```
function select_File_Process()
{
$directory = "";
$files = glob($directory . "*change.log");
echo "<form id='file_select' name='file_select' method='post' action='readchangelog.php'>";
echo "<h3>Select a file to display</h3>";
echo "<select name='change_file' id='change_file'>";
foreach($files as $file)
{
        echo "<option value='$file'>$file</option>";
}
echo "</select>";
echo "<input type='submit' id='submit' name='submit' value='select'>";
echo "</form>";
}
```

The PHP glob method places all file names in a given directory ($directory) into an array ($files). Setting $directory to "" indicates that the current directory will be searched. The second parameter provides the ability to filter the file types retrieved. *change.log directs the method to pull all files with the ending change.log. The * (asterisk) is a wildcard character that accepts any characters. This combination will pull all the change log files produced by the dog_data class. The remaining lines create an HTML drop-down list displaying the file names retrieved. A submit will cause the program to call itself again with the selected file residing in the change_file property.

```
function display_Process()
{
$change_Array = load_Array();
$row_Count = count($change_Array) -1;
displayRecords($row_Count, $change_Array, $_POST['change_file']);
}
```

```
display_Process is called when a change file has been selected. This method calls the
load_Array method.
function load_Array()
{
$change_File = $_POST['change_file'];
$logFile = fopen($change_File, "r");
$row_Count = 0;
while(!feof($logFile))
{
        $change_Array[$row_Count] = explode(' | ', fgets($logFile));
        $row_Count++;
}
$row_Count--;
fclose($logFile);
return $change_Array;
}
```

The load_Array method is very similar to the constructor in the dog_data class. This method retrieves the value in change_file and places it in $change_File. This file is then opened and all entries in the file are placed into $change_Array. The explode method will produce three columns (date/time, change type, array or string used for the change). It returns this array to the calling program (display_Process).

206