

```

1 <?php
2
3 // Created by Travis Hudson (November 18, 2007)
4
5 session_start();
6
7 // include required functions
8 require 'include/common.php';
9
10 // start MySQL
11 startMySQL();
12 $mysql =& $GLOBALS['mysql'];
13
14 // get the template variable
15 startTemplate();
16 $template =& $GLOBALS['template'];
17
18 // This is where we load the template files required for this page
19 $template->setFile('login', SITE_TEMPLATE . 'edit/login.html');
20
21 // code here
22
23 $template->setVar('LOGIN_VERDICT', getLoginVerdict($mysql));
24
25 // Returns 'return 0' if login information is incorrect.
26 // 'return 1' if correct.
27 // 'return 2' if some fields aren't filled in yet.
28 function getLoginVerdict($mysql) {
29
30     // Put the posted password in a variable, or ""
31     // if there isn't one.
32     $password = "";
33     if (isset($_POST["password"])) {
34         $password = $_POST["password"];
35     }
36
37     // Store the username as well.
38     $username = "";
39     if (isset($_POST["username"])) {
40         $username = $_POST["username"];
41     }
42
43     // If either of these is empty, then do nothing
44     if ($username == "" || $password == "") {
45         return "return 2;\n\n";
46     } else {
47
48         // Retrieve the necessary database information
49         $query = "SELECT Username, Pass FROM users WHERE Username='$username' and Pass='$password'";
50
51         $mysql->query($query);
52         $rawResult = $mysql->result();
53         if (sizeof($rawResult) == 0) {
54             return "return 0;\n\n";
55         } else {
56             return "return 1;\n\n";
57
58             // record their username and the fact that they are now logged in, within the session variable
59             $_SESSION['Username'] = $username;
60             $_SESSION['Pass'] = $password;
61         }
62     }
63 }
64
65 // print out page
66 print($template->fParse('out', 'login'));
67
68 // Use print_r() to print out the value of a variable or array.
69 // dollar sign preceeds every variable
70 // & is a pointer
71 // the =& makes sure it only loads that object, instead of making a copy of it
72 // @ is suppress errors (put it next to any function call)
73 ?>
74
75

```