

Course & Block: BSIT_2D

Date: Dec 9, 2025

Project Title: CYBER SERPENT

I. Encapsulation

Encapsulation keeps data safe by preventing direct access and allowing controlled interaction through methods.

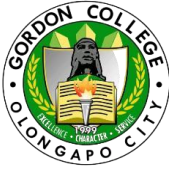
How it is implemented:

- **Private Property (Data Hiding):**
 - The `$file` property inside the **Storage** class is declared as **private string \$file;**.
 - **Use:** This prevents any code outside the **Storage** class from directly changing the path of the **scores.json** file, thereby keeping the data location safe and controlled.
- **Controlled Internal Access (Read/Write):**
 - The core file operations (reading and writing the JSON data) are contained in the **protected** methods **read()** and **write()**.
 - **Use:** These methods are only accessible to the Storage class itself and its children (like **Leaderboard**). This ensures that the sensitive file input/output logic is never executed by external code, protecting the file's integrity.
- **Public Interface (Score Management):**
 - All interactions are channeled through the public methods **getTopScores()**, **addScore()**, and **resetScores()**.
 - **Use:** This provides a clean, controlled interface where the class enforces its own rules. For example, the **addScore()** method automatically:
 - Sanitizes the player name using **htmlspecialchars()**.
 - Sorts the entire list of scores.
 - Limits the list to the top 10 scores (**array_slice**) before writing to the file. This process ensures the data is always stored in a consistent and secure format.

II. Abstraction

Abstraction hides complicated processes and only exposes simple methods to use.

How it is implemented:



- **Simple Public Methods:**

- Code outside the class only uses simple commands:
 - `$leaderboard->addScore($name, $score)`
 - `$leaderboard->getTopScores()`
 - `$leaderboard->resetScores()` □ **Internal Logic Hidden:**
- The complex operations happen inside the class: □ **Reading the `scores.json` file**
 - Handling JSON decoding and fallbacks
 - Sorting the scores using `usort()`
 - Capping the leaderboard to 10 entries using `array_slice()` □ **Writing the updated data back to the file**

III. Inheritance

Inheritance allows one class to reuse the functions of another.

How it is implemented:

- **Storage (Base Class):**
 - Contains shared functions for file-handling: `__construct()`, `read()`, `write()`, and the general `getTopScores()`.
- **Leaderboard Class Extends Storage:**
 - The class **Leaderboard** extends **Storage**.
 - Use: It inherits all the essential file-handling functions (`read()`, `write()`) and adds score-specific logic, such as sorting, sanitizing, and capping the list in its custom `addScore()` method.

IV. Polymorphism

Polymorphism allows a method name to behave differently depending on the class that uses it.

How it is implemented:

- **Overridden `addScore()` Method:**



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- The base **Storage** class defines an empty **addScore()** method (**public function addScore(string \$name, int \$score){}**).
 - The derived **Leaderboard** class provides its own, specific implementation for **addScore()** that contains all the ranking, sorting, and sanitization logic.
 - Use: Although both classes have a method named **addScore()**, the version called is determined by the object used (**\$leaderboard = new Leaderboard(...)**), executing the specialized ranking logic from the **Leaderboard** class.