Back-end task

- Initial set up
  Open .env file

```
DB_CONNECTION=mysql
DB_HOST=127.0.0.1
DB_PORT=3306
DB_DATABASE={input your database}
DB_USERNAME={input your username}
DB_PASSWORD={input your password database}
```

- Generating dummy data instantly

  php artisan make:model Transaction -mfs

  Navigate to app/database/migrations and open "...create_transations_table"

```
public function up()
    {
        Schema::create('transactions', function (Blueprint $table) {
            $table->bigIncrements('Transaction_ID');
            $table->bigInteger('Company_ID');
            $table->text('Description');
            $table->text('Purpose');
            $table->bigInteger('Merchant_id');
            $table->bigInteger('Amount');
            $table->integer('Created_by');
            $table->timestamps();
        });
    }
```

  Then run : **php artisan migrate**

  Let's then open the TransactionFactory in app/database/factories and paste this:

```
public function definition()
    {
        return [
            'Company_ID' => $this->faker->randomNumber($nbDigit = NULL,
$strict = false),
            'Description' => $this->faker->sentence,
            'Purpose' => $this->faker->paragraph,
            'Merchant_id' => $this->faker->numberBetween($min = 1, $max = 20),
            'Amount' => $this->faker->numberBetween($min = 10, $max = 99),
            'Created_by' => rand(1, 10),
```

```
        ];
    }
```

This will be the rules of the contents of Transactions table

Go to app/database/factories/seeders and open TransactionSeeder and paste this inside to generate 1000 transaction data:

```
namespace Database\Seeders;

use App\Models\Transaction;
use Illuminate\Database\Seeder;

class TransactionSeeder extends Seeder
{
    /**
     * Run the database seeds.
     *
     * @return void
     */
    public function run()
    {
        Transaction::factory(1000)->create();
    }
}
```

To run the seeder let's paste it first inside the DatabaseSeeder.php in the same folder

```
class DatabaseSeeder extends Seeder
{

    /**
     * Seed the application's database.
     *
     * @return void
     */
    public function run()
    {
        $this->call(TransactionSeeder::class);
        // $this->call(Merchant::class);
    }
}
```

Go to terminal and run that specific seeder:

php artisan db:seed --class=TransactionSeeder

php artisan make:model Merchant -mfs

Navigate to app/database/migrations and open "...create_merchants_table"

```
public function up()
    {
        Schema::create('merchants', function (Blueprint $table) {
            $table->bigIncrements('Merchant_ID');
            $table->string('Merchant_name');
            $table->text('Merchant_address');
            $table->integer('Created_by');
            $table->timestamps();
        });
    }
```

Then run : **php artisan migrate**

```
public function definition()
    {
        return [
            'Merchant_name' => $this->faker->company,
            'Merchant_address' => $this->faker->address,
            'Created_by' => rand(1, 10),
        ];
    }
```

This will be the rules of the contents of Merchants table

Go to app/database/factories/seeders and open MerchantSeeder and paste this inside to generate 100 transaction data:

```
namespace Database\Seeders;

use App\Models\Merchant;
use Illuminate\Database\Seeder;

class MerchantSeeder extends Seeder
{
    /**
     * Run the database seeds.
     *
     * @return void
     */
    public function run()
    {
        //
        Merchant::factory(100)->create();
    }
```

```
}
```

To run the seeder let's paste it first inside the DatabaseSeeder.php in the same folder

```
class DatabaseSeeder extends Seeder
{

    /**
     * Seed the application's database.
     *
     * @return void
     */
    public function run()
    {
        // $this->call(TransactionSeeder::class);
        $this->call(MerchantSeeder::class);
    }
}
```

Go to terminal and run that specific seeder:

php artisan db:seed --class=MerchantSeeder