

A. Part 1: Session Management (maintaining identity) & Admin Privileges (authorisation)
(due 25/09/2025, 19:00)

- Objective:
 - Build out functionality to securely manage sessions (authentication support), user roles and permissions (authorisation)
- Deliverables:
 - Session management functionality implemented as part of the core functionalities in the settings
 - Privilege-checking functionality to check an authenticated user's role.
- Tasks
 - Settings
 - core.php:
 - Ensure you have started your session.
 - Implement a function that checks if a user is logged in by checking if a session has been created, and returns true if a session has been made or false otherwise.
 - Implement a function that checks if a user has administrative privileges by checking the user's role in the session array. Return a truth value to indicate if the user has elevated or regular permissions.

B. Part 2: Category Management – CRUD operations (due 27/09/2025, 19:00)

- Objective:

- Build out the CREATE, RETRIEVE, UPDATE, and DELETE functionalities of *categories* on your e-commerce platform.
- Note: At this point, most projects will begin to diverge based on the type of commerce the project is based on. The goal of this project is for a customer using your platform to be able to see your different offerings, and they can search or sort by some umbrella “search term.”
- If your platform is a sales platform where customers buy products directly from you, your categories could be footwear, electronics, and clothing.
- If you were building a middleman or aggregator site, your categories might instead represent different suppliers or service types you aggregate, such as travel, insurance, or logistics.
- In the case of a blog-style commerce site, your categories could represent different themes of content offerings, such as tutorials, reviews, or guides.

- Deliverables:

- Category management functionality fully implemented.

- Tasks

- Admin

- category.php

- Using the core functions, check if the user is logged in.
- Also check if the user is an admin.
- If the user is not an admin, redirect to the login page.
- RETRIEVE
 - Display categories in the system (only those created by the user who is logged in)

- CREATE

- A form that takes the category's name (ID is autogenerated). All category names must be unique.

- UPDATE

- Display style is up to you, but it should collect the updated values. Only the name is editable, not the ID.

- DELETE

- Delete a category.

- Actions/Functions

- fetch_category_action.php

- A script that invokes the relevant function from the category controller to fetch all the categories created by a user from the system and returns those to the caller.

- `add_category_action.php`
 - A script that receives data from the category creation form, invokes the relevant function from the category controller, and returns a message to the caller.
- `update_category_action.php`
 - A script that receives data from the category update form, invokes the relevant function from the category controller, and returns a message to the caller.
- `delete_category_action.php`
 - A script that receives an ID/name of a category and invokes the relevant function from the category controller to delete that category, and returns a message to the caller.
- Classes/Models
 - `category_class.php` – a class that extends database connection and contains category methods: add category, edit category, delete category, get category, etc.
- Controllers
 - `category_controller.php` – creates an instance of the category class and runs the methods. For this lab, you need an `add_category_ctr($kwargs)` method to invoke the `category_class::add($args)` method.
- JS
 - `category.js`
 - Validate category information, check type.
 - Asynchronously invoke the four action scripts mentioned and inform the user of the success/failure of the message using a pop-up or modal.
- `index.php`
 - Update your menu so it has these buttons
 - If not logged in, Register | Login
 - If logged in and an admin, Logout | Category (navigates to the `admin/category.php` page when clicked).
 - If logged in and not an admin, Logout