

Starting To Write PHP Code

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About This Webcast Series

Four Webcasts:

- March 18th – Getting started
- April 22nd – Data structures, objects, functions and database access.
- May 20th – Introduction to web focused programming. Creating simple and advanced forms
- June 17th – Putting it all together, assorted advanced topics.
- Make sure to register for them

Getting Going Part 1

- In this session we will cover:
 - Writing PHP as command line scripts
 - Managing data types
 - Classes
 - File Access
 - Functions
 - Covering common functions
 - Common language aspects

Variables

- All variables start with \$
- Must start with a letter or underscore but can contain numbers
- Names are case sensitive
- Variables types in PHP do not have to be defined, it is good practice to do so.
- They do not have to be given specific casts.
- They will be automatically defined on first use, the system will determine the most appropriate data type for them depending on how they are being used.
- Once a variable has been used it does stay as that data type unless recast or reused.

Variables - Examples

- `$a = 'a';`
- `$b = 'apples';`
- `$c = 5;`
- `$c = $c * 5;`
- `$d = $c . " " . $b;`
 - **`print $d; // 5 apples`**
- `$c+= 5;`
- `$a++;`
 - **`print "The value of A is: " . $a; // The value of A is: b`**

Variable Scope

- By default variables are treated as local.
 - **They will not be directly accessible by other functions.**
 - **Are not inherited by child functions.**
- The global keyword employed inside a function will grant access to the global variables named.
 - **function some_function(){
 global \$x, \$y, \$z;
}**
 - **Full access to modify contents of the variables not just a local copy.**
 - **Calling functions need to have access to the variable to allow children to reference it.**

Built In Variables

- PHP has several built in variables:
 - **\$_SERVER** – Information about the request made, the requesting client, and the server
 - **\$_SESSION** – web based session variables
 - **\$_GLOBAL** – an array of global variables.
 - **\$_GET/\$_POST/\$_REQUEST/\$_FILES** – Used for web based forms
 - **\$_ENV** – System environment variables
 - **\$_COOKIE** – Web based cookies
 - **\$argc** – Number of arguments passed (CLI)
 - **\$argv** – Array of arguments passed
 - **\$argv[0]** is always the script name

Comments – Use Them

- `// Comment 1`
- `# Comment 2`
- `/*
 Comment 3
*/`

Comparisons

- **==**
 - **Close equals**
 - Null
 - False
 - ""
 - 0
- **===**
 - **Literal equals**
- **!=**
 - **Not Equals**

Structure Of A Simple Script

```
<?php  
$x = 3;  
$x = $x * 5;  
print "The value of X is: ". $x . "\n";  
?>
```

What A PHP Script Does On Start

- Scans for syntax errors
- Runs through the file to load in any classes or functions
- Starts from the top executing going down
- Any included files are scanned as soon as the parser hits the required lines.
 - **Syntax errors on included files are checked then.**
 - **Functions and classes are loaded in at that point**

Functions

- Over 1000 built in functions
- Can create your own
- Must start with a letter or underscore but can contains numbers
- Case sensitive
- Cannot be overloaded
- Parameters and return values do not need to have data types defined

Sample Function

```
<?  
$x = 3;  
$x = add5($x);  
print "X is now: ". $x;
```

```
function add5($var){  
    $var += 5;  
    return($var);  
}
```

Function Arguments

- Can have as many arguments as you want in a function.
- Can define a default which will be used if that argument is not included in the function call.
- By default arguments pass the value of the variable at time of calling.
- If you prepend the variable with an '&' it passes the reference to the variable so if you modify the value it will be updated in the full scope of that variable.

Function Arguments

```
function foo($var, $x=2){  
    return("The value of $var is $x");  
}  
print foo('Apple', 5);  
    The value of Apple is 5  
print foo('Apple');  
    The value of Apple is 2  
print foo();  
    PHP Warning: Missing argument 1 for foo()
```

Arrays

- Arrays can be several types
 - **Numeric indexed** `$x[0] = 5; $x[1] = 3;`
 - **Associative** `$x['fruit'] = 'Pear';`
 - **Multidimensional** `$x[0][1] = 3;`
 - **Mixed Multidimensional** `$x[3]['apple'] = 5;`
 - **As deep as you need (if you can keep track of it)**
 - `$x[3]['apple'][2]['description'] = "Test";`
- Defined just by setting them as arrays.
- New array manually just set it to `array();`

Arrays

Can even have fully mixed indexes

```
$x[1] = 'apple';  
$x['b'] = 'pear';  
print_r($x);
```

Array

```
(  
  [1] => apple  
  [b] => pear  
)
```

Arrays

- Just remember, just because you can do something, doesn't mean you always should.
- Break up your data into manageable data structures, don't just make a massive array.
- Think of future developers who might have to support your code.

Classes

- Introduced in PHP5
- Contains:
 - **Constants**
 - **Functions (methods)**
 - **Variables (properties)**
- Extremely useful for data management.
- Very helpful writing maintainable code.

Setting Up A Class

- What functions do we need to call
- Handle everything consistently
- Think of it as building an API
- How should the data be handled
- Properly trap and display errors

Public Vs Private

- Public – Direct call
- Private – Can only be called from the class
- Protected – Can only be called from the class but can be modified or called from a class extension
- Can be applied to variables under \$this as well as to functions
- Use it to maintain code consistency

Why use a class?

- Standard input and output of system calls
- Make sure there is only a single point for system calls
- Proper trapping of data every time
- Separate the database logic from the code
- Usable across multiple projects

This

- This variable
- Only usable in classes, will throw an error if referenced elsewhere
- Will be global across the class
- It is an object that will map to whatever variable you assign to that object type in code
- `$this->var[$x][3] = 'test';`
- `$this->$var = 'test';`

Empty Class

- `$info = new stdClass();`
- Quick way to have an empty class for use in your code without having a full class declaration

Extensions

- Classes can be extended
- This either adds new functions/abilities to an existing class or allows for overloading of existing functions.
- Can get complicated quickly, but very useful if working on an existing product or working as a team with a standard API or class system.

Special Functions

- `__construct` – act on creation
- `__destruct` – act on removal of class item
- `spl_autoload_register` – Looks in the include directory and loads a class by the defined name

__construct Function

- A function named `__construct` will be called with the arguments passed to the new class line
- ```
class user {
 - function __construct($user_id) {
 • do_something();
 - }
}
```
- `$user_account = new user($user_key);`

# Loops

- `for ($x=0; $x<5; $x++){ }`
- `while ( $x < 5) { $x++; }`
- `foreach ($info as $key => $var){ }`

# Error Handling

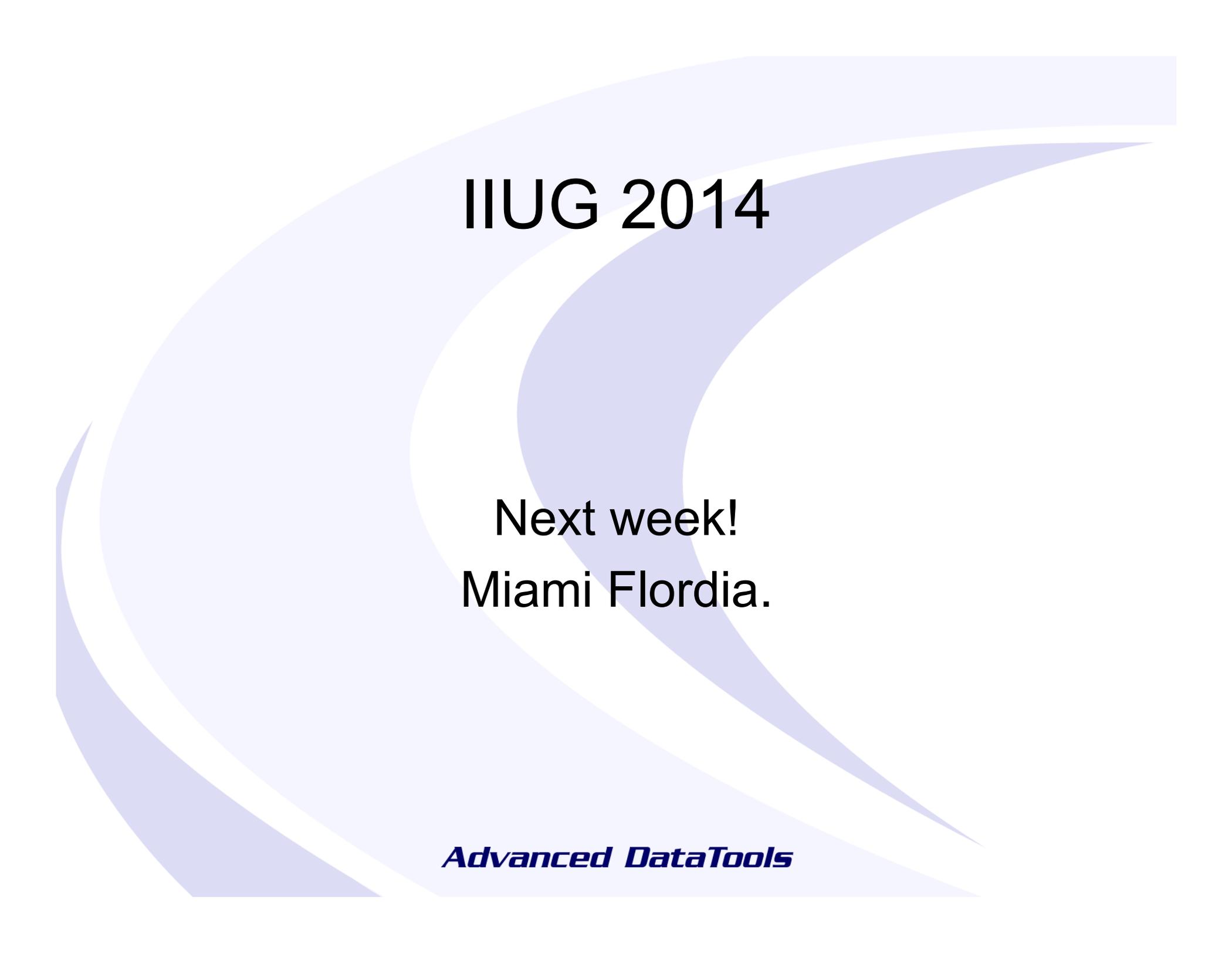
- Try/catch added in PHP5
- Try { code(); } catch (Exception \$e) { fail\_function(); }
- Will execute the statement in the try code block.
- If it errors or throws an exception rather than crashing it will set \$e to the exception information and execute the code in the catch block.
- Great to work with beginTransaction, commit, rollback.

# Some Common Functions

- fopen, fread, fgets, fwrite
- substr, strlen, trim
- explode, preg\_split
- str\_replace, preg\_replace, preg\_match
- print\_r
- mail()
- die

# Links

- <http://www.php.net>
- <http://framework.zend.com/>
- <http://www.zend.com/>
- <http://www.iug.org/opensource>
- [http://pecl.php.net/package/PDO\\_INFORMIX](http://pecl.php.net/package/PDO_INFORMIX)
- [http://pecl.php.net/package/PDO\\_IBM](http://pecl.php.net/package/PDO_IBM)
- <http://www.openadmintool.org>



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