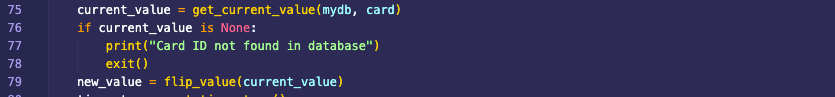
# 3rd Iteration

Create a function for adding new cards to the database

Text

Description automatically generated with medium confidence



Instead of exit() instead, we now call the add\_new\_card() function

## Add support for Names

To add another column to the database for the name of the user I used to SQL code below

ALTER TABLE card\_states

ADD COLUMN name VARCHAR(255);

Add another %s to the add\_new\_cards() function, this allows for another input, the new name variableText

Description automatically generated

## Name missing in SQL INSERT

Text

Description automatically generatedDidn't add names to the SQL insert command, this meant that the script would provide 4 variables (including the name) but the SQL INSERT would only accept 3 as name was not defined, so



Now becomes



## New get name function



The script did not get the name from the database, meaning when the script tried to print the name it didn't know it. This only occurred for when the add\_new\_card() function was not used, as if it was the name would have been provided and stored when add\_new\_card was run

I created a new function get\_name() to get the name from the databaseText

Description automatically generated

Then I changed the IF statement that is used to determine if the user is in the database or not. Now if the user is already in the database the new get\_name() function is called, if the user is not in the database, the add\_new\_card() function is called, which asks for the name already

Graphical user interface, text, application, chat or text message

Description automatically generated

## Final code for iteration 3

The database is empty

Now the card is scanned

Text

Description automatically generated

This can now be seen in the database

Text

Description automatically generated

Now the same card is scanned again

Text

Description automatically generated