VISOKA ŠKOLA STRUKOVNIH STUDIJA ZA INFORMACIONE I KOMUNIKACIONE TEHNOLOGIJE

INTERNET TEHNOLOGIJE

DOKUMENTACIJA

TABLE FINDER

Modul: Web programiranje

Predmet: Web programiranje PHP 2

Student: Katarina Kalanj 89/18

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1. Uvod

1.1 Korišćeni programski jezici

Sajt je pravljen korišćenjem jezika PHP, Laravel, HTML, SCSS, Javascript, jQuery.

1.2 Template

Nije korišćen template.

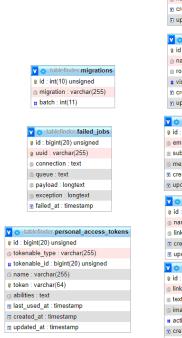
1.3 Opis funkcionalnosti

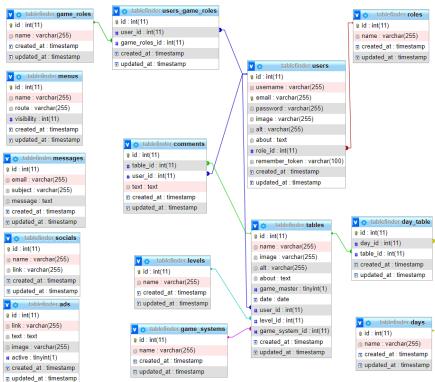
Sajt je zamišljen kao blog za pronalaženje grupa ili igrača za tabletop igre.

- Logovanje i registracija sa validacijom podataka na serveru.
- Kontakt forma namenjena adminu sajta, provera podataka ajaxom, slanje podataka ajaxom, serverska provera. Nakon uspešnog slanja, podaci se skladište u tabelu messages u bazi. Za poštu je korišćen Mailtrap.
- Na stranici Tables su inicijalno izlistani osnovni podaci o stolovima uz paginaciju putem ajaxa. Pretraga se takođe vrši putem ajaxa. Moguće je resetovati pretragu. Ispod se nalazi div sa reklamama koje su dinamički učitane iz baze.
- Klikom na see more(donji desni ugao stolova) otvara se stranica sa informacijama o specifičnom stolu. Ukoliko je korisnik vlasnik stola, prikazuju se dugmad za edit i delete.
- Komentari se učitavaju ajaxom, postoji opcija za brisanje ili editovanje svog komentara, dok vlasnik stola ima mogućnost brisanja tuđih komentara. Mogu se posetiti profili drugih korisnika.
- Account stranica je profil korisnika. Po registraciji dobija default sliku. Klikom na Edit Account ima mogućnost menjanja game role-a, dodavanje slike i menjanje about sekcije.
- Ucitani su stolovi koji pripadaju korisniku, kao i tabela sa njegovim komentarima, datumom i vremenom, i linkom ka stolu na kom je komentar ostavljen. Klikom na New Table prelazi na stranicu za kreiranje novog stola, svi podaci osim slike su obavezni.
- Admin stranica sadrži podatke o ostatku sajta, sve se dohvata i prosleđuje ajaxom i ispisuje u centralnom divu.
 - Activity izlistane aktivnosti korisnika iz log.txt fajla, mogućnost filtriranja po izabranom datumu. Beleži se log in, logout, CRUD komentara, CRUD stolova, editovanje profila.
 - Users izlistani svi korisnici uz mogućnost brisanja i editovanja. Moguće je promeniti username, password, ulogu(user ili admin). Front i back provera, kontroler proverava da li je request ajax ili ne. Brisanje ajaxom. Mogućnost kreiranja novog korisnika sa dodelom uloge.
 - Tables izlistani stolovi uz mogućnost brisanja i editovanja. Moguće je editovanje naslova i opisa.
 - Comments svi komentari poređani od novijih, sa stolovima i username-om korisnika. Omogućeno brisanje.
 - o Game Systems izlistani svi sistemi, mogućnost editovanja kao i kreiranja novih.
 - Messages tabela iz baze sa mailovima koji su poslati adminu, moguće brisanje.
 - Ads izlistane reklame sa linkovima, tekstom, slikama i statusom. Ako reklama nije aktivna, ne učitava se u slideshow na Tables stranici. Moguća izmena teksta, statusa i slike, kao i brisanje i kreiranje novih reklama.
 - Socials lista linkova ka socijalnim mrežama koje su ispisane na Home stranici, moguće dodavanje novih, izmena i brisanje postojećih.

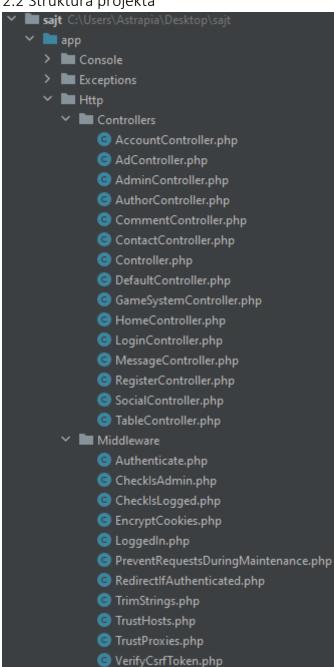
2. Organizacija

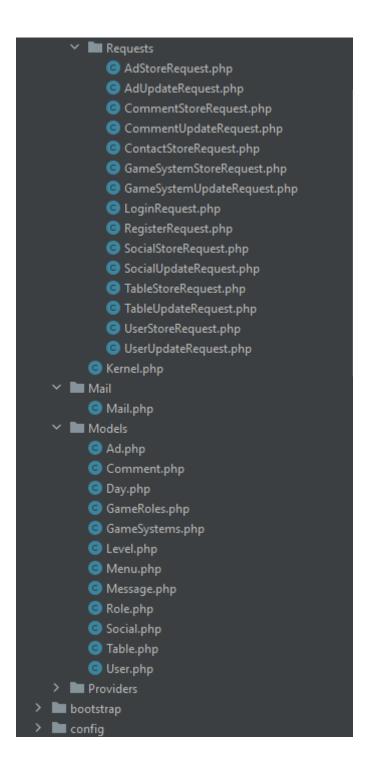
2.1 Baza podataka

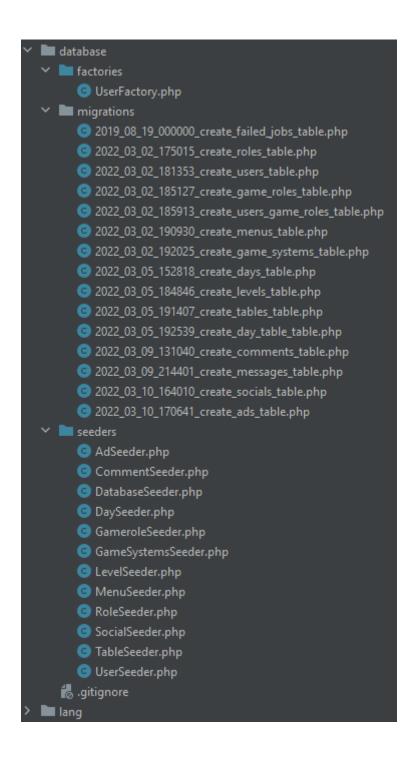




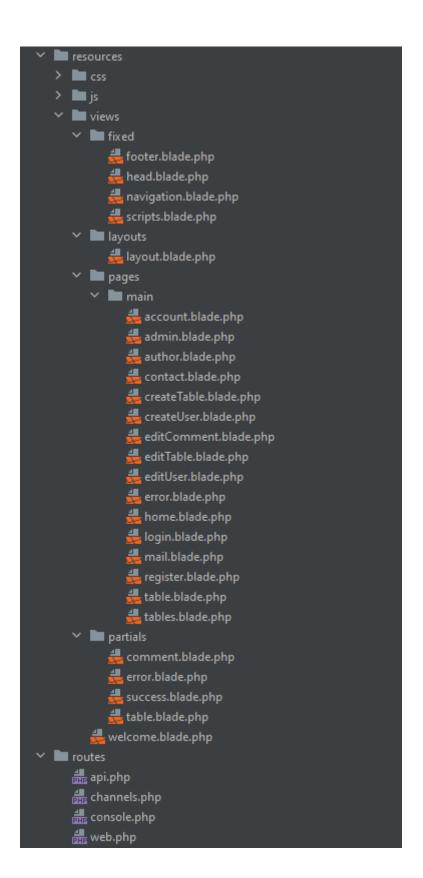
2.2 Struktura projekta



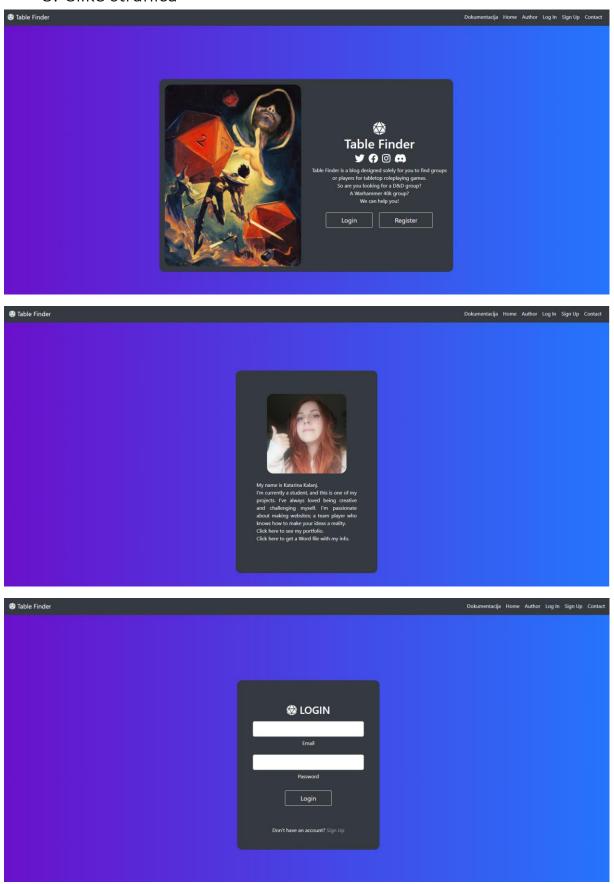


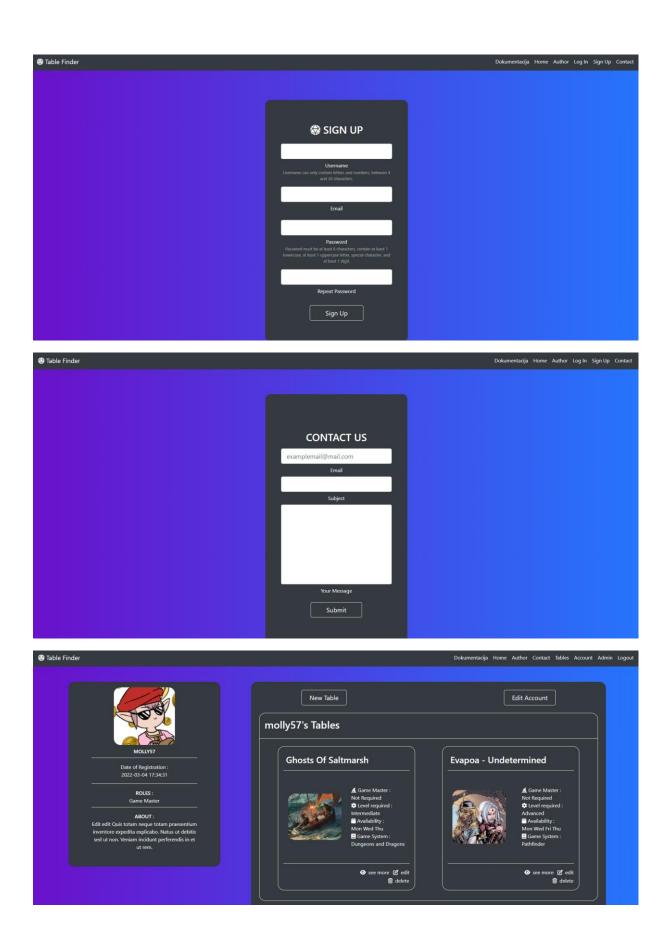


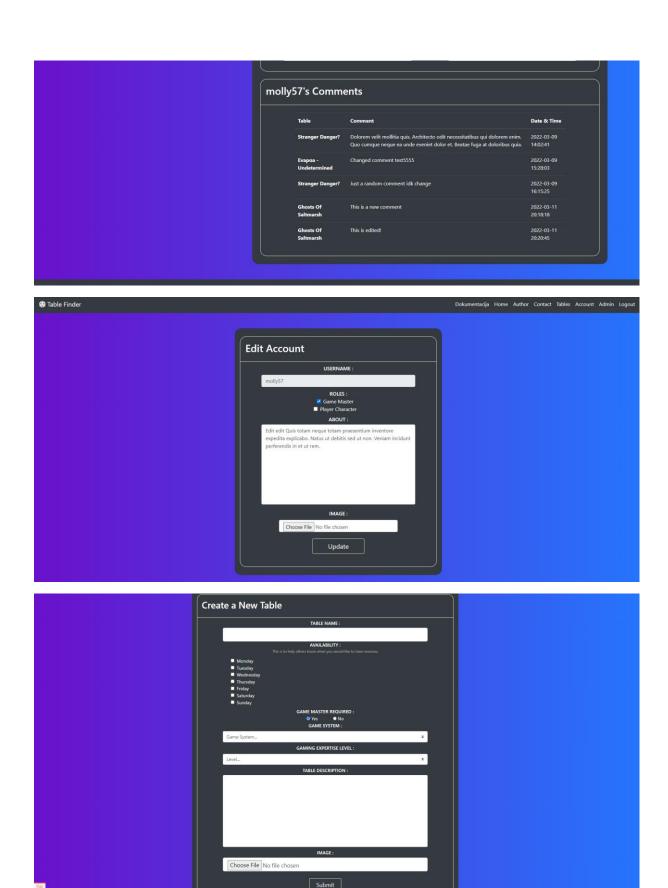
```
    public
    assets
    css
    style.scss
    style.css.map
    img
    img
    im js
    main.js
    vendor
    index.php
    index.php
    index.php
    robots.txt
```

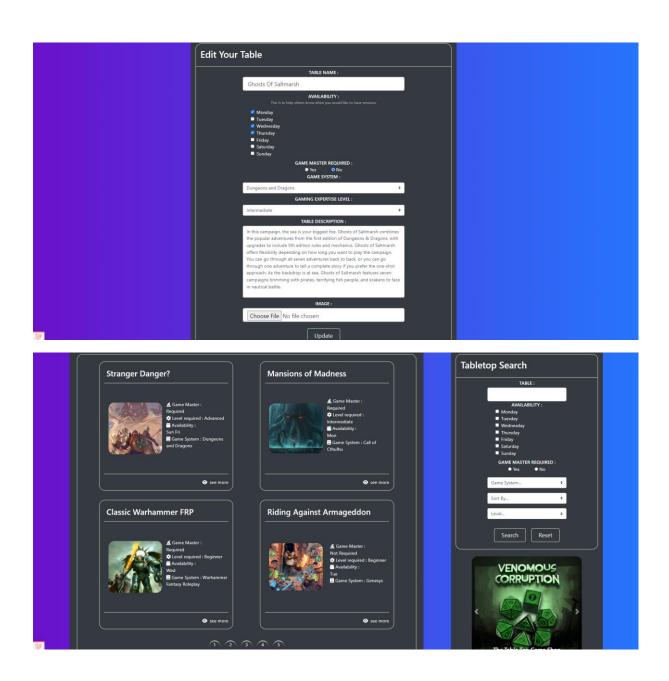


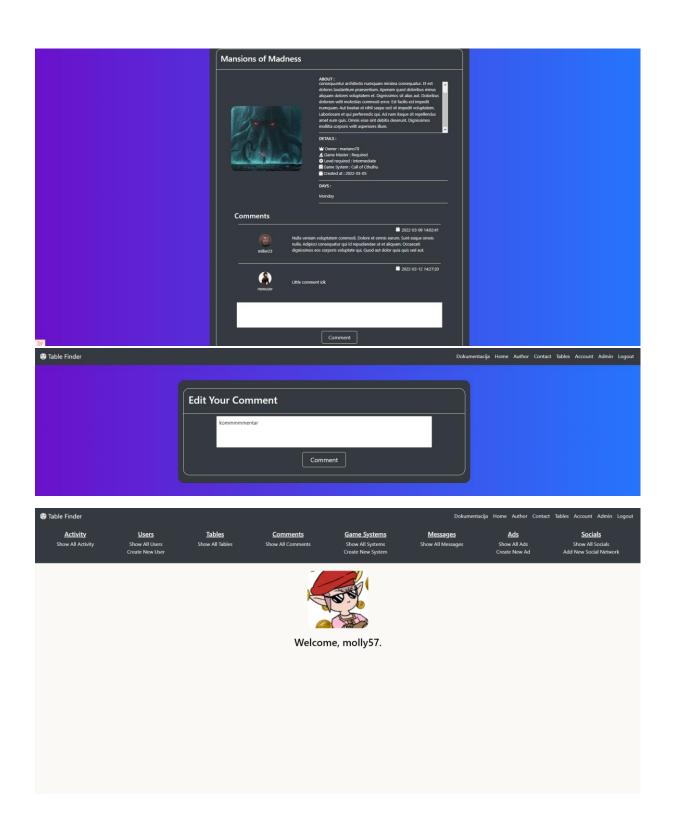
3. Slike stranica

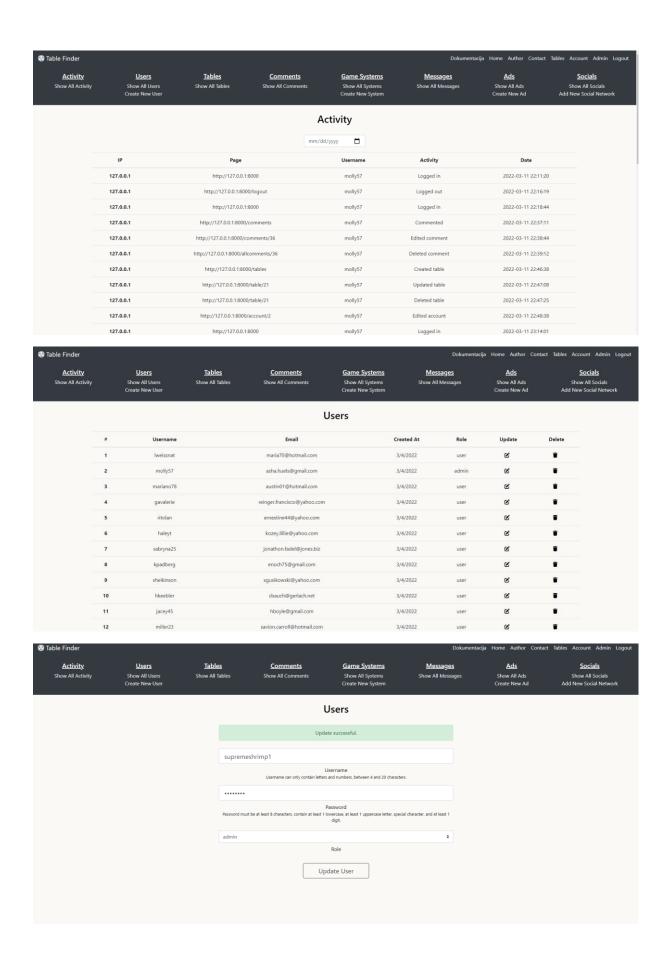








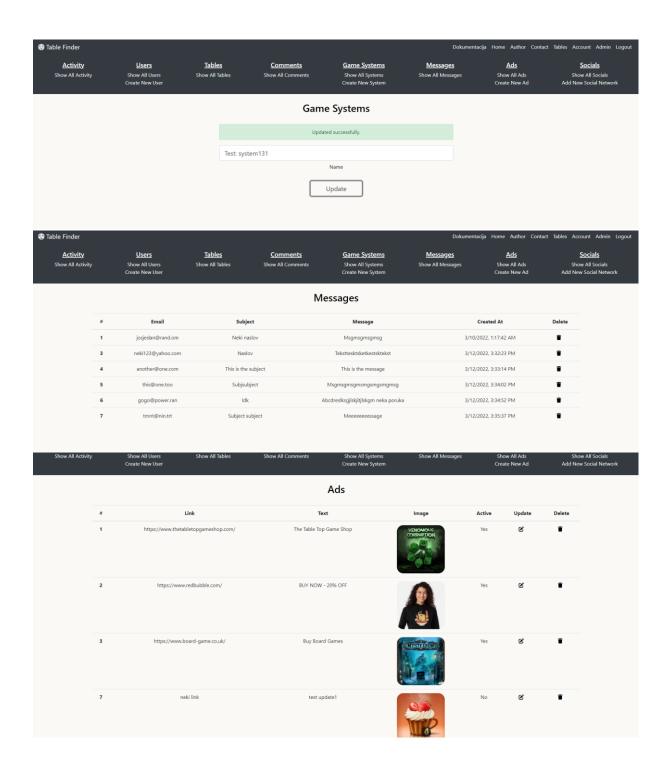




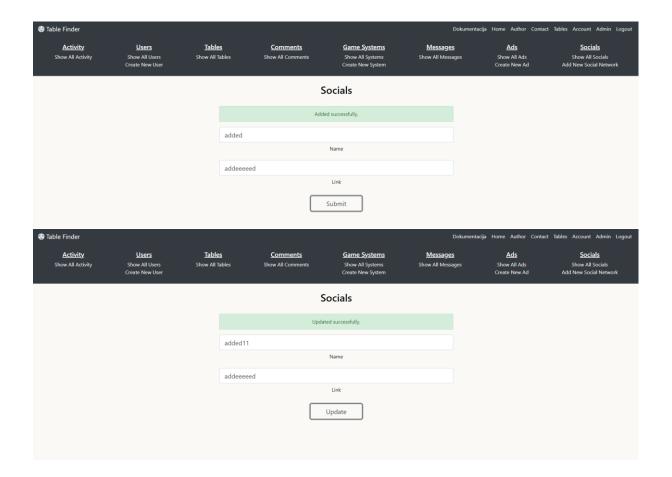
					Users				
				Si	ubmission successful.				
			nekinovitest	t					
				Username can only contain	Username letters and numbers, between 4 and 20 charac	iters.			
			novikorisnik	test@yahoo.com					
					Email				
			*******		Password				
			Password must be a	at least 8 characters, contain at le	east 1 lowercase, at least 1 uppercase letter, spe digit.	ecial character, and at least 1			
					Repeat Password				
			user		Role	•			
					Create User				
⊕ Table Finder						Dokum	entacija Home Author Co	ntact Tables Acc	count Admin Logout
<u>Activity</u>	<u>Users</u>	<u>Table</u>		Comments	Game Systems	<u>Messages</u>	<u>Ads</u>		<u>Socials</u>
Show All Activity	Show All Users Create New User	Show All T	ables	Show All Comments	Show All Systems Create New System	Show All Messages	Show All Ads Create New Ad		ow All Socials ow Social Network
					Tables				
							20.20		
	1	Nar Stranger			Owner mckayla05	Created At 3/5/2022	Update	Delete	
	2	Mansions o			mariano78	3/5/2022	ď	•	
	3	Classic Warh	ammer FRP		ritolan	3/5/2022	ď	ŧ	
	4	Riding Against	Armageddon		zeayleigh	3/5/2022	ď	•	
	5	Evapoa - Un			molly57	1/1/1970	ď	•	
	7	Stepping onto the Mothers			mckayla05 mariano78	3/5/2022	e e	•	
	8	Greater Up			ritolan	3/5/2022	ď	•	
	9	Shadowrun	v4 Modified		gavalerie	3/5/2022	ď	ı	
	10	Exalted I	Essence		mckayla05	3/5/2022	ď	•	
	11	Vampire the M	lasquerade v5		ritolan	3/5/2022	ď	•	
Table Finder						Dokum	entacija Home Author Co	ntact Tables Acc	count Admin Logout
<u>Activity</u>	<u>Users</u>	<u>Table</u>		Comments	Game Systems	Messages	Ads		Socials
Show All Activity	Show All Users Create New User	Show All T	ables	Show All Comments	Show All Systems Create New System	Show All Messages	Show All Ads Create New Ad		w All Socials w Social Network
					Tables				
					pdated successfully.				
					posited successions.				
			Chase to Gr	ound admin2 edit	Name				
			heroes, is runnican accomplish have to deal wit reaches his goa you have the Vi to defeat the vil The villain chase their ritual; they	ng to safety, to some plac some dread purpose such the obstacles he leaves il. Here, we have the final of Illain Chasing the Heroes. Illain such as getting to es them all through their or must, with heroic effort,	Ilain. The villain, after a series of encor e where he can acquire more power, has a sassasination or mass murder. The behind, and finally catch up to him be duel between the villains forces and the Often, in a story like this, the here's has a particular temple and conducting a quest, actching up to them just a conducting a particular temple and conducting a beconclude the ritual while suffering his Attempt. This takes place in adventure Description	or to somehwere he e heroes chase him, efore or just as he he heroes. Second, lave found out how particular ritual. y're commenciling attacks. Third, you			
					Update Table				

Activity Show All Activity		<u>Users</u> Show All Users Create New User	<u>Tables</u> Show All Tables	Comments Show All Comments	Game Systems Show All Systems Create New System	<u>Messages</u> Show All Messages		Ads Show All Ads reate New Ad	<u>Socials</u> Show All Socials Add New Social Netw	
				Co	mments					
	#			Comment		Username	Created At	Table	Delete	
	42)	kommmmentar		molly57	3/12/2022, 4:27:49 PM	Mansions of Madness	•	
	41 Little comment idk				newuser	3/12/2022, 2:27:20 PM	Mansions of Madness	•		
	40	S	uspendisse consectetur nunc n	netus. Nam tempor nunc vel impe	rdiet imperdiet.	newuser	3/12/2022, 2:25:11 PM	Chase to Ground admin2 edit	•	
	38		nalesuada, vel imperdiet sem bl		endrerit velit sed massa euismod convalli n sed elementum, Integer aliquet eu magr		3/12/2022, 2:24:27 PM	Classic Warhammer FRP	•	
	37		Comm	enting for engagement		newuser	3/12/2022, 1:51:43 PM	Riding Against Armageddon	•	
	35			This is edited!		molly57	3/11/2022, 8:20:45 PM	Ghosts Of Saltmarsh	•	
	34		Thi	s is a new comment		molly57	3/11/2022, 8:18:18 PM	Ghosts Of Saltmarsh	•	
	33		Just a ran	dom comment idk change		molly57	3/9/2022,	Stranger Danger?	•	

Table Finder					Dokumentacij	a Home Author Contact	Tables Account Admin Logout
Activity Show All Activity	<u>Users</u> Show All Users Create New User	<u>Tables</u> Show All Tables	<u>Comments</u> Show All Comments	Game Systems Show All Systems Create New System	<u>Messages</u> Show All Messages	<u>Ads</u> Show All Ads Create New Ad	<u>Socials</u> Show All Socials Add New Social Network
			Gam	e Systems			
	#		Name			Update	
	1		Dungeons and D	ragons		C	
	2		Call of Cthull		C		
	3		Warhammer Fantasy	Roleplay		ď	
	4		Genesys			ď	
	5		Pathfinder			Œ	
	6		Castles & Cruse	ades		œ	
	7		Mothership			C	
	8		Homebrew			C	
	9		Shadowrun	1		C	
	10		Exalted			ď	
	11		Vampire: The Masque	rade 5th Ed		œ	







4. Kodovi

4.1 PHP

4.1.1 Controllers

4.1.1.1 AccountController.php

```
use App\Http\Requests\UserStoreRequest;
use App\Models\Comment;
use App\Models\Day;
use App\Models\GameRoles;
use Exception;
use Illuminate\Support\Facades\DB;
class AccountController extends DefaultController
        $this->table = new Table();
        $users = User::getAllUsers();
        $comments = $comment->getUsersComments($id);
        $this->data['tables'] = $this->table->getAllTablesFromUser($id);
   public function create(Request $request) {
            return view('pages.main.createUser', $this->data);
```

```
public function store(UserStoreRequest $request) {
            $user = User::create([
           return response() -> ison(['feedback'=>'Added successfully.']);
       }catch (Exception $ex) {
            Log::error($ex->getMessage());
           return response() -> json(['feedback'=>'Something went wrong.']);
       if(\request()->ajax()){
  public function update(Request $request, $id) {
       if($request->ajax()){
           User::validateAdminsUpdate($request);
            $user->update($request-
>except('password')+['password'=>$newpass]);
            return response()->json(['feedback'=>'Updated successfully.']);
            User::validateUsersUpdate($request);
            DB::beginTransaction();
                $user = User::all()->find($id);
                $user->update($request->except('image'));
                $user->gameroles()->sync($request->gameroles);
                if ($request->has('userImg')) {
                    $imgName = $request->file('userImg')-
>getClientOriginalName();
>file('userImg')->quessExtension();
```

```
>move(public path('assets/img'),$newImgName);
                     $user->save();
                 $model = new User();
                 $text=\request()->ip()."\t".\request()-
>url()."\t".session()->get('user')->username."\t"."Edited
account"."\t".date("Y-m-d H:i:s")."\n";
                 $model->log($text);
                 Log::error($ex->getMessage());
    public function getAllUsers(){
       return $this->data['users'] = User::getAllUsers();
  public function destroy($id) {
        $user = User::all()->find($id);
       $user->delete();
  return response()->json(['feedback'=>'Deleted successfully.']);
```

4.1.1.2 AdController.php

```
$data = Ad::all();
   public function create()
    * @param \Illuminate\Http\Request $request
    * @return \Illuminate\Http\Response
   public function store(AdStoreRequest $request)
>file('image')->guessExtension();
           $request->image->move(public path('assets/img'), $newImgName);
    * @return \Illuminate\Http\Response
   public function show($id)
    * @param int $id
       $ad = Ad::all()->find($id);
```

```
* @param \Illuminate\Http\Request $request
   public function update(AdUpdateRequest $request, $id)
           $imgName = $request->file('image')->getClientOriginalName();
>file('image')->guessExtension();
           $ad->update([
           $ad->update([
       return response()->json(['data'=>'ok']);
    * @param int $id
    * @return \Illuminate\Http\Response
   public function destroy($id)
       ad = Ad::all() ->find($id);
       $ad->delete();
       return response()->json(['msg'=>'Deleted']);
```

4.1.1.3 AdminController.php

```
<?php
namespace App\Http\Controllers;
use App\Models\Ad;
use Illuminate\Http\Request;
use Illuminate\Support\Facades\Storage;</pre>
```

```
class AdminController extends DefaultController
        $this->data['test'] = Ad::where('active','1')->get();
  public function readLog(Request $request) {
            $data = Storage::get('log.txt');
$send = explode("\r\n",$data);
      return response()->json(['data'=>$send]);
```

4.1.1.4 AuthorController.php

```
<?php
namespace App\Http\Controllers;

class AuthorController extends DefaultController
{
    public function index() {
        return view('pages.main.author', $this->data);
    }
}
```

4.1.1.5 CommentController.php

```
<?php

namespace App\Http\Controllers;

use App\Http\Requests\CommentStoreRequest;
use App\Http\Requests\CommentUpdateRequest;
</pre>
```

```
use App\Models\Comment;
use Illuminate\Support\Facades\DB;
use Illuminate\Support\Facades\Log;
class CommentController extends DefaultController
   public function getCommentsForTable($id){
>getAllTableComments($id);
        $comments = $model->getAllComments();
   public function store(CommentStoreRequest $request){
        $comment = Comment::create([
>get('user')->username."\t"."Commented"."\t".date("Y-m-d H:i:s");
       $model->log($text);
 public function update(CommentUpdateRequest $request, $id) {
       DB::beginTransaction();
           $comment = Comment::all()->find($id);
            $comment->update([
            $model = new User();
            $text=$request->ip()."\t".$request->url()."\t".session()-
>get('user')->username."\t"."Edited comment"."\t".date("Y-m-d H:i:s");
           $model->log($text);
>with('successMsg','Comment updated.');
```

4.1.1.6 ContactController.php

```
<?php
namespace App\Http\Controllers;
use App\Http\Requests\CommentStoreRequest;
use App\Models\Message;
use App\Models\Message;
use Illuminate\Support\Facades\DB;
use Illuminate\Support\Facades\Log;

class ContactController extends DefaultController
{
    public function index() {
        return view('pages.main.contact',$this->data);
    }

    public function store(ContactStoreRequest $request) {
        DB::beginTransaction();
        $message = Message::create($request->all());
        DB::commit();
        return $message;
    }
}
```

4.1.1.7 DefaultController.php

```
<?php
namespace App\Http\Controllers;
use App\Models\Menu;
class DefaultController extends Controller
{
    public $data=[];</pre>
```

```
public function __construct() {
    $this->data['menu'] = Menu::all();
}
```

4.1.1.8 GameSystemController.php

```
use App\Models\GameSystems;
use Illuminate\Support\Facades\DB;
class GameSystemController extends Controller
    * @return \Illuminate\Http\Response
   public function create()
    * @param \Illuminate\Http\Request $request
    * @return \Illuminate\Http\Response
   public function store(GameSystemStoreRequest $request)
      return response()->json(['feedback'=>'Added successfully.']);
     * @param int $id
```

```
* @param int $id
 * @param \Illuminate\Http\Request $request
* @param int $id
* @return \Illuminate\Http\Response
public function update(GameSystemUpdateRequest $request, $id)
   $system->update($request->all());
 * @param int $id
public function destroy($id)
```

4.1.1.9 HomeController.php

```
comparison of the control of t
```

```
public function error() {
    return view('pages.main.error', $this->data);
}
```

4.1.1.10 LoginController.php

```
use App\Models\Role;
use App\Http\Requests\LoginRequest;
use Illuminate\Support\Facades\Log;
use Exception;
class LoginController extends DefaultController
   public function index(){
       return view('pages.main.login', $this->data);
   public function store(LoginRequest $request) {
            $user = User::with('roles')->where('email','=',$request-
>email) ->first();
                return redirect()->route('login')-
                session()->put('user',$user);
                $text=$request->ip()."\t".$request->url()."\t".$user-
                $model->log($text);
                    return redirect()->route('admin');
                return redirect()->route('account', $user->id);
        }catch(Exception $ex) {
            Log::error($ex->getMessage());
            return redirect()->route('login')->with('errorMsg','Something
   public function logout(){
>get('user')->username."\t"."Logged out"."\t".date("Y-m-d H:i:s");
        $model->log($text);
```

```
return redirect()->route('home');
}
```

4.1.1.11 MessageController.php

4.1.1.12 RegisterController.php

4.1.1.13 SocialController.php

```
use App\Http\Requests\SocialStoreRequest;
use App\Http\Requests\SocialUpdateRequest;
class SocialController extends Controller
      $socials = Social::all();
   public function create()
     * @param \Illuminate\Http\Request $request
     * @return \Illuminate\Http\Response
   public function store(SocialStoreRequest $request)
```

```
* @param int $id
* @param int $id
* @return \Illuminate\Http\Response
public function edit($id)
 * # @param \Illuminate\Http\Request $request
 * @param int $id
public function update(SocialUpdateRequest $request, $id)
   $social->update($request->all());
   return response()->json(['feedback'=>'Updated successfully.']);
 * @param int $id
* @return \Illuminate\Http\Response
public function destroy($id)
   $social = Social::all()->find($id);
   $result = $social->delete();
```

4.1.1.14 TableController.php

```
use App\Http\Requests\TableStoreRequest;
use App\Http\Requests\TableUpdateRequest;
use App\Models\Comment;
use App\Models\Day;
use App\Models\Level;
use App\Models\GameSystems;
use App\Models\Table;
use App\Models\User;
use Illuminate\Http\Request;
use Illuminate\Support\Facades\DB;
use Illuminate\Support\Facades\Log;
class TableController extends DefaultController
        if(\request()->ajax()){
            $tables = Table::with('user')->get();
            $tables = Table::getAllTables();
            $this->data['levels'] = Level::all();
    public function show($id) {
        $this->data['table'] = $table->getOneTable($id);
    public function create(){
```

```
$table->days()->attach($request->days);
                $imgName = $request->file('image')-
>getClientOriginalName();
>file('image')->guessExtension();
                $table->save();
            $model = new User();
            $text=\request()->ip()."\t".\request()->url()."\t".session()-
>get('user')->username."\t"."Created table"."\t".date("Y-m-d H:i:s");
            $model->log($text);
            return redirect()->route('account', session()->get('user')->id)-
            Log::error($ex->getMessage());
       if(\request()->ajax()){
            $this->data['gameSystems'] = GameSystems::all();
            return view('pages.main.editTable', $this->data);
   public function update(Request $request, $id) {
        if(\request()->ajax()){
            Table::validateAdminsUpdate($request);
            $table = Table::all()->find($id);
            $table->update($request->all());
            Table::validateUsersUpdate($request);
```

```
$table = Table::all()->find($id);
                $table->update($request->except('image'));
                $table->days()->sync($request->days);
                    $imgName = $request->file('image')-
>getClientOriginalName();
>file('image')->guessExtension();
                $text=\request()->ip()."\t".\request()-
                $model->log($text);
                Log::error($ex->getMessage());
   public function destroy($id){
        $table->days()->detach();
        $table->delete();
>get('user')->username."\t"."Deleted table"."\t".date("Y-m-d H:i:s");
        $model->log($text);
        if(\request()->ajax()){
            return response()->json(['feedback'=>'Deleted successfully.']);
            return redirect()->route('account', session()->get('user')->id)-
>with('successMsg','Table deleted.');
   public function filterTables(Request $request) {
            $result = $table::getAllTables();
```

```
$result = $table->filterTables($request);
}

return response()->json($result);
}
```

4.1.2 Middleware

4.1.2.1 CheckIsLogged.php

```
<?php
namespace App\Http\Middleware;
use Closure;
use Illuminate\Http\Request;
class CheckIsLogged
{
    /**
    * Handle an incoming request.
    *
    * * @param \Illuminate\Http\Request $request
    * * @param \Closure(\Illuminate\Http\Request):
(\Illuminate\Http\Response|\Illuminate\Http\RedirectResponse) $next
    * # @return \Illuminate\Http\Response|\Illuminate\Http\RedirectResponse
    */
    public function handle(Request $request, Closure $next)
    {
        if($request->session()->has('user')){
            return $next($request);
        }
        return redirect()->route('error');
    }
}
```

4.1.2.2 CheckIsAdmin.php

```
return $next($request);
}

return redirect()->route('error');
}
}
```

4.1.3 Requests

4.1.3.1 AdStoreRequest.php

4.1.3.2 AdUpdateRequest.php

```
namespace App\Http\Requests;

use Illuminate\Foundation\Http\FormRequest;

class AdUpdateRequest extends FormRequest
{
    /**
    * Determine if the user is authorized to make this request.
    *
    * @return bool
    */
    public function authorize()
{
```

```
return true;
}

/**

* Get the validation rules that apply to the request.

*

* @return array

*/

public function rules()
{

return [

'text' => 'required',

'link'=>'required',

'image'=>'image|max:2000|mimes:jpg,png,jpeg'

];
}
}
```

4.1.3.3 CommentStoreRequest.php

4.1.3.4 CommentUpdateRequest.php

```
<?php
namespace App\Http\Requests;
use Illuminate\Foundation\Http\FormRequest;</pre>
```

4.1.3.5 ContactStoreRequest.php

```
'message'=>'required'

];

}
```

4.1.3.6 GameSystemStoreRequest.php

4.1.3.7 GameSystemUpdateRequest.php

```
c?php

namespace App\Http\Requests;

use Illuminate\Foundation\Http\FormRequest;

class GameSystemUpdateRequest extends FormRequest
{
    /**
    * Determine if the user is authorized to make this request.
    *
    * @return bool
    */
    public function authorize()
    {
        return true;
    }

    /**
    * Get the validation rules that apply to the request.
    *
    * Get the request.
    *
}
```

4.1.3.8 LoginRequest.php

```
namespace App\Http\Requests;
use Illuminate\Foundation\Http\FormRequest;
    * @return bool
   public function authorize()
   public function messages()
```

4.1.3.9 RegisterRequest.php

```
<?php
```

```
namespace App\Http\Requests;
class RegisterRequest extends FormRequest
   public function authorize()
   public function messages()
```

4.1.3.10 SocialStoreRequest.php

```
<?php
namespace App\Http\Requests;
use Illuminate\Foundation\Http\FormRequest;</pre>
```

4.1.3.11 SocialUpdateRequest.php

4.1.3.12 TableStoreRequest.php

```
namespace App\Http\Requests;
use Illuminate\Foundation\Http\FormRequest;
    * @return bool
   public function authorize()
    * @return array
   public function messages() {
```

4.1.3.13 TableUpdateRequest.php

```
<?php
namespace App\Http\Requests;
use Illuminate\Foundation\Http\FormRequest;</pre>
```

```
* @return bool
public function authorize()
public function rules()
public function messages() {
```

4.1.3.14 UserStoreRequest.php

```
<?php

namespace App\Http\Requests;

use Illuminate\Foundation\Http\FormRequest;

class UserStoreRequest extends FormRequest
{
    /**
    * Determine if the user is authorized to make this request.
    *
    * @return bool
    */
</pre>
```

```
public function authorize()
public function rules()
public function messages()
```

4.1.3.15 UserUpdateRequest.php

```
namespace App\Http\Requests;

use Illuminate\Foundation\Http\FormRequest;

class UserUpdateRequest extends FormRequest
{
    /**
    * Determine if the user is authorized to make this request.
    *
    * @return bool
    */
    public function authorize()
{
```

4.1.4 Mail

4.1.4.1 Mail.php

```
case Illuminate\Bus\Queueable;
use Illuminate\Contracts\Queue\ShouldQueue;
use Illuminate\Mail\Mailable;
use Illuminate\Queue\SerializesModels;

class Mail extends Mailable
{
    use Queueable, SerializesModels;

    /**
     * Create a new message instance.
     *
     * @return void
     */
     public function __construct($content)
     {
        $this->data = $content;
     }

    /**
     * Build the message.
     *
     * @return $this
     */
     public function build()
}
```

```
{
    return $this->subject('Mail from Tablefinder.com')-
>view('pages.main.mail')->with('data',$this->data);
    }
}
```

4.1.5 Models

4.1.5.1 Ad.php

```
color color
```

4.1.5.2 Comment.php

4.1.5.3 Day.php

```
<?php

namespace App\Models;

use Illuminate\Database\Eloquent\Factories\HasFactory;
use Illuminate\Database\Eloquent\Model;

class Day extends Model
{
    use HasFactory;

    public function tables() {
        return $this->belongsToMany(Table::class,'day_table');
    }
}
```

4.1.5.4 GameRoles.php

```
color color
```

4.1.5.5 GameSystems.php

```
<!php

namespace App\Models;

use Illuminate\Database\Eloquent\Factories\HasFactory;
use Illuminate\Database\Eloquent\Model;
</pre>
```

```
class GameSystems extends Model
{
   use HasFactory;

   protected $fillable=['name'];
}
```

4.1.5.6 Level.php

4.1.5.7 Menu.php

```
<?php

namespace App\Models;

use Illuminate\Database\Eloquent\Factories\HasFactory;
use Illuminate\Database\Eloquent\Model;

class Menu extends Model
{
    use HasFactory;
}
</pre>
```

4.1.5.8 Message.php

```
<?php

namespace App\Models;

use Illuminate\Database\Eloquent\Factories\HasFactory;
use Illuminate\Database\Eloquent\Model;

class Message extends Model
{
    use HasFactory;

    protected $fillable = ['email','subject','message'];
}
</pre>
```

4.1.5.9 Role.php

```
<?php
namespace App\Models;</pre>
```

```
use Illuminate\Database\Eloquent\Factories\HasFactory;
use Illuminate\Database\Eloquent\Model;

class Role extends Model
{
    use HasFactory;
}
```

4.1.5.10 Social.php

```
<?php

namespace App\Models;

use Illuminate\Database\Eloquent\Factories\HasFactory;
use Illuminate\Database\Eloquent\Model;

class Social extends Model
{
   use HasFactory;

   protected $fillable=['name','link'];
}
</pre>
```

4.1.5.11 Table.php

```
public static function validateAdminsUpdate($request){
    $request->validate([
public static function getAllTables() {
public function getAllTablesFromUser($id) {
public function getOneTable($id){
        ->first();
public function filterTables(Request $request){
        $query= Table::with('days')
```

```
if($request->has('gmaster') && $request->get('gmaster')!=''){
         if($request->has('gsys') && $request->get('gsys')!=0){
             $query = $query->whereHas("days", function($d) use
                 $d->whereIn("days.id", $request->input("days"));
            $query = $query->orderBy($request->sortCol,$request-
             $query = $query->orderBy('tables.id', 'asc');
$query = $query->paginate(4);
 public function days() {
     return $this->belongsToMany(Day::class,'day table');
 public function user(){
     return $this->belongsTo(User::class);
 public function level(){
     return $this->belongsTo(Level::class);
 public function comments() {
    return $this->hasMany(Comment::class);
```

4.1.5.12 User.php

```
use Illuminate\Database\Eloquent\Factories\HasFactory;
use Laravel\Sanctum\HasApiTokens;
   use HasApiTokens, HasFactory, Notifiable;
    * @var array<int, string>
    * @var array<string, string>
   public static function validateUsersUpdate($request) {
```

```
public static function validateAdminsUpdate($request){
    $request->validate([
public function log($data) {
        Storage::disk("local")->put("log.txt", $data);
public static function getAllUsers() {
   return User::with('roles')->get();
   return $this->belongsTo(Role::class);
public function gameroles() {
  return $this->belongsToMany(GameRoles::class,'users game roles');
   return $this->hasMany(Table::class);
   return $this->hasMany(Comment::class);
```

4.1.6 Routes

4.1.6.1 Web.php

```
vse Illuminate\Support\Facades\Route;
use App\Http\Controllers\HomeController;
use App\Http\Controllers\RegisterController;
use App\Http\Controllers\RegisterController;
use App\Http\Controllers\AccountController;
use App\Http\Controllers\AdminController;
use App\Http\Controllers\ContactController;
use App\Http\Controllers\TableController;
use App\Http\Controllers\LoginController;
use App\Http\Controllers\CommentController;
use App\Http\Controllers\CommentController;
use App\Http\Controllers\AdController;
```

```
Route::get('/', [HomeController::class, 'index']) ->name('home');
Route::get('/error', [HomeController::class, 'error']) ->name('error');
Route::get('/register', [RegisterController::class, 'index'])-
>name('register');
Route::get('/contact', [ContactController::class, 'index']) -
>name('contact');
Route::get('/author', [AuthorController::class, 'index']) -> name('author');
Route::post('/register', [RegisterController::class, 'register']) -
>name('register.user');
Route::post('/',[LoginController::class,'store'])->name('doLogin');
Route::get('/logout',[LoginController::class,'logout'])->name('logout');
Route::group(['middleware'=>['isLogged','isAdmin']],function(){
Route::resource('/allsocials', \App\Http\Controllers\SocialController::class
Route::resource('/allsystems', \App\Http\Controllers\GameSystemController::c
    Route::resource('/allcomments', CommentController::class);
    Route::resource('/allaccounts', AccountController::class);
    Route::resource('/alltables', TableController::class);
Route::middleware(['isLogged'])->group(function(){
>name('account');
```

```
>name('account.update');
    Route::get('/tables', [TableController::class, 'index']) -
>name('tables');
>name('table');
>name('table.edit');
    Route::put('/table/{id}', [TableController::class, 'update'])-
    Route::delete('/table/{id}', [TableController::class, 'destroy'])-
>name('table.destroy');
Route::get('/comments/{id}',[CommentController::class,'getCommentsForTable'
    Route::post('/comments',[CommentController::class,'store'])-
>name('comment.update');
>name("filtertables");
Route::post('/contact',[ContactController::class,'store'])-
>name('contact.store');
Route::get('/contactMail',function (\App\Http\Requests\ContactStoreRequest
    \Mail::to('katarina.kalanj.php2@gmail.com')->send(new
\App\Mail\Mail($content));
    return response(['feedback'=>'Message sent.']);
```

4.1.7 Views

4.1.7.1 Fixed.footer.blade.php

4.1.7.2 Fixed.head.blade.php

4.1.7.3 Fixed.navigation.blade.php

4.1.7.4 Fixed.scripts.blade.php

4.1.7.5 Layouts.layout.blade.php

```
<!DOCTYPE html>
<html lang="en">

@include('fixed.head')

<body>
@include('fixed.navigation')

@include('partials.success')
@include('partials.error')

@yield('content')

@include('fixed.footer')
```

```
@include('fixed.scripts')
</body>
</html>
```

4.1.7.6 Pages.main.account.blade.php

```
flex-column align-items-center justify-content-center profilePersonal
profilLeft">
               <img src="{{asset('assets/img/'.$user->image)}}"
>username}}
               <span class="infoAcc text-uppercase">Roles :</span><br>
               <span class="infoAcc text-uppercase">About :</span><br>
                   <div class="accAbout overflow-auto">
               </div>
               </div>
       </div>
        <div class="bq-dark card col-11 col-md-7 m-5 p-4 profilePersonal d-</pre>
               <div>
name="register">New Table</button></a>
type="button" class="btn btn-outline-light btn-lg px-4" id="register"
name="register">Edit Account</button></a>
```

```
@foreach($tables as $table)
    @include('partials.table',$table)
            </div>
         </div>
            <span class="text-left w-100 p-3 infoBorder"><h2>{{\$user-
>username}}'s Comments</h2></span>
               Comment
                     Date & Time
                  </div>
      </div>
   </div>
```

4.1.7.7 Pages.main.admin.blade.php

```
</div>
            </div>
                <a href="#" id="showAllTables">Show All Tables</a>
            </div>
                <h5 class="mb-2">Comments</h5>
                <a href="#" id="showAllComments"> Show All Comments </a>
            </div>
            </div>
            </div>
                <a href="#" id="createNewAdd"> Create New Ad </a>
            </div>
</a><br>
            </div>
        </div>
        <div class="col-12 d-flex flex-column justify-content-start align-</pre>
            <div class="col-10 text-center d-flex flex-column justify-</pre>
            </div>
```

4.1.7.8 Pages.main.author.blade.php

```
<section class="vh-100 login-bg">
radius: 1rem;">
                         <div class="card-body p-5 text-center">
                             <div class="mb-md-3 mt-md-4 ">
                                     <img src="assets/img/disc.jpg"</pre>
alt="slika123" class="img-fluid mb-2 slikaAuthor">
                                 </div>
challenging myself.
team player who knows how to make your ideas a reality. <br>
                                     Click <span class="authUnder"><a</pre>
href="https://katarinakalanj.netlify.com/" target=" blank">here</a></span>
href="models/wordDoc.php">here</a></span> to get a Word file with my info.
                                 </div>
                             </div>
                         </div>
                     </div>
                </div>
            </div>
        </div>
    </section>
    </div>
```

4.1.7.9 Pages.main.contact.blade.php

```
<div class="col-12 col-md-8 col-lg-6 col-x1-5">
                    <div class="card bg-dark text-white" style="border-</pre>
radius: 1rem;">
                         <div class="card-body p-5 text-center">
id="contactFeedback">
                                 </div>
                                 <h2 class="fw-bold mb-2 text-
uppercase">Contact Us</h2>
class="form-control form-control-lq mt-3"
placeholder="examplemail@mail.com"/>
                                     <label class="form-label mt-2"</pre>
for="email">Email</label>
form" id="emailError">
                                     </div>
                                 </div>
for="text">Subject</label>
form" id="subjectError">
                                         Field cannot be empty.
                                     </div>
                                 </div>
                                 <div class="form-group">
id="message" rows="3"></textarea>
form" id="messageError">
                                     </div>
                                 </div>
px-5" id="submit" type="submit">Submit</button>
                             </div>
                         </div>
                    </div>
```

4.1.7.10 Pages.main.createTable.blade.php

```
<section class=" login-bq">
flex flex-column align-items-center justify-content-center profilePersonal
               <div class="w-100 m-4 bg-dark card d-flex flex-column</pre>
align-items-center justify-content-center profilePersonal postBorder pb-4">
a New Table</h2></span>
action="{{route('table.store')}}" enctype="multipart/form-data">
value="{{session()->get('user')->id}}}">
                       <span class="infoAcc text-uppercase">Table Name
                       <input type="text" id="name" name="name"</pre>
                       </div>
                   <span class="infoAcc text-uppercase mt-2">Availability
:</span>
<div class=" form-outline form-white pl-5 mb-2 text-</pre>
name="days[]" value="{{$d->id}}" id="day{{$d->id}}">
>id}}">
                              {{$d->name}}
                           <div class="mt-2 invalid-form">
                          </div>
                   </div>
```

```
value="1" checked/> Yes
mt-1" value="0"/> No
                    </div>
                            <option value="ASC-id" selected>Game
System...
                                <option value="{{$qs->id}}">{{$qs-
>name}}</option>
                        </select>
                        </div>
                    </div>
                    <span class="infoAcc text-uppercase mt-2">Gaming
Expertise Level :</span>
                            <option value="ASC-id"</pre>
selected>Level...
>name}}</option>
                        </div>
                    </div>
                    <span class="infoAcc text-uppercase">Table Description
:</span>
name="about" id="about" rows="3">{{old('about')}}</textarea>
                        </div>
                    </div>
                            <span class="infoAcc text-uppercase">Image
 </span><br>
```

4.1.7.11 Pages.main.editComment.blade.php

```
<section class=" login-bq">
Your Comment</h2></span>
                             <div>
>text}}</textarea>
                                 </div>
                             </div>
                             </div>
```

```
</div>
</div>
</div>
</div>
</div>
</div>
</section>

@endsection
```

4.1.7.12 Pages.main.editTable.blade.php

```
<section class=" login-bq">
            <div class="bq-dark card col-12 col-1q-10 m-5 text-center d-</pre>
flex flex-column align-items-center justify-content-center profilePersonal
align-items-center justify-content-center profilePersonal postBorder pb-4">
Your Table</h2></span>
action="{{route('table.update', $table->id)}}" enctype="multipart/form-
data">
mb-2">
                        <span class="infoAcc text-uppercase">Table Name
form-control-lq mt-1" name="name" value="{{$table->name}}"/>
                    <span class="infoAcc text-uppercase mt-2">Availability
:</span>
                             <input class="form-check-input" type="checkbox"</pre>
name="days[]" value="{{$d->id}}" id="day{{$d->id}}"
```

```
Required :</span><br>
value="1" @if($table->game master==1) checked @endif/> Yes
@error('gmaster')
<div class="mt-2 invalid-form">
                     </div>
                  </div>
:</span>
                         <option value="0" selected>Game
System...
                     </select>
                     </div>
                  </div>
Expertise Level :
                         <option value="ASC-id"</pre>
selected>Level...
                            <option value="{{$lev->id}}" @if($table-
>level id == $lev->id) selected @endif>{{$lev->name}}</option>
                     </select>
                     </div>
:</span>
                     <textarea class="form-control mt-1 contxt"</pre>
```

4.1.7.13 Pages.main.editUser.blade.php

```
<input type="hidden" id="userId" name="userId"</pre>
value="{{$user->id}}}">
                      </div>
name="gameroles[]" value="{{$role->id}}" id="role{{$role->id}}}
@if(isset($user) && in_array($role->id, $user-
>gameroles()->pluck('game_roles.id')->toArray()))
                      </div>
                              </div>
                              <span class="infoAcc text-uppercase mt-2">About
:</span>
                          <span class="infoAcc text-uppercase">Image
:</span><br>
                          <input type="file" class="form-control mt-2 pb-2"</pre>
id="userImg" name="userImg">
                                   <div class="mt-2 invalid-form">
                                   </div>
                              </div>
btn-lq px-5" id="updateAcc" name="update">Update</button>
                      </div>
                      </form>
```

```
</section>
@endsection
```

4.1.7.14 Pages.main.error.blade.php

4.1.7.15 Pages.main.home.blade.php

```
<a href="{{$soc->link}}'
target=" blank"><i class="fa-brands fa-instagram socials ml-2"></i></a>
target=" blank"><i class="fa-solid fa-link socials ml-2"></i></a>
                        </div>
Warhammer 40k group? <br>We can help you!
class="btn btn-outline-light btn-lg px-5 m-2" type="button">Browse
Tables</button></a>
type="button">Your Account</button></a>
```

4.1.7.16 Pages.main.login.blade.php

```
<div class="mb-md-5 mt-md-4 pb-3">
uppercase"><i class="fa-solid fa-dice-d20"></i> Login</h2>
                                          <input type="email" id="email"</pre>
name="email" class="form-control form-control-lg mt-3" />
for="email">Email</label>
                                           </div>
                                      </div>
                                           <label class="form-label mt-2"</pre>
for="password">Password</label>
                                      </div>
                                  </div>
                                  <div>
                                  </div>
                             </form>
                         </div>
                     </div>
            </div>
        </div>
    </section>
```

4.1.7.17 Pages.main.mail.blade.php

4.1.7.18 Pages.main.register.blade.php

```
<div class="col-12 col-md-8 col-1g-6 col-x1-5">
radius: 1rem;">
                         <div class="card-body p-5 text-center">
                             <div class="mb-md-3 mt-md-4">
                                 <h2 class="fw-bold mb-3 text-uppercase"><i
                                 <form action="{{route('register.user')}}"</pre>
method="post">
mt-2 mb-0">Username</label><br>
characters.
                                     </div>
                                 </div>
mt-2">Email</label><br>
                                     </div>
                                 </div>
                                     <input type="password" class="form-</pre>
                                     <label for="password" class="form-label</pre>
mt-2 mb-0">Password</label><br>
at least 1 uppercase letter, special character, and at least 1 digit.
                                 </div>
```

4.1.7.19 Pages.main.table.blade.php

```
<div class="d-flex flex-column flex-lg-row pl-4 pr-4 align-</pre>
                @if(session()->get('user')->id==$table->user id)
                         <a href="{{route('table.edit',$table-
2"></i>Edit Table
                          </a><br>
                   <form method="post"</pre>
action="{{route('table.destroy',$table->id)}}">
```

```
{ | $table->about } } 
                     <span class="infoAcc text-uppercase">Details
:</span><br>
Master : @if($table->game master)    Required<br>    @else    Not Required<br>
                             <i class="fa-solid fa-book"></i> Game System :
{{$table->qs name}}<br>
                             <i class="fa-solid fa-calendar"></i> Created at
: {{$table->date}}<br>
                         </div>
                     <span class="infoAcc text-uppercase">Days :</span><br>
                     </div>
            </div>
                </div>
                <div class="col-12 d-flex flex-column align-items-center"</pre>
value="{{session()->get('user')->id}}}">
id="commentOnTable" name="txtComment" ></textarea>
                             <div class="text-center mb-2 invalid-form"</pre>
                                 Field cannot be empty.
```

4.1.7.20 Pages.main.tables.blade.php

```
items-lq-start justify-content-center">
profilePersonal d-flex flex-column align-items-center justify-content-
                </div>
                </div>
            </div>
profilePersonal profilLeft">
            <div class="w-100 m-4 bg-dark card d-flex flex-column align-</pre>
items-center justify-content-center profilePersonal postBorder pb-4">
            <span class="text-left w-100 p-3 infoBorder"><h2>Tabletop
Search</h2></span>
                     <input type="hidden" id="first" value="1">
                         <input class="form-check-input" type="checkbox"</pre>
```

```
class="days" name="days" value="{{$d->id}}" id="day{{$d->id}}">
                        <label class="form-check-label" for="day{{$d-</pre>
          </div>
REQUIRED :</span><br>
                    <input type="radio" id="gm" name="gm" class="ml-5 mt-1"</pre>
                </div>
                    <select class="custom-select form-control mt-3"</pre>
                        <option value="{{$qs->id}}">{{$qs->name}}</option>
                    </select>
                <div class="form-outline form-white ">
                        <option value="ASC-id" selected>Sort By...
                        <option value="DESC-date">Newest</option>
                        <option value="ASC-date">Oldest</option>
                        <option value="ASC-name">A-Z</option>
                        <option value="DESC-name">Z-A</option>
                    </select>
                        <option value="0" selected>Level...
>name}}</option>
                    </select>
btn-lg px-4" id="resetTables" name="reset">Reset</button>
                </form>
            </div>
```

4.1.7.21 Partials.error.blade.php

4.1.7.22 Partials.success.blade.php

4.1.7.23 Partials.table.blade.php

```
alt="{{$table->alt}}" class="img-fluid pSlika">
        </div>
<br>{{$table->qs name}}<br>
            </div>
    </div>
pr-2 pl-2"></i>see more</a>
            <form method="post" action="{{route('table.destroy', $table-</pre>
                 <button type="submit" class="p-0 btn text-light"><i</pre>
    </div>
</div>
```

4.2 JAVASCRIPT

4.2.1 Main.js

```
$(document).ready(function () {
    console.log(page)
    console.log(baseUrl)
    if(page=='tables') {
        getAllTables()
        $('#searchTables').on('click',filterTables)
        $('#resetTables').on('click',getAllTables)
}
if(page=='admin') {
        $('#showAllActivity').on('click',getAllActivity)
        $('#showAllUsers').on('click',getAllUsers)
        $('#createNewUser').on('click', userCreate)
        $('#showAllTables').on('click',getAllAdminTables)
        $('#showAllAds').on('click',showAllAds)
        $('#createNewAdd').on('click',printAdForm)
        $('#showAllMessages').on('click',getAllMessages)
        $('#showAllSocials').on('click',showAllSocials)
```

```
$('#showAllComments').on('click', getAllComments)
       $('#showAllSystems').on('click', showAllSystems)
       $('#createNewSystem').on('click', printSysForm)
   if(page.startsWith('table/')){
       console.log('starts with')
       getCommentsForTable()
   if (page== 'contact') {
const token = $('meta[name="csrf-token"]').attr('content');
function ajaxCallback(url, method, data, success) {
           console.log(data)
   console.log(userId)
   console.log(tableId)
       $('#commAjax').css('display','block')
       ajaxCallback(
               getCommentsForTable()
```

```
console.log(sessionUserId)
   ajaxCallback(
            console.log('komentari')
            console.log(data)
            printComments(data, sessionUserId)
            <a href="${baseUr1+'/comments/'+d.id+'/edit'}" class="mr-2"><i</pre>
                <img src="${baseUrl+'/assets/img/'+d.userimg}" alt=""</pre>
href="${baseUr1+'/account/'+d.user id}">${d.username}</a>
```

```
$('#commentsDiv').html(html)
   $('.deleteCommentOnPost').on('click',deleteCommentOnPost)
function deleteCommentOnPost(e) {
   e.preventDefault()
   console.log('delete comment')
   console.log(id)
   ajaxCallback(
           getCommentsForTable()
   e.preventDefault()
   console.log(email)
   console.log(message)
       $('#subjectError').css('display','none')
       $('#messageError').css('display','block')
       $('#messageError').css('display','none')
       ajaxCallback(
                'subject':subject,
```

```
$("#contactFeedback").addClass("alert-success")
function getAllActivity(e){
   e.preventDefault()
           console.log(data)
           printAllActivity(data.data)
function printAllActivity(data) {
```

```
${d.split("\t")[0]}
           ${d.split("\t")[1]}$td>${d.split("\t")[2]}
           ${d.split("\t")[3]}
   console.log(filter)
          console.log(data)
function getAllAdminTables(e) {
   e.preventDefault()
          console.log(data)
          printAllAdminTables(data)
```

```
ajaxCallback(
           getAllAdminTables(e)
function editTable(e){
   e.preventDefault()
   ajaxCallback(
```

```
printEditTableForm(data)
   $('#tableUpdateForm').on('click',updateTable)
   $('#nameError').css('display','none')
   $('#aboutError').css('display', 'none')
function updateTable(e){
   e.preventDefault()
   let name = $('#name').val()
   let about = $('#about').val()
   console.log(about)
       $('#nameError').css('display','none')
```

```
console.log('aight')
ajaxCallback(
        $('#tableFeedback').addClass('alert-success')
e.preventDefault()
ajaxCallback(
```

```
$('.deleteUser').on('click', deleteUser)
function userCreate(e){
   e.preventDefault()
   ajaxCallback(
           printUserForm(data.roles)
function printUserForm(roles) {
   console.log(roles)
```

```
$('#adminContent').html(html)
```

```
$('#usernameError').css('display','none')
    $('#passwordRepeatError').css('display','none')
    $('#createUser').on('click', storeUser)
function storeUser(e) {
    e.preventDefault()
    console.log('store user')
    console.log(role)
    let repeatPassword = $('#rePassword').val().trim()
let regexEmail = /^\w+([\.-]?\w+)*@\w+([\.-]?\w+)*(\.\w{2,3})+$/
let regexPassword = /^(?=.*?[A-Z])(?=.*?[a-z])(?=.*?[0-
9])(?=.*?[#?!@$%^&*-]).{8,}$/
    if(!regexUsername.test(username)){
         $('#usernameError').css('display','none')
         $('#passwordError').css('display','none')
    if(password!=repeatPassword || repeatPassword==''){
         $('#passwordRepeatError').css('display','block')
         $('#passwordRepeatError').css('display', 'none')
         ajaxCallback(
```

```
$('#userFeedback').addClass('alert-success')
function editUser(e){
   e.preventDefault()
   ajaxCallback(
            console.log(data)
           printEditForm(data.roles, data.user)
function printEditForm(roles,data) {
```

```
$('#updateUser').on('click',updateUser)
function updateUser(e){
   e.preventDefault()
   data.append('role id', role)
       $('#usernameError').css('display','none')
   if (password!='' && !regexPassword.test(password)) {
       $('#passwordError').css('display','block')
       $('#passwordError').css('display','none')
       data.append('password',password)
       data.append(' method', 'put')
           console.log(pair[0]+ ', ' + pair[1]);
```

```
$('#userFeedback').text('Update successful.')
$('#userFeedback').addClass('alert-success')
                   console.log(xhr.status)
                   console.log(data)
function deleteUser(e){
    ajaxCallback(
    getAllAds()
    ajaxCallback(
              printAds(data)
function printAds(data){
```

```
console.log(d)
   $('.deleteAd').click(deleteAd)
function printAdForm(e, data=null){
   console.log(data)
```

```
$('#adupdateform').on('click', updateAd)
    console.log('create ad')
    let image = document.getElementById("image").files[0]
    console.log(image)
    let text = $('#text').val().trim()
    console.log(text)
    console.log(link)
    let sendData = new FormData()
    if(document.querySelector("input[name=activity]:checked")) {
document.querySelector("input[name=activity]:checked").value
        console.log(activeChb)
        sendData.append('activity',activeChb)
```

```
if(document.getElementById("image").files[0]){
       sendData.append('image', image)
       sendData.append('text', text)
       $('#linkError').css('display','block')
       sendData.append('link',link)
           url: baseUrl + '/allads',
                console.log(xhr.status)
                console.log(data)
function deleteAd(e){
   e.preventDefault()
   ajaxCallback(
           getAllAds()
```

```
function editAd(e){
             console.log(data)
function updateAd(e){
    e.preventDefault()
    let image = document.getElementById("image").files[0]
    let text = $('#text').val().trim()
let link = $('#link').val().trim()
document.querySelector("input[name=activity]:checked").value
        console.log(activeChb)
        sendData.append('activity',activeChb)
    if (document.getElementById("image").files[0]) {
        sendData.append('image', image)
        $('#linkError').css('display','block')
        $('#linkError').css('display','none')
        sendData.append('link',link)
    sendData.append(' method', 'put')
    console.log(sendData.values())
        console.log(pair[0]+ ' = ' + pair[1]);
```

```
console.log(data)
                       $('#adFeedback').text('Update successful.')
$('#adFeedback').addClass('alert-success')
                        console.log(xhr.status)
                        console.log(data)
function showAllSystems(e){
    e.preventDefault()
    getAllSystems()
function getAllSystems(){
function printSystems(data){
         console.log(d)
```

```
function printSysForm(e,data=null){
   $('#nameError').css('display','none')
   $('#syscreateform').on('click', submitSys)
   $('#sysupdateform').on('click',updateSys)
```

```
function submitSys(e) {
   e.preventDefault()
   let name = $('#name').val()
       $('#nameError').css('display','none')
       ajaxCallback(
function editSys(e){
   ajaxCallback(
           printSysForm(e,data)
function updateSys(e){
   e.preventDefault()
   let id = $('#sysId').val()
   if(!regexName.test(name)){
```

```
ajaxCallback(
               $('#sysFeedback').addClass('alert-success')
function getAllComments() {
   ajaxCallback(
       let formated = date.toLocaleString()
```

```
ajaxCallback(
           getAllComments()
function getAllMessages() {
           printMessages(data)
function printMessages(data){
       let date = new Date(d.created at)
```

```
let formated = date.toLocaleString()
   $('.deleteMessage').on('click',deleteMessage)
function deleteMessage(e) {
   e.preventDefault()
   ajaxCallback(
           getAllMessages()
   e.preventDefault()
   getAllSocials()
           printSocials(data)
function printSocials(data){
```

```
console.log(d)
e.preventDefault()
ajaxCallback(
        printSocForm(e, data)
```

```
$('#socupdateform').on('click',updateSocial)
function submitSocial(e){
   e.preventDefault();
   let link = $('#link').val()
       $('#nameError').css('display','block')
       $('#nameError').css('display','none')
   if(link==null || link==''){
       $('#linkError').css('display','block')
```

```
ajaxCallback(
function updateSocial(e){
    e.preventDefault();
    let id = $('#socId').val()
let name = $('#name').val()
let link = $('#link').val()
         $('#nameError').css('display','none')
                   $('#socFeedback').text(data.feedback)
                   $('#socFeedback').addClass('alert-success')
function deleteSocial(e){
    e.preventDefault()
    ajaxCallback(
```

```
getAllSocials()
   console.log('filter')
       days1.push($(this).val())
   console.log(days1)
   if (document.querySelector("input[name=qm]:checked")) {
       qmaster = document.querySelector("input[name=qm]:checked").value
   console.log(gmaster)
   console.log(gsys)
   console.log(lvl)
           printTables(data.data)
           printPagination(data)
           console.log(data)
           $('#first').val(0)
function getAllTables() {
   let all = '1st'
   ajaxCallback(
```

```
printTables(data.data)
             printPagination(data)
             $('#first').val(1)
    $('.paginationNum').click(pagination)
    e.preventDefault()
    let page=this.dataset.id;
console.log('PAGE - '+page)
    if (all==1) {
        ajaxCallback(
                 printPagination(data)
             days1.push($(this).val())
         if(document.guerySelector("input[name=gm]:checked")){
document.querySelector("input[name=gm]:checked").value
        let sort = $('#ddSort').val();
        let lvl = $('#1v1').val();
```

```
ajaxCallback(
        console.log(data)
   <img src="${baseUrl+'/assets/img/'+table.image}"</pre>
```

4.3 SCSS

4.3.1 Style.scss

```
html{
    scroll-behavior: smooth;
body {
rgba(37, 117, 252, 1));
.profileAuthor{
    background-color: $divTransparent;
.slikaAuthor{
.profilePersonal{
```

```
.postAu{
   height: 250px !important;
.commentBorder{
   height: 100px !important;
.postBorder{
.tableActions{
.paginacija{
.invalid-form{
#adminbckg{
   background-color: #FAF9F6 !important;
```