

PHP Bootcamp

Day 03

Staff 42 piscine@42.fr

Summary:

This document is the day03's subject for the PHP bootcamp.

Contents

1	Foreword	2
II	General Instructions	3
III	Exercise 00 : Install	4
IV	Exercise 01 : phpinfo	5
\mathbf{V}	Exercise 02 : print_get	6
VI	Exercise 03 : cookie_crisp	7
VII	Exercise 04 : raw_text	8
VIII	Exercise 05 : read_img	9
IX	Exercise 06: members_only	10

Chapter I

Foreword

Here is some of what Wikipedia has to say about Apaches:

The Apache are culturally related Native American tribes from the Southwestern United States and Northern Mexico. These indigenous peoples of North America speak Southern Athabaskan languages, which are related linguistically to Athabaskan languages in Alaska and western Canada.

Apache people traditionally have lived in Eastern Arizona, Northern Mexico (Sonora and Chihuahua), New Mexico, West Texas, and Southern Colorado. Apacheria, their collective homelands, consists of high mountains, sheltered and watered valleys, deep canyons, deserts, and the southern Great Plains. The Apache tribes fought the invading Spanish and Mexican peoples for centuries. The first Apache raids on Sonora appear to have taken place during the late 17th century. In 19th-century confrontations during the American-Indian wars, the U.S. Army found the Apache to be fierce warriors and skillful strategists.

Apache groups are politically autonomous. The major groups speak several different languages and developed distinct and competitive cultures. The current post-colonial division of Apache groups includes Western Apache, Chiricahua, Mescalero, Jicarilla, Lipan, and Plains Apache (also known as the Kiowa-Apache). Apache groups live in Oklahoma and Texas and on reservations in Arizona and New Mexico. Apache people have moved throughout the United States and elsewhere, including urban centers.



The tool you will use for your server from now on is PAMP, developed by 42. That one is still in beta, please help us make it better by bringing up the bugs you will encounter by ticket or on the forum.

Chapter II

General Instructions

- Only this page will serve as reference; do not trust rumors.
- Watch out! This document could potentially change up to an hour before submission.
- Only the work submitted on the repository will be accounted for during peer-2-peer correction.
- As when you did C Bootcamp, your exercises will be corrected by your peers AND/OR by Moulinette.
- Moulinette is very meticulous and strict in its evaluation of your work. It is entirely automated and there is no way to negotiate with it. So if you want to avoid bad surprises, be as thorough as possible.
- Using a forbidden function is considered cheating. Cheaters get -42, and this grade is non-negotiable.
- These exercises are carefully laid out by order of difficulty from easiest to hardest. We will not take into account a successfully completed harder exercise if an easier one is not perfectly functional.
- ullet You <u>cannot</u> leave <u>any</u> additional file in your repository than those specified in the subject.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- Your reference guide is called Google / the Internet / http://www.php.net /
- Think of discussing on the Forum. The solution to your problem is probably there already. Otherwise you will start the conversation.
- Examine the examples thoroughly. They could very well call for details that are not explicitly mentioned in the subject ...
- By Odin, by Thor! Use your brain!!!

Chapter III

Exercise 00: Install

	Exercise 00	
/	Intallation	
Turn-in directory : $ex00/$		
Files to turn in:	K	
Allowed functions:		
Notes : n/a		

This first exercise will bring you to install your web server with the PAMP tool you will find on the SMC (Software Managment Center). Please watch the video in the elearning for the installation and the configuration. It is, of course, needed for all the other exercises of today.

Chapter IV

Exercise 01: phpinfo

Exerc	ise 01
php	pinfo
Turn-in directory : $ex01/$	
Files to turn in : phpinfo.php	
Allowed functions: phpinfo()	
Notes : n/a	

Create a page named phpinfo.php that will execute and show the result on phpinfo();

```
$> curl 'http://eXrXpX.42.fr:8080/j03/ex01/phpinfo.php'
<!DOCTYPE html PUBLIC ``-//W3C//DTD XHTML 1.0 Transitional//EN'' ``DTD/xhtml1-transitional.dtd''>
<html xmlns=''http://www.w3.org/1999/xhtml''><head>
<style type=''text/css''>
...
<title>phpinfo()</title><meta name=''ROBOTS'' content=''NOINDEX,NOFOLLOW,NOARCHIVE'' /></head>
...
$>
```

Chapter V

Exercise 02 : print_get

	Exercise 02	
	print_get	
Turn-in directory : $ex02/$		
Files to turn in : print_get.php		
Allowed functions: echo		
Notes : n/a		

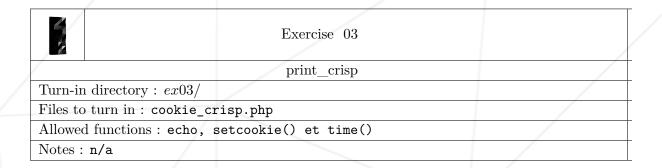
Create a page named print_get.php that will display all the variables passed in the url.

Example:

```
$> curl 'http://eXrXpX.42.fr:8080/j03/ex02/print_get.php?login=mmontinet'
login: mmontinet
$> curl 'http://eXrXpX.42.fr:8080/j03/ex02/print_get.php?gdb=pied2biche&barry=barreamine'
gdb: pied2biche
barry: barreamine
$>
```

Chapter VI

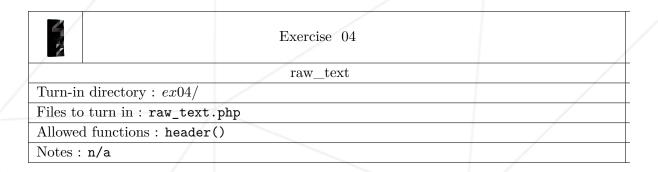
Exercise 03: cookie_crisp



Create a page cookie_crisp.php that will allow to create, read and erase a cookie. Example:

Chapter VII

Exercise 04 : raw_text



Create a page named raw_text that will show the same thing on the screen if you look at its source code with curl or its html rendered in Chrome.

```
$> curl 'http://eXrXpX.42.fr:8080/j03/ex04/raw_text.php'
<html><body>Hello</body></html>
$>
```

If you have lynx, you could test it like that (right down to the newline)

```
$> lynx -dump 'http://eXrXpX.42.fr:8080/j03/ex04/raw_text.php'
<html><body>Hello</body></html>

$> lynx -source 'http://eXrXpX.42.fr:8080/j03/ex04/raw_text.php'
<html><body>Hello</body></html>
$>
```

Chapter VIII

Exercise 05: read_img

E	exercise 05	
	read_img	
Turn-in directory : $ex05/$		
Files to turn in : read_img.php		
Allowed functions: header(), readfile()		
Notes : n/a		

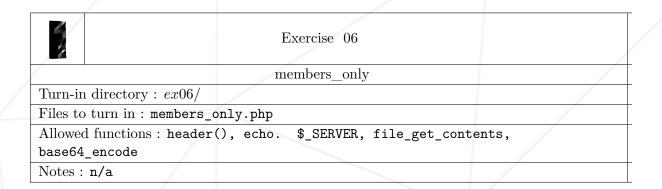
Create a page named read_img.php that will return to the browser the file 42.png with the right Content-Type. You will find this file in the attachement section on the intranet. You must submit it in your* repository in the following folder "/img/42.png" so that we can use it again in other exercises.



```
$> curl --head http://eXrXpX.42.fr:8080/j03/ex05/read_img.php
HTTP/1.1 200 OK
Date: Tue, 26 Mar 2013 09:42:42 GMT
Server: Apache
X-Powered-By: PHP/5.4.26
Content-Type: image/png
$>
```

Chapter IX

Exercise 06: members_only



Create a page named members_only.php that will require a login/password at the http protocol level. If the login is "zaz" and the password "Ilovemylittleponey" the answer must be an html page that contains an img tag whose source is directly the image "/img/42.png" but not its url (careful! We will probably change the content of 42.png for the correction, so no solid content value)

You need to reproduce the following example:

```
$> curl --user zaz:jaimelespetitsponeys http://eXrXpX.42.fr:8080/j03/ex06/members_only.php
<html><body>
Hello Zaz<br />
<img src='data:image/png;base64,iVBORwOKGgoAAAA...
...
...
...
...
...
...
6MIHnr2t+ee04Fr+v/H80AmcVvzqAfAAAAAElFTkSuQmCC'>
</body></html>
$>
```

PHP Bootcamp Day 03

If the login/password doesn't match "zaz" / Ilovemylittleponey, return an error message exactly like in the following example:

```
$> curl -v --user root:root http://eXrXpX.42.fr:8080/j03/ex06/members_only.php
* About to connect() to j03.local.42.fr port 8080 (#0)
   Trying 127.0.0.1...
 connected
 Connected to j03.local.42.fr (127.0.0.1) port 8080 (#0) Server auth using Basic with user 'root'
 GET /ex05/members_only.php HTTP/1.1
 Authorization: Basic cm9vdDpyb290
 User-Agent: curl/7.24.0 (x86_64-apple-darwin12.0) libcurl/7.24.0 OpenSSL/0.9.8y zlib/1.2.5
 Host: j03.local.42.fr:8080
 Accept: */*
 \ensuremath{\mathsf{HTTP}} 1.0, assume close after body
 HTTP/1.0 401 Unauthorized
 Date: Tue, 26 Mar 2013 09:42:42 GMT
 Server: Apache
 X-Powered-By: PHP/5.4.26
 WWW-Authenticate: Basic realm=''Member area''
 Content-Length: 72
 Connection: close
 Content-Type: text/html
<html><body>That area is accessible for members only</body></html>
 Closing connection #0
```