Login

**User Registration** 

Main Menu

My Items

Searching for Items

View Item

Propose Swap

Accept or Reject Swaps

Rate Swaps

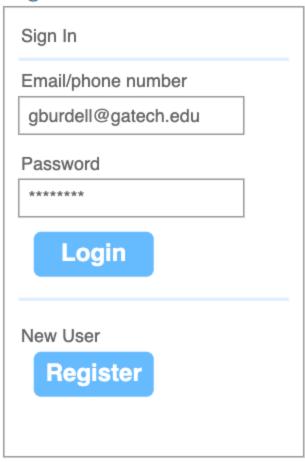
**Swap History** 

**Update My Information** 

Login

Abstract Code

# Login



- 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		
gburdell@gatech.edu	YellowJacket1		
Password	City		
*****	Atlanta		
First Name	State		
George	Georgia		
Last Name	Postal Code		
Burdell	30332		
Phone number (optional)			
404-555-1212	Туре		
Show phone number in swaps	Home		
	Work		
Register	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
- City Textbox: User will be allowed to enter City.All the necessary Data Validation will be in place
- State Textbox: User will be allowed to enter State. 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
- 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

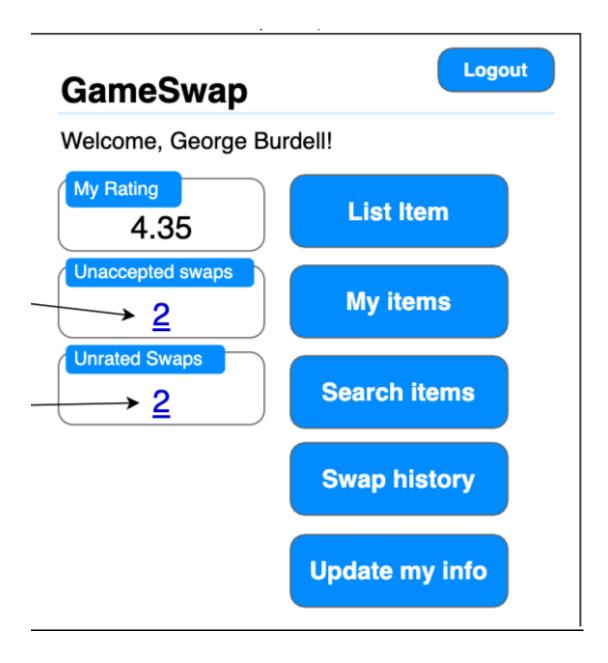
#### **Insert into Users**

(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"

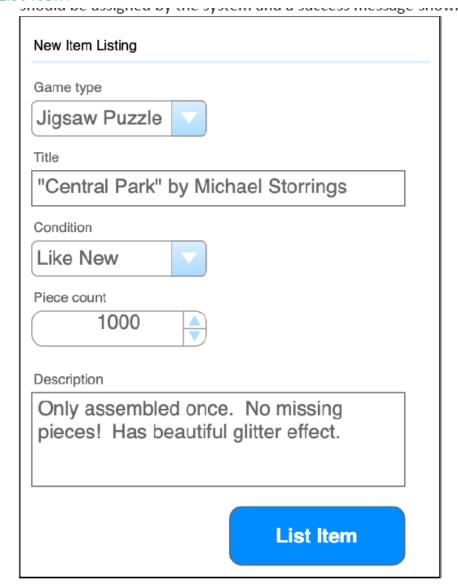
Main Menu

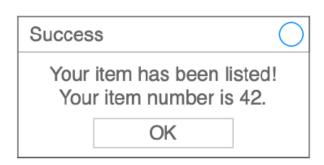
**Abstract Code** 



- 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 Myltems to go Myltems 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





#### **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 (Title,Condition,Description,Itemtype) values (\$Title,\$Condition,\$Description,\$ItemType)
Insert into ItemType (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 (Title,Condition,Description,Itemtype) values (\$Title,\$Condition,\$Description,\$ItemType)

## Insert into ItemType (Name) values (\$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 (Title,Condition,Description,Itemtype) values (\$Title,\$Condition,\$Description,\$ItemType)
Insert into ItemType (Name) values (\$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 (Title,Condition,Description,Itemtype) values (\$Title,\$Condition,\$Description,\$ItemType)
Insert into ItemType (Name,Platform,Media) values (\$ItemType,\$Platform,\$Media)

## ComputerGame

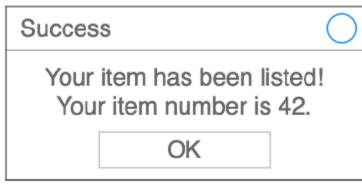
- 1. Show the Title Text Box
- 2. Show Condition Drop Box. The values will be prepopulated by the code
- 3. Show the Description Text Box (With fixed number of characters)
- 4. Show Platform DropBox. The values will be prepopulated by the code
- 5.Enable the List Item Button and Once clicked below Insert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

Insert into Item (Title,Condition,Description,Itemtype) values (\$Title,\$Condition,\$Description,\$ItemType)
Insert into ItemType (Name,Platform) values (\$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 ItemNumber from Item where Title=\$Title and ItemType=\$ItemTYpe



• On Failure – Message box will be shown "Item Listing Failed"

## My Items

#### Item counts

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

#### **Abstract Code**

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 where I.Email=\$Email)

Show My Item Details by executing below select query

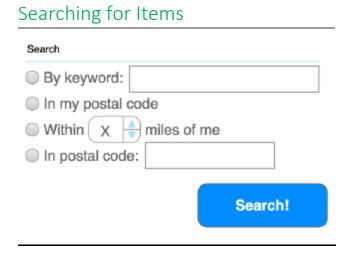
My Items

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

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 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 where Email =\$Email and ItemNumber=\$ItemNumber

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



## **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 join Address addr on I.PostalCode= U.PostalCode where I.Email=\$Email where U.Email <>\$Email and (lower(Title) 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

/\* Loggined 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"

ltem #	Game type	Title	Condition	Description	Distance	
1885	Jigsaw puzzle	Georgia Tech campus	Mint		0.0	<u>Detail</u>
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	<u>Detail</u>
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 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"								
ltem ≠	Game type	Title	Condition	Description	Distance			
1885	Jigsaw puzzle	Georgia Tech campus	Mint		0.0	<u>Detail</u>		
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	<u>Detail</u>		
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 join Address addr on I.PostalCode= U.PostalCode where I.Email=\$Email where U.Email <>\$Email

Below query will provide the loginned 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"							
ltem #	Game type	Title	Condition	Description	Distance		
1885	Jigsaw puzzle	Georgia Tech campus	Mint		0.0	<u>Detail</u>	
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 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 loginned 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

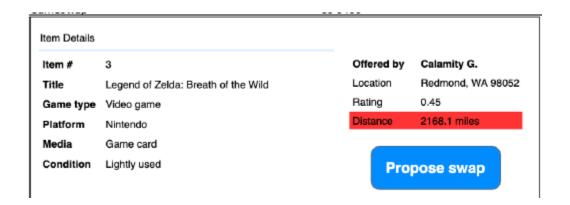
Search results: keyword "tech"							
ltem #	Game type	Title	Condition	Description	Distance		
1885	Jigsaw puzzle	Georgia Tech campus	Mint		0.0	<u>Detail</u>	
300	Video game	Wolfenstein: The New Order	Like New	Utilizing the idTech 5 engine, this game is an incredible sequel to the previous games in the 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



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.longtitu de,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 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\*/

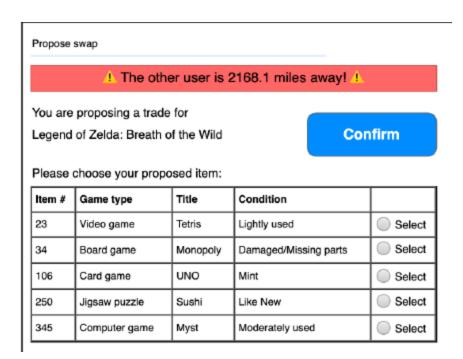
Select U.User, addr.PostalCode,addr.longitude,addr.latitude from User U join Address addr on I.PostalCode= U.PostalCode where I.Email=\$Email where U.Email=\$Email

- 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



• 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

# 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

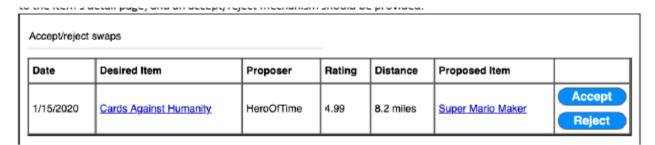
Insert into Swap ( ProposedEmail,DateProposed,Status,Other User,
CounterPartyEmail,ProposedItem,DesiredItem)

Values (\$Email(logged in), systemdate,"Proposed",\$Nickname(Select
ItemList from Previous screen), ",\$Email(Select
ItemList from Previous screen), \$Item,\$DesiredItem( from the previous screen))

## Accept or Reject Swaps

### **Abstract Code**

• You can come on this screen by clicking "Unaccepted Swaps" link then below screen is shown



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	$\bigcirc$
Contact the proposer to swap item	ıs!
Email: royal.bodyguard@hyrule.g Name: Link No phone number available	ov
OK	

Below select query is executed for getting the above details

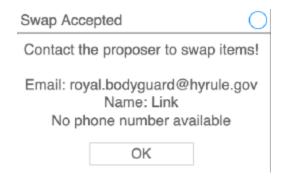
Select ProposedDate,Desired ,Swapid,Item,Proposer,ProposedItem,addr.longtitude,addr.latitude from User U join Swap S on U.Email=S.CounterPartyEmail join address addr on u.postalcode=addr.postalcode where S.Status="Proposed"

/\* Getting the Proposer rating, nickname, and longtitude and latitiude, phonenumber, email and first name\*/

Select ed U.myrating,u.nickname,addr.longtitude,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', DateResponsed=system date where CounterpartyEmail=\$ CounterpartyEmail and Swapid=\$Swapid 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

Acceptance Date	My role	Proposed Item	Desired Item	Other User	Rating	
06/02/2021	Proposer	Mastermind	Skip-Bo	PrincessZ		
05/25/2021	Counterparty	Connect Four	Doom 3	KingRhoam		$\nabla$
					0	
					1	
					2	
					3	
					4	
					5	

Select dateresponsed as acceptancedatee,"Proposer",ProposedItem,
DesiredItem from Swap where ProposedEmail=\$Email and ProposerRating is
null

## Union

Poto Swoon

Select dateresponsed 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		Detail
05/15/2021	05/25/2021	Accepted	Counterparty	Connect Four	Doom 3	KingRhoam		<u>Detail</u>
04/15/2021	04/23/2021	Rejected	Proposer	Sushi	Trivial Pursuit	Mario		<u>Detail</u>
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	
05/15/2021	05/25/2021	Accepted	Counterparty	Connect Four	Doom 3	KingRhoam	

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



## Below select query needs to executed

Select ProposedDate,DateResponded Accepted\_Rejected\_Date,Status, 'Proposer' MyRole,

ProposedItem, DesireedItem, Other USer, Counterparty Rating

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

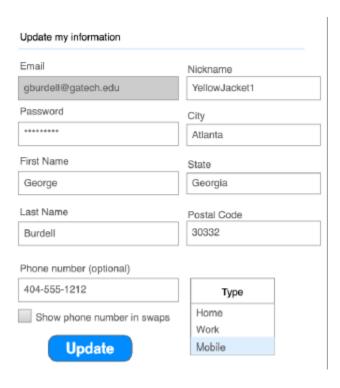
Select U.User, addr.PostalCode,addr.longitude,addr.latitude from User U join Address addr on I.PostalCode U.PostalCode where I.Email=\$Email where U.Email =\$ProposedEmail

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



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

Update User set password=\$password,FirstName=\$First Name,LastName=\$LastName,Nickname=\$NickName,City=\$City,Postal Code=\$Postal Code Where Email=\$Email.