

PHP With MySQL Advanced Training

In PHP with MySQL (advanced), powerful PHP programming techniques using object-oriented programming (OOP) are introduced. Both novice and experienced PHP developers will benefit from the efficient, well-organized, reusable, and easy-to-understand code that OOP offers. Discussions on how OOP techniques can streamline database queries, help manage sessions, and simplify user logins are covered. While building a real-world web application, practical advice on topics ranging from structuring code to logging user actions are covered.

Topics include:

- Defining and using classes, methods, and attributes
- Understanding class inheritance and access modifiers
- Working with files and directories
- Uploading files to a server via forms
- Using pagination and View templates

Training Requirements:

This training requires computers that are installed with:

- a. Windows XP
- b. WAMP Server (*installation during training*)

Participants should have some basic knowledge of the following:

- a. HTML/XHTML
- b. SQL statements
- c. PHP

Course Outline:

DAY 1

- I. Installation and Project Setup
 - a. PHP and MySQL installation
 - b. Project setup
- II Intermediate PHP techniques
 - a. Using variable variables
 - b. Applying more array functions
 - c. Building dates and times: Epoch/Unix
 - d. Formatting dates and times: Strings and SQL
 - e. Setting server and request variables
 - f. Establishing global and static variable scope
 - g. Making a reference assignment
 - h. Using references as function arguments
 - i. Using references as function return values
- III Introduction to Object-Oriented Programming (OOP)
 - a. Introducing the concept and basics of OOP
 - b. Defining classes
 - c. Defining class methods

- d. Instantiating a class
- e. Referencing an instance
- f. Defining class properties

DAY 2

- IV OOP in Practice
 - a. Understanding class inheritance
 - b. Setting access modifiers
 - c. Using setters and getters
 - d. Working with the static modifier
 - e. Reviewing the scope resolution operator
 - f. Referencing the Parent class
 - g. Using constructors and destructors
 - h. Cloning objects
 - i. Comparing objects
- V Photo Gallery Project Setup
 - a. Overview of the project
 - b. Creating project and asset directories
 - c. Creating a MySQL database
- VI Foundations of an OOP Project
 - a. Creating the MySQL Database class
 - b. Adding queries to the MySQL Database class
 - c. Using the database object
 - d. How OOP is an improvement
 - e. Creating a User class
 - f. Instantiating user objects
 - g. Revising find methods to instantiate
 - h. Autoload: The undeclared object safety net
 - i. Creating the Session class
 - j. Logging in using the Session class
 - k. Initializing files and path constants
 - l. Using path content for layout
 - m. Late static binding

DAY 3

- VII Working with Files and Directories
 - a. File system basics
 - b. Understanding file permissions
 - c. Setting file permissions
 - d. PHP permissions
 - e. Accessing files
 - f. Writing to files
 - g. Deleting files
 - h. Moving the file pointer
 - i. Reading files
 - j. Examining file details
 - k. Working with directories
 - l. Viewing directory content

 - m. Creating a log file: Assignment

- n. Creating a log file: Solution
- VIII Uploading Files
 - Configuring PHP for file uploads
 - a. Sending files as form data
 - b. Inspecting uploaded files
 - c. Uploading errors
 - d. Moving uploaded files
- IX Completing the User Class
 - a. Remaining user CRUD
 - b. Creating users
 - c. Updating users
 - d. Deleting users
 - e. Abstracting the database table name
 - f. Abstracting the attributes
 - g. Finding the database attributes

DAY 4

- X The Photograph Class
 - a. Starting the Photograph class
 - b. Coding the Photograph class
 - c. Saving photographs
 - d. Uploading photographs
 - e. Listing photographs
 - f. Storing messages in the Session class
 - g. Deleting photographs
 - h. Displaying photographs in the public area
- XI Pagination
 - a. Understanding the concepts behind pagination
 - b. Using LIMIT, OFFSET, and COUNT
 - c. Finding the pagination variables
 - d. Using the Pagination class
 - e. Paginating photographs
- XII Templating and Code Organization
 - a. Using MVC architecture
 - b. Simple Templating
 - c. Using the Smarty PHP templating engine
 - d. Building PHP libraries and frameworks

FACILITATOR

*The Facilitator for this workshop will be **MR. MARK B. ONTE**, a graduate of Master in Information Systems and presently Developer and Database Administrator in Silliman University with more than 7 years of experience in Web Application development.*

COURSE VENUE, TIME AND TRAINING DATES

CEDF-IT Training Room, Cebu IT Park, Apas, Cebu City

9:00am–5:00pm on February 28-March 2, 2012 (Tuesday to Friday)