

# Workshop PHP

## Part 2

Liviu Bălan

---



```
1 <?php
2
3 $cars = array('Volvo', 'BMW', 'Toyota');
4 var_dump($cars);
5 echo $cars[0] . "\n";
6
```

Terminal: Local × + ▾

[liviubalan@gen-docker75100-all-dev workshop]\$ php 21-01-array.php

```
array(3) {
  [0]=>
  string(5) "Volvo"
  [1]=>
  string(3) "BMW"
  [2]=>
  string(6) "Toyota"
}
```

Volvo

[liviubalan@gen-docker75100-all-dev workshop]\$

```
1 <?php
2
3 $cars = array('Volvo', 'BMW', 'Toyota');
4 $cars[3] = 'Dacia';
5 $cars[] = 'Trabant';
6 var_dump($cars);
7
```

Terminal: Local × + ▾

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 21-02-array_indexed.php
```

```
array(5) {
  [0]=>
  string(5) "Volvo"
  [1]=>
  string(3) "BMW"
  [2]=>
  string(6) "Toyota"
  [3]=>
  string(5) "Dacia"
  [4]=>
  string(7) "Trabant"
}
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$
```

```
1 <?php
2
3 $cars = array("Volvo", "BMW", "Toyota");
4 $arlength = count($cars);
5
6 for ($x = 0; $x < $arlength; $x++) {
7     echo $cars[$x] . "\n";
8 }
9
```

Terminal: Local × + ▾

[liviu.balan@gen-docker75100-all-dev workshop]\$ php 21-03-array\_indexed\_for.php

Volvo

BMW

Toyota

[liviu.balan@gen-docker75100-all-dev workshop]\$

```
1 <?php
2
3 $age = array('Peter' => 35, 'Ben' => 37, 'Joe' => 43);
4 var_dump($age);
5 echo $age['Peter'] . "\n";
6
```

Terminal: Local × + ▾

[liviu.balan@gen-docker75100-all-dev workshop]\$ php 21-04-array\_associative.php

```
array(3) {
    ["Peter"]=>
    int(35)
    ["Ben"]=>
    int(37)
    ["Joe"]=>
    int(43)
}
```

35

[liviu.balan@gen-docker75100-all-dev workshop]\$

```
1 <?php
2
3 $age = array('Peter' => 35, 'Ben' => 37, 'Joe' => 43);
4 foreach ($age as $key => $value) {
5     echo 'Key=' . $key . ', Value=' . $value . "\n";
6 }
7
```

Terminal: Local × + ▾

[liviu.balan@gen-docker75100-all-dev workshop]\$ php 21-05-array\_associative\_foreach.php

Key=Peter, Value=35

Key=Ben, Value=37

Key=Joe, Value=43

[liviu.balan@gen-docker75100-all-dev workshop]\$

```
1 <?php
2
3 $cars = array(
4     array('Volvo', 'Sweden'),
5     array('BMW', 'Germany'),
6 );
7
8 var_dump($cars);
9 var_dump($cars[1][1]);
10
```

Terminal: Local × + ▾

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 21-06-array_multidimensional.php
array(2) {
    [0]=>
    array(2) {
        [0]=>
        string(5) "Volvo"
        [1]=>
        string(6) "Sweden"
    }
    [1]=>
    array(2) {
        [0]=>
        string(3) "BMW"
        [1]=>
        string(7) "Germany"
    }
}
string(7) "Germany"
[liviu.balan@gen-docker75100-all-dev workshop]$
```

```
1 <?php
2
3 $cars = array(
4     array('Volvo', 'Sweden'),
5     array('BMW', 'Germany'),
6 );
7
8 for ($i = 0; $i < count($cars); $i++) {
9     for ($j = 0; $j < count($cars[$i]); $j++) {
10         echo $cars[$i][$j] . ', ';
11     }
12 }
13 echo "\n";
14
```

Terminal: Local × + ▾

[liviu.balan@gen-docker75100-all-dev workshop]\$ php 21-07-for.php

Volvo, Sweden, BMW, Germany,

[liviu.balan@gen-docker75100-all-dev workshop]\$





```
1 <!DOCTYPE HTML>
2 <html>
3 <body>
4
5 <form action="22-01-form.php" method="post">
6     Name: <input type="text" name="name"><br>
7     E-mail: <input type="text" name="email"><br>
8     <input type="submit">
9 </form>
10
11 </body>
12 </html>
```

gen-docker75100-all-dev.mw | +

Not secure | gen-docker75100-all-dev.mwp-lannister....

Name:

E-mail:

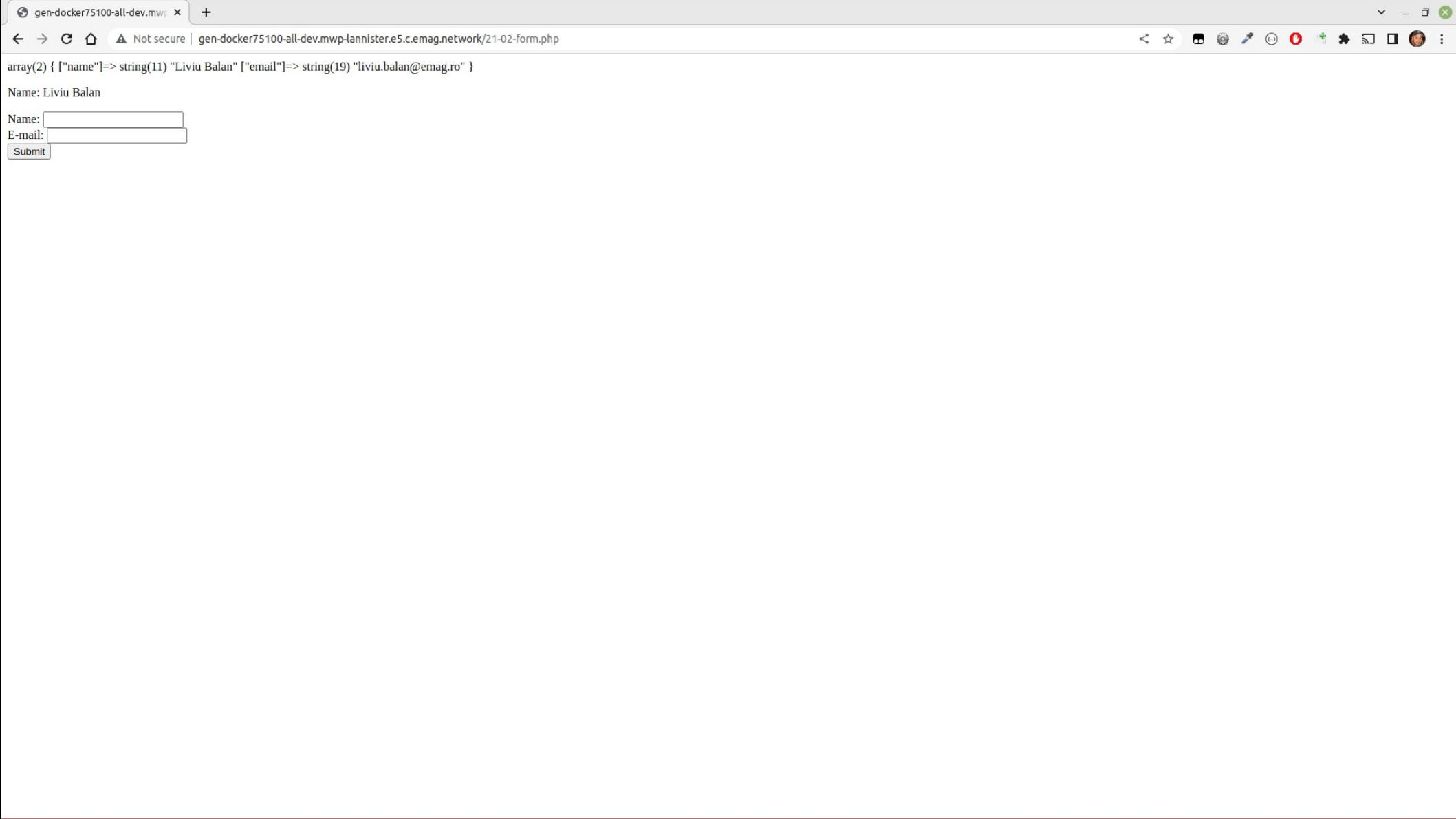
view-source:gen-docker75100 | +

Not secure | view-source:gen-docker75100-all-dev.m...

Line wrap ☐

```
1 <!DOCTYPE HTML>
2 <html>
3 <body>
4
5 <form action="21-01-form.php" method="post">
6   Name: <input type="text" name="name"><br>
7   E-mail: <input type="text" name="email"><br>
8   <input type="submit">
9 </form>
10
11 </body>
12 </html>
13
```

```
1 <html>
2 <body>
3
4 <p>
5 <?php
6 var_dump($_POST);
7 if (!empty($_POST)) {
8     echo '<p>Name: ' . $_POST['name'] . '</p>';
9 }
10 ?>
11 </p>
12 <form action="22-02-form.php" method="post">
13     Name: <input type="text" name="name"><br>
14     E-mail: <input type="text" name="email"><br>
15     <input type="submit">
16 </form>
17
18 </body>
19 </html>
20
```



# GET

---

- Information displayed in the URL
- Send information limits (~2000 characters)
- It is possible to bookmark the page
- Not recommended for sending passwords or other sensitive information

# POST

---

- Information invisible to others (embedded within the body of the HTTP request)
- No limits on the amount of information to send
- It is not possible to bookmark the page
- Supports advanced functionality such as support for multi-part binary input while uploading files to server

# Attacks

---

- <https://www.acunetix.com/blog/articles/injection-attacks/>



THE ACUNETIX BLOG > WEB SECURITY ZONE

# What Are Injection Attacks



Ian Muscat | April 18, 2019

Injection attacks refer to a broad class of attack vectors. In an injection attack, an attacker supplies untrusted input to a program. This input gets processed by an interpreter as part of a command or query. In turn, this alters the execution of that program.

Injections are amongst the oldest and most dangerous attacks aimed at web applications. They can lead to data theft, data loss, loss of data integrity, denial of service, as well as full system compromise. The primary reason for injection vulnerabilities is usually insufficient user input validation.

This attack type is considered a major problem in web security. It is listed as the number one web application security risk in the [OWASP Top 10](#) – and for a good reason. Injection attacks, particularly SQL Injections (SQLi attacks) and Cross-site Scripting (XSS), are not only very dangerous but also widespread, especially in legacy applications.

What makes injection vulnerabilities particularly scary is that the attack surface is enormous (especially for XSS and SQL Injection vulnerabilities). Furthermore, injection attacks are a very well understood vulnerability class. This means that there are many freely available and reliable tools that allow even inexperienced attackers to abuse these vulnerabilities automatically.

## Types of Injection Attacks

SQL injection (SQLi) and Cross-site Scripting (XSS) are the most common injection attacks but they are not the only ones. The following is a list of common injection attack types.

Injection attack	Description	Potential impact
Code injection	The attacker injects application code written in the	Full system

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# PHP OOP

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- <https://www.php.net/manual/en/language.oop5.php>



# OOP

---

- Provides a clear structure for the programs
- DRY "Don't Repeat Yourself"
- Makes the code easier to maintain, modify and debug
- Create full reusable applications with less code and shorter development time

# Classes and Objects

- Class is a template for objects
- Object is an instance of a class

# Classes and Objects

class	objects
Fruit	apple
	banana
	mango

```
1 <?php
2
3 class Fruit
4 {
5     // Properties
6     public $name;
7
8     // Methods
9     function setName($name)
10    {
11        // $this keyword refers to the current object, and is only available inside methods
12        $this->name = $name;
13    }
14
15    function getName()
16    {
17        return $this->name;
18    }
19 }
20
21 $apple = new Fruit();
22 $apple->setName( name: 'Apple');
23
24 $banana = new Fruit();
25 $banana->setName( name: 'Banana');
26
27 echo $apple->getName() . "\n";
28 echo $banana->getName() . "\n";
29
```

```
Terminal: Local x + v
[liviu.balan@gen-docker75100-all-dev workshop]$
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-01-class.php
Apple
Banana
[liviu.balan@gen-docker75100-all-dev workshop]$
```



```
1 <?php
2
3 class Fruit
4 {
5 }
6
7 class Vegetable
8 {
9 }
10
11 $apple = new Fruit();
12 $tomato = new Vegetable();
13 var_dump( vars: $apple instanceof Fruit);
14 var_dump( vars: $apple instanceof Vegetable);
15
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-02-instanceof.php
bool(true)
bool(false)
[liviu.balan@gen-docker75100-all-dev workshop]$
```

```
1 <?php
2
3 class Fruit
4 {
5     public $name;
6
7     // Call this function when you create an object
8     function __construct($name)
9     {
10         $this->name = $name;
11     }
12
13     function getName()
14     {
15         return $this->name;
16     }
17 }
18
19 $apple = new Fruit( name: "Apple");
20 echo $apple->getName() . "\n";
21
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-03-construct.php
Apple
[liviu.balan@gen-docker75100-all-dev workshop]$
```

23-04-construct.php

```
1 <?php
2
3 class Fruit
4 {
5     public $name;
6     public $color;
7
8     function __construct($name, $color)
9     {
10         $this->name = $name;
11         $this->color = $color;
12     }
13
14     function getName()
15     {
16         return $this->name;
17     }
18
19     function getColor()
20     {
21         return $this->color;
22     }
23 }
24
25 $apple = new Fruit( name: "Apple", color: "red");
26 echo $apple->getName() . "\n";
27 echo $apple->getColor() . "\n";
28
```

Terminal: Local x + v

[liviu.balan@gen-docker75100-all-dev workshop]\$ php 23-04-construct.php  
Apple  
red  
[liviu.balan@gen-docker75100-all-dev workshop]\$

Fruit > getColor()

Git TODO Problems Services File Transfer

```
1 <?php
2
3 class Fruit
4 {
5     public $name;
6
7     function __construct($name)
8     {
9         $this->name = $name;
10    }
11
12    function __destruct()
13    {
14        echo "The fruit is {$this->name}.\n";
15    }
16 }
17
18 $apple = new Fruit( name: "Apple");
19
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-05-destruct.php
The fruit is Apple.
[liviu.balan@gen-docker75100-all-dev workshop]$
```



PHP: Magic Methods - Manual

php.net/manual/en/language.oop5.magic.php

phpDownloadsDocumentationGet InvolvedHelpphp 8.2

Search

PHP 8.2.4 Released!

PHP Manual > Language Reference > Classes and Objects

Change language: English

Submit a Pull RequestReport a Bug

## Magic Methods

Magic methods are special methods which override PHP's default's action when certain actions are performed on an object.

**Caution** All methods names starting with `__` are reserved by PHP. Therefore, it is not recommended to use such method names unless overriding PHP's behavior.

The following method names are considered magical: `__construct()`, `__destruct()`, `__call()`, `__callStatic()`, `__get()`, `__set()`, `__isset()`, `__unset()`, `__sleep()`, `__wakeup()`, `__serialize()`, `__unserialize()`, `__toString()`, `__invoke()`, `__set_state()`, `__clone()`, and `__debugInfo()`.

**Warning** All magic methods, with the exception of `__construct()`, `__destruct()`, and `__clone()`, *must* be declared as `public`, otherwise an `E_WARNING` is emitted. Prior to PHP 8.0.0, no diagnostic was emitted for the magic methods `__sleep()`, `__wakeup()`, `__serialize()`, `__unserialize()`, and `__set_state()`.

**Warning** If type declarations are used in the definition of a magic method, they must be identical to the signature described in this document. Otherwise, a fatal error is emitted. Prior to PHP 8.0.0, no diagnostic was emitted. However, `__construct()` and `__destruct()` must not declare a return type; otherwise a fatal error is emitted.

### `__sleep()` and `__wakeup()`

```
public __sleep(): array
```

```
public __wakeup(): void
```

`serialize()` checks if the class has a function with the magic name `__sleep()`. If so, that function is executed prior to any serialization. It can clean up the object and is supposed to return an array with the names of all variables of that object that should be serialized. If the method doesn't return anything then `__sleep()` is serialized and `E_WARNING` is issued.

« Object Iteration

Final Keyword »

## Classes and Objects

- Introduction
- The Basics
- Properties
- Class Constants
- Autoloading Classes
- Constructors and Destructors
- Visibility
- Object Inheritance
- Scope Resolution Operator (::- Static Keyword
- Class Abstraction
- Object Interfaces
- Traits
- Anonymous classes
- Overloading
- Object Iteration
- » Magic Methods
- Final Keyword
- Object Cloning
- Comparing Objects
- Late Static Bindings
- Objects and references
- Object Serialization
- Covariance and Contravariance
- OOP Changelog

# Access Modifiers

---

- **public** - accessed from everywhere. Default
- **protected** - accessed within the class and by classes derived from that class
- **private** - can ONLY be accessed within the class

```
1 <?php
2
3 class Fruit
4 {
5     public $name;
6     protected $color;
7     private $weight;
8 }
9
10 $mango = new Fruit();
11 $mango->id = 1; // OK
12 $mango->name = 'Mango'; // OK
13 //$mango->color = 'Yellow'; // ERROR
14 //$mango->weight = '300'; // ERROR
15
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-07-access_modifiers_property.php
[liviu.balan@gen-docker75100-all-dev workshop]$
```



```
1 <?php
2
3 class Fruit
4 {
5     function getValuePublic()
6     {
7         echo "public\n";
8     }
9
10    public function getValuePublic2()
11    {
12        echo "public2\n";
13    }
14
15    protected function getValueProtected()
16    {
17        echo "protected\n";
18    }
19
20    private function getValuePrivate()
21    {
22        echo "private\n";
23    }
24 }
25
26 $apple = new Fruit();
27 $apple->getValuePublic();
28 $apple->getValuePublic2();
29 //$apple->getValueProtected(); // Error
30 //$apple->getValuePrivate(); // Error
31
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-07-access_modifiers_method.php
public
public2
[liviu.balan@gen-docker75100-all-dev workshop]$
```

The screenshot shows the Visual Studio Code interface. The 'Current File' dropdown menu is open, displaying a list of files. The 'Git' status bar is visible on the right, showing the current file's status (blue checkmark) and the repository's status (green checkmark).

# PSR-12

---

- <https://groups.google.com/g/php-fig/c/DOeWi4IJQsA?pli=1>
- <https://www.php-fig.org/psr/psr-12/>
-

PSR-12: Order of constants, m

groups.google.com/g/php-fig/c/DOeWi4LJQsA?pli=1

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Search conversations within php-fig@google...

PSR-12: Order of constants, methods and properties definitions 2320 views

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Jun 4, 2017, 4:19:38 PM

Кирилл Фрейман

to PHP Framework Interoperability Group

Hi everyone!

In PHP de-facto exists some best practice of ordering methods and properties. It seems to me that this order is most common:

Constants

public const

protected const

private const

Properties

public static properties

public properties

protected static properties

protected properties

private static properties

private properties

Methods

magic methods

public static methods

public methods

protected static methods

protected methods

private static methods

private methods

Should we standartize it?

Alessandro Lai

I agree that a sequence of constants-properties-methods is ok and expected. But apart of requiring

Jun 5, 2017, 10:14:13 AM

Andreas Möller

Should we standartize it? How about enforcing on a per-project-basis with <https://github.com/>

Jun 5, 2017, 2:06:02 PM

Alexander Makarov

Putting publicly visible properties before private ones is something new to me. On Sunday, June 4,

Jun 8, 2017, 11:58:29 AM

Stefano Torresi

I don't think this detail is worth standardising, ordering is very situational and can bear a lot

Jun 8, 2017, 12:42:56 PM

Privacy • Terms

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC 2119](#).

### Overview

This specification extends, expands and replaces [PSR-2](#), the coding style guide and requires adherence to [PSR-1](#), the basic coding standard.

Like [PSR-2](#), the intent of this specification is to reduce cognitive friction when scanning code from different authors. It does so by enumerating a shared set of rules and expectations about how to format PHP code. This PSR seeks to provide a set way that coding style tools can implement, projects can declare adherence to and developers can easily relate to between different projects. When various authors collaborate across multiple projects, it helps to have one set of guidelines to be used among all those projects. Thus, the benefit of this guide is not in the rules themselves but the sharing of those rules.

[PSR-2](#) was accepted in 2012 and since then a number of changes have been made to PHP which has implications for coding style guidelines. Whilst [PSR-2](#) is very comprehensive of PHP functionality that existed at the time of writing, new functionality is very open to interpretation. This PSR, therefore, seeks to clarify the content of PSR-2 in a more modern context with new functionality available, and make the errata to PSR-2 binding.

### Previous language versions

Throughout this document, any instructions MAY be ignored if they do not exist in versions of PHP supported by your project.

#### Additional Info:

- PSR-12: Extended Coding Style
- PSR-12 Meta Document

# Inheritance

---

- Inheritance in OOP = When a class derives from another class
- An inherited class is defined by using the **extends** keyword

23-08-inheritance.php

```
1 <?php
2
3 class Fruit
4 {
5     public $name;
6
7     public function __construct($name)
8     {
9         $this->name = $name;
10    }
11
12    public function intro()
13    {
14        echo "The fruit is {$this->name}.\n";
15    }
16
17
18    // Strawberry is inherited from Fruit
19    class Strawberry extends Fruit
20    {
21        public function message()
22        {
23            echo "Am I a fruit or a berry?\n";
24        }
25
26
27        $strawberry = new Strawberry( name: "strawberry");
28        $strawberry->message();
29        $strawberry->intro();
30
```

Terminal: Local

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-08-inheritance.php
Am I a fruit or a berry?
The fruit is strawberry.
[liviu.balan@gen-docker75100-all-dev workshop]$
```

```
1 <?php
2
3 class Fruit
4 {
5     public $name;
6
7     public function __construct($name)
8     {
9         $this->name = $name;
10    }
11
12    protected function intro()
13    {
14        echo "The fruit is {$this->name}.\n";
15    }
16 }
17
18 // Strawberry is inherited from Fruit
19 class Strawberry extends Fruit
20 {
21     public function message()
22     {
23         echo "Am I a fruit or a berry?\n";
24         $this->intro();
25     }
26 }
27
28 $strawberry = new Strawberry( name: "strawberry");
29 $strawberry->message();
30 // $strawberry->intro(); // Error
31
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-09-protected.php
Am I a fruit or a berry?
The fruit is strawberry.
[liviu.balan@gen-docker75100-all-dev workshop]$
```



```
1 <?php
2
3 class Fruit
4 {
5     public $name;
6
7     public function __construct($name) {
8         $this->name = $name;
9     }
10
11    public function intro() {
12        echo "The fruit is: {$this->name}.\n";
13    }
14 }
15
16 // Strawberry is inherited from Fruit
17 class Strawberry extends Fruit
18 {
19     public $color;
20
21     public function __construct($name, $color) {
22         $this->name = $name;
23         $this->color = $color;
24     }
25
26     public function intro() {
27         echo "The fruit is: {$this->name} and {$this->color}.\n";
28     }
29 }
30
31 $strawberry = new Strawberry( name: "strawberry", color: "red");
32 $strawberry->intro();
33
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-10-override.php
The fruit is strawberry and red.
[liviu.balan@gen-docker75100-all-dev workshop]$
```

```
1 <?php
2
3 final class Fruit
4 {
5 }
6
7 class Strawberry extends Fruit // Error
8 {
9 }
10
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-11-final.php
PHP Fatal error: Class Strawberry may not inherit from final class (Fruit) in /usr/share/nginx/html/23-11-final.php on line 9
[liviu.balan@gen-docker75100-all-dev workshop]$
```

# Variables Scope

---

- Local
- Global
- Static

```
1 <?php
2
3 $type = 'apple'; // global scope
4 class Fruit
5 {
6     public function getGlobal() {
7         // echo $type; // Error
8         echo $GLOBALS['type'] . "\n";
9     }
10
11     public function getLocal() {
12         $type = 'banana';
13         var_dump($type);
14     }
15
16     public function getLocal2() {
17         // var_dump($type); // Error
18     }
19
20     public function getStatic() {
21         static $x = 0; // Preserve previous value
22         echo $x . "\n";
23         $x++;
24     }
25 }
26
27 $fruit = new Fruit();
28 $fruit->getGlobal();
29 $fruit->getLocal();
30 // $fruit->getLocal2(); // Error
31 $fruit->getStatic();
32 $fruit->getStatic();
33
```

```
[liviu.balan@gen-docker75100-all-dev workshop]$ php 23-12-variables_scope.php
apple
string(6) "banana"
0
1
[liviu.balan@gen-docker75100-all-dev workshop]$
```

# Namespaces

---

- Allow for better organization by grouping classes that work together to perform a task
- They allow the same name to be used for more than one class

```
1  <?php
2
3  /*
11
12  namespace Symfony\Component\HttpFoundation;
13
14  /**
15   * Request stack that controls the lifecycle of requests.
16   *
17   * @author Benjamin Eberlei <kontakt@beberlei.de>
18   */
19  class RequestStack
20  {
21      /**
22       * @var Request[]
23       */
24      private $requests = [];
25
26      /**
27       * Pushes a Request on the stack.
28       *
29       * This method should generally not be called directly as the stack
30       * management should be taken care of by the application itself.
31       */
32      public function push(Request $request)
33      {
34          $this->requests[] = $request;
35      }
36
37      /**
38       * Pops the current request from the stack.
39       *
40       * This operation lets the current request go out of scope.
41       *
42       * This method should generally not be called directly as the stack
```

# Q&A

# Practice