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Login

Abstract Code

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

Select password from User where Email = \$Email

- If user record not found then show message “User not found”
- Else Go to “Main Menu Page”
- Show Register button
- On click will go to Register User module

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

- 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
- Type drop down box: User will be allowed to select 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. Below query is executed for fetching the values

- The register button is enabled only if all the above fields are validated. On click below insert query will be executed

Insert into Users

(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”

Main Menu

Abstract Code

GameSwap

Logout

Welcome, George Burdell!

My Rating

4.35

List Item

Unaccepted swaps

2

My items

Unrated Swaps

2

Search items

Swap history

Update my info

- 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 Users 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 Users 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 Unaccepted swaps below select query is executed
Select UnratedSwaps from Users where Email=\$Email
 9. Click Logout to go the Login module

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

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

Above select query output is used to get the Itemnumber for the current transaction.

Insert into ItemType (ItemNumber,Name,PieceCount) values (\$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

Above select query output is used to get the Itemnumber for the current transaction.

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

Above select query output is used to get the Itemnumber for the current transaction.

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.

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.

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)

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

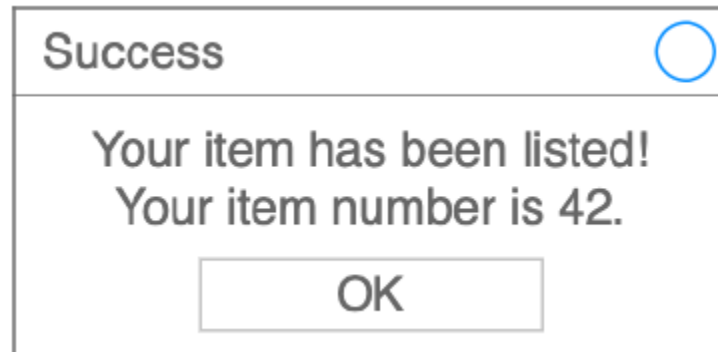
Above select query output is used to get the ItemNumber for the current transaction.

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



- 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
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

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

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
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

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

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”

- **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.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
```

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

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
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*/

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"

[View Item](#)

Abstract Code

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

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

Propose swap

- Below select query is executed for getting the above details

```

Select I.ItemNUmber,U.NickName, I.Itemtype GameType, I.Title, I.Condition,
I.Description,ty.Platform,ty.Media,ty.PieceCount,ty.Description,addr.longtitud
e,addr.latitude,u.myrating,u.Email(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”

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

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
- 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
ItemList from Previous screen), ”,\$Email(Select
ItemList from Previous screen), \$Item,\$DesiredItem(from the 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

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

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

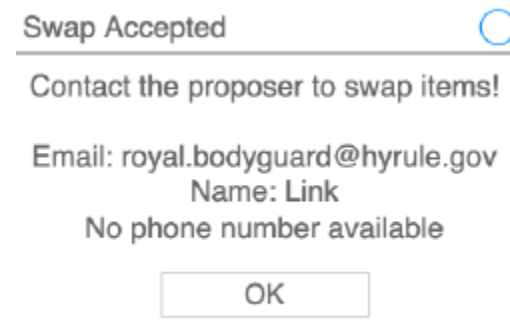
```
Select ProposedDate,Desired  
,Swapid,Item,Proposer,ProposedItem,addr.longitude,addr.latitude  
from User U join Swap S on U.Email=S.CounterPartyEmail  
join address addr on u.postalcode=addr.postalcode  
where S.Status="Proposed"
```

```
/* Getting the Proposer rating,nickname, and longitude and  
latitiude,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
And below message will be displayed**



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 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

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

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%

Select 1 Total, Case when Status='Accepted' then 1 else 0 end Accepted
, Case when Status='Rejected' then 1 else 0 end Rejected 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 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" value=""/> 	Detail
05/15/2021	05/25/2021	Accepted	Counterparty	Connect Four	Doom 3	KingRhoam	<input type="text" value=""/> 	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

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,
 'Proposer' 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

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 query needs to executed

```
Select ProposedDate,DateResponded Accepted_Rejected_Date,Status,
'Proposer' MyRole,
ProposedItem,DesireedItem,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=\$
DesireedItem

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

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

Update

Type

Home

Work

Mobile

Select

**Nickname,password,FirstName,LastName,City,State,Postalcode,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
- 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 dropdown 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 User set password=\$password,FirstName=\$FirstName,LastName=\$LastName,Nickname=\$NickName,Postal Code=\$Postal Code
Where Email=\$Email.**