

The `delete_Process` method will place the change file records into `$change_Array` using the same `change_Array` as shown before. It will pass the record number to be deleted (`$_GET['rn']`), the number of rows in the array (`$row_Count`), and the array (`$change_Array`) into the `deleteRecord` method. The `deleteRecords` method will use the same logic as shown in the `deleteRecord` method from the `readerrorlog` (in Example 5-8) program. The `delete_Process` will then call the `saveChanges` method, passing in the `row_count`, `change_Array`, and `change_File` information.

```
function saveChanges($row_Count,$change_Array,$change_File)
{
    $changeFile = fopen($change_File, "w");
    for($I=0; $I < $row_Count; $I++)
    {
        $writeString = $change_Array[$I][0] . " | " . $change_Array[$I][1] . " | " .
            $change_Array[$I][2];
        fwrite($changeFile, $writeString);
    }
    fclose($changeFile);
}
```

The `saveChanges` method builds the date/time-change-type-changedata format, seen previously, from the `change_Array`. This information is saved in `$writeString` and is used to replace the change log file with the updated version (minus the record that was deleted).

The `delete_Process` method then recalls the `displayRecords` method (described earlier) to display the updated change log (minus the record deleted) and the data file drop-down list.

Once the user selects the data file to be changed, the `update_XML_File_Process` method is called.

```
function update_XML_File_Process()
{
    $change_Array = load_Array();
    require_once("dog_data.php");
    $data_Changer = new dog_data();
    $row_Count = count($change_Array) -1;
    for($I=0;$I < $row_Count; $I++)
    {
        if($change_Array[$I][1] != "Delete")
        {
            $temp = unserialize($change_Array[$I][2]);
        }
        else
        {
            $temp = (integer)$change_Array[$I][2];
        }
        $data_Changer->processRecords($change_Array[$I][1], $temp);
    }
}
```

The method calls the `load_Array` method to return the changes into `$change_Array`. The `dog_data` file is imported into the method to prepare for the changes to the data file selected by the user. An instance of the `data_data` class is created (`$data_Changer`).