

## Exercise 02: Active Record Design Pattern

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In this exercise you will practice using the Active Record design pattern, to put some structure into your code. Your program should use the rental database we used during laboratories. While developing your solution you can use the following project: <https://github.com/Mishrakk/DBS2/tree/master/ActiveRecord>

1. Start small, with a program that initially displays a list of movies - their details and number of copies of that movie in the database
2. Move the connection string to the configuration file. Do not keep it in the code anymore!
3. If you haven't done it already, make sure that you are using Active Record pattern. That means creating appropriate classes for database entities (movies and copies for example) that should have methods allowing them to communicate with database
4. Make a change, so that details of a movie include number of available copies/total copies (For example 3/8 means there are 8 copies in the store and 3 of them are available for renting).
5. Create a **Rent** function in MovieRecord, that will take a client\_id and rent an available copy of a Movie to the client. If there are no available copies for rent show an information to the user
6. Correct the Remove method in MovieRecord, so that it won't crash if there are some copies of a movie in the database