

# Personal Portfolio

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### Artefact 1 – Setup Dev, UAT and Production Environments

This task involved setting up two AWS instances running Ubuntu 14.04 LTS and installing a LAMP stack on each. Further to this, a virtual box copy of the environment was also created and distributed to each team member so that they could work in an environment as close to the production server as possible. Deploying the application code to these environments is achieved through a combination of SCP and the Linux `cp` command.

The app can be accessed in these environments by going to:

- UAT – <http://maddep-uat.cyberize.com.au/home.php>
- Production – <http://maddep.cyberize.com.au/home.php>

### Artefact 2 – Member Registration Page

The purpose of the member registration page is to gather personal and login details of a migrant community member and store them in a MySQL database so that they can be used at a later date (e.g. for application login).

The page relies on 4 files. When `registration.php` is called, dependant on the situation, the content of the page either shows:

- An already registered error (`alreadyRegistered.inc`)
- The input form (`registration.inc`)
- A successful registration page (`processReg.inc`) and data is sent to the database.

### Artefact 3 – Navigation Menu

A navigation menu sits at the top of each page so that the user can easily find the page that they're looking for in addition to a common header for all pages. If a user has logged in, they will also see a logout button.

The navigation was added by including the `header.inc` file at the top of the `<body>` tag of each other visible page. This file currently contains hyperlinks to the `home.php`, `jobRequest.php` and `registration.php` pages. If a user is logged in (i.e. `$_SESSION['userID']` is not null), a logout button is displayed that on clicking will log the user out (via the `logout.php` page) and redirect them back to the original page.

### Artefact 4 – Modify Landing Page to Distinguish User Level

The `landing.inc` is called by `landing.php` if a user is logged in and displays the jobs that that user has access to. The original page was created by Paul to display jobs to the member. My modification determines the `userLevel` and if a volunteer is detected, they are shown all jobs in the system.

This is done by reading the `$_SESSION['userLevel']` element and if a member is detected (i.e. `== 1`), adding a `WHERE` clause to the sql script generating the job table to restrict returned rows to only those created by the member.

A similar modification was done to the `jobDetails.php` but due to variable binding issues, the entire sql script is changed dependant on the `userLevel`.

### Artefact 5 – Convert Base Database Schema into MySQL Script

After Archie and Dave determined a draft of the MySQL schema and wrote an initial createtables.sql script, due to additional functionality required by the application and to ease deployment of the script to our environments, an updated createtables.sql script was created. This was achieved by adding to the initial database and using the MySQL workbench export function to generate a complete script.

The updated script:

- Explicitly creates the mad\_dep database
- Adds an additional JobType table
- Adds an Address table
- Adds login information to the User table