

UNISA Login Code – C# Backend

This screenshot shows the Visual Studio 2019 interface with the UNISA Login project open. The code editor displays the `UNISALogin.cs` script. The script contains C# code for a MonoBehavior component with fields for TMP_Inputs and TextMeshPro components, and methods for Start and Update. A dropdown menu is open over the code, showing references for the variable `dateChoiceName`. A notification window for "Visual Studio 2019 update" is visible in the bottom right corner.

```
using System.Collections;
using System.Collections.Generic;
using TMPro;
using UnityEngine;
using UnityEngine.Networking;

@UnityScript | References
public class UNISALogin : MonoBehaviour
{
    public TMP_InputField userName;
    public TMP_InputField password;
    public TextMeshProUGUI userNameError;
    public TextMeshProUGUI passwordError;
    public TextMeshProUGUI userMain;
    public TextMeshProUGUI welcome;
    public GameObject host;
    public GameObject student;
    public GameObject lecturer;
}

// Start is called before the first frame update
@UnityMessage | References
void Start()
{
    dateChoiceName = dropDown.options[dropDown.value].text;
    string date = dateChoiceName;
    dispText.text = dateChoiceName;
}
```

This screenshot shows the Visual Studio 2019 interface with the UNISA Login project open. The code editor displays the `UNISALogin.cs` script. The script contains C# code for a MonoBehavior component with methods for Start and Update, and a coroutine for SignIn. It also includes a reference to `IMMForm`. A dropdown menu is open over the code, showing references for the variable `dateChoiceName`. A notification window for "Visual Studio 2019 update" is visible in the bottom right corner.

```
void Start()
{
}

// Update is called once per frame
@UnityMessage | References
void Update()
{
}

@References
public void SignIn()
{
    StartCoroutine(CrtSignIn());
}

@References
IEnumerator CrtSignIn()
{
    IMMForm mMForm = new IMMForm();

    int charnum = userName.text.Length;
    mMForm.AddField("Username", userName.text);
    mMForm.AddField("Password", password.text);
}
```

Visual Studio stopped responding for 135 seconds. Disabling the extension Visual Studio 2019 Tools for Unity 4.7.1.0 might help. [Disable this extension](#) [Manage performance](#) [Don't report this extension again](#)

UNISAExamPortal UNISAExamPortal.cs

```

Assembly-CSharp
Student.cs DatabaseBackup.cs UNISALogin.cs UNISAPortal.cs
  1 reference
  Ienumerator CrtsignIn()
  {
    MForm wForm = new MForm();
    int charNum = userName.text.Length;
    wForm.AddField("Username", userName.text);
    wForm.AddField("Password", password.text);
    wForm.AddField("charNum", charNum);
    //create functions on the php over here, have a local num ranging from a couple of letters. after request, on php's side, it reads the number and runs functions based on that.
    //or utilize multiple php's, that works too.

    //Phps, login, uploadmcn, uploadfill-in, upload, deleterecord, updaterecord, addrecord
    UnityWebRequest www = UnityWebRequest.Post("http://localhost/UNISAPortal/SignIn.php", wForm);

    yield return www.SendWebRequest();
    Debug.Log(www.downloadHandler.text);
    // Debug.Log(www.downloadHandler.text.Split('*')[1]);
    if (www.downloadHandler.text == "noEntry")
    {
      userNameError.gameObject.SetActive(true);
      userNameError.text = "Username invalid. Please enter credentials";
    }
    else if(www.downloadHandler.text == "noUser")//Wrong username
    {
      passwordError.gameObject.SetActive(true);
      passwordError.text = "Password invalid. Please enter credentials";
    }
    else if(www.downloadHandler.text == "rightPass")//User can now login
    {
      welcome.text = "Welcome";
      if (charNum == 27)//student logged in
      {
        userMain.text = www.downloadHandler.text.Split('*')[1];
        student.SetActive(true);
        student.GetComponent<student>().FillInfo(www.downloadHandler.text);
      }
      else if (charNum == 22)//lecturer logged in
      {
        userMain.text = "lecturer";
      }
      else //host logged in
      {
        userMain.text = "Host";
      }
    }
  }
}

```

No Issues found

dateChoiceName' references

Entire Solution Group by: Project then Definition Keep Results List View

Code

Assembly-CSharp (3)

string UNISAPortal.dateChoiceName (3)

```

dateChoiceName = dropDown.options[dropDown.value].text;
string date = dateChoiceName;
dispText.text = dateChoiceName;

```

UNISAPortal.cs UNISAPortal.cs UNISAPortal.cs

dateChoiceName' references Error List

Ready

Untitled - Paint

Add to Source Control

Visual Studio 2019 update Version 16.10.4 is downloaded and ready to install.

View details

11:51 2021/07/22

File Edit View Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) UNISAPortal

Assembly-CSharp

Student.cs DatabaseBackup.cs UNISALogin.cs UNISAPortal.cs

```

  1 reference
  Ienumerator CrtsignIn()
  {
    MForm wForm = new MForm();
    int charNum = userName.text.Length;
    wForm.AddField("Username", userName.text);
    wForm.AddField("Password", password.text);
    wForm.AddField("charNum", charNum);
    //create functions on the php over here, have a local num ranging from a couple of letters. after request, on php's side, it reads the number and runs functions based on that.
    //or utilize multiple php's, that works too.

    //Phps, login, uploadmcn, uploadfill-in, upload, deleterecord, updaterecord, addrecord
    UnityWebRequest www = UnityWebRequest.Post("http://localhost/UNISAPortal/SignIn.php", wForm);

    yield return www.SendWebRequest();
    Debug.Log(www.downloadHandler.text);
    // Debug.Log(www.downloadHandler.text.Split('*')[1]);
    if (www.downloadHandler.text == "noEntry")
    {
      userNameError.gameObject.SetActive(true);
      userNameError.text = "Username invalid. Please enter credentials";
    }
    else if(www.downloadHandler.text == "noUser")//Wrong username
    {
      passwordError.gameObject.SetActive(true);
      passwordError.text = "Password invalid. Please enter credentials";
    }
    else if(www.downloadHandler.text == "rightPass")//User can now login
    {
      welcome.text = "Welcome";
      if (charNum == 27)//student logged in
      {
        userMain.text = www.downloadHandler.text.Split('*')[1];
        student.SetActive(true);
        student.GetComponent<student>().FillInfo(www.downloadHandler.text);
      }
      else if (charNum == 22)//lecturer logged in
      {
        userMain.text = "lecturer";
      }
      else //host logged in
      {
        userMain.text = "Host";
      }
    }
  }
}

```

No Issues found

dateChoiceName' references

Entire Solution Group by: Project then Definition Keep Results List View

Code

Assembly-CSharp (3)

string UNISAPortal.dateChoiceName (3)

```

dateChoiceName = dropDown.options[dropDown.value].text;
string date = dateChoiceName;
dispText.text = dateChoiceName;

```

UNISAPortal.cs UNISAPortal.cs UNISAPortal.cs

dateChoiceName' references Error List

Ready

Add to Source Control

Visual Studio 2019 update Version 16.10.4 is downloaded and ready to install.

View details

11:52 2021/07/22

File Edit View Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q) UNISAPortal

A screenshot of the Visual Studio 2019 IDE interface. The main window shows the code editor with several files open: Student.cs, DatabaseBackUp.cs, UNISALogin.cs (the active file), and UNISA_Portal.cs. The code in UNISALogin.cs is related to handling user login logic, including checks for lecturer or host status and network errors. The Solution Explorer on the left shows a single project named 'Assembly-CSharp'. The Task List window on the right displays a message about a Visual Studio 2019 update.

```
81     }
82     else if (charNum == 22) //lecturer logged in
83     {
84         userModel.text = "Lecturer";
85     }
86     else //host logged in
87     {
88         userModel.text = "Host";
89     }
90
91     gameObject.SetActive(false);
92
93
94
95     /* if (www.isNetworkError)
96      {//returns text of webpage received. if it passes back 0, meaning it worked.
97      Debug.Log("Connection sucessful");
98      }
99     else
100     {
101         Debug.Log("Success!");
102     }
103
104 }
```

UNISA Login Code – PHP Backend

UNISAPortal - NetBeans IDE 8.0.2

```

<?php
$servername = "localhost";
$username = "root";
$password = "";
$database = "unisaportal";

$conn = mysqli_connect($servername, $username, $password, $database);

//For student login
$username = $_POST["Username"];
$password = $_POST["Password"];
$count = $_POST["CharNum"];
$valid = 0;

if($count == 0 || $count < 10 || $count > 27) {
    echo 'noEntry';
}

if($count == 27) //for student login
{
    $valid = 1;
    $sqlQuery = "select * from student WHERE Stu_Mail = '" . $username . "'"; 
    $sqlResult = mysqli_query($conn, $sqlQuery);

    if(mysqli_num_rows($sqlResult) == 0) //no such student number exists
        echo 'noUser';
    else {
        //$_returnVal = mysqli_fetch_array($sqlResult);
        $returnVal = mysqli_fetch_assoc($sqlResult);
    }
}

```

UNISAPortal - NetBeans IDE 8.0.2

```

echo 'noUser';

else {
    //$_returnVal = mysqli_fetch_array($sqlResult);
    $returnVal = mysqli_fetch_assoc($sqlResult);

    $pass = $returnVal["Password"];
    if($pass != $password) //incorrect password
        echo 'wrongPass';
    else //Correct username and password
        $sqlScript = 'rightPass' . '*' . $returnVal["Stu_Name"] . '*' . '*';

        $totQuery = "select count(*) from enroll WHERE Stu_Mail = '" . $username . "'"; 
        $totRows = mysqli_query($conn, $totQuery);
        $returnVal = mysqli_fetch_assoc($totRows);
        $totNum = $returnVal["count(*)"];

        for ($i=0; $i<$totNum; $i++) {
            $sqlQuery = "SELECT * FROM `enroll` WHERE `Stu_Mail` = '" . $username . "' ORDER BY Stu_Mail DESC LIMIT 1 OFFSET " . $i;
            $sqlResult = mysqli_query($conn, $sqlQuery);
            $returnVal = mysqli_fetch_assoc($sqlResult);
            $sqlArray[$i] = $returnVal["Mod_Code"];
        }

        $count = count($sqlArray);
        for ($i=0; $i<$count-1; $i++) {
            $sqlQuery = "SELECT * FROM `exam` WHERE `Mod_Code` = '" . $sqlArray[$i] . "'";

```

UNISAPortal - NetBeans IDE 8.0.2

```

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help
Source History <default> Search (Ctrl+F)
Start Page index.php UnisAPortal.php backup.php online_restore.php SignIn.php PassGen.php Extract.php FilterExtract.php

Navigator x
Filters: echo Find: echo Previous Next
116:10 2021/07/22 ENG 11:54

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        $count = count($sqlArray);
        for ($i=0; $i<$count-1; $i++) {
            $sqlQuery = "SELECT * FROM `exam` WHERE `Mod_Code` = '" . $sqlArray[$i] . "'";
            $sqlResult = mysqli_query($connect, $sqlQuery);
            $returnVal = mysqli_fetch_assoc($sqlResult);
            $modCode = $returnVal["Mod_Code"];
            $examType = $returnVal["ExamType"];
            $duration = $returnVal["Duration"];
            $examLink = $returnVal["ExamLink"];
            $examDate = $returnVal["ExamDate"];

            $sqlScript .= $modCode . " " . $examType . " " . $duration . " " . $examLink . " " . $examDate . " ";
        }

        //Last value of array
        $sqlQuery = "SELECT * FROM `exam` WHERE `Mod_Code` = '" . $sqlArray[$count-1] . "'";
        $sqlResult = mysqli_query($connect, $sqlQuery);
        $returnVal = mysqli_fetch_assoc($sqlResult);
        $modCode = $returnVal["Mod_Code"];
        $examType = $returnVal["ExamType"];
        $duration = $returnVal["Duration"];
        $examLink = $returnVal["ExamLink"];
        $examDate = $returnVal["ExamDate"];

        $sqlScript .= $modCode . " " . $examType . " " . $duration . " " . $examLink . " " . $examDate;
    }
    echo $sqlScript;//Move this to bottom
}

```

UNISAPortal - NetBeans IDE 8.0.2

```

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help
Source History <default> Search (Ctrl+F)
Start Page index.php UnisAPortal.php backup.php online_restore.php SignIn.php PassGen.php Extract.php FilterExtract.php

Navigator x
Filters: echo Find: echo Previous Next
116:10 2021/07/22 ENG 11:55

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    else if($count == 22) //for lecturer login
    {
        $valid = 1;
        $sqlQuery = "select * from lecturer WHERE Lec_Mail = '" . $username . "'";
        $sqlResult = mysqli_query($connect, $sqlQuery) or die("error");

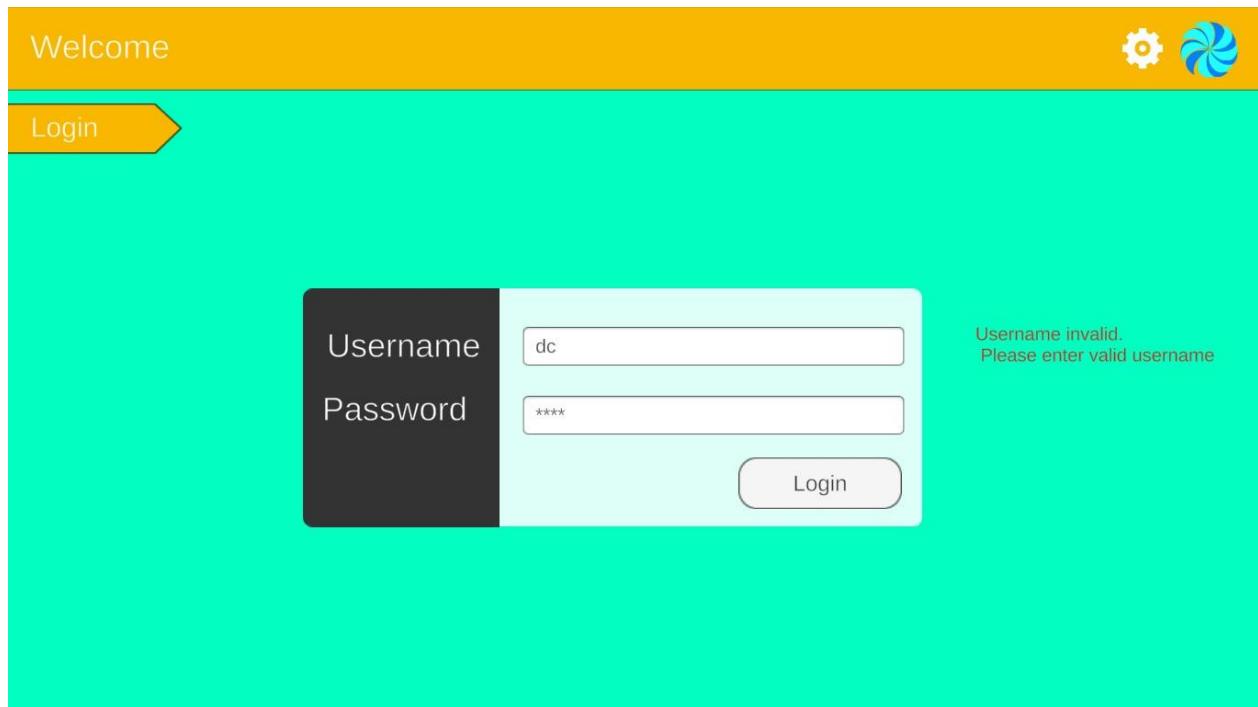
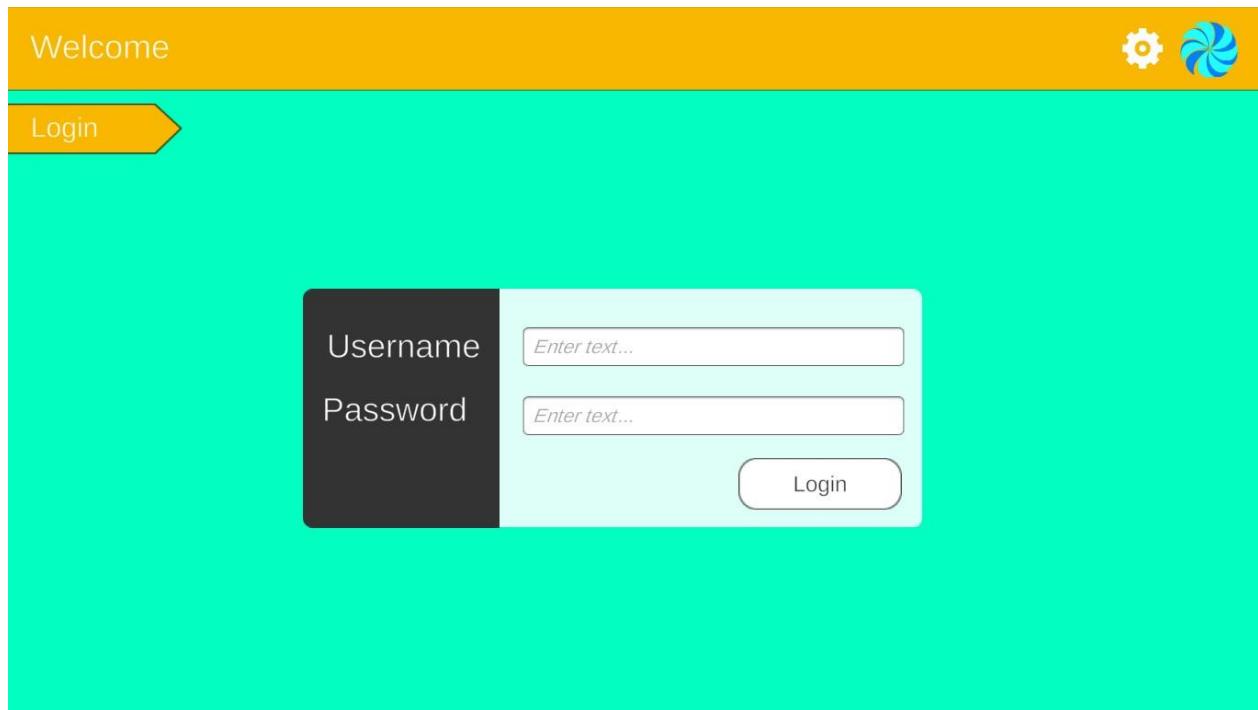
        if(mysqli_num_rows($sqlResult) == 0) //no such student number exists
        {
            echo 'noUser';
        }
        else {
            $returnVal = mysqli_fetch_assoc($sqlResult);
            $pass = $returnVal["Password"];
            if($pass != $password) //incorrect password
            {
                echo 'wrongPass';
            }
            else //Correct username and password
            {
                $sqlScript = 'rightPass' . " " . $returnVal["LecName"] . " ";
                echo $sqlScript;//Move this to bottom
            }
        }
    }
    else if($count == 10) //for host login
    {
        $valid = 1;
        $sqlQuery = "select * from host WHERE HostName = '" . $username . "'";
        $sqlResult = mysqli_query($connect, $sqlQuery);
        if(mysqli_num_rows($sqlResult) == 0) //no such student number exists
        {
            echo 'noUser';
        }
    }
}

```

The screenshot shows the NetBeans IDE interface with the title "UNISAPortal - NetBeans IDE 8.0.2". The main window displays a PHP script named "SignIn.php" with line numbers 97 to 125. The code handles user login logic, including password hashing and SQL queries. The IDE's toolbar, status bar, and system tray are also visible.

```
97 }  
98 }  
99 }  
100 else if($count == 10) //for host login  
101 {  
102     $sqlQuery = "select * from host WHERE HostName = '" . $username . "'";  
103  
104     $sqlResult = mysqli_query($connect, $sqlQuery);  
105     if(mysqli_num_rows($sqlResult) == 0) //no such student number exists  
106     {  
107         echo 'noUser';  
108     }  
109     else {  
110         $returnVal = mysqli_fetch_assoc($sqlResult);  
111         $shash = $returnVal["Hash"];  
112         $salt = $returnVal["Salt"];  
113  
114         $logHash = crypt($password, $salt);  
115         if($logHash != $shash) //incorrect password  
116         {  
117             echo 'wrongPass';  
118         }  
119         else //Correct username and password  
120         {  
121             $sqlScript = 'rightPass' . '*' . $returnVal["HostName"];  
122             echo $sqlScript;//Move this to bottom  
123         }  
124     }  
125 }
```

UNISA Login – GUI



Student Sign-in

Welcome Reynold



Login

Username

56959834@mylife.unisa.ac.za

Password

Login

Welcome Reynold



Exam

ModCode
IFC3601 ExamType
Document Upload**Intergated Faculty Communications**
Exam Date
2021-11-03 Duration
1 hours Time
09:00:00Download
SubmitModCode
ITF1501 ExamType
MCQ**Information Technology Factorials**
Exam Date
2021-11-03 Duration
4 hours Time
09:00:00Download
SubmitModCode
RAM2631 ExamType
Fill-in**Regional Antiquated Methodologies**
Exam Date
2021-11-03 Duration
8 hours Time
09:00:00Download
Submit

Host Sign In

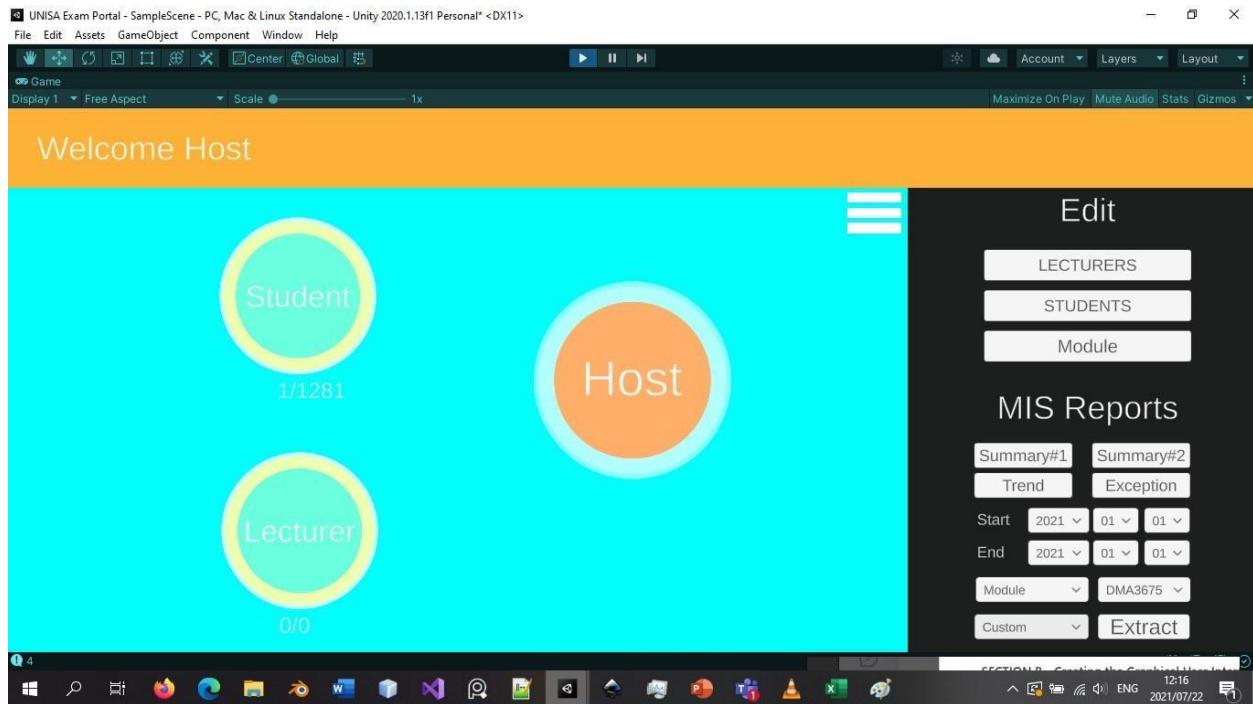
Welcome Reynold

**Login** **Username**

HOST_ADMIN

Password

Login

**SECTION B – Creating the Graphical User Interfaces for the MIS Reports [4 x 10 marks]****Reports – C# Backend**

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar reads "UNISA Exam Portal". The menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and Search (Ctrl+Q). The toolbar has icons for file operations like Open, Save, and Build.

The Solution Explorer on the right shows a solution named "UNISA_Exam_Portal" containing several projects: "As", "kc", "Mi", "Mi", "Mi", and "Mi". The "Properties" window is also visible.

The main code editor window displays the "UNISA_Portal.cs" file. The code is as follows:

```
1  using System;
2  using System.Collections;
3  using System.Collections.Generic;
4  using TMPro;
5  using UnityEngine;
6  using UnityEngine.Networking;
7  using UnityScript (t assets reference) 17 references
8  public class UNISA_Portal : MonoBehaviour
9  {
10     public GameObject subBackground;
11     public Shortcuts shortcuts;
12     public Color primary;
13     public Color secondary;
14     public GameObject timeBars;
15     public GameObject student;
16     public GameObject lecturer;
17     public static UNISA_Portal instance = null;
18     string type;
19     public TMP_IntegerField moduleInput;
20     public GameObject HostMain;
21     public GameObject HostMain2;
22     public GameObject ModuleMain;
23     public GameObject AddMod;
24     public GameObject UpdateMod;
25     public GameObject LectureMain;
```

The status bar at the bottom shows "65 %", "No issues found", "Ln 1 Ch: 1 SPC CRLF", and "Error List ...". The Error List shows "Entire Solution" with 0 Errors, 0 Warnings, and 0 Messages.

```
24 public GameObject lectureMain;
25 public GameObject addLec;
26 public GameObject updateLec;
27
28 public GameObject studentMain;
29 public GameObject addStu;
30 public GameObject updateStu;
31
32 public int intChoice;
33 public GameObject custoDate;
34 public TMP_Dropdown dropdown;
35 public TMP_Dropdown dropFilter;
36 public TMP_Dropdown dropCount;
37 public TMP_Dropdown dropCount;
38
39 public TMP_Dropdown stYear;
40 public TMP_Dropdown stMonth;
41 public TMP_Dropdown stDay;
42
43 public TMP_Dropdown endYear;
44 public TMP_Dropdown endMonth;
45 public TMP_Dropdown endDay;
46
47 int multiple = 0;
48 private int totExam;
49
50 No issues found
```

```
45 public TMP_Dropdown endMonth;
46 public TMP_Dropdown endDay;
47
48 int multiple = 0;
49 private int totExam;
50 private int reportChoice;
51 private int dateChoice;
52 private string dateChoiceName;
53 private List<string> modules;
54 private List<string> typeList;
55 public List<string> view;
56 private bool extracted;
57
58 public GameObject reportMain;
59 public GameObject elToday;
60 public GameObject elWeek;
61 public GameObject elMonth;
62 public GameObject elYear;
63 public GameObject elDisp;
64 public GameObject noData;
65 public GameObject[] unitDisp;
66 public TMP_Dropdown dropdown;
67
68 public int display;
69 public TextMeshProUGUI dispText;
70 public TextMeshProUGUI titleText;
71
72 No issues found
```

```
public TMP_Dropdown dropdown;
public int displist;
public TMP_Text disptext;
public TMP_Text dropdownText;
public TMP_Dropdown dropdown;
public List<int> todayval;
public List<int> weeklyval;
public List<int> monthval;
public List<int> yearval;
public List<GameObject> modList;
public GameObject modCont; //scrollview content holder for modules
public GameObject modInfo; //specifies module details
public TMP_InputField modSearch; //filters out info according to searches.

public List<GameObject> stuList;
public GameObject stuInfo;
public GameObject stucont;
public TMP_InputField stuSearch; //filters out info according to searches.

public List<GameObject> lecList;
public GameObject lecInfo;
public GameObject lecCont;
public TMP_InputField lecSearch; //filters out info according to searches.
public int maxModule;
```

```
public List<string> lecList;
public GameObject lecInfo;
public GameObject lecCont;
public TMP_InputField lecSearch; //filters out info according to searches.
public int maxModule;

TMP_InputField modCode = null;
TMP_InputField moduleName;
TMP_InputField examLink;
TMP_Dropdown examType;
TMP_InputField examDate;
TMP_InputField examTime;
TMP_InputField duration;
TMP_InputField stuCode;
TMP_InputField stuName;
TMP_InputField stuSurname;
TMP_InputField stuPassword;
TMP_InputField stuMod_1;
TMP_InputField stuMod_2;
TMP_InputField stuMod_3;
TMP_InputField stuMod_4;
TMP_InputField stuMod_5;
TMP_InputField lecCode;
TMP_InputField lecPassword;
```

```
111 TMP_InputField lecCode;
112 TMP_InputField lecPassword;
113 TMP_InputField lecMod_1;
114 TMP_InputField lecMod_2;
115 TMP_InputField lecMod_3;
116 TMP_InputField lecMod_4;
117 TMP_InputField lecMod_5;
118
119 string oldModCode = "";
120 string oldStrtCode = "";
121 string oldStrtMod_1 = "";
122 string oldStrtMod_2 = "";
123 string oldStrtMod_3 = "";
124 string oldStrtMod_4 = "";
125 string oldStrtMod_5 = "";
126
127 string oldleccode = "";
128 string oldlecmod_1 = "";
129 string oldlecmod_2 = "";
130 string oldlecmod_3 = "";
131 string oldlecmod_4 = "";
132 string oldlecmod_5 = "";
133
134 private GameObject currentObj;//references current module being changed.
135
136 string custom:
```

85% No Issues found

Error List

Entire Solution - 0 Errors 0 of 4 Warnings 0 of 108 Messages Build + IntelliSense

Project File Line Suppress...

Ready Add to Source Control

18:21 2021/10/22

The screenshot shows the Microsoft Visual Studio interface with the following details:

- File**, **Edit**, **Git**, **Project**, **Build**, **Debug**, **Test**, **Analyze**, **Tools**, **Extensions**, **Window**, **Help**, **Search (Ctrl+Q)** menu items.
- UNISA_Exam_Portal** tab in the title bar.
- Live Share** icon in the top right.
- Solution Explorer** pane on the right showing the project structure.
- Server Explorer** and **Toolbox** panes on the left.
- Code Editor** pane showing **TimeRemaining.cs** file content:

```
135
136     string custom;
137     // Unity Message ID references
138     private void Awake()
139     {
140         if (instance == null)
141         {
142             instance = this;
143         }
144     }
145     void Update()// Update is called once per frame
146     {
147         if (Input.GetKeyDown(KeyCode.LeftControl))
148         {
149             if (Input.GetKeyDown(KeyCode.Q))
150             {
151                 Show("home");
152             }
153             if (Input.GetKeyDown(KeyCode.H))
154             {
155                 Debug.Log("Activate shortcut");
156                 if (!hostMain.activeSelf == true)
157                 {
158                     Debug.Log("This is true");
159                 }
160             }
161         }
162     }
163 }
```

- Error List** pane at the bottom left showing 0 errors, 0 warnings, and 108 messages.
- Entire Solution** dropdown, **Code** tab, **Description** tab.
- Build + IntelliSense** dropdown.
- Project**, **File**, **Line**, **Suppress...** buttons in the bottom right.
- Ready** status in the bottom left.
- Add to Source Control** button in the bottom right.
- Windows Taskbar** at the bottom with various icons and the date/time: 18/22, 2021/10/22.

```
161         }
162         else
163         {
164             Debug.Log("This is false");
165             shortcut.HintShow("default");
166         }
167     }
168 }
169 public void ResetComp()//Responsible for disabling/enabling menus
170 {
171     foreach (var item in modlist)
172     {
173         item.gameObject.SetActive(false);
174         // item.gameObject.SetActive(true);
175     }
176     foreach (var item in stulist)
177     {
178         item.gameObject.SetActive(false);
179         // item.gameObject.SetActive(true);
180     }
181 }
182 public void Show(string menu)//Used to display and hide menus
183 {
184     AddMod.gameObject.SetActive(false);
185 }
```

```
181 }
182 public void Show(string menu)//Used to display and hide menus
183 {
184     AddMod.gameObject.SetActive(false);
185     Addstu.gameObject.SetActive(false);
186     Addlec.gameObject.SetActive(false);
187     UpdateMod.gameObject.SetActive(false);
188     Updatetu.gameObject.SetActive(false);
189     Updatelc.gameObject.SetActive(false);
190     subBackGround.SetActive(false);
191
192     switch (menu)
193     {
194         case "home":
195             noData.SetActive(false);
196             ReportMain.SetActive(false);
197             HostMain.SetActive(true);
198             HostMainz.SetActive(true);
199             ModuleMain.transform.localPosition = new Vector3(0, -1000, 0);
200             StudentMain.transform.localPosition = new Vector3(0, -1000, 0);
201             LectureMain.transform.localPosition = new Vector3(0, -1000, 0);
202             break;
203         case "report":
204             dropUnit.value = 0;
205     }
206 }
```

```
UNISA_Portal.cs  TimeRemaining.cs  SubjectHandler.cs  Subject.cs  SpinLog.cs  Shortcuts.cs  Settings.cs  SaveReport.cs  Notification.cs
Assembly-CSharp

284     case "report":
285         dropUnit.value = 0;
286         foreach (var item in unitDisp)
287         {
288             item.GetComponent<TextMeshProUGUI>().text = (int.Parse(item.GetComponent<TextMeshProUGUI>().text.Substring(0, 1)) * 10).ToString();
289         }
290         ReportMain.SetActive(true);
291         HostMain.SetActive(false);
292         HostMain2.SetActive(false);
293         ModuleMain.transform.localPosition = new Vector3(0, -1000, 0);
294         StudentMain.transform.localPosition = new Vector3(0, -1000, 0);
295         LecturerMain.transform.localPosition = new Vector3(0, -1000, 0);
296         break;
297     case "module":
298         HostMain.SetActive(false);
299         ModuleMain.transform.localPosition = new Vector3(0, 0, 0);
300         StudentMain.transform.localPosition = new Vector3(0, -1000, 0);
301         LecturerMain.transform.localPosition = new Vector3(0, -1000, 0);
302         break;
303     case "student":
304         HostMain.SetActive(false);
305         ModuleMain.transform.localPosition = new Vector3(0, -1000, 0);
306         StudentMain.transform.localPosition = new Vector3(0, 0, 0);
307         LecturerMain.transform.localPosition = new Vector3(0, -1000, 0);
308         break;
309     case "lecturer":
310         HostMain.SetActive(false);
311         ModuleMain.transform.localPosition = new Vector3(0, 0, 0);
312         StudentMain.transform.localPosition = new Vector3(0, -1000, 0);
313         LecturerMain.transform.localPosition = new Vector3(0, 0, 0);
314         break;
315     }

    85%  No issues found  |  ▾  Error List  ▾  Entire Solution  ▾  0 Errors  ▾  0 of 4 Warnings  ▾  0 of 108 Messages  ▾  Build + IntelliSense  ▾  Search Error List  ▾  Project  ▾  File  ▾  Line  ▾  Suppress...  ▾  Add to Source Control  ▾  18:22  2021/10/22
```

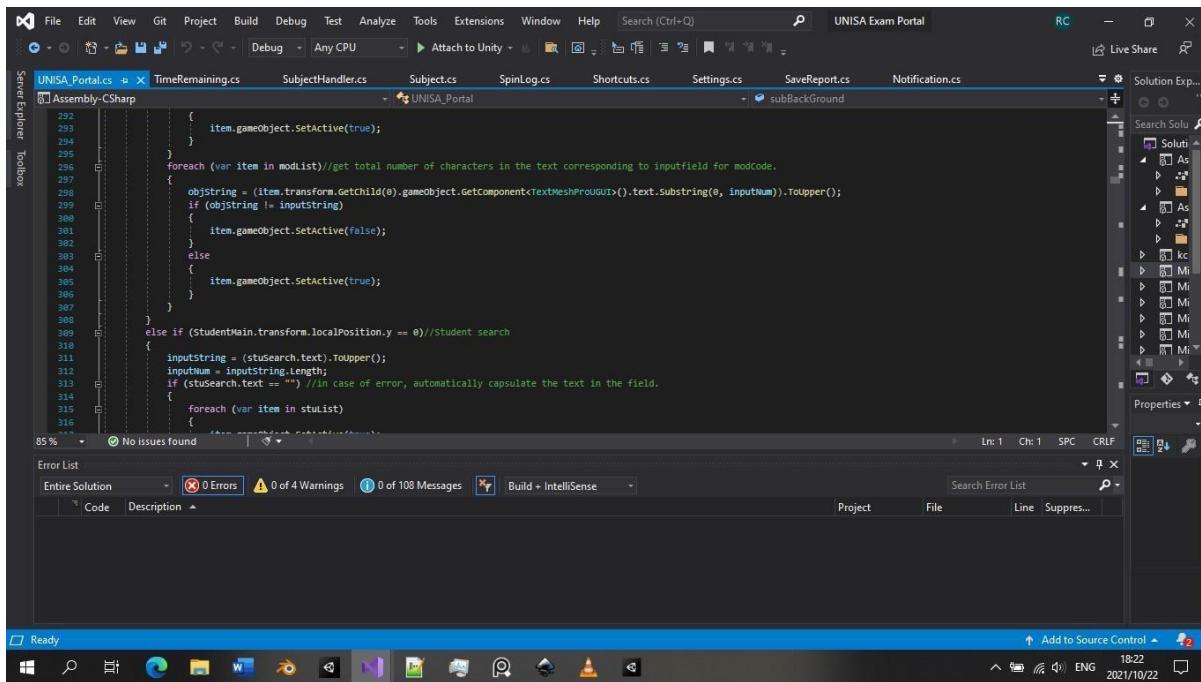
```
UNISA_Portal.cs  TimeRemaining.cs  SubjectHandler.cs  Subject.cs  SpinLog.cs  Shortcuts.cs  Settings.cs  SaveReport.cs  Notification.cs
Assembly-CSharp

225     ModuleMain.transform.localPosition = new Vector3(0, -1000, 0);
226     StudentMain.transform.localPosition = new Vector3(0, 0, 0);
227     LecturerMain.transform.localPosition = new Vector3(0, -1000, 0);
228     break;
229 
230     case "lecturer":
231         HostMain.SetActive(false);
232         ModuleMain.transform.localPosition = new Vector3(0, -1000, 0);
233         StudentMain.transform.localPosition = new Vector3(0, -1000, 0);
234         LecturerMain.transform.localPosition = new Vector3(0, 0, 0);
235         break;
236     }

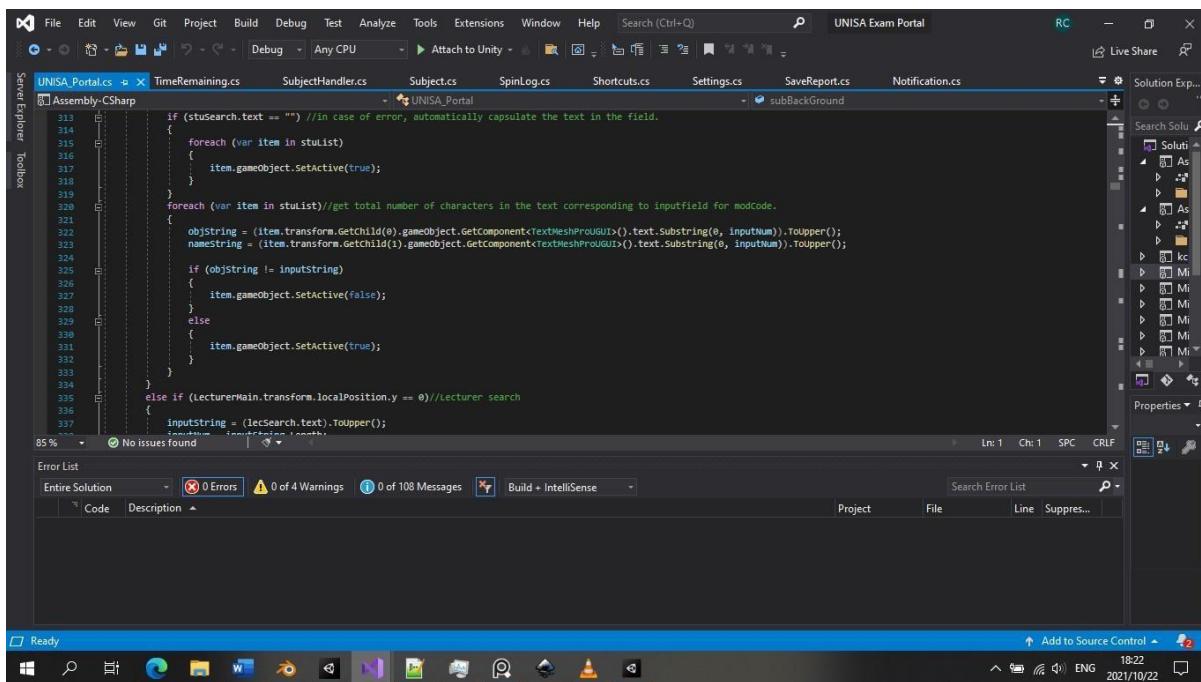
    85%  No issues found  |  ▾  Error List  ▾  Entire Solution  ▾  0 Errors  ▾  0 of 4 Warnings  ▾  0 of 108 Messages  ▾  Build + IntelliSense  ▾  Search Error List  ▾  Project  ▾  File  ▾  Line  ▾  Suppress...  ▾  Add to Source Control  ▾  18:22  2021/10/22
```

```
UNISA_Portal.cs
246     reportchoice = -1;
247     datoption();
248     Filteroption();
249     yield return StartCoroutine(DatabaseCount());
250 }
251 IEnumerator DatabaseCount()//Called when viewing active users in database
252 {
253     for ( ; )
254     {
255         var wForm = new WWWForm();
256         wForm.AddField("Type", "");
257         wForm.AddField("Username", "");
258         wForm.AddField("Extract", "extract");
259
260         wForm.AddField("User", Database.instance.dtUserName);
261         wForm.AddField("Pass", Database.instance.dtPassword);
262         wForm.AddField("Server", Database.instance.dtServer);
263         wForm.AddField("Database", Database.instance.dtDatabase);
264
265
266         var wRequest = UnityWebRequest.Post("http://localhost/UNISAPortal/LogCount.php", wForm);
267         yield return wRequest.SendWebRequest();
268         //Debug.Log(wRequest.downloadHandler.text);
269     }
270 }
```

```
UNISA_Portal.cs
266     var wRequest = UnityWebRequest.Post("http://localhost/UNISAPortal/LogCount.php", wForm);
267     yield return wRequest.SendWebRequest();
268     //Debug.Log(wRequest.downloadHandler.text);
269
270     student.transform.GetChild(1).gameObject.GetComponent<TextMeshProUGUI>().text = wRequest.downloadHandler.text.Split()[0];
271     student.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text = wRequest.downloadHandler.text.Split()[1];
272
273     lecturer.transform.GetChild(1).gameObject.GetComponent<TextMeshProUGUI>().text = wRequest.downloadHandler.text.Split()[1];
274     lecturer.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text = wRequest.downloadHandler.text.Split()[3];
275     yield return new WaitForSeconds(20);
276 }
277
278 public void FilterSearch()//Called when searching for subject.
279 {
280     string inputString = "";
281     int inputnum;
282     string objString = "";
283     string nameString = "";
284
285     if (ModuleMain.transform.localPosition.y == 0)//Module search
286     {
287         inputString = (modSearch.text).ToUpper();
288         inputnum = inputString.Length;
289         if (modSearch.text == "") //In case of error, automatically encapsulate the text in the field.
290     }
291 }
```



```
292     {
293         item.gameObject.SetActive(true);
294     }
295 }
296 foreach (var item in modList)//get total number of characters in the text corresponding to inputfield for modCode.
297 {
298     objString = (item.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text.Substring(0, inputNum)).ToUpper();
299     if (objString != inputString)
300     {
301         item.gameObject.SetActive(false);
302     }
303     else
304     {
305         item.gameObject.SetActive(true);
306     }
307 }
308 else if (StudentMain.transform.localPosition.y == 0)//Student search
309 {
310     inputString = (stuSearch.text).ToUpper();
311     inputNum = inputString.Length;
312     if (stuSearch.text == "") //in case of error, automatically capsulate the text in the field.
313     {
314         foreach (var item in stuList)
315         {
316             item.gameObject.SetActive(true);
317         }
318     }
319 }
320 foreach (var item in stuList)//get total number of characters in the text corresponding to inputfield for modCode.
321 {
322     objString = (item.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text.Substring(0, inputNum)).ToUpper();
323     nameString = (item.transform.GetChild(1).gameObject.GetComponent<TextMeshProUGUI>().text.Substring(0, inputNum)).ToUpper();
324     if (objString != inputString)
325     {
326         item.gameObject.SetActive(false);
327     }
328     else
329     {
330         item.gameObject.SetActive(true);
331     }
332 }
333 }
334 else if (LectureMain.transform.localPosition.y == 0)//Lecturer search
335 {
336     inputString = (lecSearch.text).ToUpper();
337 }
```



```
313     if (stuSearch.text == "") //in case of error, automatically capsulate the text in the field.
314     {
315         foreach (var item in stuList)
316         {
317             item.gameObject.SetActive(true);
318         }
319     }
320     foreach (var item in stuList)//get total number of characters in the text corresponding to inputfield for modCode.
321     {
322         objString = (item.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text.Substring(0, inputNum)).ToUpper();
323         nameString = (item.transform.GetChild(1).gameObject.GetComponent<TextMeshProUGUI>().text.Substring(0, inputNum)).ToUpper();
324         if (objString != inputString)
325         {
326             item.gameObject.SetActive(false);
327         }
328         else
329         {
330             item.gameObject.SetActive(true);
331         }
332     }
333 }
334 else if (LectureMain.transform.localPosition.y == 0)//Lecturer search
335 {
336     inputString = (lecSearch.text).ToUpper();
337 }
```

Screenshot of Microsoft Visual Studio showing the code editor for TimeRemaining.cs. The code is part of the UNISA_Portal project. The code handles searching for lecturer names and updating their active status based on input. It uses Unity's Transform and TextMeshPro components.

```
334     }
335     else if (LecturerMain.transform.localPosition.y == 0) //lecturer search
336     {
337         inputString = (lecsSearch.text).ToUpper();
338         inputNum = inputString.Length;
339         if (lecsSearch.text == "") //in case of error, automatically capsulate the text in the field.
340         {
341             foreach (var item in lecList)
342             {
343                 item.gameObject.SetActive(true);
344             }
345         }
346         foreach (var item in lecList)//get total number of characters in the text corresponding to inputfield for modcode.
347         {
348             objString = (item.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text.Substring(0, inputNum)).ToUpper();
349             if (objString != inputString)
350             {
351                 item.gameObject.SetActive(false);
352             }
353             else
354             {
355                 item.gameObject.SetActive(true);
356             }
357         }
358     }
359 }
```

Screenshot of Microsoft Visual Studio showing the code editor for Refresh(string type). The code is part of the UNISA_Portal project. It refreshes lists of modules, students, and lecturers based on the specified type.

```
361     public void Refresh(string type)//Refreshes a specified list
362     {
363         switch (type)
364         {
365             case "module":
366                 modList.Clear();
367                 foreach (Transform item in modCont.transform)
368                 {
369                     modList.Add(item.gameObject);
370                 }
371                 break;
372             case "student":
373                 stuList.Clear();
374                 foreach (Transform item in stuCont.transform)
375                 {
376                     stuList.Add(item.gameObject);
377                 }
378                 break;
379             case "lecturer":
380                 lecList.Clear();
381                 foreach (Transform item in lecCont.transform)
382                 {
383                     lecList.Add(item.gameObject);
384                 }
385                 break;
386         }
387     }
388 }
```

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a search bar for 'Search (Ctrl+Q)'. A tab bar at the top shows 'UNISA_Portals.cs', 'TimeRemaining.cs', 'SubjectHandler.cs', 'Subject.cs', 'SpinLog.cs', 'Shortcuts.cs', 'Settings.cs', 'SaveReport.cs', 'Notification.cs', and 'Assembly-CSharp'. The main code editor window displays the 'TimeRemaining.cs' file, which contains C# code for managing game objects and subject lists. The Solution Explorer on the right shows a project structure with multiple files and folders. The Error List at the bottom indicates 0 errors, 0 warnings, and 108 messages. The status bar at the bottom right shows the date as 2021/10/22.

```
foreach (Transform item in leccont.transform)
{
    lecList.Add(item.gameObject);
}
break;

public void FillSub(string type)//Code which fills the subject items scroll.
{
    string typ = type;
    ClearSub(typ);
    //refills list once again.
    switch (type)
    {
        case "module":
            for (int i = 0; i < ExtractData.instance.modules.Count; i++)
            {
                GameObject inst = Instantiate(modInfo, modcont.transform);
                inst.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.modules[i].ModCode;
                if (ExtractData.instance.modules[i].ExamType == "Document Upload")
                {
                    inst.transform.GetChild(1).gameObject.GetComponent<TextMeshProUGUI>().text = "Upload";
                }
                else
            }
    }
}
```

The screenshot shows the Microsoft Visual Studio IDE interface. The title bar reads "UNISA Exam Portal". The menu bar includes File, Edit, View, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and Search (Ctrl+Q). The toolbar has icons for Undo, Redo, Save, Cut, Copy, Paste, Find, Replace, and others. The Solution Explorer on the left lists files like UNISA_Portal.cs, TimeRemaining.cs, SubjectHandler.cs, Subject.cs, SpinLog.cs, Shortcuts.cs, Settings.cs, SaveReport.cs, and Notification.cs. The Properties window is also visible. The main code editor area shows TimeRemaining.cs with the following code:

```
        inst.transform.GetChild(1).gameObject.GetComponent<TextMeshProUGUI>().text = "Upload";
    }
}
{
    inst.transform.GetChild(1).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.modules[i].ExamType;
}

inst.transform.GetChild(2).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.modules[i].ExamDate;
inst.transform.GetChild(3).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.modules[i].Duration;
inst.transform.GetChild(4).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.modules[i].ExamTime;

modList.Add(inst);
}
break;
case "student":
for (int i = 0; i < ExtractData.instance.students.Count; i++)
{
    GameObject inst = Instantiate(stuInfo, stuCont.transform);
    inst.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.students[i].StuCode.Substring(0, 8);
    inst.transform.GetChild(1).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.students[i].StuName + " " + ExtractData.instance.students[i].StuSurname;
    inst.transform.GetChild(2).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.students[i].Password;
}

int num = 0;
if (ExtractData.instance.students[i].Mod_1 != "")
```

The Error List at the bottom shows:

- Entire Solution
- 0 Errors
- 0 of 4 Warnings
- 0 of 108 Messages

The status bar at the bottom right indicates the date as 2021/10/22 and the time as 18:23.

```
int num = 0;
if (ExtractData.instance.students[i].Mod_1 != "")
{
    num += 1;
}
if (ExtractData.instance.students[i].Mod_2 != "")
{
    num += 1;
}
if (ExtractData.instance.students[i].Mod_3 != "")
{
    num += 1;
}
if (ExtractData.instance.students[i].Mod_4 != "")
{
    num += 1;
}
if (ExtractData.instance.students[i].Mod_5 != "")
{
    num += 1;
}

inst.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text = num.ToString();
stuList.Add(inst);
```

```
int num = 0;
if (ExtractData.instance.students[i].Mod_1 != "")
{
    num += 1;
}
if (ExtractData.instance.students[i].Mod_2 != "")
{
    num += 1;
}
if (ExtractData.instance.students[i].Mod_3 != "")
{
    num += 1;
}
if (ExtractData.instance.students[i].Mod_4 != "")
{
    num += 1;
}
if (ExtractData.instance.students[i].Mod_5 != "")
{
    num += 1;
}

inst.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text = num.ToString();
stuList.Add(inst);
break;
case "lecturer":

for (int i = 0; i < ExtractData.instance.lecturers.Count; i++)
{
    GameObject inst = Instantiate(LectInfo, lectCont.transform);
    inst.transform.GetChild(0).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.lecturers[i].LecCode.Substring(0, 10);
    inst.transform.GetChild(1).gameObject.GetComponent<TextMeshProUGUI>().text = ExtractData.instance.lecturers[i].Password;

    int num = 0;
    if (ExtractData.instance.lecturers[i].Mod_1 != "")
    {
        num += 1;
    }
    if (ExtractData.instance.lecturers[i].Mod_2 != "")
    {
        num += 1;
    }
    if (ExtractData.instance.lecturers[i].Mod_3 != "")
```

Screenshot of Microsoft Visual Studio showing the code editor and Solution Explorer. The code editor displays a C# file named `TimeRemaining.cs` with the following content:

```
465     num += 1;
466     }
467     if (ExactData.instance.lecturers[i].Mod_3 != "")
468     {
469         num += 1;
470     }
471     if (ExactData.instance.lecturers[i].Mod_4 != "")
472     {
473         num += 1;
474     }
475     if (ExactData.instance.lecturers[i].Mod_5 != "")
476     {
477         num += 1;
478     }
479     inst.transform.GetChild(2).gameObject.GetComponent<TextMeshProUGUI>().text = num.ToString();
480     //Debug.Log(ExactData.instance.lecturers[i].LecCode.Substring(0, 10));
481     lecList.Add(inst);
482 }
483 break;
484 default:
485     break;
486 }
487 }
488 public void UnitDisplay() //Changes vertical axis display units
```

The Solution Explorer shows a solution named "UNISA_Exam_Portal" containing several projects and files. The Error List shows 0 errors, 0 warnings, and 0 messages.

Screenshot of Microsoft Visual Studio showing the code editor and Solution Explorer. The code editor displays a C# file named `TimeRemaining.cs` with the following content:

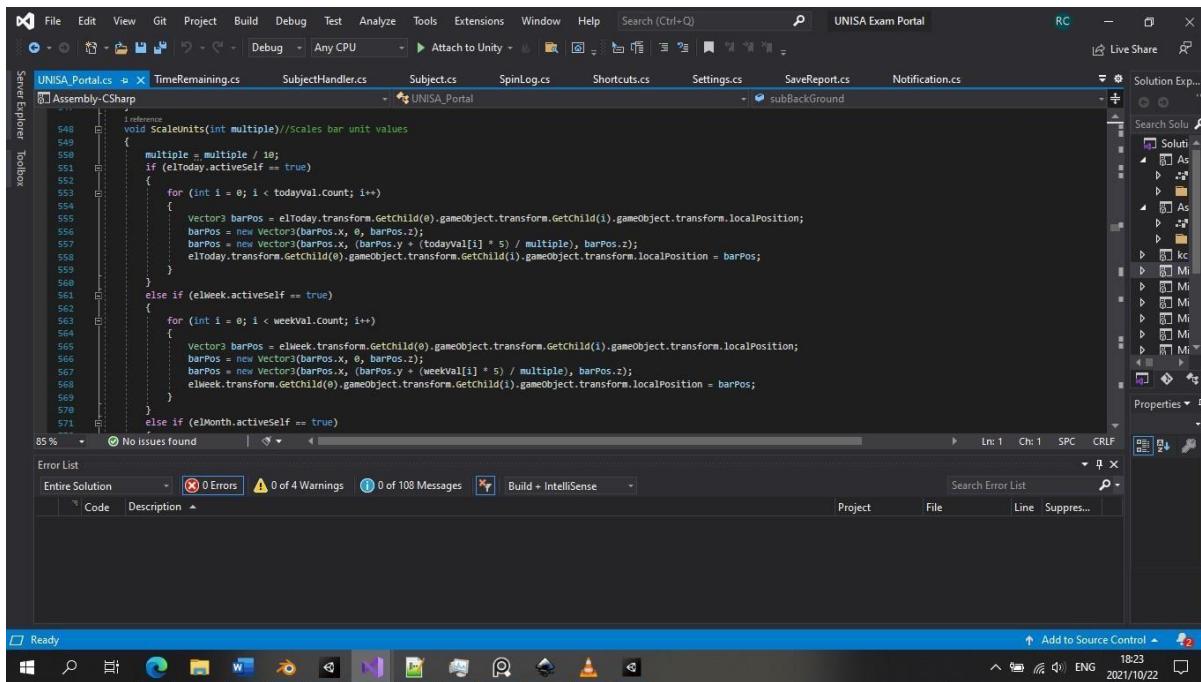
```
488     int num = dropUnit.value;
489     switch (num)
490     {
491         case 0:
492             foreach (var item in unitDisp)
493             {
494                 item.GetComponent<TextMeshProUGUI>().text = (int.Parse(item.GetComponent<TextMeshProUGUI>().text.Substring(0, 1)) * 10).ToString();
495             }
496             multiple = 10;
497             break;
498         case 1:
499             foreach (var item in unitDisp)
500             {
501                 item.GetComponent<TextMeshProUGUI>().text = (int.Parse(item.GetComponent<TextMeshProUGUI>().text.Substring(0, 1)) * 100).ToString();
502             }
503             multiple = 100;
504             break;
505         case 2:
506             foreach (var item in unitDisp)
507             {
508                 item.GetComponent<TextMeshProUGUI>().text = (int.Parse(item.GetComponent<TextMeshProUGUI>().text.Substring(0, 1)) * 1000).ToString();
509             }
510         }
511     }
512 }
```

The Solution Explorer shows a solution named "UNISA_Exam_Portal" containing several projects and files. The Error List shows 0 errors, 0 warnings, and 0 messages.

```
S112     }
S113     multiple = 1000;
S114     break;
S115   case 3:
S116     foreach (var item in unitDisp)
S117     {
S118       item.GetComponent<TextMeshProUGUI>().text = (int.Parse(item.GetComponent<TextMeshProUGUI>().text.Substring(0, 1)) * 10000).ToString();
S119     }
S120     multiple = 10000;
S121     break;
S122   case 4:
S123     foreach (var item in unitDisp)
S124     {
S125       item.GetComponent<TextMeshProUGUI>().text = (int.Parse(item.GetComponent<TextMeshProUGUI>().text.Substring(0, 1)) * 100000).ToString();
S126     }
S127     multiple = 100000;
S128     break;
S129   case 5:
S130     foreach (var item in unitDisp)
S131     {
S132       item.GetComponent<TextMeshProUGUI>().text = (int.Parse(item.GetComponent<TextMeshProUGUI>().text.Substring(0, 1)) * 1000000).ToString();
S133     }
S134     multiple = 1000000;
S135     break;
S136   case 6:
```

```
S33     }
S34     multiple = 1000000;
S35     break;
S36   case 6:
S37     foreach (var item in unitDisp)
S38     {
S39       item.GetComponent<TextMeshProUGUI>().text = (int.Parse(item.GetComponent<TextMeshProUGUI>().text.Substring(0, 1)) * 10000000).ToString();
S40     }
S41     multiple = 10000000;
S42     break;
S43     default:
S44     break;
S45   }
S46   ScaleUnits(multiple);
S47 }

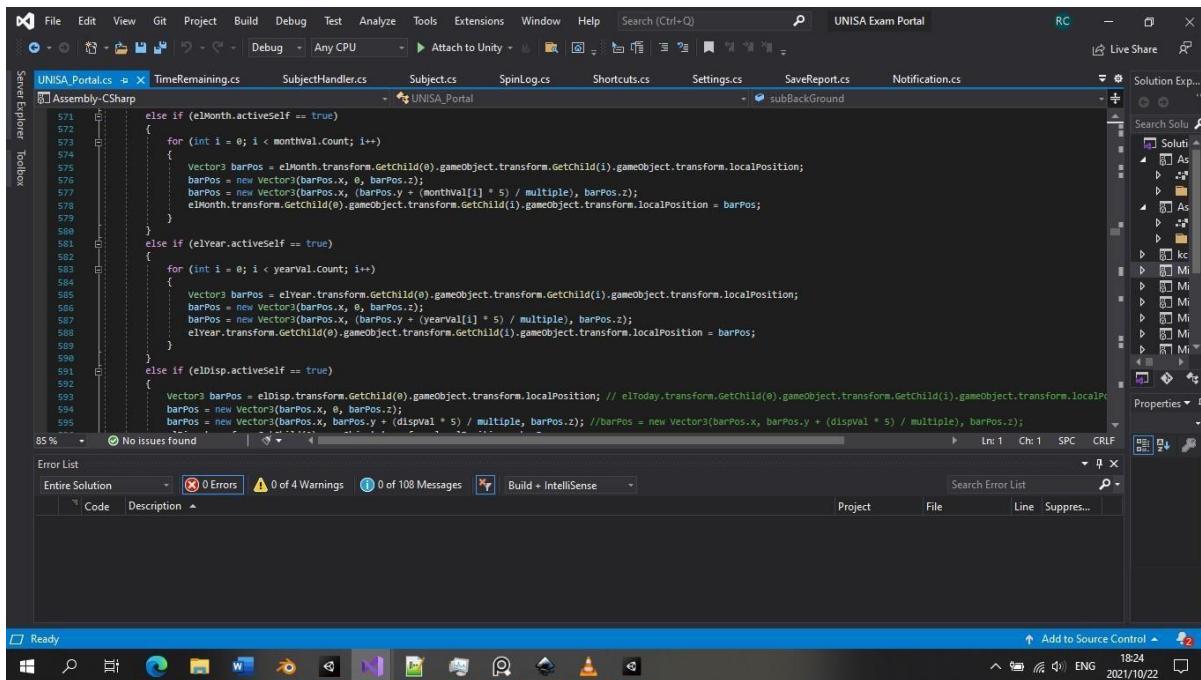
S48 void ScaleUnits(int multiple)//scales bar unit values
S49 {
S50   multiple = multiple / 10;
S51   if (elToday.activeSelf == true)
S52   {
S53     for (int i = 0; i < todayVal.Count; i++)
S54     {
S55       Vector3 barPos = elToday.transform.GetChild(i).gameObject.transform.GetChild(0).gameObject.transform.localPosition;
S56       barPos = new Vector3(barPos.x, 0, barPos.z);
S57     }
S58   }
S59 }
```



```
UNISA_Portal.cs  TimeRemaining.cs  SubjectHandler.cs  Subject.cs  SpinLog.cs  Shortcuts.cs  Settings.cs  SaveReport.cs  Notification.cs
Assembly-CSharp

    void ScaleUnits(int multiple) //scales bar unit values
    {
        multiple = multiple / 10;
        if (elToday.activeSelf == true)
        {
            for (int i = 0; i < todayVal.Count; i++)
            {
                Vector3 barPos = elToday.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition;
                barPos = new Vector3(barPos.x, 0, barPos.z);
                barPos = new Vector3(barPos.x, (barPos.y + (todayVal[i] * 5) / multiple), barPos.z);
                elToday.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition = barPos;
            }
        }
        else if (elWeek.activeSelf == true)
        {
            for (int i = 0; i < weekVal.Count; i++)
            {
                Vector3 barPos = elWeek.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition;
                barPos = new Vector3(barPos.x, 0, barPos.z);
                barPos = new Vector3(barPos.x, (barPos.y + (weekVal[i] * 5) / multiple), barPos.z);
                elWeek.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition = barPos;
            }
        }
        else if (elMonth.activeSelf == true)
        {
            for (int i = 0; i < monthVal.Count; i++)
            {
                Vector3 barPos = elMonth.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition;
                barPos = new Vector3(barPos.x, 0, barPos.z);
                barPos = new Vector3(barPos.x, (monthVal[i] * 5) / multiple, barPos.z);
                elMonth.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition = barPos;
            }
        }
    }
}

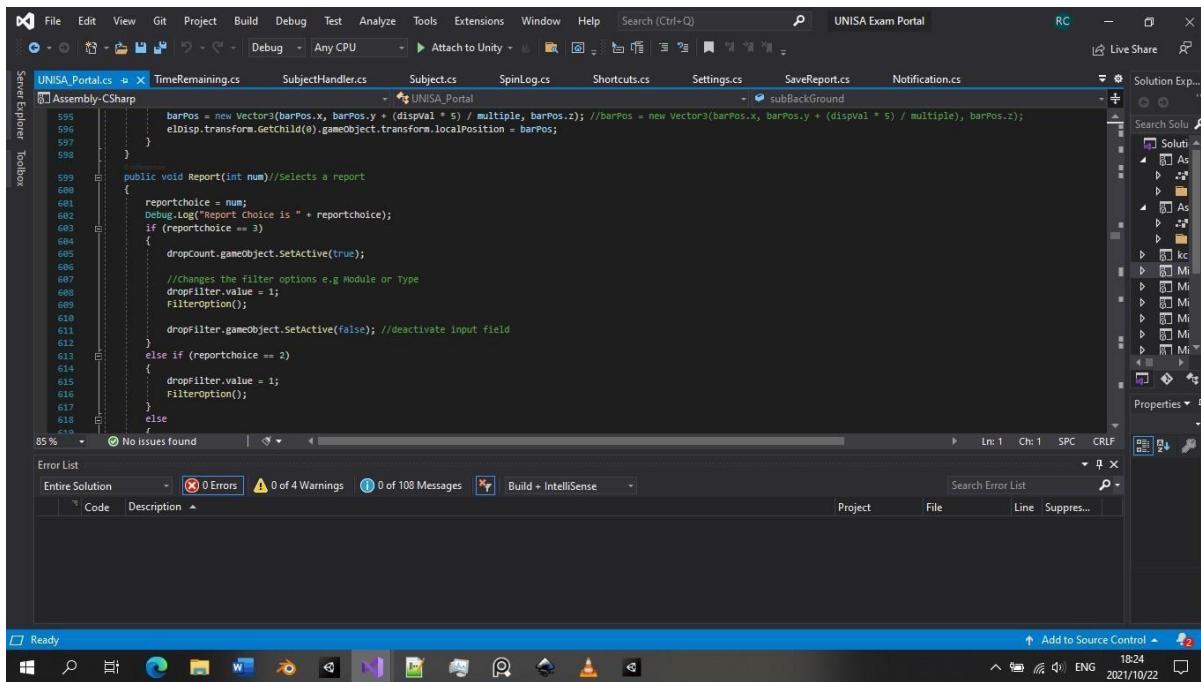
No issues found | ▾ 4 ▾ 0 ▾ 108 ▾ Build + IntelliSense ▾ Search Error List ▾ Project ▾ File ▾ Line ▾ Suppress... ▾
```



```
UNISA_Portal.cs  TimeRemaining.cs  SubjectHandler.cs  Subject.cs  SpinLog.cs  Shortcuts.cs  Settings.cs  SaveReport.cs  Notification.cs
Assembly-CSharp

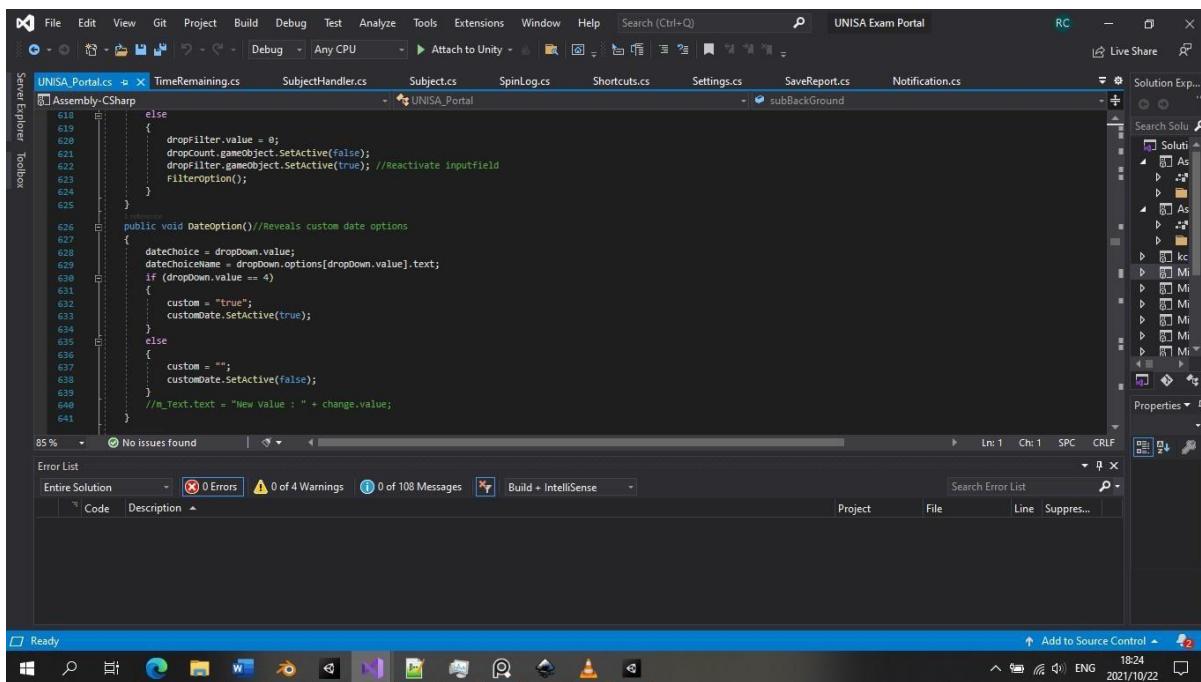
    else if (elMonth.activeSelf == true)
    {
        for (int i = 0; i < monthVal.Count; i++)
        {
            Vector3 barPos = elMonth.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition;
            barPos = new Vector3(barPos.x, 0, barPos.z);
            barPos = new Vector3(barPos.x, (monthVal[i] * 5) / multiple, barPos.z);
            elMonth.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition = barPos;
        }
    }
    else if (elYear.activeSelf == true)
    {
        for (int i = 0; i < yearVal.Count; i++)
        {
            Vector3 barPos = elYear.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition;
            barPos = new Vector3(barPos.x, 0, barPos.z);
            barPos = new Vector3(barPos.x, (yearVal[i] * 5) / multiple, barPos.z);
            elYear.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition = barPos;
        }
    }
    else if (elDisp.activeSelf == true)
    {
        Vector3 barPos = elDisp.transform.GetChild(i).gameObject.transform.localPosition; // elToday.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition;
        barPos = new Vector3(barPos.x, 0, barPos.z);
        barPos = new Vector3(barPos.x, barPos.y + (dispVal * 5) / multiple, barPos.z); // barPos = new Vector3(barPos.x, barPos.y + (dispVal * 5) / multiple, barPos.z);
        elDisp.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject.transform.localPosition = barPos;
    }
}

No issues found | ▾ 0 ▾ 0 ▾ 108 ▾ Build + IntelliSense ▾ Search Error List ▾ Project ▾ File ▾ Line ▾ Suppress... ▾
```



```
Screenshot of Microsoft Visual Studio showing code for UNISA_Portal.cs. The code handles report selection logic, including setting active game objects and filter values based on user input.
```

```
UNISA_Portal.cs
595     barPos = new Vector3(barPos.x, barPos.y + (dispVal * 5) / multiple, barPos.z); //barPos = new Vector3(barPos.x, barPos.y + (dispVal * 5) / multiple), barPos.z);
596     e1Disp.transform.GetChild(0).gameObject.transform.localPosition = barPos;
597 }
598 }
599 public void Report(int num)//Selects a report
600 {
601     reportchoice = num;
602     Debug.Log("Report Choice is " + reportchoice);
603     if (reportchoice == 3)
604     {
605         dropCount.gameObject.SetActive(true);
606         //changes the filter options e.g Module or Type
607         dropFilter.value = 1;
608         FilterOption();
609     }
610     dropFilter.gameObject.SetActive(false); //deactivate input field
611 }
612 else if (reportchoice == 2)
613 {
614     dropFilter.value = 1;
615     FilterOption();
616 }
617 else
618 }
```



```
Screenshot of Microsoft Visual Studio showing code for UNISA_Portal.cs. The code handles date selection logic, including setting active game objects and filter values based on user input.
```

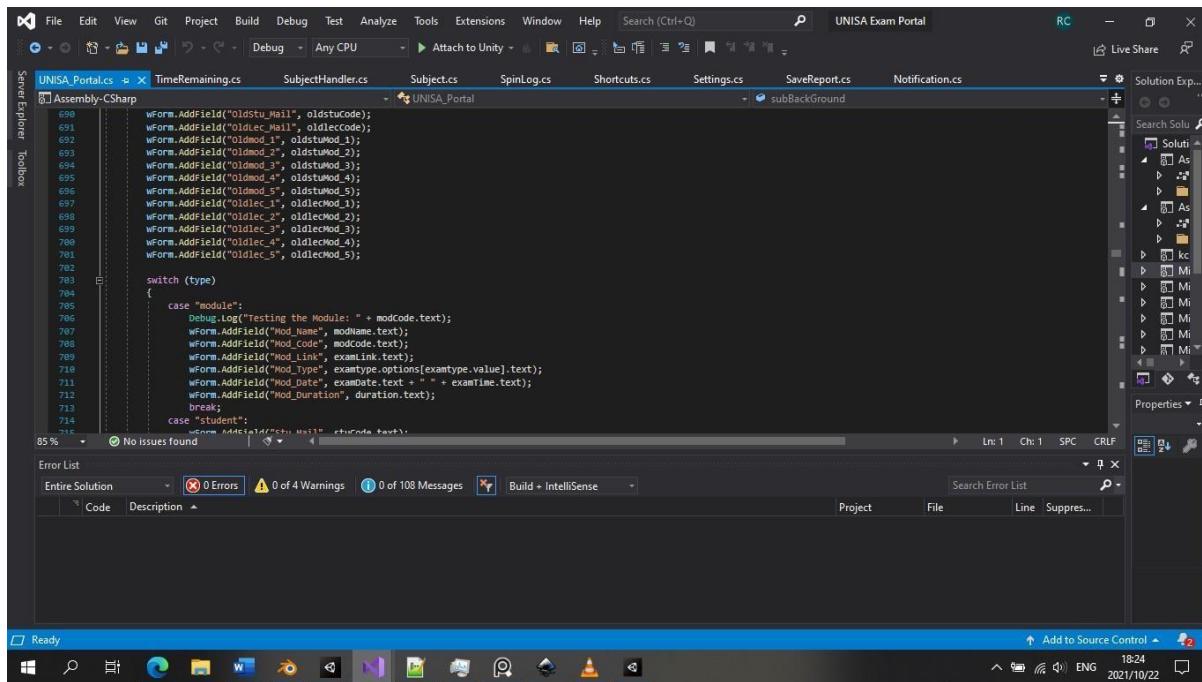
```
UNISA_Portal.cs
618     else
619     {
620         dropFilter.value = 0;
621         dropCount.gameObject.SetActive(false);
622         dropFilter.gameObject.SetActive(true); //Reactivate inputfield
623         FilterOption();
624     }
625 }
626 public void DateOption()//Reveals custom date options
627 {
628     dateChoice = dropdown.value;
629     dateChoiceName = dropdown.options[dropdown.value].text;
630     if (dropdown.value == -1)
631     {
632         custom = "true";
633         customDate.SetActive(true);
634     }
635     else
636     {
637         custom = "";
638         customDate.SetActive(false);
639     }
640     //m_Text.text = "New Value : " + change.value;
641 }
```

This screenshot shows the Microsoft Visual Studio IDE interface. The main window displays the code for `UNISA_Portal.cs`. The code includes methods for filtering options and retrieving module data based on user input. The Solution Explorer on the right shows multiple projects and files. The Task List and Error List panes are visible at the bottom.

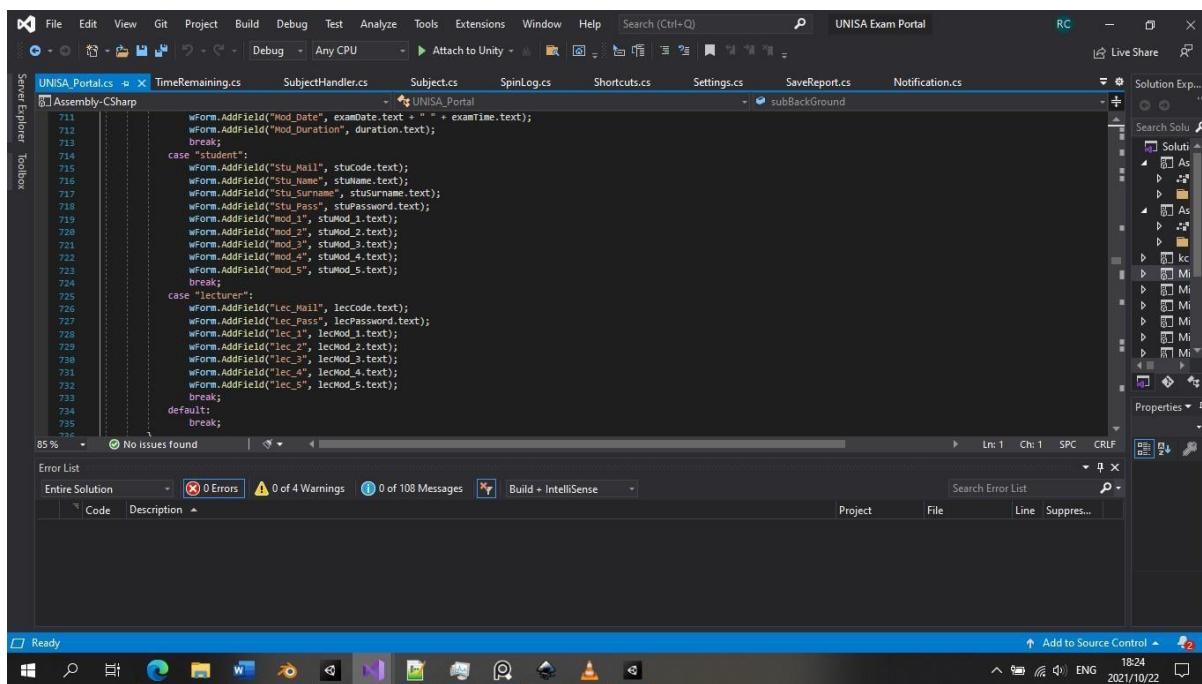
```
641     }
642     public void FilterOption()//Determines filter info
643     {
644         type = "module";
645         if (dropFilter.value == 0)//Module filter
646         {
647             moduleInput.gameObject.SetActive(true);
648             dropCont.gameObject.SetActive(false);
649         }
650         else //Type filter
651         {
652             type = "type";
653             moduleInput.gameObject.SetActive(false);
654             dropCont.gameObject.SetActive(true);
655         }
656     }
657     public void ModData(string type, string function)//Retrieves data based on user options
658     {
659         string typ = type;
660         string func = function;
661         StartCoroutine(ModDt(typ, func));
662     }
663     IEnumerator ModDt(string type, string function)
```

This screenshot shows the Microsoft Visual Studio IDE interface. The main window displays the code for `UNISA_Portal.cs`. The code defines a method `ModDt` that creates a new Windows Form and adds various text fields to it. The Solution Explorer on the right shows multiple projects and files. The Task List and Error List panes are visible at the bottom.

```
663     IEnumerator ModDt(string type, string function)
664     {
665         var wForm = new WindowsForm();
666         wForm.AddField("Mod_Code", "");
667         wForm.AddField("Mod_Link", "");
668         wForm.AddField("Mod_Type", "");
669         wForm.AddField("Mod_Date", "");
670         wForm.AddField("Mod_Duration", "");
671         wForm.AddField("Stu_Mail", "");
672         wForm.AddField("Stu_Name", "");
673         wForm.AddField("Stu_Surname", "");
674         wForm.AddField("Stu_Pass", "");
675         wForm.AddField("Mod_1", "");
676         wForm.AddField("Mod_2", "");
677         wForm.AddField("Mod_3", "");
678         wForm.AddField("Mod_4", "");
679         wForm.AddField("Mod_5", "");
680         wForm.AddField("Lec_Mail", "");
681         wForm.AddField("Lec_Pass", "");
682         wForm.AddField("Lec_1", "");
683         wForm.AddField("Lec_2", "");
684         wForm.AddField("Lec_3", "");
685         wForm.AddField("Lec_4", "");
686         wForm.AddField("Lec_5", "")
```



```
690     wForm.AddField("Oldstu_Mail", oldstuCode);
691     wForm.AddField("Oldlec_Mail", oldlecCode);
692     wForm.AddField("Oldmod_1", oldstMod_1);
693     wForm.AddField("Oldmod_2", oldstMod_2);
694     wForm.AddField("Oldmod_3", oldstMod_3);
695     wForm.AddField("Oldmod_4", oldstMod_4);
696     wForm.AddField("Oldmod_5", oldstMod_5);
697     wForm.AddField("Oldlec_1", oldlecMod_1);
698     wForm.AddField("Oldlec_2", oldlecMod_2);
699     wForm.AddField("Oldlec_3", oldlecMod_3);
700     wForm.AddField("Oldlec_4", oldlecMod_4);
701     wForm.AddField("Oldlec_5", oldlecMod_5);
702
703     switch (type)
704     {
705         case "module":
706             Debug.Log("Testing the Module: " + modCode.text);
707             wForm.AddField("Mod_Name", modName.text);
708             wForm.AddField("Mod_Code", modCode.text);
709             wForm.AddField("Mod_Link", examLink.text);
710             wForm.AddField("Mod_Type", examType.options[examType.value].text);
711             wForm.AddField("Mod_Date", examDate.text + " " + examTime.text);
712             wForm.AddField("Mod_Duration", duration.text);
713             break;
714         case "student":
715             wForm.AddField("Stu_Mail", stuCode.text);
716             wForm.AddField("Stu_Name", studentName.text);
717             wForm.AddField("Stu_Password", studentPassword.text);
718             wForm.AddField("Stu_Pass", stuPassword.text);
719             wForm.AddField("Mod_1", stMod_1.text);
720             wForm.AddField("Mod_2", stMod_2.text);
721             wForm.AddField("Mod_3", stMod_3.text);
722             wForm.AddField("Mod_4", stMod_4.text);
723             wForm.AddField("Mod_5", stMod_5.text);
724             break;
725         case "lecturer":
726             wForm.AddField("Lec_Mail", lecCode.text);
727             wForm.AddField("Lec_Password", lecPassword.text);
728             wForm.AddField("Lec_Link", lecLink.text);
729             wForm.AddField("Lec_1", lecMod_1.text);
730             wForm.AddField("Lec_2", lecMod_2.text);
731             wForm.AddField("Lec_3", lecMod_3.text);
732             wForm.AddField("Lec_4", lecMod_4.text);
733             wForm.AddField("Lec_5", lecMod_5.text);
734             break;
735         default:
736             break;
737     }
738 }
```



```
711     wForm.AddField("Mod_Date", examDate.text + " " + examTime.text);
712     wForm.AddField("Mod_Duration", duration.text);
713     break;
714     case "student":
715         wForm.AddField("Stu_Mail", stuCode.text);
716         wForm.AddField("Stu_Name", studentName.text);
717         wForm.AddField("Stu_Password", studentPassword.text);
718         wForm.AddField("Stu_Pass", stuPassword.text);
719         wForm.AddField("Mod_1", stMod_1.text);
720         wForm.AddField("Mod_2", stMod_2.text);
721         wForm.AddField("Mod_3", stMod_3.text);
722         wForm.AddField("Mod_4", stMod_4.text);
723         wForm.AddField("Mod_5", stMod_5.text);
724         break;
725     case "lecturer":
726         wForm.AddField("Lec_Mail", lecCode.text);
727         wForm.AddField("Lec_Password", lecPassword.text);
728         wForm.AddField("Lec_Link", lecLink.text);
729         wForm.AddField("Lec_1", lecMod_1.text);
730         wForm.AddField("Lec_2", lecMod_2.text);
731         wForm.AddField("Lec_3", lecMod_3.text);
732         wForm.AddField("Lec_4", lecMod_4.text);
733         wForm.AddField("Lec_5", lecMod_5.text);
734         break;
735     default:
736         break;
737 }
```

This screenshot shows the Microsoft Visual Studio IDE interface. The main window displays the code for the `UNISA_Portal.cs` file. The code is part of a class named `TimeRemaining.cs`. The code handles a `UnityWebRequest` object named `wRequest`, which is used to post data to a local host URL. It includes logic for adding fields to the `wForm` and sending the request. The code also contains a switch statement based on the type parameter, with cases for "module", "student", and "lecturer". The `ExtractData` method is called within these cases. The `Error List` pane at the bottom shows 0 errors, 0 warnings, and 0 messages.

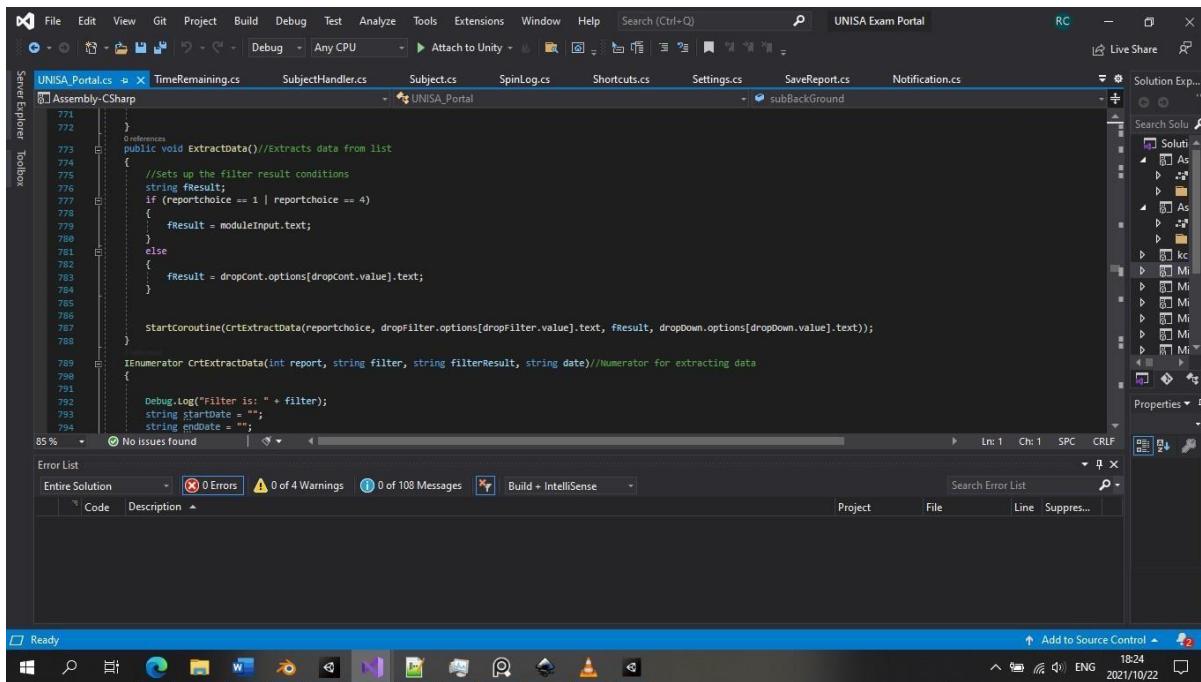
```
735         break;
736     }
737     wForm.AddField("type", type);
738     wForm.AddField("function", function);
739     wForm.AddField("user", Database.instance.dtUserName);
740     wForm.AddField("password", Database.instance.dtPassword);
741     wForm.AddField("server", Database.instance.dtServer);
742     wForm.AddField("database", Database.instance.dtDatabase);
743     UnityWebRequest wRequest;
744     if (function == "add")
745     {
746         Debug.Log("Lecturer modules: " + lecMod_1.text + ", " + lecMod_2.text + ", " + lecMod_3.text);
747         wRequest = UnityWebRequest.Post("http://localhost/UNISAPortal/insert.php", wForm);
748     }
749     else
750     {
751         wRequest = UnityWebRequest.Post("http://localhost/UNISAPortal/update.php", wForm);
752     }
753     yield return wRequest.SendWebRequest();
754 
755     //call
756     switch (type)
757     {
758         case "module":
759             ExtractData("module", "update");
760             break;
761         case "student":
762             ExtractData("student", "update");
763             break;
764         case "lecturer":
765             ExtractData("lecturer", "update");
766             break;
767         default:
768             break;
769     }
770     Debug.Log(wRequest.downloadHandler.text);
771 }
772 }

public void ExtractData()//Extracts data from list
{
    //Sets up the filter result conditions
    string result;
    if (reportchoice == 1 || reportchoice == 4)
```

This screenshot shows the Microsoft Visual Studio IDE interface, similar to the one above. The main window displays the code for the `UNISA_Portal.cs` file. The code is part of a class named `TimeRemaining.cs`. The logic for handling `UnityWebRequest` objects and extracting data from them is identical to the first screenshot. The `Error List` pane at the bottom shows 0 errors, 0 warnings, and 0 messages.

```
735         break;
736     }
737     wForm.AddField("type", type);
738     wForm.AddField("function", function);
739     wForm.AddField("user", Database.instance.dtUserName);
740     wForm.AddField("password", Database.instance.dtPassword);
741     wForm.AddField("server", Database.instance.dtServer);
742     wForm.AddField("database", Database.instance.dtDatabase);
743     UnityWebRequest wRequest;
744     if (function == "add")
745     {
746         Debug.Log("Lecturer modules: " + lecMod_1.text + ", " + lecMod_2.text + ", " + lecMod_3.text);
747         wRequest = UnityWebRequest.Post("http://localhost/UNISAPortal/insert.php", wForm);
748     }
749     else
750     {
751         wRequest = UnityWebRequest.Post("http://localhost/UNISAPortal/update.php", wForm);
752     }
753     yield return wRequest.SendWebRequest();
754 
755     //call
756     switch (type)
757     {
758         case "module":
759             ExtractData("module", "update");
760             break;
761         case "student":
762             ExtractData("student", "update");
763             break;
764         case "lecturer":
765             ExtractData("lecturer", "update");
766             break;
767         default:
768             break;
769     }
770     Debug.Log(wRequest.downloadHandler.text);
771 }
772 }

public void ExtractData()//Extracts data from list
{
    //Sets up the filter result conditions
    string result;
    if (reportchoice == 1 || reportchoice == 4)
```



```
771 }
772 }
773 public void ExtractData()//Extracts data from list
774 {
775     //Sets up the filter result conditions
776     string fResult;
777     if (reportchoice == 1 | reportchoice == 4)
778     {
779         fResult = moduleInput.text;
780     }
781     else
782     {
783         fResult = dropCont.options[dropCont.value].text;
784     }
785
786     StartCoroutine(CrtExtractData(reportchoice, dropFilter.options[dropFilter.value].text, fResult, dropDown.options[dropDown.value].text));
787 }
788
789 IEnumerator CrtExtractData(int report, string filter, string filterResult, string date)//Numerator for extracting data
790 {
791     Debug.Log("filter is: " + filter);
792     string startDate = "";
793     string endDate = "";
794 }
```

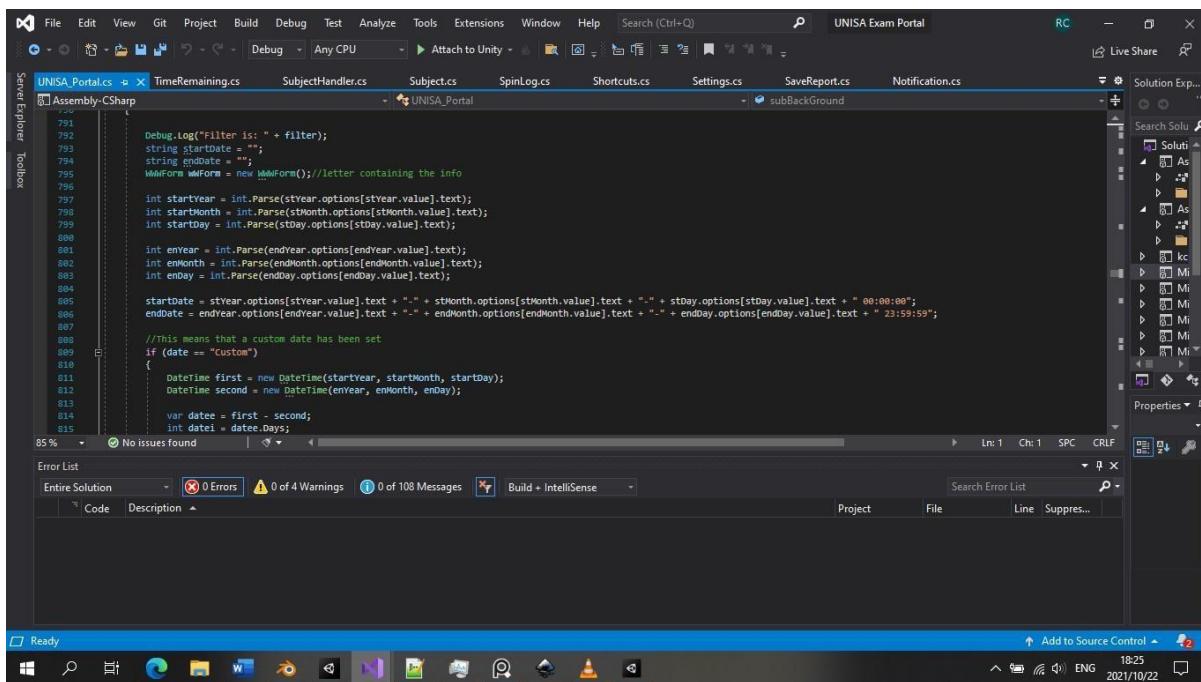
No issues found

Error List

Code	Description
Entire Solution	0 Errors 0 of 4 Warnings 0 of 108 Messages

Ready

18:24 2021/10/22



```
791 }
792 }
793 public void ExtractData()//Extracts data from list
794 {
795     //Sets up the filter result conditions
796     string fResult;
797     if (reportchoice == 1 | reportchoice == 4)
798     {
799         fResult = moduleInput.text;
800     }
801     else
802     {
803         fResult = dropCont.options[dropCont.value].text;
804     }
805
806     StartCoroutine(CrtExtractData(reportchoice, dropFilter.options[dropFilter.value].text, fResult, dropDown.options[dropDown.value].text));
807 }
808
809 IEnumerator CrtExtractData(int report, string filter, string filterResult, string date)//Numerator for extracting data
810 {
811     Debug.Log("filter is: " + filter);
812     string startDate = "";
813     string endDate = "";
814     string wForm = new WForm(); //letter containing the info
815 }
```

No issues found

Error List

Code	Description
Entire Solution	0 Errors 0 of 4 Warnings 0 of 108 Messages

Ready

18:25 2021/10/22

```
UNISA_Portal.cs TimeRemaining.cs SubjectHandler.cs Subject.cs SpinLog.cs Shortcuts.cs Settings.cs SaveReport.cs Notification.cs
Assembly-CSharp
815     var datei = DateTime.Now;
816     int datei1 = datei.Days;
817     Debug.Log(datei);
818     if (datei <= 7)
819     {
820         dateChoice = 0;
821         date = "today";
822     }
823     if (datei > 7 && datei <= 14)
824     {
825         dateChoice = 1;
826         date = "Week";
827     }
828     if (datei > 14 && datei <= 31)
829     {
830         dateChoice = 2;
831         date = "Month";
832     }
833     if (datei > 31 && datei <= 365)
834     {
835         dateChoice = 3;
836         date = "Year";
837     }
838     wfForm.AddField("Report", report); //Declares which type of report is being extracted.
839     wfForm.AddField("Filter", filter); //Determines extraction type
840
841 }
```

```
UNISA_Portal.cs TimeRemaining.cs SubjectHandler.cs Subject.cs SpinLog.cs Shortcuts.cs Settings.cs SaveReport.cs Notification.cs
Assembly-CSharp
839     wfForm.AddField("Filter", filter); //Determines extraction type
840     wfForm.AddField("Date", date); //Determines date extraction
841     wfForm.AddField("StartDate", startDate); //Custom start date
842     wfForm.AddField("EndDate", endDate); //Custom end date
843     wfForm.AddField("TotExam", totExam); //Custom end date
844     wfForm.AddField("Custom", custom);
845
846     wfForm.AddField("User", Database.instance.dtUsername);
847     wfForm.AddField("Pass", Database.instance.dtPassword);
848     wfForm.AddField("Server", Database.instance.dsServer);
849     wfForm.AddField("Database", Database.instance.dtDatabase);
850     //if dropfilter == module
851     UnityWebRequest www = UnityWebRequest.Post("http://localhost/UNISAPortal/Extract.php", wfForm); //the pigeon's destination.
852
853     yield return www.SendWebRequest(); //make the pigeon fly!
854
855     string strText = www.downloadHandler.text;
856     Debug.Log(strText);
857
858     ReportCall(strText);
859
860     if (dropDown.value == 5)
861     {
862         //2021-01-06 00:00:00
863     }
864 }
```

```
UNISA_Portal.cs
869     }
870 
871     public void ExamCount()
872     {
873         totexam = dropCount.value;
874     }
875 
876     void ReportCall(string results)//Responsible for displaying report data
877     {
878         string output = dropCont.options[dropCont.value].text;
879         Show("report");
880         if (reportchoice == -1) return;
881         elToday.SetActive(false);
882         elWeek.SetActive(false);
883         elMonth.SetActive(false);
884         elYear.SetActive(false);
885 
886         timeBars.transform.GetChild(0).gameObject.SetActive(false);
887         timeBars.transform.GetChild(1).gameObject.SetActive(false);
888         timeBars.transform.GetChild(2).gameObject.SetActive(false);
889         timeBars.transform.GetChild(3).gameObject.SetActive(false);
890 
891         todayVal.clear();
892         todayVal = new List<int>(new int[10]);
893     }
894 
895     void Start()
896     {
897         weekVal.Clear();
898         weekVal = new List<int>(new int[7]);
899 
900         monthVal.Clear();
901         monthVal = new List<int>(new int[4]);
902 
903         yearVal.clear();
904         yearVal = new List<int>(new int[12]);
905 
906         Debug.Log("Report choice is: " + reportchoice);
907         //Used to specify Title Text based on Report
908         switch (reportchoice)
909         {
910             case 0:
911                 titleText.text = "Missing Report";
912                 descText.text = "Please select a Report From the Menu";
913                 break;
914             case 1:
915                 //color choice
916                 primary = new Color(1f, 0.1367925f, 0.1367925f);
917                 secondary = new Color(1f, 0.2705838f, 0.3450538f);
918 
919                 titleText.text = "Summary Report#1";
920         }
921     }
922 
923     void Update()
924     {
925         if (dropCont.value > 0)
926         {
927             if (elToday.activeSelf)
928             {
929                 elToday.SetActive(false);
930                 elWeek.SetActive(true);
931             }
932             else if (elWeek.activeSelf)
933             {
934                 elWeek.SetActive(false);
935                 elMonth.SetActive(true);
936             }
937             else if (elMonth.activeSelf)
938             {
939                 elMonth.SetActive(false);
940                 elYear.SetActive(true);
941             }
942             else if (elYear.activeSelf)
943             {
944                 elYear.SetActive(false);
945             }
946         }
947     }
948 
949     void Show(string type)
950     {
951         if (type == "report")
952         {
953             elToday.SetActive(true);
954             elWeek.SetActive(false);
955             elMonth.SetActive(false);
956             elYear.SetActive(false);
957         }
958         else if (type == "month")
959         {
960             elToday.SetActive(false);
961             elWeek.SetActive(true);
962             elMonth.SetActive(false);
963             elYear.SetActive(false);
964         }
965         else if (type == "year")
966         {
967             elToday.SetActive(false);
968             elWeek.SetActive(false);
969             elMonth.SetActive(true);
970             elYear.SetActive(false);
971         }
972         else if (type == "all")
973         {
974             elToday.SetActive(false);
975             elWeek.SetActive(false);
976             elMonth.SetActive(false);
977             elYear.SetActive(true);
978         }
979     }
980 }
```

```
UNISA_Portal.cs
891     weekVal.Clear();
892     weekVal = new List<int>(new int[7]);
893 
894     monthVal.Clear();
895     monthVal = new List<int>(new int[4]);
896 
897     yearVal.clear();
898     yearVal = new List<int>(new int[12]);
899 
900     Debug.Log("Report choice is: " + reportchoice);
901     //Used to specify Title Text based on Report
902     switch (reportchoice)
903     {
904         case 0:
905             titleText.text = "Missing Report";
906             descText.text = "Please select a Report From the Menu";
907             break;
908         case 1:
909             //color choice
910             primary = new Color(1f, 0.1367925f, 0.1367925f);
911             secondary = new Color(1f, 0.2705838f, 0.3450538f);
912 
913             titleText.text = "Summary Report#1";
914         }
915 
916         void Start()
917         {
918             weekVal.Clear();
919             weekVal = new List<int>(new int[7]);
920 
921             monthVal.Clear();
922             monthVal = new List<int>(new int[4]);
923 
924             yearVal.clear();
925             yearVal = new List<int>(new int[12]);
926 
927             Debug.Log("Report choice is: " + reportchoice);
928             //Used to specify Title Text based on Report
929             switch (reportchoice)
930             {
931                 case 0:
932                     titleText.text = "Missing Report";
933                     descText.text = "Please select a Report From the Menu";
934                     break;
935                 case 1:
936                     //color choice
937                     primary = new Color(1f, 0.1367925f, 0.1367925f);
938                     secondary = new Color(1f, 0.2705838f, 0.3450538f);
939 
940                     titleText.text = "Summary Report#1";
941                 }
942 
943             void Update()
944             {
945                 if (dropCont.value > 0)
946                 {
947                     if (elToday.activeSelf)
948                     {
949                         elToday.SetActive(false);
950                         elWeek.SetActive(true);
951                     }
952                     else if (elWeek.activeSelf)
953                     {
954                         elWeek.SetActive(false);
955                         elMonth.SetActive(true);
956                     }
957                     else if (elMonth.activeSelf)
958                     {
959                         elMonth.SetActive(false);
960                         elYear.SetActive(true);
961                     }
962                     else if (elYear.activeSelf)
963                     {
964                         elYear.SetActive(false);
965                     }
966                 }
967             }
968 
969             void Show(string type)
970             {
971                 if (type == "report")
972                 {
973                     elToday.SetActive(true);
974                     elWeek.SetActive(false);
975                     elMonth.SetActive(false);
976                     elYear.SetActive(false);
977                 }
978                 else if (type == "month")
979                 {
980                     elToday.SetActive(false);
981                     elWeek.SetActive(true);
982                     elMonth.SetActive(false);
983                     elYear.SetActive(false);
984                 }
985                 else if (type == "year")
986                 {
987                     elToday.SetActive(false);
988                     elWeek.SetActive(false);
989                     elMonth.SetActive(true);
990                     elYear.SetActive(false);
991                 }
992                 else if (type == "all")
993                 {
994                     elToday.SetActive(false);
995                     elWeek.SetActive(false);
996                     elMonth.SetActive(false);
997                     elYear.SetActive(true);
998                 }
999             }
999 }
```

```
UNISA_Portal.cs TimeRemaining.cs SubjectHandler.cs Subject.cs SpinLog.cs Shortcuts.cs Settings.cs SaveReport.cs Notification.cs
Assembly-CSharp
912     primary = new Color(if, 0.1367925f, 0.1367925f);
913     secondary = new Color(if, 0.2705883f, 0.3450588f);
914
915     titleText.text = "Summary Report1";
916     descText.text = "Total number of " + moduleInput.text + " exams written " + dateChoiceName;
917     break;
918
919     primary = new Color(ef, 0.5019600f, 0.2f);
920     secondary = new Color(0.8f, if, 0.9f);
921
922     titleText.text = "Summary Report2";
923     descText.text = "Total number of " + output + " exams written " + dateChoiceName;
924     break;
925
926     primary = new Color(0.2666667f, ef, 0.3333f);
927     secondary = new Color(0.8f, ef, if);
928
929     titleText.text = "Trend Report"; //Students who wrote more than
930     descText.text = "Students who wrote more than " + totExam + " " + output + " Exams " + dateChoiceName;
931     break;
932
933     primary = new Color(0.8313726f, 0.3333f, ef);
934     secondary = new Color(if, if, ef);
935
936     titleText.text = "Exception Report";
937     descText.text = "Students who did not finish writing " + moduleInput.text + dateChoiceName;
938     break;
939
940     default:
941     break;
942
943     if (results == "" | reportchoice == 0)
944     {
945         noData.SetActive(true);
946         debug.Log("Empty Results");
947     }
948     else
949     {
950         results = results.Substring(0, results.Length - 1);
951         List<string> view = new List<string>(results.Split('%'));
952         switch (datechoice)
953         {
954             case 0: //Today
955                 break;
956             case 1: //Week
957                 break;
958             case 2: //Month
959                 break;
960             case 3: //Year
961                 break;
962             default:
963                 break;
964         }
965     }
966 }
```

```
UNISA_Portal.cs TimeRemaining.cs SubjectHandler.cs Subject.cs SpinLog.cs Shortcuts.cs Settings.cs SaveReport.cs Notification.cs
Assembly-CSharp
930     descText.text = "Students who wrote more than " + totExam + " " + output + " Exams " + dateChoiceName;
931     break;
932
933     primary = new Color(0.8313726f, 0.3333f, ef);
934     secondary = new Color(if, if, ef);
935
936     titleText.text = "Exception Report";
937     descText.text = "Students who did not finish writing " + moduleInput.text + dateChoiceName;
938     break;
939
940     default:
941     break;
942
943     if (results == "" | reportchoice == 0)
944     {
945         noData.SetActive(true);
946         debug.Log("Empty Results");
947     }
948     else
949     {
950         results = results.Substring(0, results.Length - 1);
951         List<string> view = new List<string>(results.Split('%'));
952         switch (datechoice)
953         {
954             case 0: //Today
955                 break;
956             case 1: //Week
957                 break;
958             case 2: //Month
959                 break;
960             case 3: //Year
961                 break;
962             default:
963                 break;
964         }
965     }
966 }
```

```
1014         break;
1015     case 1: //week
1016         Debug.Log("Week Called");
1017         elweek.SetActive(true);
1018         timebars.transform.GetChild(1).gameObject.SetActive(true); //activate timebar
1019         for (int i = 0; i < view.Count; i++)
1020         {
1021             int days = int.Parse(view[i].split('*')[0]);
1022             if (days > 0 && days < 8) //week #1
1023             {
1024                 days = 0;
1025             }
1026             if (days >= 8 && days < 15)//week #2
1027             {
1028                 days = 1;
1029             }
1030             if (days >= 15 && days < 22)//week #3
1031             {
1032                 days = 2;
1033             }
1034             if (days >= 22 && days < 31)//week #4
1035             {
1036                 days = 3;
1037             }
1038         }
1039         weekValDefault = int.Parse(view[0].split('*')[1]);
1040     }
1041     break;
1042 }
1043 }
1044 }
1045 }
1046 }
1047 }
1048 }
1049 }
1050 }
1051 }
1052 }
1053 }
1054 }
1055 }
1056 }
1057 }
1058 }
1059 }
1060 }
1061 }
1062 }
1063 }
1064 }
1065 }
1066 }
1067 }
1068 }
1069 }
```

```
1044         GameObject gm = elMonth.transform.GetChild(0).gameObject.transform.GetChild(i).gameObject; //enable its numback
1045         gm.GetComponent<earnMove>().MoveBar(monthVal[i], i + 1);
1046     }
1047     break;
1048 }
1049 }
1050 }
1051 }
1052 }
1053 }
1054 }
1055 }
1056 }
1057 }
1058 }
1059 }
1060 }
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1080 }
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1082 }
1083 }
1084 }
1085 }
1086 }
1087 }
1088 }
1089 }
1090 }
1091 }
1092 }
1093 }
1094 }
1095 }
1096 }
1097 }
1098 }
1099 }
1100 }
```

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and Search (Ctrl+Q). The title bar says "UNISA Exam Portal". The left sidebar has "Server Explorer" and "Toolbox" sections. The main area shows the "Assembly-CSharp" tab of the "UNISA_Portal" project. The code editor contains C# code for managing game objects and timebars. The status bar at the bottom shows "Ready".

```
1065     elYear.SetActive(true);
1066     timebars.transform.GetChild(3).gameObject.SetActive(true); //activate timebar
1067     for (int i = 0; i < view.Count; i++)
1068     {
1069         : yearVal[int.Parse(view[i].Split('*')[0]) - 1] = (int.Parse(view[i].Split('*')[1]));
1070     }
1071
1072     for (int i = 0; i < yearVal.Count; i++)
1073     {
1074         : GameObject gm = elYear.transform.GetChild(0).gameObject.transform.GetChild(i).gameObject; //enable its number
1075         gm.GetComponent<BarMove>().MoveBar(yearVal[i], i + 1);
1076         //ITween.MoveTo(gm, iTween.Hash("position", barPos, "islocal", true, "time", 1.5f));
1077     }
1078     break;
1079     default:
1080     break;
1081 }
1082
1083 }
1084
1085 public void SetShadows(bool set)
1086 {
1087     for (int i = 0; i < todayVal.Count; i++)
1088     {
1089         : GameObject gm = elToday.transform.GetChild(0).gameObject.transform.GetChild(i).gameObject; //enable its number

```

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File, Edit, Git, Project, Build, Debug, Test, Analyze, Tools, Extensions, Window, Help, and a search bar for 'Search (Ctrl+Q)'. A tab bar at the top shows files like 'UNISA_Portal.cs', 'TimeRemaining.cs', 'SubjectHandler.cs', etc. The main area is the code editor with 'UNISA_Portal.cs' open, containing C# code for setting shadows on game objects. The Solution Explorer on the right lists the project structure. The Error List at the bottom shows 0 errors, 0 warnings, and 108 messages. The status bar at the bottom right indicates the date as 2021/10/22.

```
1083     }
1084 }
1085 [Reference]
1086 public void SetShadows(bool set)
1087 {
1088     for (int i = 0; i < todayVal.Count; i++)
1089     {
1090         GameObject gm = elToday.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject;//enable its number
1091         gm.GetComponent<BarMove>().Shadows(set);
1092     }
1093 
1094     for (int i = 0; i < weekVal.Count; i++)
1095     {
1096         GameObject gm = elWeek.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject;//enable its number
1097         gm.GetComponent<BarMove>().Shadows(set);
1098     }
1099 
1100     for (int i = 0; i < monthVal.Count; i++)
1101     {
1102         GameObject gm = elMonth.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject;//enable its number
1103         gm.GetComponent<BarMove>().Shadows(set);
1104     }
1105 
1106     for (int i = 0; i < yearVal.Count; i++)
1107     {
1108         GameObject gm = elYear.transform.GetChild(i).gameObject.transform.GetChild(i).gameObject;//enable its number
1109     }
1110 }
```

Reports - PHP Backend

The screenshot shows the UNISAPortal - NetBeans IDE 8.0.2 interface. The main window displays a PHP file named `DateCalc.php`. The code is as follows:

```
1 <?php
2
3 $servername = $_POST["Server"];
4 $user = $_POST["User"];
5 $pass = $_POST["Pass"];
6 $database = $_POST["Database"];
7
8 $connect = mysqli_connect($servername, $user, $pass, $database);
9
10 $report = $_POST['Report']; //
11 $filter = $_POST['Filter']; //
12 $filterResult = $_POST['FilterResult'];
13 $date = $_POST['Date'];
14 $startDate = $_POST['StartDate'];
15 $endDate = $_POST['EndDate'];
16 $totExam = $_POST['TotExam']; //total number of exams written. used for Trend
17 $custom = $_POST['Custom']; //total number of exams written. used for Trend
18 $calcDate = "";
19 $now = "";
20 $returnVal = "";
21 $sqlQuery = "";
22 $sqlResult = "";
23 $returnVal = "";
24 $examType = "";
25 $first_param = "";
26 $end_param = "";
27
28 $tables = array("fill_ans", "mcq_ans", "upload_ans");
29
30 //echo "Date is: $date";
31 function DateCalc() {
32 }
```

UNISAPortal - NetBeans IDE 8.0.2

```

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help
Projects Files Services
Source History | <default> | Search (Ctrl+F)
function DateCalc() {
    global $date, $connect, $calcDate, $filterResult, $startDate, $endDate;
    //Sets filter to appropriate name
    switch ($filterResult) {
        case "MCQ":
            $filterResult = "mcq_ans";
            break;
        case "Fill":
            $filterResult = "fill_ans";
            break;
        case "Upload":
            $filterResult = "upload_ans";
            break;
    }

    switch ($date) {
        case 'Today': //Today. Function to be used = Day
            $sqlQuery = "Select CURDATE() AS DATE";
            $sqlResult = mysqli_query($connect, $sqlQuery);
            $returnVal = mysqli_fetch_assoc($sqlResult);
            $startDate = $returnVal['DATE'] . " 00:00:00";
            $endDate = $returnVal['DATE'] . " 23:59:59";
            $calcDate = "Today";
            break;

        case "This Week": //This Week. Function to be used = Week
            $sqlQuery = "SELECT DATE_SUB(CURDATE(), INTERVAL 1 WEEK) AS DATE";
            $sqlResult = mysqli_query($connect, $sqlQuery);
            $returnVal = mysqli_fetch_assoc($sqlResult);
            $startDate = $returnVal['DATE'] . " 00:00:00";
            $endDate = $returnVal['DATE'] . " 23:59:59";
            $calcDate = "Week";
            break;
    }
}

```

1:1 INS

UNISAPortal - NetBeans IDE 8.0.2

```

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help
Projects Files Services
Source History | <default> | Search (Ctrl+F)
switch ($date) {
    case 'Today': //Today. Function to be used = Day
        $sqlQuery = "Select CURDATE() AS DATE";
        $sqlResult = mysqli_query($connect, $sqlQuery);
        $returnVal = mysqli_fetch_assoc($sqlResult);
        $startDate = $returnVal['DATE'] . " 00:00:00";
        $endDate = $returnVal['DATE'] . " 23:59:59";
        $calcDate = "Today";
        break;

    case "This Week": //This Week. Function to be used = Week
        $sqlQuery = "SELECT DATE_SUB(CURDATE(), INTERVAL 1 WEEK) AS DATE";
        $sqlResult = mysqli_query($connect, $sqlQuery);
        $returnVal = mysqli_fetch_assoc($sqlResult);
        $startDate = $returnVal['DATE'] . " 00:00:00";
        $endDate = $returnVal['DATE'] . " 23:59:59";
        $calcDate = "Week";
        break;
    case "This Month": //This Month. Function to be used = Month
        $sqlQuery = "SELECT DATE_SUB(CURDATE(), INTERVAL 1 MONTH) AS DATE";
        $sqlResult = mysqli_query($connect, $sqlQuery);
        $returnVal = mysqli_fetch_assoc($sqlResult);
        $startDate = $returnVal['DATE'] . " 00:00:00";
        $endDate = $returnVal['DATE'] . " 23:59:59";
        $calcDate = "Month";
        break;
}

```

1:1 INS

UNISAPortal - NetBeans IDE 8.0.2

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help

Projects Files Services

Source History

```
...php Upload.php backup.php index.php local_restore.php online_restore.php Delete.php Extract.php
```

70 ScalDate = "Week";
71 break;
72
73 case "This Month": //This Month. Function to be used = Month
74 \$SqlQuery = "SELECT DATE_SUB(CURDATE(), INTERVAL 1 MONTH) AS DATE;"
75 \$SqlResult = mysqli_query(\$connect, \$SqlQuery);
76 \$returnVal = mysqli_fetch_assoc(\$SqlResult);
77 \$startDate = \$returnVal['DATE'] . " 00:00:00";
78
79 \$SqlQuery = "Select CURDATE() AS DATE";
80 \$SqlResult = mysqli_query(\$connect, \$SqlQuery);
81 \$returnVal = mysqli_fetch_assoc(\$SqlResult);
82 \$endDate = \$returnVal['DATE'] . " 23:59:59";
83 ScalDate = "Month";
84 break;
85
86 case "This Year": //This Year. Function to be used = Year
87 \$SqlQuery = "SELECT DATE_SUB(CURDATE(), INTERVAL 1 YEAR) AS DATE;"
88 \$SqlResult = mysqli_query(\$connect, \$SqlQuery);
89 \$returnVal = mysqli_fetch_assoc(\$SqlResult);
90 \$startDate = \$returnVal['DATE'] . " 00:00:00";
91
92 \$SqlQuery = "Select CURDATE() AS DATE";
93 \$SqlResult = mysqli_query(\$connect, \$SqlQuery);
94 \$returnVal = mysqli_fetch_assoc(\$SqlResult);
95 \$endDate = \$returnVal['DATE'] . " 23:59:59";
96 ScalDate = "Year";
97 break;
98
99 case "Custom": //CustomDate. Function to be used = Custom
100 \$SqlQuery = "SELECT DATE_SUB(CURDATE(), INTERVAL 1 MONTH) AS DATE;"
101 \$SqlResult = mysqli_query(\$connect, \$SqlQuery);
102 \$returnVal = mysqli_fetch_assoc(\$SqlResult);
103 \$startDate = \$returnVal['DATE'] . " 00:00:00";
104
105 \$SqlQuery = "Select CURDATE() AS DATE";
106 \$SqlResult = mysqli_query(\$connect, \$SqlQuery);
107 \$returnVal = mysqli_fetch_assoc(\$SqlResult);
108 \$endDate = \$returnVal['DATE'] . " 23:59:59";
109 ScalDate = "Year";
110 break;
111
112 default:
113 break;
114
115 if (\$custom == NULL) {
116 //echo "Custom is NULL!";
117 DateCalc();
118 } else {
119 // echo"Custom is not NULL!";
120 ScalDate = \$date;
121 }
122

Filters:

1:1 INS

12:54 ENG 2021/10/21

UNISAPortal - NetBeans IDE 8.0.2

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help

Projects Files Services

Source History

```
...php Upload.php backup.php index.php local_restore.php online_restore.php Delete.php Extract.php
```

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120
121

Filters:

1:1 INS

12:54 ENG 2021/10/21

The screenshot shows the UNISAPortal project in NetBeans IDE 8.0.2. The main window displays a PHP file named `index.php`. The code contains functions for clearing records from a database and calculating summaries based on specific date filters. The IDE interface includes a Projects panel on the left listing files like `Upload.php`, `index.php`, and `online_restore.php`. A Navigator panel shows symbols for various functions and variables. The bottom of the screen features the Windows taskbar and system tray.

```
124 //echo $filterResult . ScalDate;
125
126 function ClearRecords($type) {
127     global $connect;
128     switch ($type) {
129         case "data":
130             $sqlResult = mysqli_query($connect, "TRUNCATE data;");
131             break;
132
133         default:
134             $sqlResult = mysqli_query($connect, "TRUNCATE data;");
135             $sqlResult = mysqli_query($connect, "TRUNCATE first;");
136             $sqlResult = mysqli_query($connect, "TRUNCATE second;");
137             $sqlResult = mysqli_query($connect, "TRUNCATE third;");
138             $sqlResult = mysqli_query($connect, "TRUNCATE fourth;");
139             break;
140     }
141 }
142
143 function CalcSummary() {
144     global $filter, $examType, $filterResult, $connect, $sqlQuery, $sqlResult, $sqlResult, $returnVal, $wo;
145     switch ($ScalDate) {
146         case "Today":
147
148             // echo" This is the today";
149             if ($filter == "Module") {
150                 GrabModule();
151                 $returnVal = $sqlResult->fetch_all(MYSQLI_ASSOC);
152             }
153     }
154 }
```

The screenshot shows the UNISAPortal - NetBeans IDE 8.0.2 interface. The top menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Team, Tools, Window, Help, and a Search (Ctrl+F) field. The left sidebar displays the Projects, Files, and Services panes, listing various PHP files like Upload.php, backup.php, index.php, local_restore.php, online_restore.php, Delete.php, Extract.php, and several files starting with 65959834_. The Navigator pane shows symbols for CalcExpTrn(), CalcSummary(), ClearRecords(\$type), DateCalc(), ExamMod(\$modCode), GrabModule(), GrabType(), and TypeExt(\$str). The bottom status bar shows the date (2021/10/21), time (12:54), and system icons.

UNISAPortal - NetBeans IDE 8.0.2

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help

Search (Ctrl+F)

Projects Files Services <default>

Source History

Upload.php backup.php index.php local_restore.php online_restore.php Delete.php Extract.php

142 function CalcSummary() {
143 global \$filter, \$examType, \$filterResult, \$connect, \$sqlQuery, \$sqlResult, \$sqlResult, \$returnVal, \$swow
144 switch (\$calcDate) {
145 case "Today":
146 // echo" This is the today";
147 if (\$filter == "Module") {
148 GrabModule();
149 \$returnVal = \$sqlResult->fetch_all(MYSQLI_ASSOC);
150
151 foreach (\$returnVal as \$val) {
152 \$swow.= \$val['StartTime'] . ":" . \$val['Count(*)'] . "%";
153 }
154 } else {
155 GrabType();
156 \$returnVal = \$sqlResult->fetch_all(MYSQLI_ASSOC);
157
158 foreach (\$returnVal as \$val) {
159 \$swow.= \$val['hours'] . ":" . \$val['Total'] . "%";
160 }
161 }
162 break;
163 case "Week":
164 // echo" This is the week";
165 if (\$filter == "Module") {
166 GrabModule();
167 \$returnVal = \$sqlResult->fetch_all(MYSQLI_ASSOC);
168 }
169 case "Month":
170 // echo" This is the month";
171 if (\$filter == "Module") {
172 GrabModule();
173 \$returnVal = \$sqlResult->fetch_all(MYSQLI_ASSOC);
174 }
175 case "Year":
176 // echo" This is the year";
177 if (\$filter == "Module") {
178 GrabModule();
179 \$returnVal = \$sqlResult->fetch_all(MYSQLI_ASSOC);
180 }
181 }
182 }

Filters:

UNISAPortal - NetBeans IDE 8.0.2

```

if ($val['Count(*)'] != NULL) {
    $wow.= $val['days'] . " " . $val['Count(*)'] . "%";
}
} else {
    GrabType();
    //echo "SELECT LEFT(SUBSTRING(StartTime,9),2) as days, Count(*) FROM " . $filterResult . "
    $returnVal = $sqlResult->fetch_all(MYSQLI_ASSOC);
    foreach ($returnVal as $val) {
        if ($val['Count(*)'] != NULL) {
            $wow.= $val['days'] . " " . $val['Total'] . "%";
        }
    }
    break;
}
case "Month":
// echo" This is the month";
ClearRecords("all");
if ($filter == "Module") {
    GrabModule();
    $returnVal = $sqlResult->fetch_all(MYSQLI_ASSOC);

    foreach ($returnVal as $val) {
        if ($val['Exams'] != NULL) {
            $wow.= $val['StartTime'] . " " . $val['Exams'] . "%";
        }
    }
} else {
    GrabType();
    $returnVal = $sqlResult->fetch_all(MYSQLI_ASSOC);
}

```

UNISAPortal - NetBeans IDE 8.0.2

```

foreach ($returnVal as $val) { //since it gives table results, this code can only work when
    if ($val['Exams'] != NULL) //prevent it from writing to wow when there is nothing in
        $wow.= $val['StartTime'] . " " . $val['Exams'] . "%";
}
}
break;
case "Year":
//echo" This is the year";
if ($filter == "Module") {
    //echo "Modular!";
    GrabModule();
    $returnVal = $sqlResult->fetch_all(MYSQLI_ASSOC);

    foreach ($returnVal as $val) {
        $wow.= $val['month'] . " " . $val['Total'] . "%";
    }
} else {
    // echo "Typular!";
    GrabType();
    $returnVal = $sqlResult->fetch_all(MYSQLI_ASSOC);

    foreach ($returnVal as $val) {
        $wow.= $val['month'] . " " . $val['Total'] . "%";
    }
}
break;
}

```

The screenshot shows the UNISAPortal - NetBeans IDE 8.0.2 interface. The top menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Team, Tools, Window, Help. The toolbar has icons for file operations like Open, Save, Print, and a search bar labeled "Search (Ctrl+F)". The left sidebar has "Projects", "Files", and "Services" sections. The "Files" section lists several files: 65959834_Bully.png, 65959834_Bullying, 65959834_JFC360.pdf, 65959834_aesthetic.png, 65959834_chatter.png, 65959834_chatterping, 65959834_deep.png, Delete.php, Extract.php, ExtractData.php, Insert.php, LogCount.php, Mail.php, PassGen.php, SaveAnswer.php, and SaveData.php. The "Navigator" panel shows methods like CalcExpTrn(), CalcSummary(), ClearRecords(\$type), DateCalc(), ExamMod(\$modCode), GrabModule(), GrabType(), and TypeExt(\$str). The main editor area displays a PHP file with the following code:

```
function GrabModule() {
    global $examType, $calcDate, $filterResult, $report, $sqlResult, $connect, $filterResult, $startDate, $endDate;
    ClearRecords("data");
    //Searches all table results
    switch ($filterResult) {
        case "All":
            switch ($calcDate) {
                case "Today":
                    if ($report == 1) {
                        for ($i = 0; $i < 3; $i++) {
                            $sqlResult = mysqli_query($connect, "INSERT INTO data(SELECT StartTime, Mod_Code, Type, StartDate, EndDate, Duration, Status) SELECT * FROM data WHERE Date = '$date' AND Type = '$type' AND Status = '$status' LIMIT 1");
                        }
                    } else {
                        $sqlResult = mysqli_query($connect, "SELECT LEFT(SUBSTRING(StartTime ,12),2) as hour, LEFT(SUBSTRING(StartTime ,15,3),2) as minute, LEFT(SUBSTRING(StartTime ,18,3),2) as second, Date, Type, Status, Duration, Mod_Code FROM data WHERE Date = '$date' AND Type = '$type' AND Status = '$status' ORDER BY Date ASC");
                    }
                break;
            }
        case "Week":
            if ($report == 1) {
                for ($i = 0; $i < 3; $i++) {
                    $sqlResult = mysqli_query($connect, "INSERT INTO data(SELECT StartTime, Mod_Code, Type, StartDate, EndDate, Duration, Status) SELECT * FROM data WHERE Date = '$date' AND Type = '$type' AND Status = '$status' LIMIT 1");
                }
            } else {
                $sqlResult = mysqli_query($connect, "SELECT LEFT(SUBSTRING(StartTime ,9),2) as days, LEFT(SUBSTRING(StartTime ,12),2) as hours, LEFT(SUBSTRING(StartTime ,15,3),2) as minutes, LEFT(SUBSTRING(StartTime ,18,3),2) as seconds, Date, Type, Status, Duration, Mod_Code FROM data WHERE Date = '$date' AND Type = '$type' AND Status = '$status' ORDER BY Date ASC");
            }
        }
}
```

UNISAPortal - NetBeans IDE 8.0.2

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help

Projects Files Services

Source History

...php Upload.php backup.php index.php local_restore.php online_restore.php Delete.php Extract.php

283 } else {
 \$sqlResult = mysqli_query(\$connect, "INSERT INTO data VALUES(3, (SELECT Sum(Exams) :
 \$sqlResult = mysqli_query(\$connect, "INSERT INTO data VALUES(4, (SELECT Sum(Exams) :
 \$sqlResult = mysqli_query(\$connect, "SELECT StartTime, SUM(Exams) as 'Exams' FRO
)
 \$sqlResult = mysqli_query(\$connect, "INSERT INTO first (SELECT LEFT(SUBSTRING(Start
 \$sqlResult = mysqli_query(\$connect, "INSERT INTO second (SELECT LEFT(SUBSTRING(Star
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 \$sqlResult = mysqli_query(\$connect, "INSERT INTO data VALUES(1, (SELECT Sum(Exams) :
 \$sqlResult = mysqli_query(\$connect, "INSERT INTO data VALUES(2, (SELECT Sum(Exams) :
 \$sqlResult = mysqli_query(\$connect, "INSERT INTO data VALUES(3, (SELECT Sum(Exams) :
 \$sqlResult = mysqli_query(\$connect, "INSERT INTO data VALUES(4, (SELECT Sum(Exams) :
 // \$sqlResult = mysqli_query(\$connect, "SELECT * FROM data");
 \$sqlResult = mysqli_query(\$connect, "SELECT StartTime, SUM(Exams) as 'Exams' FROM
}
break;

case "Year":
 if (\$report == 1) {
 for (\$i = 0; \$i < 3; \$i++) {
 // \$sqlResult = mysqli_query(\$connect, "INSERT INTO data(SELECT StartTime,Mod_Co
 \$sqlResult = mysqli_query(\$connect, "INSERT INTO data (SELECT LEFT(SUBSTRING(Star
 }
 // \$sqlResult = mysqli_query(\$connect, "SELECT * FROM data");
 \$sqlResult = mysqli_query(\$connect, "SELECT StartTime, SUM(Exams) as 'Exams' FROM c
 } else {
 // \$sqlResult = mysqli_query(\$connect, "INSERT INTO data (SELECT LEFT(SUBSTRING(Star
 \$sqlResult = mysqli_query(\$connect, "SELECT LEFT(SUBSTRING(StartTime ,6),2) as mont
 }
 break;
},
break;

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Filters:

1:1 INS 12:56 ENG 2021/10/21

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Projects Files Services

Source History

...php Upload.php backup.php index.php local_restore.php online_restore.php Delete.php Extract.php

292 }
break;

case "Year":
 if (\$report == 1) {
 for (\$i = 0; \$i < 3; \$i++) {
 // \$sqlResult = mysqli_query(\$connect, "INSERT INTO data(SELECT StartTime,Mod_Co
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 // \$sqlResult = mysqli_query(\$connect, "INSERT INTO data (SELECT LEFT(SUBSTRING(Star
 \$sqlResult = mysqli_query(\$connect, "SELECT LEFT(SUBSTRING(StartTime ,6),2) as mont
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 break;
},
break;

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Filters:

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The screenshot shows the UNISAPortal project in NetBeans IDE 8.0.2. The main window displays a PHP file named `...php`. The code implements a switch statement based on the value of `$calcdate`. It handles four cases: "Today", "Week", "Month", and "Year". Each case performs an `INSERT INTO` operation on a table named `data`, using `LEFT(SUBSTRING(StartTime, 1, 12))` as the column value. The "Year" case also includes a `SELECT * FROM data;` query at the end. The code uses MySQL functions like `LEFT` and `SUBSTRING` to extract parts of the `StartTime` string. The IDE's code editor features color-coded syntax highlighting for PHP keywords, strings, and comments. A code completion dropdown is visible near the cursor, suggesting various database-related functions like `mysql_query` and `mysql_result`.

UNISAPortal - NetBeans IDE 8.0.2

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help

Search (Ctrl+F)

Projects Files x Services <default>

...php Upload.php x backup.php x index.php x local_restore.php x online_restore.php x Delete.php x Extract.php x

Source History

355 case "Year":
356 ExamMod(\$filterResult);
357 \$sqlResult = mysqli_query(\$connect, "INSERT INTO data(SELECT LEFT(SUBSTRING(StartTime ,
358 \$sqlResult = mysqli_query(\$connect, "SELECT StartTime as month, Exams as Total FROM dat
359 break;
360 }
361 }
362 break;
363 }
364 }
365 }
366 function GrabType() { //Function called when an ALL function is called
367 global \$calDate, \$filterResult, \$report, \$sqlResult, \$connect, \$filterResult, \$startDate, \$endDate, \$
368 switch (\$calDate) {
369 case "Today":
370 TypeExt("hours");
371 if (\$report != 3) {
372 \$sqlResult = mysqli_query(\$connect, "SELECT LEFT(SUBSTRING(StartTime ,12),2) as hours, Cour
373 } else {
374 ClearRecords("data");
375 \$sqlResult = mysqli_query(\$connect, "INSERT INTO data(SELECT LEFT(SUBSTRING(StartTime ,12),
376 \$sqlResult = mysqli_query(\$connect, "SELECT LEFT(SUBSTRING(StartTime ,12),2) as hours, SUM(
377 }
378 break;
379 }
380 }
381 case "Week":
382 TypeExt("days");
383 if (\$report != 3) {
384 \$sqlResult = mysqli_query(\$connect, "SELECT LEFT(SUBSTRING(StartTime ,9),2) as days, Count(
385 } else {
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1936 }<

UNISAPortal - NetBeans IDE 8.0.2

```

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help
Projects Files Services
Source History <default> Search (Ctrl+I)
...php Upload.php backup.php index.php local_restore.php online_restore.php Delete.php Extract.php
388     }
389     break;
390
391     case "Month":
392         TypeExt("days");
393         $sqlResult = mysqli_query($connect, "INSERT INTO first (SELECT LEFT(SUBSTRING(StartTime ,9),2));
394         $sqlResult = mysqli_query($connect, "INSERT INTO second (SELECT LEFT(SUBSTRING(StartTime ,9),2));
395         $sqlResult = mysqli_query($connect, "INSERT INTO third (SELECT LEFT(SUBSTRING(StartTime ,9),2));
396         $sqlResult = mysqli_query($connect, "INSERT INTO fourth (SELECT LEFT(SUBSTRING(StartTime ,9),2));
397
398         $sqlResult = mysqli_query($connect, "INSERT INTO data VALUES1,(SELECT Sum(Exams) FROM first));
399         $sqlResult = mysqli_query($connect, "INSERT INTO data VALUES2,(SELECT Sum(Exams) FROM second));
400         $sqlResult = mysqli_query($connect, "INSERT INTO data VALUES3,(SELECT Sum(Exams) FROM third));
401         $sqlResult = mysqli_query($connect, "INSERT INTO data VALUES4,(SELECT Sum(Exams) FROM fourth));
402
403         if ($report != 3) {
404             $sqlResult = mysqli_query($connect, "SELECT StartTime,Exams FROM data;");
405         } else {
406             $sqlResult = mysqli_query($connect, "INSERT INTO data(SELECT LEFT(SUBSTRING(StartTime ,12),
407             $sqlResult = mysqli_query($connect, "SELECT StartTime, SUM(Exams) as 'Exams' FROM data GROUP BY
408         }
409         break;
410
411     case "Year":
412         //echo "Grab it allll up, $filterResult!";
413         TypeExt("month");
414         if ($report != 3) {
415             $sqlResult = mysqli_query($connect, "SELECT LEFT(SUBSTRING(StartTime ,6),2) as month, Count(*)
416         } else {
417             ClearRecords("data");
418             //echo "Clearing all records in data table";
419             $sqlResult = mysqli_query($connect, "TRUNCATE TABLE data");
420             echo "Data truncated successfully";
421         }
422
423         break;
424
425     }
426
427     function TypeExt($str) {
428         global $first_param, $snd_param, $report, $totExam;
429         if ($report == 3) {
430             $snd_param = "GROUP BY Stu_Mail HAVING COUNT(*) > $totExam";
431         } else {
432             $snd_param = "GROUP BY $str"; //same as above
433         }
434
435         //Solution for Trend report
436         "Count(*) as 'Total"'; //replace this with bottom. or create variable
437         "Stu_Mail as Total";
438     }

```

Filters:

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```

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help
Projects Files Services
Source History <default> Search (Ctrl+I)
...php Upload.php backup.php index.php local_restore.php online_restore.php Delete.php Extract.php
409     }
410     break;
411
412     case "Year":
413         //echo "Grab it allll up, $filterResult!";
414         TypeExt("month");
415         if ($report != 3) {
416             $sqlResult = mysqli_query($connect, "SELECT LEFT(SUBSTRING(StartTime ,6),2) as month, Count(*)
417         } else {
418             ClearRecords("data");
419             //sqlResult = mysqli_query($connect, "INSERT INTO data(SELECT LEFT(SUBSTRING(StartTime ,6),
420             echo "INSERT INTO data(SELECT LEFT(SUBSTRING(StartTime ,6),2) as month, Count(*) as 'Total'
421             $sqlResult = mysqli_query($connect, "INSERT INTO data(SELECT LEFT(SUBSTRING(StartTime ,6),
422             $sqlResult = mysqli_query($connect, "SELECT StartTime as month, SUM(Exams) as 'Total' FROM
423
424         }
425         break;
426
427     }
428
429     function TypeExt($str) {
430         global $first_param, $snd_param, $report, $totExam;
431         if ($report == 3) {
432             $snd_param = "GROUP BY Stu_Mail HAVING COUNT(*) > $totExam";
433         } else {
434             $snd_param = "GROUP BY $str"; //same as above
435         }
436
437         //Solution for Trend report
438         "Count(*) as 'Total"'; //replace this with bottom. or create variable
439         "Stu_Mail as Total";
440     }

```

Filters:

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UNISAPortal - NetBeans IDE 8.0.2

```

File Edit View Navigate Source Refactor Run Debug Team Tools Window Help
Projects Files Services
...php Upload.php backup.php index.php local_restore.php online_restore.php Delete.php Extract.php
Source History
439
440 function ExamMod($modCode) {
441     global $connect, $examType, $report;
442     if ($report == 4) {
443         $examType = "late_sub";
444     } else {
445         $sqlQuery = "select ExamType FROM exam where Mod_Code = '" . $modCode . "'"; //was * before
446         $sqlResult = mysqli_query($connect, $sqlQuery);
447         $returnVal = mysqli_fetch_assoc($sqlResult);
448
449         if ($returnVal['ExamType'] == "MCQ") {
450             $examType = "mcq_ans";
451         } else if ($returnVal['ExamType'] == "Fill-in") {
452             $examType = "fill_ans";
453         } else if ($returnVal['ExamType'] == "Document Upload") {
454             $examType = "upload_ans";
455         }
456     }
457 }
458
459 function CalcExpTrn() {
460     global $filter, $filterResult, $connect, $sqlQuery, $sqlResult, $returnVal, $w, $report,
461     $sqlQuery = "INSERT INTO data(SELECT Stu_Mail, COUNT(*) as exams FROM $filterResult WHERE StartTime > '$filter')";
462     $sqlResult = mysqli_query($connect, $sqlQuery);
463
464     echo $sqlQuery;
465     $sqlQuery = "SELECT Count(*) AS students FROM data;";
466
467     $sqlResult = mysqli_query($connect, $sqlQuery); //mysqli_fetch_assoc($sqlResult);
468
469     $returnVal = mysqli_fetch_assoc($sqlResult);
470     $w = $returnVal['students'];
471 }
472
473 CalcSummary();
474
475 echo $w;
476 //echo "StartTime = $startDate and EndTime is $endDate";
477
478 /*
479 mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
480 $mysql = new mysqli("localhost", "my_user", "my_password", "world");
481 */

```

1:1 INS

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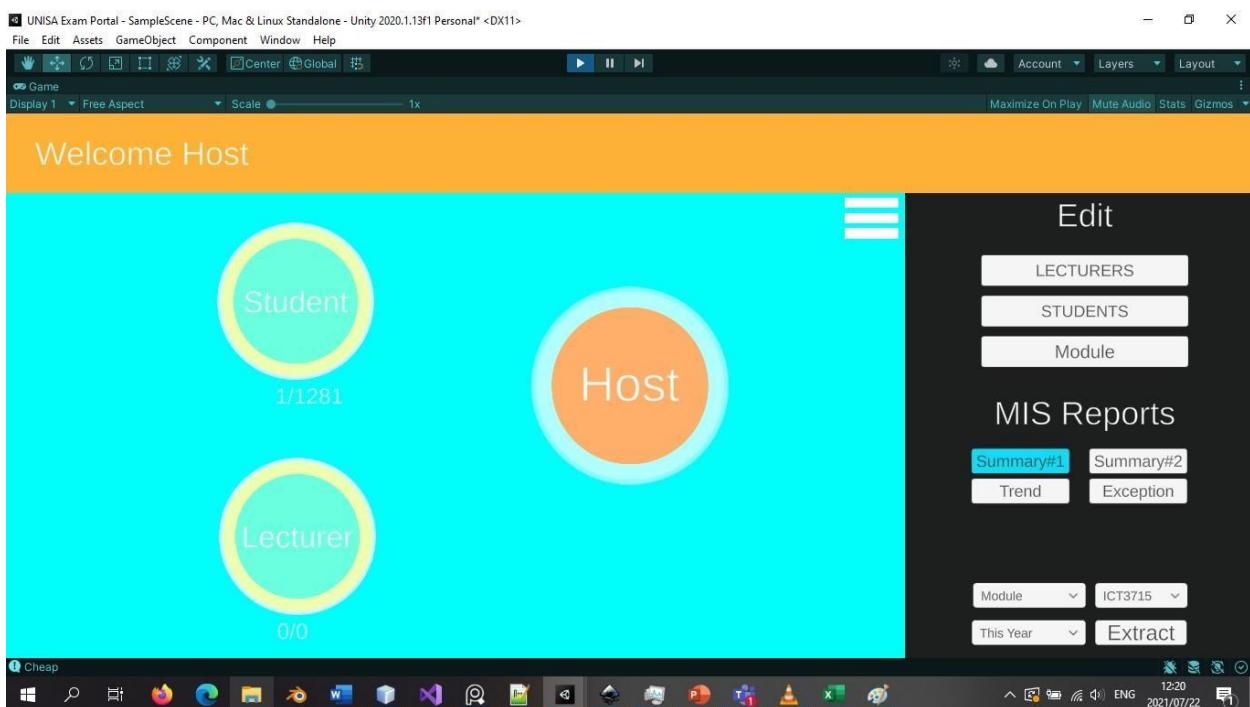
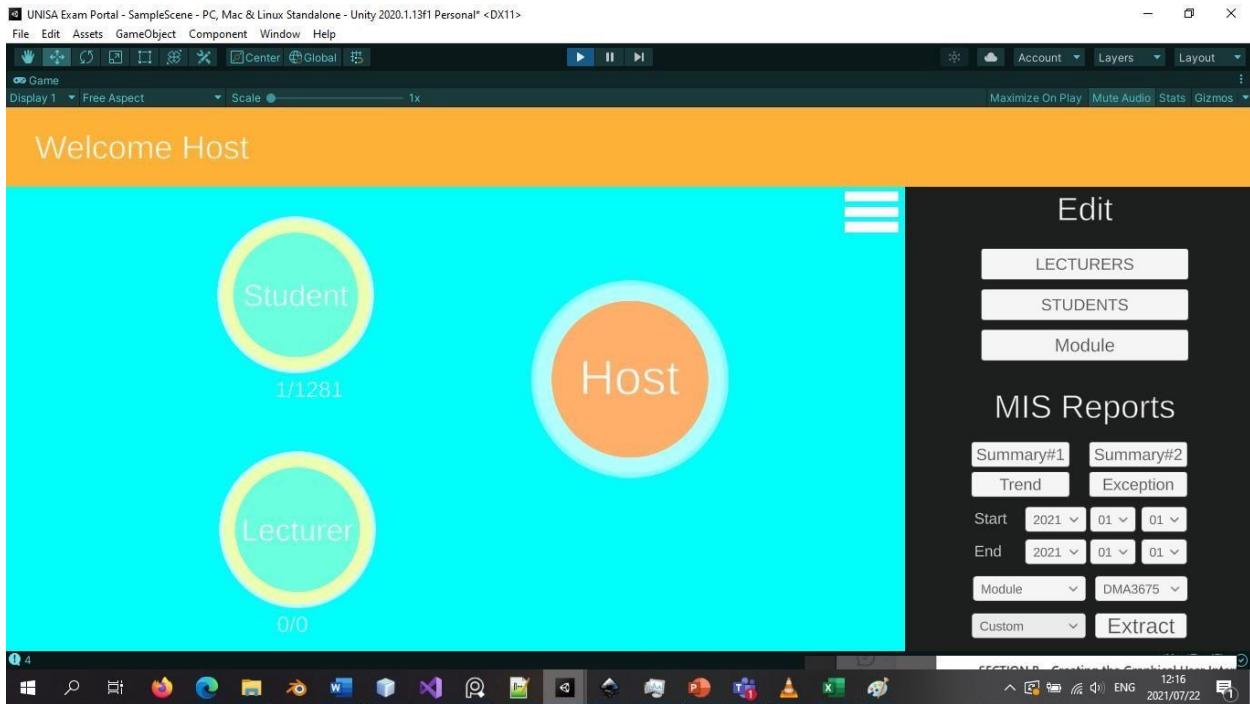
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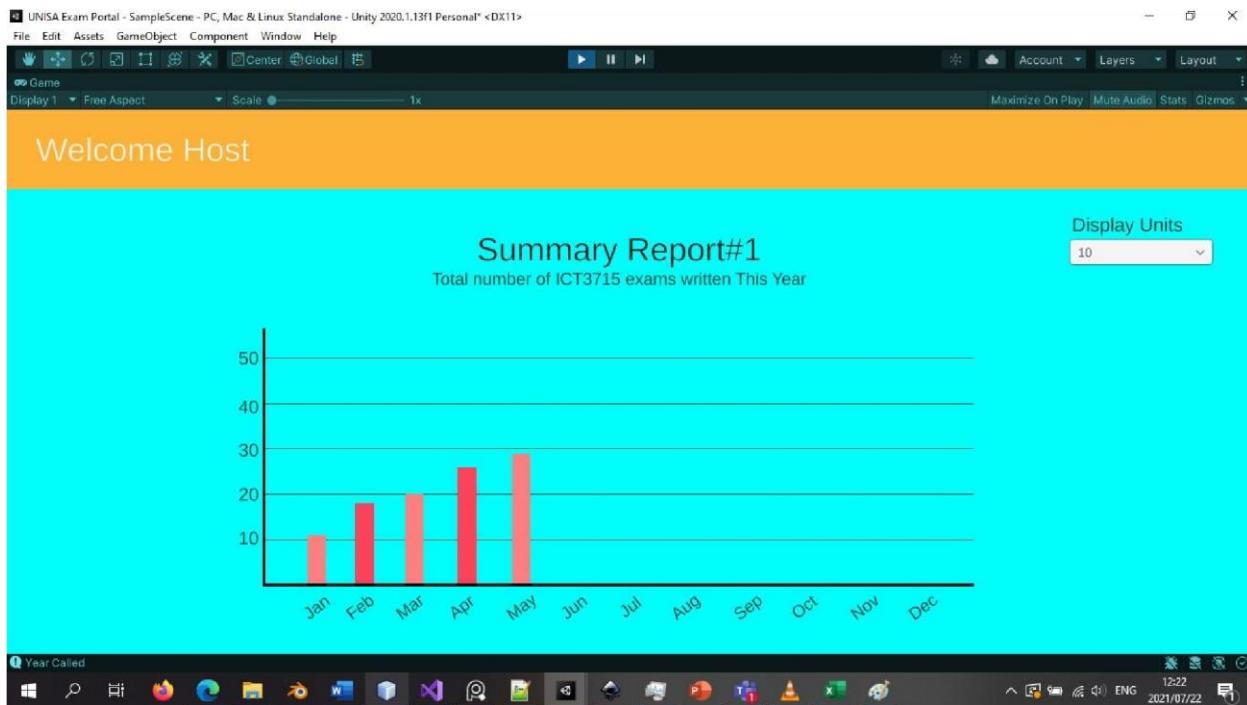
File Edit View Navigate Source Refactor Run Debug Team Tools Window Help
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...php Upload.php backup.php index.php local_restore.php online_restore.php Delete.php Extract.php
Source History
451     } else if ($returnVal['ExamType'] == "Fill-in") {
452         $examType = "fill_ans";
453     } else if ($returnVal['ExamType'] == "Document Upload") {
454         $examType = "upload_ans";
455     }
456 }
457
458 function CalcExpTrn() {
459     global $filter, $filterResult, $connect, $sqlQuery, $sqlResult, $returnVal, $w, $report,
460     $sqlQuery = "INSERT INTO data(SELECT Stu_Mail, COUNT(*) as exams FROM $filterResult WHERE StartTime > '$filter')";
461     $sqlResult = mysqli_query($connect, $sqlQuery);
462
463     echo $sqlQuery;
464     $sqlQuery = "SELECT Count(*) AS students FROM data;";
465
466     $sqlResult = mysqli_query($connect, $sqlQuery); //mysqli_fetch_assoc($sqlResult);
467     $returnVal = mysqli_fetch_assoc($sqlResult);
468     $w = $returnVal['students'];
469 }
470
471 CalcSummary();
472
473 echo $w;
474 //echo "StartTime = $startDate and EndTime is $endDate";
475
476 /*
477 mysqli_report(MYSQLI_REPORT_ERROR | MYSQLI_REPORT_STRICT);
478 $mysql = new mysqli("localhost", "my_user", "my_password", "world");
479 */

```

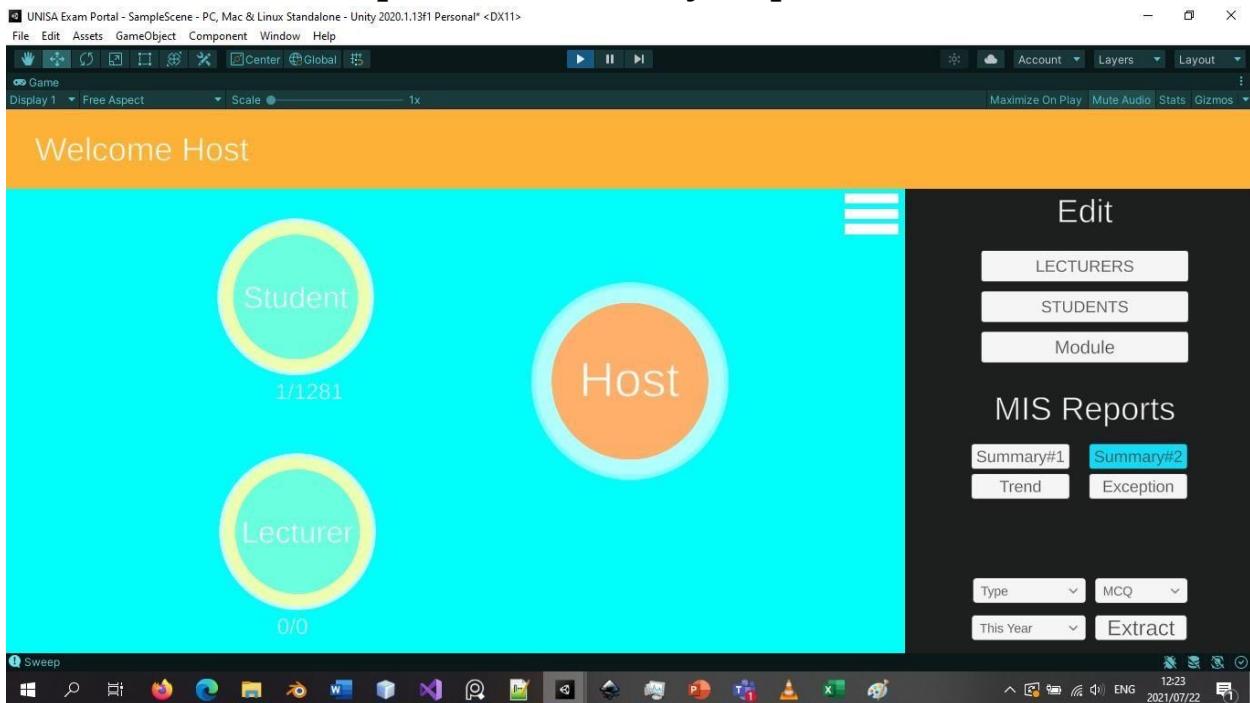
1:1 INS

Reports - Summary Report#1



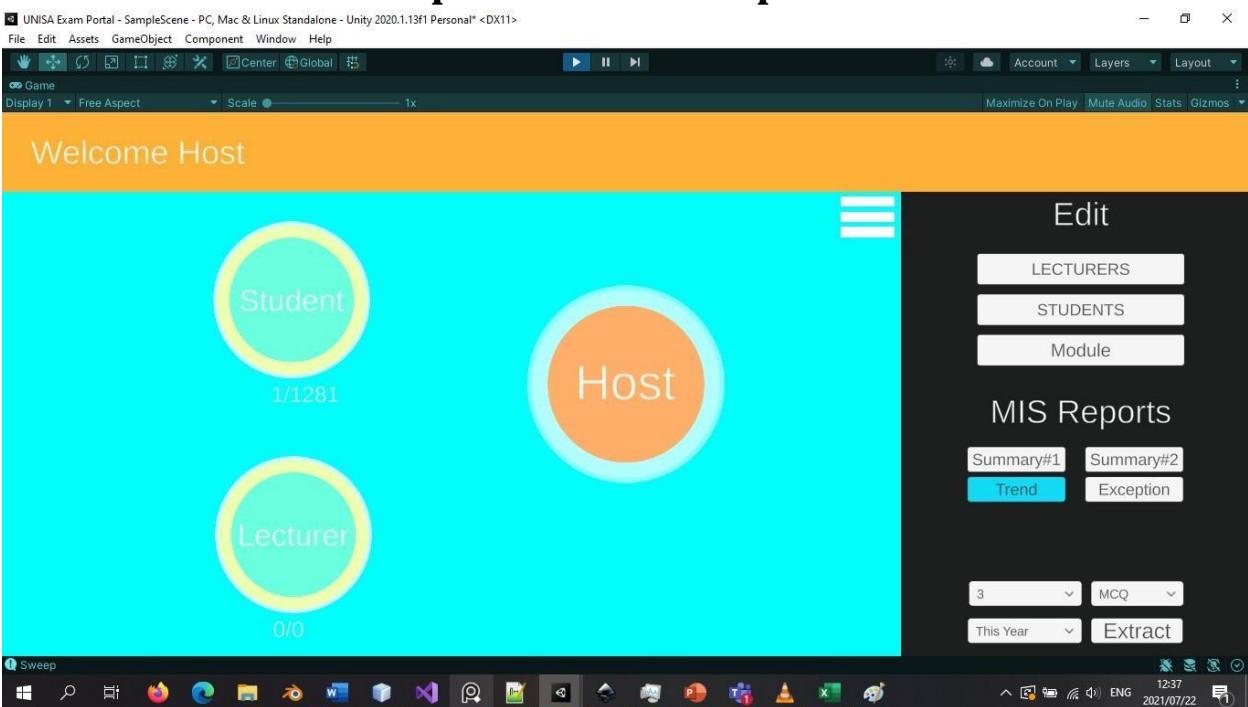


Reports – Summary Report#2





Reports – Trend Report





Reports – Exception Report

UNISA Exam Portal - SampleScene - PC, Mac & Linux Standalone - Unity 2020.1.13f1 Personal <DX11>

File Edit Assets GameObject Component Window Help

Game Display 1 Free Aspect Scale 1x Maximize On Play Mute Audio Stats Gizmos

Welcome Host

Edit

LECTURERS STUDENTS Module

MIS Reports

Summary#1 Summary#2

Trend Exception

Module ICT3715 This Year Extract

Cheat

12:38 2021/07/22

