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Abstract Code

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Login

Sign In

Email/phone number

Password

Login

New User

Register

- User Enters Email , Password
- If the data validation is successful, then click the Login button

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```
Select user_password from  
CS6400_spr22_team103.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.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

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User Registration

Abstract Code

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)	Type
<input type="text" value="404-555-1212"/>	
<input type="checkbox"/> Show phone number in swaps	
<input type="button" value="Register"/>	
<div>Home Work Mobile</div>	

- Email Textbox: User will be allowed to enter email address. All the necessary Data Validation will be in place

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- 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 addr_city, addr_state from  
CS6400_spr22_team103.useraddress 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

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- 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 CS6400_spr22_team103.user (email, user_password, user_firstname,
user_lastname, user_nickname, fk_User_phone_Phone_phone,
fk_User_postalcode_UserAddress_postalcode) values ('$Email', '$Password', '$FirstName',
'$LastName', '$NickName', '$Phonenumber', '$Postalcode');
```

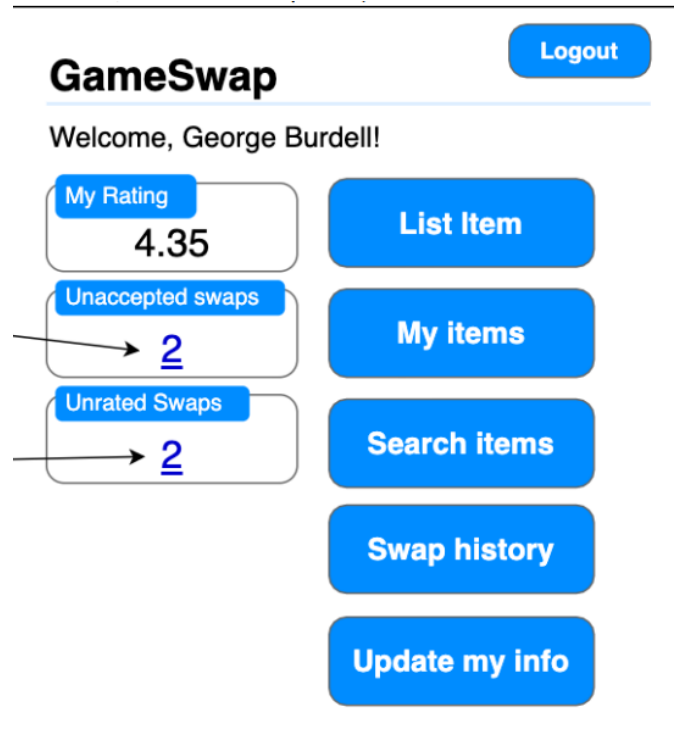
```
Insert into CS6400_spr22_team103.phone(phone_number, phone_type, phone_share)
values ('$Phonenumber', '$Type', '$ShareFlg');
```

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

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[Main Menu](#)

Abstract Code



- 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

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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 for the logged User

```
Select user_rating from CS6400_spr22_team103.user where email='$Email';
```

Myrating will be calculated using the below query

```
Select avg(rating) from  
(  
  Select sum(coalesce(swap_proposer_rating,0)) rating , proposer_email from  
  CS6400_spr22_team103.swap where proposer_email='$Email'  
  union all  
  Select sum(coalesce(swap_counterparty_rating,0)) , counterparty_email from  
  CS6400_spr22_team103.swap where counterparty_email='$Email'  
) a
```

7. Unaccepted Swaps will show count of unaccepted swaps as a hyperlink. On click will go Accept/Reject Swap page
 - For getting the Unaccepted swaps below select query is executed

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```
Select UnacceptedSwaps from  
CS6400_spr22_team103.user where Email='$Email';
```

UnacceptedSwaps will be calculated based on the below query

```
Select count(1) from  
(Select swap_date_responded as acceptancedatee, 'CounterParty',proposer_itemNumber  
ProposedItem, counterparty_itemNumber DesiredItem from  
CS6400_spr22_team103.swap where counterparty_email='$Email'  
and swap_date_responded is null) A;
```

- If the UnacceptedSwaps is > 2 then the number shown should be in bold and in red
8. Unrated Swaps will show count of unrated swaps as a hyperlink. On click will go Rating Swap page.
- For getting the Unaccepted swaps below select query is executed
- ```
Select UnratedSwaps from CS6400_spr22_team103.user
where Email='$Email';
```
- If the UnratedSwaps is > 2 then the number shown should be in bold and in red
  - UnratedSwaps will be calculated based on the below query

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```
Select count(1) from (Select swap_date_responded as
acceptancedatee, 'Proposer' my_role,p_item.item_title
ProposedItem, c_item.item_title
DesiredItem,d_user.user_nickname other_user from
CS6400_spr22_team103.swap s join
CS6400_spr22_team103.item p_item on
s.proposer_itemNumber=p_item.itemNumber

join CS6400_spr22_team103.item c_item on
s.counterparty_itemNumber=c_item.itemNumber

join CS6400_spr22_team103.user d_user on
s.counterparty_email=d_user.email

where proposer_email='$Email' and swap_proposer_rating is
null and swap_status='Accepted'

Union

Select swap_date_responded as acceptancedatee,
'Counterparty',p_item.item_title ProposedItem,
c_item.item_title DesiredItem,d_user.user_nickname from
CS6400_spr22_team103.swap s join
```

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```
CS6400_spr22_team103.item p_item on
s.proposer_itemNumber=p_item.itemNumber

join CS6400_spr22_team103.item c_item on
s.counterparty_itemNumber=c_item.itemNumber

join CS6400_spr22_team103.user d_user on
s.counterparty_email=d_user.email

where counterparty_email='$Email'
and swap_counterparty_rating is null and
swap_status='Accepted');
```

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 CS6400_spr22_team103.item (Email, item_title,
item_condition, item_description, itemtype_name,
itemtype_description, itemtype_piece_count) values ('$Email',
'$Title', '$Condition', '$Description', '$ItemType', '$PieceCount');
```

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
CS6400_spr22_team103.item where item_title = '$Title' and
itemtype_name = '$ItemType' and Email = '$Email';
```

- **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 CS6400_spr22_team103.item (Email, item_title,
item_condition, item_description, itemtype_name,
itemtype_description) 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
CS6400_spr22_team103.item where item_title = '$Title' and
itemtype_name = '$ItemType' and Email = '$Email';
```

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

- **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 CS6400_spr22_team103.item (Email, item_title,
item_condition, item_description, itemtype_name,
itemtype_description) 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
CS6400_spr22_team103.item where item_title = '$Title' and
itemtype_name = '$ItemType' and Email = '$Email';
```

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

- **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 CS6400_spr22_team103.item (Email, item_title,
item_condition, item_description, itemtype_name,
itemtype_description, itemtype_platform, itemtype_media) values
('$Email', '$Title', '$Condition', '$Description',
'$ItemType', '$Platform', '$Media');
```

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

```
Select max(itemNumber) ItemNumber from
CS6400_spr22_team103.item where item_title = '$Title' and
itemtype_name = '$ItemType' and Email = '$Email';
```

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

- **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 CS6400_spr22_team103.item (Email, item_title,
item_condition, item_description, itemtype_name,
```

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

```
itemtype_description, itemtype_platform) values ('$Email', '$Title',
'$Condition', '$Description', '$ItemType', '$Platform');
```

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

```
Select max(itemNumber) ItemNumber from
CS6400_spr22_team103.item where item_title = '$Title' and
itemtype_name = '$ItemType' and Email = '$Email';
```

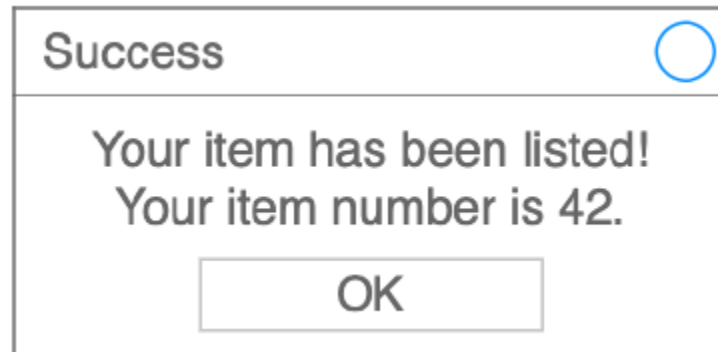
Above select query output is used to get the Itemnumber for the current transaction and stored into '\$ItemNumber' .

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. The user will be redirected to the Main Menu.

```
Select max(itemNumber) ItemNumber from
CS6400_spr22_team103.item where item_title = '$Title' and
itemtype_name = '$ItemType' and Email = '$Email';
```

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

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### [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

```
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_name='Board Game' then 1 else 0 end
BoardGames,
 case when itemtype_name='Card Game' then 1 else 0 end
CardsGames,
```

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```
case when itemtype_name='Computer Game' then 1 else 0
end ComputerGames ,
case when itemtype_name='JigSaw Puzzle' then 1 else 0 end
JigSawPuzzles,
case when itemtype_name='Video Game' then 1 else 0 end
VideoGames
from CS6400_spr22_team103.item I where I.Email='$Email') a ;
```

- Show My Item Details by executing below select query

My Items

| Item # | Game type     | Title    | Condition             | Description                                                                                            |                        |
|--------|---------------|----------|-----------------------|--------------------------------------------------------------------------------------------------------|------------------------|
| 23     | Video game    | Tetris   | Lightly used          |                                                                                                        | <a href="#">Detail</a> |
| 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... | <a href="#">Detail</a> |
| 106    | Card game     | UNO      | Mint                  | Never opened!                                                                                          | <a href="#">Detail</a> |
| 250    | Jigsaw puzzle | Sushi    | Like New              |                                                                                                        | <a href="#">Detail</a> |
| 345    | Computer game | Myst     | Moderately used       | CD has some slight scratches but it's a classic                                                        | <a href="#">Detail</a> |

```
Select I.ItemNumber, I.Itemtype_Name GameType, I.item_Title Title,
I.item_Condition, I.item_Description
from CS6400_spr22_team103.item I where Email =' $Email';
```

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

```
Select I.ItemNumber, I.Itemtype_Name GameType, I.item_Title Title,
I.item_Condition, item_Description,itemtype_Platform
,itemtype_Media,itemtype_Piece_Count from
CS6400_spr22_team103.item I where Email ='$Email' and ItemNumber
=$ItemNumber;
```

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

### Searching for Items

Search

☐ By keyword:

☐ In my postal code

☐ Within  miles of me

☐ In postal code:

Search!

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### 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_name GameType, I.item_title,
I.item_condition, I.item_description,i.itemtype_platform
,i.itemtype_media,i.itemtype_piece_count,addr.PostalCode
,addr.addr_longitude,addr.addr_latitude from
CS6400_spr22_team103.user U join CS6400_spr22_team103.item I on
U.Email=I.Email join CS6400_spr22_team103.useraddress addr on
U.PostalCode= U.PostalCode where I.Email='$Email' and U.Email
<>'$Email' and (lower(item_title) like '%lower($Keyword)%' or
lower(item_description) like '%lower($Keyword)%') ;
```

**Below query will provide the logged user address details**



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

```
Select U.email, addr.PostalCode
,addr.addr_longitude,addr.addr_latitude from
CS6400_spr22_team103.user U join CS6400_spr22_team103.
useraddress addr on u.PostalCode= U.PostalCode where
U.Email='$Email';
```

**Using the longitude and latitude of the logged user and the searched item Owner distance between them is calculated. Then stored as an attribute for each Item returned by the above query.(Based on the complexity the distance calculation will be included in the query or in the code)**

4. On execution of the above queries
  - a. For return of records below screen will be displayed. On clicking Details more columns from the above queries are 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      | <a href="#">Detail</a> |
| 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      | <a href="#">Detail</a> |
| 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      | <a href="#">Detail</a> |
| 927    | Computer game | BattleTech                 | Moderately used       |                                                                                                        | 7.1      | <a href="#">Detail</a> |

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_name GameType, I.item_title,
I.item_condition, I.item_description,i.itemtype_platform
,i.itemtype_media,i.itemtype_piece_count,addr.PostalCode,addr.addr_long
itude,addr.addr_latitude from CS6400_spr22_team103.user U join
CS6400_spr22_team103.item I on U.Email=I.Email join
CS6400_spr22_team103.useraddress addr on U.PostalCode= U.PostalCode
where I.Email='$Email' and U.Email <>'$Email' and
U.postalCode='$PostalCode' /*Logged in User Postal Code*/ ;
```

Below query will provide the logged user address details

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```
Select U.email, addr.PostalCode
,addr.addr_longitude,addr.addr_latitude from
CS6400_spr22_team103.user U join
CS6400_spr22_team103.useraddress addr on
u.PostalCode= U.PostalCode where U.Email='$Email';
```

**Using the longitude and latitude of the logged user and the searched item Owner distance between them is calculated. Then stored as an attribute for each Item returned by the above query.(Based on the complexity the distance calculation will be included in the query or in the code)**

3. On execution of the query
  - a. For return of records below screen will be displayed. On clicking Details more columns from the above queries are 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      | <a href="#">Detail</a> |
| 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      | <a href="#">Detail</a> |
| 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      | <a href="#">Detail</a> |
| 927    | Computer game | BattleTech                 | Moderately used       |                                                                                                        | 7.1      | <a href="#">Detail</a> |

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

- **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_name GameType, I.item_title, I.item_condition,
I.item_description,i.itemtype_platform,i.itemtype_media,i.itemtype_piece_count,addr.PostalCod
e,addr.addr_longitude,addr.addr_latitude from CS6400_spr22_team103.user U join
CS6400_spr22_team103.item I on U.Email=I.Email join CS6400_spr22_team103.useraddress addr
on U.PostalCode= U.PostalCode where I.Email='$Email' and U.Email <>'$Email';
```

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**Below query will provide the logged user address details**

```
Select U.email, addr.PostalCode
,addr.addr_longitude,addr.addr_latitude from
CS6400_spr22_team103.user U join CS6400_spr22_team103.
useraddress addr on u.PostalCode= U.PostalCode where
U.Email='$Email';
```

**Using the longitude and latitude of the logged user and the searched item Owner distance between them is calculated. Then stored as an attribute for each Item returned by the above query.(Based on the complexity the distance calculation will be included in the query or in the code)**

4. The distance of each item 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. The logic is implemented in the code.
5. On execution of the query
  - a. For return of records below screen will be displayed. On clicking Details more columns from the above queries are 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      | <a href="#">Detail</a> |
| 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      | <a href="#">Detail</a> |
| 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      | <a href="#">Detail</a> |
| 927    | Computer game | BattleTech                 | Moderately used       |                                                                                                        | 7.1      | <a href="#">Detail</a> |

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

- In postal code:

1. Show the “In postal code” radiobutton
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

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```
Select U.Email, I.ItemNUmber, I.itemtype_name GameType, I.item_title,
I.item_condition,
I.item_description,i.itemtype_platform,i.itemtype_media,i.itemtype_piece
_count,addr.PostalCode,addr.addr_longitude,addr.addr_latitude from
CS6400_spr22_team103.user U join CS6400_spr22_team103.item I on
U.Email=I.Email join CS6400_spr22_team103.useraddress addr on
U.PostalCode= U.PostalCode where I.Email='$Email' and U.Email <>'$Email'
and U.postalCode='$Postalcode' /*Input from textbox*/;
```

**Below query will provide the logged user address details**

```
Select U.email, addr.PostalCode
,addr.addr_longitude,addr.addr_latitude from
CS6400_spr22_team103.user U join CS6400_spr22_team103.
useraddress addr on u.PostalCode= U.PostalCode where
U.Email='$Email';
```

**Using the longitude and latitude of the logged user and the searched item Owner distance between them is calculated. Then stored as an attribute for each Item returned by the above query.(Based on the complexity the distance calculation will be included in the query or in the code)**

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4. On execution of the query

- a. For return of records below screen will be displayed. On clicking Details more columns from the above queries are displayed

Search results: keyword "tech"

| Item # | Game type     | Title                      | Condition             | Description                                                                                            | Distance |                        |
|--------|---------------|----------------------------|-----------------------|--------------------------------------------------------------------------------------------------------|----------|------------------------|
| 1885   | Jigsaw puzzle | Georgia Tech campus        | Mint                  |                                                                                                        | 0.0      | <a href="#">Detail</a> |
| 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      | <a href="#">Detail</a> |
| 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      | <a href="#">Detail</a> |
| 927    | Computer game | BattleTech                 | Moderately used       |                                                                                                        | 7.1      | <a href="#">Detail</a> |

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

[View Item](#)

Abstract Code



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

- 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

```
Select I.ItemNumber,U.user_NickName, I.itemtype_name GameType, I.item_Title, I.item_Condition,
I.item_Description,I.itemtype_Platform,I.itemtype_Media,I.itemtype_Piece_Count,addr.addr_longitude,ad
dr.addr_latitude,u.user_rating,u.Email/*not to be shown on screen*/ from CS6400_spr22_team103.user U
join CS6400_spr22_team103.item I on U.Email=I.Email join CS6400_spr22_team103.useraddress addr on
addr.PostalCode= U.PostalCode where ItemNumber='$iTemNumber' /*itemselected*/;
```

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

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

```
Select U.email, addr.PostalCode
,addr.addr_longitude,addr.addr_latitude from
CS6400_spr22_team103.user U join CS6400_spr22_team103.
useraddress addr on u.PostalCode= U.PostalCode 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.user_NickName, I.Itemtype_name GameType,
I.item_Title, I.item_Condition, I.item_Description
,I.itemtype_Platform,I.itemtype_Media,I.itemtype_Piece_Count
from CS6400_spr22_team103.user U join CS6400_spr22_team103.item I on
U.Email=I.Email
where U.Email = '$Email'/* logged in */ and I.ItemNumber not in (select
distinct ItemNumber from CS6400_spr22_team103.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**

( proposer\_email, swap\_date\_proposed, swap\_status, counterparty\_email, proposer\_itemNumber, counterparty\_itemNumber)

Values ('\$Email'/\*logged in\*/, sysdate, "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**

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

### [Accept or Reject Swaps](#)

#### Abstract Code

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

to the item's item page, and an accept/reject mechanism should be provided.

Accept/reject swaps

| Date      | Desired Item                           | Proposer   | Rating | Distance  | Proposed Item                     |                                     |
|-----------|----------------------------------------|------------|--------|-----------|-----------------------------------|-------------------------------------|
| 1/15/2020 | <a href="#">Cards Against Humanity</a> | HeroOfTime | 4.99   | 8.2 miles | <a href="#">Super Mario Maker</a> | <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

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

```
Select swap_date_proposed,d.item_title,P_user.user_nickname,
P_user.user_rating,p.item_title,S.proposer_email
,c_addr.addr_longitude,c_addr.addr_latitude
,p_addr.addr_longitude,p_addr.addr_latitude from
CS6400_spr22_team103.user C_user

join CS6400_spr22_team103.swap S on
C_user.Email=S.counterparty_email

join CS6400_spr22_team103.user P_user on
P_user.Email=S.proposer_email

join CS6400_spr22_team103.useraddress c_addr on
C_user.postalcode=c_addr.postalcode

join CS6400_spr22_team103.useraddress p_addr on
P_user.postalcode=p_addr.postalcode

join CS6400_spr22_team103.item P on
S.proposer_itemNumber=P.itemNumber

join CS6400_spr22_team103.item D on
S.counterparty_itemNumber=D.itemNumber

where S.swap_Status='Proposed' and C_user.Email='$Email';
```

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

Above query will fetch the longitude and latitude for both CounterParty and Proposer. Using this information, we can calculate the distance between them. If the above query doesn't return any rows, then blank table will be shown.

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

```
Update CS6400_spr22_team103.swap set swap_status='Accepted' ,
swap_date_responded=system date where
counterparty_email='$CounterpartyEmail' and Swapid='$Swapid';
```

**And below message will be displayed**



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

Swap Accepted ☐

Contact the proposer to swap items!

Email: royal.bodyguard@hyrule.gov

Name: Link

No phone number available

OK

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

```
Update swap set swap_status='Rejected' ,
swap_date_responded=system date where
counterparty_email='$CounterpartyEmail' and Swapid='$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="2"/> |
| 05/25/2021      | Counterparty | Connect Four  | Doom 3       | KingRhoam  | <input type="text" value="2"/> |

0

1

2

3

4

5

```
Select swap_date_responded as acceptancedate, 'Proposer'
my_role, p_item.item_title ProposedItem, c_item.item_title
DesiredItem, d_user.user_nickname other_user from
CS6400_spr22_team103.swap s join CS6400_spr22_team103.item p_item on
s.proposer_itemNumber=p_item.itemNumber
join CS6400_spr22_team103.item c_item on
s.counterparty_itemNumber=c_item.itemNumber
join CS6400_spr22_team103.user d_user on
s.counterparty_email=d_user.email

where proposer_email='$Email' and swap_proposer_rating is null and
swap_status='Accepted'
```

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

Union

```
Select swap_date_responded as accepteddatee,
'Counterparty',p_item.item_title ProposedItem, c_item.item_title
DesiredItem,d_user.user_nickname from CS6400_spr22_team103.swap s join
CS6400_spr22_team103.item p_item on
s.proposer_itemNumber=p_item.itemNumber

join CS6400_spr22_team103.item c_item on
s.counterparty_itemNumber=c_item.itemNumber

join CS6400_spr22_team103.user d_user on
s.counterparty_email=d_user.email

where counterparty_email='$Email' and swap_counterparty_rating is null and
swap_status='Accepted'
```

- Every row in the table will have a Rating dropdown with prepopulated values
- Once the rating is select for that swap then below update Stmts will be executed. Please note that based on the logged in user role, one of the update stmts will update the value in the table.

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

```
Update CS6400_spr22_team103.swap set swap_counterparty_rating='$Rating'
where counterparty_email='$Email' and Swapid='$SwapId';
```

```
Update CS6400_spr22_team103.swap set
swap_proposer_rating='$Rating' where proposer_email='$Email' and
Swapid='$SwapId';
```

### [Swap History](#)

#### 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

Swap history

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

```
Select count(1) Total, sum(Case when swap_Status='Accepted' then 1
else 0 end) Accepted, sum(Case when swap_Status='Rejected' then 1
else 0 end) Rejected, 'Proposer' myrole,sum(Case when
swap_Status='Rejected' then 1 else 0 end)/count(1) rejected_p from
CS6400_spr22_team103.swap where proposer_email='$Email'
```

Union

```
Select count(1) Total, sum(Case when swap_Status='Accepted' then 1
else 0 end) Accepted, sum(Case when swap_Status='Rejected' then 1
else 0 end) Rejected, 'CounterParty' myrole,sum(Case when
swap_Status='Rejected' then 1 else 0 end)/count(1) rejected_p from
CS6400_spr22_team103.swap where counterparty_email='$Email'
```

- 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

| 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"/> ▼ | <a href="#">Detail</a> |
| 05/15/2021    | 05/25/2021              | Accepted    | Counterparty | Connect Four     | Doom 3          | KingRhoam  | <input type="text"/> ▼ | <a href="#">Detail</a> |
| 04/15/2021    | 04/23/2021              | Rejected    | Proposer     | Sushi            | Trivial Pursuit | Mario      |                        | <a href="#">Detail</a> |
| 04/21/2021    | 04/23/2021              | Accepted    | Counterparty | Apples to Apples | Cribbage        | GreenBro2  | 4                      | <a href="#">Detail</a> |

```

Select swap_date_responded as Accepted_Rejected_Date,swap_date_proposed,
'Counterparty' myrole,p_item.item_title ProposedItem, c_item.item_title
DesiredItem,d_user.user_nickname other_user,swap_counterparty_rating,
p_item.itemnumber p_item_no,c_item.itemnumber c_item_no
,p_item.itemtype_name p_item_type,c_item.itemtype_name
c_item_type,p_item.item_condition p_item_cond,c_item.item_condition
c_item_cond,p_item.item_description p_item_desc,s.swap_counterparty_rating
, case when s.swap_status='Accepted' then p_user.user_firstname || ' ' ||
p_user.user_lastname else null end other_user_name,
case when s.swap_status='Accepted' then p_user.email else null end
other_user_email,

```

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

```
case when s.swap_status='Accepted' then p_user.phone_number else null end
other_user_phone_number

,d_addr.addr_longitude,d_addr.addr_latitude
,p_addr.addr_longitude,p_addr.addr_latitude

from CS6400_spr22_team103.swap s

join CS6400_spr22_team103.item p_item on
s.proposer_itemNumber=p_item.itemNumber

join CS6400_spr22_team103.item c_item on
s.counterparty_itemNumber=c_item.itemNumber

join CS6400_spr22_team103.user d_user on s.counterparty_email=d_user.email

join CS6400_spr22_team103.user p_user on s.proposer_email=p_user.email

join CS6400_spr22_team103.useraddress d_addr on
d_user.postalcode=d_addr.postalcode

join CS6400_spr22_team103.useraddress p_addr on
p_user.postalcode=p_addr.postalcode

where s.counterparty_email='$Email'

UNION
```

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

```
Select swap_date_responded as
Accepted_Rejected_Date,swap_date_proposed, 'Proposer'
myrole,p_item.item_title ProposedItem, c_item.item_title
DesiredItem,d_user.user_nickname other_user,swap_counterparty_rating,
p_item.itemnumber p_item_no,c_item.itemnumber c_item_no
,p_item.itemtype_name p_item_type,c_item.itemtype_name
c_item_type,p_item.item_condition p_item_cond,c_item.item_condition
c_item_cond,p_item.item_description p_item_desc,s.swap_counterparty_rating
, case when s.swap_status='Accepted' then d_user.user_firstname || ' ' ||
p_user.user_lastname else null end other_user_name,
case when s.swap_status='Accepted' then d_user.email else null end
other_user_email,
case when s.swap_status='Accepted' then d_user.phone_number else null end
other_user_phone_number
,d_addr.addr_longitude,d_addr.addr_latitude
,p_addr.addr_longitude,p_addr.addr_latitude
from CS6400_spr22_team103.swap s
```



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

```
join CS6400_spr22_team103.item p_item on
s.proposer_itemNumber=p_item.itemNumber

join CS6400_spr22_team103.item c_item on
s.counterparty_itemNumber=c_item.itemNumber

join CS6400_spr22_team103.user d_user on s.counterparty_email=d_user.email
join CS6400_spr22_team103.user p_user on s.proposer_email=p_user.email

join CS6400_spr22_team103.useraddress d_addr on
d_user.postalcode=d_addr.postalcode

join CS6400_spr22_team103.useraddress p_addr on
p_user.postalcode=p_addr.postalcode

where s.proposer_email='$Email';
```

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

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

| 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" value="1"/> ▼ |
| 05/15/2021    | 05/25/2021              | Accepted    | Counterparty | Connect Four  | Doom 3       | KingRhoam  | <input type="text" value="1"/> ▼ |

**Once rating is selected then below Update stmt will be executed**

```
Update CS6400_spr22_team103.swap set swap_counterparty_rating='$Rating'
where counterparty_email='$Email' and Swapid='$SwapId';
```

```
Update CS6400_spr22_team103.swap set
swap_proposer_rating='$Rating' where proposer_email='$Email' and
Swapid='$SwapId';
```

- **Once the Detail link/Button is clicked below screen is shown. The data from the above select query will be used to populate the details tab.**

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

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

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

### [Update My Information](#)

Abstract Code

Below table will be shown. Select query will be executed

Update my information

Email

gburdell@gatech.edu

Nickname

YellowJacket1

Password

\*\*\*\*\*

City

Atlanta

First Name

George

State

Georgia

Last Name

Burdell

Postal Code

30332

Phone number (optional)

404-555-1212

Show phone number in swaps

☐

Type

Home

Work

Mobile

Update

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

```
Select user_Nickname,user_password,user_FirstName,user_LastName,addr_City,addr_State,u.Postalcode
,U.Phone_Number,phone_type,phone_share from CS6400_spr22_team103.user U
join CS6400_spr22_team103.useraddress addr on U.postalCode=addr. postalCode
join CS6400_spr22_team103.phone ph on u.Phone_Number=ph.Phone_Number
where Email='$Email';
```

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

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

- 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

```
Update CS6400_spr22_team103.user set
user_password='$Password', user_firstname='$FirstName',
user_lastname='$LastName',
user_nickname='$NickName',PostalCode='$PostalCode' ,
phone_number='$PhoneNumber'
where Email='$Email';
```

```
Update CS6400_spr22_team103.phone set
phone_type='$Type', phone_share='$ShareFlg' where
phone_number='$PhoneNumber';
```