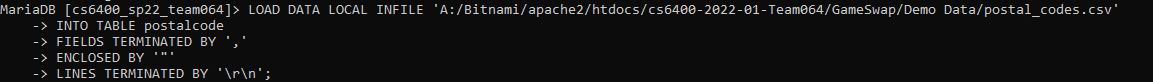
***Importing Demo Data to our DB***

1. Please note that this process will Truncate all the tables; If you want to make a backup of your current data, please make a .sql dump of your db by using phpMyAdmin’s Export Tab.
2. Make sure you have fetched the latest code from devel branch. The import scripts and all the data files will be in the “GameSwap/Demo Data” directory.
3. IMPORTANT NOTE: \*\*\*\*\* ONLY DO STEPS 4 - 6 if this is your first data import and need to import data into postalcode table. If you already have all the data in your postalcode table, you can skip to Step 7.
4. We need to truncate all the tables. To do that, simply go to this URL on your browser: **localhost/…../GameSwap/Demo Data/truncate\_all\_tables.php**
5. All your tables should now be empty. First, we import the postal code data from the provide “postal\_codes.csv”. This file contains 43K records. I tried importing this using the script but the maximum I could get to import without the mysql connection going away was 18K, hence we will use mysql command line for this. (Thanks to our classmates on Piazza for this tip)
6. To access mysql command line on your machine:
   1. Locate your WAMP mysql.exe file (Usually located in WAMP\mariadb\bin)
   2. Now, Open Command Prompt on your machine: Search for command prompt on your windows search bar.
   3. On Command Prompt, enter this (Without Quote):   
        
      **"location\to\your\wamp\mariadb\bin\mysql.exe -u root -p"**
   4. Text

      Description automatically generatedNow, it should prompt you for your root password: Enter your root password for the database (the one you use to login to phpMyAdmin):
   5. Now, let’s select our database. Enter the following (Without quotes):  
        
       **"use cs6400\_sp22\_team064"**
   6. This selects our database for transactions. Now, we import the data from postal\_codes.csv into postalcode table. For this, make sure you have downloaded the postalcodes.csv file from Canvas. (I have placed a copy of the file in the “GameSwap/Demo” Data directory). We’ll use that for this example.
   7. Enter this on the command line:  
        
      **LOAD DATA LOCAL INFILE ‘location/of/wamp/apache2/htdocs/../GameSwap/Demo Data/postal\_codes.csv’**
   8. You should see an arrow (->) Enter this line:   
       **INTO TABLE postalcode**
   9. You should see an arrow (->) Enter this line:   
       **FIELDS TERMINATED BY ‘,’**
   10. You should see an arrow (->) Enter this line:   
        **ENCLOSED BY ‘”’**
   11. You should see an arrow (->) Enter this line:   
        **LINES TERMINATED BY ‘\r\n’;**
   12. Text

       Description automatically generatedIf everything was correct, you should see these lines: QUERY OK, 43192 rows affected (XYZ sec) Records: 43192 Deleted: 0 Skipped: 0 Warnings: 0
   13. 43K postalcodes now imported. You can check your table using phpMyAdmin to make sure. Exit mysql commandline by entering:   
        **exit;**
   14. Exit command prompt by entering:   
        **exit**
7. Now, we import the data into our remaining tables using the provided demo tsv files. I have placed these files in the “GameSwap\Demo Data” directory.
8. Let’s truncate all tables except postalcode. Enter on your browser:

**localhost/…../GameSwap/Demo Data/truncate\_all\_tables.php?** **avoid\_postalcode**

1. Now, let’s import the data into user, phonenumber, platform, item, and swap tables. To import, simply enter this on your browser:  
     
    **localhost/…../GameSwap/Demo Data/import\_demo\_data.php  
     
     
     
     
    CONTINUED ON NEXT PAGE >>>>>>**
2. Graphical user interface, text, application

   Description automatically generated with medium confidenceText, letter

   Description automatically generatedPlease note that this script will take up to 10 minutes to run and import all the needed data. Please be patient until you see this screen:  
    The numbers of import should match the ones shown in this screenshot.

If the number matches, all the records from the demo data files have been imported successfully.   
 **\*\*\*\* END \*\*\*\***