

7.4 Activity 2: Module 7 practical exercises 3–4

Purpose

Exercise 3 and Exercise 4 continue on from Exercises 1 and 2. You will need to make sure you have completed [7.3 Activity 1: Module 7 practical exercises 1-2](https://canvas.westernsydneyonline.edu.au/courses/1261/pages/7-dot-3-activity-1-module-7-practical-exercises-1-2) (<https://canvas.westernsydneyonline.edu.au/courses/1261/pages/7-dot-3-activity-1-module-7-practical-exercises-1-2>) before completing these exercises.

From this module, Exercises 2 and 3 will be assessed as part of [Assignment 2B: Practical exercise set 2](https://canvas.westernsydneyonline.edu.au/courses/1261/assignments/15052) (<https://canvas.westernsydneyonline.edu.au/courses/1261/assignments/15052>).

Task

Exercise 3

Step 1: Upload the exercise3.php from the zip file to your practicals/prac2/week8 holder onto your website.

The differences between the forms in Exercise 2 and Exercise 3 are:

- the form submits to itself (i.e. the action is exercise3.php)
- the PHP processing for retrieving and displaying the form values is in the same PHP file as the form instead of a separate PHP file (this is known as postback—review lecture notes and examples where you covered the idea of postback).

Step 2: Modify the code given in exercise3.php so that

1. All form values as submitted by the user are correctly displayed in the output section underneath the form.

Note: The first form field has been done for you in the code.

2. The output section underneath the form only displays if the form has been submitted.

Hint: review lecture notes and examples where we covered the idea of postback.

3. The Undefined Index notices do not display above the form (do not move this section of the code).

Hint: your solution to Part B will help you with Part C.

Exercise 4

This is a simple exercise to explore the Google Maps API. It will teach you how to implement Google Maps within your web pages, and add simple features such as markers and labels.

Step 1: Read the 'Getting started' documentation at [Tutorials](#) 

(<https://developers.google.com/maps/documentation/javascript/tutorials>) (Google Maps, 2021a). During this section, you will need to register for your own API Key—the process is painless and it is free. Details are given in the documentation.

Step 2: Work through the [Adding a Google map with a marker to your website](#) 

(<https://developers.google.com/maps/documentation/javascript/adding-a-google-map>) (Google Maps, 2021b) tutorial. For this exercise, add a marker that shows your favorite place to eat.

Step 3 [optional]: Work through the [Geolocation: displaying user or device position on maps](#) 

(<https://developers.google.com/maps/documentation/javascript/geolocation>) (Google Maps, 2021c) tutorial.

There are a number of useful sections in the left-hand menu on the Google Developers website such as Styling a Map and Drawing on the Map. Work through some that are of interest to you. There are no direct exercises for this but it would be helpful for you to become familiar with how to add customised legends, various marker types, and information windows. For example, try adding an Info Window to the map you created in Step 2 above.