Event Manager Documentation

User documentation

This project is a web appliacation built for inhancing (not only) self-held events advertisment. With its simple and user-friendly interface, features such as viewing, filtering, creating and managing events of different categories are available.

There are three access levels a user can posess:

- Unregistered users;
- · Registered users;
- Administrators.

An unregistered user is able to view the list of all events, which are currently active and are present on the main page. An event is represented with an "event card", which contains all the necessary information about the oncoming activity, such as:

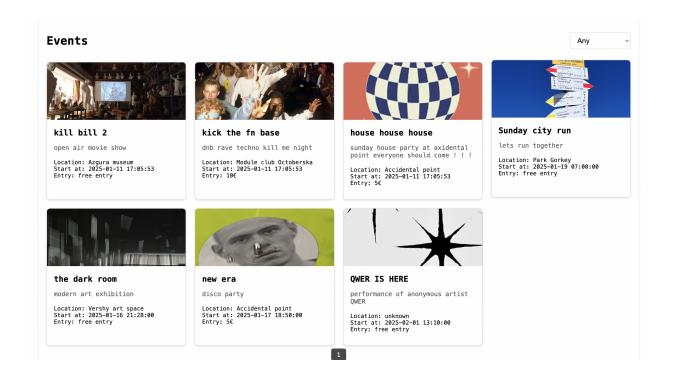
Title, Description, Location, Starting Date and Time, Location and Entry price (or free entry note).

The event's card is accompanied by a small image to provide a better vision on the future event.

An event must be of one of the following 5 categories:

- Movie;
- Party;
- Performance;
- Rave;
- Sport.

Filtering option is also presented based on the categories above.

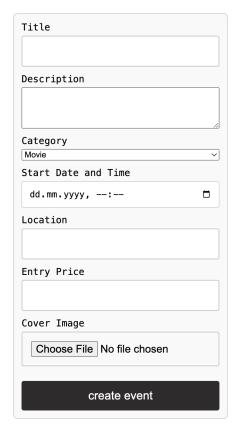


After a simple account creation process a user can become registered and access further features such as directly creating events advertisments, which will be placed among others for everyone to see. Each registered user can view their own events on a separate "My Events" page with the ability to remove old and create new once.

Registered users are able to further modify their account by adding/changing user image, username and email.



Create Event



Technical documentation

The "Event manager" project is a full-stack web application developed with a tech stack of:

vanilla PHP, HTML, CSS, JS and MySQL.

Key features:

 Routing in the application is implemented using so called Page Routing by referencing the actual names of the scripts, reperesenting each individual page.

- User management in the application covers account creation, signin, signup
 and logout processes. Passwords are hashed and are never stored in the plain
 format. Authentication is implemented making use of PHP sessions.
 Unregistered, registered and administrator users are present in the
 application's workcycle. There are publicly, registration required and admin
 only available pages in the app, with the access rights checks accordingly.
- Authentication is managed with the (session based) Auth service, featuring methods:
 - checkAuth() with redirect to signin
 - checkAdmin(): bool
 - logIn(\$userId, \$userName)
 - logOut()
 - isLoggedIn(): bool
- There is a Crypto service, responsible for hashing and verifying passwords, making use of the password_hash() and password_verify() methods.
- Data Management in the application is implemented with the:
 - Enitties types, representing business logic entittes (Users, Events);
 - Database communication layer is represented by the <u>DataContext</u> class, containing reusable <u>executesQL()</u> and <u>executeFromsQL()</u> methods (checkout PHPDoc comments for more info);
 - Users and Events Repositories containing CRUD methods;
 - Categories Enum enhancing current categories constistency among the application;
 - CreateTables Scripts.
- Image processing: (allowed: png, jpg), limit by php_ini_maxfilsize, imageUri = entityId_user/eventimg. Replacing images on change, deleting images on entities deletion, no artifacts left.

• Admin page

<u>Users management</u>: make/reduce admin rights, prevent reduce own rights, delete user (cascade delete events, delete related images

```
( deleteEventImages($eventId) , deleteUserImages($userId) );
```

Events management: delete event (deleteEventImages(\$eventId));

- MISC
 - o @media print styles for Admin page;
 - JS Filter by Categories script.