



## Assignment 2 (NF, minor subject)

---

*Due: Friday 11.11.2016; 14:00h (1 Week)*

### Goals

After doing these exercises,

- You really know how to handle forms
- You can utilize sessions to persist data and make web apps stateful
- You know more about utilizing array and string functions in PHP

### Task 1: What the POST?

**Difficulty: Easy**

In this task you will create a small contact form. Sessions are not needed for this task.

The form should have fields for:

- a) first name
- b) last name
- c) city
- d) message

All fields are mandatory. When the form is submitted, use PHP to check if all the fields were filled out. If some fields are missing, echo which fields need to be filled out.

Make sure that the data in those fields that were already filled out is not lost!

As soon as everything was correctly filled out, show a message like this: "Thank you **John Smith** from **Ohio**. We received the following message: **Lorem Ipsum dolor sit amet.**"

Of course, the first-name, last-name, city and message should show the transmitted values.

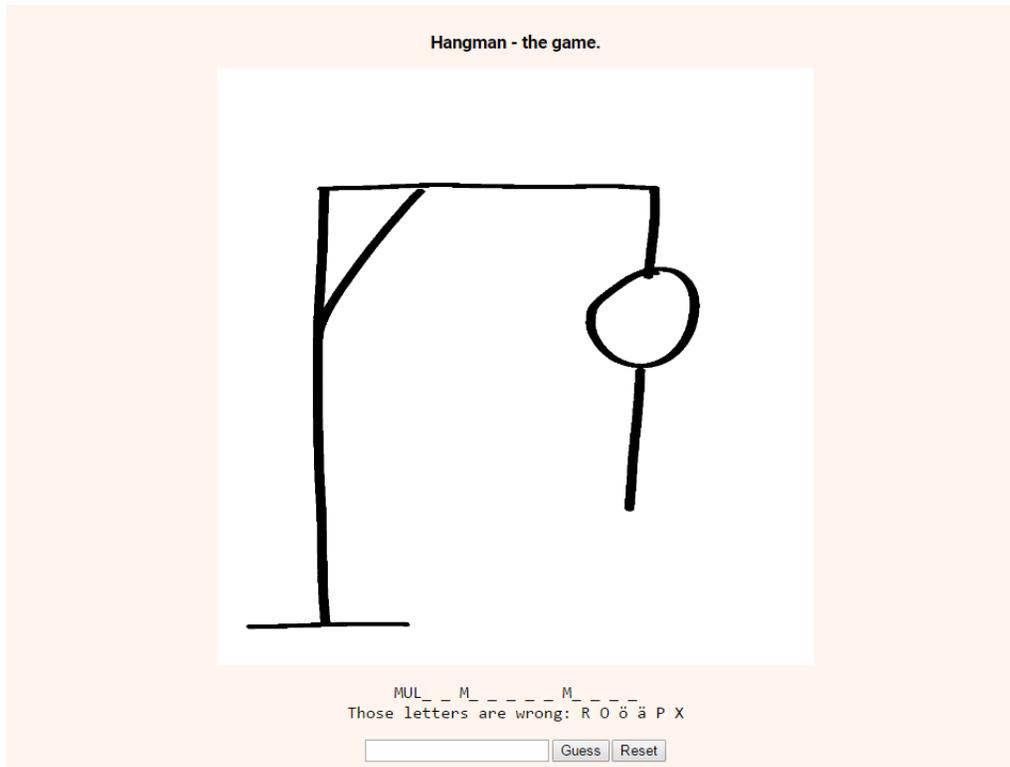
Put all your files into a new folder, call it 'task01' and add it to your solution.



## Task 2: Hangman Game

Difficulty: Medium

In this task, you create a simple version of the game „Hangman“. First, your PHP script knows a secret word. PHP is a good choice here, because it's a server side language and the secret word is therefore not visible in the browser. The player guesses a letter by entering it into a form on the web page. Afterwards, a positive or negative message is displayed: If the word contains the letter, its position(s) in the word are revealed (see below). If the word does not contain the letter, the game progresses as long as a maximum number of 12 attempts are reached. The current progress is visualized by the “hangman image”. Then the game is lost.



**We provide a code skeleton and the hangman images to get you started in the materials for this tutorial / assignment here:**

[http://www.medien.ifi.lmu.de/lehre/ws1617/mmn/uebung/material/mmn\\_material\\_02\\_NF.zip](http://www.medien.ifi.lmu.de/lehre/ws1617/mmn/uebung/material/mmn_material_02_NF.zip)

Follow all the TODOs that you find inside the skeleton/hangman/hangman.php file.

Once you are done, please upload the game to your CIP website (that means put it into <home>/public\_html/php/hangman.php on your CIP pool computer) or any other publicly accessible web site. **Change the secret word.** Share the link on Slack and let others guess your secret word!

Put all your code files into a new folder and call it 'task2'.



## Submission

Please turn in your solution via UniWorX as a ZIP archive. You can form groups of up to four people.

We encourage you to sign up for our Slack Team! All you need is a CIP account and an email address that ends in “@cip.ifi.lmu.de”. Ask us if you don’t know how to get them.

If you have questions or comments before the submission, please contact one of the tutors. They are on Slack: [@tobi.seitz](#), [@peterjuras](#) and [@thomas-weber](#). Remember, that they also want to enjoy their weekends 😊

It also makes a lot of sense to ask questions directly in our [#mmn-ws1617](#) channel. Maybe fellow students can offer help or benefit from the answers, too!