

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Table of Contents

Login

Main Menu

My Items

Searching for Items

View Item

Propose Swap

Accept or Reject Swaps

Rate Swaps

Swap History

Update My Information

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Login

Abstract Code

Login

Sign In

Email/phone number

Password

Login

New User

Register

- User Enters Email , Password

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- If the data validation is successful, then click the Login button

```
Select password from user where Email = '$Email';
```

- If user record not found then show message “User not found” go back to **Login** form
- If user record found but User.password!= '\$Password' then show message “Incorrect password” go back to **Login** form
- Else Go to **Main Menu** Page
- Email will be stored in '\$Email' variable
- Show Register button
- On click will go to **Register User** module

User Registration

Abstract Code

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User registration

Registration

Email	Nickname				
<input type="text" value="gburdell@gatech.edu"/>	<input type="text" value="YellowJacket1"/>				
Password	City				
<input type="password" value="*****"/>	<input type="text" value="Atlanta"/>				
First Name	State				
<input type="text" value="George"/>	<input type="text" value="Georgia"/>				
Last Name	Postal Code				
<input type="text" value="Burdell"/>	<input type="text" value="30332"/>				
Phone number (optional)	<table><tr><th>Type</th></tr><tr><td>Home</td></tr><tr><td>Work</td></tr><tr><td>Mobile</td></tr></table>	Type	Home	Work	Mobile
Type					
Home					
Work					
Mobile					
<input type="text" value="404-555-1212"/>					
<input type="checkbox"/> Show phone number in swaps					

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- Email Textbox: User will be allowed to enter email address.All the necessary Data Validation will be in place
- Nickname Textbox: User will be allowed to enter Nickname.All the necessary Data Validation will be in place
- Password Textbox: User will be allowed to enter Password.All the necessary Data Validation will be in place
- First Name Textbox: User will be allowed to enter First Name.All the necessary Data Validation will be in place
- Last Name Textbox: User will be allowed to enter Last Name.All the necessary Data Validation will be in place
- Postal Code Textbox: User will be allowed to enter Postal code.All the necessary Data Validation will be in place
- City and State will be populated based on the verified postal code

```
Select City,State from address where postalcode='$Postalcode';
```

- Phone Number Textbox: User will be allowed to enter Phone Number.All the necessary Data Validation will be in place
- Show phone number in swaps checkBox: User will allowed to check the checkbox.All the necessary Data Validation will be in place

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

- Type drop down box: User will be allowed to select from the set of values for the phone type. This dropdown is enabled if there is a legit phone number filled in the phone number text box. Below query is executed for fetching the values.
- Postal data validation for each field the values will be stored in variables.
- The register button is enabled only if all the above fields are validated. On click below insert query will be executed

```
Insert into user (Email,Password,FirstName,LastName,Nickname,Phonenumber,Postalcode)
values ('$Email', '$Password', '$FirstName', '$LastName', '$NickName', '$Phonenumber',
'$Postalcode');
```

```
Insert into phone(Number,Type,ShareFlag) values ('$Phonenumber', '$Type', '$ShareFlg');
```

- If Insert Statement fails then show message “Registration Failed”
- Else Go to “Login Page”

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Main Menu

Abstract Code

GameSwap

Logout

Welcome, George Burdell!

My Rating

4.35

Unaccepted swaps

2

Unrated Swaps

2

List Item

My items

Search items

Swap history

Update my info

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- Show ListItem, My Items, Search Items, Swap History, Update my info, My Rating, Unaccepted Swaps, Unrated Swaps, Logout

- Upon

1. Click ListItem to go ListItem module
2. Click MyItems to go MyItems module
3. Click Search Items to go Search Items module
4. Click Swap History to go Swap History module
5. Click Update my Info to go Edit/View Profile
6. My rating will display your aggregated rating. Below query is executed

```
Select MyRating from user where Email='$Email';
```

7. Unaccepted Swaps will show count of unaccepted swaps as a hyperlink. On click will go Swap History module

- For getting the Unaccepted swaps below select query is executed

```
Select UnacceptedSwaps from user where Email='$Email';
```

8. Unrated Swaps will show count of unrated swaps as a hyperlink. On click will go Swap History module.

- For getting the Unrated swaps below select query is executed

```
Select UnratedSwaps from user where Email='$Email';
```

9. Click Logout to go the Login module

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List Item

should be assigned by the system and a success message showing the item number should be displayed to the user.

New Item Listing

Game type

Jigsaw Puzzle ▼

Title

"Central Park" by Michael Storrings

Condition

Like New ▼

Piece count

1000 ▲▼

Description

Only assembled once. No missing pieces! Has beautiful glitter effect.

List Item

Success

○

Your item has been listed!
Your item number is 42.

OK

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Abstract Code

- Show Game Type Drop box. The values will be prepopulated by the code
- Based on the selection of the GameType further fields will be shown
- **Jigsaw Puzzle**
 - 1.Show the Title Text Box
 - 2.Show Condition Drop Box. The values will be prepopulated by the code
 - 3.Show the Piece Count
 - 4.Show the Description Text Box (With fixed number of characters)
 - 5.Enable the List Item Button and Once clicked below Insert query will be executed

```
Insert into item (Email,Title,Condition,Description,Itemtype) values  
('$Email', '$Title', '$Condition', '$Description', '$ItemType');
```

The Itemnumber is incremental number which will be populated for each insert into Item table.

```
Select max(ItemNumber) ItemNumber from item where Title='$Title'  
and ItemType='$ItemType'and Email='$Email';
```

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Above select query output is used to get the Itemnumber for the current transaction and stored into '\$ItemNumber' .

```
Insert into itemtype (ItemNumber,Name,PieceCount) values  
('$ItemNumber' , '$ItemType' , '$PieceCount') ;
```

- **BoardGame**

- 1.Show the Title Text Box
- 2.Show Condition Drop Box. The values will be prepopulated by the code
- 3.Show the Description Text Box (With fixed number of characters)
- 4.Enable the List Item Button and Once clicked below Insert query will be executed

```
Insert into item (Email,Title,Condition,Description,Itemtype) values  
('$Email', '$Title', '$Condition', '$Description', '$ItemType');
```

The Itemnumber is incremental number which will be populated for each insert into Item table.

```
Select max(ItemNumber) ItemNumber from item where Title='$Title'  
and ItemType='$ItemType'and Email='$Email';
```

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Above select query output is used to get the Itemnumber for the current transaction and stored into '\$ItemNumber' .

```
Insert into itemtype (ItemNumber,Name) values ('$ItemNumber' ,  
'$ItemType') ;
```

- **CardGame**

- 1.Show the Title Text Box
- 2.Show Condition Drop Box. The values will be prepopulated by the code
- 3.Show the Description Text Box (With fixed number of characters)
- 4.Enable the List Item Button and Once clicked below Insert query will be executed

```
Insert into item (Email,Title,Condition,Description,Itemtype) values  
('$Email', '$Title', '$Condition', '$Description', '$ItemType');
```

The Itemnumber is incremental number which will be populated for each insert into Item table.

```
Select max(ItemNumber) ItemNumber from item where Title='$Title'  
and ItemType='$ItemType'and Email='$Email';
```

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Above select query output is used to get the Itemnumber for the current transaction and stored into '\$ItemNumber' .

```
Insert into itemtype (ItemNumber,Name) values ('$ItemNumber' ,  
'$ItemType') ;
```

- **VideoGame**

- 1.Show the Title Text Box
- 2.Show Condition Drop Box. The values will be prepopulated by the code
- 3.Show the Description Text Box (With fixed number of characters)
4. Show Platform DropBox. The values will be prepopulated by the code
5. Show Media DropBox. The values will be prepopulated by the code
- 6.Enable the List Item Button and Once clicked below Insert query will be executed

```
Insert into item (Email,Title,Condition,Description,Itemtype) values  
('$Email', '$Title', '$Condition', '$Description', '$ItemType');
```

The Itemnumber is incremental number which will be populated for each insert into Item table.

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
Select max(ItemNumber) ItemNumber from item where Title='$Title'
and ItemType='$ItemType'and Email='$Email';
```

Above select query output is used to get the Itemnumber for the current transaction and stored into '\$ItemNumber' .

```
Insert into itemtype (ItemNumber,Name,Platform,Media) values
('$ItemNumber' , '$ItemType', '$Platform', '$Media') ;
```

- **ComputerGame**

- 1.Show the Title Text Box
- 2.Show Condition Drop Box. The values will be prepopulated by the code
- 3.Show the Description Text Box (With fixed number of characters)
4. Show Platform DropBox. The values will be prepopulated by the code
- 5.Enable the List Item Button and Once clicked below Insert query will be executed

```
Insert into item (Email,Title,Condition,Description,Itemtype) values
('$Email', '$Title', '$Condition', '$Description', '$ItemType');
```

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

The Itemnumber is incremental number which will be populated for each insert into Item table.

```
Select max(ItemNumber) ItemNumber from item where Title='$Title'  
and ItemType='$ItemType'and Email='$Email';
```

Above select query output is used to get the Itemnumber for the current transaction and stored into '\$ItemNumber' .

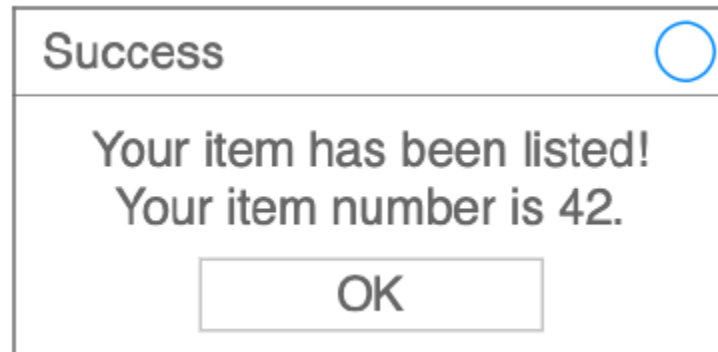
```
Insert into itemtype (ItemNumber,Name,Platform) values  
('$ItemNumber' , '$ItemType', '$Platform') ;
```

On Completion of Transaction below message might be displayed

- On Success – Below message box will be shown with Item Number. For fetching the item number below query is executed

```
Select max(ItemNumber) ItemNumber from item where Title='$Title'  
and ItemType='$ItemType'and Email='$Email';
```

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- On Failure – Message box will be shown “Item Listing Failed”

My Items

Item counts

Board games	Card games	Computer games	Jigsaw puzzles	Video games	Total
1	1	1	1	1	5

Abstract Code

- Show Item Counts for the User. Below select query is executed for it

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```
Select sum(BoardGames) BoardGames, sum (CardsGames)
CardsGames,sum(ComputerGames)
ComputerGames,sum(JigSawPuzzles)
JigSawPuzzles,sum(VideoGames)+sum(BoardGames) +sum
(CardsGames)+sum(ComputerGames)+sum(JigSawPuzzles)
+sum(VideoGames) Total from
(Select case when ItemType='Board Game' then 1 else 0 end
BoardGames,
        case when ItemType='Card Game' then 1 else 0 end
CardsGames,
        case when ItemType='Computer Game' then 1 else 0 end
ComputerGames ,
        case when ItemType='JigSaw Puzzle' then 1 else 0 end
JigSawPuzzles,
        case when ItemType='Video Game ' then 1 else 0 end VideoGames
from item I join itemtype ty on I.ItemType=ty.Itemtype and
I.ItemNumber=ty. ItemNumber where I.Email='$Email') ;
```

- Show My Item Details by executing below select query

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My Items

Item #	Game type	Title	Condition	Description	
23	Video game	Tetris	Lightly used		Detail
34	Board game	Monopoly	Damaged/Missing parts	We used to play this game heavily, and started losing some of the figurines, the cards, and finally...	Detail
106	Card game	UNO	Mint	Never opened!	Detail
250	Jigsaw puzzle	Sushi	Like New		Detail
345	Computer game	Myst	Moderately used	CD has some slight scratches but it's a classic	Detail

```
Select I.ItemNUmber, I.Itemtype GameType, I.Title, I.Condition,  
I.Description,ty.Plaform,ty.Media,ty.PieceCount,ty.Description  
from item I join itemtype ty on I.ItemType=ty.Itemtype and I.ItemNumber=ty.  
ItemNumber where Email ='$email';
```

- The Details button for every Item will consume the data returned from the below query

```
Select I.ItemNUmber, I.Itemtype GameType, I.Title, I.Condition,  
I.Description,ty.Platform,ty.Media,ty.PieceCount,ty.Description  
from item I join itemtype ty on I.ItemType=ty.Itemtype and I.ItemNumber=ty.  
ItemNumber where Email ='email' and I.ItemNumber=$ItemNumber;
```

- The Description restricting to 100 chars will be done in the code

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Searching for Items

Search

☐ By keyword:

☐ In my postal code

☐ Within miles of me

☐ In postal code:

Search!

Abstract Code

- **By Keyword:**
 1. Show the “By keyword” radiobutton
 2. Once the radiobutton is selected then enable the textbox
 3. On click of the “Search” button, below query will be executed

```
Select U.Email, I.ItemNumber, I.Itemtype GameType, I.Title, I.Condition,  
I.Description,ty.Platform,ty.Media,ty.PieceCount,ty.Description,addr.Postal  
Code,addr.longitude,addr.latitude  
from user U join item I on U.Email=I.Email join itemtype ty on  
I.ItemType=ty.Itemtype and I.ItemNumber=ty. ItemNumber;
```

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
join address addr on I.PostalCode= U.PostalCode  
where I.Email=$Email where U.Email <>'$Email' and (lower(Title) like  
'%lower($Keyword)%' or lower(Description) like '%lower($Keyword)%') ;
```

Below query will provide the logged user address details

```
Select U.User, addr.PostalCode,addr.longitude,addr.latitude  
from user U join address addr on I.PostalCode= U.PostalCode  
where I.Email='$Email' where U.Email ='$Email';
```

/* Logged User details*/

**Using the longitude and latitude of the logged user and the searched item
Owner distance between is calculated**

4. On execution of the query
 - a. For return of records below screen will be displayed

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Search results: keyword "tech"

Item #	Game type	Title	Condition	Description	Distance	
1885	Jigsaw puzzle	Georgia Tech campus	Mint		0.0	Detail
300	Video game	Wolfenstein: The New Order	Like New	Utilizing the idTech 5 engine, this game is an incredible sequel to the previous games in the serie...	3.5	Detail
124	Board game	Hungry Hungry Hippos	Damaged/Missing parts	This is such a fun game from my childhood. It has small pieces so it is not recommended if you hav...	7.1	Detail
927	Computer game	BattleTech	Moderately used		7.1	Detail

b. For no rows returned Message will be shown “No results found”

- **In My postal code:**

1. Show the “In My postal code” radiobutton
2. On click of the “Search” button, below query will be executed

```
Select U.Email, I.ItemNumber, I.Itemtype GameType, I.Title, I.Condition,  
I.Description,ty.Platform,ty.Media,ty.PieceCount,ty.Description,addr.Postal  
Code,addr.longitude,addr.latitude  
from user U join item I on U.Email=I.Email join itemType ty on  
I.ItemType=ty.Itemtype and I.ItemNumber=ty.ItemNumber  
join address addr on I.PostalCode= U.PostalCode  
where I.Email='$Email' where U.Email <>' $Email' and  
U.postalCode='$PostalCode' /*Logged in User Postal Code*/ ;
```

Below query will provide the logged user address details

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
Select U.User, addr.PostalCode,addr.longitude,addr.latitude  
from user U join address addr on I.PostalCode= U.PostalCode  
where I.Email='$Email' where U.Email ='$Email';
```

/* Logged User details*/

**Using the longitude and latitude of the logged user and the searched item
Owner distance between is calculated**

3. On execution of the query
 - a.For return of records below screen will be displayed

Search results: keyword "tech"

Item #	Game type	Title	Condition	Description	Distance	
1885	Jigsaw puzzle	Georgia Tech campus	Mint		0.0	Detail
300	Video game	Wolfenstein: The New Order	Like New	Utilizing the idTech 5 engine, this game is an incredible sequel to the previous games in the serie...	3.5	Detail
124	Board game	Hungry Hungry Hippos	Damaged/Missing parts	This is such a fun game from my childhood. It has small pieces so it is not recommended if you hav...	7.1	Detail
927	Computer game	BattleTech	Moderately used		7.1	Detail

- b.For no rows returned Message will be shown “No results found”

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

- **Within X miles of me:**
 1. Show the “Within the X miles” radiobutton
 2. Once the radiobutton is selected then enable the mile selector
 3. On click of the “Search” button, below query will be executed

```
Select U.Email, I.ItemNUmber, I.Itemtype GameType, I.Title, I.Condition,  
I.Description,ty.Platform,ty.Media,ty.PieceCount,ty.Description,addr.PostalCode,addr.longitude,  
addr.latitude  
from user U join item I on U.Email=I.Email join itemtype ty on I.ItemType=ty.Itemtype and  
I.ItemNumber=ty. ItemNumber  
join address addr on I.PostalCode= U.PostalCode  
where I.Email='$Email' where U.Email <>'$Email';
```

Below query will provide the logged user address details

```
Select U.User, addr.PostalCode,addr.longitude,addr.latitude  
from user U join address addr on I.PostalCode= U.PostalCode  
where I.Email='$Email' where U.Email ='$Email' ;
```

/* Logged In User details*/

Using the longitude and latitude of the logged in user and the searched item Owner distance between is calculated

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

4. The distance of each user with the logged user is calculated and then compared with the selected miles and only items whose distance with the logged in user is within the selected miles
5. On execution of the query
 - a. For return of records below screen will be displayed

Search results: keyword "tech"

Item #	Game type	Title	Condition	Description	Distance	
1885	Jigsaw puzzle	Georgia Tech campus	Mint		0.0	Detail
300	Video game	Wolfenstein: The New Order	Like New	Utilizing the IdTech 5 engine, this game is an incredible sequel to the previous games in the serie...	3.5	Detail
124	Board game	Hungry Hungry Hippos	Damaged/Missing parts	This is such a fun game from my childhood. It has small pieces so it is not recommended if you hav...	7.1	Detail
927	Computer game	BattleTech	Moderately used		7.1	Detail

- b. For no rows returned Message will be shown "No results found"
- In postal code:
 1. Show the "In postal code" radiobutton

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

2. Once the radiobutton is selected then enable the textbox. Do validate the postal code value.(It should match with the postal code reference table)

Below query for getting the postal code from Address table

Select distinct postal code from Address

3. On click of the “Search” button, below query will be executed

```
Select U.Email, I.ItemNumber, I.Itemtype GameType, I.Title, I.Condition,  
I.Description,ty.Platform,ty.Media,ty.PieceCount,ty.Description,addr.Postal  
Code,addr.longitude,addr.latitude  
from user U join item I on U.Email=I.Email join itemtype ty on  
I.ItemType=ty.Itemtype and I.ItemNumber=ty. ItemNumber  
join address addr on I.PostalCode= U.PostalCode  
where I.Email='$Email' where U.Email <>'$Email' and  
U.postalCode='$Postalcode' /*Input from textbox*/;
```

Below query will provide the logged user address details

```
Select U.User, addr.PostalCode,addr.longitude,addr.latitude  
from user U join address addr on addr.PostalCode= U.PostalCode  
where I.Email='$Email';
```

/* Logged In User details*/

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Using the longitude and latitude of the logged in user and the searched item Owner distance between is calculated

4. The distance of each user with the logged in user is calculated and then compared with the selected miles and only items whose distance with the logged in user is within the selected miles
5. On execution of the query
 - a. For return of records below screen will be displayed

Search results: keyword "tech"

Item #	Game type	Title	Condition	Description	Distance	
1885	Jigsaw puzzle	Georgia Tech campus	Mint		0.0	Detail
300	Video game	Wolfenstein: The New Order	Like New	Utilizing the IdTech 5 engine, this game is an incredible sequel to the previous games in the serie...	3.5	Detail
124	Board game	Hungry Hungry Hippos	Damaged/Missing parts	This is such a fun game from my childhood. It has small pieces so it is not recommended if you hav...	7.1	Detail
927	Computer game	BattleTech	Moderately used		7.1	Detail

- b. For no rows returned Message will be shown "No results found"

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

[View Item](#)

Abstract Code

- Once the Details button is clicked from the above list then below screen is shown

Item Details

Item #	3	Offered by	Calamity G.
Title	Legend of Zelda: Breath of the Wild	Location	Redmond, WA 98052
Game type	Video game	Rating	0.45
Platform	Nintendo	Distance	2168.1 miles
Media	Game card		
Condition	Lightly used		

Propose swap

- Below select query is executed for getting the above details

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
Select I.ItemNUmber,U.NickName, I.Itemtype GameType, I.Title, I.Condition,  
I.Description,ty.Platform,ty.Media,ty.PieceCount,ty.Description,addr.longitude,addr.latitude,u.myrating,u.E  
mail/*not to be shown on screen*/ from user U join item I on U.Email=I.Email join itemtype ty on  
I.ItemType=ty.Itemtype and I.ItemNumber=ty. ItemNumber join address addr on addr.PostalCode=  
U.PostalCode where ItemNumber='$ItemNumber' /*itemselected*/;
```

Below query will provide the logged user address details
/* Logged In User details*/

```
Select U.User, addr.PostalCode,addr.longitude,addr.latitude  
from user U join address addr on I.PostalCode= U.PostalCode  
where I.Email=$Email where U.Email ='$Email';
```

- Using the longitude and latitude of the logged in user and the searched item Owner distance between is calculated
- Show “Propose Swap” button and once clicked show the “Propose Swap Page”

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Propose Swap

Abstract Code

- Once the “Propose Swap” button is clicked then below screen is shown

Propose swap

⚠ The other user is 2168.1 miles away! ⚠

You are proposing a trade for
Legend of Zelda: Breath of the Wild

Confirm

Please choose your proposed item:

Item #	Game type	Title	Condition	
23	Video game	Tetris	Lightly used	<input type="radio"/> Select
34	Board game	Monopoly	Damaged/Missing parts	<input type="radio"/> Select
106	Card game	UNO	Mint	<input type="radio"/> Select
250	Jigsaw puzzle	Sushi	Like New	<input type="radio"/> Select
345	Computer game	Myst	Moderately used	<input type="radio"/> Select

- Below select query is executed for getting the above details

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
Select I.ItemNUmber,U.NickName, I.Itemtype GameType, I.Title, I.Condition,  
I.Description,ty.Platform,ty.Media,ty.PieceCount,ty.Description  
from user U join item I on U.Email=I.Email join itemtype ty on  
I.ItemType=ty.Itemtype and I.ItemNumber=ty. ItemNumber  
where U.Email ='$Email'/* logged in */ and I.Item not in (select distinct Item  
from Swap) ;
```

- The Selected Item Details from the previous screen are persisted for this page
- All the Items for the logged in user will displayed with select radiobutton for every Item
- Once logged in User selects one item then “Confirm” Button will be enabled

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

- Once the “Confirm” Button is clicked then below insert statement will be executed

Insert into swap

(ProposedEmail,DateProposed,Status,Other User,CounterPartyEmail,ProposedItem,DesiredItem)

Values ('\$Email'/*logged in*/, systemdate,"Proposed", '\$Nickname'/*Select Previous screen*/,
'\$CounterPartyEmail'/*Select Previous screen*/, '\$Item','\$DesiredItem'/*Select Previous screen*/);

SwapId will be an incremental Number which will be populated for every insert

Accept or Reject Swaps

Abstract Code

- You can come on this screen by clicking “Unaccepted Swaps” link then below screen is shown

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Accept/reject swaps

Date	Desired Item	Proposer	Rating	Distance	Proposed Item	
1/15/2020	Cards Against Humanity	HeroOfTime	4.99	8.2 miles	Super Mario Maker	<div>Accept</div> <div>Reject</div>

If the swap is accepted, display a dialog with the proposer's email, first name, and phone number/type, if available and if sharing option is set. (If phone number is available, but not shareable, it can also be displayed as not available.)

Swap Accepted

Contact the proposer to swap items!

Email: royal.bodyguard@hyrule.gov
Name: Link
No phone number available

OK

- Below select query is executed for getting the above details

```
Select ProposedDate,Desired ,Swapid,Item,Proposer,ProposedItem
,addr.longitude,addr.latitude from user U join swap S on
U.Email=S.CounterPartyEmail join address addr on
u.postalcode=addr.postalcode where S.Status='Proposed';
```


Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

/* Getting the Proposer rating,nickname, and longitude and latitude,phonenummer,email and first name*/

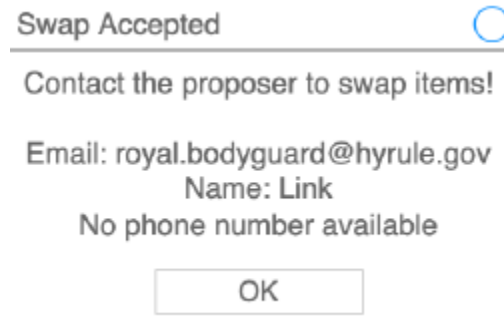
```
Select ed U.myrating,u.nickname,addr.longitude,addr.latitude  
from user U join swap S on U.Email=S.ProposedEmail  
join address addr on u.postalcode=addr.postalcode  
where S.Status='Proposed';
```

- If Accept button is clicked then below Update Statement is executed

```
Update swap set status='Accepted' ,DateResponded=system date where  
CounterpartyEmail='$CounterpartyEmail' and Swapid='$Swapid';
```

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

And below message will be displayed



- If Reject button is clicked then below Update Statement is executed

```
Update swap set status='Rejected' ,DateResponded=system date where  
CounterpartyEmail='$CounterpartyEmail' and Swapid='$Swapid';
```

Rate Swaps

Abstract Code

- Below table will be shown. Select query will be executed for this table

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Rate Swaps

Acceptance Date	My role	Proposed Item	Desired Item	Other User	Rating
06/02/2021	Proposer	Mastermind	Skip-Bo	PrincessZ	<input type="text" value="0"/>
05/25/2021	Counterparty	Connect Four	Doom 3	KingRhoam	<input type="text" value="0"/>

0

1

2

3

4

5

Select dateresponded as acceptancedatee, 'Proposer',ProposedItem, DesiredItem from `swap` where ProposedEmail='\$Email' and ProposerRating is null

Union

Select dateresponded as acceptancedatee, 'CounterParty',ProposedItem, DesiredItem from `swap` where CounterPartyEmail='\$Email' and CounterRating is null;

- Every row in the table will have a Rating dropdown with prepopulated values
- Once the rating is select for that swap then below update Stmt is executed

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Update `swap` set counterpartyrating='\$\$Rating' where
CounterpartyEmail='\$\$Email' and Swapid='\$\$SwapId';

Update `swap` set proposerrating = '\$\$Rating' where
ProposedEmail='\$\$Email' and Swapid='\$\$SwapId';

Swap History Abstract Code

- Below table will be shown. Select query will be executed for this table

Swap history

My role	Total	Accepted	Rejected	Rejected %
Proposer	2	1	1	50.0%
Counterparty	2	2	0	0.0%

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
Select 1 Total, Case when Status='Accepted' then 1 else 0 end Accepted  
, Case when Status='Rejected' then 1 else 0 end Rejected, 'Proposer' from  
swap where ProposedEmail='$Email'
```

Union

```
Select 1 Total, Case when Status='Accepted' then 1 else 0 end Accepted  
, Case when Status='Rejected' then 1 else 0 end Rejected, 'CounterParty'  
from swap where CounterpartyEmail='$Email' ;
```

- Below table will be shown. Select query will be executed for this table

Proposed Date	Accepted/ Rejected Date	Swap status	My role	Proposed Item	Desired Item	Other User	Rating	
06/01/2021	06/02/2021	Accepted	Proposer	Mastermind	Skip-Bo	PrincessZ	<input type="text"/> 	Detail
05/15/2021	05/25/2021	Accepted	Counterparty	Connect Four	Doom 3	KingRhoam	<input type="text"/> 	Detail
04/15/2021	04/23/2021	Rejected	Proposer	Sushi	Trivial Pursuit	Mario		Detail
04/21/2021	04/23/2021	Accepted	Counterparty	Apples to Apples	Cribbage	GreenBro2	4	Detail

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
Select ProposedDate,DateResponded Accepted_Rejected_Date,Status, 'Proposer'  
MyRole, ProposedItem,DesireedItem,OtherUSer,ProsperRating  
  
from swap where ProposedEmail ='$Email'  
  
Union  
  
Select ProposedDate,DateResponded Accepted_Rejected_Date,Status,  
'CounterParty' MyRole,  
ProposedItem,DesireedItem,OtherUSer,CounterpartyRating  
  
from swap where CounterpartyEmail ='$Email';
```

- If the any Rating is null then Drop down rating will provided to select the rating

Proposed Date	Accepted/ Rejected Date	Swap status	My role	Proposed Item	Desired Item	Other User	Rating
06/01/2021	06/02/2021	Accepted	Proposer	Mastermind	Skip-Bo	PrincessZ	<input type="text"/>
05/15/2021	05/25/2021	Accepted	Counterparty	Connect Four	Doom 3	KingRhoam	<input type="text"/>

Once rating is selected then below Update stmt will be executed

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
Update swap set counterpartyrating=$rating where  
CounterpartyEmail='$Email'and Swapid='$SwapId';
```

```
Update swap set Proposerrating = $rating where ProposedEmail='$Email' and  
Swapid='$SwapId';
```

- Once the Detail link/Button is clicked below screen is shown

Swap Details		User details	
Proposed	04/21/2021	Nickname	GreenBro2
Accepted/Rejected	04/23/2021	Distance	10.3 miles
Status	Accepted	Name	Luigi
My role	Counterparty	Email	luigi@plumberbros.com
Rating left	4	Phone	404-555-6464 (work)
Proposed Item		Desired Item	
Item #	73	Item #	121
Title	Apples to Apples	Title	Cribbage
Game type	Board game	Game type	Card game
Condition	Damaged/Missing pieces	Condition	Mint
Description	We play this game with our friends, and have lost some of the cards. But it is still a fun game to play!		

Below select queries needs to executed

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
Select ProposedDate, DateResponded Accepted_Rejected_Date, Status,  
'Proposer' MyRole, ProposedItem, DesiredItem, OtherUser, CounterpartyRating  
from swap where CounterpartyEmail='$Email';
```

```
Select I.ItemNumber, I.Itemtype GameType, I.Title, I.Condition,  
I.Description, ty.Platform, ty.Media, ty.PieceCount, ty.Description  
from item I join itemtype ty on I.ItemType=ty.Itemtype where  
ItemNumber='$ProposedItem';
```

```
Select I.ItemNumber, I.Itemtype GameType, I.Title, I.Condition,  
I.Description, ty.Platform, ty.Media, ty.PieceCount, ty.Description  
from item I join itemtype ty on I.ItemType=ty.Itemtype where  
ItemNumber='$DesiredItem';
```


Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

```
Select U.User, addr.PostalCode,addr.longitude,addr.latitude from  
user U join address addr on I.PostalCode= U.PostalCode where  
I.Email='$Email' where U.Email='$ProposedEmail';
```

```
Select U.User, addr.PostalCode,addr.longitude,addr.latitude  
from user U join address addr on I.PostalCode= U.PostalCode  
where I.Email=$Email where U.Email = '$CounterpartyEmail' ;
```

Update My Information

Abstract Code

Below table will be shown. Select query will be executed

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Update my information

Email	Nickname
<input type="text" value="gburdell@gatech.edu"/>	<input type="text" value="YellowJacket1"/>
Password	City
<input type="text" value="*****"/>	<input type="text" value="Atlanta"/>
First Name	State
<input type="text" value="George"/>	<input type="text" value="Georgia"/>
Last Name	Postal Code
<input type="text" value="Burdell"/>	<input type="text" value="30332"/>
Phone number (optional)	
<input type="text" value="404-555-1212"/>	
<input type="checkbox"/> Show phone number in swaps	
<input type="button" value="Update"/>	

Type
Home
Work
Mobile

Select

Nickname,password,FirstName,LastName,City,State,Postalcodr,PhoneNumber,PhoneType
from **user** U join **address** addr on U.postalCode=addr. postalCode
where Email='\$Email';

- Nickname Textbox: User will be allowed to change Nickname.All the necessary Data Validation will be in place

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

- Password Textbox: User will be allowed to change Password.All the necessary Data Validation will be in place
- First Name Textbox: User will be allowed to enter First Name.All the necessary Data Validation will be in place
- Last Name Textbox: User will be allowed to enter Last Name.All the necessary Data Validation will be in place
- Postal Code Textbox: User will be allowed to change Postal code.All the necessary Data Validation will be in place
- City and State will be populated based on the verified postal code

`Select City,State from address where postalcode=$postalcode;`
- Phone Number Textbox: User will be allowed to change Phone Number.All the necessary Data Validation will be in place
- Show phone number in swaps checkBox: User will allowed to uncheck the checkbox.All the necessary Data Validation will be in place
- Type drop down box: User will be allowed to change from the set of values for the phone type.This dropbox is enabled if there is a legit phone number filled in the phone number text box.
- The Update button is enabled only if all the above fields are validated. On click below update query will be executed

Phase 2 Abstract Code w/SQL | CS 6400 - Spring 2022 | Team 103

Update `user` set

`password='$Password',FirstName='$FirstName',LastName='$LastName',Nickname'$NickName',PostalCode='$PostalCode' where Email='$Email';`

Update `phone` set `Type='$Type',ShareFlag='$ShareFlg' where Number='$PhoneNumber';`