**-local MySQL**

Because of the cost of the project it’s the best that we run and test everything locally. So the first thing to take care of, is that you are able to run a mysql database on your own computer.

You don’t have to worry about the tables and filling the database with dummy data. The Laravel project will take care of that. But later I will explain more …

So on this topic you have to find a bit on your own. If you haven’t installed mysql on your pc yet than I recommend to install an older version: 5.7.25. This is what I have installed and this because there is a problem with the newest version combined with Laravel (newest mysql uses a new method to authenticate, to the database, which isn’t compatible with Laravel at the moment). So to download:

<https://dev.mysql.com/downloads/mysql/5.7.html>

If you already have it installed but version 8. In that case GOOD LUCK.

For me to go to an older version it’s been a pain in the ass but I think what I had done was try to delete everything from mysql and than install the older version but you have to google it for your own than.

**-laravel**

Install Composer:

<https://getcomposer.org/>

Install Laravel:

<https://laravel.com/docs/5.8>

So when you’ve installed these things you can go on with connecting to the local database. To do so you go to the .env file and change it to the following things.



If you can connect we are going to give the database the tables with following command:

$ php artisan migrate

Later when you want to clear your database for example (to put new/fresh data in it), you first run this command:

$ php artisan migrate:fresh

Now you can fill the database with random dummy-data:

$ php artisan db:seed

To get the apiLaravel project running you just run:

$ php artisan serve

And than you can make some requests to the database and try to post new dispensers for example. (Therefore to test I’ve used Postman: <https://www.getpostman.com>)

Example GET requests: http://localhost:8000/api/building

(By making this documentation I thought of a new problem, I’m going to put it on the end of this document)

**-ionic**

First install Node.js (recommended version):

https://nodejs.org/en/

CLI:

$ Npm install -g ionic

To run the project you go into the project folder and run following command:

$ ionic serve

Or you can run it on your mobile:

1. Download the Ionic DevApp from the App/Play Store
2. Make sure your phone and PC are connected to the same WIFI network
3. Check what IP address your PC has
4. Open the mobile app and connect manually to this IP-address and port 8100

Afbeelding met zwart

Automatisch gegenereerde beschrijving

1. This should do it.

**Problem**

At this moment I haven’t yet coded the method so a dispenser can get updated, but I was wondering how a dispenser knows which dispenser object he is in the dispensers table. So how are we going to know which row has to updated in the table?

I’m going to make a drawing here to try to be clear about the problem I’m thinking of:

Afbeelding met tekst

Automatisch gegenereerde beschrijving