

```

if ($lab != FALSE) {
    $container = new dog_container("selectbox");
    $properties_array = array("selectbox");
    $lab = $container->create_object($properties_array);
if ($lab != FALSE) {
    $container->set_app("breeds");
    $dog_app = $container->get_dog_application();
    $method_array = get_class_methods($dog_data);
    $last_position = count($method_array) - 1;
    $method_name = $method_array[$last_position];
    $result = $dog_data->$method_name($dog_app);
        if ( $result == FALSE) {
            print "System Error #3"; //select box not created
        }
        else
        {
            print $result; //pass back select box
        }
    }
    else
    {
        print "System Error #4";
    }
}
?>

```

The `dog_interface` program is actually the `lab.php` program with code changes in the main section. None of the methods from `lab.php` have changed.

```

if ( file_exists("dog_container.php"))
{ require_once("dog_container.php"); }
else { print "System Error #1"; exit; }
if (isset($_POST['dog_app']))

```

First the program determines if the `dog_container` exists by using the PHP `file_exists` method. If it does, it pulls the code into the program using `require_once`. If `dog_container` does not exist, the program prints an error message ("System Error #1") and then closes (`exit`).

Next, the program uses `isset` to determine if a value for `$dog_app` has been provided by the calling program. If this value has been passed, it is an indication that the calling program wants to create a Dog object.

```

$container = new dog_container(clean_input($_POST['dog_app']));
$dog_name = clean_input(filter_input(INPUT_POST, "dog_name"));
$dog_breed = clean_input($_POST['dog_breed']);
$dog_color = clean_input($_POST['dog_color']);
$dog_weight = clean_input($_POST['dog_weight']);
$properties_array = array($dog_name,$dog_breed,$dog_color,$dog_weight);
    $lab = $container->create_object($properties_array);
        if ($lab != FALSE)
        {
            error_check_dog_app($lab);
            get_dog_app_properties($lab);

```