<?php

session\_start();

include '../../db/db\_conn.php'; // Include your database connection

if (!isset($\_SESSION['e\_id']) && !isset($\_SESSION['a\_id'])) {

echo json\_encode(['status' => 'error', 'message' => 'Unauthorized access']);

exit();

}

if ($\_SERVER['REQUEST\_METHOD'] === 'POST') {

$data = json\_decode(file\_get\_contents('php://input'), true);

$employeeId = $data['employee\_id'];

$reaction = $data['reaction'];

$accountId = isset($\_SESSION['e\_id']) ? $\_SESSION['e\_id'] : $\_SESSION['a\_id'];

// Validate input

if (empty($employeeId) || empty($reaction)) {

echo json\_encode(['status' => 'error', 'message' => 'Invalid input']);

exit();

}

// Check if a reaction already exists for this account

$checkSql = "SELECT \* FROM employee\_reactions WHERE employee\_id = ? AND account\_id = ?";

$checkStmt = $conn->prepare($checkSql);

$checkStmt->bind\_param("ii", $employeeId, $accountId);

$checkStmt->execute();

$checkResult = $checkStmt->get\_result();

if ($checkResult->num\_rows > 0) {

// Update existing reaction

$updateSql = "UPDATE employee\_reactions SET reaction = ? WHERE employee\_id = ? AND account\_id = ?";

$updateStmt = $conn->prepare($updateSql);

$updateStmt->bind\_param("sii", $reaction, $employeeId, $accountId);

$updateSuccess = $updateStmt->execute();

$updateStmt->close();

} else {

// Insert new reaction

$insertSql = "INSERT INTO employee\_reactions (employee\_id, account\_id, reaction) VALUES (?, ?, ?)";

$insertStmt = $conn->prepare($insertSql);

$insertStmt->bind\_param("iis", $employeeId, $accountId, $reaction);

$insertSuccess = $insertStmt->execute();

$insertStmt->close();

}

if (isset($updateSuccess) ? $updateSuccess : $insertSuccess) {

echo json\_encode(['status' => 'success', 'message' => 'Reaction saved successfully']);

} else {

echo json\_encode(['status' => 'error', 'message' => 'Failed to save reaction']);

}

$checkStmt->close();

$conn->close();

} else {

echo json\_encode(['status' => 'error', 'message' => 'Invalid request method']);

}

?>