# Section 3 – Development

## Version 1

Version 1 represents the initial work done on this project before I added the project to GitHub. In reality this was more than one version but since it was pre GitHub I have no changelog or history about it. The project was fairly well developed by this point, consisting of 13 pages 3 helper scripts. This version was also using the old front end system, before I moved to bootstrap and the new design. This meant that adding new pages took a lot of time as each element needed its own custom CSS.

This also meant that the website wasn’t responsive. This means that all the styling on the website was designed for one screen size and resolution. Whist it was still useable on some similar or bigger screen resolutions, the overall user experience was pretty poor and the website didn’t look very good. After this release I learnt about bootstrap, a responsive front-end web framework that seemed to provide everything I needed.

Version 1 had quite a bit functionality, although most of the codebase has been re-written in more recent commits as my knowledge and understanding of PHP increased. You could create accounts, log in, ask questions, see questions in a table and view individual questions. Although heavily edited and refactored, all of these files exist in the most recent version to date.

Below is an analysis of the notable code used in version 1:

**account.php:**

First the script specifies the doctype of the page as html, and initiates a new PHP session by calling the session\_start() function. It then includes the connect.php script, which is used in the early versions of the program to connect to the database. Next it creates a new MySQLi connection object called $connection by using the connect() function from connect.php.

The script then checks if a user is logged in or not, by checking the value of the SESSION variable ‘username’. If this variable is not set, then no user is logged in and the script displays a link to the ‘Sign up / Login’ page on the header. If it is then a user is logged and it displays a link to the ‘My account’ page. It then displays the rest of the header links.

The same check is then done again later on in the script, displaying a ‘Log out’ link if a user is logged in or a ‘Sign up / Login’ link if not.

This is the code for a blank template page under the old system, and is used for all pages that were undeveloped.

**admin.php:**

First the script performs a similar check to the username SESSION variable check in the previous script, except on this page the script isn’t just checking that the variable has been set, but comparing the value of the variable to a hardcoded constant. This is to only allow one user with one username to access this page. If this check fails, the page redirects back to the homepage instantly. It does this by calling the built in header() function, using a String consisting of ‘Location:’, and the URL of the homepage at this time.

However, if this check succeeds, the script displays an HTML form where the user can enter an IP address to block. This is a POST form and it redirects to the processipblock.php script when the submitted.

**ask.php:**

This page starts off using the blank page template used by account.php, with additional features like a basic HTML form with inputs for the question title and question body. As with admin.php, this is a POST form, and redirects to processquestion.php.

**downloadquestions.php**:

Possibly the most complex PHP script in the entire project, and one that’s relatively unchanged since its addition in version 1, except for some minor bug fixes, the purpose of this script is to download and filters the questions from the database in accordance with the filters specified by the dropdown on questions.php. These are then outputted in a format readable by a JavaScript script running on questions.php in order to populate the questions table.

This script starts off the same way as all the others in this version, starting a PHP session and including the connect.php script in order to create a connection object. Then, as database connectivity is vital for this script to function, it then checks to see if the connection as established successfully. If this check fails, then the script will exit with an error.

Providing a connection was successfully established to the database, the script gets the type of filter from the URL. The script then prepares a MySQL query for each filter. The ‘top’ and ‘new’ filters are the easiest, as all the filtering and sorting are all done in the MySQL queries as you can sort by columns and order in ascending and descending order.

However, the ‘hot’ filter is much more complicated than the others, and cannot be filtered by a simple MySQL query. It then creates two empty arrays, $scoreArray and $array. Then, it iterates through the $result array. A $points variable is created and set equal to the number of votes question currently being iterated over has (given by $row[“votes”]). A variable called $order is also created. The value of $order is given by (loge(max(abs($points), 1, 10). Then, if the $points variable is bigger than 0, A variable called $sign is created and set to equal 1. If the $points variable is smaller than 0, A variable called $sign is created and set to equal -1. If neither of the two above conditions are met, a variable called $sign is created and set to equal 0.

Then, a variable called $seconds is created and set to the Unix time when the question was asked - the constant 1516221943 (Wednesday, 17 January 2018 20:45:43, the date the system was first implemented). Another variable, $score, is also created, and assigned the value of ($order + $sign \* $seconds / 45000) rounded to 7 decimal places. The rounding is done using the build in method round(). It then pushes $score to the $scoreArray array, and pushes a new array composed of $score, $row[“title”], $row[“id”] and $row[“votes”] to the $array array.

Then, after all the returned questions have been processed, it sorts the array by a user defined order as defined in the sortOrder() function. The function to sort an array by a custom sorting function is provided by the build in method usort().

Then, the contents of $array are outputted in a format that can be read by the scripts running on question.php.

**index.php:**

This is the script for the homepage of the website in version 1. It’s also based off the blank page template, but with a lot of modifications including logging details about the user into the database.

The logging at the top of the script works by collecting the user’s IP Address, the current time and the current date, and inserting them into a ‘visits’ table in the database. The script does not attempt to log anything if it cannot establish a connection to the database in order to prevent errors.

There is also a footer at the bottom of the page which renders status icons for both the website and database, for development purposes.

**logout.php:**

This script logs the user out of the website by wiping the ‘username’ SESSION variable and redirecting the user back to the homepage. This is the simplest script in this version of the project and remains relatively unchanged throughout subsequent versions.

**processipblock.php:**

The process\*.php scripts in this project appear in every single version and are used to process form data and interface with the database.

This script takes the form data from admin.php and uses an INSERT INTO MySQL query to insert the user’s IP address and the date into the database, providing a connection to be established to the database.

**processlogin.php:**

As with processipblock.php, this is a backend script that runs after a specific form has been submitted. This script is runs after a user clicks ‘log in’ and is used to validate their credentials either log them in or produce an error message depending on the username/password combination they enter in the form. These fields are sent as POST data and are received by the script by assigning $username and $password to the value of $\_POST[‘username’] and $\_POST[‘password’] respectively.

As always, first the script checks that it can establish a connection to the database, exiting with an error message if not. Then it gets the username and password that the user entered as described above and creates a new MySQL query to select the ‘id’ and ‘password’ attribute from the ‘users’ table from the record where the ‘username’ attribute matched the username that the user entered on the previous page. It then runs the query and stores the result.

If there is a result from this query, then the username entered must be a valid username stored in the database because the mysqli\_query function returns null if no data is returned. Therefore the script next compares the result returned from the database against null. If the result is not null then the script continues, but if it is then the user doesn’t exist and the script exists with an error message telling the user that their username does not exist.

Providing the username exists, the script then creates an associative array of the data returned from the database. It then uses this array to get the encrypted password hash returned from the database, and uses the build in function ‘password\_verify()’ using the hash returned from the database and the password the user entered as the parameters. If this returns true then the password matches the hash and the login details the user entered are correct. The user can then be logged in and the page redirects back to the homepage.

However if this function returns false then the user entered the wrong password and the script displays an error message and a button to try again.

**processquestion.php**

This is the backend script that uploads a question to the database. As well as simply adding the question to the database,