COMP 5531 – Files and Databases – Final Project

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**Reasonable Assumptions**

We assume, based on the lack of security requirements, that there are no stringent security requirements for this application.

As such, important security practices, such as password hashing, have not been implemented. Passwords and security answers are stored in plaintext. For a hosted application with a real user base, this would be considered unacceptable, but for the purpose of this assignment it seems to be acceptable.

Additionally, we have not used prepared statements for data entered by users. Normally, using prepared statements is the standard method for completely ensuring the impossibility of SQL injections performed via user inputs.

However, mysqli\_real\_escape\_string() has been used for each of the $\_POST variables that contains user input. This is generally considered as a good safeguard against SQL injections, but it does not completely remove the risk in the way that prepared statements do.

We have not implemented .htaccess configuration files and apache directives, which are normally used to control the display of or access to directories within the web server, among other things.

Finally, and importantly, some of the database design does violate 3NF. Our design has at least one relation that is in 2NF. While unnecessary, this helped to simplify certain aspects of querying the database and thus made certain aspects of the back end code simpler, more readable, and easier to refactor.

**Overview of the Project and Functionality**

We start the application at the **index.html** page within the root directory. Here, we have the simple decision of clicking one of two buttons, **Employer** or **Submit**.

**Employer**

Within the login screen for **Employer**, we can either login if we are of one of two user categorys: **admin** or **employer**. Any given correct combination of an admin username and password will successfully redirect, as will any given combination of employer username and password. A correct combination of a <regular> user username and password will not successfully redirect.

**Create New Account**

This screen provides the option to create a new employer account. The end user (who is associated with an employer, e.g. a manager) can enter all of the relevant information and simply create an account, after which the user will be redirected to the login screen.  
  
*The value of the employer\_ID is necessary to create an account. We assume, for the purpose of this project, that an ID is provided to the employer before they create separate accounts for those who are in charge of hiring.*

**Retrieve Your Password**

From the **Employer** login screen, there is a link to retrieve one’s password. As with the login screen, this will only work if the user is either admin or employer. A correct combination of an employer or admin username and security answer will retrieve the password—very insecurely—in plain text on the screen.

**Employer Dashboard**

This is where the most important functionality exists for an employer (or admin):

*Need Help? Contact Us.*

This button, located at the top-right-hand corner of the dashboard, will simply call an alert() function that displays a message telling the user to scroll down where they can read the relevant information.

*User Maintenance*

This first section is only usable by an admin. It allows an administrator to set a user’s status to *active* or *inactive*, and this includes both regular user types (jobseekers) and employers. The ‘Submit’ button must be clicked to perform the action.

*Employer Category*

This will only function for an employer. It uses the $\_SESSION[‘employer’] variable to change the employer’s job\_category to either ‘Employer Prime’ or ‘Employer Gold’ simply by clicking one of the relevant buttons. For each action, an alert() function is called, and then a message is displayed to the end user.

*Post Job*

Clearly one of the more important pieces of functionality, this is where an employer can post a job. It will only successfully post a job if all of the fields are filled in and the ‘Post Job’ button is clicked.

A primary key (job\_ID) will automatically be created when a job is created. However, the employer must manually enter their employer\_ID. This should be changed.

**TODO: Make employer\_ID insertion automatic for creating a job**.

*Current Application Summary*

The functionality of this section goes beyond the requirements, I believe.

If a user is signed in as an administrator (admin), then the panel will automatically—at a glance—display the most recently posted job out of *all* jobs that have been posted (by any employer).

If, however, an employer is signed in, then the panel will display *specifically* the most recently posted job *for that given employer*.

As such, the view for this functionality is properly restrictive.

*Help and Contact*

This section provides a brief overview of the functionality for the employer dashboard view, in addition to providing two administrator e-mail addresses in case the end user has any questions or concerns.

*Update Job*

In this case, having the job\_ID is necessary, as an existing job is being updated. In any case, a user can update any number of attributes of a given job provided that the job\_ID is entered and the ‘Update Job’ button is clicked.

**TODO: Restrict the functionality of this feature to the employer signed in.**

*Update Application*

This feature is to update an application that has already been provided by a user (jobseeker) to an employer. It allows the employer to change the application status (e.g. ‘accepted’, ‘rejected’) and to provide a message for the applicant. All fields must be entered and the ‘Update Application’ button must be clicked.

Currently it is too permissive, just like *Update Job*.

**TODO: Restrict the functionality of this feature to the employer signed in.**

*Return to Home*

Upon redirecting back to the login page, several $\_SESSION variables will be unset.

**User**

Within the login screen for **User**, we can either login if we are of one of two user categories: **admin** or **user**. Any given correct combination of an admin username and password will successfully redirect, as will any given combination of user username and password. A correct combination of an employer username and password will not successfully redirect.

**Create New Account**

This screen provides the option to create a new account. The user can enter all of the relevant information and simply create an account, after which the user will be redirected to the login screen.

**TODO: Make a (nearly identical) ‘Create New Account’ screen for ‘Employer’.**

**Retrieve Your Password**

From the **User** login screen, there is a link to retrieve one’s password. As with the login screen, this will only work if the user is either admin or user. A correct combination of a user or admin username and security answer will retrieve the password—very insecurely—in plain text on the screen.

**User Dashboard**

This is where the most important functionality exists for a user (or admin):

*Search All Jobs*

This yellow button—in the top-left-hand corner—upon being clicked, successfully outputs all of the job postings to the ‘Job Data’ panel view.

*Need Help? Contact Us.*

This button, located at the top-right-hand corner of the dashboard, will simply call an alert() function that displays a message telling the user to scroll down where they can read the relevant information.

*Search By Category*

Upon entering an existing job category (e.g. IT, Engineering, Food Preparation) and clicking the ‘Search’ button, jobs that are only of this type will be successfully displayed on the ‘Job Data’ panel view.

*Search By Name*

This is an additional piece of functionality that is not in the requirements.   
  
Upon entering an existing job name (e.g. Web Developer, System Administrator, Barista) and clicking the ‘Search’ button, jobs that are only of this title will be successfully displayed on the ‘Job Data’ panel view

*Job Data*

This view, as previously stated, displays relevant job data.  
  
Note that logic is functional such that the end user can easily switch between the various search options with no errors or bugs.

*Apply for a Job*

This piece of functionality allows the end user to apply for a job posted by any employer. A job\_ID is required, as is the submission text for the application itself. Everything is else is done by the back end. The end user must click the ‘Submit Application’ button.

**TODO: Add further validation in case fields are empty and disallow administrators from applying for jobs.**

*Maintain Status*

This feature allows a currently signed-in user to change the status of an application that they have submitted (e.g. ‘active’, ‘inactive’). The end user must provide the ID and the status of the application, and the click the ‘Update Status’ button.  
  
This feature will *correctly* only make such changes for applications that have been submitted by the user who is currently signed in.

*Withdraw Application*

This feature allows a currently signed-in user to withdraw an application that they have submitted. The end user must provide the ID, and then click the ‘Withdraw’ button.  
  
This feature will *correctly* only make such changes for applications that have been submitted by the user who is currently signed in.  
  
Note that this feature does not delete the tuple, but rather nullifies all relevant information.

*Help and Contact*

This section provides a brief overview of the functionality for the user dashboard view, in addition to providing two administrator e-mail addresses in case the end user has any questions or concerns.

*User Category*

This will only function for a user. It uses the $\_SESSION[‘user’] variable to change the user’s job\_category to either ‘User Basic’, ‘User Prime’, or ‘User Gold’ simply by clicking one of the relevant buttons. For each action, an alert() function is called, and then a message is displayed to the end user.

*Update User Profile*

In this feature, a signed-in user can modify any number of attributes in their current profile/account. It uses the $\_SESSION[‘user’] variable and as such will only make modifications for the user currently signed in. The end user must lcick the ‘Update Profile’ button to complete the action.

*Delete User Account*

A longwinded and sardonic message is provied to the end user, asking for the user’s certainty in the decision that they are about to go through with.

In order to “delete” a user account, the user must enter ‘Yes’ into the input box, in addition to clicking the ‘Delete Account’ button. The $\_SESSION[‘user’] variable is once again used so that only the signed-in user’s account can be deleted.

Note that this option does not actually delete the user account tuple, but rather it nullifies all relevant information… except for the username, which must remain for other reasons.

*Return to User Login*

Upon redirecting back to the login page, several $\_SESSION variables will be unset.