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DGL 123

Final Project Summary

I had a lot of hang ups along the way with this project. The first sticking point was one that I thought would be easy. That is figuring out how checkboxes worked, what data was being submitted and how to get that info into an array.

Checkboxes supply key / value info with the key being the name and value being on/off status. I chose to use the names as a way of selecting data from the tables as they matched the names of the table id.

The largest stumbling block that I encountered was figuring out how to get the data from the check boxes to only select the corresponding data from the table. I tried for a long time to use the correct SELECT statement but never had any luck (there is so much misleading information on the internet). I ended up using a foreach loop to go through the checkbox array and match to ids using an if statement. This took at least 6 to 8 hours of my time.

The first hangup that I encountered was getting the contents of the characters.json file into the table. So I skipped this step by creating a table and manually entering the data. This step I came back to at the end. Getting the script to create the table wasn’t easy though a misplaced comma was the real problem. Getting the json data into the database was not as difficult as I anticipated. Using a while loop and help from W3 schools did the trick.

The end result looks identical to the simpsons reference site that was provided. The guts are probably not quite as pretty. I am not confident in the section that inserts the php data into the html. There is surely a prettier and easier way of doing it without resorting to escaping so many quotation marks. Also, what I relearned is that I need to work more on functions. I tried and failed so many times in getting them to work. Specifically when loops and if statements are present, but also in calling them and passing return statements. This is the area that I plan to brush up on over the holidays.