

Fixture Management and Notification System

H446-03

Ayokunle Toyé Ikusemori

Candidate Number:5111

Centre Name: Queens' School

Centre Number:17611

CONTENTS

A.Analysis	3
Description of the problem	3
Stakeholders	3
Stakeholder requirements	5
Research	6
interview with Head of sports Department	6
Features of Proposed Solution	7
Hardware and Software Requirements	8
Success Criteria	9
B.Design	11
Structure of the solution	11
What I will use to create my solution	12
Why I will use these programs to create my solution	13
Decomposition of the problem	14
The Webpages Design	15
Inputs, Processes and Outputs	29
Algorithms	31
Usability features	31
Iterative Development	31
Validation	31
Reviews	31
C.Developing the coded solution	32
The Database	32
Login And Connectivity Page(s)	33
Home Page	36
Team Page – Select Function Page:	40
Team Page: Add Team	42
Fixture Page	50
Fixture Page: Add Fixture	52
Fixture Page: Edit/Delete Fixture	55
Email Page	60
D.Evaluation	64
Test Plan	64
What went well	64
Improvements that could be made	64

A. ANALYSIS

DESCRIPTION OF THE PROBLEM

Currently, there is a system in place when there is a sports fixture at my school where an email is sent to every teacher informing them of students that will not be in lesson.

The problem with this is that regardless of whether you tutor the students you still receive an email which clutters the inbox of teachers and wastes time. Furthermore, even if the fixture is called off the email is sent regardless. After speaking to numerous teachers, I found that they were generally annoyed and wished for a solution

OUTLINE OF THE PROJECT

In response to the problem I am going to create a web-based management system that will contain a database of students with their teachers along with information on their sports. Emails will be able to be sent to the correct teacher when a child has a sports fixture and will not be in lesson. Upcoming fixtures will also be displayed on the page. Users of the solution will exclusively be able edit team info and fixture info. A log in system will be implemented in order to provide basic security for the stakeholder and distinguish who will be able to access certain pages

STAKEHOLDERS

IDENTIFICATION OF STAKEHOLDERS

The general stakeholder of this solution is the school that is generally having the issue however within the school only two areas are really affected.

- The PE Department

The main users of my program will be the teachers in the sports department as they will be the main source of input data by updating the database with team and fixture information by adding/editing/removing teams and fixtures.

- Teachers in the school

The teachers will receive the emails from the program letting them know when students in their class will not in lesson.

STAKEHOLDER REQUIREMENTS

Requirement	Explanation
Database support	This is needed as the stakeholders are part of a school which uses databases to hold information about their students.
A log in page	This is a basic security requirement to allow only the relevant users to access the system.
Admin Accounts	This is required by the stakeholder so that certain users in the department can see and edit areas in the system while others cannot.
Fixture information can be accessed from the main page	This is required so that fixtures information can be viewed or edited.
Team and fixture information can be edited on their respective pages.	This is also required as it enables the database to be dynamically updated without the creator of the database accessing the database itself. It also enables information to be removed from the system if it is not relevant to the system anymore
Emails can be sent correctly when a fixture is upcoming	This is required as this is the problem that the stakeholder requires a solution for

JUSTIFICATION OF COMPUTATIONAL METHODS.

The main reason for using computational methods for my project is that although the problem arose due to the use of an inefficient system created by computational methods, it would be wise to use computational methods to create a solution as the problem wasn't with using computational methods, but with using an inefficient one. Computational methods provide the potential to create a system that would be greatly beneficial to the user. Computers can process substantial amounts of data at a very efficient speed unlike a system such as a paper-based system which would take a large amount of time to process and be an inconvenience to my user especially when the stakeholder requires a database which can hold vast amounts of data. With computational methods, I can display the data mentioned previously in arrays and lists which makes understanding the data easier to the stakeholder which would be beneficial as the data would be somewhat complex.

RESEARCH

INTERVIEW WITH HEAD OF SPORTS DEPARTMENT

Q: What do you think of the emails that get sent when a student is not in school?

A: They were good initially but now they create a lot of problems for us as teachers complain that they're receiving emails for students they don't even teach

Q: What do you think of the way sports fixtures are handled as whole in the school?

A: There's really nothing special about them, we announce them, and they get put up on the notice board.

Q: What do you think could be improved about the way they are handled?

A: If we could manage them on a computer, I think it would be a lot easier as we as a department use a lot of our paper budget on printing out paper to display the fixtures. It can also get crowded on the board when there are a lot of fixtures.

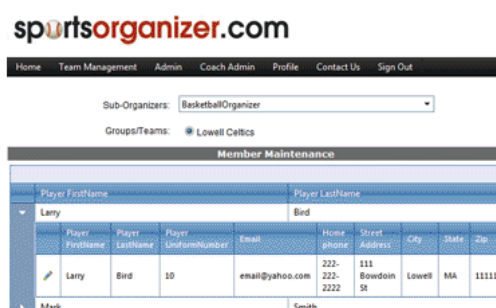
Q: As I previously explained to you, I am creating a system mainly based around the email problem you previously stated, what else would you like to see?

A: If possible and if it wasn't too much trouble, could you create it online? It would be easier for the department to use and understand.

EXISTING SYSTEMS



Screenshot1: Main menu, options for managing a team



Screenshot 2: Managing players

An existing system I researched was one created by <http://sportsorganizer.com/EGroupMain/SO/Index.aspx>. It is a web-based sports management system that utilizes some features that would be useful to the users solution system based on the images displayed on the website and above. Features such as a log in system, team management and admin sections.

However, the register page on the website is not functional and it is not possible to investigate the system further and discover any other features it has. The Pictures displayed on the website however give good insight to what a good management system could look like but seem too complex to produce in the time frame given so I shall produce something simpler in order to create the solution on time for the stakeholder.

The user could also implement a system that uses an email template to send an email to whoever they select based on the information they have provided. However, this would be very time consuming to the user especially if they have a large team and have to input the names of every student in the team.

FEATURES OF PROPOSED SOLUTION

- Database support
- Table showcasing upcoming fixtures
- The ability to create/edit/delete a team
- The ability to create/edit/delete a team
- The ability to send an email to the correct teacher when a fixture is approaching

CONCEPT OF MY SOLUTION CONSIDERING THE RESEARCH:

Considering what I have researched, I will create a web-based system using php ,JavaScript and html that will utilise a log in feature in order to access pages that will enable the user to manage fixtures and teams in a database with which the user will be able to send emails to the teachers who would not have certain students in their lesson due to a fixture.

However, due to the complexity potential of this solution I have set a few rules to make a functioning solution within the time given.

1. Students can only join one team- This allows me to keep my database simple as by assigning a student to one team I do not need to create additional columns for the extra teams they may be in
2. Students in a year have the same teacher. - This limits the number of teachers in my database down to five
3. Fixtures only occur at period 5 on a timetable – This again limits the number of teachers that need to be sent an email to 5
4. The timetable is a one-week timetable and not two- This ensures that the teachers stay the same again limiting the teachers being sent an email to 5

LIMITATIONS OF MY SOLUTION

With reference to the concept of my solution, the main limitation of my solution is that it does not fully reflect the real situation the stakeholder will experience such as student's being in multiple teams and having multiple teachers within the year group. However, given enough time the solution could become a lot more practical and when used in a real scenario would function effectively.

One of the limitations of my solution is that it is web-based and therefore stored on a server. If the server fails or malfunctions it would make the system inaccessible or difficult to use. Furthermore, if any improvements are made to the solution, the server would not be available until the solution has been updated unlike a program where the previous versions can be used while the update is being worked on.

Since my solution uses students as data realistically, I would not be able to create a solution based on 300+ students in the time given to create the solution. So, to deal with this problem I shall use a sample of students that have been created by me as I cannot use actual students in my school due to the data protection

My solution also does not validate against SQL injection which is a dangerous threat to the database holding the data of my solution. However, since the solution would be used on a LAN network the threat is

minimalised to someone in the school entering a dangerous SQL query in a text field as opposed to a someone visiting the site and entering a malicious query.

HARDWARE AND SOFTWARE REQUIREMENTS

Since the system I am creating is web based the system requirements are based on the minimum requirements to run the browsers chrome and Internet explorer which are the common browsers used by my stakeholders.

Chrome:

Minimum Processor: Intel Pentium 4 or later

Hard Disk Space: 100mb

RAM: 128 mb

Windows 7, Windows 8, Windows 8.1, Windows 10 or later

Internet Explorer

Computer/processor	1 gigahertz (GHz) 32-bit (x86) or 64-bit (x64)
Operating system	<ul style="list-style-type: none"> ● Windows 10 (32-bit or 64-bit) ● Windows 8.1 Update (32-bit or 64-bit) ● Windows 7 with SP1 (32-bit or 64-bit) ● Windows Server 2012 R2 ● Windows Server 2008 R2 with SP1 (64-bit only)
Memory	<ul style="list-style-type: none"> ● Windows 10 (32-bit)-1 GB ● Windows 10 (64-bit)-2 GB ● Windows 8.1 Update (32-bit)-1 GB ● Windows 8.1 Update (64-bit)-2 GB ● Windows 7 with SP1 (32-bit or 64-bit)-512 MB ● Windows Server 2012 R2-512 MB ● Windows Server 2008 R2 with SP1 (64-bit only)-512 MB
Hard drive space	<ul style="list-style-type: none"> ● Windows 10 (32-bit)-16 GB ● Windows 10 (64-bit)-20 GB ● Windows 8.1 Update (32-bit)-16 GB ● Windows 8.1 Update (64-bit)-20 GB ● Windows 7 with SP1 (32-bit)-70 MB ● Windows 7 with SP1 (64-bit)-120 MB ● Windows Server 2012 R2-32 GB ● Windows Server 2008 R2 with SP1 (64-bit only)-200 MB
Drive	CD-ROM drive (if installing from a CD-ROM)
Display	Super VGA (800 x 600) or higher-resolution monitor with 256 colors

Peripherals for both systems: A keyboard, mouse and an internet connection

SUCCESS CRITERIA

User must be able to input data into the input boxes when necessary.	This allows the user to be able to login and use the functions of the solution. Without this criterion being successful the solution is useless
User must be able to click the buttons and the menu items	These buttons allow the user to submit forms and visit areas of the solution. Without this criterion the user again cannot use the solution.
User must be able to add a team into the database	This allows the user to update the database which is necessary when a new team is introduced.
User must be able to edit a team	This allows the user to correct any errors produced when creating a team but also allows the user to update teams when necessary to the user
User must be able to delete a team	This allows the user to remove any data that is unnecessary and prevent any mistakes caused by using old teams in fixtures
User must be able to add a fixture into the database	This allows the user to be able to create fixtures of which the details can then be used when sending an email
User must be able to edit a fixture in the database	This again allows the user to correct any errors they may have produced when adding a fixture to the database but also allows them to update a fixture when necessary. E,g, postponed fixture
User must be able to send an email	This criterion is necessary as without it being successful the stakeholder's problem is not solved.
User can use the solution without much help	This is somewhat necessary as if the user requires help with every area of the solution, the solution is not really practical and would be complex
Visual Requirements	
The interface is viewable without much strain to the eyes	This criterion is necessary as the user could be looking at the screen for long periods of time while entering large amounts of data so making sure the interface doesn't hurt the eyes is necessary
The user interface is not intimidating and user friendly	If the interface is complex and full of boxes and information the user may have a hard time understanding it and may be deterred from using it so it is important that the interface is simple

Algorithm Requirements	
Page information is displayed when visited	This criterion is necessary as without the pages being displayed the user would not be able to input any information to the solution. E, g, button clicks, Team and fixture data etc.
User is redirected to the correct areas when they commit an action that would cause them to redirect. E.g. form submission, item on the navigation bar clicked	This criterion must be successful as it ensures that the user is able to move around the solution and use different functions e.g. add a team
The database can be connected to and affected in different ways	This criterion needs to be successful as the database holds the login information for the solution and should the database be unable to be connected to, the user will not be able to use the solution. It is also necessary as it allows the functions to operate correctly and prevent the user from encountering error messages unnecessarily.
The correct teacher is emailed when an email is sent	This criterion is necessary as without it being successful the solution would not solve the problem.

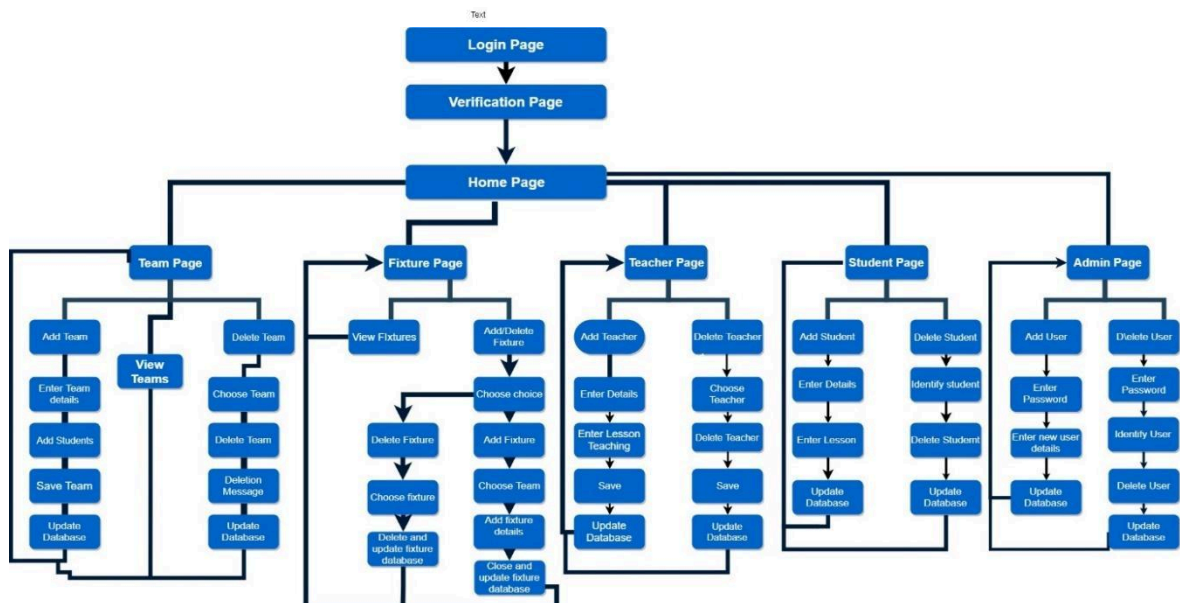
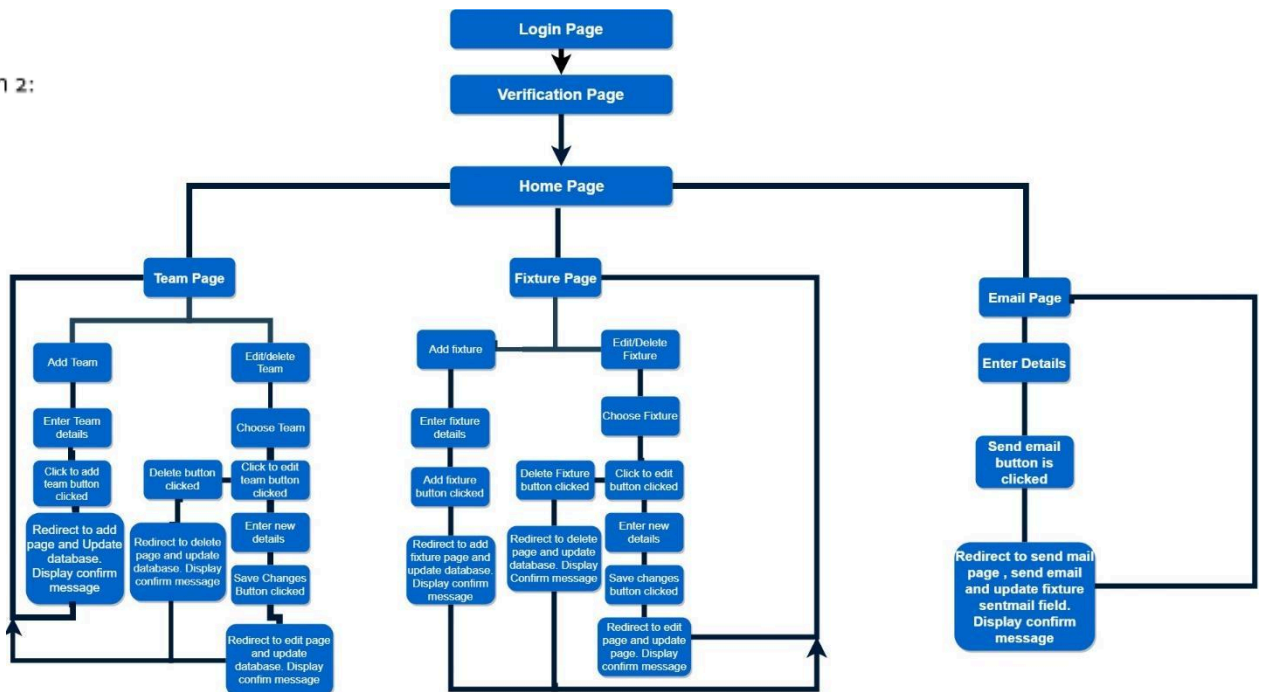
STRUCTURE OF THE SOLUTION

As previously stated, in order to use my solution to its full potential, student and teacher information would have to be imported to my database. However, because of the Data Protection Act I am unable to receive this information. Because of this, I will create my solution but without the student, teacher and admin page. I will use a set of students created by me instead.

This was the initial structure of the solution however, it has now been changed to reflect the removal of the previously stated pages and the updated stakeholder requirements (see page 20)

Version 1:

Version 2:



Windows 10 operating system- Generally used operating system with the ability to run the programs I will need to create my solution.

XAMPP – is a program that uses multiple packages and programs in order to simulate a web server using the localhost hostname and other components.

It features:

Apache HTTP server- that supports IPV6 addresses, user and session tracking, HTTP/2 protocol support and contains embedded php scripting. These features are especially useful as it emulates the functionality of a live web server while being up to date with IP and web protocols

MariaDB or MYSQL- Provides an interface that allows the user to create and manage databases. It gives a detailed view of tables, shows relationships between the tables and allows the import of files such as excel csv files to make importing large amounts of data to the database easy. This is essential to my solution as I will need a database of various users, students, teachers, teams and fixtures in order to create it.

PHP Support – Which is especially useful to my solution as PHP is major part of webpages and without it I will not be able to make a solution as effective as the stakeholder requires. Using Php I can connect to the MariaDB and create, delete or manage the database using SQL and handle users and their sessions which is a major part of my solution.

Notepad++ - is a source code and text editor that allows for multiple files to be open and edited in a single instance. It also features syntax highlighting, auto complete suggestions and highlighting the location of things such as open and close bracket which is especially useful when there are nested loops.

Microsoft Access – is a database management system program that can be used to create databases and tables, simulate queries and view database relationships.

Google Chrome Browser – is a modern browser that complies with the latest protocols which allows me to observe if the solution works well in the current web environment. Its feature of the inspect element and inspect console allows me the individual elements on the page and see what version of my source code us being run.

XAMPP- Provides a way to access a web server without having to pay for one. It also gives me full control on what I can do on the server as opposed to one provided by a company or someone else. Furthermore, the multitude of extra features will make the task of creating my solution easier.

Notepad++ - will make the coding of the solution a lot easier with its features mentioned above and with the ability to open multiple files in an instance I can seamlessly move between different sections of my solution and edit them. Also requires no fees

Microsoft Access- Allows me to plan and create a database I can use for the my solution where I can make modifications without affecting the actual solution's database

Google chrome browser- Easy to use modern browser with a great interface that I can use to view how my pages would look like to the user. Also, free to install.

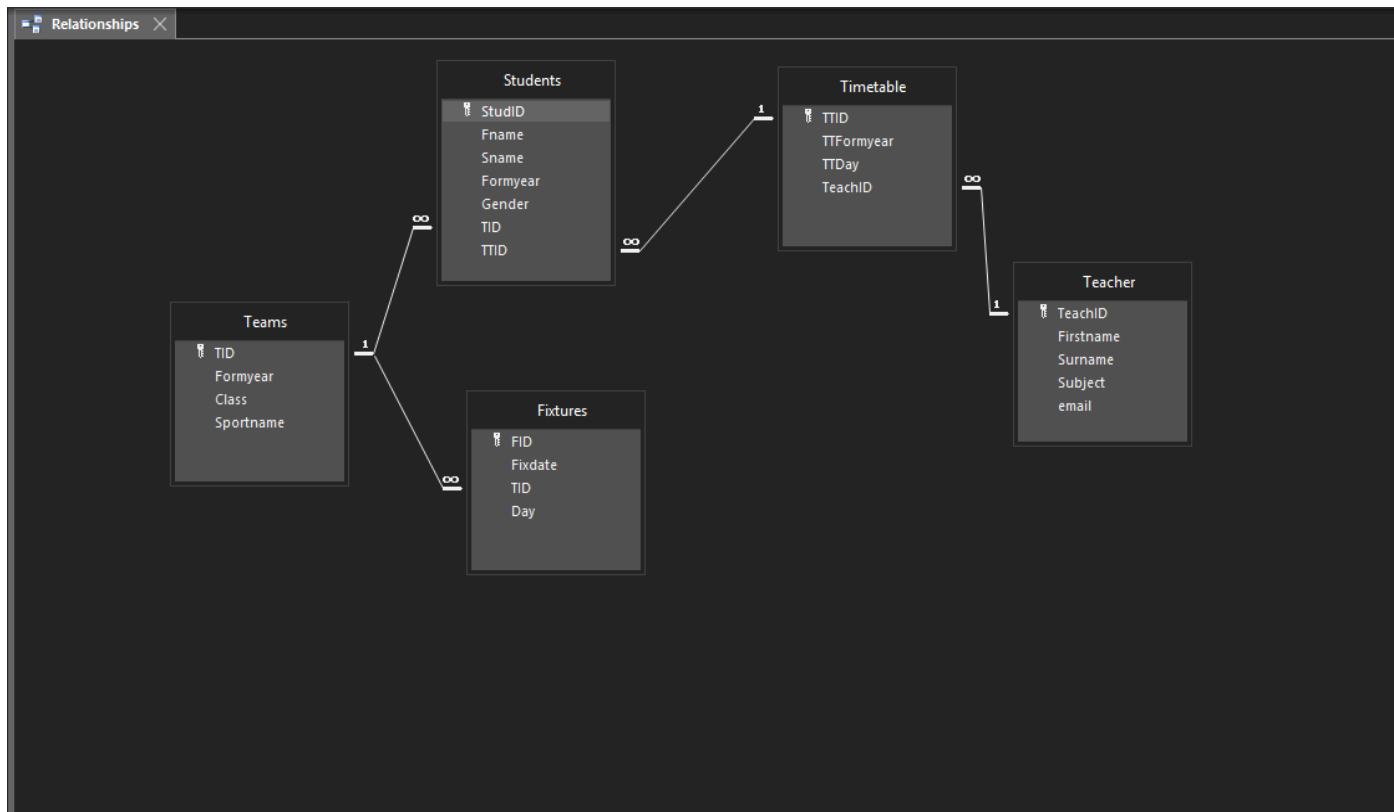
Initial concept of my solution:

The Database:

Since my solution heavily relies on a database to function, I had to plan and create a database before I could implement it into my solution. To do this, I used Microsoft's Access program. With it I could get a detailed view of tables and their relationships with reports that would show me the effectiveness of the database

I identified all the tables I would require for my solution and created a mock-up version of them. However, when creating these tables I realised I could not create my database to be in Third Normal Form. Third Normal Form is where a database is in Second Normal Form and its attributes solely depend on the key. In order to preserve the integrity of a database, having it in Third Normal Form is a major part of ensuring this. My database could not be in Third Normal Form as since I was dealing with multiple students and teams, I was unable to find a way of unique assigning a student to a team without duplicating the data when doing the same with another student. However, a database is still able to function in Second Normal Form as with my database which is still able to have partial key dependency, no duplicate attributes or many to many relationships.

View of my database and its table relationships:



For my solution to work I would have to link all the tables together and select the email of the teacher who is teaching a year group of which the team in the Year Group is having a fixture. The students that are in the team will be sent to the teacher as they wouldn't be in lesson

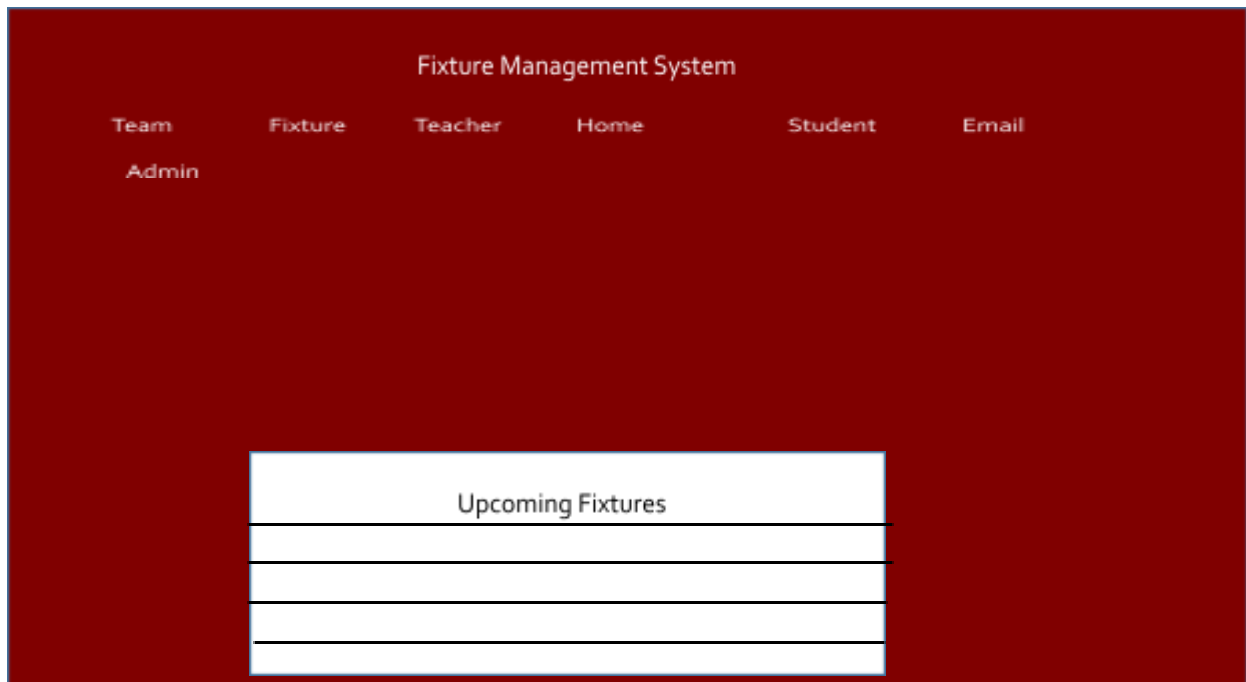
All pages will have a background colour of a burgundy to represent the colours of the school the solution will be used in. The text colour will be white to ensure the text stands out against the background colour so the user is easily able to read it.

Login Page:



The image shows a login page for a system titled "Fixture Management System". The page has a solid burgundy background. At the top center, the title "Fixture Management System" is displayed in white text. Below the title, there are two input fields for login credentials. The first field is labeled "Username" and the second is labeled "Password", both in white text. Each label is positioned to the left of a white rectangular input box. The labels and input boxes are centered horizontally on the page.

Home page



Team Page when "create team" is chosen

The screenshot shows a web application interface with a dark red background. At the top, there is a navigation menu with the following items: Team, Fixture, Teacher, Home, Student, and Email. The main content area is titled "Team Page".

Below the title, there are several form elements with annotations:

- Choose an Option:** A dropdown menu. An annotation box states: "I decided to use drop down menu's in order to prevent invalid input from the user". Another annotation box points to the dropdown and says: "Drop down menu with the three options, add a team, delete a team and view current teams".
- If add team is picked, Text = "what sport would you like to create a team for?":** A dropdown menu. An annotation box points to it and says: "Dropdown menu with all the sports played at my school (football, rugby, basketball, athletics and cricket)".
- Pick the year group that will be in the team:** A dropdown menu. An annotation box points to it and says: "Drop down menu with all years that has a team for the previously selected team".
- Name Team e.g. "A":** A text input box. An annotation box points to it and says: "Input box used to enter the name of the team. Validation will be used to prevent invalid input".

At the bottom right, there is a "Save" button. An annotation box points to it and says: "Save button to update database".

Team Page when "Delete page" is chosen

The screenshot shows the 'Team Page' of the 'Fixture Management System'. The navigation bar includes 'Team', 'Fixture', 'Teacher', 'Home', 'Student', and 'Email'. The page content is annotated with four main steps:

- Choose an Option:** A dropdown menu with three options: 'add a team', 'delete a team', and 'view current teams'. An arrow points to this menu with the text: 'Drop down menu with the three options, add a team, delete a team and view current teams'.
- If Delete Team is picked:** The next option is 'what sport is the team in?'. A dropdown menu lists sports: 'football', 'rugby', 'basketball', 'athletics', and 'cricket'. An arrow points to this menu with the text: 'Dropdown menu with all the sports played (football, rugby, basketball, athletics and cricket)'.
- Pick the year group that the team is in:** A dropdown menu lists years: 'Year 7', 'Year 8', 'Year 9', 'Year 10', 'Year 11', and 'Year 12'. An arrow points to this menu with the text: 'Drop down menu with all years that have a team for the team that was picked'.
- Choose the team to be deleted:** A dropdown menu lists teams: 'Year 7 Football', 'Year 8 Football', 'Year 9 Football', 'Year 10 Football', 'Year 11 Football', 'Year 7 Rugby', 'Year 8 Rugby', 'Year 9 Rugby', 'Year 10 Rugby', 'Year 11 Rugby', 'Year 7 Basketball', 'Year 8 Basketball', 'Year 9 Basketball', 'Year 10 Basketball', 'Year 11 Basketball', 'Year 7 Athletics', 'Year 8 Athletics', 'Year 9 Athletics', 'Year 10 Athletics', 'Year 11 Athletics', 'Year 7 Cricket', 'Year 8 Cricket', 'Year 9 Cricket', 'Year 10 Cricket', 'Year 11 Cricket'. An arrow points to this menu with the text: 'Dropdown menu of all the teams which can be chosen.'

At the bottom right, a 'Save' button is annotated with the text: 'Save button to update the database'.

Team Page



Team Members

Table showing all members in the selected team

Team page when "view teams" is picked

Drop down menu with the three options,
add a team, delete a team and view current

Fixture page when "add fixture is selected"

The screenshot shows the 'Fixture Management System' interface with a dark red background. At the top, there are navigation tabs: 'Team', 'Fixture', 'Teacher', 'Home', 'Student', and 'Email'. The 'Fixture' tab is active, and the page title is 'Fixture page'. The main content area contains a form with several fields and a 'Save' button. Annotations in white boxes with black arrows point to specific elements:

- Annotation 1:** Points to the first drop-down menu. Text: "Choose an Option is the first drop-down menu displayed with the option to view, add or delete fixtures".
- Annotation 2:** Points to the second drop-down menu. Text: "If option is 'Add Fixture' choose sport is next drop down menu option".
- Annotation 3:** Points to the third drop-down menu. Text: "Sport is chosen and next drop-down menu is 'chose the year group'".
- Annotation 4:** Points to the fourth drop-down menu. Text: "Choose the team becomes the next drop-down menu with the options of teans".
- Annotation 5:** Points to the date and time input field. Text: "Input box to enter date and time with validation to prevent SQL injections or invalid input".
- Annotation 6:** Points to the 'Save' button. Text: "Save Database".

The form fields are: a first drop-down menu, a second drop-down menu, a third drop-down menu, a fourth drop-down menu, an input field for date and time, and a 'Save' button.


Fixture page when "delete fixture" is selected

Fixture Management System


Team Fixture Teacher Home Student Email

Fixture Page


Choose an Option is the first drop-down menu displayed with the option to view, add or delete fixtures




If option is "Delete Fixture", Choose Sport is next drop-down menu option



After sport is chosen, "what year group?" is the next drop-down menu



After year group is chosen, input box to enter date and time appears



Input box to enter date and time with validation to prevent SQL injections and invalid input

Display all fixtures with the same date and time as the user input. User is able to click on the fixture to be deleted

Fixture ID	Date	Time

Save Update Database


Fixture Page when "view fixtures" is selected

Fixture Management System

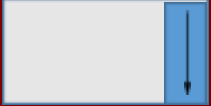
Team Fixture Teacher Home Student Email

Page


an Option is the
b-down menu
d with the
o view, add or
xtures



h is "view fixtures",
p-down menu is
ear group?"



ar group is
what sport" is
ith a
wn menu



ort is picked next
res for the sport
in a table

Date	Time

Email Page:

Fixture Management System

Home

Enter TeamID:

Enter date of fixture:

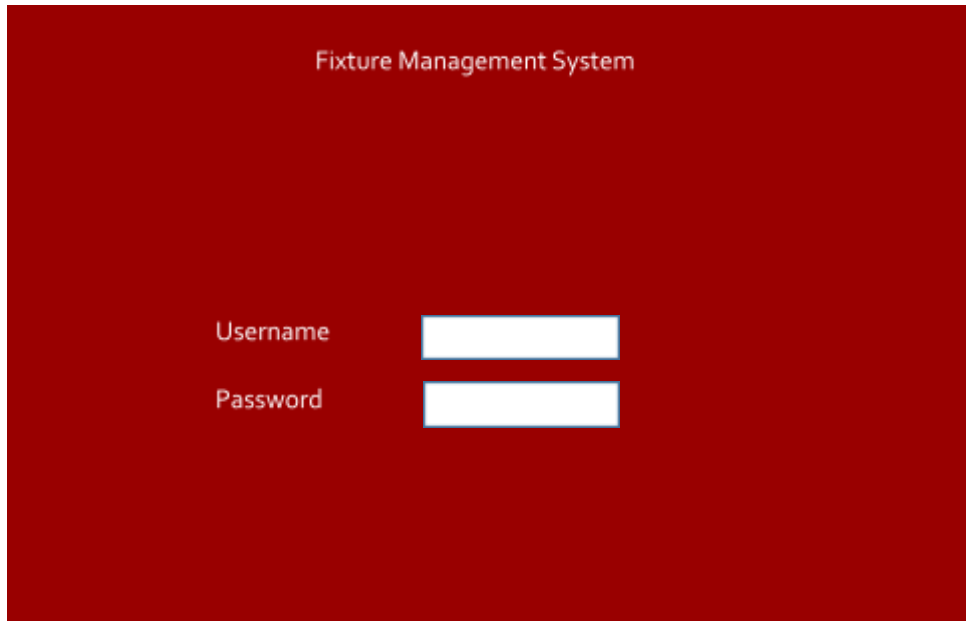
Send Email

After beginning to design this solution I identified problems and usability issues of the solution that needed to be changed.

- Sequenced dropdown menu's in relation to adding/deleting/editing a fixture or team
The inclusion of the dropdown menu was to make the program appear more appealing however, I felt that it would be time consuming to select the options and that it would be a lot easier having separate pages with the information right in front of you.
- Ability to add students
Since the solution I intended to create would use real students, I nor the stakeholder would be able to access the information and change it. So the initial feature to add students was removed.
- The Ability to view students
Since the feature to add students was removed the option to view students would have to be removed as the stakeholder would not be able to access the information
- The ability to view fixtures separately
Since the fixtures would be shown when editing or deleting a fixture there was no need for a separate page.

Considering all of this, my concept of the solution has been updated to the designs on the next page

Login Page: Has been kept the same

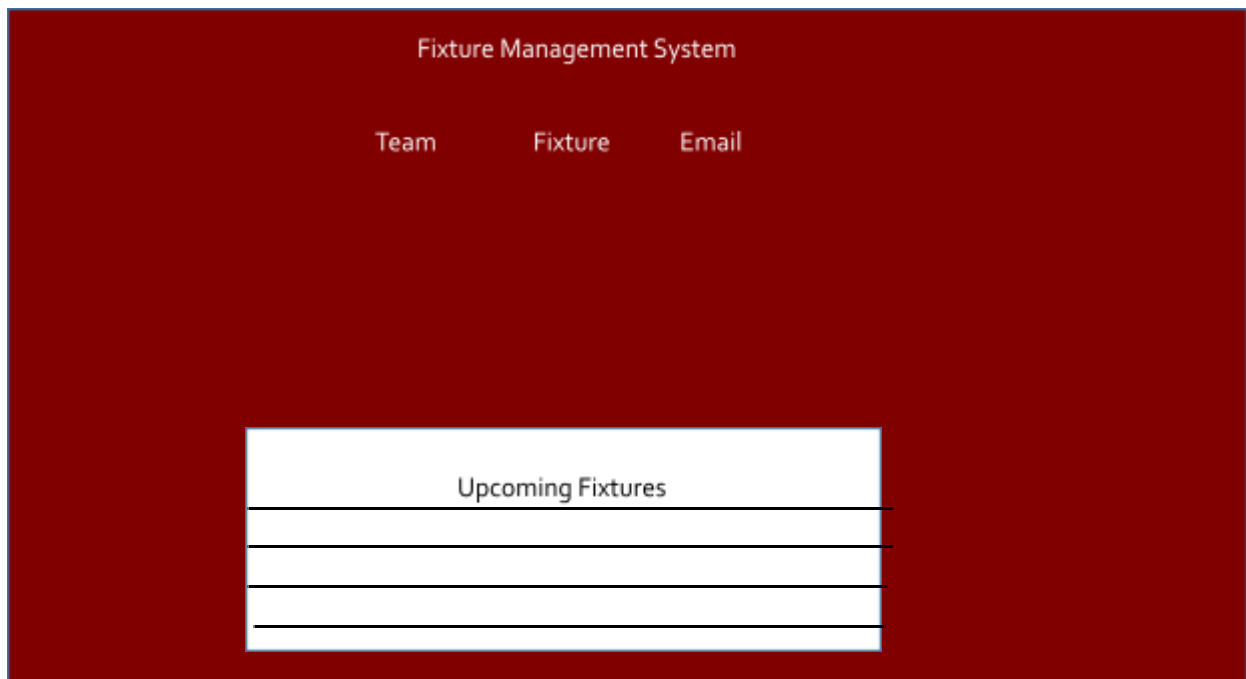


Fixture Management System

Username

Password

Home page: Home, Teacher and Student has been removed. Home Page was not necessary on the home page while the student and teacher buttons were removed due to the fact that the admin of the database would be the ones handling the data and not the user.

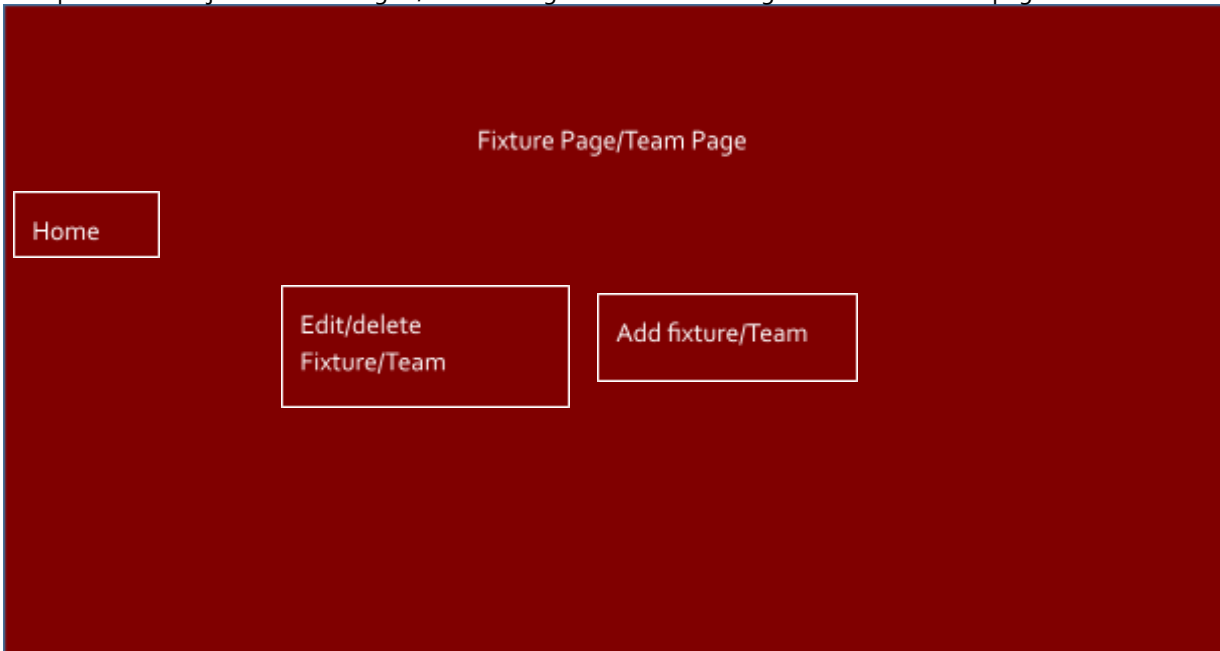


Fixture Management System

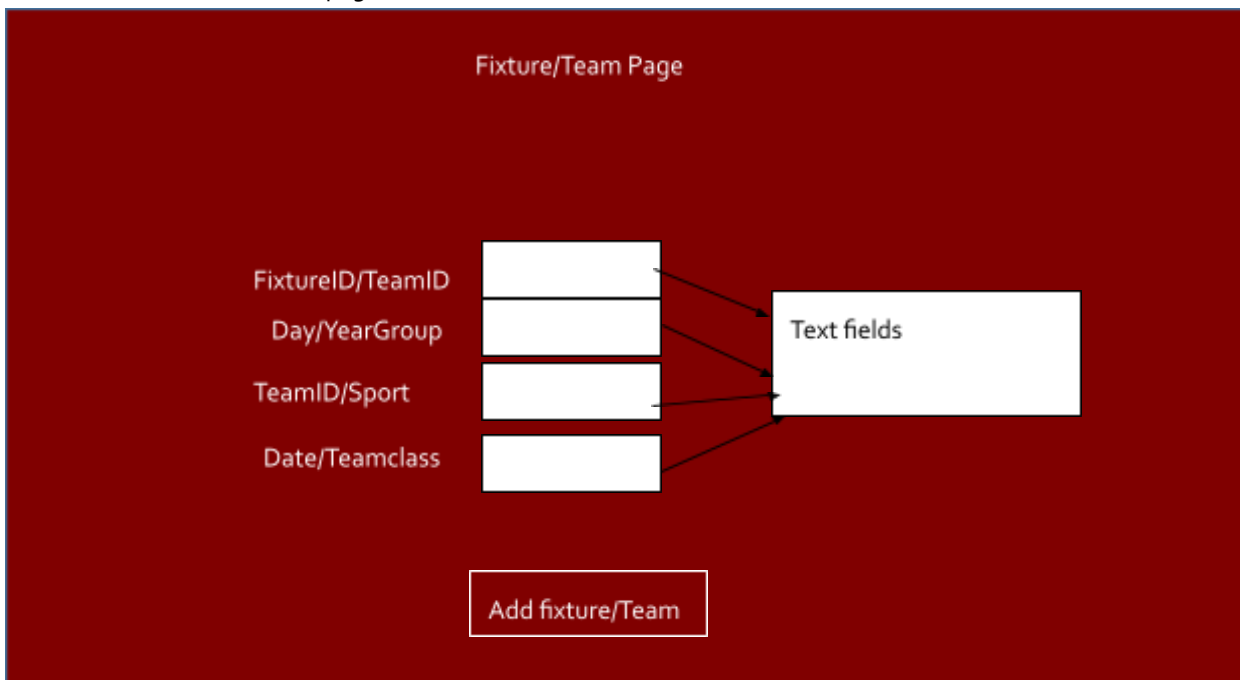
Team Fixture Email

Upcoming Fixtures

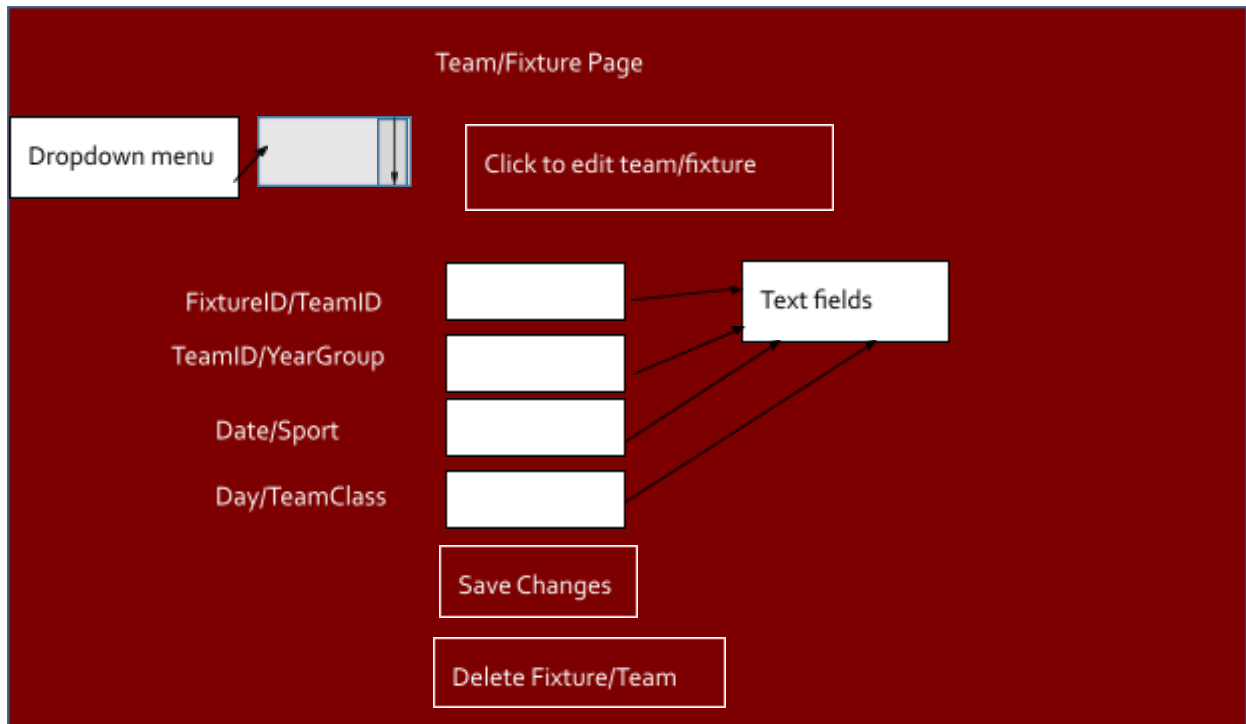
Fixture and Team Pages: Dropdown menu for the user to pick the function they wish to use has been scrapped and replacing it are two clickable buttons (signified by text with borders surrounding it) redirecting the user to appropriate pages, edit/delete a fixture/team or add a fixture/team. Fixture Management page title has been replaced with a just "Fixture Page" / "Team Page" and a button to go back to the home page has been added



Fixture and Team Pages-Add Team/fixture: Contains various text fields that data can be entered with a button to use the information entered to create a fixture/team correctly into their tables. By clicking add fixture/team the user is redirected to a page that adds the information to the database



Fixture and Team Pages: Edit/delete a fixture/Team: Dropdown menu displaying all the TeamID's/ FixtureID's has been added. The user clicks on the button to edit team after selecting an ID. The fields are then filled with the data associated with the ID selected. After doing so by clicking save changes the user is redirected to a page that updates the database. By clicking delete team/fixture the user is redirected to a page that executes a query that deletes the record from the database



Email Page: Has also been kept the same

Fixture Management System

[Home](#)

Enter TeamID:

Enter date of fixture:

LOGIN AND CONNECTIVITY PAGE

The following inputs will be used for my login page:

Name		
Username	Varchar	1-10
Password	Varchar	1-20
Log-in	Button	null

The following variables will be held on the login page

Name		
User	Input box	Allows the user to input their username which can be looked at on the connectivity page
Password	Input box	Allows the user to input their password which can be also looked at on the connectivity page

The following process(es) will occur on the login page:

	Justification
Redirect to the connectivity page	This will allow the information entered by the user to be verified against the database on a separate page

The only input that will be on the connectivity page is the error message box the user would have to click if they have entered details incorrectly. Their input would then redirect them back to the login page.

The following variables will be held on the connectivity page

	Type	Justification
Username variable	Varchar	This variable will hold the username from the previous page in order to compare it to the information in the database. The username could contain symbols and numbers so it being a variable that holds characters is necessary
Password variable	Varchar	This variable will hold the password from the previous page in order to compare it to the information in the database. The password could contain symbols and numbers so it being a variable that holds characters is necessary
Database information variable	Array	This variable will hold the username and password information from the database to compare it to the username and password variable

The following process will occur on the connectivity page

	Justification
Obtain the user and password values from the login page and assign them to a variable	Allows the data to be compared against the information in the database
Compare the login information in the database with the data in the variables used to hold the username and password information	Ensures the login information entered is the same as the information in the database providing security for the solution
Redirect to homepage if the information is correct	Allows the user to access the solution and its functions
Error message displayed when incorrect details are entered	Prevents the access to the solution providing security against unauthorised access

Test data for the inputs on the login page processed with the connectivity page

Name	Inputs			Outputs		
	Valid	Invalid	Extreme	Valid	Invalid	Extreme
Username	John Teacherfn 12345678	"/blank input Johndoe123	Johndoe12(9 character input)	With valid password redirect to home page	Error message "incorrect login details"	Null
Password	20 character input	"/blank input 21+ character input	19-character input	With valid username redirect to home page	Error message "incorrect login details"	null

HOME AND LOGOUT PAGE

The following inputs will be on the homepage

Name		
Team menu item	Formatted link to act as a button	0-1 (clicked or not clicked)
Fixture menu item	Formatted link to act as a button	0-1 (clicked or not clicked)
Email menu item	Formatted link to act as a button	0-1 (clicked or not clicked)
Logout button	Button	0-1 (clicked or not clicked)

The following variables will be held on the homepage

Name		
Username variable	Varchar	Will be used to display the current user signed in
Fixture information variable	Array	Will hold the information of the upcoming fixtures that will be displayed on the page
Table storing fixture information	Table/2d array	Will display the information obtained from the fixture information variable in a organised manner.

The following process will occur on the page

	Justification
Obtaining of the fixture information	This is necessary in order to display the upcoming fixtures for the user
Redirect to the team page when the "button" is clicked	This allows the user to choose whether to use the add team, edit or delete team function of the solution
Redirect to the fixture page when the "button" is clicked	This allows the user to choose whether to use the add fixture, edit or delete function of the solution
Redirect to the email page when the "button" is clicked	Allows the user to enter the information necessary to send an email.
Redirect to the logout page when the logout button is clicked	Allows the user to logout of the solution

Test data for the inputs on the home page

Name	Inputs			Outputs		
	Valid	Invalid	Extreme	Valid	Invalid	Extreme
Team page button	Button clicked	No click	Null	On click redirect to Team page	No action performed	Null
Fixture page button	Button clicked	No click	Null	On click redirect to fixture page	No action performed	Null
Email Page button	Button clicked	No click	Null	On click redirect to the email page	No action performed	Null
Logout button	Button clicked	No click	Null	On click redirect to the logout page	No action performed	Null

Since the logout function will only be on my homepage, I have decided to show the inputs, outputs and processes of the logout page here

Inputs on the logout page

Name		
Confirm box displaying message	Button	0-1(Clicked or not clicked)

Variables on the logout page:

Name		
Username variable	Varchar	Will be used to identify the current user

Processes on the logout page

Process	
Obtainment of the username variable	Will be used to identify the user being logged out
Deletion of the session	Essentially logs out the user by removing any stored variables relating to the user identified from the username variable
Redirect to the login page	This will bring the user back to the beginning of the solution allowing them to log back in if necessary

Test data for the inputs on the logout page

Name	Inputs			Outputs		
	Valid	Invalid	Extreme	Valid	Invalid	Extreme
Confirm button	Button clicked	No click	Null	On click redirect to login page	No action performed	Null

TEAM PAGE:

Inputs that will be used on the page:

Name		
Add team "button"	Button/clickable link	0-1(Clicked or not clicked)
Edit/delete Team	Button/clickable link	0-1(Clicked or not clicked)
Home button	Button	0-1(Clicked or not clicked)

The variables that will be used on the page:

Name		
Username variable	Varchar	Will be used to identify the current user to display

Processes that will happen on the page:

Process	
Redirect to the Add Team page on button click	Allows the user to access the page they can use to update the database by adding a new record
Redirect to the Edit/delete Team page on button click	Allows the user to access the page they can use to update or delete records
Redirect to the homepage on home button click	This will bring the user back to the homepage if they do not wish to use the team page functions.

Test data for the Team page

Name	Inputs			Outputs		
	Valid	Invalid	Extreme	Valid	Invalid	Extreme
Add Team page button	Button clicked	No click	Null	On click redirect to Add Team page	No action performed	Null
Edit/delete team button	Button clicked	No click	Null	On click redirect to edit page	No action performed	Null
Home button	Button clicked	No click	Null	On click redirect to the home page	No action performed	Null

The inputs that will be on the page:

Name		
TeamID	Combination of characters	1-4
YearGroup	Int	1-2
TeamClass	String/text	1
Sport	String/text	1-11
Add team	Button	0-1(clicked or not clicked)
Home	Button	0-1 (clicked or not clicked)

The variables that will be used on this page:

Name		
Form variable	Form	Will hold all the inputs to be obtained by the add page to insert the data into the teams table as a new record

The processes that will be used on this page

Process	
Redirect to the Add page on button click	Allows the user to access the page they can use to update the database by adding a new record
Redirect to the Edit/delete Team page on button click	Allows the user to access the page they can use to update or delete records
Redirect to the homepage on home button click	This will bring the user back to the homepage if they do not wish to use the team page functions.

ALGORITHMS

VALIDATION

The validation I shall be using for my solution will be two rules:

No empty fields when adding a team/fixture or editing a team/fixture:

This prevents the database being filled with irrelevant data increasing the size and making the management of the database to be difficult

Login details being correct:

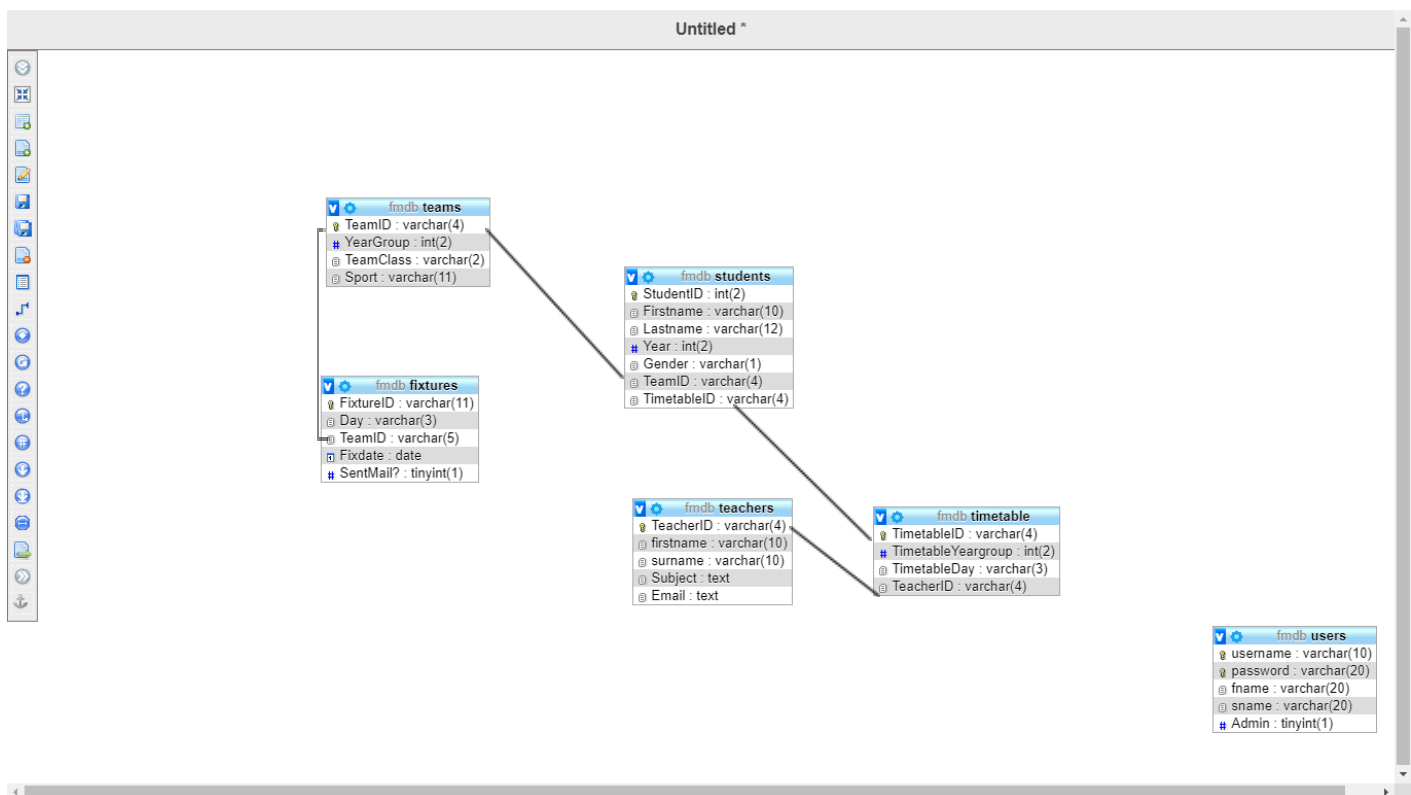
This prevents somebody the user does not want accessing the solution being able to use it providing basic security for the user.

DEVELOPMENT METHOD

The software development life cycle model I shall adopt is the waterfall model. Where with the requirements given to me by the stakeholder, I shall produce a solution which the stakeholder would receive once completed. I shall adopt the agile approach to the development as well as it is often the case that a stakeholder's requirements may be impossible to meet in a short time frame. By giving the stakeholder a

prototype of the solution, they are able to examine what about the solution they are happy with and what they are not. This makes it easier to make changes to the solution quicker and easier for the developer as they can focus on certain aspects of the solution and not the solution as a whole.

THE DATABASE



Using phpMyAdmin I was able to construct a database that reflected my design and was able to be accessed by my solution. With phpMyAdmin I was able to write sql queries to create the necessary tables and easily view/edit them. Above is the final structure of my database. In order to test the functions of my solution I populated the database with some info such as the student and teacher information as well as the username and password information.

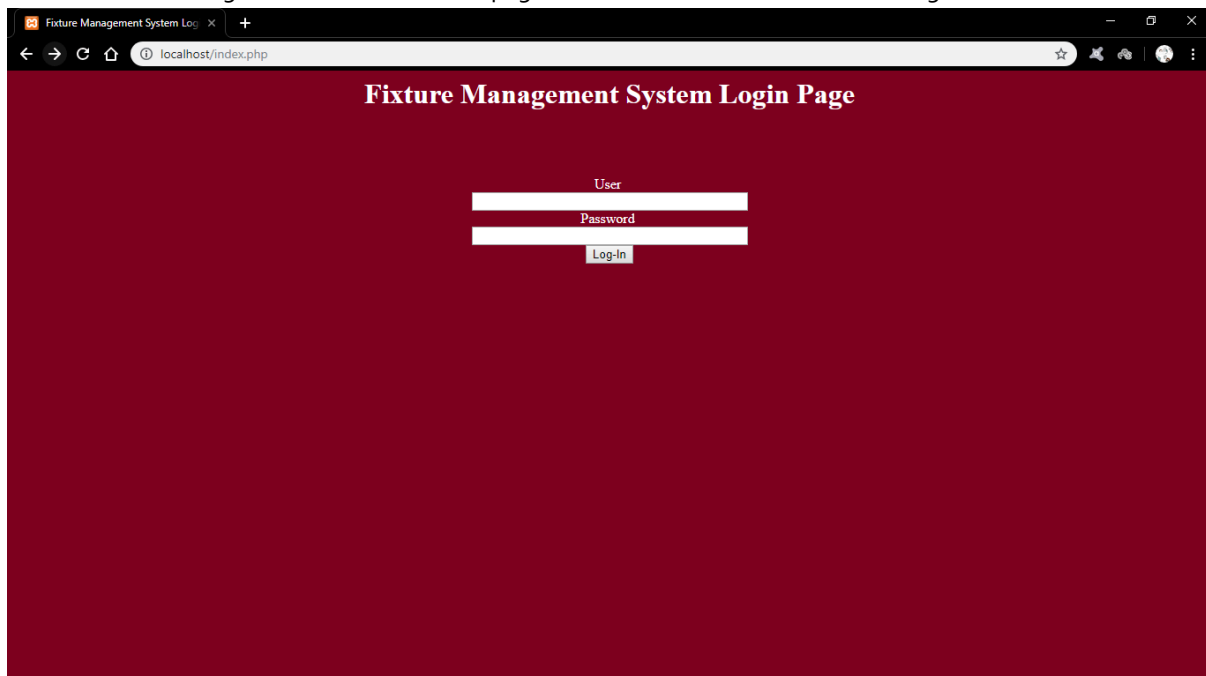
LOGIN AND CONNECTIVITY PAGE(S)

This is the first page the User will see when using the solution and since the page's use is just enter login details, a simple layout would be appropriate.

Version 1:



Version 2: Moved login area to center of the page and removed border around the login fields



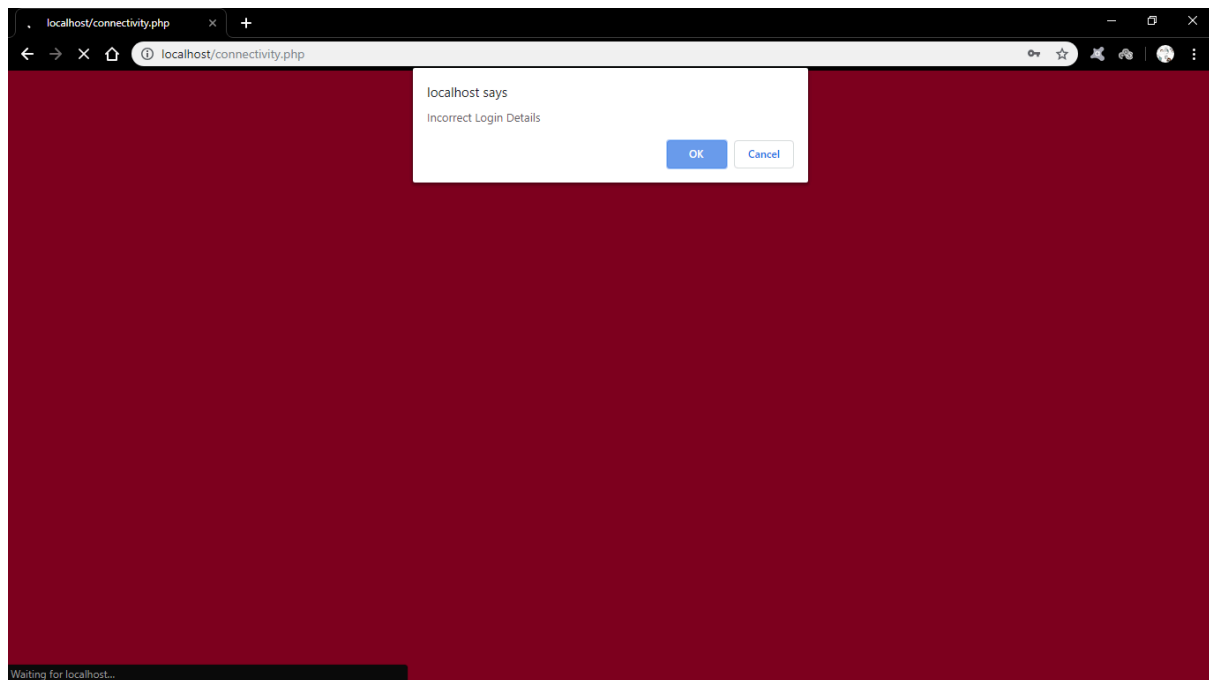
Code for the Login page:

```
F:\xampp\htdocs\index.php - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
PageStyle.css index.php connectivity.php logout.php HomePage.php leampage.php deleteeam.php leamarkd.php editteam.php eamadddata.php fixturepage.php fixturedel.php fixture

1 <html>
2 <!--initialises the html tag which is the root element of the html page-->
3 <head>
4 <!--initialises the head tag of the page which contains meta info of the page-->
5 <title>Fixture Management System Login Page</title>
6 <!-- initialises the title tags which display "Fixture Management System Login Page" on the tab-->
7 <link rel="stylesheet" type="text/css" href="Pagestyle.css">
8 <!--Tells the page where the details for the style of the page is and utilises the infomation-->
9 </head>
10 <!-- Closes the head tag -->
11 <body id="body-color">
12 <!-- sets the style of the body to the infomation found on the stylepage with the id of "body-color" -->
13 <h1>Fixture Management System Login Page</h1><!--Creates a heading displaying "Fixture Management System Login Page"-->
14 <form id="Log-In" method="POST" action="connectivity.php">
15 <!-- Intialises a form with the post method. Gives the ID "Log-In" to enable the style of the form to be edited separately.
16 redirects the user to the connectivity page when an action is performed e.g. a submission-->
17 <br><!--Seperates items on the page by a line-->
18 <br><!--Seperates items on the page by a line-->
19 <br><!--Seperates items on the page by a line-->
20 <div id="Sign-In"><!-- Container for the form elements allowing the style of the text boxes to be changed without affecting the input -->
21 <User <br><input type="text" name="user" size="40"><br><!--Creates a input box allowing the user to input their username-->
22 <Password <br><input type="password" name="pass" size="40"><br><!--Creates a input box allowing the user to input their password-->
23 <input id="button" type="submit" name="submit" value="Log-In">
24 <!--Creates a button that will allow the data inputted to be submitted to the connectivity page-->
25 </div><!--Closes the div container-->
26 </form><!--Closes the form tag-->
27 </body><!--Closes the body tag-->
28 </html> <!--Closes the html tag-->
29
30

Hyper Text Markup Language file length: 1,911 lines: 30 Ln: 30 Col: 1 Sel: 0 | 0 Windows (CR LF) UTF-8 INS
```

The connectivity page that the login page redirects to has no interface apart from when incorrect login details are entered which can be seen here:



The code for the connectivity page can be seen here:

```
1 <html><!--initialises the html tag which is the root element of the html page-->
2 <head><!--initialises the head tag of the page which contains meta info of the page-->
3 <?php //initialises the php tag which allows php language to be written
4 $con=mysqli_connect('localhost','root') or die("Failed to connect to MySQL: " . mysqli_error());
5 //connects the user to the database address "localhost" using the username "root"
6 $db=mysqli_select_db($con,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error($con)); //selects the database fmdb
7 session_start(); //starts the session for user profile page
8 if(!empty($_POST['user'])){//checks if the $_POST variable contains information sent from the form on the index page
9 $Username = $_POST['user'], $Password = $_POST['pass'];
10 //assigns the username from the form on the index page to $Username and assigns the password to the $Password variable
11 $sql = "SELECT * FROM users where username = '".$Username."' AND password = '".$Password."'";
12 //query that selects from the users table the records where the username = $Username and the password = the $Password variable
13 $query = mysqli_query($con,$sql); //executes the sql query in the variable $sql
14 $row = mysqli_fetch_array($query); //sorts the information obtained from the sql query execution into an array variable named $row
15
16
17 if(!empty($row[0]) AND !empty($row[1])){//checks that there is information on the first and second index of the $row variable
18 $_SESSION['user'] = $row['username'];// sets the session user name to the username obtained in $row
19 header("Location: HomePage.php"); //redirects the user to the page "Homepage.php"
20 //ends the second if statement
21 }else{//executes the next block of code if the previous if statement conditions are not fulfilled
22 echo " <script>window.confirm('Incorrect Login Details'); window.location.href='index.php'; </script>";
23 //displays a confirm box to the user with the information "Incorrect login details" and redirects to the index page
24 //ends the else statement
25 // ends the first if statement
26 }?> <!-- closes the php tag -->
27
28 </head><!-- closes the head tag -->
29 </html><!-- closes the html tag -->
```

Evaluation of the pages:

The login page:

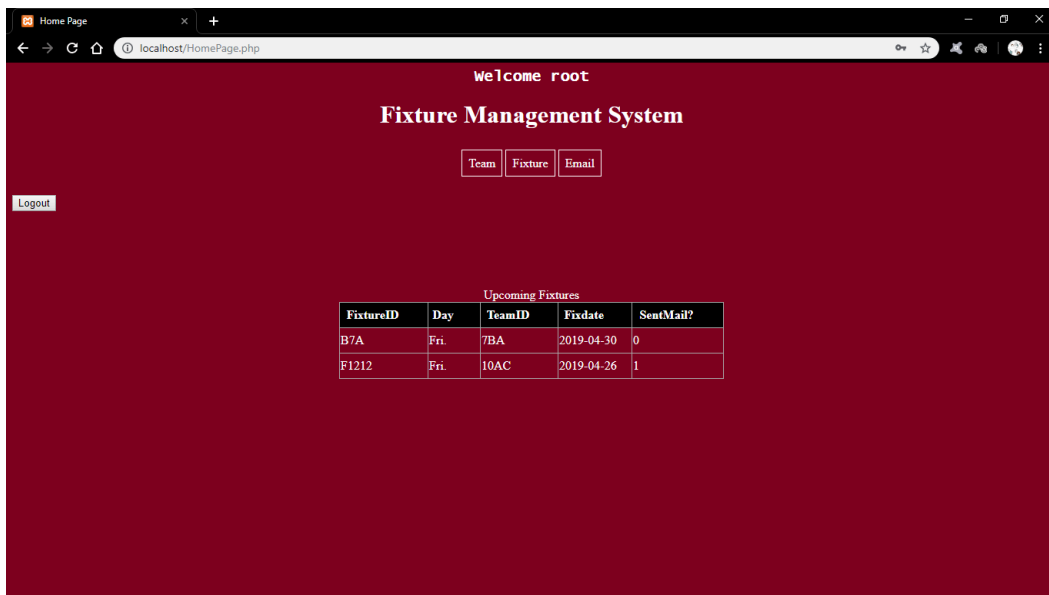
Functions as it should sending the login info that was entered over to the user and is simple enough that the user can understand.

The connectivity page:

The connectivity page function as it should obtaining the information entered by the user assigning it to a variable and comparing it with the data obtained from the database.



The homepage I programmed fully reflects my design ideas although I added the highlighting of the fixture table when hovering over it to allow better reading of the table as shown here:





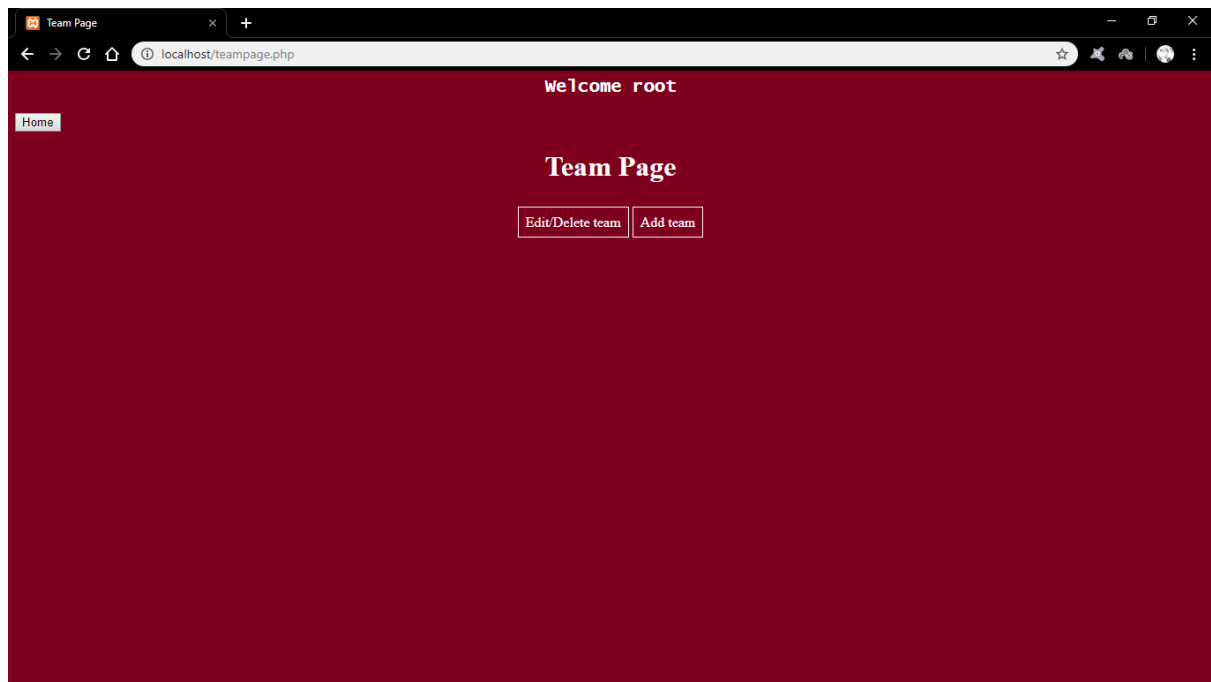
Code for the Home Page:

```

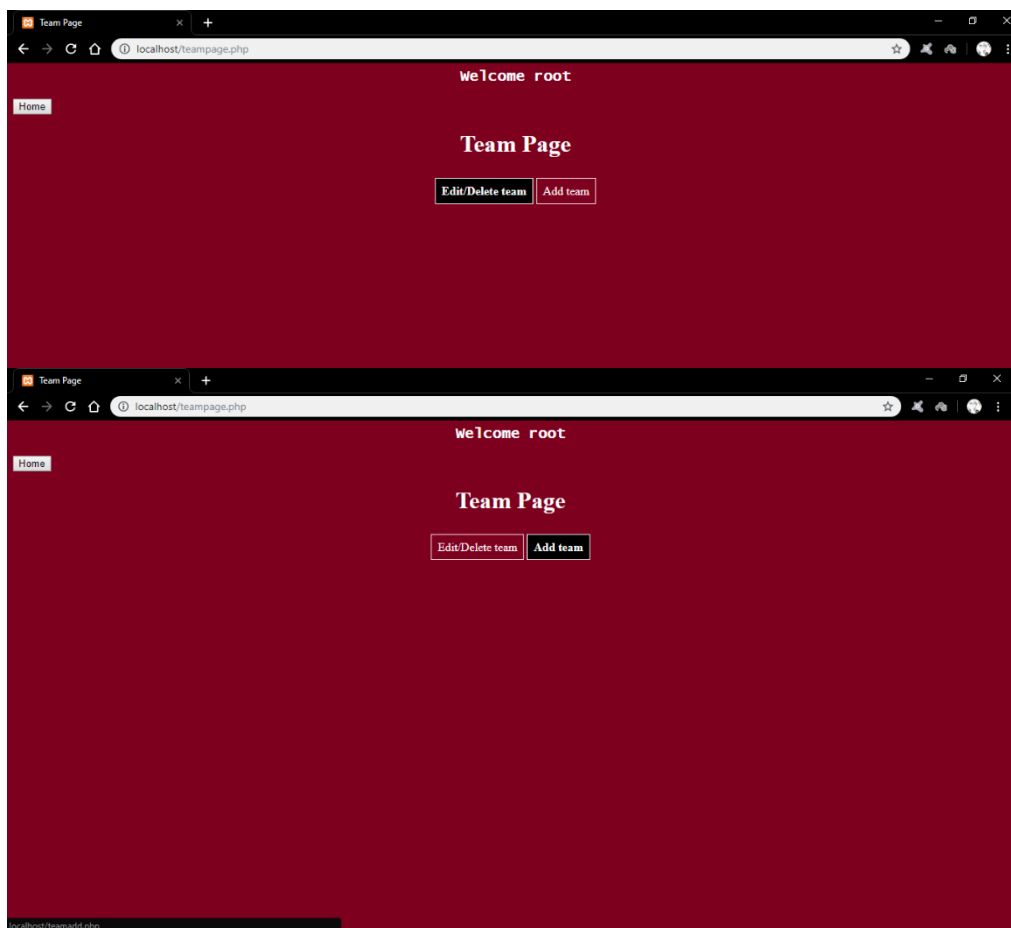
1 <html><!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 session_start(); //starts the session with its variables
4 if(!isset($_SESSION['user'])) { //checks to see if the $_SESSION variable has any information in the user index
5     header("Location: index.php"); //redirects the user to the index page if the index is empty
6     echo "<p>Welcome " . $_SESSION['user'] . "</p>"; //displays the message "welcome" with username of the user logged in e.g. admin
7
8
9 $con=mysqli_connect('localhost','root') or die("Failed to connect to MySQL: " . mysqli_error());
10 //connects the user to the database address "localhost" using the username "root"
11 $db=mysqli_select_db($con,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error()); //selects the database "fmdb"
12 $currentdate=date('Y/m/d'); //obtains and assigns the current date in the format yyyy/mm/dd to the variable $currentdate
13 $obtainfixtures="SELECT * FROM fixtures WHERE Fixdate > " . $currentdate . ",";
14 //query that selects all the fixtures that have a date greater than the current date
15 $query = mysqli_query($con,$obtainfixtures) or die(mysqli_error()); //executes the query $obtainfixtures
16 $results = mysqli_fetch_assoc($query) or die(mysqli_error()); //obtains the information from $query and puts it in an associative array
17
18 $result = $con->query($obtainfixtures); //executes the query $obtainfixtures
19 $datas = array(); //initialises $datas as a 2d array
20 while($data = $result->fetch_assoc()) {
21     //initialises $data with the information provided from the sql query $result and loops for all the information obtained
22     $datas[] = $data; //adds the information from $data into the $datas 2d array
23 } //ends the while statement
24
25 ?> <!--closes the php tag-->
26 <head><!--initialises the head element of the page where meta info about the page is held-->
27 <title>Home Page</title><!--Gives the title "Home Page" to the page that is seen on the top of a tab/window-->
28 <link rel="stylesheet" type="text/css" href="Pagestyle.css"><!--sets the style of the page to the information found on "Pagestyle.css"-->
29 </head> <!--closes the head tag -->
30 <body id = "body-color"> <!--sets the style of the body to the id "body-color"-->
31 <h1>Fixture Management System</h1> <!--creates a heading displaying "Fixture Management System on the page-->
32
33 <ul> <!-- initialises an unordered list-->
34 <li><a href="teampage.php">Team</a></li>
35 <!-- Adds a list item to the unordered list, a link to "teampage.php" that is labeled "team"-->
36 <li><a href="fixturepage.php">Fixture</a></li>
37 <!-- Adds a list item to the unordered list, a link to "fixturepage.php" that is labeled "Fixture"-->
38 <li><a href="Emailpage.php">Email</a></li>
39 <!-- Adds a list item to the unordered list, a link to "Emailpage.php" that is labeled "Email" -->
40 </ul><!--closes the unordered list-->
41 <br><!-- adds a empty line to separate items on the page-->
42 <button type="button" onclick="window.location.href='logout.php'">Logout</button>
43 <!-- creates a button that redirects the user to the logout page labeled logout-->
44 <div style = "overflow:auto;">
45 <!--creates a container for the table with a style that allows the table to be scrollable when it becomes too big for the page-->
46 <table class="center"> <!-- initialises a table and sets the table to be affected by the style information of the class "center"-->
47 <caption>Upcoming Fixtures</caption> <!-- adds the title "Upcoming Fixtures" to the table -->
48 <tr><!--defines a row in the table-->
49 <th>FixtureID</th><!-- creates and defines a column to be named "FixtureID"-->
50 <th>Day</th><!--creates and defines a second column named "Day"-->
51 <th>TeamID</th><!-- creates and defines the third column to be named "TeamID"-->
52 <th>Fixdate</th><!-- creates and defines a fourth column named "Fixdate"-->
53 <th>SentMail?</th><!--creates and defines a fifth column to be named "SentMail?"-->
54 </tr><!--signifies the end of the table-->
55
56 <?php //initialises the php tag allowing php language to be written
57 foreach ($datas as $i) {
58     //loop that executes the next block of code that lasts the length of time it takes for the amount of information obtained
59     // to be assigned to the variable $i
60     echo "<tr>"; // adds a row to the table
61     echo "<td>".$i['FixtureID']. "</td><td>".$i['Day']. ". ". "</td><td>". $i['TeamID']. "</td><td>". $i['Fixdate']. "</td><td>". $i['SentMail?']. "</td>";
62     //adds the FixtureID information obtained to the first column, "Day" information to the second, "TeamID" information to the third,
63     // "Fixdate" information to the fourth and "SentMail?" information to the table
64     echo "</tr>"; //add a new row to the table
65 } // ends the foreach statement
66
67 ?> <!-- closes the php tag-->
68
69
70
71 </table> <!--closes the table tag-->
72 </div><!-- closes the container-->
73 </body><!-- closes to body tag-->
74 </html><!--closes the html tag-->

```


TEAM PAGE – SELECT FUNCTION PAGE:



The highlighting of the text box when hovered over feature was also added to the navigation options on this page as well which can be seen here:

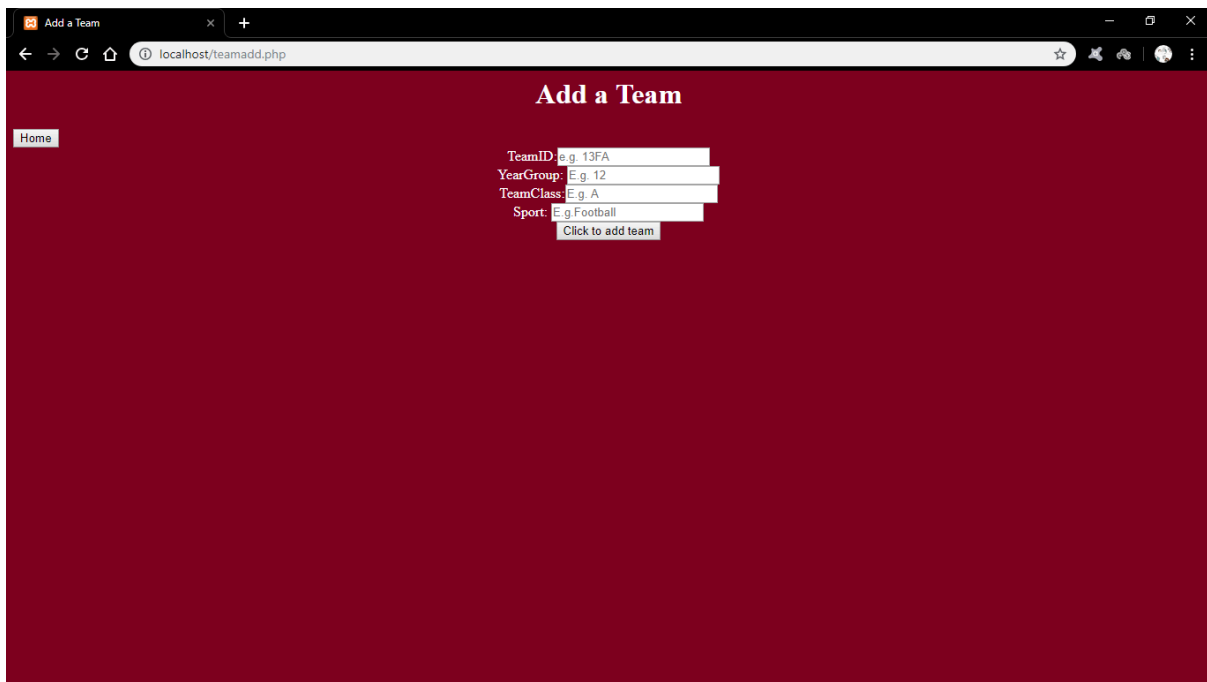


Code for the team page:

```
1 <html><!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 session_start(); //starts the session with its variables
4 echo "<p> Welcome ".$_SESSION['user']. "</p>"; //displays the message "welcome" with username of the user logged in e.g. admin
5
6 ?>
7 <head><!--initialises the head tag-->
8
9 <link rel="stylesheet" type="text/css" href="Pagestyle.css"><!--sets the style of the page to the information found on "Pagestyle.css"-->
10
11 </head><!-- closes the head tag-->
12 <button type="button" onclick="window.location.href='Homepage.php'">Home</button>
13 <!-- creates a button that redirects the user to "homepage.php" labeled Home-->
14 <body id = "body-color"><!--sets the style of the body to the id "body-color"-->
15 <title>Team Page</title><!--Gives the title "Team Page" to the page that is seen on the top of a tab/window-->
16 <h1>Team Page</h1><!-- Creates a heading that displays "Team Page" on the page-->
17 <ul> <!-- initialises an unordered list-->
18 <li><a href="teampagedelete.php">Edit/Delete team</a></li>
19 <!-- adds a list item to the unordered list, a link to "teampagedelete.php" labeled "Edit/Delete team"-->
20 <li><a href="teamadd.php">Add team</a></li><!--adds a list item to the unordered list, a link to "teamadd.php" labeled Add team-->
21 </ul><!-- closes the unordered list-->
22 </body><!--closes the body tag-->
```

PHP Hypertext Preprocessor file length: 1,419 lines: 22 Ln: 22 Col: 34 Sel: 0 | 0 Windows (CR LF) UTF-8 INS

TEAM PAGE: ADD TEAM

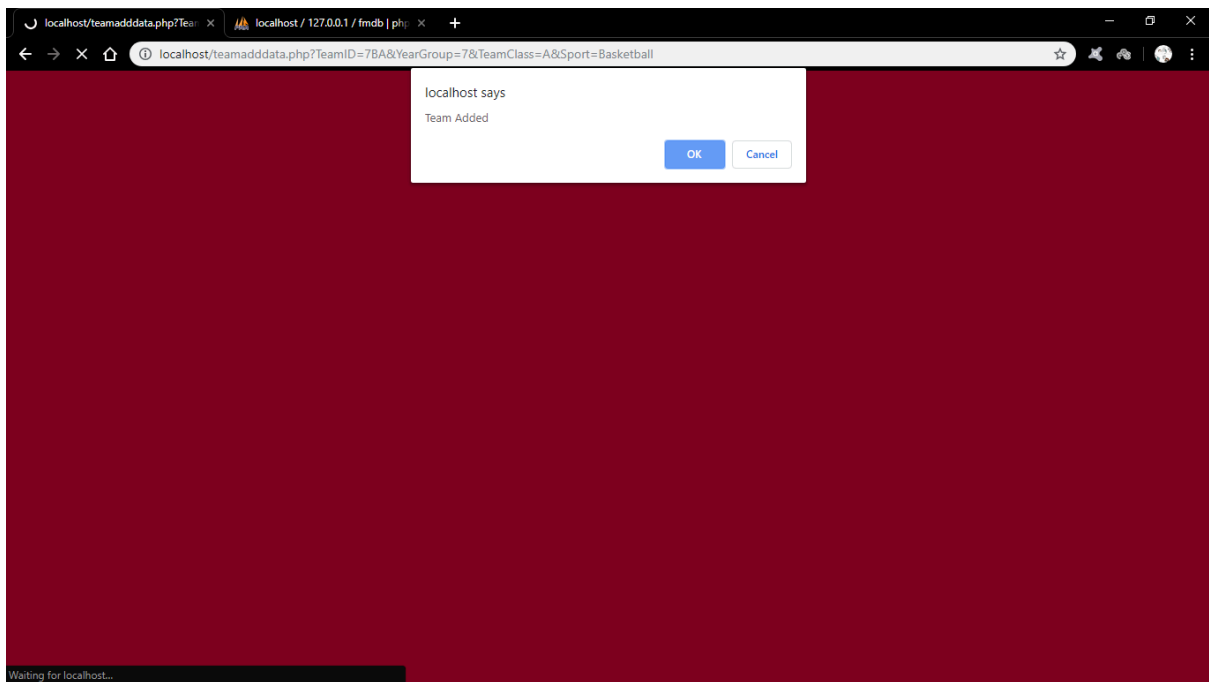
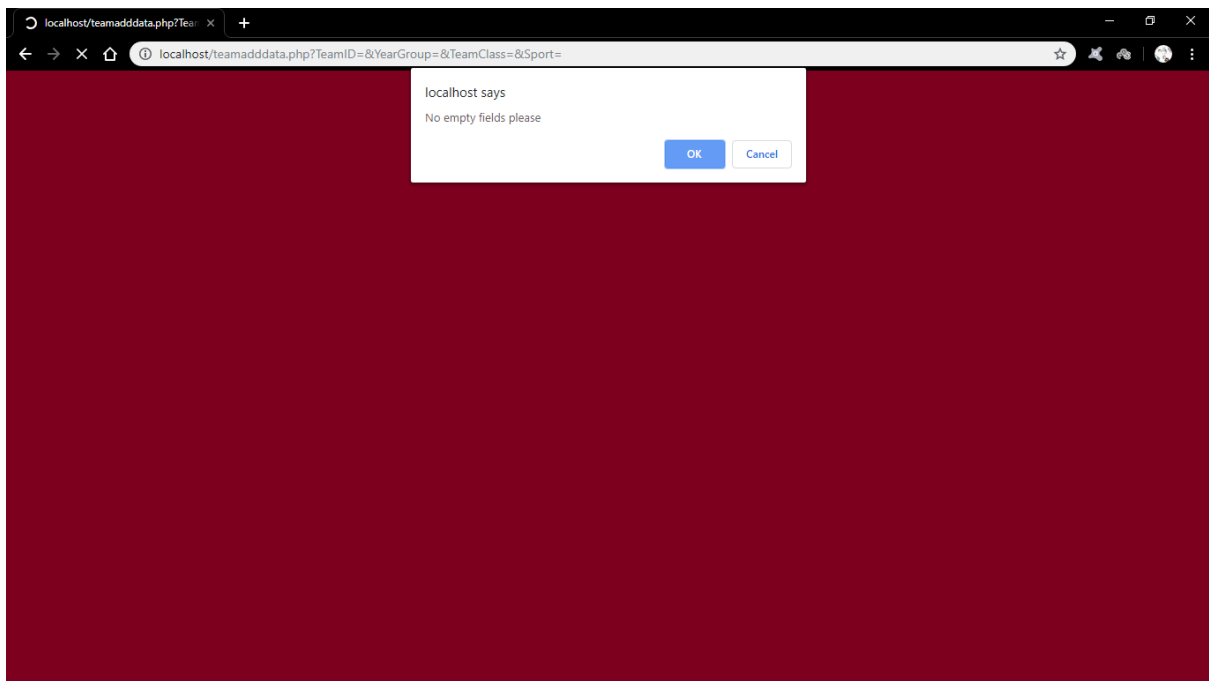


The design for the add team page of my solution is fully reflected on this page and the simple user interface criteria I identified has been followed here.

The code for Team Page: Add Team

```
1 <html><!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 $con=mysqli_connect('localhost','root') or die("Failed to connect to MySQL: " . mysqli_error());
4 //connects the user to the database address "localhost" using the username "root"
5 $db=mysqli_select_db($con,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error()); //selects the database "fmdb"
6 ?><!--closes the php tag-->
7 <head><!--initialises the head tag-->
8 <link rel="stylesheet" type="text/css" href="Pagestyle.css"> <!--sets the style of the page to the information found on "Pagestyle.css"-->
9 <title>Add a Team</title><!--Gives the title "Add a team" to the page that is seen on the top of a tab/window-->
10 <body id="body-color"><!-- sets the style of the body to the attribute "body-color" on the style page-->
11 <h1>Add a Team</h1><!-- Creates a heading that displays "Add a team" on the page-->
12 </head><!-- closes the head tag-->
13 <button type="button" onclick="window.location.href='Homepage.php'">Home</button>
14 <!-- creates a button that redirects the user to "homepage.php" labeled Home-->
15 <form method = "GET" action = "teamadddata.php">
16 <!-- initialises a form with the get method. Any form action such as a submission will redirect the user to "teamadddata.php"-->
17 TeamID:<input name="TeamID" type="text" id="TeamID" placeholder="e.g. 13FA"><br>
18 <!--creates a input box with the label TeamID and adds a new line-->
19 YearGroup: <input name="YearGroup" type="text" id="YearGroup" placeholder="E.g. 12"><br>
20 <!--creates a input box with the label YearGroup and adds a new line-->
21 TeamClass:<input name="TeamClass" type="text" id="TeamClass" placeholder="E.g. A"><br>
22 <!--creates a input box with the label TeamClass and adds a new line-->
23 Sport: <input name="Sport" type="text" id="Sport" placeholder="E.g. Football"><br>
24 <!--creates a input box with the label Sport and adds a new line-->
25 <button type="submit" value="Submit">Click to add team</button><br>
26 <!--creates a button that submits the form with the label "Click to add team"-->
27 </form> <!--closes the form tag-->
28 </body><!--closes the body tag-->
29 </html><!--closes the html tag-->
```

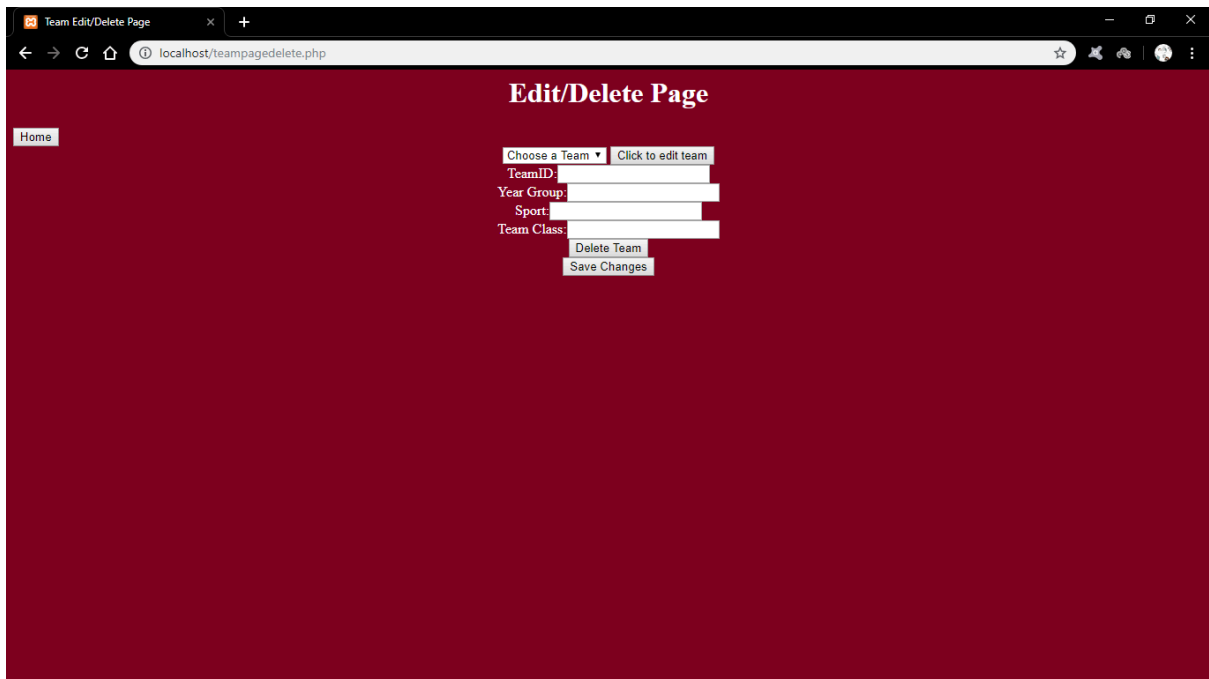
The associative page that the Team Page: Add team page redirects to that processes the data and updates the database with the information only has 2 instances of a UI and that is when a team is successfully inputted into a database or not due to empty fields. This can be seen here:



The code for this page can be seen here:

```
1 <html> <!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 $con=mysqli_connect('localhost','root')or die("Failed to connect to MySQL: " . mysqli_error());
4 //connects the user to the database address "localhost" using the username "root"
5 $db=mysqli_select_db($con,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error()); //selects the database "fmdb"
6 if(isset($_GET['TeamID'])){//executes the next block of code if the $_GET variable contains the index TeamID
7     $form_TeamID=$_GET['TeamID']; //assigns the $form_TeamID the infomation from the TeamID index of the $_GET variable
8     $form_YearGroup=$_GET['YearGroup']; //$form_YearGroup is assigned the data from the YearGroup index of the $_GET variable
9     $form_Sport=$_GET['Sport'];//$form_sport is assigned the data from the sport index of the $_GET variable
10    $form_TeamClass=$_GET['TeamClass'];//$form_Teamclass is assigned the data from the teamclass index of the $_GET variable
11
12    if(!empty($form_TeamID) AND !empty($form_YearGroup) AND !empty($form_TeamClass) AND !empty($form_Sport)){
13        //validation that checks no field from the field is empty and executes the next block of code if its true
14        $addteam="INSERT INTO teams(TeamID,YearGroup,TeamClass,Sport) VALUES
15            ('.$form_TeamID.','.$form_YearGroup.','.$form_TeamClass.','.$form_Sport.')";
16        //creates a new record with the variables $form_TeamID,$form_YearGroup,$form_TeamClass and $form_Sport
17        //into the appropriate columns of the table in the database
18        $action = mysqli_query($con,$addteam);//executes the query infomation from $addteam
19        echo "<script> window.confirm('Team Added'); window.location.href='teampage.php'; </script>";
20        //displays the message "Team added" and redirects the user to "teampage.php"
21    } //ends the second if statement
22    else{//executes the next block of code if the if statement conditions are not fulfilled
23        echo "<script> window.confirm('No empty fields please'); window.location.href='teampage.php'; </script>";
24        //displays a confirm box with the message "No empty fields please" and redirects the user to "teampage.php"
25    } //ends the else statement
26    } // ends the first if statement
27    ?> <!-- closes the php tag-->
28 <head> <!--initialises the head tag-->
29 <link rel="stylesheet" type="text/css" href="Pagestyle.css">
30 <!--sets the style of the page to the infomation found on "Pagestyle.css"-->
31 </head><!--closes the head tag-->
32 <body id ="body-color"> <!-- sets the style of the body to the attribute "body-color" on the style page-->
33 </body> <!--closes the body tag-->
34 </html> <!--closes the html tag-->
```

Team Page: Edit/Delete Page



Again, the design of this page has been closely followed and created to match

The dropdown menu contents containing the TeamID values will be shown in my testing

Code for Team Page : Edit/delete Team

```
1 <html> <!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 $con=mysqli_connect('localhost','root')or die("Failed to connect to MySQL: " . mysqli_error());
4 //connects the user to the database address "localhost" using the username "root"
5 $db=mysqli_select_db($con,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error());
6 //selects the database "fmdb"
7 $Teamsselection= "SELECT * FROM `teams`"; // query that selects all the teams in the database
8 $queryrun = mysqli_query($con,$Teamsselection) or die(mysqli_error()); // executes the query $Teamsselection
9 $fetch = mysqli_fetch_array($queryrun) or die(mysqli_error()); //puts the data from $queryrun into an array
10 $result = $con->query($Teamsselection); //runs the query $Teamsselection and adds the data to the $result variable
11 $datas = array(); //initialises $datas as an array
12 while($data = $result->fetch_assoc()){
13 //initialises $data with the information provided from the sql query $result and loops for all the information obtained
14 $datas[] = $data; //adds the information from $data into the variable $datas, a 2d array
15 } //ends the while statement
16
17 if(isset($_GET['teams'])){ //executes the next block of code if the $_GET['teams'] variable contains data
18     foreach($datas as $i){
19         //loop that executes the next block of code which lasts the length of time it takes for the amount of information obtained
20         // to be assigned to the variable $i
21         if ($i['TeamID']==$_GET['teams']){
22             // executes the next block of code if the information in the TeamID index of $i is the same as the $_GET['teams'] variable
23             $form_TeamID = $i['TeamID']; //assigns the information from $i['TeamID'] to $form_TeamID
24             $form_year = $i['YearGroup']; //assigns the information from $i['YearGroup'] to $form_year
25             $form_Teamclass = $i['TeamClass']; //assigns the information from $i['TeamClass'] to $form_Teamclass
26             $form_sport = $i['Sport']; //assigns the information from $i['Sport'] to $form_sport
27         } //ends the second if statement
28     } //ends the foreach statement
29 } //ends the first if statement
30
31 else{ //executes the next block of code if the conditions for the if and foreach statements arent fulfilled
32     $form_TeamID = ""; //initialises the $form_TeamID variable as blank
33     $form_year = ""; //initialises the $form_year variable as blank
34     $form_Teamclass = ""; //initialises the $form_Teamclass variable as blank
35     $form_sport = ""; //initialises the $form_sport variable as blank
```

```

36
37
38 -} //closes the else statement
39
40 ?><!-- closes the php tag-->
41 <head><!--initialises the head tag-->
42 <title>Team Edit/Delete Page</title> <!--Gives the title "Team Edit/Delete Page" to the page that is seen on the top of a tab/window-->
43 <link rel="stylesheet" type="text/css" href="Pagestyle.css"><!--sets the style of the page to the information found on "Pagestyle.css"-->
44 </head><!--closes the head tag-->
45 <h1>Edit/Delete Page</h1><!-- Creates a heading that displays "Edit/delete Page" on the page-->
46 <body id="body-color"> <!-- sets the style of the body to the attribute "body-color" on the style page-->
47 <button type="button" onclick="window.location.href='Homepage.php'">Home</button>
48 <!-- creates a button that redirects the user to "homepage.php" labeled Home-->
49 <form method="GET"> <!-- initialises a form in the "GET" method-->
50 <select name="teams" id="teams"> <!-- creates a dropdown menu with an id of "teams"-->
51 <option selected="selected">Choose a Team</option> <!--makes the initial value "choose a team"-->
52 <?php // initialises the php tag allowing php language to be written
53 foreach($datas as $i){
54 //loop that executes the next block of code which lasts the length of time it takes for the amount of information obtained
55 // to be assigned to the variable $i
56 echo "<option value=".$i['TeamID'].>".$i['TeamID'].</option>";
57 //adds all the TeamIDs that was obtained to the dropdown menu as dropdown values
58 } //ends the foreach statement
59 ?> <!-- closes the php tag-->
60 </select> <!--closes the select tag-->
61
62 <button type="submit" value="Submit">Click to edit team</button><br>
63 <!--creates a button that submits the data on the page to the same page in order to populate the input fields-->
64 TeamID:<input name="TeamID" type="text" value="<?php echo $form_TeamID;?>"><br>
65 <!--input box labeled "TeamID" that is filled with the TeamID selected from the dropdown menu when the edit button is clicked-->
66 Year Group:<input name="year" type="text" value="<?php echo $form_year;?>"><br>
67 <!--input box labeled "year" that is filled with the YearGroup relating to the TeamID when the edit button is clicked-->

```

The associative pages of the Team Page: Edit/delete team page, that updates the record with the information obtained from the form into the database or deletes the chosen record has only 3 instances of a UI. Two for the update of the record and one for the successful deletion of a record.

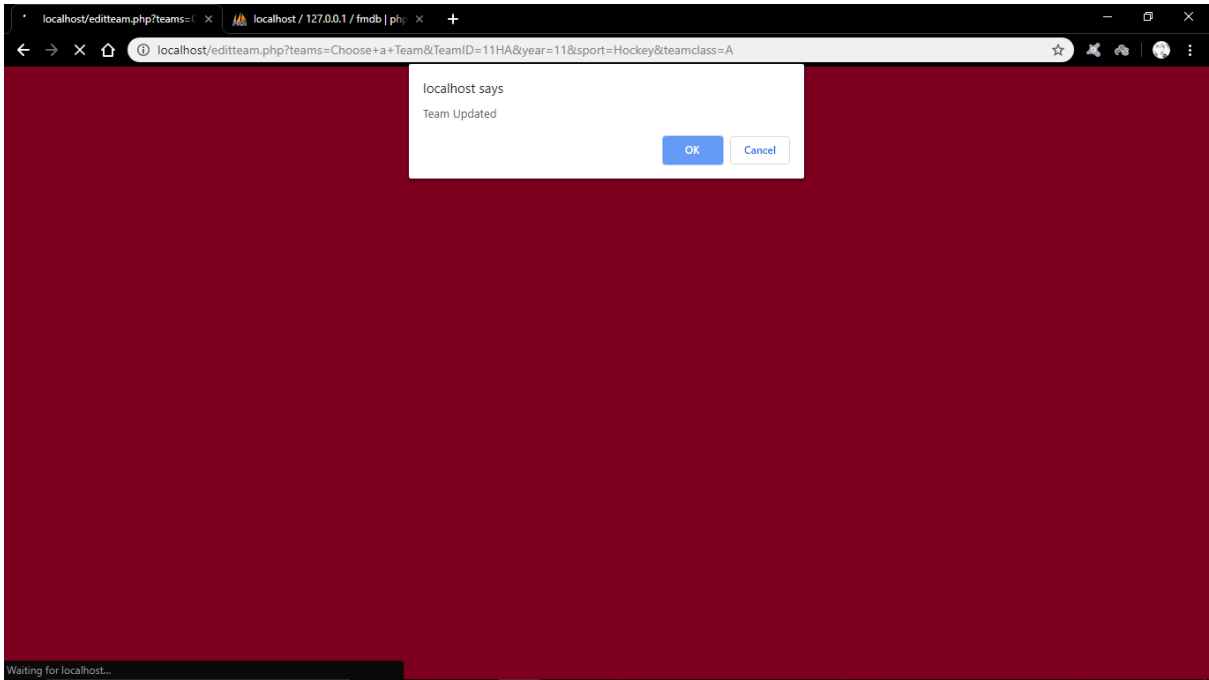
When a Team is successfully updated:

```

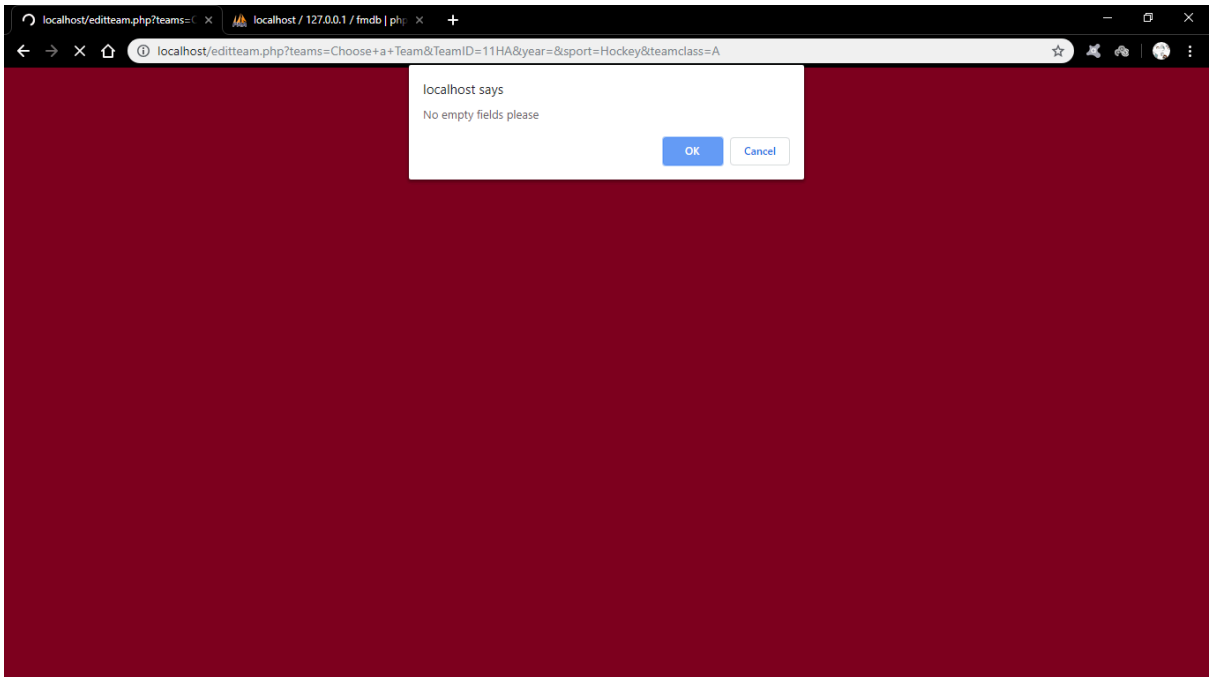
68 Sport:<input name="sport" type="text" value="<?php echo $form_sport;?>"><br>
69 <!--input box labeled "sport" that is filled with the Sport relating to the TeamID when the edit button is clicked-->
70 Team Class:<input name="teamclass" type="text" value="<?php echo $form_Teamclass;?>"><br>
71 <!--input box labeled "teamclass" that is filled with the TeamClass relating to the TeamID when the edit button is clicked-->
72 <button type="submit" formaction="deleteteam.php">Delete Team</button><br>
73 <!--button that when clicked submits the form and redirects the user to the "deleteteam.php" page-->
74 <button type="submit" id="savechanges" formaction="editteam.php" method="post">Save Changes</button><br>
75 <!--button that when clicked submits the form and redirects the user to the "editteam.php" page-->
76 </form> <!--closes the form tag-->
77 </body><!--closes the body tag-->
78 </html><!--closes the html tag-->

```

PHP Hypertext Preprocessor file length: 5,778 lines: 78 Ln: 62 Col: 39 Sel: 0 | 0 Windows (CR LF) UTF-8 IN



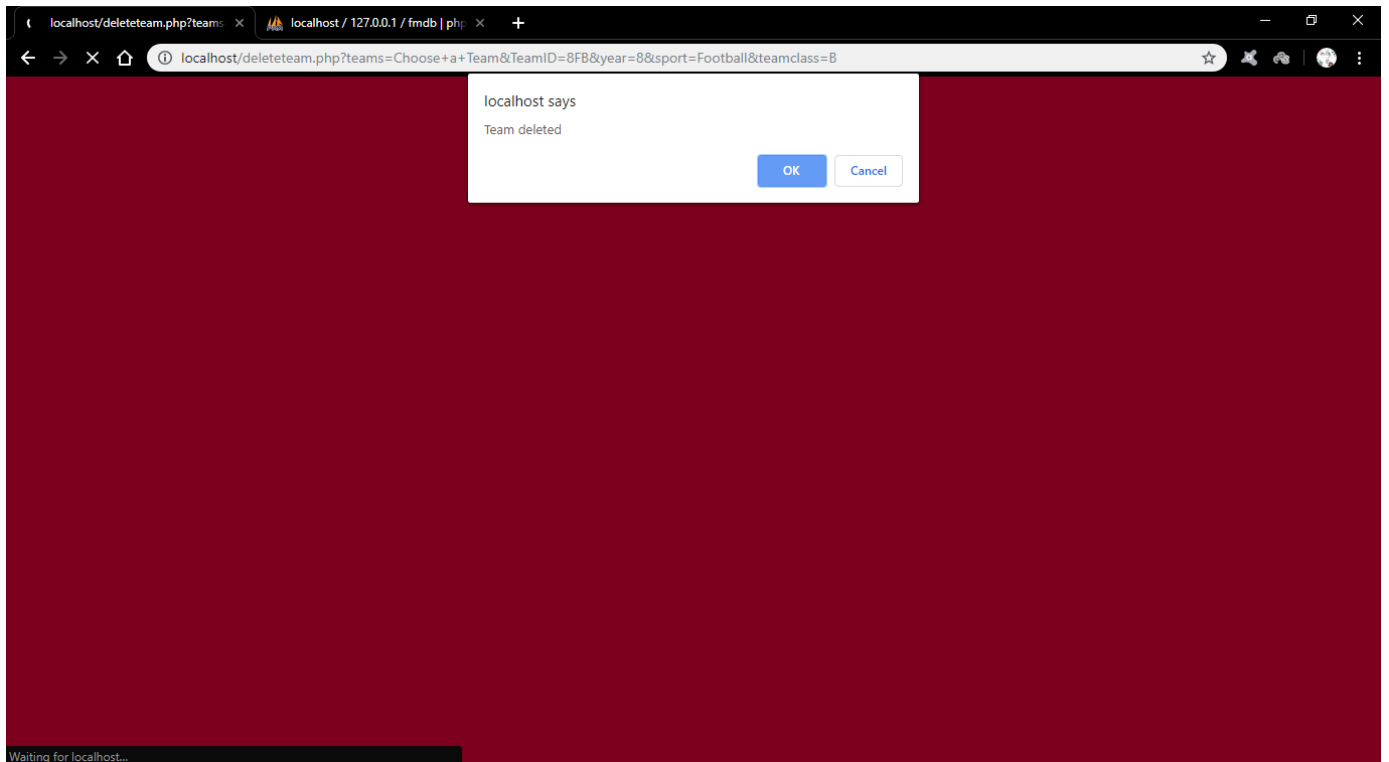
When the team is not updated due to empty fields:



The code for the associative page called "editteam.php" is shown here:

```
1 <html> <!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 $con=mysqli_connect('localhost','root')or die("Failed to connect to MySQL: " . mysqli_error());
4 //connects the user to the database address "localhost" using the username "root"
5 $db=mysqli_select_db($con, 'fmdb') or die("Failed to connect to MySQL: " . mysqli_error());
6 //selects the database "fmdb"
7 if(isset($_GET['teams'])) {
8     //if the $_GET['teams'] variable contains information, the next block of code is executed
9     $form_TeamID=$_GET['TeamID']; // $form_TeamID is assigned the data from the TeamID index of the $_GET variable
10    $form_year=$_GET['year']; // $form_year is assigned the data from the year index of the $_GET variable
11    $form_sport=$_GET['sport']; // $form_sport is assigned the data from the sport index of the $_GET variable
12    $form_Teamclass=$_GET['teamclass']; // $form_Teamclass is assigned the data from the teamclass index of the $_GET variable
13    if(!empty($form_TeamID) AND !empty($form_year) AND !empty($form_Teamclass) AND !empty($form_sport)) {
14        //validation that checks no field from the field is empty and executes the next block of code if its true
15        $updateTeam = "UPDATE `teams` set `TeamID` = '". $form_TeamID."', YearGroup = '". $form_year."', Sport = '". $form_sport."',
16        TeamClass = '". $form_Teamclass."' WHERE `TeamID` = '". $form_TeamID."'";
17        //sql query that updates the record with the same TeamID as the variable $form_TeamID with the variables
18        // $form_TeamID, $form_year, $form_sport and $form_Teamclass in their appropriate columns
19        $query = mysqli_query($con, $updateTeam) or die(mysqli_error($con)); //executes the query information in $updateTeam
20        echo "<script> window.confirm('Team updated'); window.location.href='teampage.php'; </script>";
21        //displays the message "Team updated" and redirects the user to "teampage.php"
22    } //ends the second if statement
23    else { //executes the next block of code if the if statement conditions are not fulfilled
24        echo "<script> window.confirm('No empty fields please'); window.location.href='teampage.php'; </script>";
25        //displays the message "no empty fields please" and redirects the user to "teampage.php"
26    } // ends the else statement
27 } //ends the first if statement
28 ?><!-- closes the php tag-->
29 </html><!--closes the html tag-->
```

The instance where a team is deleted can be seen here:

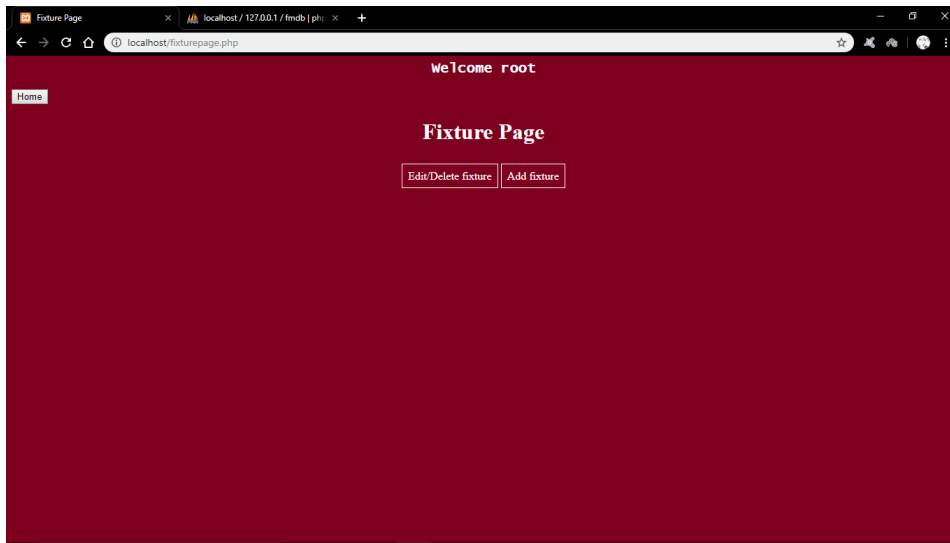


The code for the associative page called "deleteteam.php" can be seen here:

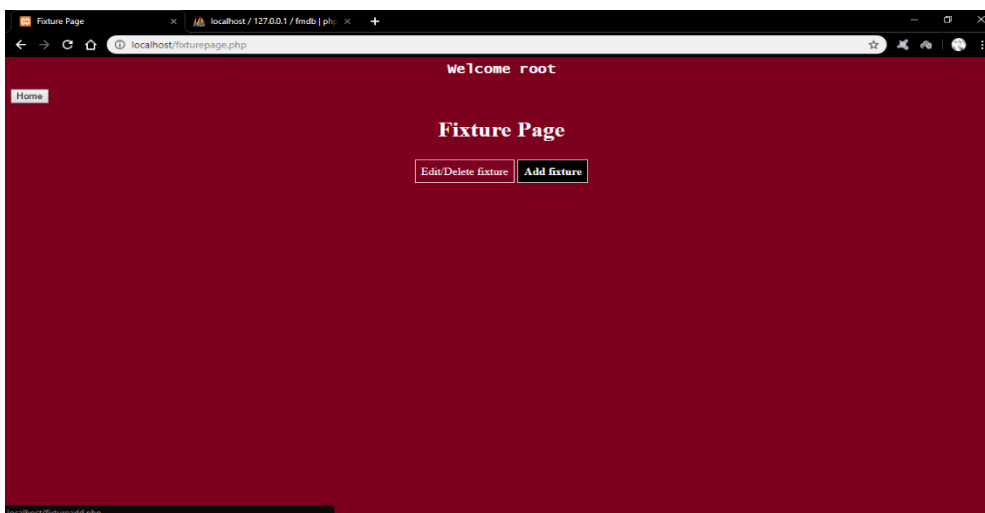
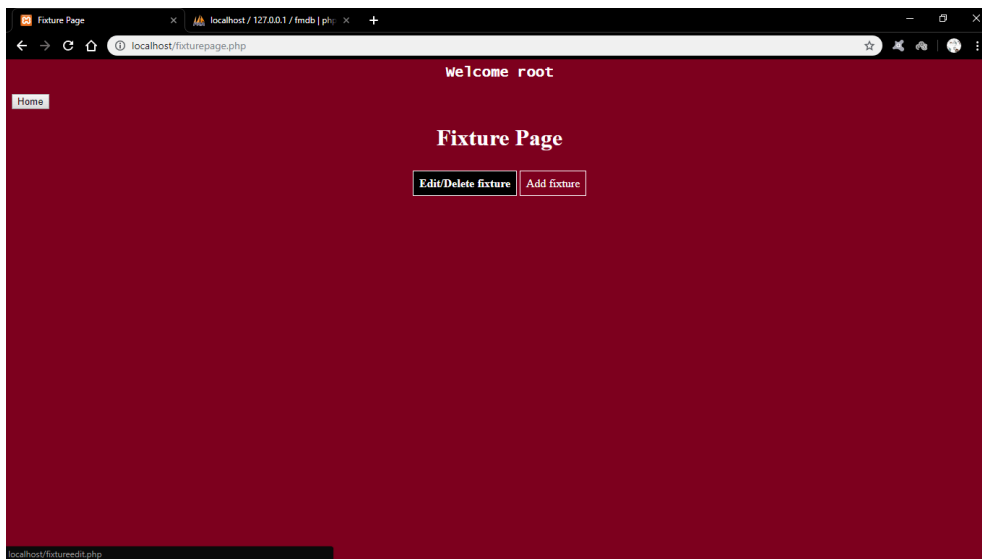
```
1 <html><!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 $con=mysqli_connect('localhost','root')or die("Failed to connect to MySQL: " . mysqli_error());
4 //connects the user to the database address "localhost" using the username "root"
5 $db=mysqli_select_db($con,'fmbd') or die("Failed to connect to MySQL: " . mysqli_error());//selects the database "fmbd"
6 $Datatodel=$_GET['TeamID']; //gets the infomation from the input box named "TeamID"
7 $DeleteTeam="DELETE from `teams` WHERE `TeamID` ='".$Datatodel."";
8 //query that selects the team with the same data as the variable $datatodel and deletes it
9 $run = mysqli_query($con,$DeleteTeam)or die("Failed to Delete:" . mysqli_error($con)); // executes the query $DeleteTeam
10 echo "<script> window.confirm('Team deleted'); window.location.href='teampage.php'; </script>";
11 //displays the message "Team deleted" and redirects the user to "teampage.php"
12 ?> <!--closes the php tag -->
13 <head> <!--initialises the head tag-->
14 <link rel="stylesheet" type="text/css" href="Pagestyle.css"> <!--sets the style of the page to the infomation found on "Pagestyle.css"-->
15 </head> <!--closes the head tag-->
16 <h1>Delete Page</h1><!--adds a heading named Delete Page-->
17 <body id="body-color"><!-- sets the style of the body to the attribute "body-color" on the style page-->
18 </body> <!--closes the body tag-->
19
```

PHP Hypertext Preprocessor file length: 1,444 lines: 19 Ln: 12 Col: 30 Sel: 0 | 0 Windows (CR LF) UTF-8 INS

FIXTURE PAGE



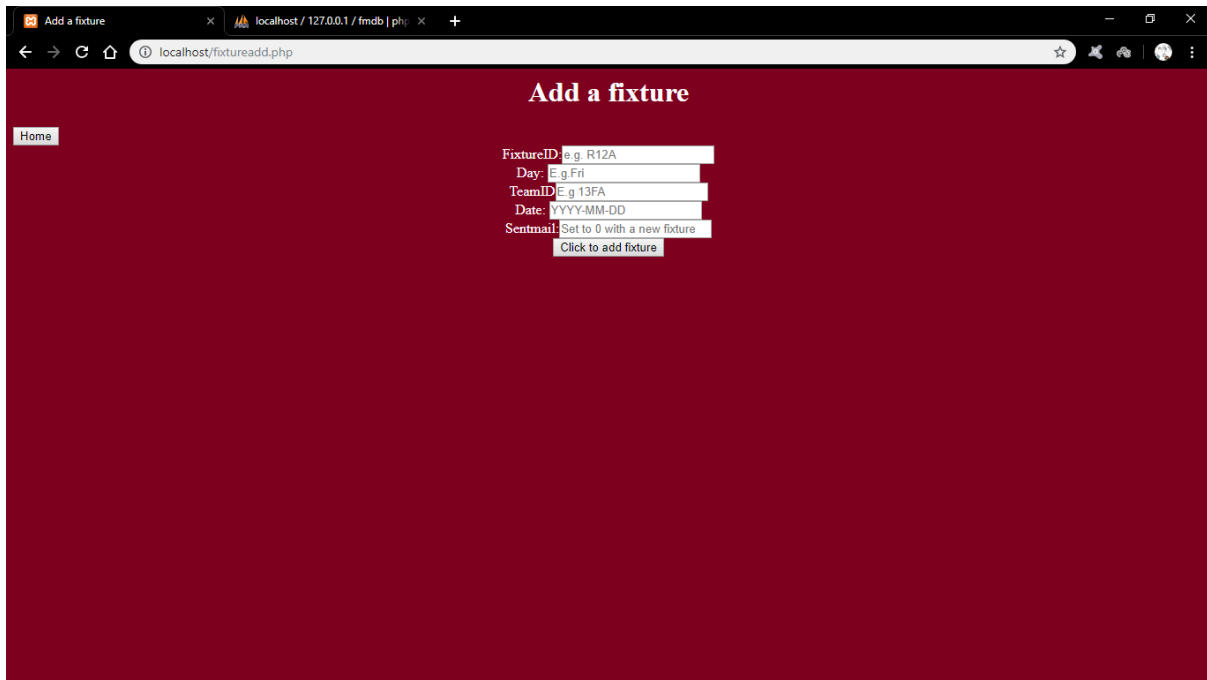
The highlighting of the text box when hovered over feature was also added to the navigation options on this page as well which can be seen here:



The code for the page can be seen here:

```
1 <html> <!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 session_start(); //starts the session with its variables
4 echo "<p> Welcome ".$_SESSION['user']. "</p>"; //displays the message "welcome" with username of the user logged in e.g. admin
5 ?> <!-- closes the php tag-->
6 <head> <!--initialises the head element of the page where meta info about the page is held-->
7 <title>Fixture Page</title> <!--Gives the title "Fixture Page" to the page that is seen on the top of a tab/window-->
8 <link rel="stylesheet" type="text/css" href="Pagestyle.css"> <!--sets the style of the page to the information found on "Pagestyle.css"-->
9 </head><!-- closes the head tag-->
10 <body id="body-color"> <!-- sets the style of the body to the attribute "body-color" on the style page-->
11 <button type="button" onclick="window.location.href='Homepage.php'">Home</button>
12 <!-- creates a button that redirects the user to "homepage.php" labeled Home-->
13 <h1>Fixture Page</h1>
14 <!-- Creates a heading that displays "Edit/delete Page" on the page-->
15 <ul><!-- initialises an unordered list-->
16 <li><a href="fixtureedit.php">Edit/Delete fixture</a></li>
17 <!-- adds a list item to the unordered list, a link to "fixtureedit.php" labeled "Edit/Delete fixture"-->
18 <li><a href="fixtureadd.php">Add fixture</a></li>
19 <!--adds a list item to the unordered list, a link to "fixtureadd.php" labeled Add fixture-->
20 </ul><!-- closes the unordered list-->
21 </body><!--closes the body tag-->
22 </html><!--closes the html tag-->
```

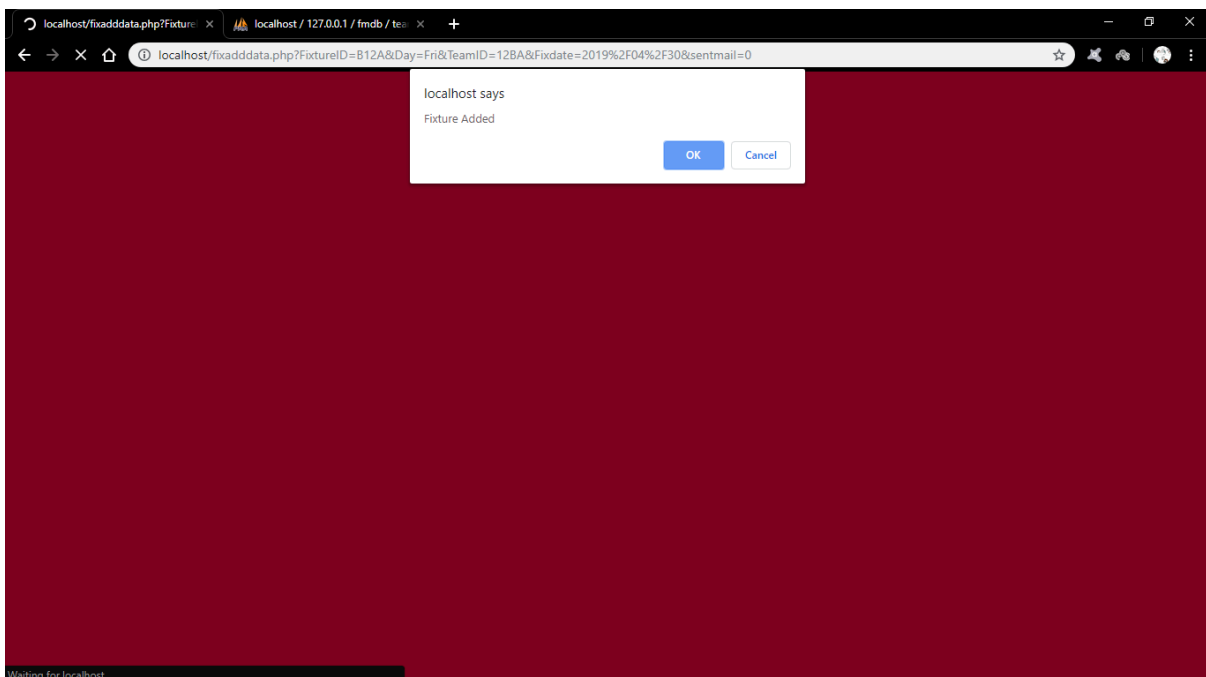
FIXTURE PAGE: ADD FIXTURE



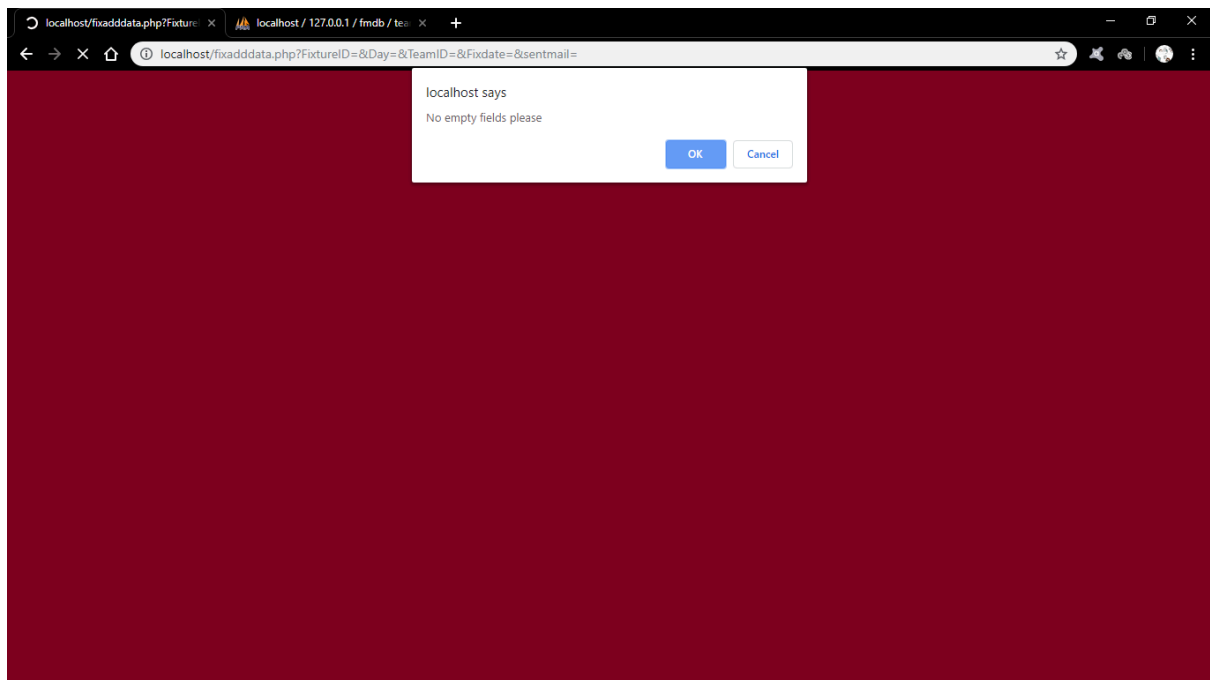
The design for the add fixture page of my solution is fully reflected on this page and the simple user interface criteria I identified has been followed here.

The associative page that the Fixture Page: Add Fixture page redirects to that processes the data and updates the database with the information only has 2 instances of a UI and that is when a Fixture is successfully inputted into a database or not due to empty fields. This can be seen on the next page:

Fixture being added:



Fixture not being added due to an empty field(s)

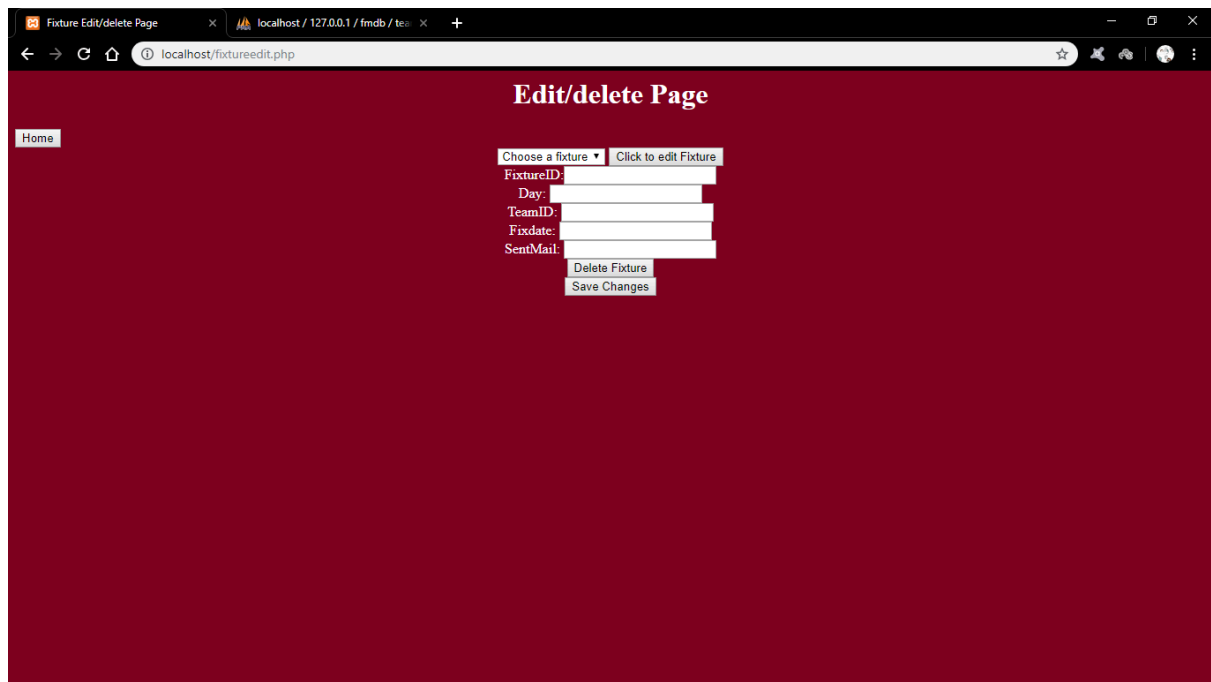


The user has to click ok/cancel to be redirected back to the previous page

The code for this associative page named "fixtureadddata.php" can be seen here:

```
1 <html><!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 $con=mysqli_connect('localhost','root')or die("Failed to connect to MySQL: " . mysqli_error());
4 //connects the user to the database address "localhost" using the username "root"
5 $db=mysqli_select_db($con,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error()); //selects the database "fmdb"
6 if(isset($_GET['FixtureID'])){ //executes the next block of code if the $_GET variable contains the index FixtureID
7     $form_FixtureID=$_GET['FixtureID'];//assigns the variable $form_FixtureID the information from the FixtureID index of the $_GET variable
8     $form_Day=$_GET['Day'];//assigns the variable $form_Day the information from the Day index of the $_GET variable
9     $form_TeamID=$_GET['TeamID'];//assigns the variable $form_TeamID the information from the TeamID index of the $_GET variable
10    $form_Fixdate=$_GET['Fixdate'];//assigns the variable $form_Fixdate the information from the Fixdate index of the $_GET variable
11    $form_sentmail=$_GET['sentmail'];//assigns the variable $form_sentmail the information from the sentmail index of the $_GET variable
12    if(!empty($form_FixtureID) AND !empty($form_Day) AND !empty($form_TeamID) AND !empty($form_Fixdate) AND $form_sentmail!=""){
13        //validation that checks no field from the field is empty and executes the next block of code if its true
14        $addfixture="INSERT INTO fixtures(FixtureID,Day,TeamID,Fixdate,'SentMail?') VALUES
15        ('".$_form_FixtureID."','".$form_Day."','".$form_TeamID."','".$form_Fixdate."','".$form_sentmail."')";
16        //creates a new record with the variables $form_FixtureID,$form_Day,$form_TeamID,$form_Fixdate and $form_sentmail
17        //into the appropriate columns of the table in the database
18        $action = mysqli_query($con,$addfixture);//executes the query information from $addfixture
19        echo "<script> window.confirm('Fixture Added'); window.location.href='fixturepage.php'; </script>";
20        //displays the message "Fixture added" and redirects the user to "fixturepage.php"
21    } //ends the second if statement
22    else{ //executes the next block of code if the if statement conditions are not fulfilled
23        echo "<script> window.confirm('No empty fields please'); window.location.href='fixturepage.php'; </script>";
24        //displays a confirm box with the message "No empty fields please" and redirects the user to "fixturepage.php"
25    } //ends the else statement
26    } // ends the first if statement
27    ?> <!-- closes the php tag-->
28 <head><!--initialises the head tag-->
29 <link rel="stylesheet" type="text/css" href="Pagestyle.css">
30 <!--sets the style of the page to the information found on "Pagestyle.css"-->
31 </head><!--closes the head tag-->
32 <body id="body-color"><!-- sets the style of the body to the attribute "body-color" on the style page-->
33 </body><!--closes the body tag-->
34 </html><!--closes the html tag-->
```


FIXTURE PAGE: EDIT/DELETE FIXTURE



Again, the design of this page has been closely followed and created to match

The dropdown menu contents containing the FixtureID values will be shown in my testing

The code for the page can be seen here:

```

37     $form_Fixdate = ""; //initialises the $form_Fixdate variable as blank
38     $form_sentmail=""; //initialises the $form_sentmail variable as blank
39 } //ends the else statement
40 } <!--closes the php tag-->
41 <head><!--initialises the head element of the page where meta info about the page is held-->
42 <title>Fixture Edit/delete Page</title> <!--Gives the title "Fixture Page" to the page that is seen on the top of a tab/window-->
43 <link rel="stylesheet" type="text/css" href="Pagestyle.css"> <!--sets the style of the page to the infomation found on "Pagestyle.css"-->
44 </head> <!--closes the head tag-->
45 <body id="body-color"> <!-- sets the style of the body to the attribute "body-color" on the style page-->
46 <h1>Edit/delete Page</h1>
47 <!-- Creates a heading that displays "Edit/delete Page" on the page-->
48 <button type="button" onclick="window.location.href='Homepage.php'">Home</button>
49 <!-- creates a button that redirects the user to "homepage.php" labeled Home-->
50 <form method="GET">
51 <!-- initialises a form in the "GET" method-->
52 <select name="fixtures" id="fixtures"> <!-- creates a dropdown menu with an id of "fixtures"-->
53 <option selected="selected">Choose a fixture</option> <!--makes the initial value "choose a fixture"-->
54 <?php //initialises the php tag allowing php language to be written
55     foreach($datas as $i){
56         //loop that executes the next block of code which lasts the length of time it takes for the amount of infomation obtained
57         // to be assigned to the variable $i
58         echo "<option value='".$i['FixtureID']."'>".$i['FixtureID']."</option>";
59         //adds all the FixtureIDs that was obtained as dropdown values
60     } //ends the foreach statement
61 <? <!-- closes the php tag-->
62 </select> <!--closes the select tag-->
63
64 <button type="submit" value="Submit">Click to edit Fixture</button><br>
65 <!--creates a button that submits the data on the page to the same page in order to populate the input fields-->
66 FixtureID:<input name="FixtureID" type="text" value="<?php echo $form_FixtureID;?>"><br>
67 <!--input box labeled "FixtureID" that is filled with the FixtureID selected from the dropdown menu-->
68 Day: <input name="Day" type="text" value="<?php echo $form_Day;?>"><br>
69 <!--input box labeled "Day" that is filled with the Day infomation related to the FixtureID when the edit button is clicked-->
70 TeamID: <input name="TeamID" type="text" value="<?php echo $form_TeamID;?>"><br>
71 <!--input box labeled "TeamID" that is filled with the TeamID infomation related to the FixtureID when the edit button is clicked-->
72 Fixdate: <input name="Fixdate" type="text" value="<?php echo $form_Fixdate;?>"><br>
73 <!--input box labeled "Fixdate" that is filled with the Fixdate infomation related to the FixtureID when the edit button is clicked-->
74 SentMail: <input name="sentmail" type="text" value="<?php echo $form_sentmail;?>"><br>
75 <!--input box labeled "SentMail" that is filled with the SentMail infomation related to the FixtureID when the edit button is clicked-->
76 <button type="submit" formaction = "fixturedel.php">Delete Fixture</button><br>
77 <!--button that when clicked submits the form and redirects the user to the "fixturedel.php" page-->
78 <button type="submit" formaction = "editfixture.php">Save Changes</button><br>
79 <!--button that when clicked submits the form and redirects rhe user to the "editfixture.php" page-->
80 </form><!--closes the form tag-->
81 </body><!--closes the body tag-->
82 </html><!--closes the html tag-->

```

PHP Hypertext Preprocessor file length: 6,071 lines: 82 Ln: 39 Col: 5 Sel: 0|0 Windows (CRLF) UTF-8 INS

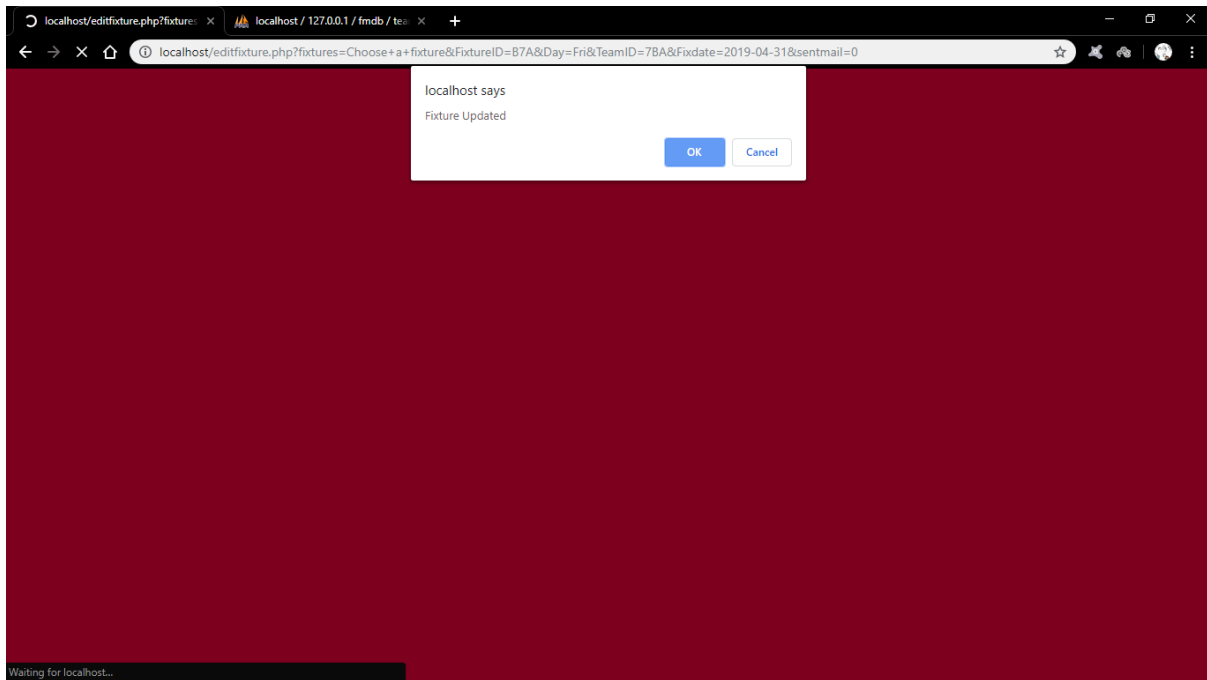
```

1 <html> <!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 $conn=mysqli_connect('localhost','root') or die("Failed to connect to MySQL: " . mysqli_error());
4 //connects the user to the database address "localhost" using the username "root"
5 $db=mysqli_select_db($conn,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error());
6 //selects the database "fmdb"
7 $fixturesselection="SELECT * FROM `fixtures`"; //selects all the fixtures in the fixtures table
8 $query = mysqli_query($conn,$fixturesselection) or die(mysqli_error()); // executes the query $fixturesselection
9 $fetch = mysqli_fetch_array($query) or die(mysqli_error()); //puts the data from $queryrun into an array
10 $result = $conn->query($fixturesselection); //runs the query $fixturesselection and adds the data to the $result variable
11 $datas = array(); //initialises $datas as an array
12 while($data = $result->fetch_assoc()){
13     //initialises $datas with the infomation provided from the sql query $result and loops for all the infomation obtained
14     $datas[] = $data; //adds the infomation from $data into the variable $datas, a 2d array
15 } //ends the while statement
16 if(isset($_GET['fixtures'])){ //executes the next block of code if the $_GET['fixtures'] variable contains data
17     foreach($datas as $i){
18         //loop that executes the next block of code which lasts the length of time it takes for the amount of infomation obtained
19         // to be assigned to the variable $i
20         if ($i['FixtureID']==$_GET['fixtures']){
21             //executes the next block of code if the infomation in the FixtureID index of $i is the same as the $_GET['fixtures'] variable
22             $form_FixtureID = $i['FixtureID']; //assigns the infomation from $i['FixtureID'] to $form_FixtureID
23             $form_Day = $i['Day']; //assigns the infomation from $i['Day'] to $form_Day
24             $form_TeamID = $i['TeamID']; //assigns the infomation from $i['TeamID'] to $form_TeamID
25             $form_Fixdate = $i['Fixdate']; //assigns the infomation from $i['Fixdate'] to $form_Fixdate
26             $form_sentmail = $i['SentMail?']; //assigns the infomation from $i['SentMail?'] to $form_sentmail
27
28
29         } //ends the second if statement
30     } //ends the foreach statement
31 } //ends the first if statement
32
33 else{ //executes the next block of code if the conditions for the if statements arent fulfilled
34     $form_FixtureID = ""; //initialises the $form_FixtureID variable as blank
35     $form_Day = ""; //initialises the $form_Day variable as blank
36     $form_TeamID = ""; //initialises the $form TeamID variable as blank

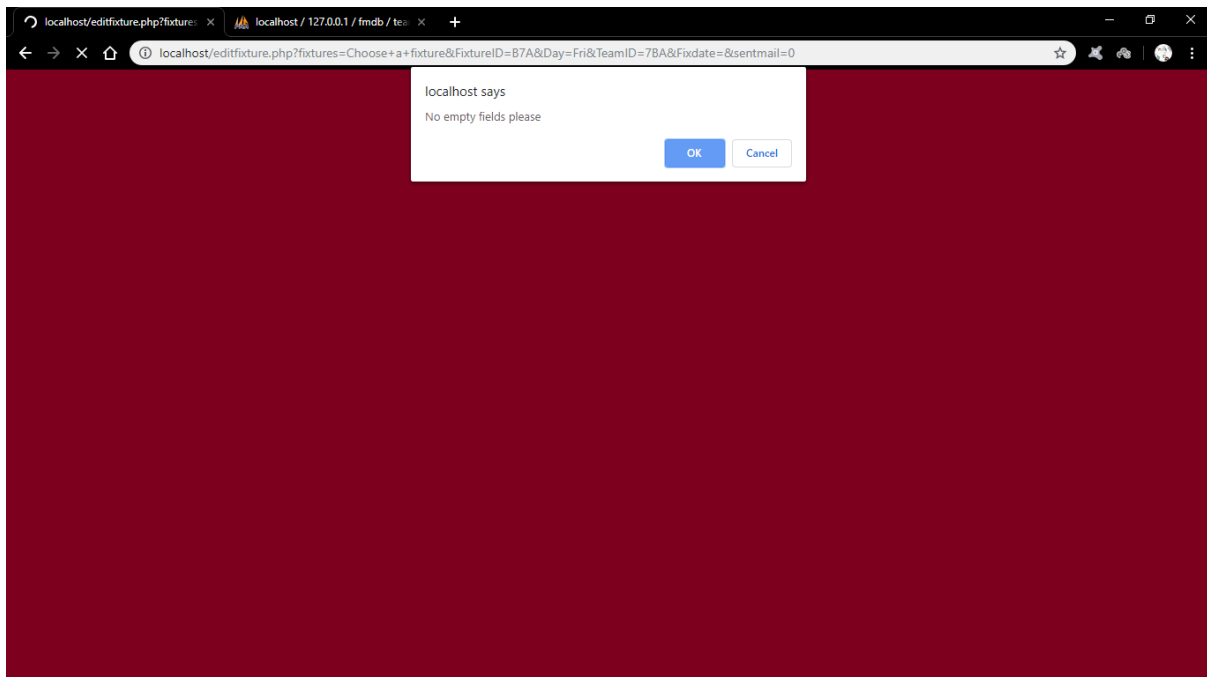
```


The associative pages of the Fixture Page: Edit/delete fixture page, that updates the record with the information obtained from the form into the database or deletes the chosen record has only 3 instances of a UI. Two for the update of the record and one for the successful deletion of a record.

The update of a fixture:



The unsuccessful update of a fixture due to empty fields:



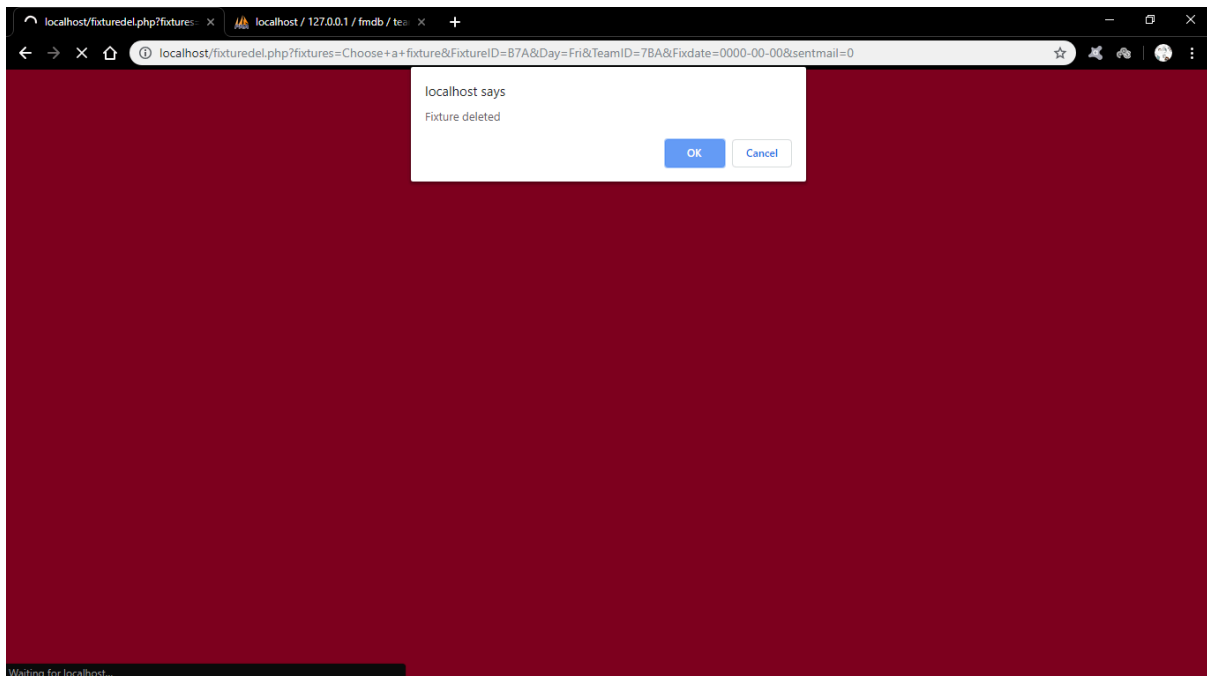
:

The user has to click ok/cancel to be redirected back to the previous page

The code for the update of a fixture on the associative page named "editfixture.php" can be seen here:

```
1 <html><!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 $con=mysqli_connect('localhost','root')or die("Failed to connect to MySQL: " . mysqli_error());
4 //connects the user to the database address "localhost" using the username "root"
5 $db=mysqli_select_db($con,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error());
6 //selects the database "fmdb"
7 if(isset($_GET['fixtures'])){
8 //executes the next block of code if the $_GET['fixtures'] variable contains data
9 $form_FixtureID=$_GET['FixtureID']; //$_form_FixtureID is assigned the data from the FixtureID index of the $_GET variable
10 $form_Day=$_GET['Day']; //$_form_Day is assigned the data from the Day index of the $_GET variable
11 $form_TeamID=$_GET['TeamID']; //$_form_TeamID is assigned the data from the TeamID index of the $_GET variable
12 $form_Fixdate=$_GET['Fixdate']; //$_form_Fixdate is assigned the data from the Fixdate index of the $_GET variable
13 $form_sentmail=$_GET['sentmail']; //$_form_sentmail is assigned the data from the sentmail index of the $_GET variable
14
15 if(!empty($form_FixtureID) AND !empty($form_Day) AND !empty($form_TeamID) AND !empty($form_Fixdate) AND $form_sentmail!=""){
16 //validation that checks no field from the field is empty and executes the next block of code if its true
17 $updatefixtures = "UPDATE `fixtures` set `FixtureID` = ".$form_FixtureID.", Day = ".$form_Day.",
18 TeamID = ".$form_TeamID.", Fixdate = ".$form_Fixdate.", `SentMail?` = ".$form_sentmail." WHERE `FixtureID` = ".$form_FixtureID."";
19 //sql query that updates the record with the same FixtureID as the variable $form_FixtureID with the variables
20 //$_form_FixtureID,$_form_Day,$_form_TeamID , $_form_Fixdate and $form_sentmail in their appropriate columns
21 $query = mysqli_query($con,$updatefixtures) or die(mysqli_error($con));
22 //executes the query information in $updatefixtures
23 echo "<script> window.confirm('Fixture updated'); window.location.href='fixturepage.php'; </script>";
24 //displays the message "Fixture updated" and redirects the user to "fixturepage.php"
25 } //ends the second if statement
26 else{ //executes the next block of code if the if statement conditions are not fulfilled
27 echo "<script> window.confirm('No empty fields please'); window.location.href='fixturepage.php'; </script>";
28 //displays the message "No empty fields" and redirects the user to "fixturepage.php"
29 } //ends the else statement
30 } //ends the first if statement
31 ?><!-- closes the php tag-->
32 </html><!--closes the html tag-->
```

Successful Deletion of a fixture:

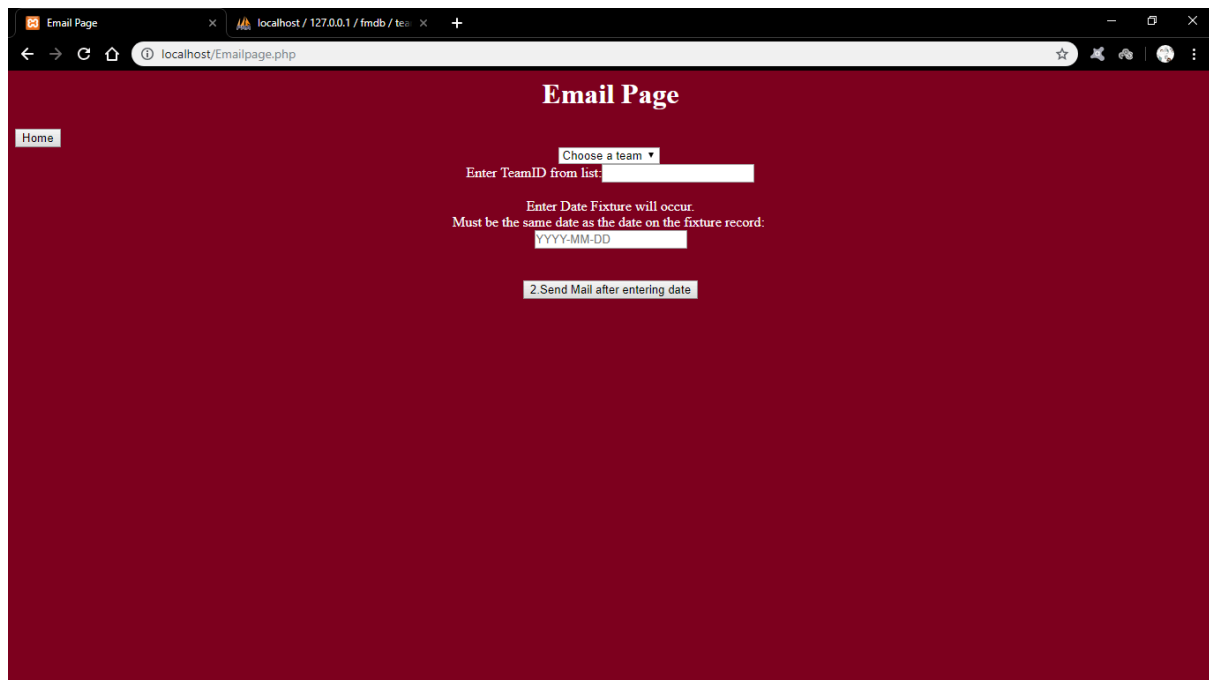


The user has to click ok/cancel to be redirected back to the previous page

The code for the associative page calle "fixturedel.php" can be seen here:

```
1 <?php //initialises the php tag allowing php language to be written
2 $con=mysqli_connect('localhost','root')or die("Failed to connect to MySQL: " . mysqli_error());
3 //connects the user to the database address "localhost" using the username "root"
4 $db=mysqli_select_db($con,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error());
5 //selects the database "fmdb"
6 $datatodel=$_GET['FixtureID']; //gets the infomation from the input box named "FixtureID"
7 $deletefixture="DELETE from fixtures WHERE FixtureID ='".$datatodel."";
8 //query that selects the team with the same data as the variable $datadel and deletes it
9 $run = mysqli_query($con,$deletefixture)or die("Failed to Delete:" . mysqli_error($con));
10 //executes the query $deletefixture
11 echo "<script> window.confirm('Fixture deleted'); window.location.href='fixturepage.php'; </script>";
12 //displays an a confirm box with the message "Fixture deleted" and redirects the user to "fixturepage.php"
13 ?><!--closes the php tag-->
14
15 <head> <!--initialises the head tag-->
16 <link rel="stylesheet" type="text/css" href="Pagestyle.css"> <!--sets the style of the page to the infomation found on "Pagestyle.css"-->
17 </head><!--closes the head tag-->
18 <h1>Delete Page</h1><!--adds a heading named Delete Page-->
19 <body id="body-color"><!-- sets the style of the body to the attribute "body-color" on the style page-->
20 </body><!--closes the body tag-->
21
```

EMAIL PAGE



The design for the Email page of my solution is fully reflected on this page and the simple user interface criteria I identified has been followed here

The dropdown menu values being the TeamID's will be shown in my testing

The code for the page can be seen on the next page:

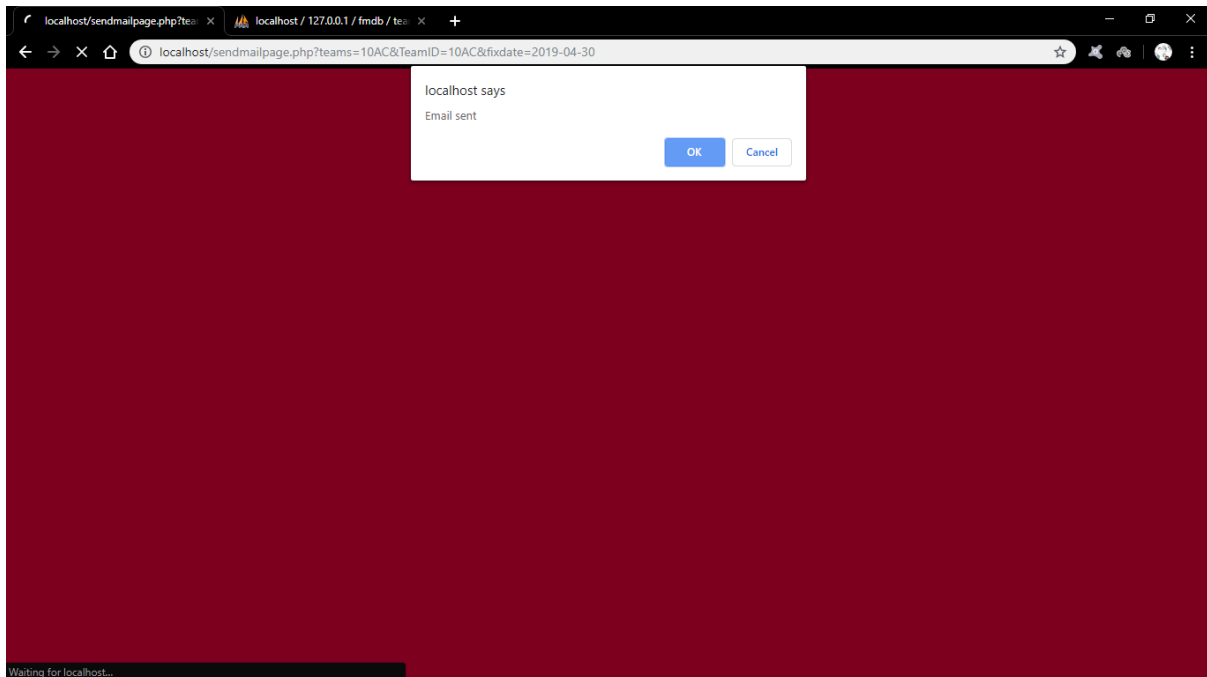
```

1 <html> <!--initialises the html tag of the page, the root element of the page-->
2 <?php //initialises the php tag allowing php language to be written
3 $con=mysqli_connect('localhost','root')or die("Failed to connect to MySQL: " . mysqli_error());
4 //connects the user to the database address "localhost" using the username "root"
5 $db=mysqli_select_db($con,'fmbdb') or die("Failed to connect to MySQL: " . mysqli_error());//selects the database "fmbd"
6 $selectteams= "SELECT * FROM `teams`"; //selects all the teams in the teams table
7 $query = mysqli_query($con,$selectteams) or die(mysqli_error()); // executes the query $selectteams
8 $fetch = mysqli_fetch_array($query) or die(mysqli_error()); //puts the data from $selectteams into an array
9 $result = $con->query($selectteams);//runs the query $selectteams and adds the data to the $result variable
10 $datas = array();//initialises $datas as an array
11 while($data = $result->fetch_assoc()){
12 //initialises $data with the information provided from the sql query $result and loops for all the information obtained
13 $datas[] = $data;//adds the information from $data into the variable $datas, a 2d array
14 } //ends the while statement
15 if(isset($_GET['teams'])){ //executes the next block of code if the $_GET['teams'] variable contains data
16 foreach($datas as $i){
17 //loop that executes the next block of code which lasts the length of time it takes for the amount of information obtained
18 // to be assigned to the variable $i
19 if ($i['TeamID']==$_GET['teams']){
20 // executes the next block of code if the information in the TeamID index of $i is the same as the $_GET['teams'] variable
21 $form_TeamID = $i['TeamID'];//assigns the information from $i['TeamID'] to $form_TeamID
22 } //ends the second if statement
23 } //ends the foreach statement
24 } //ends the first if statement
25 else{ //executes the next line of code if the conditions for the if and foreach statements arent fulfilled
26 $form_TeamID = ""; //initialises the $form_TeamID variable as blank
27 } //closes the else statement
28 } //closes the php tag-->
29 <head> <!--initialises the head tag-->
30 <title>Email Page</title><!--Gives the title "Email Page" to the page that is seen on the top of a tab/window-->
31 <link rel="stylesheet" type="text/css" href="Pagestyle.css"> <!--sets the style of the page to the information found on "Pagestyle.css"-->
32 <body id = "body-color"> <!-- sets the style of the body to the attribute "body-color" on the style page-->
33 <h1>Email Page</h1><!-- Creates a heading that displays "Email Page" on the page-->
34 <button type="button" onclick="window.location.href='Homepage.php'">Home</button>
35 <!-- creates a button that redirects the user to "homepage.php" labeled Home-->
36 <br> <!--adds a new line to separate items on a page-->
37 <form action="window.location.href='sendmailpage.php'" method="GET">
38 <!-- initialises a form in the "GET" method with actions being committed on the page such as submitting a form
39 sending the user to "sendmailpage.php"-->
40 <select name="teams" id="teams"><!-- creates a dropdown menu with an id of "teams"-->
41 <option selected="selected">Choose a team</option><!--makes the initial value "choose a team"-->
42 <?php // initialises the php tag allowing php language to be written
43 foreach($datas as $i){
44 //loop that executes the next block of code which lasts the length of time it takes for the amount of information obtained
45 // to be assigned to the variable $i
46 echo "<option value='".$i['TeamID']."'>".$i['TeamID'].</option>";
47 //adds all the TeamIDs that was obtained to the dropdown menu as dropdown values
48 } //ends the foreach statement
49 } //closes the php tag-->
50 </select> <!--closes the select tag-->
51 <br> <!--adds a new line to separate items on a page-->
52 Enter TeamID from list:<input name="teams" type="text" id="teams"></input><br>
53 <!--input box labeled "TeamID" to input the TeamID the user is sending an email about-->
54 <br><!--adds a new line to separate items on a page-->
55 Enter Date Fixture will occur.<br>
56 Must be the same date as the date on the fixture record:
57 <br><!--adds a new line to separate items on a page-->
58 <input name = "fixdate" type="text" id="fixdate" placeholder="YYYY-MM-DD"></input><br>
59 <!--input box with an id "fixdate" to input the Date the fixture is taking place-->
60 <br><!--adds a new line to separate items on a page-->
61 <br><!--adds a new line to separate items on a page-->
62 <button type = "submit" formaction="sendmailpage.php">2.Send Mail after entering date</button>
63 <!-- button that submits the form and redirects the user to -->
64 </form><!--closes the form tag-->
65 </body><!--closes the body tag-->
66 </head><!--closes the head tag-->
67 </html><!--closes the html tag-->

```

The associative page of the Email page , where the data from the email page is processed and used to send an email. has one instance of a UI shown on the next page.

When an email is sent:



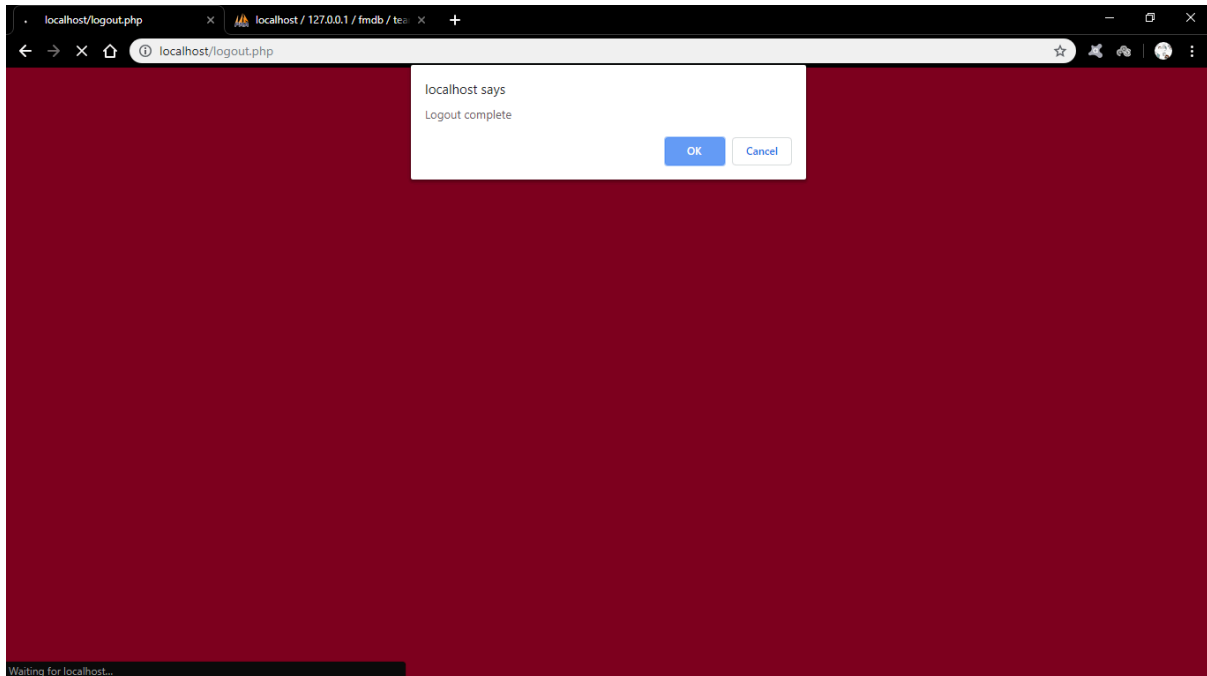
The user has to click ok/cancel to be redirected back to the previous page

The code for the associative page named sendmailpage.php can be seen here:

```
1 <html> <!--initialises the html tag of the page, the root element of the page-->
2 <head> <!--initialises the head tag-->
3 <link rel="stylesheet" type="text/css" href="Pagestyle.css"> <!--sets the style of the page to the infomation found on "Pagestyle.css"-->
4 <body id = "body-color"> <!-- sets the style of the body to the attribute "body-color" on the style page-->
5 <?php //initialises the php tag allowing php language to be written
6 $con=mysqli_connect('localhost','root') or die("Failed to connect to MySQL: " . mysqli_error());
7 //connects the user to the database address "localhost" using the username "root"
8 $db=mysqli_select_db($con,'fmdb') or die("Failed to connect to MySQL: " . mysqli_error()); //selects the database "fmdb"
9 if(isset($_GET['teams']))
10 //if the $_GET['teams'] variable contains infomation, the next block of code is executed
11 $form_TeamID=$_GET['TeamID']; //assigns the $form_TeamID the infomation from the TeamID index of the $_GET variable
12 $form_fixdate=$_GET['fixdate']; //assigns the $form_fixdate the infomation from the fixdate index of the $_GET variable
13 $emailselection="SELECT Email
14 FROM teachers
15 INNER JOIN timetable on teachers.TeacherID=Timetable.TeacherID
16 INNER JOIN students on timetable.TimetableID=students.TimetableID
17 INNER JOIN teams on students.TeamID=teams.TeamID
18 WHERE teams.TeamID = ".$form_TeamID."";
19 // query that selects the email from teachers that are linked to the TeamID that is the same as
20 // the variable $form_TeamID after joining the tables together
21 $runquery=mysqli_query($con,$emailselection) or die(mysqli_error($con));
22 //executes the query infomation in the variable $emailselection
23 $results = mysqli_fetch_assoc($runquery) or die(mysqli_error($con));
24 // puts the infomation from the query execution into an associative array
25 $studentsselection="SELECT Firstname,Lastname
26 FROM students
27 WHERE students.TeamID='".$form_TeamID."";
28 //query to select the firstname and lastname of those that are in the team with the TeamID as the variable $form_TeamID
29 $runquery2=mysqli_query($con,$studentsselection) or die(mysqli_error($con));
30 //executes the query infomation from the variable $studentsselection
31 $results2 = mysqli_fetch_assoc($runquery2) or die(mysqli_error($con));
32 //puts the data obtained from the query of $studentsselection in a associative array
33 $datas = array(); //initialises $datas as an array
34 while($data = $runquery2->fetch_assoc()){
35 //initialises $data with the infomation provided from the sql_query $runquery2//and loops for all the infomation obtained
36 $datas[]=$data; //adds the infomation from $data into the variable $datas a 2d array
```


LOGOUT PAGE

The logout page also has one instance of a user interface which is when the logout process has been completed shown here:



The code for the logout page ("logout.php") can be seen here:

```
1 <html><!--initialises the html element of the page, the root element of the page -->
2 <?php //initialises the php tag to allow php language be written
3 session_start();//sets the session in case it has not been previously set
4 session_destroy();//destroys all $_SESSION variables
5 ?><!--closes the php tag -->
6 <head><!--initialises the head tag-->
7 <link rel="stylesheet" type="text/css" href="Pagestyle.css"><!--sets the style of the page to the infomation found on "Pagestyle.css"-->
8 <body id = "body-color"><!--sets the style of the page to the infomation found on the body-color attribute on the style page -->
9 <script language="javascript"><!--initialises the script tag with javascript being identified as the language being used -->
10 javascript:window.history.forward(1);//adds 1 page to the browser history to prevent the user visiting the home page again
11 </script><!-- closes the script tag-->
12 <?php //initialises the php tag to allow php language be written
13 echo "<script> window.confirm('Logout complete'); window.location.href='index.php'; </script>";
14 //displays a confirm box with the infomation "logout complete" and redirects the user to the index/login page.
15 ?><!-- closes the php tag -->
16 </body><!-- closes the body tag-->
17 </head><!--closes the head tag-->
18 </html><!-- closes the html tag-->
```

PHP Hypertext Preprocessor file | length: 1,318 | lines: 18 | Ln: 17 | Col: 34 | Sel: 0 | 0 | Windows (CR LF) | UTF-8 | INS

D. EVALUATION

TEST PLAN

WHAT WENT WELL

The solution I created for my stakeholder ultimately serves its purpose to the

IMPROVEMENTS THAT COULD BE MADE

Throughout the creation of my solution, I have realised that my solution could be improved in many different areas and aspects. These include:

SQL Injection Prevention:

This is a major threat to the database of my solution