

## BASICS

PHP tag	<code>&lt;?php code goes here; ?&gt;</code>
Printing text	<code>print 'Text to be displayed'; echo 'Text', 'to', 'be', 'displayed';</code>
Declare a variable	<code>\$varName = value;</code>
String formatting (in double-quotes)	<code>"Display the variable \$varName"; "Display the variable " . \$varName;</code>
Write formatted string to var	<code>\$var = sprintf("You have %d %s left",\$amount,\$currency);</code>
Print formatted string	<code>printf("Value: %s") (String = %s)(Int = %d)(Float = %f)</code>
Type casting (Explicit) Type casts:	<code>\$varName = (dataType)\$varTochange; (int)(double)(float)(bool)(string)(array)(object)(unset)=null</code>
Global variable (Accessible anywhere in code)	<code>global \$varName; \$GLOBALS['varName'];</code>
Suppress error message	<code>@ (Ex: \$varName = @\$_GET['name'];)</code>
Create a constant ( <b>case-ins</b> )	<code>define(CONSTANT_NAME, "constant_value", [true/false]) const CONTANT_NAME = value;</code>
Comments	<code># single-line // single-line /* multi-line */</code>

## BUILT-IN FUNCTIONS

STRING FUNCTIONS	
Return length of string	<code>strlen(\$strName)</code>
Return number of words	<code>str_word_count(\$strName)</code>
Reverses string	<code>strrev(\$strName)</code>
Searches string, returns index, starting at index	<code>strpos(\$strName, "str_to_find", #)</code>
Replace x with y in str	<code>str_replace("x", "y", \$str)</code>
NUMERIC FUNCTIONS	
Formats number with comma, optional rounding	<code>number_format(\$number, [#])</code>
Returns random number between min and max	<code>rand/mt_rand(min, max);</code>
VARIABLE FUNCTIONS	
Returns information on the variable	<code>var_dump(\$var)</code>
Returns the data type of the variable	<code>gettype(\$var)</code>
Returns true if var is null	<code>isset(\$var)</code>
Returns true if var is null, not set, or an empty string	<code>empty(\$var)</code>
Returns true if var is or can be converted to a number	<code>is_numeric(\$var)</code>
DATE FUNCTION date(format)	
Returns current date in given format (Ex: 16/09/18)	<code>\$date = date('d/m/y')</code>

## OPERATORS

<	Less than	>	Greater than
<=	Less than or equal to	>=	Greater than or equal to
<b>Equality Operators (Type-Coercion)</b>		<b>Identity Operators (Same type &amp; value)</b>	
==	Equal value	===	Equal value and type
!= / <>	Not equal to	!==	Not equal value and type
<b>Logical Operators</b>		Example:	
!	Not (Returns opposite Boolean)	echo !is_numeric(\$number)	
&&	And (Both expressions are true)	\$age >= 18 && \$score >= 680	
	Or (Either expression is true)	\$state == 'CA'    \$state == 'NC'	

## SELECTION

if, else if, else	ternary operator	switch statement
<pre>if (condition) {     code to be run if true; } else if (condition) {     code to be run if true; } else {     to be run if false; }</pre>	<pre>(condition) ? valid_if_true : value if false;</pre>	<pre>switch (expression) {     case 'this':         code to be run if true;         break;     case 'this':         code to be run if true;         break; }</pre>
	<b>using flags with constants</b> <pre>define("_ADMIN_", 1); define("_STUDENT_", 2); \$role_id = 1; if(\$role_id == _ADMIN_) {...}</pre>	

## ITERATION

while loop	do-while loop
<pre>while (condition) {     code run while condition = true;     increment/decrement; } / endwhile</pre>	<pre>do {     code to be executed at least once } while (condition for code to be run);</pre>
<b>for loop</b>	
<pre>for (initialization; condition; increment/decrement) {     code to be run while condition is true; } / endfor;</pre>	
foreach loop (arrays)	foreach loop (associative arrays)
<pre>foreach (\$arrName as \$item) {     echo "\$item &lt;br&gt;"; }</pre>	<pre>foreach (\$arrName as \$k =&gt; \$v)     echo "Key=" . \$k . ", Value=" . \$v;</pre>
<pre>foreach (\$arrName as \$item):     ... endforeach;</pre>	<pre>foreach (\$arrName as \$k =&gt; \$v):     echo "Key=" . \$k . ", Value=" . \$v; endforeach;</pre>

# ARRAYS

Creating an array	\$arrName = [];		\$arrName = array();
Create array with values	\$arr = ['val1', 'val2'];		\$arr = array('val1', 'val2');
Assign an item to index	\$arrName[index] = value;		\$aSarrName['key'] = value;
Assign an item to the end	\$arrName[count(\$arrName) - 1]		
Delete item from array	unset(\$arrName[index]);		unset(\$aSarrName['key']);
Delete entire array	unset(\$arrName)		
Sort array (asc)/(desc)	sort(\$arrName); / rsort(\$arrName);		
String Formatting	"First Item: \$arrName[0]"; "First Item: {\$arrName[0]}";		
Array cursor			
Get index of current element	key(\$arrName);	Move cursor to last element	end(\$arrName);
Move cursor to next element	next(\$arrName);	Move cursor to first element	reset(\$arrName);
Associative Array & N-Dimensional Arrays			
Create & initialize values	\$arrName = array('key' => 'value', 'key2' => 'value2'); \$arrName = ['key' => 'value', 'key2' => 'value2'];		
2-Dimensional	var_name = [ [r1c1, r1c2, r2c3], [r2c1, r2c2, r2c3] ]; \$ar = array( array(r1c1, r1c2, r2c3), array(r2c1, r2c2, r2c3) );		
N-Dimensional	\$arr = [ [[d1r1c1, d1r1c2], [d1r2c1, d1r2c2]], [[d2r1c1, d2r1c2], [d2r2c1, d2r2c2]] ]; \$arr = array( array(array(d1r1c1, d1r1c2), array(d1r2c1, d1r2c2)), array(array(d2r1c1, d2r1c2), array(d2r2c1, d2r2c2)) );		
ARRAY FUNCTIONS			
Returns number of values	count(\$arrName); / sizeof(\$arrName);		
Delete last item	\$arrName = array_pop(\$arrName);		
Delete first item	\$arrName = array_shift(\$arrName);		
Add item to end	\$arrName = array_push(\$arrName, value);		
Add item to beginning	\$arrName = array_unshift(\$arrName, value);		
Remove gaps in array	\$arrName = array_values(\$arrName);		
Concatenate arrays	\$newArray = array_merge(\$arrayOne, \$arrayTwo);		
Array from lo to hi, by step	\$arrName = range(\$lo, \$hi, [\$step])		
Slices array from index to len	\$arrName = array_slice(\$arr, \$index, [\$len, \$keys])		
Replaces arr with new, from i	array_splice(\$arr, \$i, [\$len, \$new])		
String to array (sep by del)	\$arrName = explode("del", \$strName);		

# FUNCTIONS

```
function function_name([optional parameters]) {  
    code to be run when function is called;  
    optional return statement;  
}
```

Variable length parameter	Anonymous function	Parameter with default value
<pre>function var_list(...\$var) {     return var_dump(\$var); }</pre>	<pre>\$times_two = function(\$num) {     return \$num * 2; };</pre>	<pre>function add_3(\$num = 1) {     return num + 3; }</pre>

## value & reference

**Passed by value:** By default, PHP sends a copy of the argument to the function, not the argument itself.

**Passed by reference:** PHP sends a pointer to the original variable, changing the value. Code a &

Argument passed by value	Argument passed by reference
<pre>function add_1(\$num) {     \$num += 1;     echo '&lt;p&gt;Number: ' . \$num . '&lt;/p&gt;'; } \$number = 1; add_1(\$number);    //Displays 2 echo \$number        //Displays 1</pre>	<pre>function add_1(&amp;\$num) {     \$num += 1;     echo '&lt;p&gt;Number: ' . \$num . '&lt;/p&gt;'; } \$number = 5; add_1(\$number);    //Displays 2 echo \$number        //Displays 2</pre>

## variable scope

**Global Variable:** declare variable outside a function, can be accessed using the **global** keyword

**Local Variable:** declare variable inside a function

A variable with global scope	A variable with local scope
<pre><b>\$a = 10;</b> function show_a() {     echo \$a; } show_a(); //Displays nothing</pre>	<pre>function show_b() {     <b>\$b = 10;</b>     echo \$b; } echo \$b //Outside function, \$b is null</pre>
Accessing a global variable within a function:	
<pre><b>\$c = 10;</b>                                // \$c has global scope function show_c() {     <b>global \$c;</b>                            // \$c now refers to the global variable \$c     echo \$c; } show_c();                                //Displays 10</pre>	

# FORMS

superglobal variables	
Array sent by the HTTP GET method, to collect values from a form	\$_GET
Array sent by the HTTP POST method, to collect values from a form	\$_POST
Used to collect data after submitting an HTML form (Like get/post)	\$_REQUEST
Holds information about headers, paths, and script locations	\$_SERVER
Returns the filename of the currently executing script.	\$_SERVER["PHP_SELF"]
Returns the request method used to access the page (GET or POST)	\$_SERVER["REQUEST_METHOD"]

example:

<pre>&lt;form method="post" action="&lt;?php echo \$_SERVER['PHP_SELF'];?&gt;"&gt;   Name: &lt;input type="text" name="fname"&gt;   &lt;input type="submit"&gt; &lt;/form&gt; &lt;?php if (\$_SERVER["REQUEST_METHOD"] == "POST") {     \$name = htmlspecialchars(\$_REQUEST['fname']);     if (empty(\$name)) {         echo "Name is empty";     } else {         echo \$name;     } }</pre>	Form is run on the same page  If the server request method is POST: the fname property is displayed. (\$_REQUEST could be replaced with \$_POST)
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# PHP FILES

The **include** or **require** statement copies the content of one file and inserts it into another PHP file.

Inserts and runs the specified file. Shows a warning if it fails.	include \$path/(\$path)
Same as include, but makes sure that the file is included only once.	include_once(\$path)
Similar to include, but if it fails, it causes an error that stops the script.	require(\$path)
Same as require, but it makes sure that the file is only required once.	require_once(\$path)
Exits the current script. If \$status is included, it is sent to the browser.	exit([\$status])
Works the same as the exit function	die([\$status])

Example:

f1.php	f2.php
<pre>&lt;form action="file.php" method="POST"&gt;   Username: &lt;input type="text" name="username"&gt;&lt;br/&gt;   Password: &lt;input type="text" name="password"&gt;&lt;br/&gt;   &lt;input type="submit"&gt; &lt;/form&gt;</pre>	<pre>\$file = 'f1.php'; include \$file; //include(\$file); //include('f1.php'); //include 'f1.php';</pre>

\*f2.php will run the form from f1.php

# FILE HANDLING

## FILE CREATION & OPENING

Open, read or create a file	<code>fopen(\$filePath, <i>mode</i>);</code>
Returns reference to open file	<code>\$file = fopen(\$filePath, 'mode') or die("Error");</code>
Checks if file exists (returns bool)	<code>file_exists(\$filePath);</code>
Create empty file	<code>touch(\$fileName);</code>

## FILE READING

Reads file and outputs contents	<code>readfile(\$filePath);</code>
Returns contents of file	<code>file_get_contents(\$filePath)</code>
Open file for reading	<code>\$file = fopen(\$filePath, 'r')</code>
Reads specified num of bytes (Default: whole file)	<code>fread(\$file, [num]);</code>
Gets line, moves cursor to next line	<code>fgets(\$file)</code>
Gets char	<code>fgetc(\$file)</code>
Save contents to array	

## FILE WRITING

Write to a file (Writes over content)	<code>\$file = fopen(\$fileName, 'w')</code> <code>fwrite(\$file, \$stringToWriteToFile);</code>
Append to a file	<code>\$file = fopen(\$fileName, 'a')</code> <code>fwrite(\$file, \$stringToWriteToFile);</code>
Write content of string to file	<code>file_put_contents('filename.txt', \$content);</code>

## FILE CLOSING

Rewind file to beginning	<code>rewind(\$file);</code>
Boolean returns end of file	<code>feof(\$file);</code>
Closes the file	<code>fclose(\$file);</code>
Delete a file	<code>unlink(\$filePath);</code>

## modes

<code>r / r +</code>	Read-only/Read & write (Pointer: beginning of file)
<code>w / w +</code>	Write-only/Read & write - Erases or creates if it doesn't exist. (Pointer: beginning of file)
<code>a / a +</code>	Write-only/Read & write - Data in file is preserved, or creates file. (Pointer: end of file)
<code>x / x +</code>	Create new file write-only/Create new file read & write - Returns false if file exists.

## COOKIES

Create/modify cookie	<code>setcookie(name, [value, expire, path, domain, secure, httponly]);</code>
Delete a cookie	<code>setcookie("name", "", time() - [negative number]);</code>
Check if enabled	<code>if(count(\$_COOKIE) &gt; 0)</code>
Get value	<code>\$varName = \$_COOKIE['cookieName'];</code>

Example:

<code>\$name = 'userid'; \$value = 'aruso'; \$expire = strtotime('+1 year'); setcookie(\$name, \$value, \$expire, '\');</code>	<code>&lt; Name of cookie &lt; Value of cookie (default: "") &lt; Expiration date of cookie (default: 0) &lt; Create cookie with given values</code>
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## SESSIONS

- A session is a way to store information (in variables) to be used across multiple pages.
- Unlike a cookie, the information is not stored on the users computer.
- Session variables are associative arrays that hold information about one single user, and are available to all pages in one application, and last until the user closes the browser.

Start a PHP session	<code>session_start();</code>
Get name of session cookie	<code>\$varName = session_name(); //Default: PHPSESSID</code>
Get name of session ID	<code>\$id = session_id(); //Example: fj3k3alk49jf30e5g68s3</code>
Set session ID	<code>session_id('IdName');</code>
Set session variable	<code>\$_SESSION['name'] = 'value';</code>
Get variable from session	<code>\$varName = \$_SESSION['name'];</code>
Print session variables	<code>print_r(\$_SESSION); //Returns Array ( [name] =&gt; value )</code>
Modify session variable	<code>\$_SESSION['name'] = 'new_value';</code>
Remove a session variable	<code>unset(\$_SESSION[name]);</code>
Remove all session variables	<code>session_unset(); OR \$_SESSION = array();</code>
Destroy the session	<code>session_destroy();</code>

Example:

<code>&lt;?php session_start(); \$_SESSION["favcolor"] = "green"; echo "Favorite color is " . \$_SESSION["favcolor"]; session_unset(); session_destroy();</code>	<code>&lt; Start the session &lt; Set session variables &lt; Get session variable and echo value &lt; Remove all session variables &lt; Destroy the session</code>
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# OBJECT-ORIENTED

Create class Create constructor Add property Add method Create destructor	<pre>class ClassName {     public function __construct() { ... }     accessLevel \$propertyName, \$propertyName2...     accessLevel function functionName() { ... }     public function __destruct() {     } }</pre>
Refer to current object	<code>\$this</code>
Refer to current class	<code>\$self</code>
Create object	<code>\$objectName = new ClassName();</code>
SETTER	<pre>public function setProperty(\$newValue) {     \$this-&gt;property_name = \$newValue; }</pre>
Using magic method: Setting using magic method:	<pre>function __set(\$propertyName, \$value) { ... } \$objName-&gt;propertyName = "new value";</pre>
GETTER	<pre>public function getPropertyName() {     return \$this-&gt;property_name; }</pre>
Using magic method: Getting using magic method:	<pre>function __get(\$propertyName) { ... } echo \$objName-&gt;propertyName;</pre>
Create <b>static</b> property/method Refer to static property:	<pre>static \$propertyName; static methodName() { ... } self::\$propertyName;</pre>
Create <b>constant</b> property Refer to constant property:	<pre>const CONSTNAME = value; self::CONSTNAME</pre>

## classes and relationships

<b>Abstract</b> (Cannot instantiate) abstract method (Declare signature):	<pre><b>abstract</b> class ClassName {     <b>abstract</b> public function funcName(); }</pre>
<b>Final</b> (Cannot be inherited) final method (Cannot be overridden):	<pre><b>final</b> class ClassName {     <b>final</b> public function funcName(); }</pre>
<b>Interface</b> (Cannot instantiate) Cannot include variables, only const: Methods (must be public): Implementing an interface:	<pre><b>interface</b> InterfaceName {     <b>const</b> CONSTANTNAME;     function funcName(); } class ClassName <b>implements</b> InterfaceName {</pre>
<b>Anonymous</b> class	<pre>\$objectName = new class {     //properties and methods }; </pre>
Inheritance	<code>class <b>SubClass</b> extends <b>BaseClass</b></code>
Calling a parent method	<code>parent::__construct();</code>



## DATABASES

Create database object from PDO	<code>new PDO(\$dsn, \$username, \$password);</code>
DSN syntax	<code>mysql:host=<i>host_address</i>;dbname=<i>database_name</i>;</code>
Example:	<code>\$dsn = 'mysql:host=localhost;dbname=my_guitar_shop'; \$db = new PDO(\$dsn, 'mgs_usr', 'D39EJKEL34');</code>
SELECT statements	<code>\$query = 'SELECT * FROM <i>tablename</i>...'; \$result_set = \$db-&gt;query(\$query);</code>
INSERT statements	<code>\$query = "INSERT INTO <i>table(columns)</i> VALUES (values)"; \$insert_count = \$db-&gt;exec(\$query);</code>
UPDATE statements	<code>\$query = "UPDATE <i>table</i> SET <i>col</i> = value WHERE..."; \$update_count = \$db-&gt;exec(\$query);</code>
DELETE statements	<code>\$query = "DELETE FROM <i>table</i> WHERE ..."; \$delete_count = \$db-&gt;exec(\$query);</code>

## ERROR HANDLING

Create new exception	<code>new Exception(\$message [, \$code]);</code>
Throw statement	<code>throw \$exception;</code>
Try/Catch	<code>try { statements } catch (ExceptionClass \$exceptionName) { statements }</code>