ក្រសួងអប់រំយុវជន និងកីឡា

វិទ្យាស្ថានបច្ចេកវិទ្យាកម្ពុជា

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ប្រធានបទ : **ប្រព័ន្ធរោងកុន**

និស្សិត : **គឹង ហ្គាណា**

ឯកទេស : **វិស្វកម្មព័ត៌មានវិទ្យា និង ទំនាក់ទំនង**

គ្រូទទួលបន្ទុក : **ជុន ថាវរៈ**

ឆ្នាំសិក្សា : **២០២១-២០២២**

MINISTERE DE L'EDUCATION, DE LA JEUNESSE ET DES SPORTS
INSTITUT DE TECHNOLOGIE DU CAMBODGE

DEPARTEMENT DE GENIE INFORMATIQUE ET COMMUNICATION

RAPPORT DE STAGE D'INGÉNIEUR DE QUATRIÈME ANNÉE

Titre : **Système de cinéma**

Etudiant : **KOENG Gana**

Spécialité : **Génie Informatique et Communication**

Tuteur de stage : **M. CHUN Thavorac**

Année scolaire : **2021-2022**

ក្រសួងអប់រំយុវជន និងកីឡា

វិទ្យាស្ថានបច្ចេកវិទ្យាកម្ពុជា

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របាយការណ៍ចុះកម្មសិក្សា វិស្វកម្មឆ្នាំទី ៤

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នាយកវិទ្យាស្ថាន:_____

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ប្រធានបទ : ប្រព័ន្ធរោងកុន

សហគ្រាស : ក្រុមហ៊ុន ខូដក្លែនស៍

ប្រធានដេប៉ាតឺម៉ង់ : លោក ឡៃ ហោង _____

សាស្ត្រាចារ្យដឹកនាំគម្រោង : លោកគ្រូ ជុន ថាវរ:_____

អ្នកទទួលខុសត្រូវក្នុងសហគ្រាស:លោក គង់ សាលី _____

រាជធានីភ្នំពេញ ឆ្នាំ២០២២

MINISTERE DE L'EDUCATION,
DE LA JEUNESSE ET DES SPORTS

INSTITUT DE TECHNOLOGIE DU CAMBODGE

DEPARTEMENT DE GENIE INFORMATIQUE ET COMMUNICATION

RAPPORT DE STAGE D'INGÉNIEUR DE QUATRIÈME ANNÉE

DE M. KOENG Gana

Date de soutenance : le 21 Novembre 2022

« Autorise la soutenance du mémoire »

Directeur de l'Institut :_____

Phnom Penh, le Novembre 2022

Titre **: Système de cinéma**

Etablissement du stage **: CODE CLANS Co., Ltd**

Chef du département **: M. LAY Heng** _____

Tuteur de stage **: M. CHUN Thavorac** _____

Responsable de l'établissement **: M. KONG Saly** _____

PHNOM PENH, 2022

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ACKNOWLEDGEMENTS

My internship at CODE CLANS Co., Ltd for two months would not be successful if do not have those who had given their time and effort to help and guide me. During my internship, I had improved my technical and soft skills. I would like to express my appreciation and gratitude towards them.

First of all, I would like to express my gratitude towards his Excellency **Dr. Om Romny**, Director of the Institute of Technology of Cambodia who had delicately devoted his time to work over the year to produce a human resource to develop our country and he also constructed strong cooperation with partner universities as well as enterprise.

Secondly, I would like to offer my respect to **Mr. Lay Heng**, Head of the Department of Information and Communication Engineering, for his diligent contribution to the department for management.

Thirdly, I would like to express my gratitude to my supervisor and lecturer, **Mr. Chun Thavorac**, for guiding me throughout this internship period. He has been very helpful and supportive in offering advice, comments, and discussions as well as organizing meetings to follow up on my progress work during my internship. Moreover, I really appreciate **Mr. Kong Saly**, an advisor of CODECLANS Company who provided me a warm welcome during my internship. He provided a lot of suggestions on how to solve problems and always follow up on my project progress. In addition, he gave me some technical tips while I struggled which made me gain a lot of knowledge. Last but not least, I would like to thank all the staff at CODECLANS Company who taught me how to work as a team, encouraged and gave me good advice on becoming a good developer.

To summarize, I would give all my respect to all people who involved, supported, and encouraged me from the beginning of my internship. I would not be able to overcome the difficulty without them.

មូលន័យសង្ខេប

ចាប់ពីថ្ងៃទី ១៧ ខែកក្កដា ឆ្នាំ ២០២២ ដល់ថ្ងៃទី ២៣ ខែកញ្ញា ឆ្នាំ ២០២២ ខ្ញុំបានធ្វើកម្មសិក្សានៅក្រុមហ៊ុន ខូដក្លែនស៍ រយៈពេលពីរខែ។ ប្រធានបទនៃកម្មសិក្សារបស់ខ្ញុំគឺប្រព័ន្ធគ្រប់គ្រងរោងកុន ដែលជាគេហទំព័រដែលបង្កើតដោយប្រើ Laravel, Php និង HeidiSQL ជាមូលដ្ឋានទិន្នន័យ។ គោលបំណងនៃគេហទំព័រនេះគឺដើម្បីជួយអ្នកប្រើប្រាស់ឱ្យមានការគ្រប់គ្រងកាន់តែប្រសើរឡើងក្នុងការគ្រប់គ្រងភាពយន្ត និងការកក់សំបុត្រនៅក្នុងរោងកុន និងពេលវេលាកាន់តែងាយស្រួលក្នុងការគ្រប់គ្រងព័ត៌មាននៃការកក់។ ជាមួយនឹងគេហទំព័ររបស់យើង អ្នកប្រើប្រាស់អាចបង្កើត អាន អាបដេត លុបព័ត៌មានភាពយន្ត និងមើលភាពយន្តទាំងអស់នៃព័ត៌មាននោះយ៉ាងលម្អិត និងព័ត៌មានលម្អិតនៃកៅអី និងព័ត៌មានលម្អិតនៃព័ត៌មានកក់ ប៉ុន្តែនៅក្នុងប្រព័ន្ធរបស់យើងមិនផ្តោតលើការគ្រប់គ្រងបុគ្គលិកទេ។ យើងក៏មានការគ្រប់គ្រងការចូលដំណើរការដូចជាការគ្រប់គ្រងការគ្រប់គ្រងលើអ្នកប្រើគ្រប់រូប។ មុនពេលខ្ញុំចាប់ផ្តើមអនុវត្តមុខងារទាំងនោះ។ ខ្ញុំចំណាយពេលពីរសប្តាហ៍ដើម្បីរៀនដោយខ្លួនឯង និងស្រាវជ្រាវលើ Laravel blade ហើយវាជា Framework ហើយចំណាយពេលមួយសប្តាហ៍ទៀតដើម្បីរៀនបច្ចេកវិទ្យាផ្សេងទៀតគឺ Php ដែលខ្ញុំមិនបានរៀនច្រើននៅក្នុងសាលា ដូច្នេះខ្ញុំពិបាកយល់អំពីមេ គំនិត និងធាតុផ្សំនៃបច្ចេកវិទ្យាទាំងនោះ ដូច្នេះខ្ញុំបានចំណាយពេលជិតមួយខែដើម្បីរៀនបច្ចេកវិទ្យាថ្មី។ បន្ទាប់ពីបីសប្តាហ៍នោះ ខ្ញុំបានចាប់ផ្តើមវិភាគតម្រូវការនៃគម្រោងនេះ ក៏ដូចជាផ្តល់អាទិភាពដល់លក្ខណៈពិសេសដែលត្រូវការ ដើម្បីអនុវត្តនៅពេលខាងមុខ។

RÉSUMÉ

Du 17 juillet 2022 au 23 septembre 2022, j'ai effectué un stage chez Code Clans pendant deux mois. Le sujet de mon stage était le système de gestion de cinéma, un site Web créé en utilisant Laravel, Php et HeidiSQL comme bases de données. Le but de ce site est d'aider les utilisateurs à mieux contrôler la gestion des films et des billets dans les cinémas et à faciliter la gestion des informations de réservation. Avec notre site Web, les utilisateurs peuvent créer, lire, mettre à jour, supprimer des informations sur les films et regarder tous les films de ces informations en détail et les détails des sièges et des détails de réservation, mais dans notre système ne se concentre pas sur la gestion du personnel. nous avons également un contrôle d'accès comme la gestion de l'administrateur sur chaque utilisateur. Avant de commencer à exécuter ces fonctions. J'ai passé deux semaines à apprendre par moi-même et à faire des recherches sur la lame Laravel, et c'était un framework, et une autre semaine à apprendre une autre technologie, Php, que je n'ai pas beaucoup appris à l'école, j'ai donc eu du mal à comprendre les concepts et les composants. De ces technologies, j'ai donc passé près d'un mois à apprendre de nouvelles technologies. Après trois semaines, j'ai commencé à analyser les besoins du projet ainsi qu'à prioriser les fonctionnalités nécessaires pour le mettre en œuvre à l'avenir.

ABSTRACT

From July 17, 2022 to September 23, 2022, I did an internship at Code Clans for two months. The subject of my internship was the cinema management system, a website created using Laravel, Php and HeidiSQL as databases. The purpose of this site is to help users have better control over movie and ticket management in cinemas and easier time to manage booking information. With our website, users can create, read, update, delete movie information and watch all movies of that information in detail and seat details and booking details, but in our system does not focus on personnel management. we also have access control like admin managing on every user. Before I start performing those functions. I spent two weeks learning on my own and researching the Laravel blade, and it was a framework, and another week on learning another technology, Php, which I did not learn much in school, so I had a hard time understanding the concepts and components. Of those technologies, so I spent almost a month learning new technologies. After, three weeks, I began to analyze the needs of the project as well as prioritize the features needed to implement it in the future.

LIST OF FIGURES

LIST OF ABBREVIATIONS

API	: Application Programming Interface.
HTTP	: Hypertext Transfer Protocol.
JSON	: JavaScript Object Notation.
DB	: Database
CSS	: Cascading Style Sheets
MVC	: Model View Controller
SQL	: Structured Query Language
HTML	: Hypertext Markup Language
NoSQL	: Not Only Structured Query Language

I: GENERAL PRESENTATION

This chapter elaborates a brief information regarding to where I took an internship, its history, activities and services, hierarchy, location and contact information. It also describes the internship project with a problem statement, and objective. Furthermore, I also conducted a table of schedule that is based on what I have done during the three-month internship. Last but not least, I also put the study into a deeper sense, and, the scope and limitation of study are included, and the hardware and software used for the project are listed down as well.

1. Internship Presentation

1.1. Objectives

At Department of Information and Communication Engineering at ITC, each and every student is required to complete his/her own internship in order to get outside of the box to grasp new knowledge and experience in real environment, and gently apply all the theories into real practice. Its objectives are to let students to be accustomed and knowledgeable after the completion. During the three-month internship, students must complete at least one project which is assigned by the project manager or company. In addition, students are not only be able to acquire education regarding technical stuff, but they also learn the flow of the company, and understand how to work collaboratively amongst colleagues. At the end of the internship, students must write down the report of internship and defend the project.

1.2. Duration

I had an internship at CODECLANS company for 2 months that was started from 17th of July to 23th September 2022.

2. Presentation of the organization

2.1. Introduction

In Cambodia, CODE CLANS is a one-stop shop for IT development services. In the major business areas of web development, mobile applications, digital marketing, graphic design, and video creation, the company consistently produces exceptional results. The company's expertise is in providing a comprehensive solution spanning numerous disciplines and media to assist our clients in attracting and engaging customers in order to achieve successful business growth.

➔ What company does?

You can set up an e-commerce with Code Clans Co.,Ltd to sell products or services and accept payments conveniently on both a website and a mobile app.

➔ How we can help you?

Code Clans Co.,Ltd is the best choice to oversee the development of your next website and mobile app because of its skilled team leaders and developers, who have more than 10 years of experience working on a variety of projects for SME and multinational corporations.

Figure 1: Logo of Code Clans Co., Ltd

2.2. Activity

With a technical staff with years of e-commerce service experience, CODE CLANS is a top website and mobile application developer in Cambodia. For your organization, CODE CLANS consistently offers top-notch services and solutions. It is significantly simpler for business owners to handle this type of enterprise:

- Production line
- Sales and orders
- Inventory management
- Manage accounts
- Easy to evaluate business

Possessing accurate information on your target account is essential for effective prospecting. Save your time by using D&B Hoovers' simple, self-service tool to search contacts, which is supported by the unrivaled Dun & Bradstreet Data Cloud. On the other hand, they have competence in a variety of technologies, including python, swift, vue, nodejs, Laravel, and kotlin.

2.3. Location and Contact Information

The basic information of Location and Address of CODECLANS is show as below:

Address : #22E, St 594, Beongkak II, Toulkok, Phnom Penh, Cambodia.

Tel : +855 12 886 444

Fax : info@codeclans.asia

Email : info@codeclans.asia

Website : https://codeclans.asia/

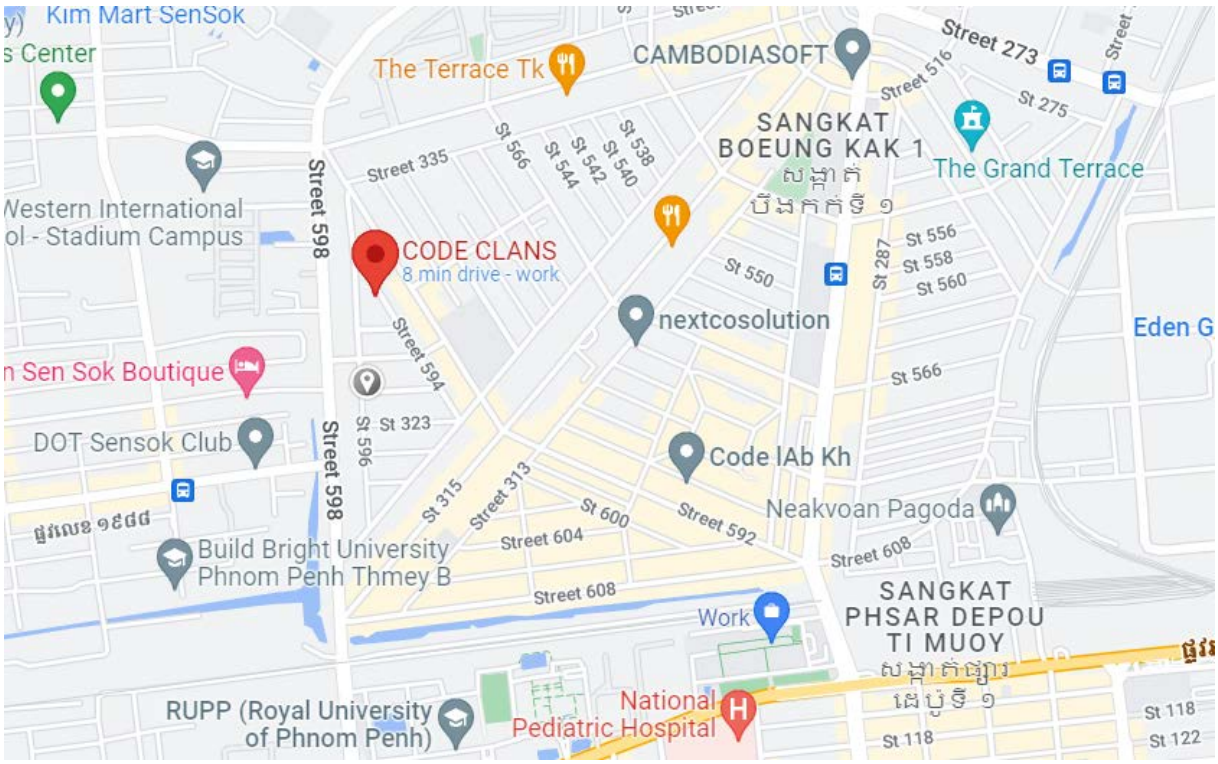


Figure 2: Map of Code Clans Co., Ltd

II: THE INTERNSHIP PROJECT PRESENTATION

1. General presentation of the Project

2. Problem Overview

There are many movie theaters in Cambodia today, and they are one of the most popular locations for people to view movies in a decent theater. The most people like to view movies in excellent theaters with simple reservations; consumers may do this using an app quickly and easily. We created and developed this website in order for users to evaluate movies and make high-quality reservations on it. By adding movies to theaters and managing all users on the website, even a cinema owner may easily administer the system.

3. Objective

This project is aimed to provide the customers to book tickets for cinema halls online, through which they can book tickets anytime, anywhere. Moreover, this project is also focused on updating with now-showing and coming-soon movies which customers would love to watch.

4. Project Timeline

Project timeline is equally important for project management as it involves quite a big part of project management. Below is the timeline for the project Retail Power BI Reporting:

Tasks	Week												
	1	2	3	4	5	6	7	8	9	10	11	12	13
Learning Technologies													
Analyze Requiement													
Implementations													
Reports													

Figure 3: Table Planning

5. Requirement

5.1. Functionalities Requirements

This part explains the main functional requirements and also the optional requirement of the system.

- ✓ Authentication: is the process of confirming a user's or piece of information's identification. When a user logs onto a website, user authentication is the method used to confirm that person's identity. Authentication's main goal is to give authorized users access to the website.

- ✓ Admin: as an admin he can manage movies to theaters, booking and also manage users.
- ✓ Users: admin can manage user by change type user to admin. Also delete user.
- ✓ Contacts: user can send message. Admin can manage the contact from users.
- ✓ Schedule: after have movie detail and theater detail admin can create schedule in order for user booking movies and also update, delete schedule.
- ✓ Showtime movie: admin can do crud on show time movie.
- ✓ Coming soon movie: admin can do crud on coming soon movie.
- ✓ Slide show: admin can do crud on slide.
- ✓ User booking: user can be booking seats of movie.
- ✓ User information: user can display and change their information. Also can change their password or mail.
- ✓ Term & Condition
- ✓ About us: preview about our website.

5.2. Non-Functionalities Requirement

In addition to functional needs, there are also nonfunctional requirements, which concern functions that are used to enhance systems rather than functions that can view systems or applications. These nonfunctional needs are as follows:

- Clean Code: As a team, we make sure that our code is indented, that functions have comments, that necessary parameters are included, that return variables are included, and so on.
- Performance: To make data access perform quickly, try to improve its performance.
- Ergonomics: The system must be consistent and easy to use with a nice and friendly interface.
- Navigator: The system has been tested with a few famous web navigators to make sure the interface work well. It has been tested with Google Chrome, Opera and safari web navigator.

III: ANALYSIS AND DESIGN

1. Project architecture

Use case diagram

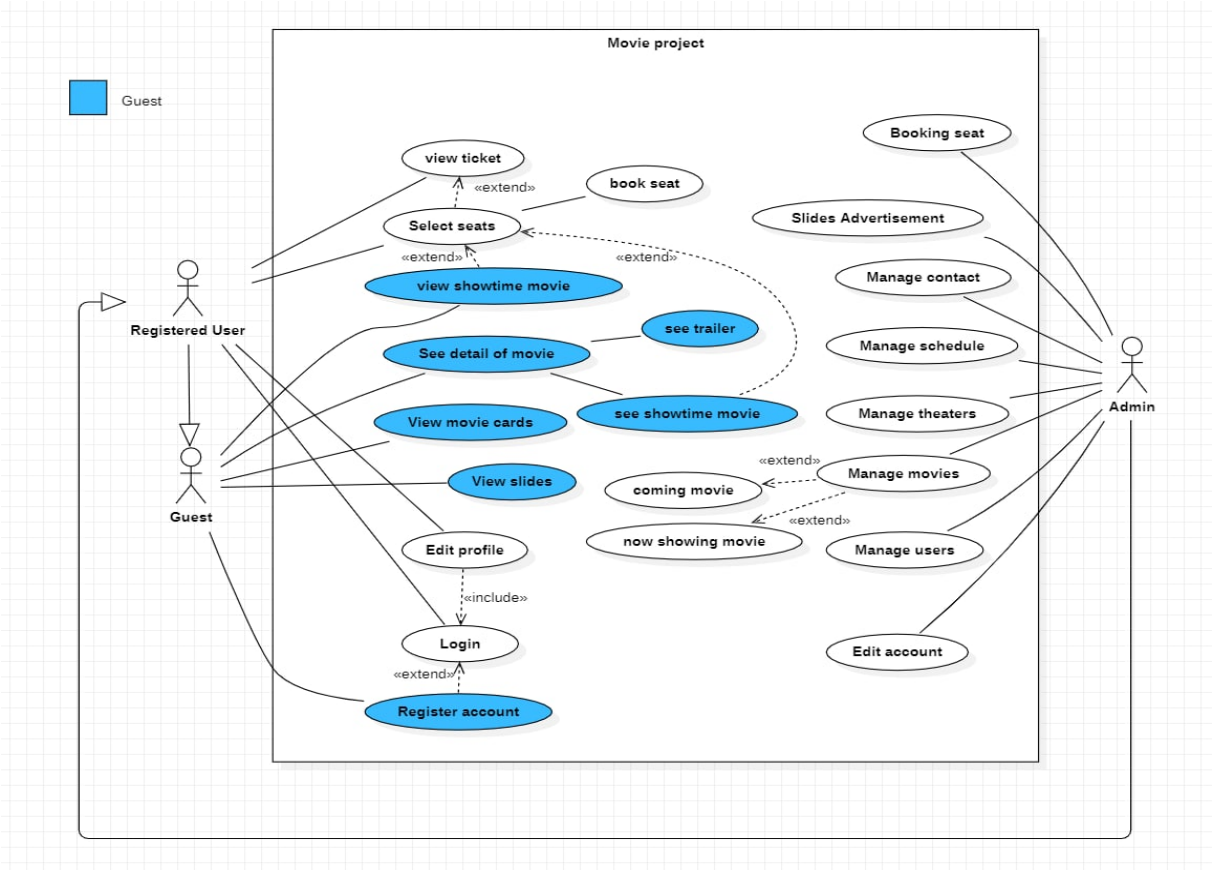


Figure 4: Use-case Diagram

Use case diagram is a diagram that describe about type of actors (guest, user, admin) in system and the accessibility of this functions that each user can access and many of system control by admin.

a. Admin:

- Manage movies
  - Crud show time movies
  - Crud coming soon movies
- Manage theaters
- Manage users
  - Edit information user
  - Delete user
- Manage booking seat
- Manage Contacts
  - Read message
  - Delete message

- Manage slide advertisement
- Manage schedule
- Edit account (change password, name, etc)

b. User:

- Login/register
- Forget Password

- View website
- now-showing
- coming-soon movies
- View theaters
- select time
- Booking seats of

Activity Diagram

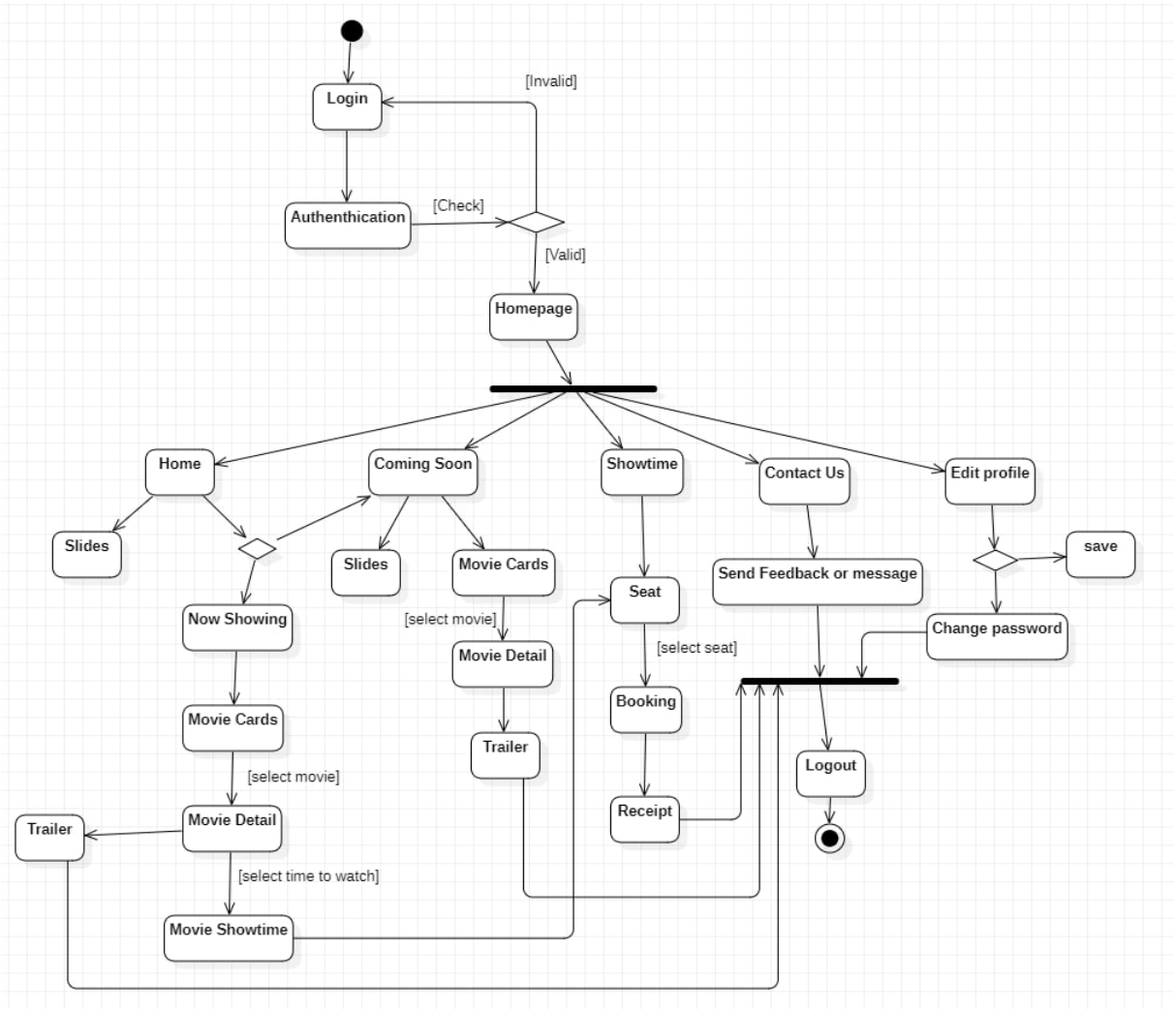


Figure 5: Activity Diagram

This part introduces you to the database design, the figure below is database diagram of our application. This is the overall database schema in our system that make the system work. The figure

Database Schema Diagram

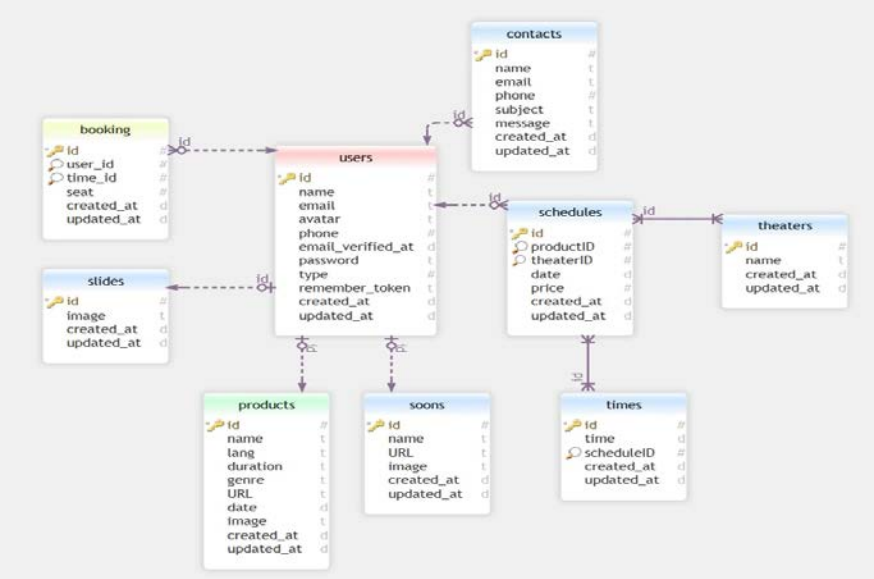


Figure 6: Database Schema Diagram

For this part I will explain about database schema diagram with has entities and attributes of the project.

- Table booking has relationship many to one with table users (customer) which a customer can book several times.

- Table contacts has relationship many to one with table users (customer) which one customer can contact many times.

- Table slide has relationship one to one with table users (admin) which admin can create one slide at a time.

- Table product has relationship one to one with table users (admin) which admin can create one movie at a time.

- Table soons has relationship one to one with table users (admin) which admin can create one coming-soon movie at a time.

- Table schedules has relationship many to one with table users (admin) which admin can create many schedules of movie.

- Table theaters has relationship many to many with table schedule which one schedule has many theaters and one theater can be attended many schedules.

- Table time has relationship many to many with table schedule which one schedule has many different times and a time of movie shows is in many schedule.

2. Choice of Technology

2.1. Languages

- **PHP**: is an open-source, server-side programming language that can be used to create websites, applications, customer relationship management systems and more. It is a widely-used general-purpose language that can be embedded into HTML.

Figure 7: PHP

- **Bootstrap:** is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains HTML, CSS and JavaScript-based design templates for typography, forms, buttons, navigation, and other interface components.

Figure 8: Bootstrap

- **HTML:** is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (**CSS**) and scripting languages such as **JavaScript**.

Figure 9: Html, Javascript, CSS

2.2. Tools

- **MySQL**: MySQL is an open-source relational database management system (RDBMS). Its name is a combination of "My", the name of co-founder Michael Widenius's daughter, and "SQL", the abbreviation for Structured Query Language.

Figure 10: MySQL

- **Visual Studio Code**: is a source-code editor made by Microsoft for Windows, Linux and macOS.[9] Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality.

Figure 11: Visual Studio Code

- **HeidiSQL:** is a free and open-source administration tool for MySQL and its forks, as well as Microsoft SQL Server, PostgreSQL and SQLite. Its codebase was originally taken from Ansgar Becker's own MySQL-Front 2.5 software.

Figure 12: HeidiSQL

- **GitHub**: GitHub, Inc., is an Internet hosting service for software development and version control using Git. It provides the distributed version control of Git plus access control, bug tracking, software feature requests, task management, continuous integration, and wikis for every project.

Figure 13: GitHub

2.3. Technologies

I spent a lot of time researching this framework by myself using websites, books, guides, and tutorial videos. I am able to comprehend the state of technology more clearly thanks to these activities. I engaged in a variety of things during my internship. I want to highlight a few essential actions. We have decided to use HTML, CSS, Bootstrap, JavaScript, and PHP during this internship. Each option offers benefits and drawbacks of its own. The two tools will be more thoroughly discussed, and we will choose the one or the programming language that works best with our project. **Laravel** is the framework that our supervisor at company's chosen.

- **Laravel:** is a free and open-source PHP web framework, created by Taylor Otwell and intended for the development of web applications following the model–view–controller architectural pattern and based on Symfony. We used on laravel framework version 9.0. laravel framework is based on php language, OOP concept, MVC and the other dependencies package.

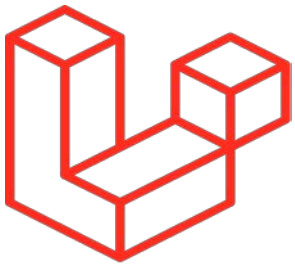


Figure 14: Laravel

- **Boilerplate Package**: is laravel Web Application, already implemented with basic functionality that we always meet when we start project like authentication, chose admin template, integrate frontend and admin template and etc. that Boilerplate Package already build.
- **Bootstrap**: is a free open-source front-end web development for designing websites and web application. It is included HTML and CSS-based design template typography, forms, tables, buttons, navigation, modals, and other components as well as optional JavaScript extension. Unlike many web frameworks, it concerns itself with front-end development only.
- **Sweetalert2 Bootstrap:** is JavaScript library for alert message and confirmation before the action happen. Some actions in the system need to confirm before do or to make decision. So, sweetalert2 allow us to give beautiful confirmation interface to user and prevent confusing user's interaction.

- **HTML:** is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript it forms a triad of cornerstone technologies for the World Wide Web.
- **CSS:** is a style sheet language used for describing the presentation of a document written in a markup language.
- **JavaScript**: JavaScript, often abbreviated as JS, is a programming language that is one of the core technologies of the World Wide Web, alongside HTML and CSS. As of 2022, 98% of websites use JavaScript on the client side for webpage behavior, often incorporating third-party libraries. All major web browsers have a dedicated JavaScript engine to execute the code on users' devices.
- **PHP*:*** PHP is a script on the server-side used for the creation of Static or Dynamic Web sites or Web applications. PHP is a pre-processor for hypertext, which used to stand for home pages. The software used to build web applications is an open-source, server-side scripting language. We say a program designed for automated work by writing a script-based language (code lines). It is suitable for the output and construction of dynamic web pages for web applications, e-commerce applications, and database applications. PHP can be inserted into HTML**.**

2.4. Physical Architecture

Physical architecture gives us ideas of how Client interact with the Web Server and, how data are being pass and it introduce the physical component in our system.

In order to deploy and allows client requests to come from different port or in other word get request from http client with a frontend we need **CORS** but in this project I didn't have a frontend so the request being send from http client are from postman, that mean that we don't need **CORS** in order to access the route.

When user send a request through the internet from client side, a browser take that request and send it to the web server, then web server use execute the request accordingly and it fetch or modify data in the database if needed. After finishing executing the request from client the web server then send back a respond.

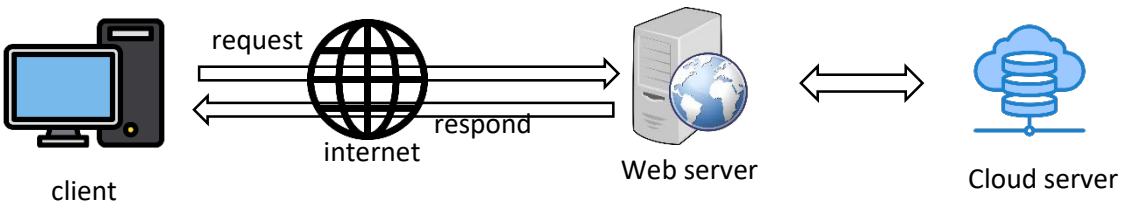
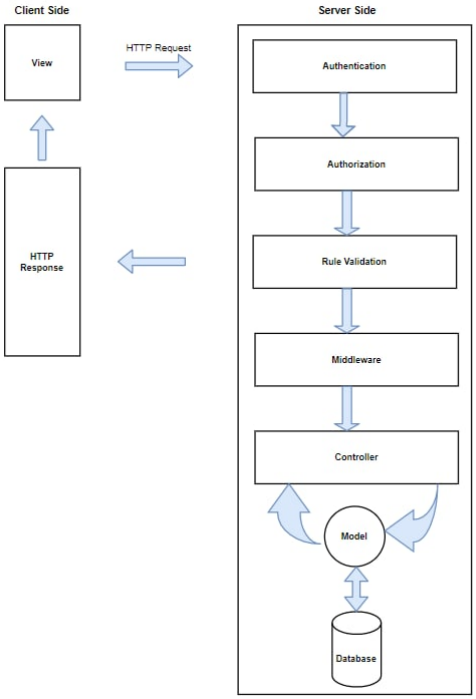


Figure 15: Physical Architecture

2.5. Logical architecture



Logical architecture provides us a notion about how software component work, how they understand one another and what the needed component are.

Figure 16: Logical Architecture

• **Client Side**: To access to the system, a user needs to input URL to make HTTP request in order to get View corresponding to request.

• **Server Side**: After server-side accepted HTTP request from client, server will check authentication if the request need to be authenticated first. If checking authentication is invalidated, server side will respond to client side with status code 401. However, if user has authorized and then system will check rule validation to see if the user is authorized for the request.

• **Rule validation**: to make sure that all required parameters are passed and validated with rules. Some requests need to be verified by middleware.

• **Middleware**: provide a convenient mechanism for filtering HTTP requests entering server side. For example, Laravel includes a middleware that verifies the user of system is authenticated. If the user is not authenticated, the middleware will redirect the user to the login screen. However, if the user is authenticated, the middleware will allow the request to proceed further into the application. If rule validation is also expecting input from a route parameter, user's request will go on controller.

• **Controller**: is middle between view and model. Controller is responsible for rendering view back to the client side via HTTP Response. While the controller respond view to client, we check the view need any data or not. If the view no need data, the controller will return view to client side without passing any data. The otherwise, there will be get data by using model, which model should take from Database and response to client side with view and data.

IV: IMPLEMENTATION

1. Project Setup and Installation

This project need to install **Vagrant** and **Laravel framework**.

- **Vagrant:** Vagrant provides a simple, elegant way to manage and provision Virtual Machines. Laravel Homestead is an official, pre-packaged Vagrant "box" that provides you a wonderful development environment without requiring you to install PHP, HHVM, a web server, and any other server software on your local machine.

To get started with Vagrant, download the appropriate installer or package for your platform from our Vagrant downloads page. Install the package with the standard procedures for your operating system. The installer automatically adds vagrant to your system path so that it is available in terminals. Getting started with VirtualBox and Vagrant

- Install VirtualBox.
- Install Vagrant.
- Create a local directory for Vagrant.
- Install Ubuntu box.
- Run vagrant up and provisioning your virtual machine.
- Update Vagrantfile.

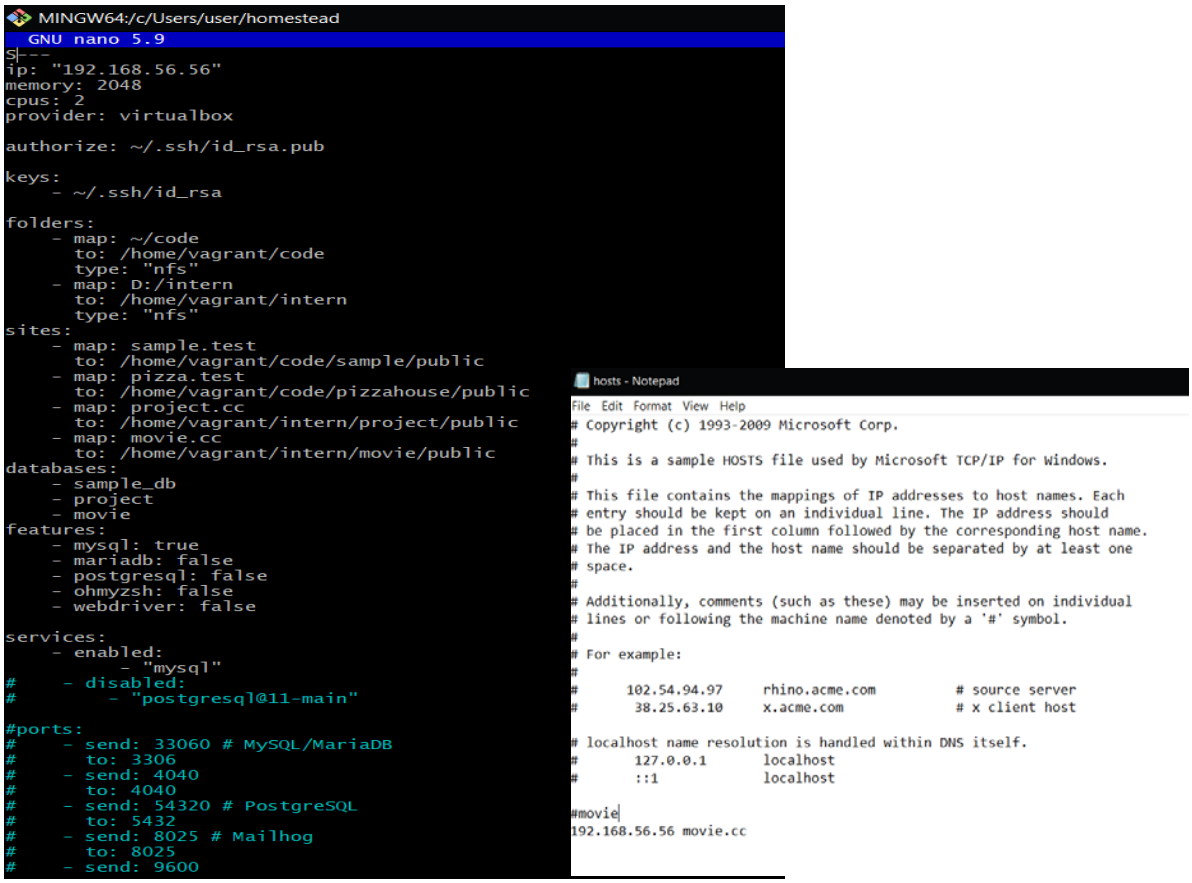


Figure 17: Vagrant Configuration

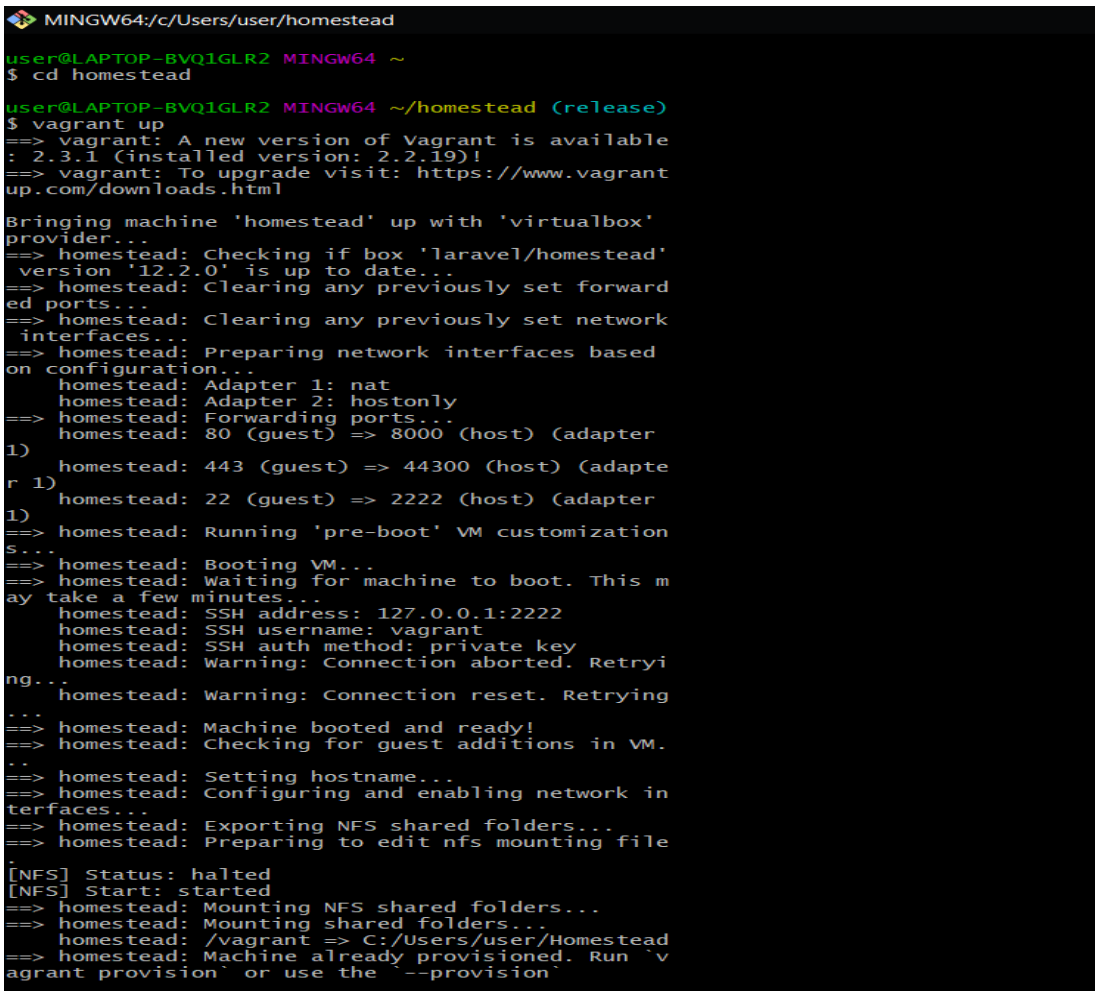


Figure 18: Vagrant up

- **Laravel framework**: Laravel attempts to take the pain out of development by easing common tasks used in the majority of web projects, such as authentication, routing, sessions, and caching. Laravel aims to make the development process a pleasing one for the developer without sacrificing application functionality.

Before creating your first Laravel project, you should ensure that your local machine has PHP and Composer installed. If you are developing on macOS, PHP and Composer can be installed via Homebrew. In addition, we recommend installing Node and NPM.

After you have installed PHP and Composer, you may create a new Laravel project via the Composer create-project command:

composer create-project laravel/laravel example-app

After the project has been created, start Laravel's local development server using the Laravel's Artisan CLI serve command:

cd example-app

php artisan serve or after install vagrant, just configuration the hosts and homestead yaml.

2. Configuration

After we installed the project, we need to do a few configurations inside the project:

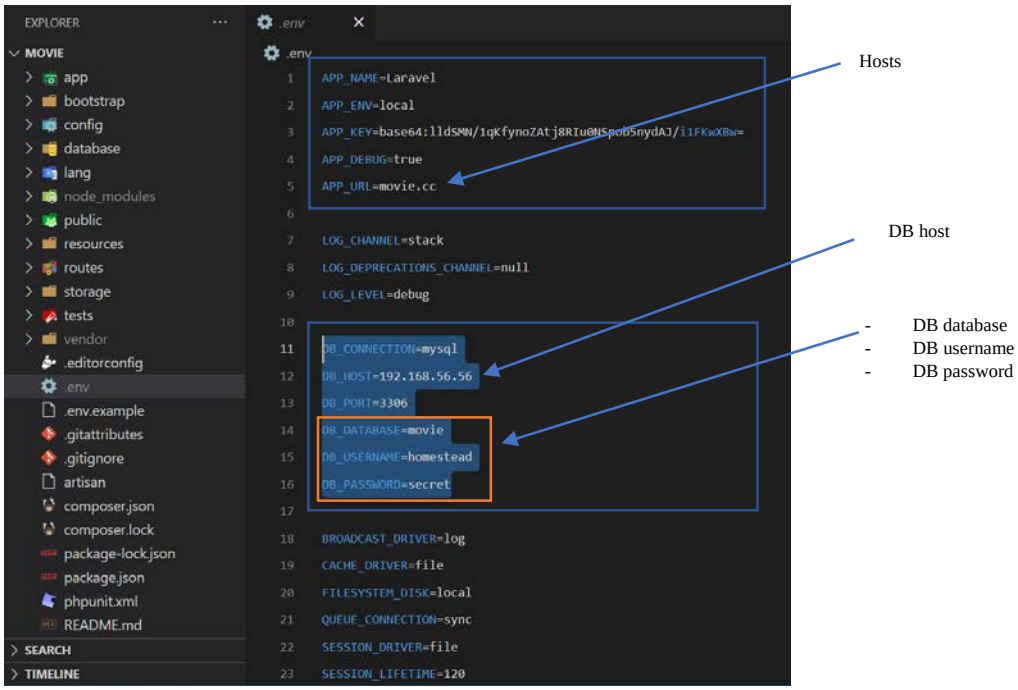


Figure 19: Configuration .env

3. Project Structure

When we create the project, we will get an overview of the application structure as shown below.

• Controller: is used to controls the behavior of a request. It handles the requests coming from the Routes.

• Model: is basically a way for querying data to and from the table in the database.

• Migration: is used to create, update, and destroy database tables, working as a version control system for your database schema.

• View: Views are stored in resources/views directory. Generally, the view contains the HTML which will be served by the application. View separates the controller logic and domain logic from the presentation logic.

• Route: It allows you to refer to the routes when generating URLs or redirects to the specific routes.

• Public: the public disk uses the local driver and stores asset files (images, javascript, css, etc) in storage/app/public.

• Seeder: use for initiating data on a table or multiple tables when setting up the application for the first time. It is also possible to update existing data or delete it from behind the scenes.

4. Implement

4.1. Model

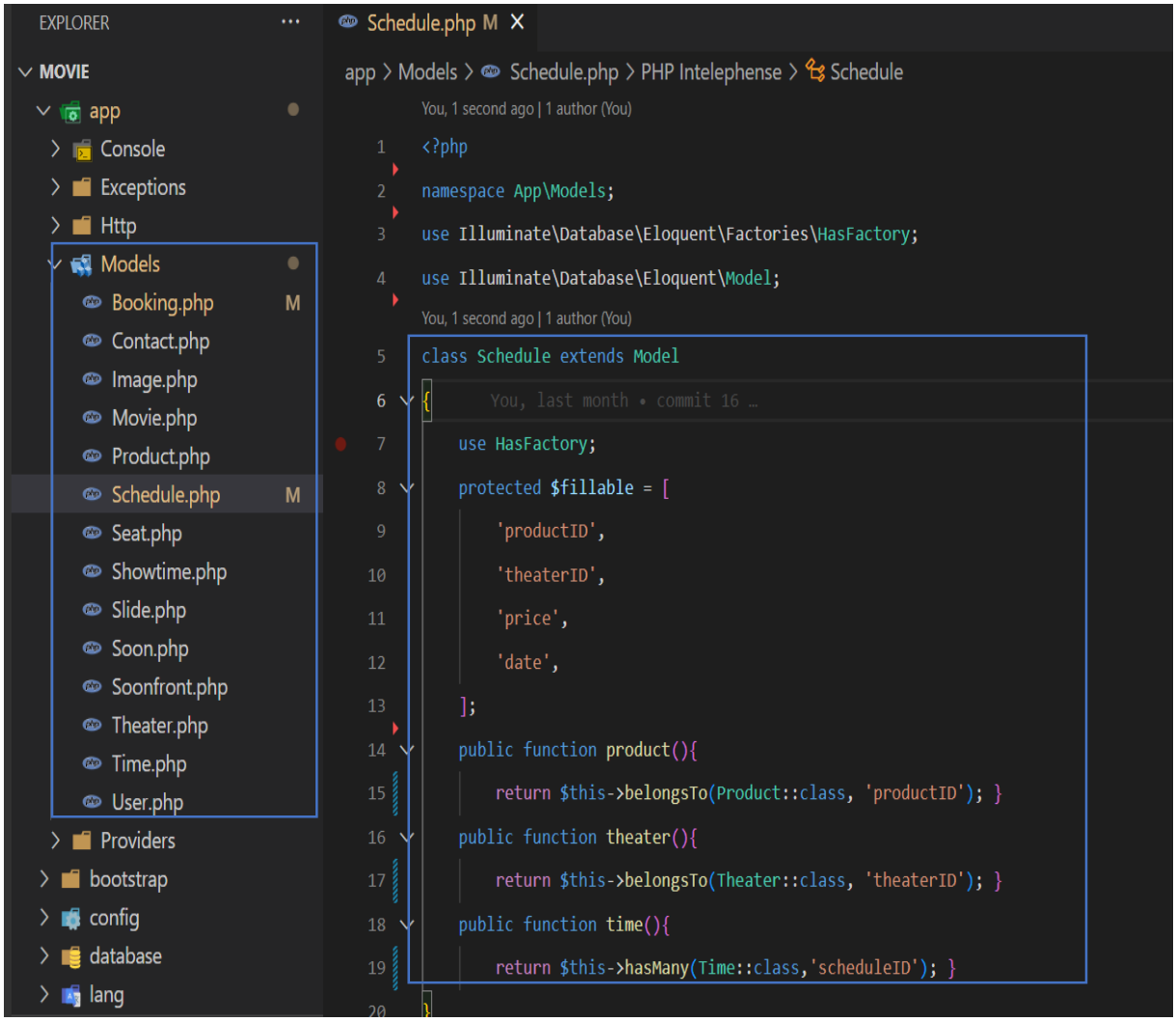


Figure 20: model schedules

- The fillable property is used inside the model. It takes care of defining which fields are to be considered when the user will insert or update data. Only the fields marked as fillable are used in the mass assignment. This is done to avoid mass assignment data attacks when the user sends data from the HTTP request.
- BelongsTo is a inverse of HasOne. We can define the inverse of a hasOne relationship using the belongsTo method.
- hasMany relationship in laravel is used to create the relation between two tables. hasMany means create the relation one to Many.

4.2. Controller

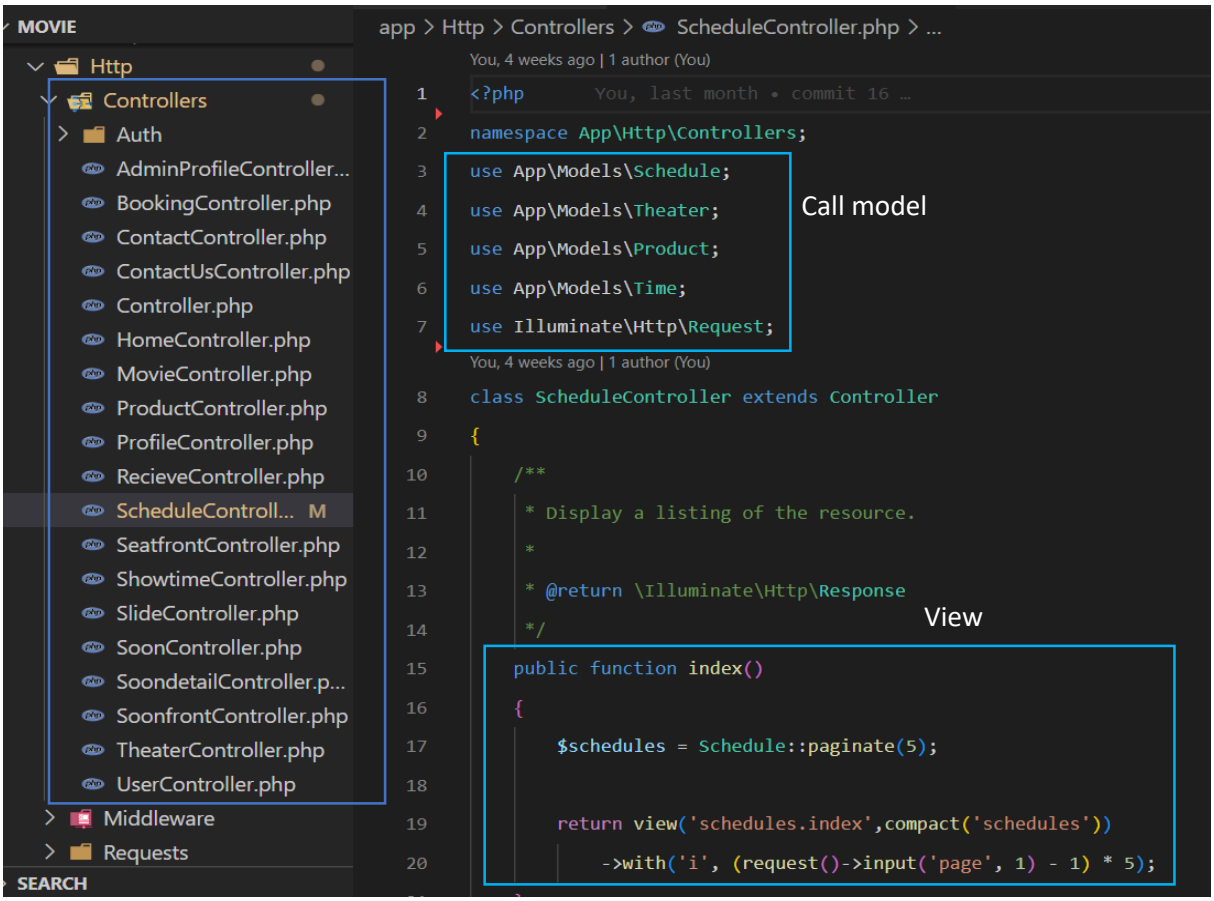


Figure 21: schedule controller and function index

- we call this model to store in database. (call model)
- public function index defines a public function that is called by default when you open the homepage.(view)

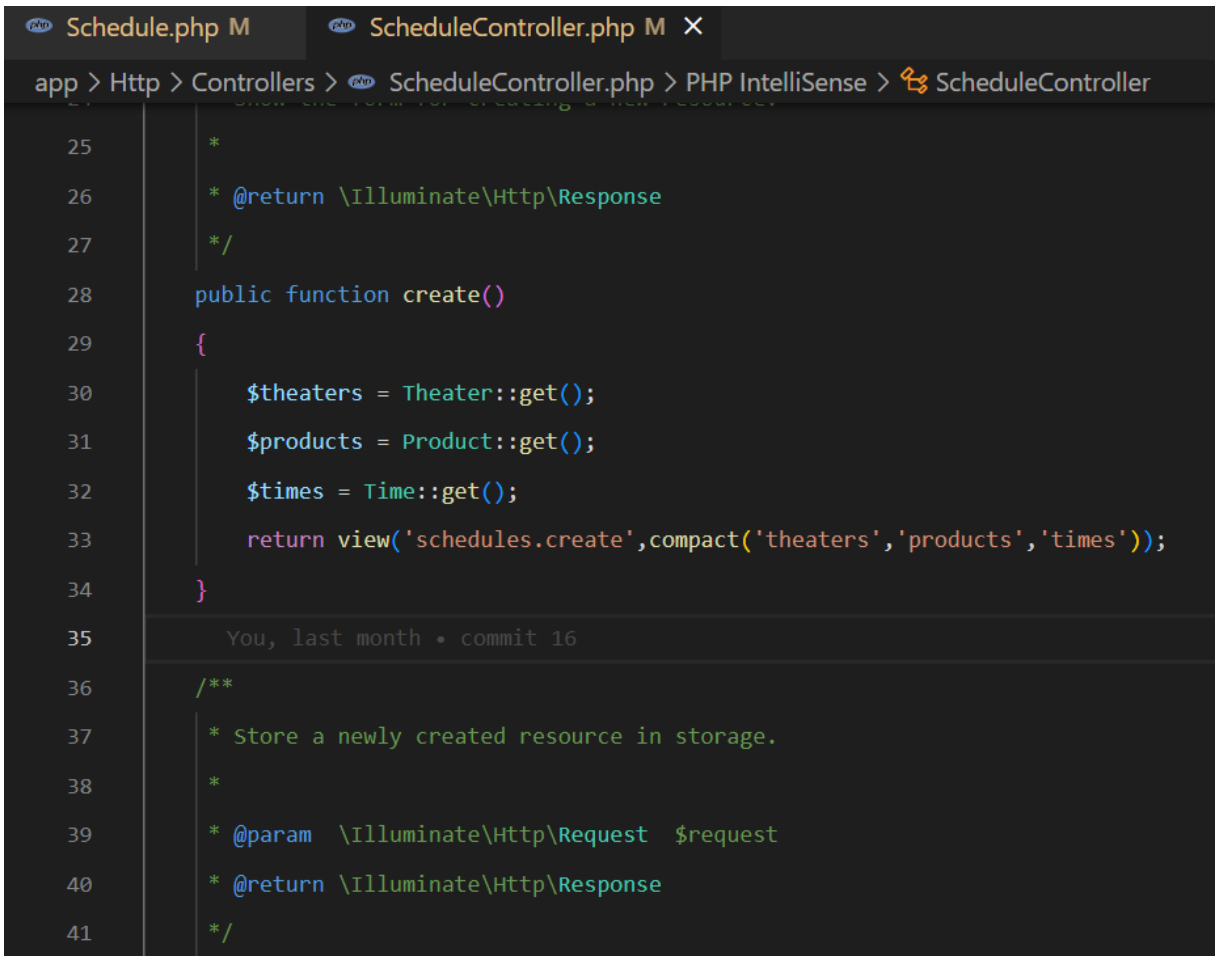


Figure 22: function create

- model **Theater** and **Product** is for select what theater we have store.
- model **Time** is for create for movie in theater that we have created.

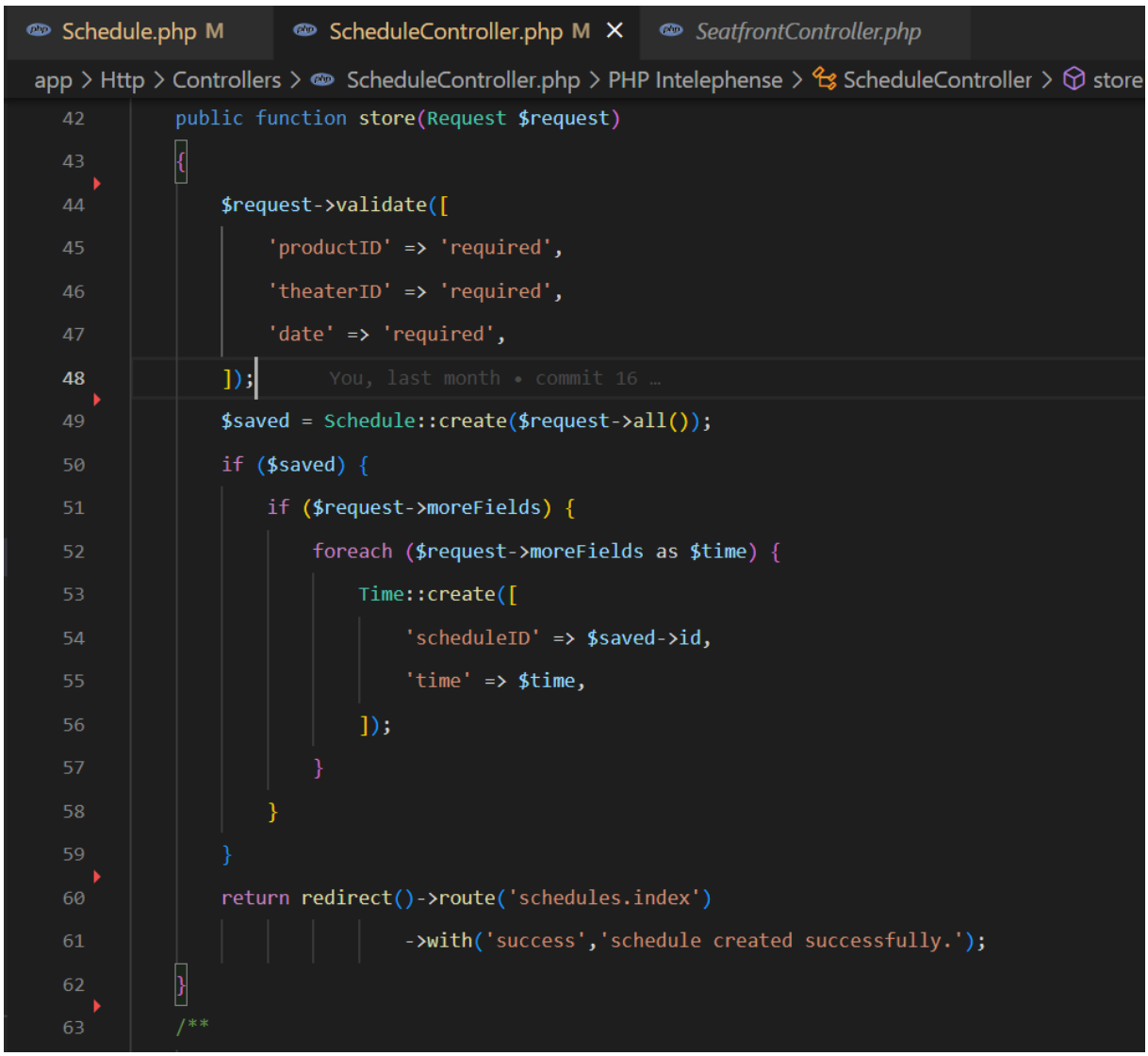


Figure 23: function store

- fill information from function create.
- validate data, require data that missing.
- If validation is successfully it will generate data to database and alert the data is created successfully.
- Save data and store in database and server.

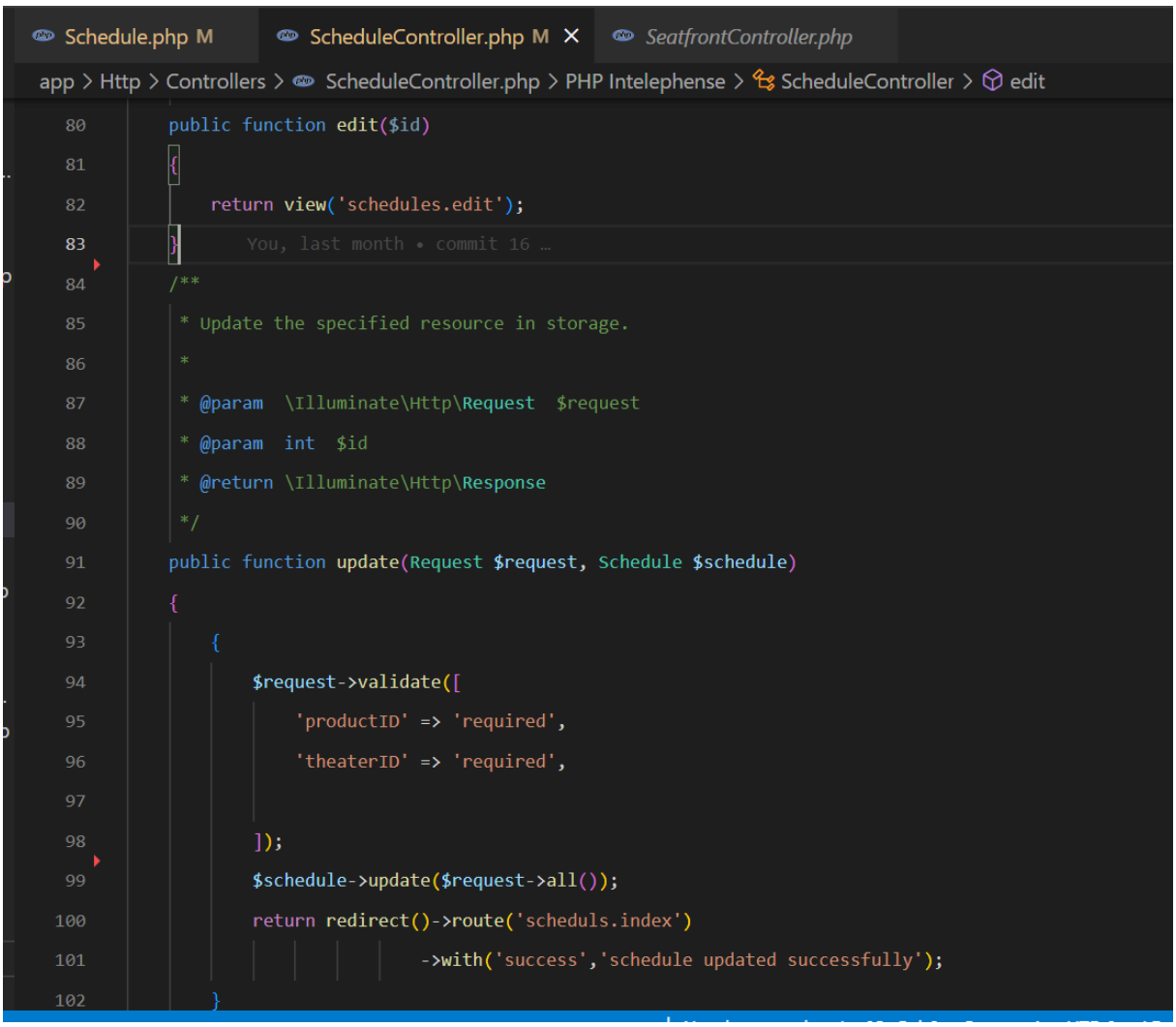


Figure 24: function edit and update

- Edit function we use by id of data that has been in our database to edit.
- After edit successfully the update function is also update on the id from edit function and save the update data.
- Also validate data is require data that missing, If validation is successfully it will generate data to database and alert the data is created successfully.

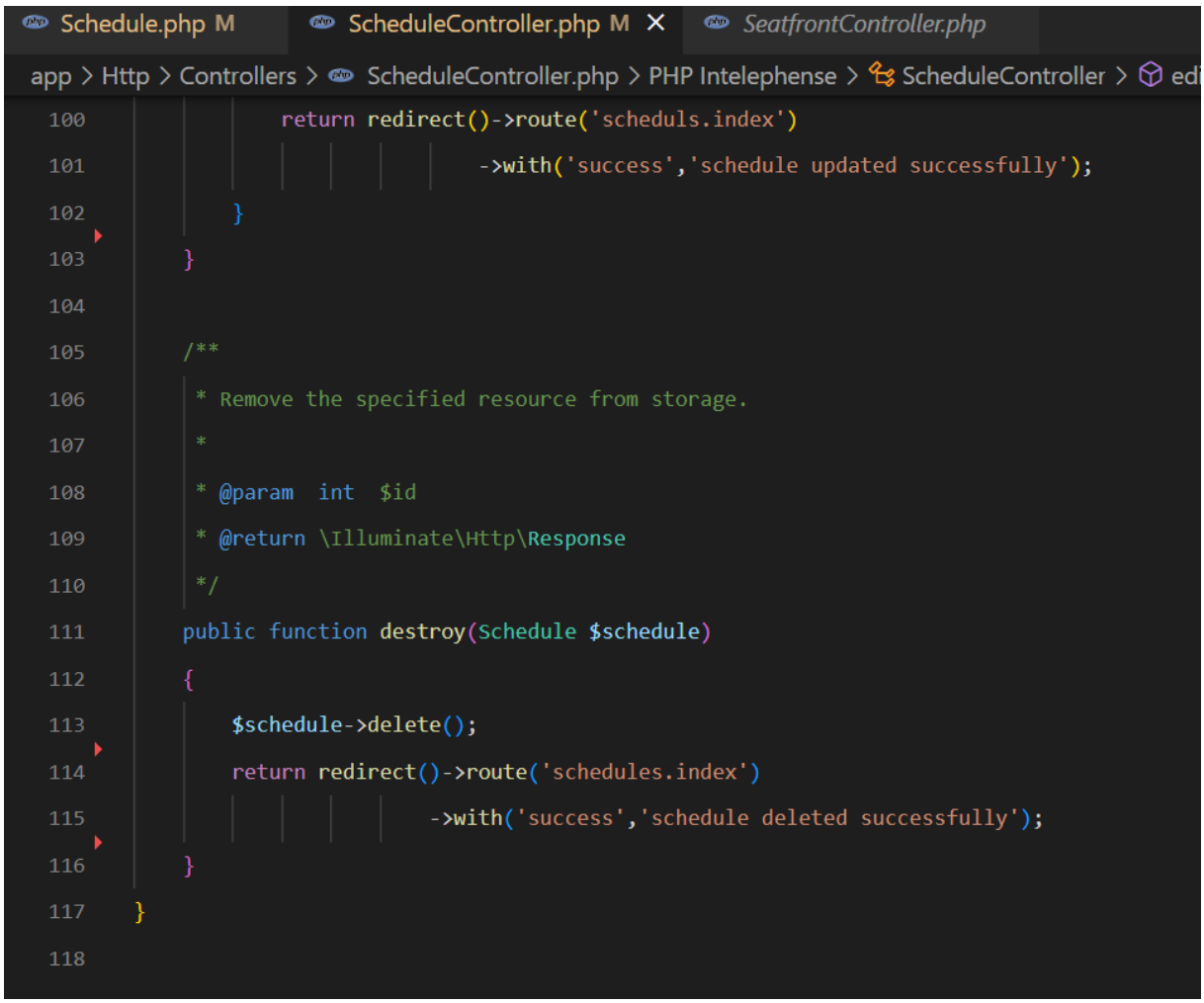


Figure 25: function delete

- Destroy function is for delete the information.
- Destroy only the id that want to delete, and also alert the delete successfully.

V: CONCLUSION

The internship at CODECLANS CO.,Ltd really help me develop both my technical skill and my soft skill, though there were still a few difficulties that I had during this internship, I was still able to solve them in due time.

1. Completed and uncompleted functionalities

GUEST	
FUNCTIONALITIES	status
HOMEPAGES	completed
COMING SOON PAGE	completed
MOVIE DETAIL	completed
SHOW TIME PAGE	completed
CONTACT	completed

Figure 26: table guest

USER	
FUNCTIONALITIES	status
EDIT ACCOUT	completed
CHANGE PASSWORD	completed
HOMEPAGES	completed
COMING SOON PAGE	completed
MOVIE DETAIL	completed
SHOW TIME PAGE	completed
VIEW SEAT	completed
BOOKING SEAT	completed
VIEW TICKETS	completed
CONTACT	completed

Figure 27: table user

ADMIN	
FUNCTIONALITIES	status
EDIT ACCOUT	completed
CHANGE PASSWORD	completed
VIEW DASHBOARD	completed
MANAGE MOVIES	completed
MANAGE THEATERS	completed
MANAGE SCHEDULE	completed
MANAGE USERS	completed
MANAGE CONTACT	completed

SLIDES ADVERTISEMENT	completed
BOOKING MOVIE SEAT	completed
NOTIFICATION	Incomplete
TEXT BOX	Incomplete

Figure 28: table admin

2. Difficulties

Working in different environment is difficult in the first place, got to learn in communicate with other and work as a team. Spend lot of time to learn new technologies and languages.

- Begin learning about cutting-edge framework.

- Some features require extra effort since they are difficult.

- Working on backend and frontend

- when a member pushes code to Github, there is a problem since the code conflicts.

3. Experiences

After my two-month web development internship, I have learned a lot about my practical knowledge, communication, and teamwork skills. After we presented our product to a corporate supervisor, we received criticism. I've acquired new knowledge

4. Perspective

I only have 75 days for the course of my internship to work on the project, which has a sizable scope, and I've already lost 20 days to learning a new language. However, my partner and I worked diligently on the project until the majority of the features were finished, leaving just a few. To achieve this, we cooperated with one another, attempted to resolve issues as they arose, met together virtually at home to follow up with one another, and sought support from the company supervisor when necessary. We learned a lot from this endeavor, including new information and experiments. I also want to work on the front-end features to make it more understandable and looking better for public users, and also making the Frontend more interactive then just showing data.

5. Summary

In summary, my internship at Code Clans was truly amazing, and I'm grateful for the opportunity. I've learned a lot about new technologies, how to communicate with coworkers, how to ask for help when I need it, how to use them effectively and efficiently, how to work in a team, and how to improve my coding skills. We completed the most of the features as planned.

6. References

- Laravel Homestead

https://laravel.com/docs/9.x/homestead

- Code step by step

https://www.youtube.com/watch?v=aE23W1Tf_ZU&list=PL8p2I9GklV47Jszga434vZxOmY74Q1N_K

- Authentication in laravel

https://www.itsolutionstuff.com/post/laravel-9-multi-auth-create-multiple-authentication-in-laravelexample.html

- Eloquent relationship

https://laravel.com/docs/9.x/eloquent-relationships

- Bootstrap

https://getbootstrap.com/

- Icons

https://pictogrammers.github.io/@mdi/font/2.0.46/

- Sweetalert

https://www.nicesnippets.com/blog/laravel-9-sweet-alert-confirm-delete-example

ANNEX RESULT

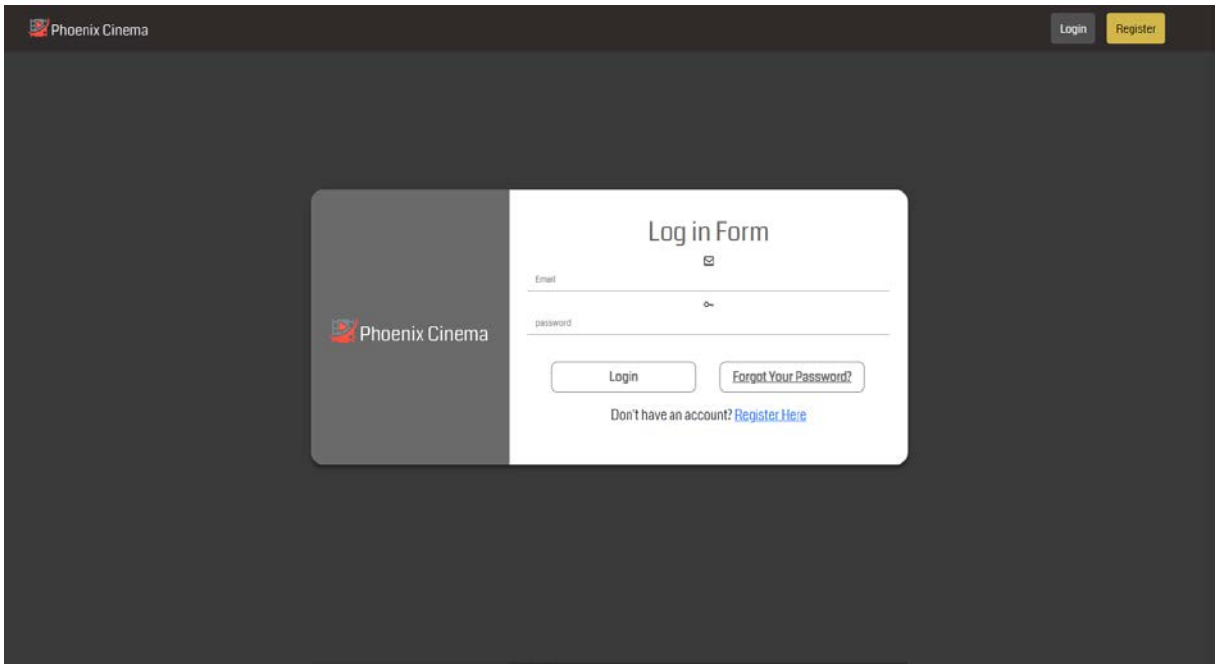


Figure 29 : login page

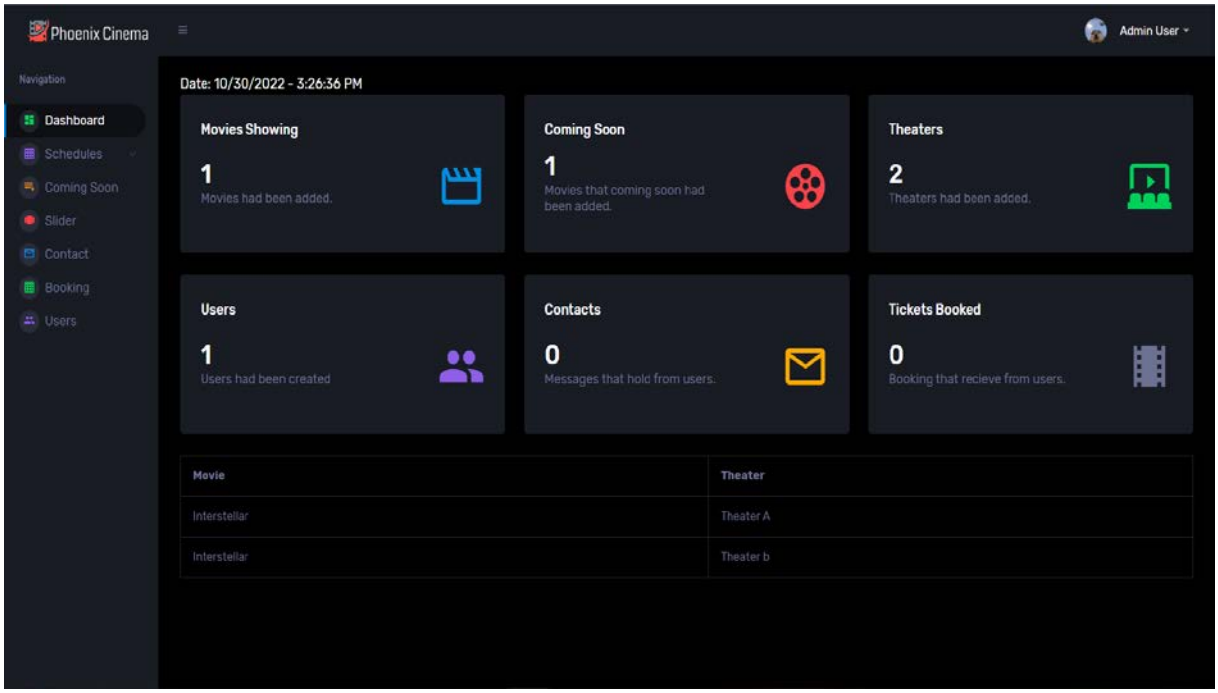


Figure 30: admin Dashboard

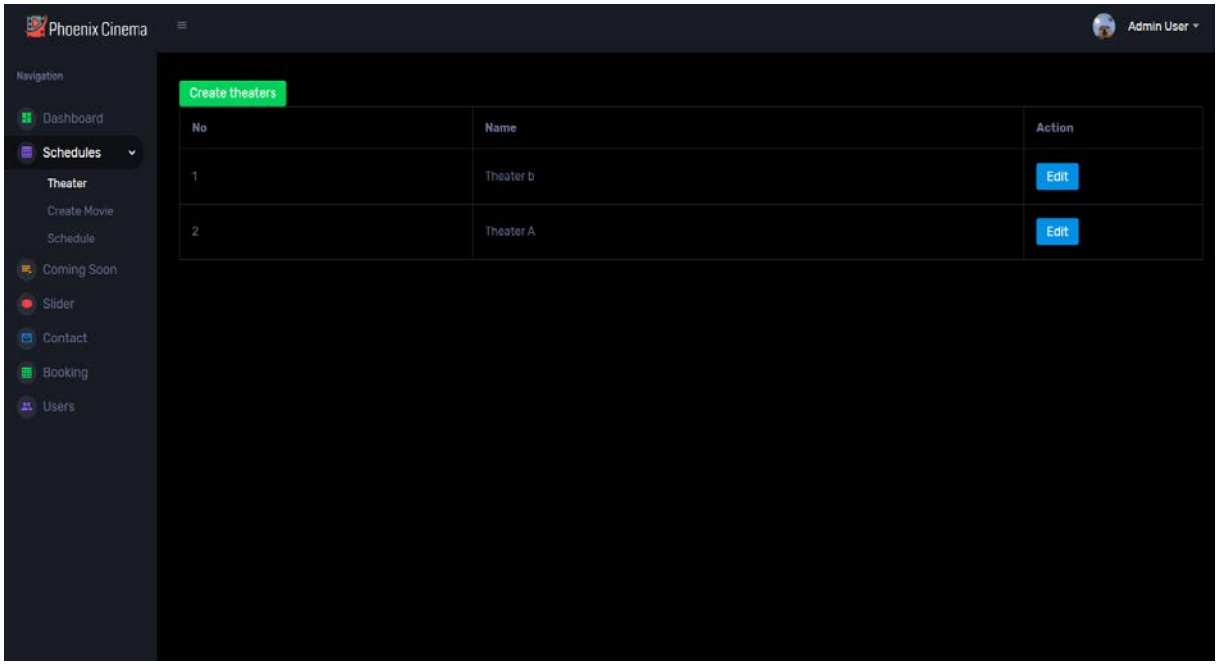


Figure 31: Theater's Dashboard

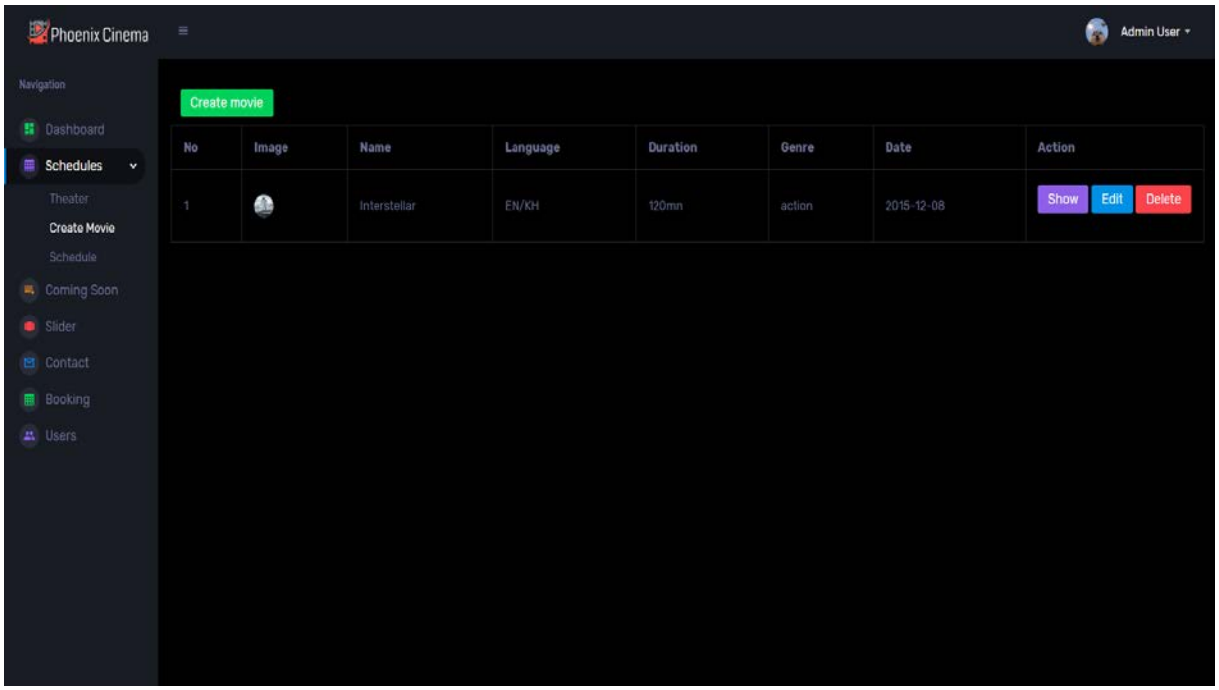


Figure 32: Movie's Dashboard

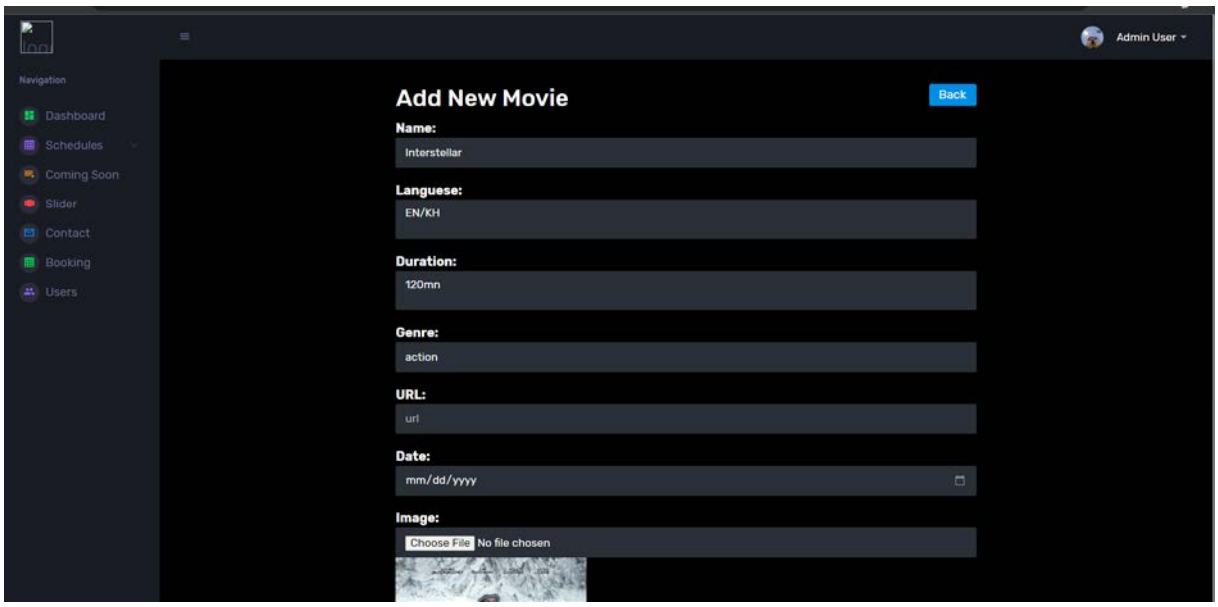


Figure 33: Movie's Dashboard detail

In this movie dashboard, we can create movie for show time in the cinema and also can delete and edit it too.

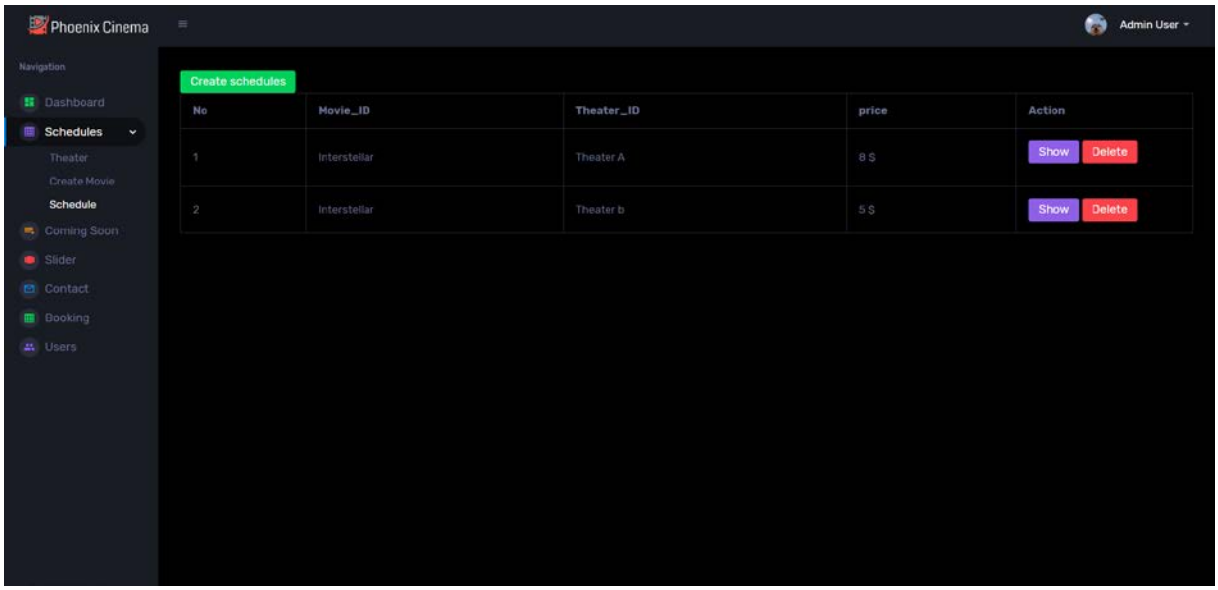


Figure 34: Schedule's Dashboard

In this schedule dashboard, we can input new schedule to display in our cinema. Moreover, we can delete the schedule too.

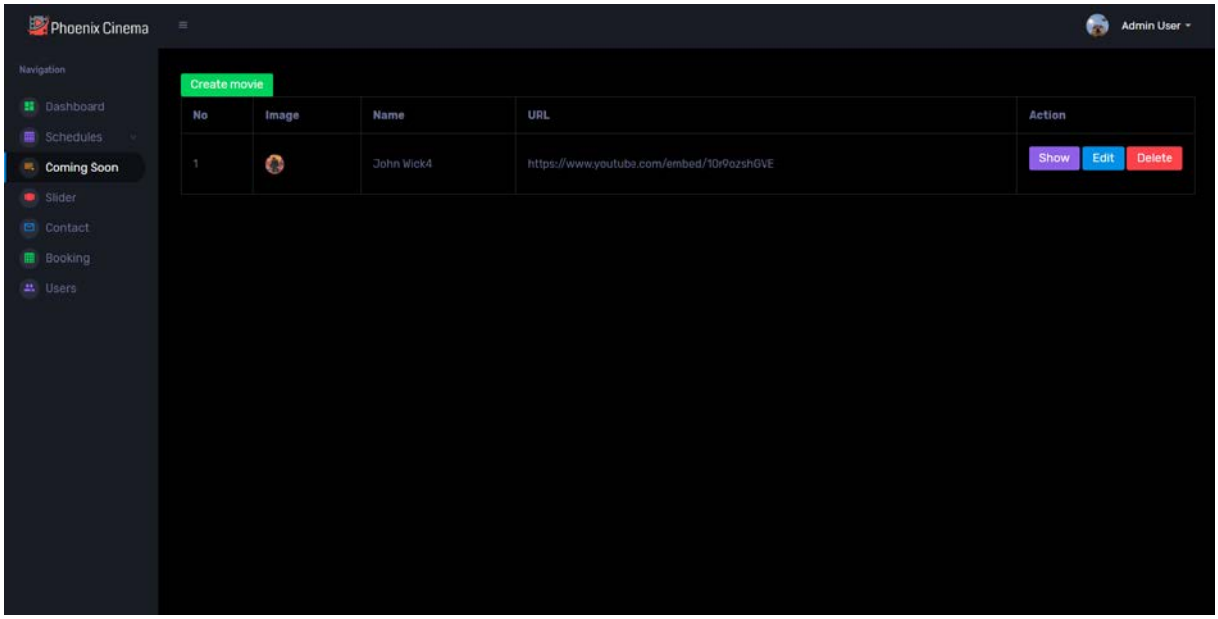


Figure 35: Coming soon Dashboard

Figure 36: Slide or advertisement Dashboard

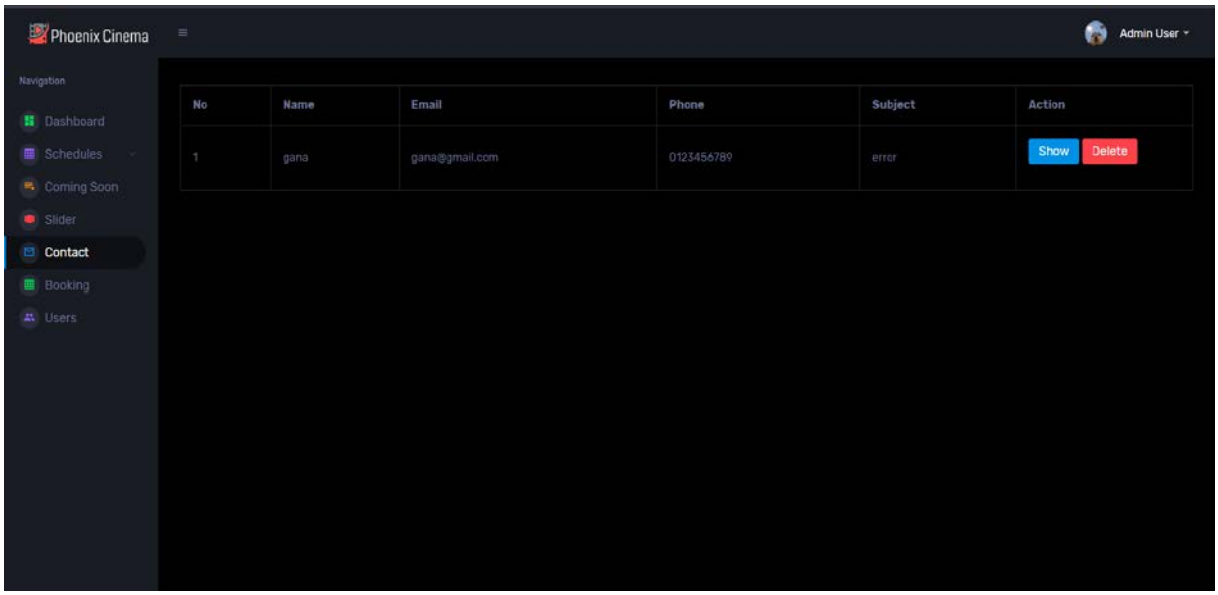


Figure 37: Contact Dashboard

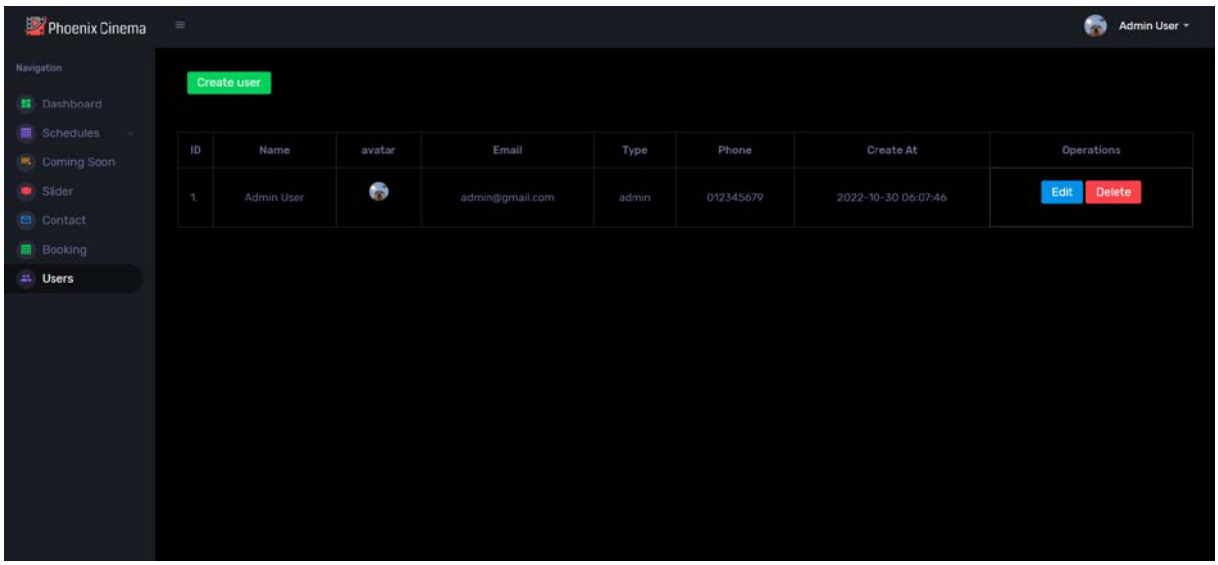


Figure 38: Users Dashboard

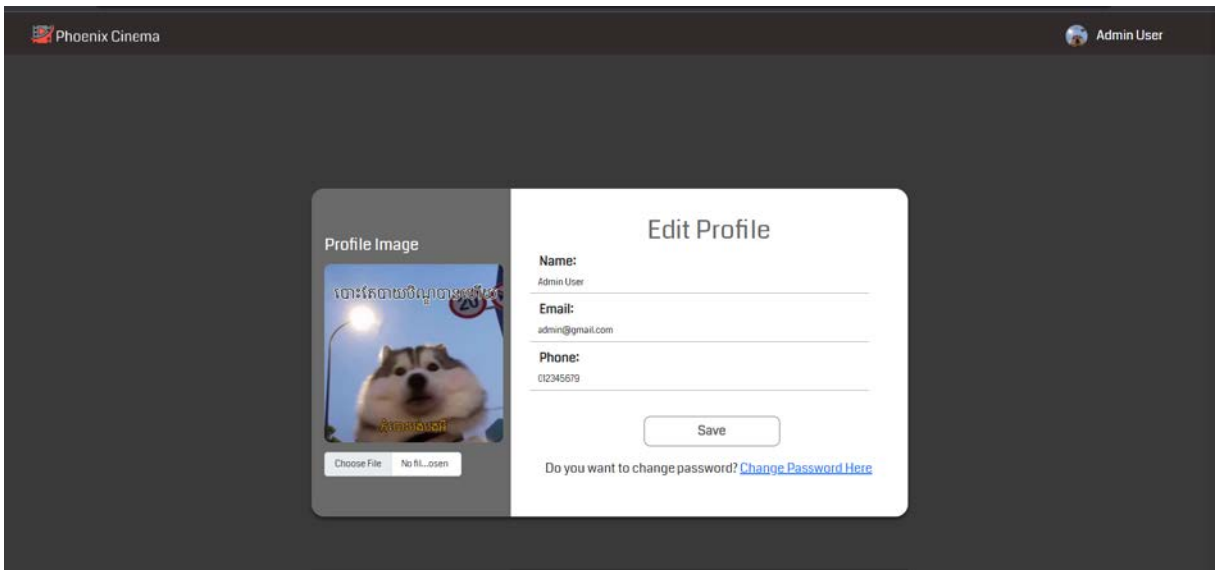


Figure 39: Edit profile

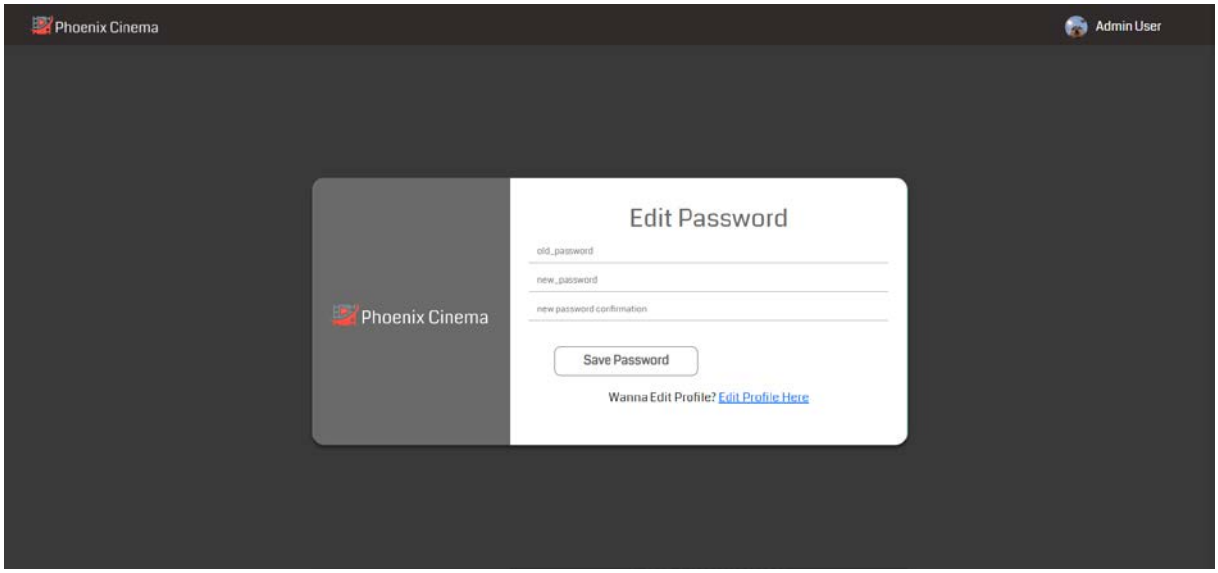


Figure 40: Edit password