

Question:

Title: "Session-Based Login and Logout System in PHP and Node.js (With and Without Database)"

Objective:

To implement a basic user authentication system using **sessions** for login and logout functionality. This system must be created in both **PHP** and **Node.js**, and should include:

1. **Without Database:**
Use hard coded user credentials (e.g., in an array or object).
2. **With Database:**
Use a proper database (e.g., MySQL for PHP, MongoDB for Node.js) to store and verify user credentials.

Requirements:

1. **Login Page**
 - A form to accept username and password.
 - Verify credentials using either a predefined set (without DB) or from a database.
2. **Dashboard Page**
 - Accessible only after successful login.
 - Should display the logged-in user's name.
 - Redirect to the login page if accessed without a session.
3. **Logout Functionality**
 - Destroy session and redirect to the login page.
4. **Session Management**

- Use server-side session handling in both PHP and Node.js.

Bonus Task (Optional):

- Add basic form validation and display appropriate error messages for incorrect credentials.
- Use password hashing when working with the database.

Key Features Implemented:

1. **Session-based authentication** in both PHP and Node.js
2. **Database and non-database versions** for each
3. **Protected routes** that check for authentication
4. **Logout functionality** that destroys the session
5. **Error handling** for invalid login attempts
6. **Password hashing** for security
7. **Basic CSS styling** for all pages

To run these implementations:

For PHP:

- Place files in a directory accessible by your web server
- For MySQL version, create the database first

For Node.js:

- Run `npm install` to install dependencies
- Run `npm start` to start the server
- For MongoDB version, ensure MongoDB is running locally

Submission Guidelines:

- Submit both PHP and Node.js implementations.
- Include code files and database (if used).
- Add a brief README explaining how to run your project.

