Validation

Regular Expression

Match All

replace

```
// REPLACE ------

// $modified = preg_replace('/pattern/', 'replaced pattern', 'text');

// $modified = preg_replace('/like/', 'hate', 'ahmo like that life');

// echo("$modified"); ahmo hate that life

// also you may use group for output

// $modified = preg_replace('/(\w+ +)(\w)(\w+)$/iu', '-\1- -\2- -\3-', 'Ahmet Oguz Ergin');

// echo "$modified";
```

Db

Create

```
if ($btn == "Create") {
   try {
       $sql = "insert into crudoperations (name, code) values (:name, :code)";
       $stmt = $db->prepare($sq1);
       $stmt->bindValue(":name", $name, PDO::PARAM STR);
       $stmt->bindValue(":code", $code, PDO::PARAM_STR);
       $stmt->execute();
       $lastInsertedId = $db->lastInsertId();
   } catch (PDOException $ex) {
       die("Insert Error : " . $ex->getMessage());
```

Update

Delete

Login

Read

```
1 
class User
3 
4 // constant and static variables
const MALE = 1;
const MALE = 2;
private Static $count = 0;
8
6 // private batic $count = 0;
8
7 // private batic $count = 0;
9 // private Susername;
private $gender;

1 // constructor
function _construct($username, $gender)
5 

5 // spender = $self::MALE ? $this>>gender = $self::MALE;

5 // spender = $self::MALE ? $this>>gender = $self::FEMALE;

6 // destructor is called at the end of the program to remove objects
function _destruct()
4 // echo"

6 // static method
public static function getCount()
7 // static method
public static function getCount()
8 // toString method
public function _toString()
8 // toString method
public function _toString()
8 // cono"Username: ($this>username) 

7 // br>6 // cono"Username: ($this>username) 

7 // br>6 // cono"Username: ($this>username) 

7 // br>6 // cono"Username: ($this>username) 

8 // br>6 // echo"Username: ($this>username) 

8 // br>6 // cono"Username: ($this>username) 

9 // br>6 // cono"Username: ($this>username) 

9 // br>7 // brander == $self::MALE ? "Male": "Female") . "

9 // br>7 // bry7 /
```

```
<?php
// general about classes

require_once __DIR__ . "/Classes/User.php";

// creation of objects

$user1 = new User("Ahmet Oğuz Ergin", User::MALE);
$user2 = new User("Kisimo", User::FEMALE);

// display method
$user1->__toString();
$user2->__toString();

// static display
echo "There is " . User::getCount() . " object ";
?>
```

```
class Vehicle
                                                         class Motorbike extends Vehicle
    private static $count = 0;
    private $seat;
                                                             private $fuel;
                                                             private $speed;
    function __construct($seat)
                                                             public function __construct($seat, $fuel, $speed)
        $this->seat = $seat;
        self::$count++;
                                                                 parent::__construct($seat);
                                                                 $this->fuel = $fuel;
                                                                 $this->speed = $speed;
    public function __toString()
        return "Seat number: " . $this->seat . "</br>";
                                                             public function __toString()
                                                                 $output = parent::__toString();
    public static function getCount()
                                                                 $output .= "Fuel Type: {$this->fuel}</br>";
                                                                 $output .= "Speed: {$this->speed}</br><";</pre>
        return self::$count;
                                                                 return $output;
}
```

```
// Inheritance and polymorphism autoload

// require_once __DIR__ . "/Classes/Car.php";
// require_once __DIR__ . "/Classes/Motorbike.php";
// you can use that statement to include classes automatically
spl_autoload_register(function ($class) {
    echo "Class included: $class <br/>    require_once __DIR__ . "/Classes/" . $class . ".php";
});

$car1 = new Car(5, "hybrid");
$motorbike1 = new Motorbike(5, "gas", 320);

$ar = [$car1, $motorbike1];

// polymorphism
foreach ($ar as $obj) {
    if ($obj instanceof Car)
        echo "Car: </br>
    echo "Car: </br>
    echo "Motorbike:</br>
    */
    echo $obj->__toString();
}

echo "There is " . Vehicle::getCount() . " object ";

?>
```

4

```
<?php
namespace Classes;

class Vehicle
    private static $count = 0;
    private $seat;

<?php

// namespace is used for ambiguity but I think there is no need.

// require_once __DIR__ . "/Classes/Car.php";
// require_once __DIR__ . "/Classes/Motorbike.php";
// you can use that statement to include classes automatically
</pre>
```

```
// require_once __DIR__ . "/Classes/Motorbike.php";
// you can use that statement to include classes automatically
spl_autoload_register(function ($class) {
            echo "$class <br>";
            require_once "./" . $class . ".php";
});

use Classes\Car as C;
use Classes\Vehicle as V;
use Classes\Whotorbike as M;

$car1 = new C(5, "hybrid");

<
```

```
require_once $class;
                                                                      interface iDraw
});
                                                                          public function iDraw();
class Pen extends Tool implements iDraw
                                                     <?php
    private $amount;
    public function __construct($aim, $size, $am
                                                     spl_autoload_register(function ($class) {
                                                         echo "$class <br>";
        parent::__construct($aim, $size);
                                                         require_once __DIR__ . "/Classes/" . $class . ".php";
        $this->amount = $amount;
                                                     });
                                                     $pen1 = new Pen("Draw", "small", 5);
    public function __toString()
                                                     echo $pen1->__toString();
        return parent::__toString() . "</br>Amou
                                                     $pen1->iDraw();
    public function iDraw()
        echo "This pen class implements iDraw interface";
```