Rationale

For this assessment, we were tasked with creating a simple PHP based web application, fully published online, which could access a database to monitor anything we could think of. This could range from a variety of topics such as macros, film watched, an assignment tracker, and so forth. For this assessment, I decided to revisit a project I developed in Year 12 in my IT class. At the time, we were also looking into SQLite, and looking at how this could be integrated with HTML, CSS, and, more importantly, Python. However, I felt as if the way in which said concept was hosted was rather outdated three years after making the website, and decided to remake the concept, with some new additions, and use PHP as my source block.

The project I have created is a catalogue for users to register the games they own, to keep track of them and log whether they still own them. Back in Year 12, the extent the website reached was my ability to add entries into the database, and view them on a HTML webpage, but this new iteration goes a step further. In this, we have the ability to add and view the entries– but use a cleaner interface spread across different PHP pages rather than a single HTML page – but also the ability to edit the information of the entries if they were incorrectly entered, and to delete the entries in the event that the user does not own the game.

Making the change over to using a PDO system was interesting for me. PHP has been a language which I haven’t really encountered before, so learning how to do things differently was a bit of a challenge. Overall, it has been a great learning experience using it as the foundation for this web application, and I have found I prefer it much more than using Python and HTML. Where I have found difficulty is enabling the user of the website to create a login and store their own information in the database separate from any users. Hours were spent looking through different methods to get a login system to work, whether it was using a PDO system or not. The closest we got was being able to create a user to the database, which is simple considering it was using similar code to create an entry into the ‘games’ database. The difficulty was pulling the information from the database to register the user was logged in, and then taking the ID from the user to add to the entry that was made for the games. I was unable to get this to work by the time of launch, so I have not featured it as a component of the website. Every other aspect of the website works, such as adding, reading, editing and deleting entries in the ‘games’ database, but I could not get the login to work. For this website, I used infinityfree.net to host the website; this service was easy to use and get everything working. Changing the configuration file to not use ‘localhost’ but use the server was an easy change, and the website worked instantly.

This was a great project to come back to, reimagine and innovate upon, and I will keep trying to get the user login system to work past the submission of this assignment.