	string containing the mascot name. Varchar value of up to 30 characters. No empty strings, no defaults.
NumWins	Integer, not null	number of wins in the current season. Int value. No empty values, no defaults.
NumLosses	Integer, not null	number of losses in the current season. Int value. No empty values, no defaults.
BasketballTeamId	Integer, not null	Id of the basketball team. Automatically assigned int value, automatically incrementing.

Entity: BasketballTeamPlayer		
Attribute	Data Type	Description
Id	Integer, not null	Id of the player on the basketball team. Int value, automatically incrementing, automatically assigned, no empty values.
BasketballTeamId	Integer, not null	id of the team the basketball player belongs to. Int value, connects to BasketballTeamId in other tables.
FirstName	Varchar, not null	first name of the player. String value of up to 60 characters. No empty values, no default names.
LastName	Varchar, not null	last name of the player. String value of up to 60 characters. No empty values, no default names.
JerseyNumber	Integer, not null	number on the player's jersey. Int value, no empty strings, no default values.
Position	Varchar, not null	position played by the player. String value of up to 60 characters. No empty strings.

		Automatically assigned, defaults to either PG, SG, SF, PF, C.
--	--	---

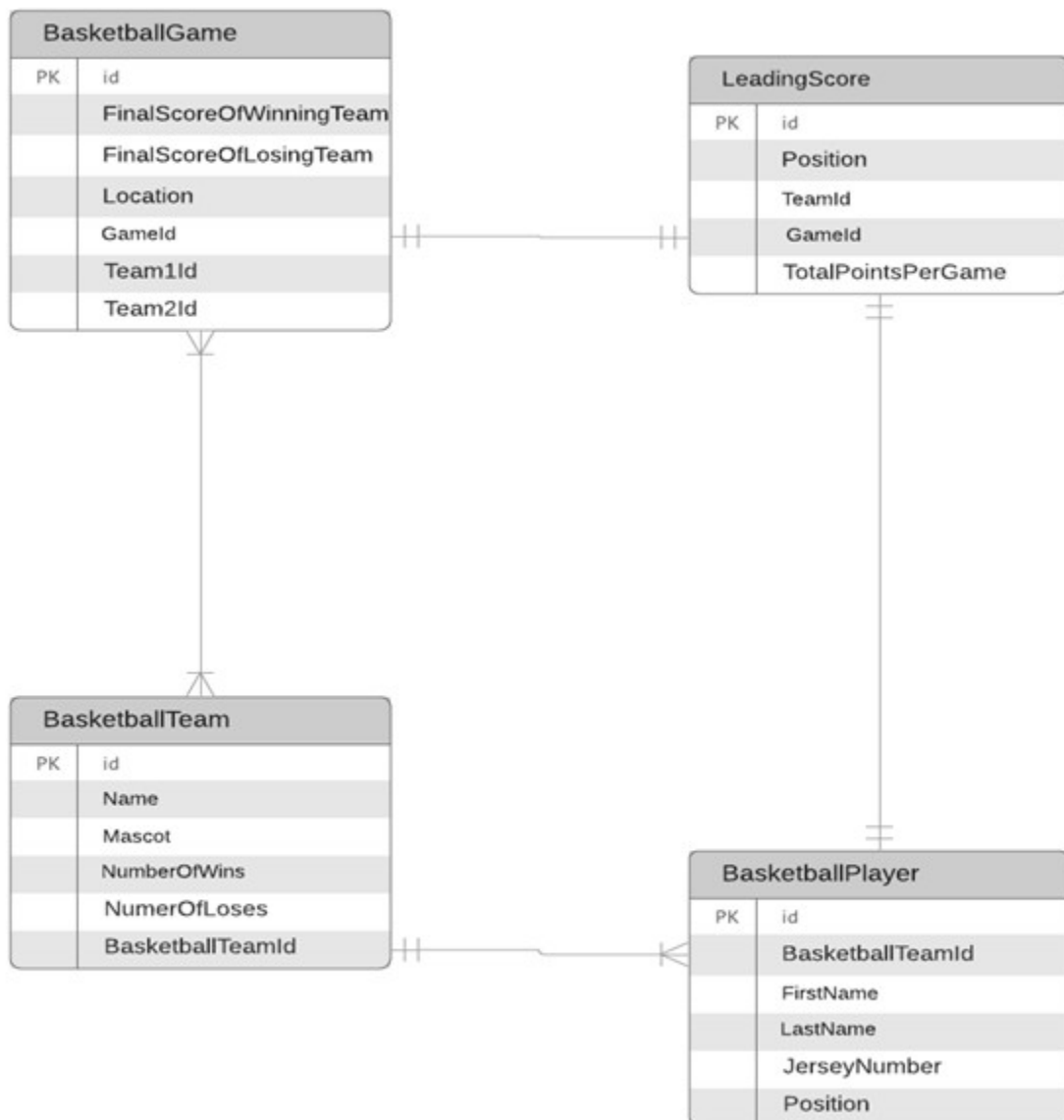
Entity: BasketballGame		
Attribute	Data Type	Description
id	Integer, not null	id of the game. Int value. Automatically assigned, no empty strings, no defaults.
FinalScoreOfWinningTeam	Integer, not null	final score for the game for the winning team. Int value. No empty values, defaults to 0.
FinalScoreOfLosingTeam	Integer, not null	final score for the game for the losing team. Int value. No empty values, defaults to 0.
Location	Varchar, not null	location for the basketball game. String value of up to 60 characters. No empty strings, no defaults.
GameId	Integer, not null	id of the basketball game. Int value, automatically assigned, automatically incrementing, no empty values.
Team1Id	Integer, not null	id of team 1. Int value. Links to BasketballTeamId in other tables.
Team2Id	Integer, not null	id of team 2. Int value. Links to BasketballTeamId in other tables.

Entity: LeadingScore		
Attribute	Data Type	Description
id	Integer, not null	Id of the BasketballTeamPlayer with the leading score. Links to Id in the BasketballTeamPlayer table.
Position	Varchar, not null	Int of value 1 or 2, to indicate winning or losing team. No empty values.
TeamId	Integer, not null	Id of team with leading score. Int value, links to BasketballTeamId in other tables.
GameId	Integer, not null	Id of current game being played. Int value, links to GameId in other tables.
TotalPointsPerGame	Integer, not null	Total points of the BasketballTeam with the leading score. Int value, defaults to 0.

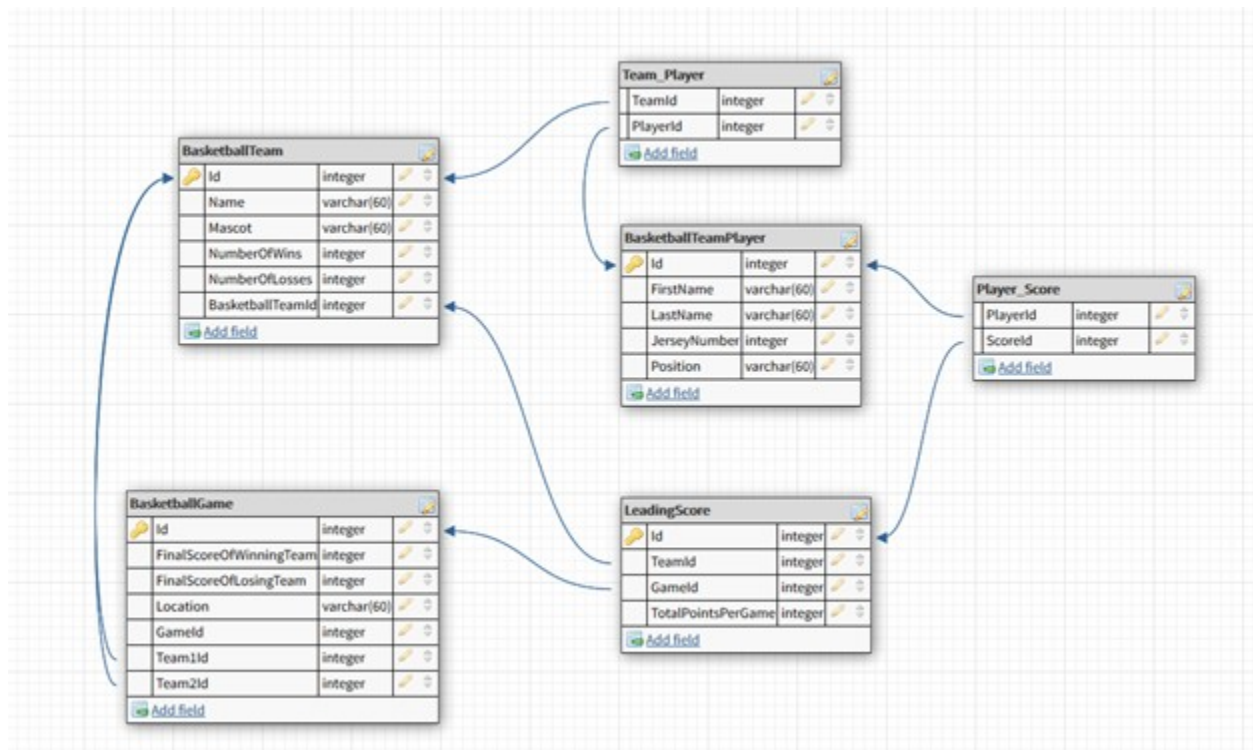
The relationships in our database are:

1. Many BasketballTeams can play many games, and BasketballGame can have many different teams play. Many to many relationship.
2. Each BasketballGame can have only one LeadingScore, and there is a LeadingScore in every BasketballGame. One to Many relationship.
3. Each BasketballTeamPlayer is part of a BasketballTeam, and a BasketballTeam can have many BasketballTeamPlayers. One to many relationship.
4. BasketballTeamPlayers can play in many BasketballGames, and each BasketballGame can have many players. Many to many relationship.

ERD



Schema



b) Fixes based on Feedback from Previous Steps:

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we then got feedback on our original project casino database. We updated our project when turning in Project Step 2 final Draft Version: ERD & Schema and we did not get feedback on that part.

Here is the feedback we got for the casino database, but we can not use it since we changed the project.