



**LEEDS
BECKETT
UNIVERSITY**

School of Computing, Creative Technology, and Engineering

Module: Advanced Web Engineering

Level 6: Term 1

Assignment Title: Component-1

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Student ID: LEEDSBECKETT\c7298000

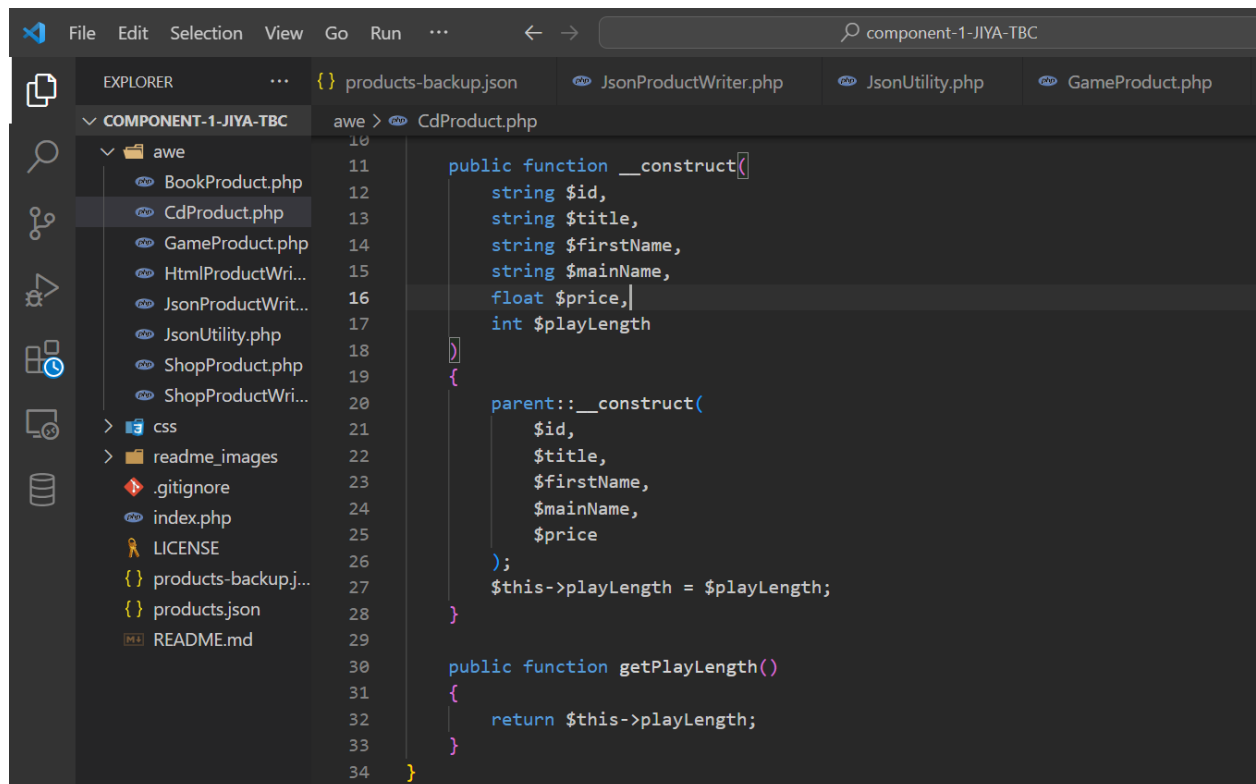
1. PHP VERSION being used: 8.2.4 (fill with the php version in your system/xampp) screenshot of output of php -v in command line here

```
Microsoft Windows [Version 10.0.23565.1000]
(c) Microsoft Corporation. All rights reserved.

C:\Users\yoga>php --version
PHP 8.2.4 (cli) (built: Mar 14 2023 17:54:25) (ZTS Visual C++ 2019 x64)
Copyright (c) The PHP Group
Zend Engine v4.2.4, Copyright (c) Zend Technologies
    with Xdebug v3.2.2, Copyright (c) 2002-2023, by Derick Rethans

C:\Users\yoga>
```

2. DEVELOPMENT CHOICE : vs code (sublime/php storm/vs code/others ?)
screenshot of your IDE with component 1 project code open in the IDE

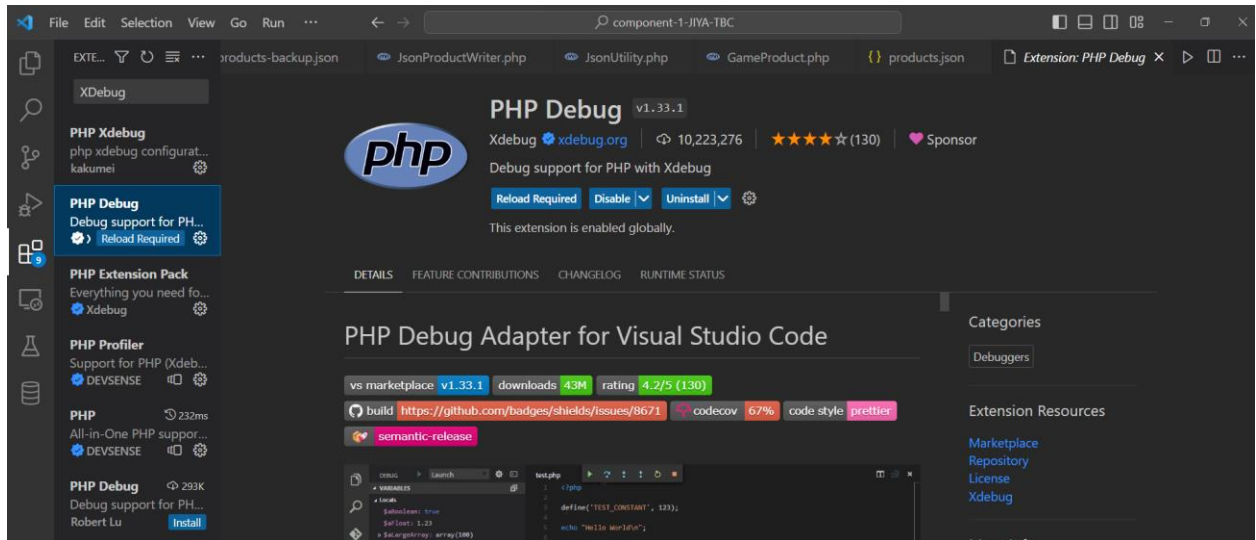


3. XDebug installed

CMD

```
C:\Users\yoga>php -v
PHP 8.2.4 (cli) (built: Mar 14 2023 17:54:25) (ZTS Visual C++ 2019 x64)
Copyright (c) The PHP Group
Zend Engine v4.2.4, Copyright (c) Zend Technologies
    with Xdebug v3.2.2, Copyright (c) 2002-2023, by Derick Rethans
```

IDE



4. Github account component 1 repository link : <https://github.com/tbc-bsc-l6/component-1-JIYA-TBC.git>

5. PHP Exercise in component 1 completed? YES

AWE Product List

localhost/component-1-JIYA-TBC/

BOOKS

AUTHOR	TITLE	PAGES	PRICE	DELETE
Matt Zandstra	PHP Objects, Patterns and Practice	608	44.99	X

CDs

ARTIST	TITLE	DURATION	PRICE	DELETE
Georgia	Seeking Thrills	45	8.5	X
The Jam	Modern World	3	1.99	X

GAMES

CONSOLE	TITLE	PEGI	PRICE	DELETE
Nintendo Switch	Animal Crossing: New Horizons	3	44.99	X

ADD NEW PRODUCT

Product Type:

CD

Author / Artist

Book

First Name:

Main Name / Surname / Console:

Title:

Pages/Duration/PEGI:

Price:

Submit

AWE Product List

localhost/component-1-JIYA-TBC/index.php

BOOKS

AUTHOR	TITLE	PAGES	PRICE	DELETE
Matt Zandstra	PHP Objects, Patterns and Practice	608	44.99	X

CDs

ARTIST	TITLE	DURATION	PRICE	DELETE
Georgia	Seeking Thrills	45	8.5	X
The Jam	Modern World	3	1.99	X

GAMES

CONSOLE	TITLE	PEGI	PRICE	DELETE
Nintendo Switch	Animal Crossing: New Horizons	3	44.99	X
Ilan Eshkeri	The Sims	4	90	X

ADD NEW PRODUCT

Product Type:

CD

Author / Artist / Console:

First Name:

Main Name / Surname / Console:

Title:

Pages/Duration/PEGI:

Price:

Submit

```

{
    "id":2,
    "type":"cd",
    "title":"Modern World",
    "firstname":"The",
    "mainname":"Jam",
    "price":1.99,
    "playlength":3
},
{

```

```

{
    "id":3,
    "type":"game",
    "title":"Animal Crossing: New Horizons",
    "firstname":"Nintendo",
    "mainname":"Switch",
    "price":44.99,
    "pegi":3
}

```

```

1 <?php
2
3
4 namespace awe;
5
6
7 3 references | 0 implementations
8 class GameProduct extends ShopProduct
9 {
10     2 references
11     private $pegi;
12
13     4 references | 0 overrides | prototype
14     public function __construct(
15         string $id,
16         string $title,
17         string $firstName,
18         string $mainName,
19         float $price,
20         int $pegi
21     ) {
22         parent::__construct(
23             $id,
24             $title,
25             $firstName,
26             $mainName,
27             $price
28         );
29         $this->pegi = $pegi;
30     }
31
32     1 reference | 0 overrides
33     public function getPanEuropeanGameInformation()
34     {
35         return $this->pegi;
36     }
37 }

```

File Edit Selection View Go Run Terminal Help

component-1-JIYA-TBC

EXPLORER

index.php

HtmlProductWriter.php

products-backup.json

JsonProductWriter.php

JsonUtility.php X

GameProduct.php

products.json M

awe > JsonUtility.php > PHP > awe\JsonUtility > makeProductArray()

```
1 <?php
2
3
4 namespace awe;
5
6
7 3 references | 0 implementations
8 class JsonUtility
9 {
10
11 1 reference | 0 overrides
12 public static function makeProductArray(string $file) {
13     $string = file_get_contents($file);
14
15     $productsJson = json_decode($string, true);
16
17     $products = [];
18     foreach ($productsJson as $product) {
19         switch($product['type']) {
20             case "cd":
21                 $cdproduct = new \awe\CdProduct($product['id'], $product['title'], $product['firstname'],
22                     $product['mainname'], $product['price'], $product['playlength']);
23                 $products[] = $cdproduct;
24                 break;
25             case "book":
26                 $bookproduct = new \awe\BookProduct($product['id'], $product['title'], $product['firstname'],
27                     $product['mainname'], $product['price'], $product['numpages']);
28                 $products[] = $bookproduct;
29                 break;
30             case "game":
31                 $gameproduct = new \awe\GameProduct($product['id'], $product['title'], $product['firstname'],
32                     $product['mainname'], $product['price'], $product['pegi']);
33                 $products[] = $gameproduct;
34                 break;
35         }
36     }
37     return $products;
38 }
```

File Edit Selection View Go Run Terminal Help

component

EXPLORER

index.php

HtmlProductWriter.php

products-backup.json

JsonProductWriter.php X

Json

awe > JsonProductWriter.php > PHP > awe\JsonProductWriter > addEachProductAsJSON()

```
18
19
20 echo $json_str;
21
22 1 reference
23 private function addEachProductAsJSON($product){
24     $json_product = [];
25     $json_product['id'] = $product->getId();
26     $json_product['title'] = $product->getTitle();
27     $json_product['firstname'] = $product->getFirstName();
28     $json_product['mainname'] = $product->getMainName();
29     $json_product['price'] = $product->getPrice();
30
31     if($product instanceof BookProduct) {
32         $json_product['numpages'] = $product->getNumberOfPages();
33         $json_product['type'] = "book";
34     }
35     if($product instanceof CDProduct) {
36         $json_product['playlength'] = $product->getPlayLength();
37         $json_product['type'] = "cd";
38     }
39     if($product instanceof GameProduct) {
40         $json_product['pegi'] = $product->getPanEuropeanGameInformation();
41         $json_product['type'] = "game";
42     }
43     return json_encode($json_product);
44 }
```

FileEditSelectionViewGoRunTerminalHelp

component

EXPLORER

index.php

HtmlProductWriter.php

products-backup.json

JsonProductWriter.php

Json

COMPO...
awe
BookProduct.php
CdProduct.php
GameProduct.php
HtmlProductWri...
JsonProductWrit...
JsonUtility.php
ShopProduct.php
ShopProductWri...
css
readme_images
.gitignore
index.php
LICENSE
products-backup.j...
products.json M
README.md

awe > HtmlProductWriter.php > PHP > awe\HtmlProductWriter > generateAddProductForm()
119
1 reference
private function generateGameTable(\$gameproducts)
{
 \$contents = '';
 foreach (\$gameproducts as \$game) {
 \$contents .= '<tr>
 <td>'.\$game->getFullName().'/td>
 .<td>'.\$game->getTitle().'/td>
 .<td>'.\$game->getPanEuropeanGameInformation().'/td>
 .<td>'.\$game->getPrice().'/td>
 .<td>'.getId().''>X'.'/td>
 </tr>';
 }
 return
 .
 <h3>GAMES</h3>
 <table class="paleBlueRows equal-width">
 <thead>
 <tr>
 <th>CONSOLE</th>
 <th>TITLE</th>
 <th>PEGI</th>
 <th>PRICE</th>
 <th>DELETE</th>
 </tr>
 </thead>
 <tbody>
 .\$contents.
 </tbody>
 </table>';
}
1 reference
private function generateAddProductForm()
f