<u>Afrem Jasmine-Emilia</u> <u>GeekVault</u>

Acest magazin online are ca scop vinderea de produse ce au la baza tematici precum gaming-ul si cinematografia, centrat totusi mai mult pe gaming, fiind disponibile atat figurine de genul FunkoPop, cat si accesorii si merch personalizat de la anumite companii de jocuri populare.

Privind din punct de vedere al:

1. HTML-ului

• Proiectul meu are 8 pagini, anume : cart.php, index.php, logout.php, login.php, products.php, settings.php, signup.php, succes.php.

	,		
■ bootstrap	5/25/2024 2:44 PM	File folder	
css	5/25/2024 2:44 PM	File folder	
📊 img	5/26/2024 5:30 PM	File folder	
includes	5/25/2024 2:44 PM	File folder	
cart.php	5/26/2024 5:41 PM	PHP File	7 KB
📕 cart-add.php	12/15/2020 12:48 AM	PHP File	1 KB
cart-remove.php	12/15/2020 12:48 AM	PHP File	1 KB
📕 index.php	5/26/2024 5:31 PM	PHP File	4 KB
jasmine.sql	5/26/2024 5:34 PM	SQL Source File	6 KB
🏽 javascript.js	5/26/2024 2:34 PM	JavaScript File	1 KB
📕 login.php	5/26/2024 5:02 PM	PHP File	4 KB
login_submit.php	5/26/2024 3:12 PM	PHP File	2 KB
logout.php	5/26/2024 5:11 PM	PHP File	2 KB
logout_script.php	12/15/2020 12:48 AM	PHP File	1 KB
m products.php	5/26/2024 5:31 PM	PHP File	4 KB
🏽 script.js	5/26/2024 2:36 PM	JavaScript File	7 KB
settings.php	5/26/2024 4:59 PM	PHP File	4 KB
settings_script.php	12/15/2020 12:48 AM	PHP File	2 KB
signup.php	5/26/2024 4:42 PM	PHP File	6 KB
signup_script.php	6/5/2023 9:30 PM	PHP File	2 KB
success.php	5/26/2024 4:37 PM	PHP File	3 KB

2. CSS-ului

• Stilizarea este facuta in fisiere separate

bootstrap style.css	5/25/2024 2:44 PM 5/26/2024 5:10 PM	File folder Cascading Style S	6 KB
bootstrap.css	6/6/2023 8:49 PM	Cascading Style S	143 KB
bootstrap.css.map	12/15/2020 12:48 AM	MAP File	381 KB
📓 bootstrap.min.css	12/15/2020 12:48 AM	Cascading Style S	119 KB
bootstrap.min.css.map	12/15/2020 12:48 AM	MAP File	530 KB
📓 bootstrap-theme.css	12/15/2020 12:48 AM	Cascading Style S	26 KB
bootstrap-theme.css.map	12/15/2020 12:48 AM	MAP File	47 KB
bootstrap-theme.min.css	12/15/2020 12:48 AM	Cascading Style S	23 KB
bootstrap-theme.min.css.map	12/15/2020 12:48 AM	MAP File	26 KB

• De asemenea, site-ul este responsive. In functie de ce device acceseaza site-ul, acesta se modeleaza pe dimensiunile sale

GEEKVAULT ECOS MENU-

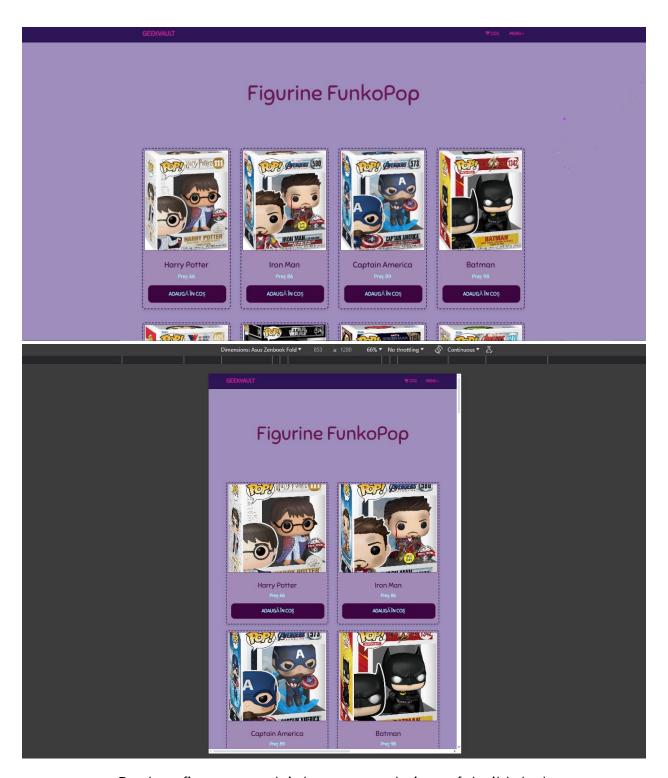
Figurine FunkoPop



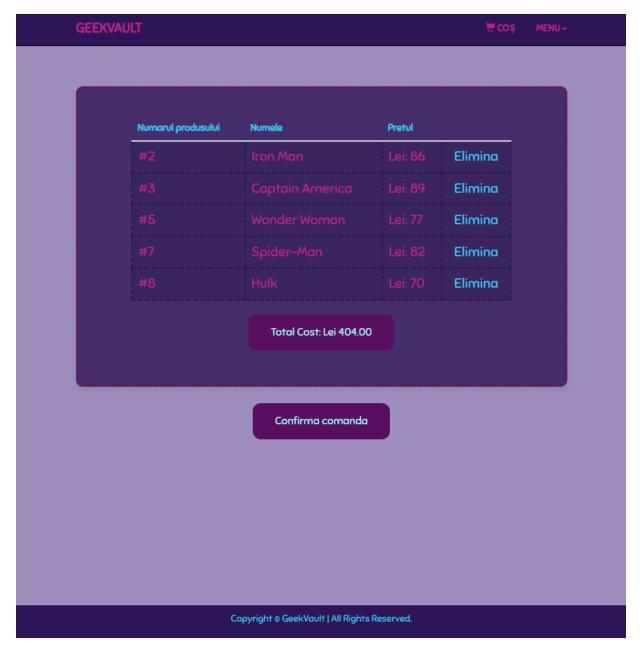








• Pentru afisarea cosului de cumparaturi, am folosit tabele.



3. Elemente JavaScript/jQuery

- Am folosit scripturi JS pentru diferite scopuri precum:
 - ♦ A calcula suma produselor din cos

```
function calculateTotalCost() {
    var totalCost = <?php echo $sum; ?>;
    document.getElementById("totalCost").innerHTML = "Total Cost: Lei " + totalCost.toFixed(2);
}

$(document).ready(function(){
    calculateTotalCost();
});
</script>
```

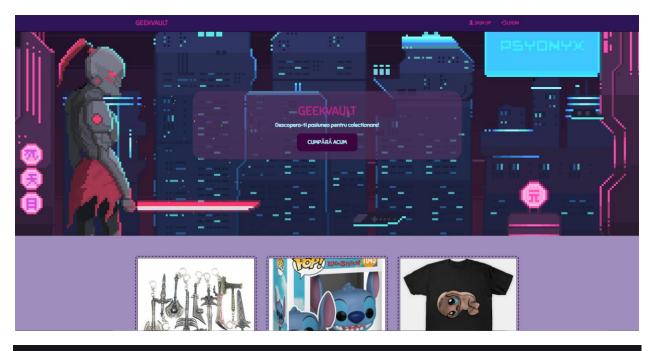
♦ Pentru a calcula automat dimensiunea unei componente

```
$\left(\text{document}\).ready(function(){\\
    var itemCount = $\(\text{".table tbody tr"}\).length;\\
    var cartHeight = 190 + (itemCount * 50);\\
    \(\text{"#cartBackground"}\).css("height", cartHeight + "px");\\
}\);
</script>
```

◆ Pentru a anima un buton atunci cand cursorul se mentine asupra sa

```
<script>
   document.addEventListener('DOMContentLoaded', function() {
        const buttons = document.querySelectorAll('.custom-button3');
        buttons.forEach(button => {
            button.addEventListener('mouseover', () => {
                button.style.transition = 'transform 0.5s';
                button.style.transform = 'scale(1.1)';
           });
            button.addEventListener('mouseout', () => {
                button.style.transition = 'transform 0.5s';
                button.style.transform = 'scale(1)';
            });
            button.addEventListener('mousedown', () => {
                button.style.transition = 'transform 0.1s';
                button.style.transform = 'scale(0.95)';
           });
            button.addEventListener('mouseup', () => {
                button.style.transition = 'transform 0.1s';
                button.style.transform = 'scale(1)';
           });
       });
   });
</script>
```

♦ Pentru a anima un trail de sclipici in urma cursorului



```
var colour="random";
var sparkles=100;
var x=ox=400;
var y=oy=300;
var swide=800;
var shigh=600;
var sleft=sdown=0;
var tiny=new Array();
var star=new Array();
var starv=new Array();
var starx=new Array();
var stary=new Array();
var tinyx=new Array();
var tinyy=new Array();
var tinyv=new Array();
colours=new
Array('#ff0000','#00ff00','#ffffff','#ff00ff','#ffa500','#ffff00','#00ff00','#fff
fff','ff00ff')
n = 10;
y = 0;
x = 0;
n6=(document.getElementById&&!document.all);
```

```
ns=(document.layers);
ie=(document.all);
d=(ns||ie)?'document.':'document.getElementById("';
a=(ns||n6)?'':'all.';
n6r=(n6)?'")':'';
s=(ns)?'':'.style';
if (ns){
    for (i = 0; i < n; i++)
        document.write('<layer name="dots'+i+'" top=0 left=0 width='+i/2+'</pre>
height='+i/2+' bgcolor=#ff0000></layer>');
if (ie)
    document.write('<div id="con" style="position:absolute;top:0px;left:0px"><div</pre>
style="position:relative">');
if (ie||n6){
    for (i = 0; i < n; i++)
        document.write('<div id="dots'+i+'"</pre>
style="position:absolute;top:0px;left:0px;width:'+i/2+'px;height:'+i/2+'px;backgr
ound:#ff0000;font-size:'+i/2+'"></div>');
if (ie)
    document.write('</div></div>');
(ns | | n6)?window.captureEvents(Event.MOUSEMOVE):0;
function Mouse(evnt){
    y = (ns||n6)?evnt.pageY+4 - window.pageYOffset:event.y+4;
    x = (ns||n6)?evnt.pageX+1:event.x+1;
(ns)?window.onMouseMove=Mouse:document.onmousemove=Mouse;
function animate(){
    o=(ns||n6)?window.pageYOffset:0;
    if (ie)con.style.top=document.body.scrollTop + 'px';
```

```
for (i = 0; i < n; i++){}
        var temp1 = eval(d+a+"dots"+i+n6r+s);
        randcolours = colours[Math.floor(Math.random()*colours.length)];
        (ns)?temp1.bgColor = randcolours:temp1.background = randcolours;
        if (i < n-1){
            var temp2 = eval(d+a+"dots"+(i+1)+n6r+s);
            temp1.top = parseInt(temp2.top) + 'px';
            temp1.left = parseInt(temp2.left) + 'px';
        }
        else{
            temp1.top = y+o + 'px';
            temp1.left = x + 'px';
        }
    }
    setTimeout("animate()",10);
animate();
window.onload=function() { if (document.getElementById) {
    var i, rats, rlef, rdow;
    for (var i=0; i<sparkles; i++) {</pre>
        var rats=createDiv(3, 3);
        rats.style.visibility="hidden";
        rats.style.zIndex="999";
        document.body.appendChild(tiny[i]=rats);
        starv[i]=0;
        tinyv[i]=0;
        var rats=createDiv(5, 5);
        rats.style.backgroundColor="transparent";
        rats.style.visibility="hidden";
        rats.style.zIndex="999";
        var rlef=createDiv(1, 5);
        var rdow=createDiv(5, 1);
```

```
rats.appendChild(rlef);
        rats.appendChild(rdow);
        rlef.style.top="2px";
        rlef.style.left="0px";
        rdow.style.top="0px";
        rdow.style.left="2px";
        document.body.appendChild(star[i]=rats);
    set_width();
    sparkle();
}}
function sparkle() {
    var c;
    if (Math.abs(x-ox)>1 || Math.abs(y-oy)>1) {
        ox=x;
        oy=y;
        for (c=0; c<sparkles; c++) if (!starv[c]) {</pre>
            star[c].style.left=(starx[c]=x)+"px";
            star[c].style.top=(stary[c]=y+1)+"px";
            star[c].style.clip="rect(0px, 5px, 5px, 0px)";
star[c].childNodes[0].style.backgroundColor=star[c].childNodes[1].style.backgroun
dColor=(colour=="random")?newColour():colour;
            star[c].style.visibility="visible";
            starv[c]=50;
            break;
        }
    for (c=0; c<sparkles; c++) {</pre>
        if (starv[c]) update_star(c);
        if (tinyv[c]) update tiny(c);
    setTimeout("sparkle()", 40);
function update_star(i) {
    if (--starv[i]==25) star[i].style.clip="rect(1px, 4px, 4px, 1px)";
    if (starv[i]) {
        stary[i]+=1+Math.random()*3;
        starx[i] += (i\%5-2)/5;
        if (stary[i]<shigh+sdown) {</pre>
            star[i].style.top=stary[i]+"px";
            star[i].style.left=starx[i]+"px";
```

```
else {
            star[i].style.visibility="hidden";
            starv[i]=0;
            return;
        }
    else {
        tinyv[i]=50;
        tiny[i].style.top=(tinyy[i]=stary[i])+"px";
        tiny[i].style.left=(tinyx[i]=starx[i])+"px";
        tiny[i].style.width="2px";
        tiny[i].style.height="2px";
tiny[i].style.backgroundColor=star[i].childNodes[0].style.backgroundColor;
        star[i].style.visibility="hidden";
        tiny[i].style.visibility="visible"
function update_tiny(i) {
    if (--tinyv[i]==25) {
        tiny[i].style.width="1px";
        tiny[i].style.height="1px";
    if (tinyv[i]) {
        tinyy[i]+=1+Math.random()*3;
        tinyx[i]+=(i\%5-2)/5;
        if (tinyy[i]<shigh+sdown) {</pre>
            tiny[i].style.top=tinyy[i]+"px";
            tiny[i].style.left=tinyx[i]+"px";
        }
        else {
            tiny[i].style.visibility="hidden";
            tinyv[i]=0;
            return;
        }
    else tiny[i].style.visibility="hidden";
document.onmousemove=mouse;
function mouse(e) {
    if (e) {
```

```
y=e.pageY;
        x=e.pageX;
    else {
        set_scroll();
        y=event.y+sdown;
        x=event.x+sleft;
    }
window.onscroll=set scroll;
function set_scroll() {
    if (typeof(self.pageYOffset) == 'number') {
        sdown=self.pageYOffset;
        sleft=self.pageXOffset;
    else if (document.body && (document.body.scrollTop ||
document.body.scrollLeft)) {
        sdown=document.body.scrollTop;
        sleft=document.body.scrollLeft;
    else if (document.documentElement && (document.documentElement.scrollTop ||
document.documentElement.scrollLeft)) {
        sleft=document.documentElement.scrollLeft;
        sdown=document.documentElement.scrollTop;
    }
    else {
        sdown=0;
        sleft=0;
window.onresize=set width;
function set_width() {
    var sw min=999999;
    var sh min=999999;
    if (document.documentElement && document.documentElement.clientWidth) {
        if (document.documentElement.clientWidth>0)
sw min=document.documentElement.clientWidth;
        if (document.documentElement.clientHeight>0)
sh min=document.documentElement.clientHeight;
    if (typeof(self.innerWidth)=='number' && self.innerWidth) {
        if (self.innerWidth>0 && self.innerWidth<sw min) sw min=self.innerWidth;
```

```
if (self.innerHeight>0 && self.innerHeight<sh_min)</pre>
sh_min=self.innerHeight;
    if (document.body.clientWidth) {
        if (document.body.clientWidth>0 && document.body.clientWidth<sw_min)</pre>
sw min=document.body.clientWidth;
        if (document.body.clientHeight>0 && document.body.clientHeight<sh min)</pre>
sh_min=document.body.clientHeight;
    if (sw min==9999999 || sh min==9999999) {
        sw_min=800;
        sh_min=600;
    swide=sw_min;
    shigh=sh_min;
function createDiv(height, width) {
    var div=document.createElement("div");
    div.style.position="absolute";
    div.style.height=height+"px";
    div.style.width=width+"px";
    div.style.overflow="hidden";
    return (div);
function newColour() {
    var c=new Array();
    c[0]=255;
    c[1]=Math.floor(Math.random()*256);
    c[2]=Math.floor(Math.random()*(256-c[1]/2));
    c.sort(function(){return (0.5 - Math.random());});
    return ("rgb("+c[0]+", "+c[1]+", "+c[2]+")");
```

♦ Pentru meniul dropdown

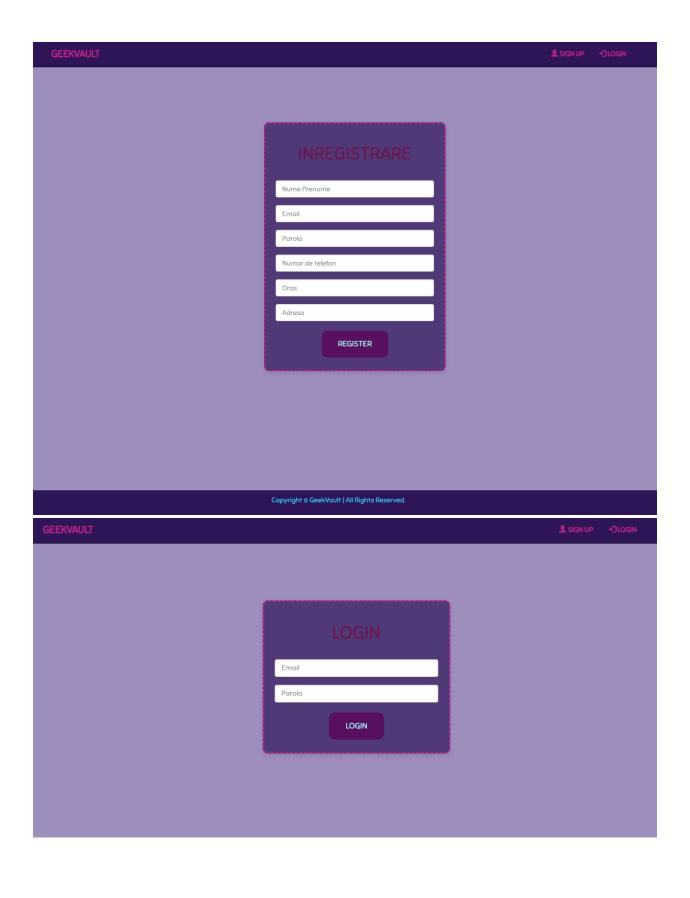
```
document.addEventListener("DOMContentLoaded", function() {
    var dropdownMenu = document.getElementById('dropdown-menu');
    var dropdown = document.getElementById('dropdown');

    dropdown.addEventListener('mouseover', function() {
        dropdownMenu.style.display = 'block';
    });

    dropdown.addEventListener('mouseout', function() {
        dropdownMenu.style.display = 'none';
    });
};
</script>
```

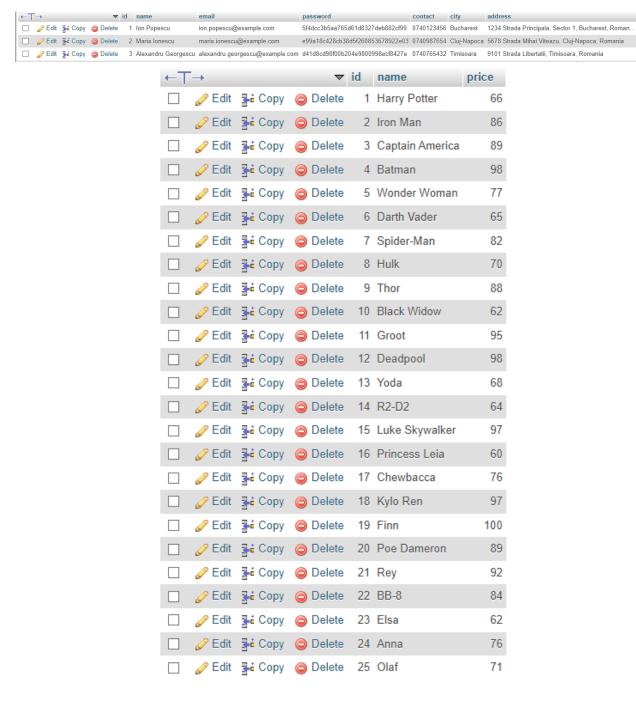
4. PHP + MySQL

• Am realizat atat un formular de inregistrare, cat si unul de login



 Am folosit tabele de tip SQL pentru pastrarea si reactualizarea informatiilor, avand cel putin 50 de intrari





 De asemenea, am folosit php pentru verificarea/validarea informatiilor scrise de catre utilizator la sectiunea de inregistrare

```
<?php
require("includes/common.php");
     $name = $_POST['name'];
     $name = mysqli_real_escape_string($con, $name);
     $email = $ POST['email'];
     $email = mysqli_real_escape_string($con, $email);
     $password = $ POST['password'];
     $password = mysqli_real_escape_string($con, $password);
     $contact = $_POST['contact'];
     $contact = mysqli_real_escape_string($con, $contact);
     $city = $_POST['city'];
     $city = mysqli_real_escape_string($con, $city);
     $address = $_POST['address'];
     $address = mysqli_real_escape_string($con, $address);
     regex_email = "/^[_a-z0-9-]+(\.[_a-z0-9-]+)*@[a-z0-9-]+(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-9-]+)*(\.[a-z0-
z]{2,3})$/";
     regex_num = "/^[789][0-9]{9}$/";
     $query = "SELECT * FROM users WHERE email='$email'";
     $result = mysqli_query($con, $query)or die($mysqli_error($con));
     $num = mysqli_num_rows($result);
     if ($num != 0) {
          $m = "<span class='red'>Email Already Exists</span>";
          header('location: signup.php?m1=' . $m);
     } else if (!preg_match($regex_email, $email)) {
          $m = "<span class='red'>Not a valid Email Id</span>";
          header('location: signup.php?m1=' . $m);
     } else if ($contact=="") {
          $m = "<span class='red'>Not a valid phone number</span>";
```

```
header('location: signup.php?m2=' . $m);
} else {

    $query = "INSERT INTO users(name, email, password, contact, city,
    address)VALUES('" . $name . "','" . $email . "','" . $password . "','" .

$contact . "','" . $city . "','" . $address . "')";
    mysqli_query($con, $query) or die(mysqli_error($con));
    $user_id = mysqli_insert_id($con);
    $_SESSION['email'] = $email;
    $_SESSION['user_id'] = $user_id;
    header('location: products.php');
}
?>
```