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## Implementation 1: List of PHP and SQL Scripts

The following is the highlighting for each person's assignment:

- Jibraan
- Shelby
- Selam

### List of PHP Scripts:

- home.php
  - Where our client will be provided with a navbar at the top and a sort of 'Welcome to the site' text. Is sort of the base of the entire website.
- readRecords.php
  - Where the client will be able to choose a table and see all of the records present in that table.
- addRecords.php
  - Where the client will be able to choose a table, be presented with a form where they can specify values for each field that they are allowed to edit, and a new record will be created with all of those values for each value's respective fields.
- deleteRecords.php
  - Where the client will be able to choose a table, see all the associated records, and delete one or multiple records from the table with a checkbox.
- updateRecords.php
  - Where the client will be able to choose a table, see all the records associated, and edit one of the records by clicking on it. Clicking will probably take them to a form below where they can specify the values for the field they want edited.

### List of SQL Scripts:

- main.sql
  - Will **CREATE** the database.
  - Will **SOURCE** createTables.sql, and all the functions/triggers we need for the rest of the program.
- createTables.sql
  - Will create all of the tables with the CHECK constraints, foreign keys, deletion rules, and primary keys. But all the tables will be empty and unpopulated.
- CRUD tables
  - CRUD for Pokemon
    - Add records, view records, update records, and delete record sql scripts for the Pokemon table.
  - CRUD for Customers
    - Add records, view records, update records, and delete record sql scripts for the Customers table.

- **CRUD for Pokemon\_Inventory**
  - Add records, view records, update records, and delete record sql scripts for the Pokemon\_Inventory table.
- **CRUD for Costumes\_Types**
  - Add records, view records, update records, and delete record sql scripts for the Costumes\_Types table.
- **CRUD for Orders**
  - Add records, view records, update records, and delete record sql scripts for the Orders table.
- **CRUD for Fulfilled\_Orders**
  - Add records, view records, update records, and delete record sql scripts for the Fulfilled\_Orders table.
- **CRUD for Costumes\_Rented**
  - Add records, view records, update records, and delete record sql scripts for the Costumes\_Rented table.
- **CRUD for Staff**
  - Add records, view records, update records, and delete record sql scripts for the Staff table.
- **CRUD for Costumes\_Inventory**
  - Add records, view records, update records, and delete record sql scripts for the Costumes\_Inventory table.
- **CRUD for Sightings**
  - Add records, view records, update records, and delete record sql scripts for the Sightings table.
- **Triggers/Functions:**
  - **OnePersonPerCostume.sql**
    - Each costume can be rented to only one staff member at a time. Two or more staff members cannot have the same costume rented at the same time.
  - **CHECK (NumPokemon>0)**
    - NumPokemon for each record in the Sightings table must be greater than 0 because you cannot see a negative amount of pokemon and you should not be entering the record if there was not a sighting, or if NumPokemon was 0.
  - **CHECK (Order\_SoldFor>=0) and Pokemon**
    - Order\_SoldFor is meant to represent a price, and price cannot be negative.
  - **CHECK (CheckOutDate <= DueDate)**
    - Costume's checkout date comes before the costume's due date since it is checked out before it is due. It would not make sense to have a due date that exists before the checkout date.
  - **CHECK (CheckOutDate <= ReturnedDate)**
    - The costume must be checked out before it is returned.
  - **CHECK (Sighting\_Time <= CURRENT\_TIMESTAMP)**

- The sighting has to have occurred before the current time, as it is in the past.
- FiveCostumesPerStaff.sql
  - A staff member can only rent five costumes at the most. They have to have returned a costume before they can rent another one once they have rented five.
- CHECK (Pokemon\_Price >= 0)
  - Since Pokemon\_Price is a price, it does not make sense for it to be a negative value.