1. Make sure the structure and the way the code is written is in the same format as the code from the Udemy tutorials. i.e. Edwin Diaz.. code.. i.e. arrays for insertion of data.

The code is written in an object-orientated way

1. Make sure that I use the autoloader function.

function autoload($className) {

set\_include\_path('./library/classes/');

spl\_autoload($className); //replaces include/require

}

spl\_autoload\_extensions('.class.php');

spl\_autoload\_register('autoload');

$cats = new CatClass();

$balls = new BallClass();

function autoload($className) {

set\_include\_path('./library/classes/');

spl\_autoload($className); //replaces include/require

}

spl\_autoload\_extensions('.class.php');

spl\_autoload\_register('autoload');

$cats = new CatClass();

$balls = new BallClass();

1. Make sure I separate the headers, footers and the content in separate files
2. Make sure use require function
3. Make sure code allows feedback for any errors that were to occur. i.e. An array, .i.e. shown on Edwin Diaz code, were if an error was to occur, according to what error is given, a specific message will be printed to the screen.
4. Make sure not having to repeat the function require.