

**\$ \_SESSION**

# Make a new directory called "session"

- Copy the template website content to your session content.
- Add the H2 title "Session work" to the index
- Apply some basic styling to the site.

# Super global variable

- `$_` = super global built into PHP
- Accessible anywhere in your script (mostly)
- Reserved names – no touching!

# `$_SESSION`

- Server side – more secure
- Effectively a bucket for what we want to store
- Declare sub variables in the bucket
- Access them anywhere – Mr. Hacker man no touch

# On each page... not file!

- `session_start();`
- This is ESSENTIAL, cannot be omitted or your code NOT WORK if trying to access it.
- Opens our connection to the session

# Edit your "template"

- In the index.php
- After "<?php
- The next line should be:
  - session\_start()
- Anywhere we need to access session, we need this  
**ALWAYS**

# Index.php

- Add a form
  - Method = 'post' action = ''
- Input text name='message'
- Submit button
- Copy it from your other page.

# Top of index.php

```
1 <?php // This open the php code section  
2  
3 session_start();  
4  
5 if ($_SERVER['REQUEST_METHOD'] === 'POST')  
6  
7  
8 }
```

# Create and assign a session value

```
if ($_SERVER['REQUEST_METHOD'] === 'POST'){

    $_SESSION['msg'] = $_POST['message'];

}
```

# assets / common.php

```
<?php #this is to store reusable code for all pages

1 usage new *

function usr_msg(){

    if(isset($_SESSION['msg'])){ // checks if there is a message in session
        $msg = 'USER MESSAGE: ' . $_SESSION['msg'];
        $_SESSION['msg'] = "";
        unset($_SESSION['msg']); // removes message from session
        return $msg;
    }
    else {
        return "";
    }
}
```

# Back to index.php

```
<?php // This open the php code section

session_start();

require_once "assets/common.php";

if ($_SERVER['REQUEST_METHOD'] === 'POST'){ #selection statement

    $_SESSION['msg'] = $_POST['message'];

}

echo "<!DOCTYPE html>"; # essential html line to dictate the pa
```