

Projects

1. Create a PHP program with a class (Student) with the following properties: `student_id`, `student_name`, `student_address`, `student_state`, `student_zip`, and `student_age`. The program includes `get` and `set` methods for each property. Validate the proper type and size of data passed into each property. The program also includes the ability for each property to use the constructor to set values. Create an instance of the class passing properties through the constructor. Change two of the properties using `set` methods. Display the properties using `get` methods.
2. Create a PHP program to keep track of inventory within a grocery store. Each item (class) includes an item number, description, size, self, isle, amount, and price. Each field must be verified for proper information before the entries are accepted. Item numbers range from 00000 to 99999. The store has 16 isles (00-15). No price in the store is greater than \$1000. All entries are coded via a constructor or `set` methods. After all entries have correctly been accepted, the program will generate a report of the entries (using `get` methods).

Term Project

1. Using the design from the Chapter 2 Term Project, create a PHP program that will provide the interface for entering in the ABC Computer Parts Corporation inventory items for the warehouse. The PHP class must verify the contents of the information passed from each field (via the `set` methods) to ensure that no corruption has taken place. `Set` and `Get` methods for each property must exist in the class. The constructor should use the `set` methods to populate the properties. Also create an interface program that will make an instance of the class and test the ability to populate the properties. The test program should generate a report of the item placed in inventory (similar to the output shown in this chapter). The files created should use logic similar to what was shown in the examples in this chapter.