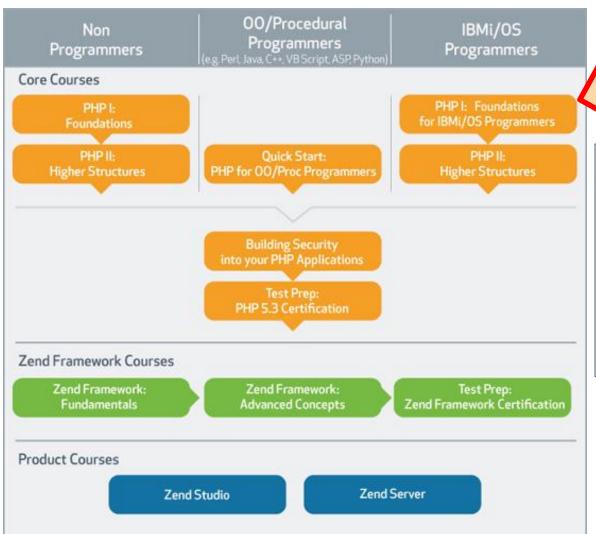


Introduction to Object Oriented PHP

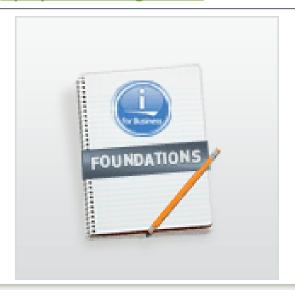
Mike Pavlak
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- Architecture & Design
- Expanding Horizons
- IBM i
- Lifecycle Best Practices
- NoSQL / Alternative Stores / Search
- PHP Development
- Server/Operations
- SQL
- Zend Framework

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Audience

- New to PHP
- New to Object Oriented Design
- Open to new ideas and methods
- This is not a DEEP DIVE
 - ▶ Relax and enjoy the ride!



Agenda

- Quick review of PHP basics
- The class and its object
- Components of an object
 - Properties
 - Methods
- Other OO stuff
- I don't know OO: Get Started NOW!



Roadmap to Expert PHP

- RPG Green Screen → PHP Expert
- Start somewhere! Here isn't bad!
- Path
 - Procedural PHP
 - OO PHP
 - Zend Framework (or another)
 - PHP Certification



Questions?

Let's keep it interactive!

• Follow us!



http://bit.ly/cjueZg (Zend Technologies or search for Zend)



http://twitter.com/zend



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Quick review of PHP basics



Variables

- Rules
 - Case senstive
 - Begin with \$
 - \$thisIsMyVariable
 - \$__AnotherVariable
 - \$ this is not a variable
 - Implicit casting
 - Can be re-typed (Dynamically Typed Language)
- Constant Variable that doesn't change
 - Define('TEACHER', "Mike Pavlak");

```
<?php
$field1 = 5;
$field2 = 10;
$field3 = $field1 + $field2;
?>
```



Variables and their types

Scalar

- Integer
 - -2,147,483,648 thru 2,147,483,647
 - Supports decimal, octal and hex representation
- Floating-Point
 - 1.7E-308 thru 1.7E+308
 - 15 digits of decimal precision
- Strings
 - Big. Really big. Too big to discuss!
- Boolean
 - False is 0, 0.0, false keyword, empty string, object w/no values, null. All
 others are true
- Object, array, null and resource



Variables...(cont.)

Scope

- Global Available everywhere but inside function (sort of)
- Local Available only in a function, destroyed at end
- Static Available only in a function, but remains

Arrays (three types)

- Enumerated
- Associative
- Multi-dimensional



Functions

- Functions come from 1 of 3 places
 - Built-in
 - Part of base PHP
 - Extensions
 - Components of modules like image functions in GD
 - User defined
 - You will create these!
- You may have been using functions...
 - db2_connect()
 - print_r
 - strtoupper
 - Etc.



What do functions look like?

Function call has three major parts:

Function Name - Required Parameters - Optional Return Value - Always returned, default null





Scope

- Variables have scope, much like RPG ILE
 - Function keeps its own set of variables
 - Global keyword can change all that (RPG III)
 - Better to pass, globals can't be trusted
- Static variables
 - Persistence from call to call



Parameters

Default

Assign value in interface

Pass by value

• This is the default behavior

Pass by reference

This is done with & before the variable in the interface.

Variable number

- func_get_args()
- func_num_args()
- func_get_arg(argument_#)



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The class and its object



Concepts

- Keywords
 - class
 - function
 - static
- Concepts
 - Class
 - Instance
 - Magic Methods
 - Visibility



RELAX!!!

You may not be comfortable with the more modern structure

Don't feel like you NEED to follow it

Take your time learning it. PHP lets you do this



Bare minimum

- Keep library files out of the document root
- Always name your PHP files .php
- Keep data out of the document root
- Do not deploy with a phpinfo.php file
 - Do a Google search for "inurl:phpinfo.php"
- Do not allow the web server to write to the document root
- Always validate your input.
 - Do a Google search for "inurl:page=home.php"



Object Model

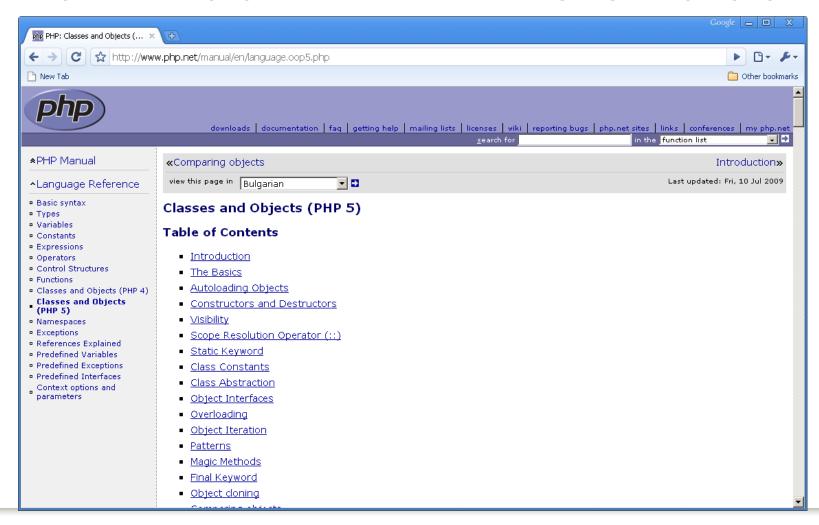
- Object is centered around data, not logic
 - Think about your RPG programs
 - You manipulate data.
 - Very few programs that have no data access

- Object Definition:
 - Data structure with functions and variables local to each object.
 - Keep routines similar to data element together



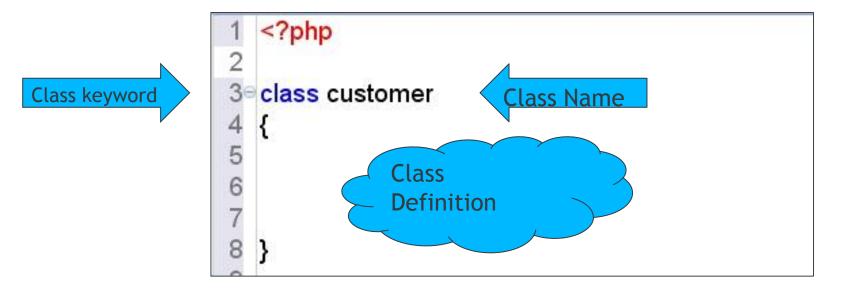
Where to get more on OOP?

http://www.php.net/manual/en/language.oop5.php



Class

- Think of a class as Source Code for object
- Defines object via properties and methods



Hello World Class

```
<?php
      This class will display whatever is passed in to it...
    class Hello {
      public $message;
      public function display () {
 8
        print_r($this->message);
10
11
12
    $newMessage = new Hello();
    $newMessage->message = "Hello World";
14
15
16
    $newMessage->display();
17
18
```

Hello Class

Output looks strangely familiar!



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Components of an object



Question

Why would you not just use functions that are already in global scope?

Problem

- ▶ There is no auto-loading mechanism for procedural code
- This means that ALL functions need to be loaded for EACH request
- Structure is defined 100% by naming convention

Answer

- Using classes to structure functionality means
 - 1. Only required functionality is compiled
 - 2. IFS access is minimized (this is good!)



Class Properties

- Properties are also referred to as data
- Data representative of the class
- In our case, attributes about the customer
 - Name
 - Number
 - Address

```
3 class customer
4 {
5 private $name;
6 private $address;
7 private $city;
8 private $state;
9 private $zipCode
```



Class Methods

- Methods are essentially functions in a class
- Provide database and some business logic
- In this example the method is display()

```
class Hello {
   public $message;
   public function display () {
      print_r($this->message);
   }
}
```

Notes on objects

- Create Object:
 - \$myObject = new Customer;

- Destroy Object
 - Unset \$myObject;



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Other 00 stuff



Magic methods

- Methods are functions
- Magic methods are like special reserved functions in PHP
- Must begin with double underscore _ _
- More info?
 - http://www.php.net/manual/en/language.oop5.magic.php





Magic Methods

- Methods in objects that are called at special times
- They always start with double underscore (___)

```
construct() *
```

- destruct()
- call()
- get()
- set()
- sleep()
- wakeup()
- toString() *



Constructor

- _ _Construct()
 - Think of it as *INZSR
 - Executes code when object is instantiated

```
public function __construct() {
    print_r("Object created<BR><BR>");
}
```

Destructor

- _ _Destruct()
 - Think of it as *INLR
 - Executes code when object is destroyed

```
public function ___destruct() {
    print_r("<BR><BR>Object destroyed<BR><");
}</pre>
```



Hello Class with Magic Methods

```
class Hello {
  public $message;
  public function display () {
    print_r($this->message);
public function construct() {
    print_r("<h2>Object created</h2>");
                                                     *INZSR
public function destruct() {
    print_r("<h2>Object destroyed</h2>");
                                                      *INLR
$newMessage = new Hello();
$newMessage->message = "<h1>Hello World</h1>";
$newMessage->display();
unset ($newMessage);
```



Visibility

Public

Access to both inside and outside

Private

Access to only inside

Protected

 Access only within the object itself, or other objects that extend the class.



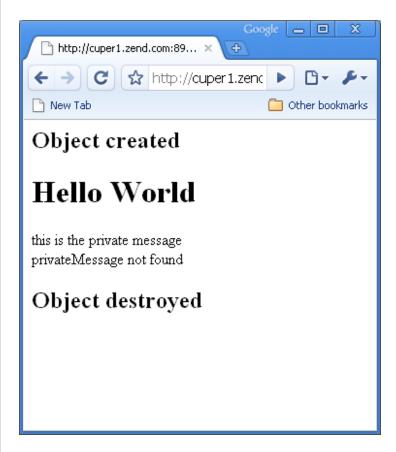
Visibility

 Allows you to limit what parts of a class are available to other parts of your application

	Application	Extending Class	Class Internals
Public	☑	✓	✓
Protected		✓	✓
Private			✓

Visibility

```
class Hello {
  public $message;
  private $privateMessage="this is the private message";
  public function display () {
    print r($this->message);
    echo $this->privateMessage;
  public function construct() {
  public function destruct() {
$newMessage = new Hello();
$newMessage->message = "<h1>Hello World</h1>";
$newMessage->display();
if (isset($newMessage->privateMessage)) {
  print_r( "$newMessage->privateMessage <br>");
else { echo "<br/>br>privateMessage not found"; }
unset ($newMessage);
```





Introduction to OO PHP

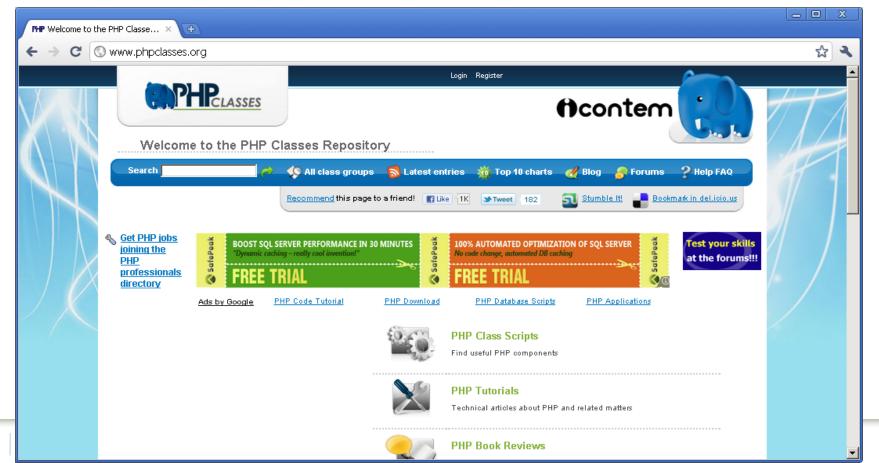
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I don't know OO: Get Started NOW!!!

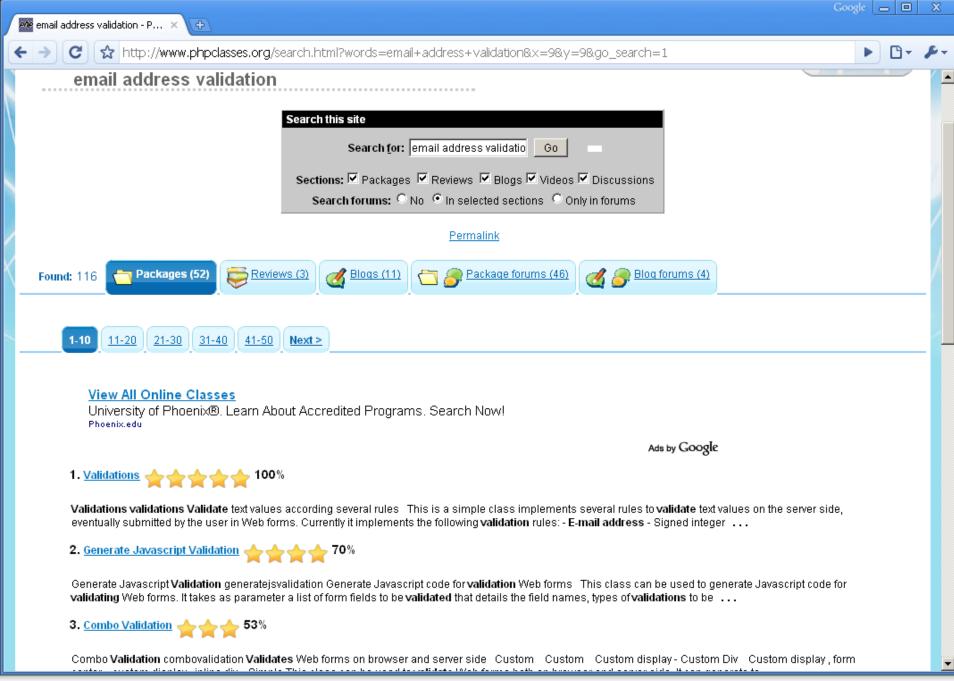


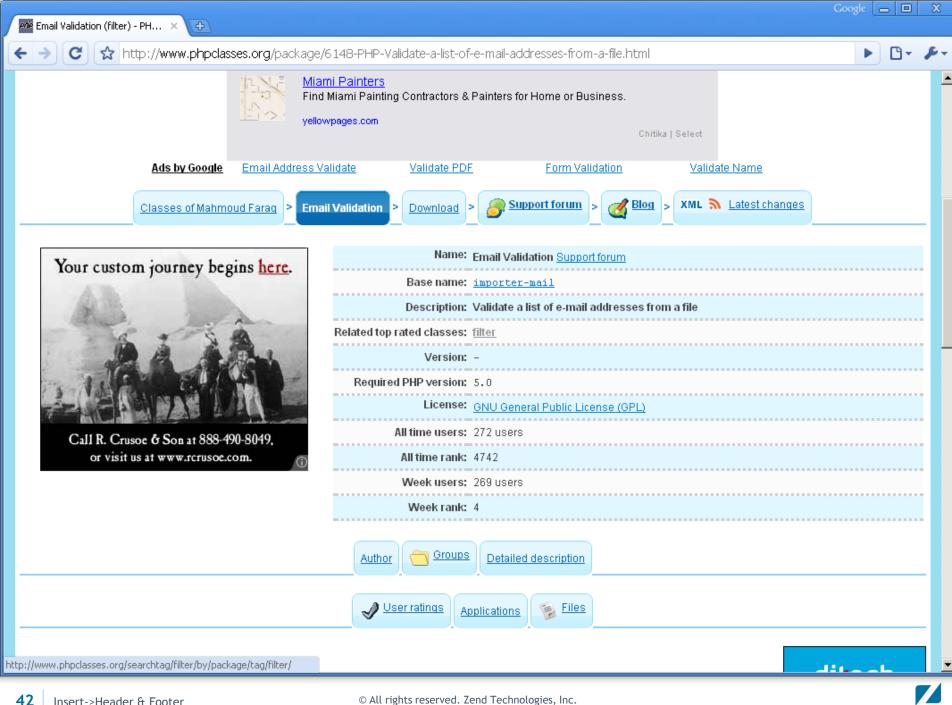
You don't need to know 00 to use it

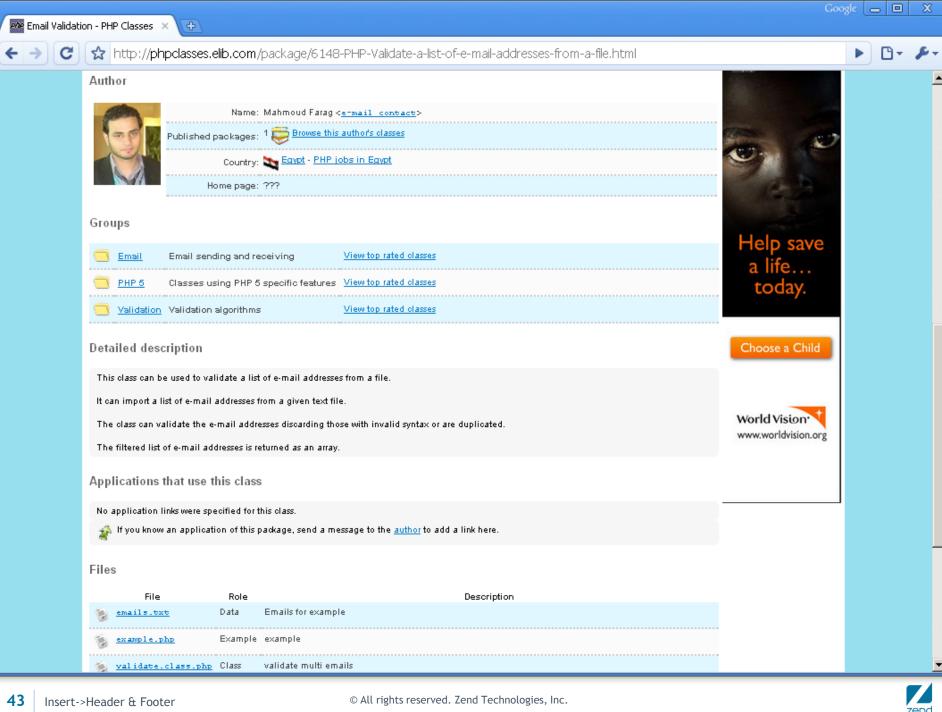
- Using objects does not require OO knowledge
- Easy to weave into Procedural PHP applications
- http://www.phpclasses.org/



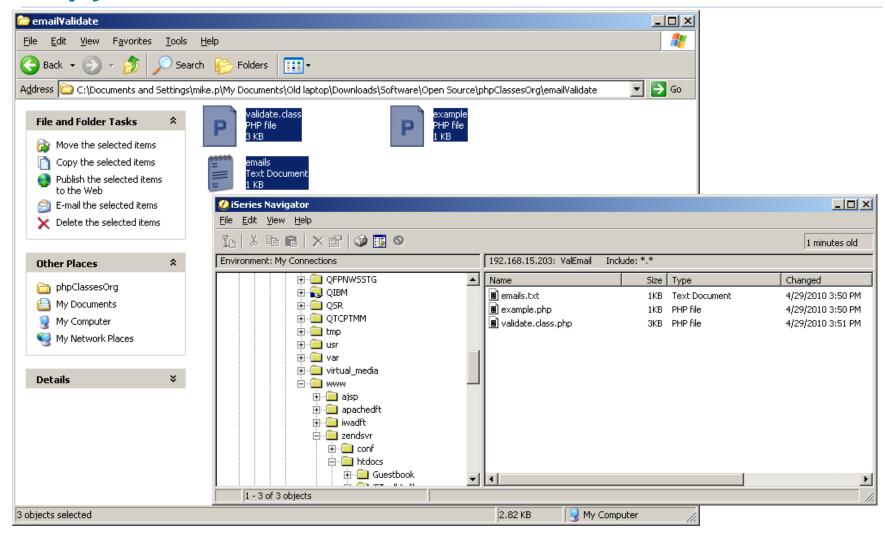




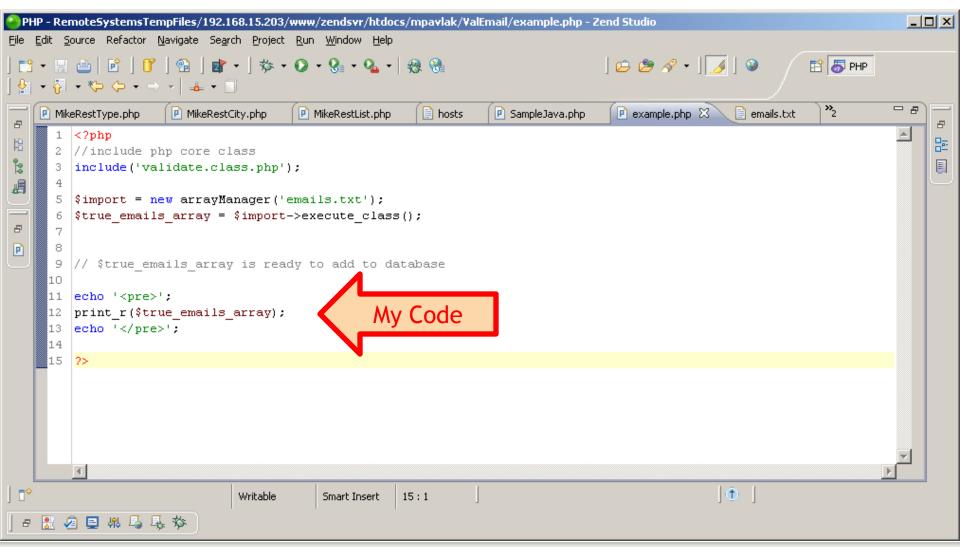




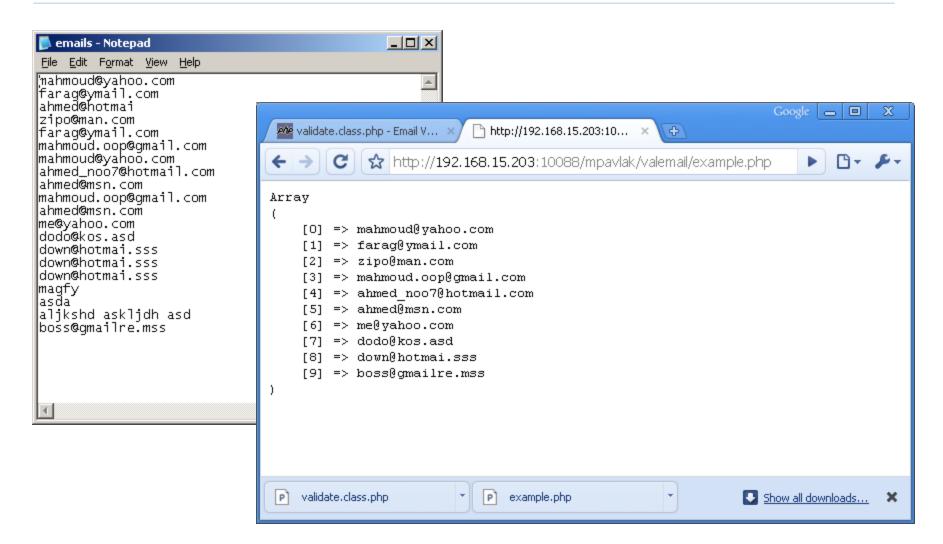
Copy files to IFS



Test the example...



Source Data→ Array Output

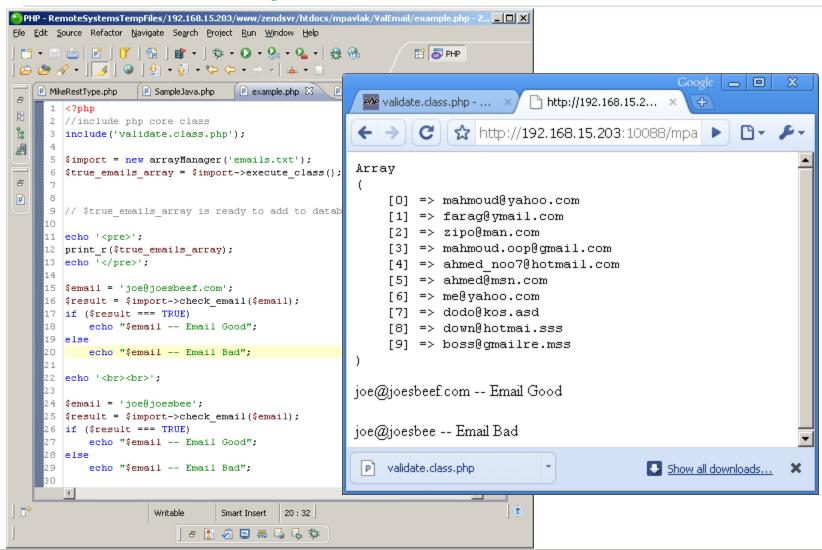




But I only want to check one email...

```
_ | 🗆 | × |
🦰 PHP - RemoteSystemsTempFiles/192.168.15.203/www/zendsyr/htdocs/mpaylak/ValEmail/validate.class.php - Zend Studio
File Edit Source Refactor Navigate Search Project Run Window Help
            ₽ BHP
     MikeRestType.php
                                    example.php
                                                 SampleJava.php
    28
                $num row = @ count(array filter($array));
                                                                                            믎
    29
                if ($num row == 0) {
    30
                   return false; // Empty Array
    31
               }else{
    32
                   return true; // Not Empty Array
    33
    34
    35
    36
           //Email Regular Expression checking email syntex
    37
            //private function check email($mail){
            public function check email($mail){
                $patter = "/^[a-zA-Z0-9...]+0[a-zA-Z0-9-.]+\.[a-zA-Z..](2.6)$/";
   39
               if(preg match($patter,$mail)){
     40
    41
                   return true:
    42
               }else{
                   return false:
               }
     44
     45
            }
    46
    47
            //Converting file emails into array
    480
            private function conv to array 0(){
     49
                $file = file($this->txt file path);
     50
                $this->emailList = str replace("\r\n","",$file);
     51
               return $this->emailList:
        < > PHP
                              Writable
                                         Smart Insert
                                                   42:15
                          | 🗗 🔡 💋 🖳 🖟 🗸 🏂
```

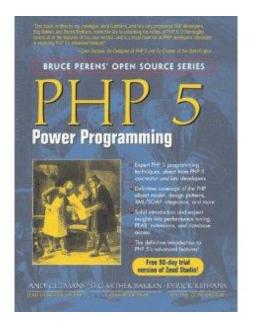
Code and output...

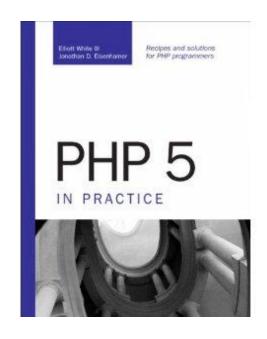


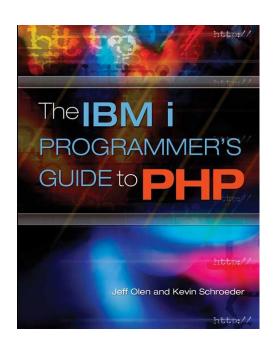
Where do I go next?



Books!

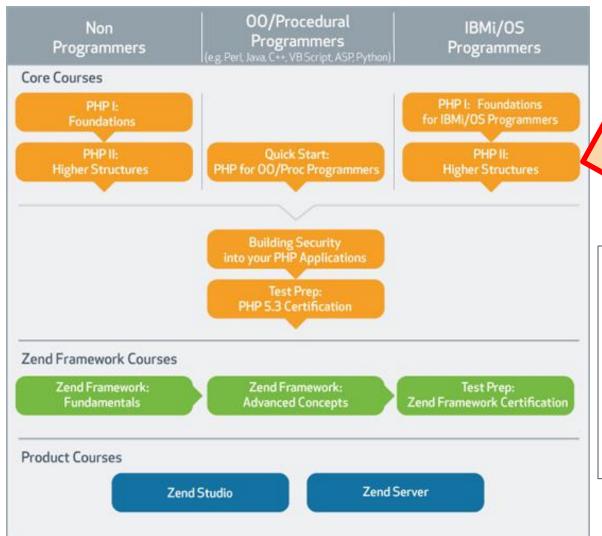






- Gutmans PHP 5 Power Programming
- White PHP 5 in Practice
- Schroeder/Olen The IBM i





Build on OOP!



PHP II Higher Structures!

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/php-training.html



Resources

- Recorded Webinars
 - http://www.zend.com/en/resources/webinars/i5-os
- Zend Server for IBM i main page, link to downloads
 - http://www.zend.com/en/products/server/zend-server-ibm-i

- Zend Server manual:
 - ▶ PDF: http://www.zend.com/topics/Zend-Server-5-for-IBMi-Reference-Manual.pdf
 - ▶ Online: http://files.zend.com/help/Zend-Server-5/zend-server-htm#installation guide.htm





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