

e-GameZone



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ABSTRACT

This project is about the design of internet-based game hub entitled as 'e-GameZone'. The game hub is designed to collect and share information regarding players and their performances. Such game hubs have been provided by large providers such as Apple, Microsoft and Samsung. These provider-specific game hubs are only compatible with their own platform, but e-GameZone can be the hub of non-platform specific web-based game. e-GameZone was developed by HTML5 and PHP languages.

For demonstration purpose, two (2) web-based games were created including: 1) MathWorld and 2) Rock Paper Scissor. For the MathWorld, a survey study was conducted in order to understand or learn about the demand targeted users. The game has a state-of-the-art function, which allows instructor-level users to input mathematic problems according to the skill level of student-level users.

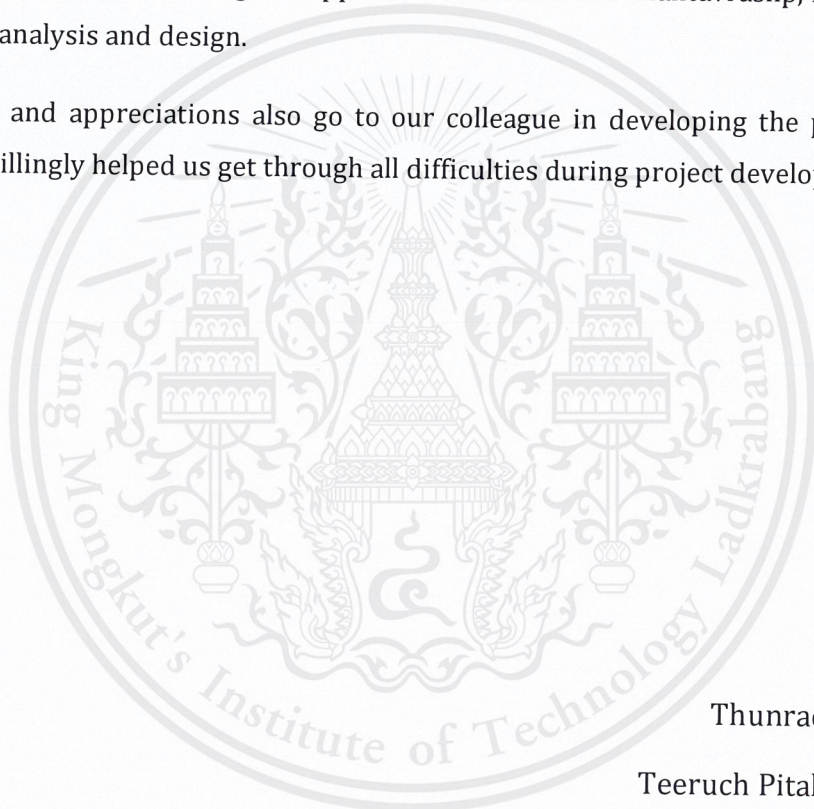
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Table of Contents

	Page
ABSTRACT	i
Acknowledgements	ii
Chapter 1 Introduction	1
1.1 Problem Statement.....	1
1.2 Purpose of Project.....	1
1.3 Objectives	2
1.4 Contributions.....	3
1.5 Scope of Work	3
1.6 Procedure	4
Chapter 2 Related Work	5
2.1 State-of-the-Arts	5
2.1.1 Game Hub	5
2.1.2 Web-Based Game	7
Chapter 3 Background Knowledge	10
3.1 HTML5	10
3.2 CSS.....	10
3.3 PHP	10
3.4 JavaScript.....	11
3.5 HTTP	11
3.7 Cookies.....	12
3.8 PhpMyAdmin.....	13
3.9 FTP.....	13
3.10 DOM.....	14
3.11 Facebook Developer	15
Chapter 4 Requirements and Analysis	16
4.1 Software Requirements	16
4.1.1 e-GameZone	16
4.1.2 MathWorld.....	17
4.2 Use Case Diagrams.....	19
4.2.1 e-GameZone	19
4.2.2 MathWorld.....	20
Chapter 5 Software Design	21

5.1 Activity Diagrams.....	21
5.1.1 e-GameZone	21
5.1.2 MathWorld.....	22
5.1.3 Facebook Connection	24
5.2 Entity-Relationship (ER) Diagram	25
Chapter 6 Development.....	26
6.1 Project Workplan	26
6.2 Development process.....	27
6.3 Tools.....	27
6.3.1 Adobe Dreamweaver CS5	27
6.3.2 Adobe Photoshop CS5.....	28
6.3.3 Edraw UML Diagram	28
6.3.4 AppServ	29
6.3.5 Dropbox.....	30
6.3.6 Filezilla.....	31
Chapter 7 Results	32
7.1 Login and Register.....	32
7.4 Rock Paper Scissor	34
7.5 Calculate Score Function	34
7.6 Input Question and Answer Function.....	35
Chapter 8 Results and Discussions	36
8.1 e-GameZone	36
8.1.1 User Login System by Facebook Account	36
8.1.2 Game Hub System	37
8.1.3 Results.....	37
8.2 MathWorld and Rock Paper Scissor	38
8.2.1 Game System (MathWorld, Rock Paper Scissor)	38
8.2.2 Results.....	38
8.3 Performances of Software	39
8.3.1 e-GameZone	39
8.3.2 MathWorld and Rock Paper Scissor	39
Chapter 9 Conclusions	40
9.1 Summary.....	40
9.2 Lessons Learned	40
9.3 Problems and Obstacles.....	41
9.4 Future Work.....	41

Bibliography	42
Appendix A	44
Game Questionnaire	44
Appendix B	45
Source Code.....	45
1. Register Page (register.php)	45
2. Login Page (index.php)	47
3. Check Login Function (check_login.php).....	48
4. Member Profile Page (member-index.php)	49
5. Edit Profile Page (edit_profile.php)	51
6. Save Register Function (save_register.php).....	52
7. Save Profile Function (save_profile.php).....	53
8. Select Game Page (levegame.php).....	53
9. MathWorld Game (mathworld.php)	56
10. Select Difficulty of MathWorld Game (select.php).....	59
11. Main Page of MathWorld game (maingame.php).....	60
12. Select level function of MathWorld game (proleve.php).....	64
13. Casual Level of MathWorld game (game_casual.php).....	64
14. Normal Level of MathWorld game (game_normal.php)	69
15. Expert Level of MathWorld game (game_expert.php).....	73
16. Rock Paper Scissor game (rockpaper.php).....	77
17. Rock Paper Scissor game page (game2.php)	80
18. Save Score function (save_score.php)	81
19. Input questions function for MathWorld game (question.php)	83
20. Input answers function for MathWorld game (answer.php)	88
21. Question and Answer Page (welcome.php).....	99

List of Tables

Table	Page
Table 2-1 Example of Math game.....	9
Table 6-1 Project workplan	26
Table 8-1 Performances of e-GameZone.....	39
Table 8-2 Performances of MathWorld and Rock Paper Scissor.....	39



List of Figures

Figure	Page
Figure 2-1 Game center on iOS.....	5
Figure 2-2 Game Hub on Samsung.....	6
Figure 2-3 Xboxlive	6
Figure 2-4 Screenshot of Math Man game.....	7
Figure 2-5 Screenshot of Quiz-Tree game.....	7
Figure 2-6 Screenshot of Math Multiplication game.....	8
Figure 3-1 Structure of cookies (SAMMUT, N., 2012).....	12
Figure 3-2 Screenshot of PhpMyAdmin.....	13
Figure 3-3 DOM Structure	14
Figure 4-1 Use case diagram of e-GameZone	19
Figure 4-2 Use case diagram of MathWorld.....	20
Figure 5-1 Activity diagram of e-GameZone	21
Figure 5-2 Activity diagram of MathWorld (User)	22
Figure 5-3 Activity diagram of Math World (Instructor)	23
Figure 5-4 Activity diagram of Facebook connection	24
Figure 5-5 ER diagram.....	25
Figure 6-1 Screenshot of Adobe Dreamweaver CS5	27
Figure 6-2 Screenshot of Adobe Photoshop CS5.....	28
Figure 6-3 Screenshot of Edraw UML Diagram.....	28
Figure 6-4 Screenshot of AppServ.....	29
Figure 6-5 Screenshot of Dropbox	30
Figure 6-6 Screen shot of Dropbox folder.....	30
Figure 6-7 Screen shot of FileZilla software	31
Figure 7-1 e-GameZone login function	32
Figure 7-2 e-GameZone register function	32
Figure 7-3 e-GameZone website.....	33
Figure 7-4 MathWorld game	33
Figure 7-5 Rock Paper Scissor game.....	34
Figure 7-6 MathWorld calculate score function.....	34
Figure 7-7 MathWorld input questions function.....	35
Figure 7-8 MathWorld input answers function.....	35

Chapter 1

Introduction

1.1 Problem Statement

Nowadays, there are many web-based games on the internet. There are no functions for storing and sharing information regarding players and their performance. Such information includes ID name and highest score of each game. The information storage and sharing functions already exist in the game hub on iOS so-called 'Game Center'. However, the platform specific game hub does not support other games developed on different platforms. Therefore, there is a need for a new type of game hub that can support web-based games. The game hub should be easy to use and allow users to get access easily.

Without a web-based game hub, there would be no channels for users, who have interest in web-based game. Most of game hubs are designed for games developed by large game companies. Game users have to pay a lot of money to join the game hubs. Therefore, with the existence of free-source game hub, users can play web-based games with lower or no cost at all. User can access the game hub more easily because this game hub has been designed for web browser.

1.2 Purpose of Project

The purpose of this project is to create game hub to store information of games and players. The game hub to be developed is named e-GameZone. As part of the project, there are two (2) example web-based games to plug in e-GameZone, were created including: 1) MathWorld and 2) Rock Paper Scissor. For the MathWorld is design for two (2) types of user include players and instructors. Instructors can input mathematic problems

For demonstration purpose, two (2) web-based games were created including: 1) MathWorld and 2) Rock Paper Scissor. For the MathWorld, a survey study was conducted in order to understand or learn about the demand targeted users. The game has a state-of-the-art function, which allows instructor-level users to input mathematic problems according to the skill level of student-level users.

e-GameZone project is intended to create a web browser as game hub to be called e-GameZone to store information of games and players and also has the ranking highest score of each game. By using MathWorld game as the game example to plug to e-GameZone.

1.3 Objectives

e-GameZone project is designed and built to work on the web browser, known as web-based game hub.

Game Hub (e-GameZone)

- Similar to game hub to store information of games and players
- Have many games to choose
- Show ranking scores on score chart
- Many players communicate as a social website.

Game Example (MathWorld)

- As questionnaire game
- Many mathematic questions and answers
- Instructors can input and modify questions of their own.
- Share score to e-GameZone

1.4 Contributions

e-GameZone is a way to support users who love to play games on websites, particularly the ones that are prevalent in modern web-based game hub. e-GameZone would allow the users to have great experiences similar to what they may have from some well-known game hubs such as 'Game Center' from iOS platform.

This project intends to create more online social network through web-based game hub. The game hub would allow the users to interact with each other by playing games and share their scores. Users can easily access to e-GameZone have not to pay a lot of money to join the e-GameZone. Because e-GameZone is a free-source game hub and users can play web-based games inside e-GameZone with lower or no cost at all.

1.5 Scope of Work

This project is anticipated to create a new type of game hub for web-based applications. This project only focuses on game hub hosted on website. The game hub will be design to allow games that are created by HTML5. This is because both the game hub and HTML5 are well compatible with web-based applications. e-GameZone will allow free access for game users through web browsers.

For demonstration purpose, two (2) games will be created including: 1) MathWorld and 2) Rock Paper Scissor. The games will be included in the e-GameZone to test whether the game hub can support multiple games and players and can work functionally.

1.6 Procedure

This project has been carried out following the procedure below:

1. **Conduct a project kick-of meeting:** Meeting with project team, which consists of advisor, co-advisor and developers to determine scope of the project.
2. **Conduct a demand survey:** Conduct a survey to explore demand of children, one of the main groups of game users, on the type of game for the design of MathWorld.
3. **Setup project requirements:** Set up requirements of e-GameZone and the 2 games (MathWorld and Rock Paper Scissor. Survey results were used for setting up requirements of MathWorld.
4. **Select tools and techniques:** Techniques and tools were selected for software design. Additional resources such as textbooks and internet-based resources were explored to learn new techniques and tools.
5. **Design user interface:** User interfaces were designed for e-GameZone, MathWorld and Rock Paper Scissor.
6. **System analysis and design:** Design diagrams for software development including use case diagrams, activity diagrams and entity relationship diagrams.
7. **Implement software designs (coding):** Implement functions of software including e-GameZone login functions, MathWorld game functions, score sharing and ranking functions.
8. **Test and evaluate software:** The software was tested and evaluated for its functionality and reliability. Bugs were fixed before the software was launched.

Chapter 2

Related Work

This chapter describes all related work about the project. It explains the features of the software, which make e-GameZone the state-of-the-arts and how it distinguishes itself from similar kinds of software in the market.

2.1 State-of-the-Arts

2.1.1 Game Hub

Game hub is the center of games, which collects many games together. Users can access the game hub to play games through multiple channels. For example, the users can gain access through mobile phones or game consoles depending on users' preference. Some of the well-known existing game hubs are described as follows:



Figure 2-1 Game center on iOS

Game Center: Game Center is game hub designed for iOS platform that allow users to gain access through some iOS devices such as iPhone and iPad.

Game Center can store information of users such as scores of each game that users have played and rank the scores to be shared among the users. It also has a function to invite other users to play the game. This function help expand the base of users of the game (Apple Inc., 2012).

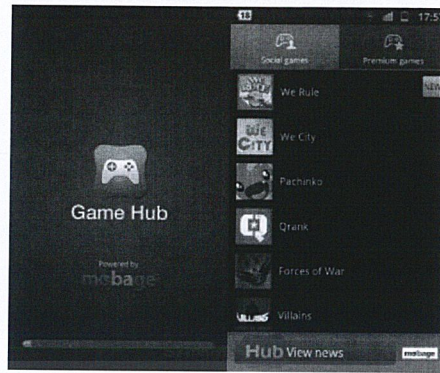


Figure 1-2 Game Hub on Samsung

Game Hub: Game Hub is game hub on Samsung devices. The game hub is designed for Samsung's main operating system (OS), Android (Samsung Electronics Co.,Ltd, 2010).

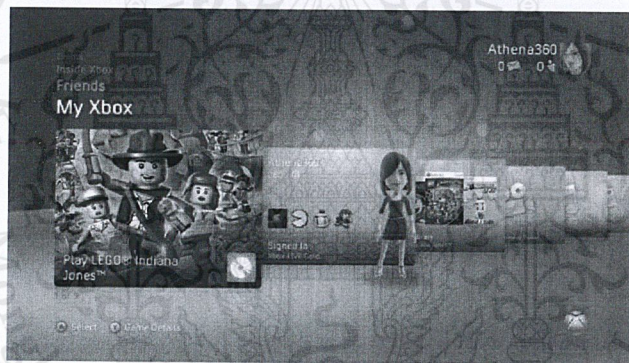


Figure 2-3 Xboxlive

Xboxlive: Xboxlive is a game hub designed by Microsoft for its game console namely 'Xbox'. Users can gain access to Xboxlive through the game console. It has similar functions other game hubs such as Game Center and Game Hub (Microsoft Co.,Ltd, 2012).

2.1.2 Web-Based Game

Web-based game is a game designed to be played on website. This section describes some notable games, primarily math games. The information is partially used as background knowledge for the design of MathWorld.



Figure 2-4 Screenshot of Math Man game

Math Man game is a math game designed based on one of the most popular game 'PacMan'. However, the game only has common graphics and contains only a few math questions. It has a score-ranking feature, but does not allow user to connect to online social network (Coolmath-Games, 1997-2013).

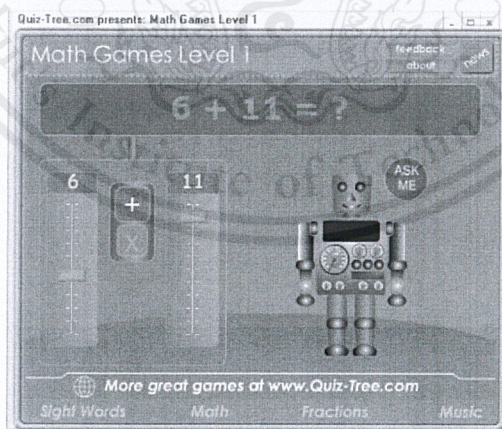


Figure 2-5 Screenshot of Quiz-Tree game

Quiz-Tree game is a more contemporary game. It includes more advanced functions like login function and flash animation graphics. It also offers more questions for game players to solve.

However, like PacMan, it does not have a feature for connecting to online social network. Even though more questions are included in the game, the questions are pre-stored by developers. It does not entail a function that allows instructors to edit or add more questions into the game (Quiz-Tree, 2002-2013).

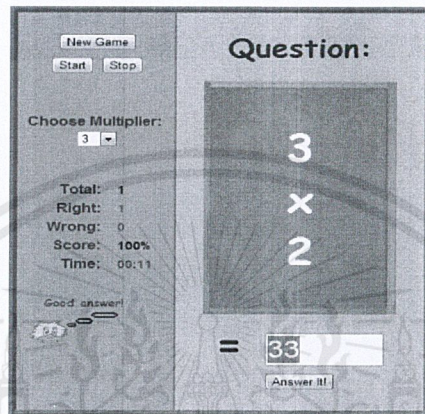


Figure 2-6 Screenshot of Math Multiplication game

Math Multiplication game can play only part of multiply and not have login function, ranking score and still cannot share score to social network (Ducksters games, 2012).

Table 2-1 Example of Math game

FEATURES	1. MATH MAN	2. QUIZ TREE	3. MATH MULTIPLICATION	4. MATH WORLD
1. MORE MATHEMATICS QUESTIONS	No	Yes	No	Yes
2. GRAPHIC 2D OR 3D	2D	2D	2D	2D
3. SOCIAL NETWORK SHARING	No	No	No	Yes
4. INTERNET REQUIRE	Yes	Yes	Yes	Yes
5. RANKING	Yes	No	No	Yes
6. LOGIN BY FACEBOOK ID	No	No	No	Yes
7. INSTRUCTORS CAN INPUT QUESTION	No	No	No	Yes

Table 2-1 summarizes the examples of math games discussed above. All of them focus providing mathematic questions for students (players) to deal with. Most of them support multiplayer and offer beautiful graphics to attract players. However, they are lack of the function, which allows instructors, one of main type of users of MathWorld, to input their own questions for their targeted players. The state-of-the-arts features of MathWorld are also summarized in the table

Chapter 3

Background Knowledge

3.1 HTML5

HTML5 is a markup language that is created for presenting contents of World Wide Web and functionalities of internet network. This language is based on similar concept as HTML. It is the fifth edition of HTML standard. HTML5 language comes up with many libraries such as canvases that are used for template design. It helps make the template more colorful and interesting. Nowadays, HTML5 extends into XHTML (Extend HTML) to get more functionalities for creating website (Wikipedia, 2012).

HTML5 was used to create the website part of e-GameZone project. It is the main structure of e-GameZone. Every page of the website along with game structures on website such as MathWorld and Rock Paper Scissor.

3.2 CSS

Cascading Style Sheets (CSS) is script that operates with HTML by generating variables such as background color and front color to generate layout to be more colorful. CSS works with HTML to set up and display effects of the website including background color, font color, size of font and layout of e-GameZone website (W3Schools, 1999-2013).

3.3 PHP

PHP is a server-side language for web design and development. This language is also used as a general-purpose programming language. For the web server, PHP is a module that generates results of web page. Originally, PHP is recognized as “Personal Home Page”. It stands for Hypertext Preprocessor (Bradley, A., 2012).

e-GameZone project used PHP as the main language. It works with HTML to manage e-GameZone website system.

3.4 JavaScript

JavaScript is a programming language that is used to show information and transfer data. JavaScript can interact with users immediately.

JavaScript is an important part for development of e-GameZone website. This server-side script will help the users to access the website more easily (Perna , M.A., 2012). For example, it can be used to create shortcut buttons to make it more convenient for users to use e-GameZone.

3.5 HTTP

Hypertext Transfer Protocol (HTTP) is a group of rules that is used to transfer data in web page such as pictures, sounds, and multimedia on World Wide Web (Wikipedia, 2012).

HTTP in e-GameZone project was used to obtain file data from a web server. When a user input URL of the website, the browser will create canvas to ask for HTTP; send to IP Address; and point to URL. The URL will send file data from the server to HTTP and then transfer the data into the web page.

3.6 Session

Session is a function that is used to obtain and keep data. It uses cookies in the client side as integer values. The integer values are used to get the data from the server. A user only needs to input an integer value to get the data (ThaiCreate.Com Team, 2011).

Session was used to keep the data that come from the client side in the e-GameZone website. The system only keeps the data as integer values to make it easy management of huge data information for those client side to the sever side.

3.7 Cookies

Cookies are small text files that store information of client side or the users that use web browser. Cookies are separated into three parts following by Name, Value and Expire Date with host and part of data (Wikipedia, 2012).

e-GameZone needs cookies to keep the data section of the client such as user profile and user login system. It will record the user information of the ones who accessed the website before.

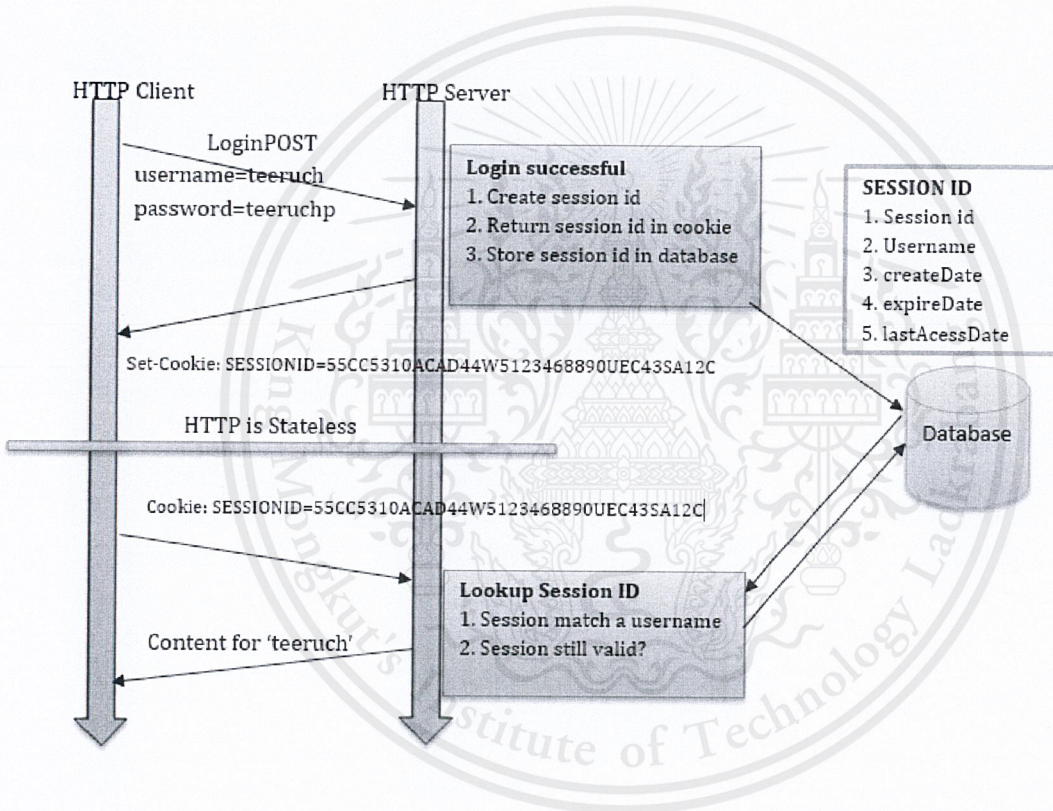


Figure 3-1 Structure of cookies (SAMMUT, N., 2012)

3.8 PhpMyAdmin

PhpMyAdmin is a script that is used to connect to database. It was developed by PHP language, which uses MySQL database through a web browser. PhpMyAdmin is able to create new a database or create a new table. It also has a function that is used for testing SQL query language. It is possible to operate insert, delete, or update functions; or even use the same commands as in the SQL language to create a data table (Thainextstep, 2006).

PhpMyAdmin was used to create database table and manage data in e-GameZone website. Therefore, developers do not need to create a database table by coding.

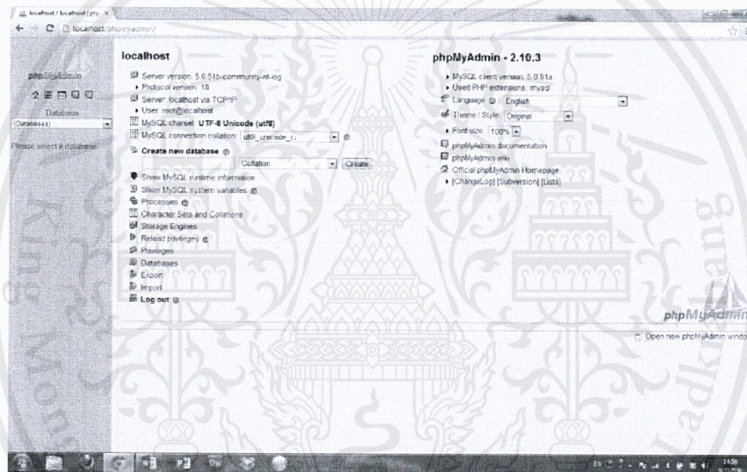


Figure 3-2 Screenshot of PhpMyAdmin

3.9 FTP

File Transfer Protocol (FTP) is a kind of standard format on the network (standard network protocol). It is used for sending and receiving files between clients and server. It is generally referred to as 'Hosting' or server. Developers normally upload information from a local host via FTP Port 21 to an open-source website (WordPress, 2012).

FTP Port 21 requires Member information such as username and password to access. The contacts with the host (server) often use software programs such as fileZilla, CuteFTP or WSFTP. FTP was used to sending and receiving the e-GameZone information from sever to the web browser which all function can work in the open-source website.

3.10 DOM

Document Object Model (DOM) is a language-independent platform that is used for representing and interacting with object in HTML, XHTML and XML documents. All objects in HTML, XHTML and XML can be address and manipulated by methods on the objects (Hégaret, P.L., Wood, L. and Texcel, J.R., 2000).

DOM html declares the object in class functions to be shown on website. It will run the element<html> object from the top line of the HTML source code until the bottom line as a structure tree that includes parent and child.

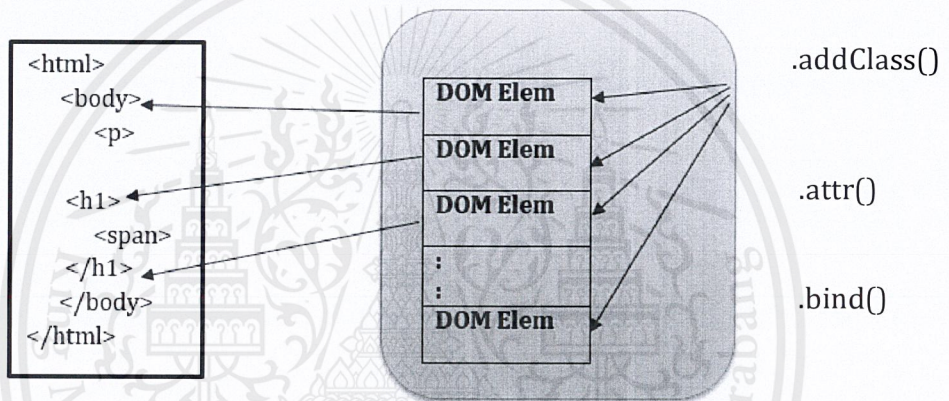
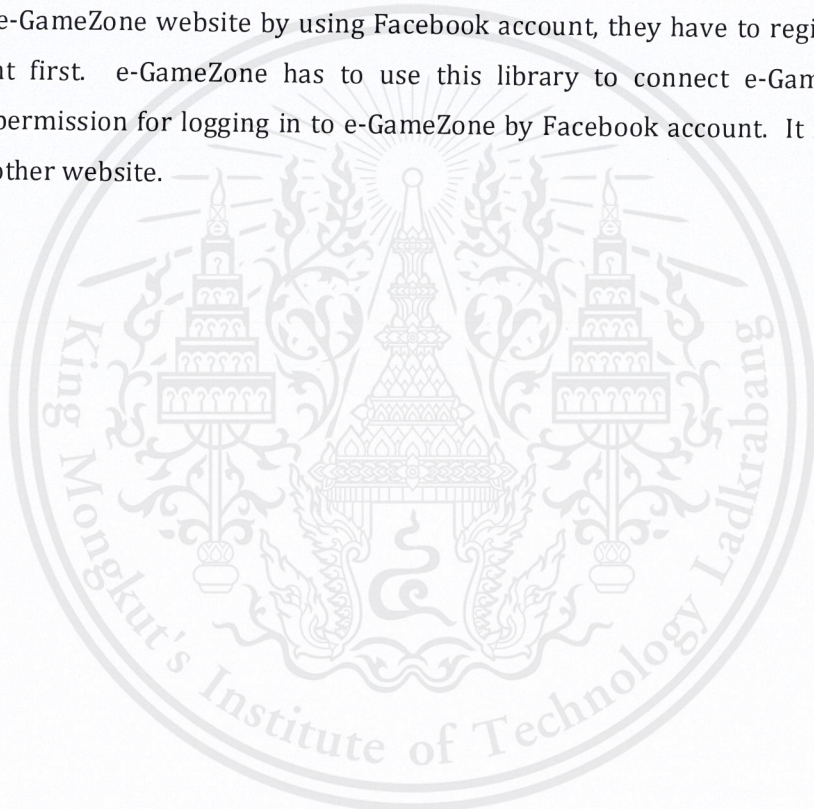


Figure 3-3 DOM Structure

3.11 Facebook Developer

Facebook developer is used to create login system in e-GameZone website that can be login by using Facebook account. It has more libraries which can allow the Facebook to access with another website (Facebook Developers, 2012a). Facebook SDK library, part of Facebook developer, is used to connect with GameZone.

Facebook SDK is a library that can work with PHP language, it is similar to JavaScript. This library can share user session across the client and server and can provide the method for authentication, requesting, and permission (Facebook Developers, 2012b). For example; if users want to login to e-GameZone website by using Facebook account, they have to register to get a Facebook account first. e-GameZone has to use this library to connect e-GameZone with Facebook to get permission for logging in to e-GameZone by Facebook account. It is the key to connection with other website.



Chapter 4

Requirements and Analysis

This chapter describes requirements of e-GameZone, MathWorld, Rock Paper Scissor consisting of user functional requirements, user non-functional requirements, system functional requirements, system non- functional requirements, and use case diagrams.

4.1 Software Requirements

4.1.1 e-GameZone

User Functional Requirements

1. User can login to game e-GameZone through two channels that consists of direct account and online social network account (Facebook account).
2. User can edit user profile such as password and ID name.
3. User can choose games to play on e-GameZone website.
4. User can view game previews on e-GameZone website.

User Non-Functional Requirements

1. Performance: User can quickly communicate with social network and games.
2. Security: System will secure information of users when the users input ID and Password.
3. GUI: User interfaces are beautiful and interesting for the children.
4. Rank: System will rank scores of users.

System Functional Requirements

1. System can store data in database that categorize by user information and game information.
2. System can remember login information of user through social networking ID.
3. System can show high-score on e-GameZone website.

System Non-Functional Requirements

1. System that is easy to access.
2. System can quickly communicate with social network and games.
3. System that is easy to understand and easy to use.
4. System that is ready for develop in the future.

4.1.2 MathWorld

User Functional Requirements

1. User can select levels of games to play.
2. User can select whether to share score or not.
3. User can select register and login status (player or instructor).
4. Instructor can input questions into the game.

User Non-Functional Requirements

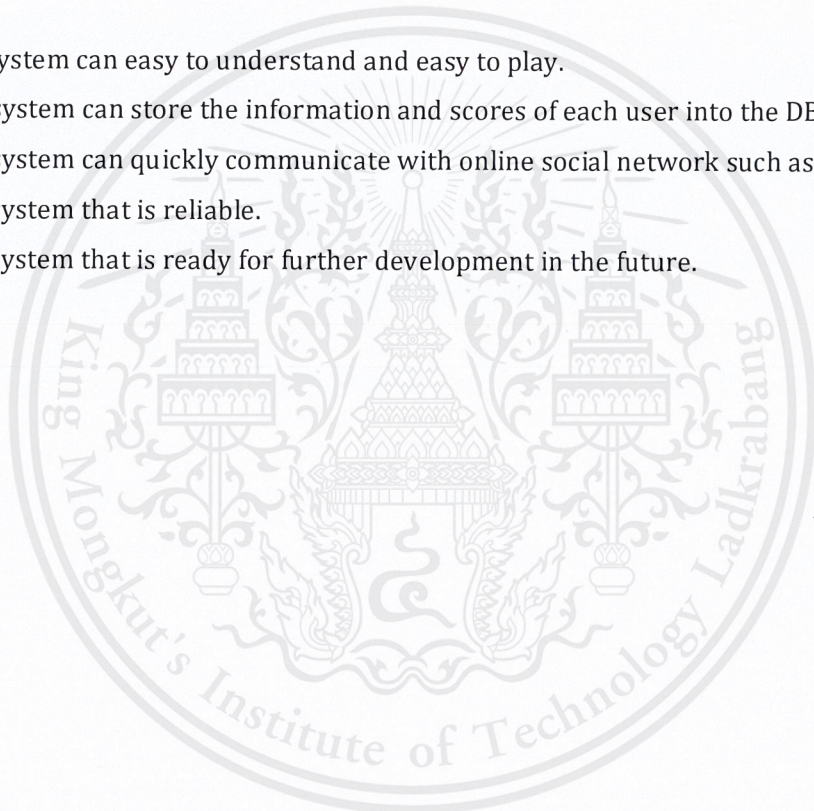
1. Performance: User can quickly communicate with social network and games.
2. Update: System will allow questions in the game to be updated.
3. Classified: System separates group of questions in the game.
4. GUI: User interfaces are beautiful and interesting for the children.

System Functional Requirements

1. Game system can link the scores to show on online social network.
2. Game system can link the score to show on e-GameZone website.
3. Game information will be managed by DBMS.
4. Game system can calculate score of each user.

System Non-Functional Requirements

1. Game system can easy to understand and easy to play.
2. Game system can store the information and scores of each user into the DBMS.
3. Game system can quickly communicate with online social network such as Facebook.
4. Game system that is reliable.
5. Game system that is ready for further development in the future.



4.2 Use Case Diagrams

Use case diagram is a graphical presentation of users interactions that connects with the function in the system. The use case diagram can explain in the different types of users, which connect and interact with the system. This type of diagram is typically used for describing what users can do with the system (Amblerm, S.W., 2001-2012).

4.2.1 e-GameZone

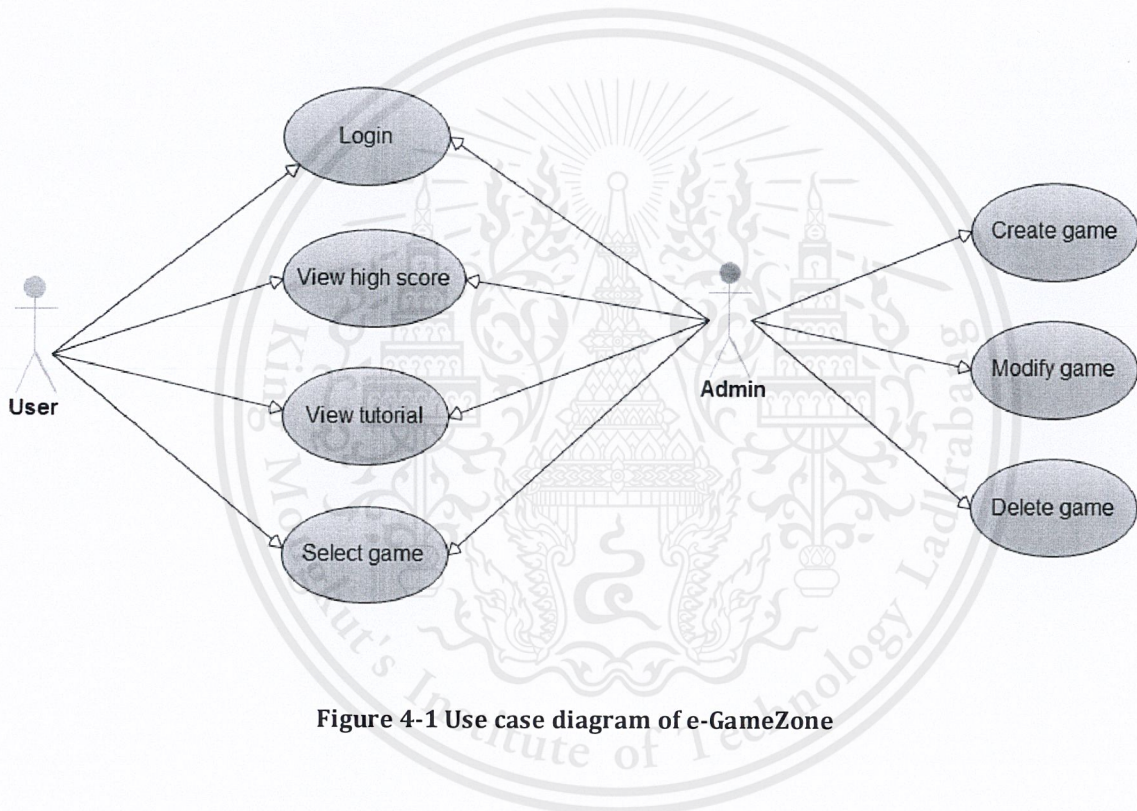


Figure 4-1 Use case diagram of e-GameZone

Figure 4-1 is a use case diagram of e-GameZone, which explains abilities of user and admin in e-GameZone. They can perform the following functions:

- User can login, view high scores, view tutorial and select games to play.
- Admin can do the same with the user. Only admin can create game, modify game and delete game in e-GameZone.

4.2.2 MathWorld

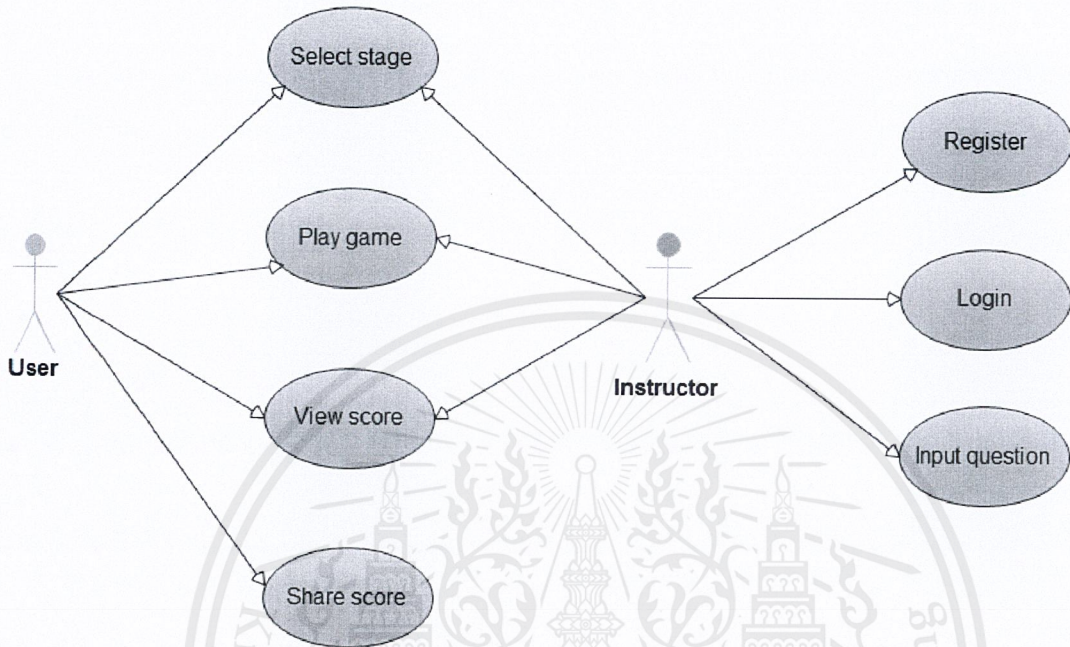


Figure 4-2 Use case diagram of MathWorld

Figure 4-2 is use case diagram of MathWorld, which explains abilities of user and instructor in MathWorld. They can perform the following functions:

- User can select stage, play game, view score and share score.
- Instructors can do the same with the user. They can register and login to input questions in MathWorld.

Chapter 5

Software Design

5.1 Activity Diagrams

Activity diagram is a graphical presentation of the steps of activities and actions. The diagram shows choices and iteration of the activities and actions and also concurrency of the system. It explains interactions between users and each step of the system (Visual-paradigm 2012). Activity diagrams of e-GameZone, MathWorld, and Rock Paper Scissor are presented in the following subsections.

5.1.1 e-GameZone

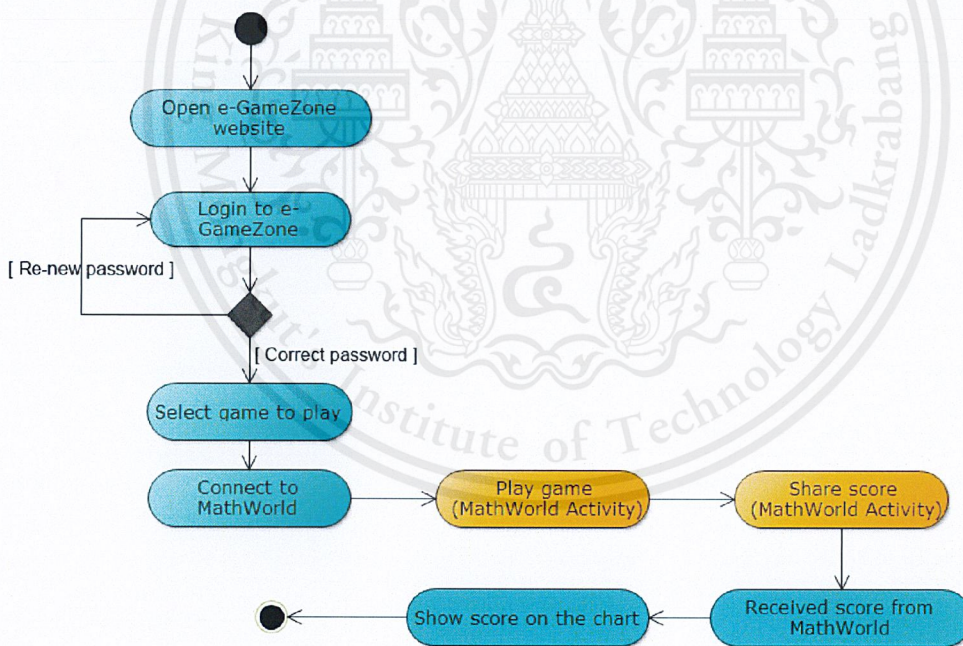


Figure 5-1 Activity diagram of e-GameZone

Figure 5-1 is activity diagram of e-GameZone, which covers all of user functionalities in e-GameZone.

First, the user open e-GameZone website and then login in to e-GameZone. The system will check validity of the username and password input. If password is correct, the user will be able to select for a game to play. After that, the system will connect to MathWorld and allow the user to play game and share scores. Finally, e-GameZone will receive scores from MathWorld and show the scores on the ranking chart.

5.1.2 MathWorld

5.1.2.1 User

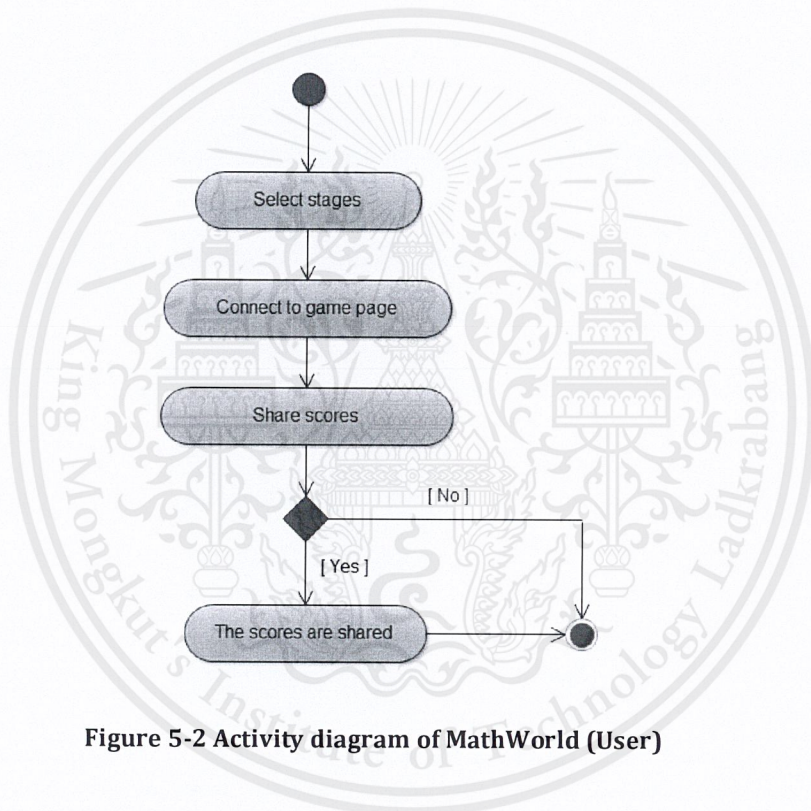


Figure 5-2 Activity diagram of MathWorld (User)

Figure 5-2 is activity diagram of user in MathWorld, which covers all of user functionalities in MathWorld.

After the user select MathWorld from e-GameZone, the user can select a stage of MathWorld to play. The system will connect to game page and play the game. After finishing the game, the user can select whether to share scores or not. Finally, if the user wants to share score, the scores will show on scores chart; and the game will be finished.

5.1.2.2 Instructor

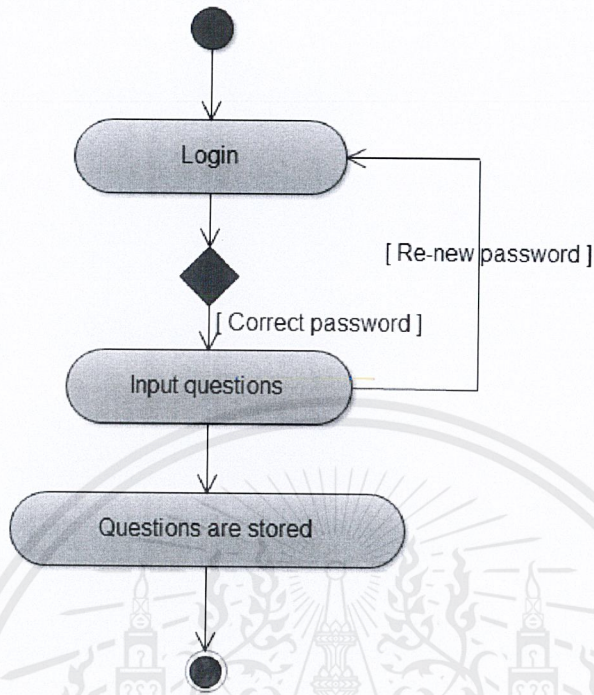


Figure 5-3 Activity diagram of Math World (Instructor)

Figure 5-3 is activity diagram of instructor in MathWorld, which covers all of instructor functionalities in MathWorld.

After the instructor access to e-GameZone, instructor must login to MathWorld. The systems will check for validity of the username and password given. If the password is correct, the instructor can input questions and answers into MathWorld. The questions and answers will be stored into database.

5.1.3 Facebook Connection

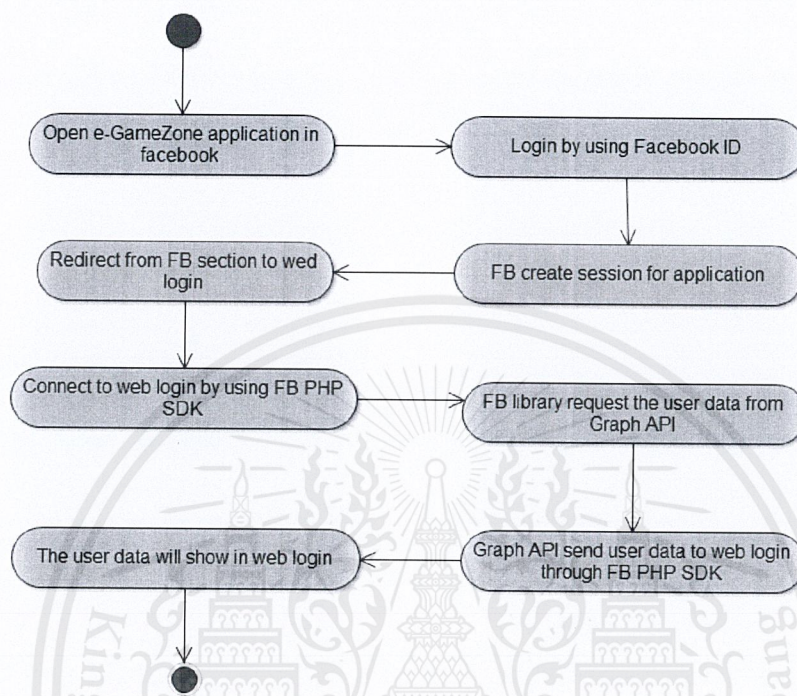


Figure 5-4 Activity diagram of Facebook connection

Figure 5-4 is activity diagram of Facebook connection presenting how the e-GameZone connect with Facebook using Facebook ID. First, user must login to e-GameZone by using Facebook account. When the user login using Facebook ID, the ID will be first validated by Facebook server and then get redirected to e-GameZone if it is valid.

The Facebook system will create session for storing user information and send the received information to e-GameZone using a library called 'Facebook PHP SDK'. While the Facebook application connect with e-GameZone, Facebook library will request for user information by using Graph API. Graph API send the user information as and ID from Facebook application to e-GameZone. Finally, Facebook ID will be used as user ID in the e-GameZone.

5.2 Entity-Relationship (ER) Diagram

Entity-relationship is a figure of data model, which describes database system design. An ER diagram explains structure of database. ER diagram normally presents in form of relationship between each entity and structure of each entity (Chapple, M.,2012). This model can be described into three (3) types including conceptual data model, logical data model and physical data model.

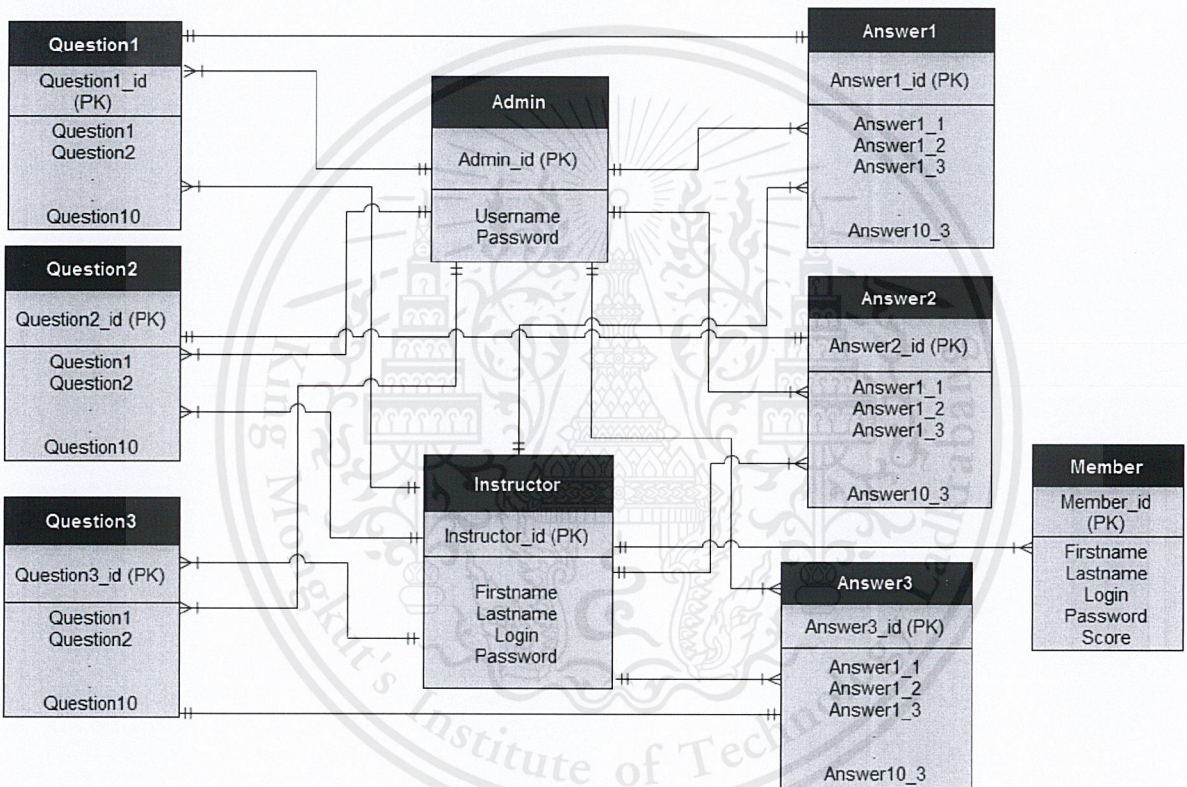


Figure 5-5 ER diagram

Figure 5-5 is the ER diagram of e-GameZone website. It includes three questions, three answers, and clients such as user member, admin and instructor. Instructor can input the questions and answers as the user. Questions and answers are in relationship. Members will store the user score and keep the scores to be shown on e-GameZone website. User can play MathWorld game to get achieve score, which will be stored on the member.

Chapter 6

Development

This chapter describes workplan of e-GameZone project, which includes software development process and tools that were used in the project.

6.1 Project Workplan

Table 6-1 Project workplan

NO.	Task\Time	2012						2013				
		Aug	Sep	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	
1	Scope											
2	Requirments											
3	Techniques & Tools											
4	Mock-up Design											
5	System Analysis & Design											
7	Coding: e-GameZone (Login function)											
8	Coding: MathWorld (Game function)											
9	Coding: MathWorld (Share score function)											
10	Coding: e-GameZone (Show score function)											
11	Reporting											

Table 6-1 presents project workplan of the two semesters. For Semester 1 (Aug - Dec 2012), the workplan includes the following tasks:

- Determine scope of project
- Summarize the requirements
- Learning techniques and selecting tools to use in project
- Analysis and design the software including user interface design
- Start to implementation login function of e-GameZone
- Reporting

Semester 2 (Jan – May 2013) tasks include:

- Continue coding login function of e-GameZone
- Coding MathWorld game function
- Coding MathWorld share score function
- Coding show high score chart function
- Reporting

6.2 Development process

This section explains process that was used to develop the software. e-GameZone project used the incremental model to develop the software. The process starts with system and software requirements, architectural and detailed design, coding, testing and maintenance. Incremental model is similar to waterfall model, but the advantages of this model are the ability to track works and pause the process to do another process until the end. The model also allows software developer to go back and modify the previous process (ISTQB GUIDE, 2012). Therefore, incremental model was chosen mainly due to its listed advantages and flexibility.

6.3 Tools

Tools are software or applications that were used for developing software in this project. The tools are presented in the following subsections:

6.3.1 Adobe Dreamweaver CS5

Adobe Dreamweaver is a tool for website development. It can support HTML language, CSS language, PHP language, and JavaScript language (Adobe, 2012).

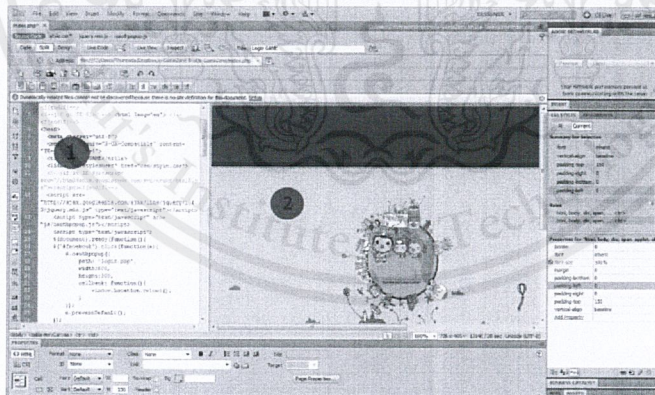


Figure 6-1 Screenshot of Adobe Dreamweaver CS5

Figure 6-1 is an example of screenshot of Adobe Dreamweaver CS5. Area 1 (in red circle) is for inputting source codes. Area 2 is the presentation of interface design as output of the input source codes in Area 1.

6.3.2 Adobe Photoshop CS5

Adobe Photoshop CS5 is a tool for graphic design.

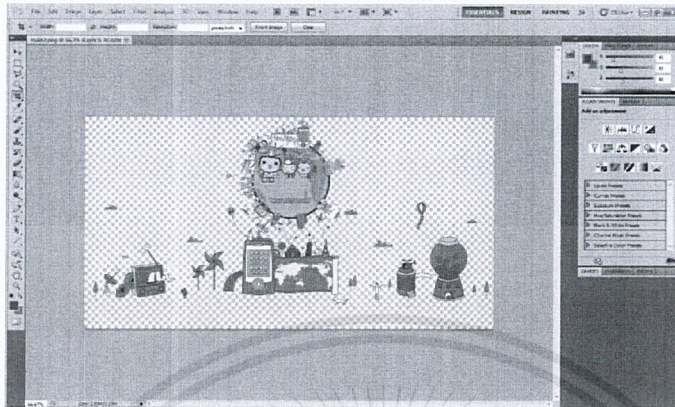


Figure 6-2 Screenshot of Adobe Photoshop CS5

Figure 6-2 is an example of Adobe Photoshop CS5, the picture was created by toolbar in left hand side.

6.3.3 Edraw UML Diagram

Edraw UML Diagram is a tool for create the system design such as use case diagrams, activity diagrams and ER diagrams (EdrawSoft, 2004-2013).

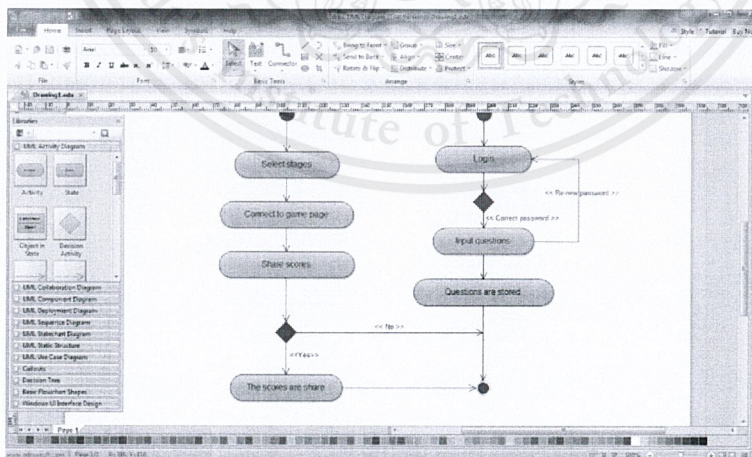


Figure 6-3 Screenshot of Edraw UML Diagram

Figure 6-3 is an example of Edraw UML Diagram. The activity diagram was created by menu bar and library bar in left hand side.

6.3.4 AppServ

AppServ is a program that was used to create instant web server on a Microsoft Windows operating system. It combines the open source software together, including Apache, PHP, My SQL and phpMyAdmin. e-GameZone project used AppServ to simulate the host. This simulated host is called 'localhost' (ภาณุพงศ์ บัญญาดี, 2006).

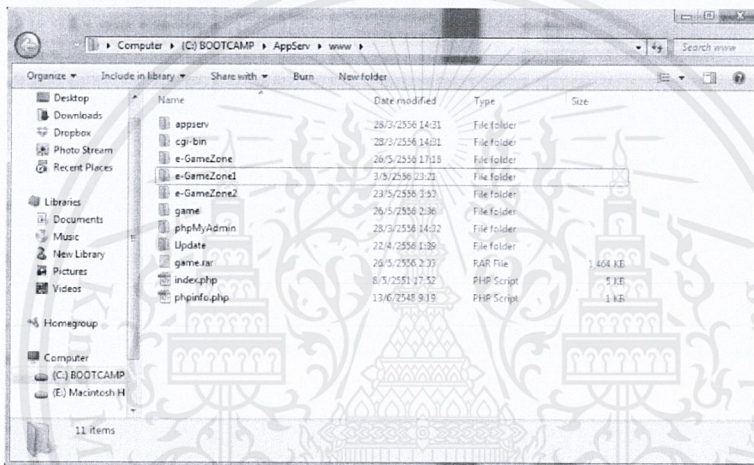


Figure 6-4 Screenshot of AppServ

Figure 6-4 is an example of AppServ. Once AppServ is installed, the software can be used by going through the following path: my computer > drive C: > AppServ folder > www. The work folder must be put into www folder. After that, the work can be tested by using the web browser and put <http://localhost/e-GameZone/> in the address bar.

6.3.6 Filezilla

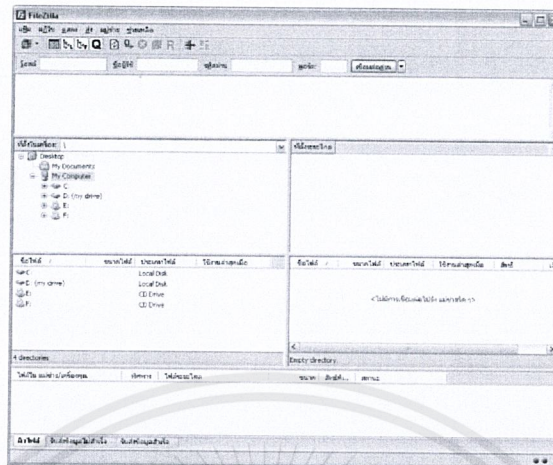


Figure 6-7 Screen shot of FileZilla software

FileZilla is a software that use to connect with FTP server to download or upload files. Particular for website, making it ideal for web designers. FileZilla also supports transfer files securely over SSH (SFTP) with FileZilla supports file taken back to the upload or download fails. It works well through firewalls and proxy FileZilla (FileZilla, 2013).

Chapter 7

Results

This chapter will show the screenshots of the implementation results, which include login and register functions, e-GameZone website, MathWorld, Rock Paper Scissor, calculate score function, show score function, and input question function.

7.1 Login and Register

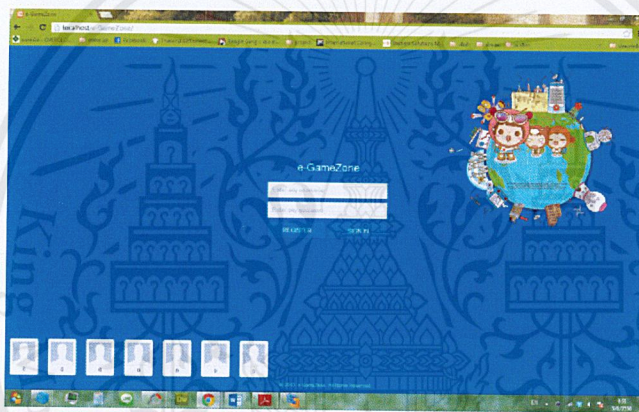


Figure 7-1 e-GameZone login function

First, login function and register function were coded. Register function was designed to be able to select types of users such as 'INSTRUCTOR' and 'PLAYER'. Both of the functions are shown in Figure 7-1 and Figure 7-2.

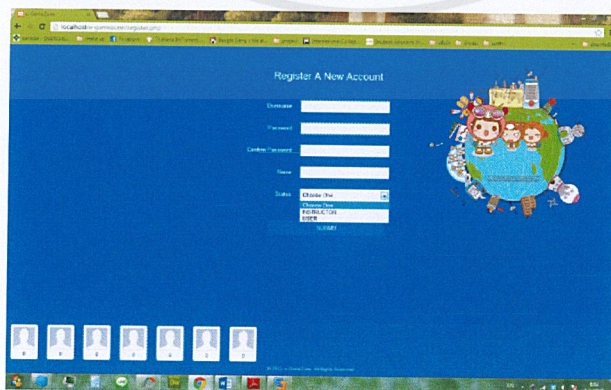


Figure 7-2 e-GameZone register function

7.2 e-GameZone Website

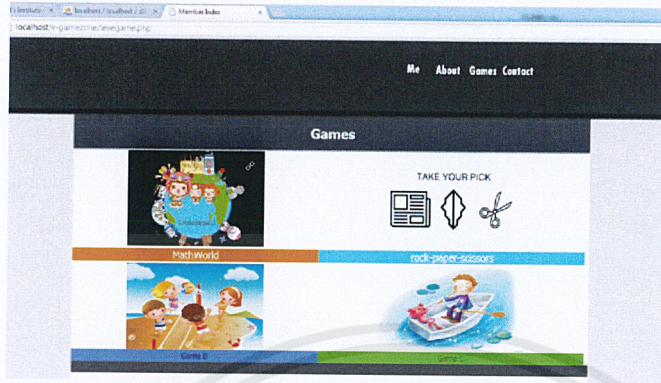


Figure 7-3 e-GameZone website

Login system will verify username and password from login function. User can access to e-GameZone and select for game to play by select game page as presented on Figure 7-3.

7.3 MathWorld

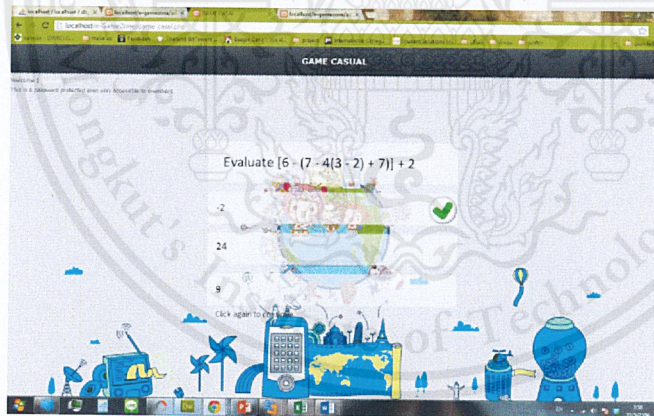


Figure 7-4 MathWorld game

Figure 7-4 is a MathWorld game. The user can play game by answering questions in each stage such as Casual, Normal, and Expert.

7.4 Rock Paper Scissor

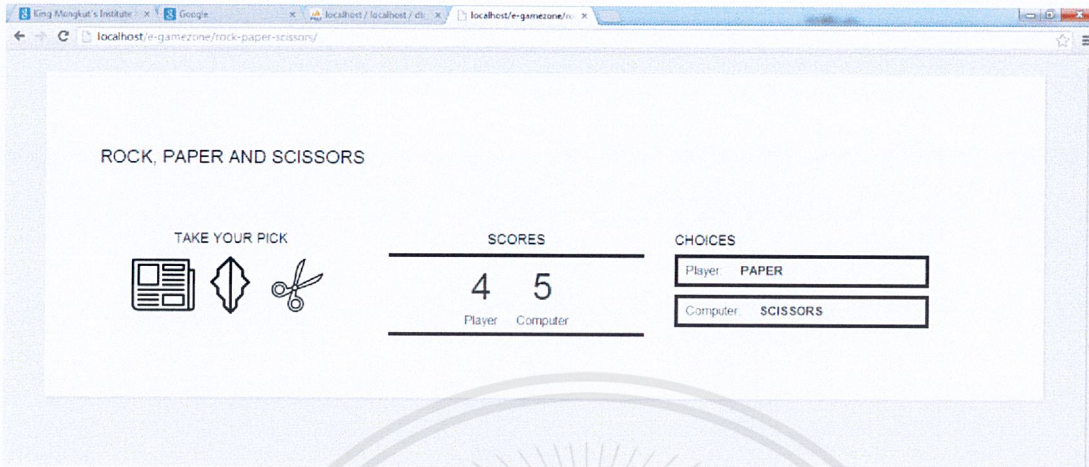


Figure 7-5 Rock Paper Scissor game

Figure 7-5 is a Rock Paper Scissor game. The user can play game by choosing rock, paper or scissor to compare with computer.

7.5 Calculate Score Function

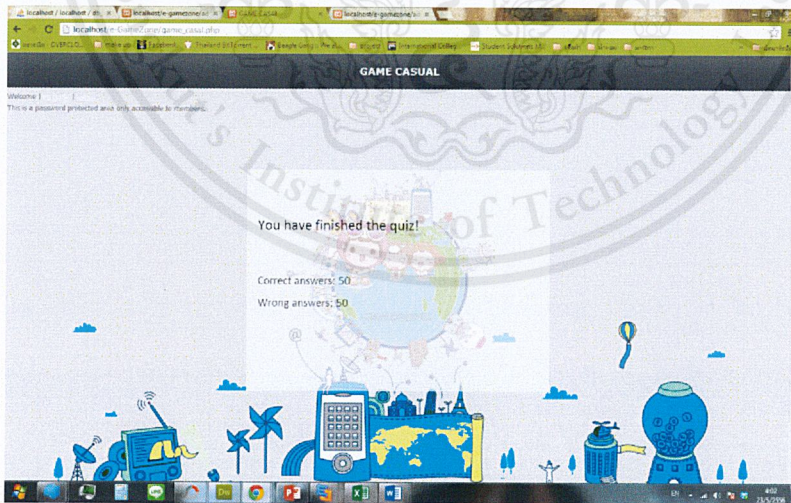


Figure 7-6 MathWorld calculate score function

When the user finish a game, the system can calculate and show the score on game page.

7.6 Input Question and Answer Function

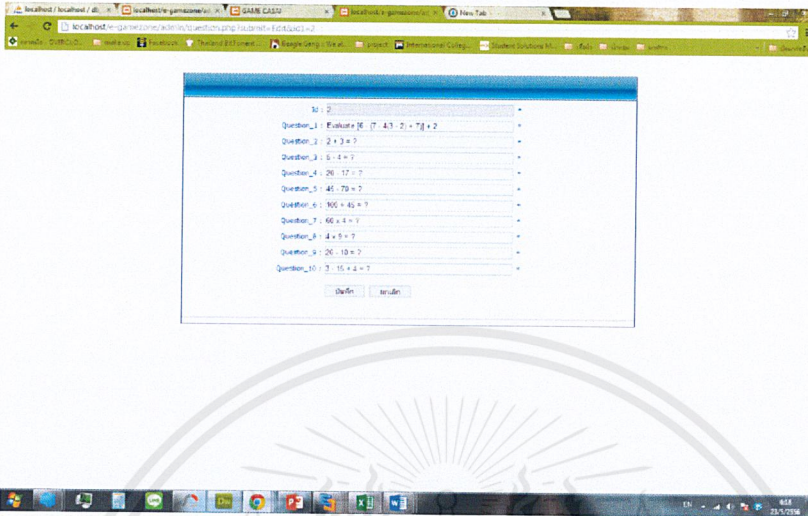


Figure 7-7 MathWorld input questions function

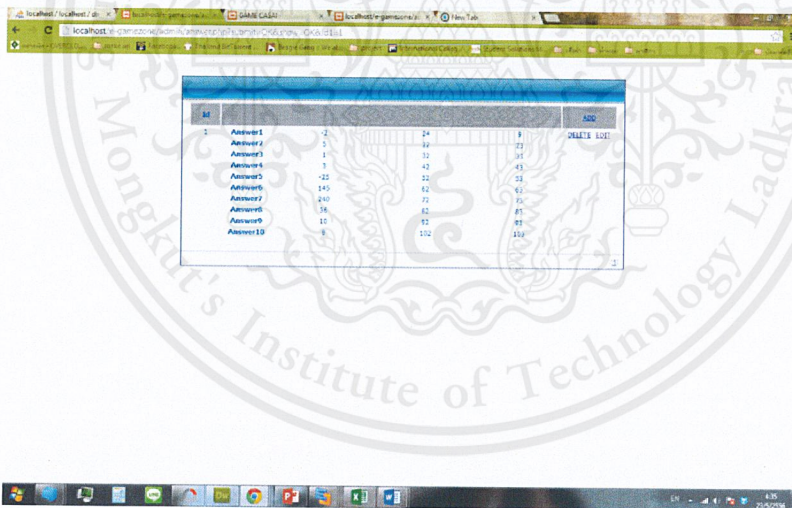


Figure 7-8 MathWorld input answers function

Figure 7-7 and 7-8 are input question and answer functions. Admin can input questions and answers into Database. Game can retrieve questions and answers from Database to be shown on game page.

Chapter 8

Results and Discussions

This chapter describes results and discussions of the project. It is separated into two parts: e-GameZone and MathWorld.

8.1 e-GameZone

Adobe Dreamweaver was used to create web template system for e-GameZone website. HTML5 language entailing HTML and XHTML was used to create the website. The language can support various web browsers (e.g., Internet Explorer, Safari, Google Chrome and Firefox).

8.1.1 User Login System by Facebook Account

This subsection describes login system using Facebook account, which is one of the key features of e-GameZone. Adobe Dreamweaver was used to create web template for the login page, while HTML5 was used to create Facebook login page. To create login system, Facebook libraries including Facebook SDK and Graph API were used. Facebook SDK was used to connect the website with Facebook applications. Graph API was used to obtain user account data from Facebook server to be shown on e-GameZone website. A Facebook application was created to connect with e-GameZone. The Facebook application provided an application ID in order to verify Facebook users. Verified user data will then be sent back to the Facebook application and then to the connected e-GameZone.

8.1.2 Game Hub System

This subsection describes the functionalities of e-GameZone website. This website was created as the game hub to store many games. This game hub will store games and user information. Therefore, users can make their social in this e-GameZone website by letting them play game and share scores with each other. When the users see the scores on a score chart, they will be interested and attract more users to access this website.

8.1.3 Results

User Login System by Facebook Account

When Facebook application connect with e-GameZone, the system can run smoothly because the website was created using HTML5 language and two (2) of Facebook library to connect with each other. These two libraries are already included in Facebook developer. Therefore, the Facebook developer are promptly for connection with e-GameZone.

However, some delay was detected while logging in to e-GameZone using Facebook ID. If the delay happens, the game page will not be loaded. To solve the error, users have to refresh the page to login again. e-GameZone was uploaded from localhost to open-source website by the software called 'Filezilla'. The Facebook can also connect with e-GameZone as open-source website.

User Login System by e-GameZone Account

e-GameZone also entails a direct login channel using e-GameZone account. Users can access to e-GameZone website and register to get an account. Once logged in, users can perform the same functions similar to the ones logging in using Facebook ID.

8.2 MathWorld and Rock Paper Scissor

8.2.1 Game System (MathWorld, Rock Paper Scissor)

To test whether e-GameZone can serve well as a game hub, two games including MathWorld and Rock Paper Scissor were created to be included in the e-Game Zone. The games were created using HTML5 on Adobe Dreamweaver. The game functions are all in this language. It is a powerful language for creating website and game system. This language can also support other high performance applications like 3-D games. This language have been used to create many popular websites in the world such as Apple website (Apple Inc., 2013).

8.2.2 Results

Game System (MathWorld, Rock Paper Scissor)

The games run smoothly once logged in through e-GameZone using either channels. It can share and show scores as designed. Both games were responsive to actions taken by users. No bugs were experienced on MathWorld. However, Rock Paper Scissor showed some bugs. To be more specific, the game showed some errors while being played. The game was designed to stop once five (5) rounds of games were played. Unfortunately, the game kept continuing to the next round even though the first 5 rounds were already played.

8.3 Performances of Software

The following subsections summarize performances of e-GameZone and the two attached game: MathWorld and Rock Paper Scissor. Overall, they all performed very well as set by the requirements.

8.3.1 e-GameZone

Table 8-1 Performances of e-GameZone

<i>Tasks</i>	<i>Performances</i>
Login and Register system	<ul style="list-style-type: none">• User can login and register through e-GameZone.
Connect to database	<ul style="list-style-type: none">• e-GameZone can connect to DB.
Website UI	<ul style="list-style-type: none">• User interface complied with the requirements.
High score chart	<ul style="list-style-type: none">• e-GameZone can show ranking score chart of MathWorld and Rock Paper Scissor game.

8.3.2 MathWorld and Rock Paper Scissor

Table 8-2 Performances of MathWorld and Rock Paper Scissor

<i>Tasks</i>	<i>Performances</i>
Game function	<ul style="list-style-type: none">• User can play MathWorld and Rock Paper Scissor. MathWorld can play with 3 stages.• MathWorld and Rock Paper Scissor can calculate scores.• MathWorld and Rock Paper Scissor can share score to e-GameZone.
Instructor function	<ul style="list-style-type: none">• Instructor can input questions into MathWorld.

Chapter 9

Conclusions

9.1 Summary

e-GameZone project was developed for the people, who want to create social network on the internet by playing web-based games. Users can access this website for view scores and share information among each other. e-GameZone is a web-based game hub that can support various game platforms. MathWorld and Rock Paper Scissor were created to demonstrate that e-GameZone can host multiply games and perform its designated functions as planned. MathWorld is a more complex game independently created by the project team. A demand survey was conducted to select for the type of game to be created. The results showed that a fun math game like MathWorld was in demand. The Rock Paper Scissor is a more generic game created solely for the purpose of demonstration.

The project and all its components were tested after they were completed. The results showed that they performed very well as per the requirements set. However, some minor bugs were experienced especially on the Rock Paper Scissor game. Analysis on the results and performances of the project were provided in the previous sections. The results and experiences obtained can be used as the basis for further development in the future.

9.2 Lessons Learned

1. Learn how to create game hub system in web browser
2. Learn how to create website by using HTML5 tools
3. Get to understanding about working and processing of how the website application and social network connected with each other
4. Developers should seek for solutions from various information resources such as internet-based resources and libraries. They should also consult with experienced software designers to overcome some technical difficulties.
5. To finish a project on time, developers should follow a project workplan strictly. A delay on one task may result in a delay of the entire project.

9.3 Problems and Obstacles

1. The project was delayed due to poor time management. The time required was also quite extensive due to some research tasks to learn more technical knowledge.
2. Because the project is a web-based application, internet connection was crucial. Loss in internet connection caused some delays from time to time.
3. Got problem with account login system from social network ID to game hub system. In case of login system, if there is a lot of users logging in at the same time, the system will show some errors. Refresh was required to correct the errors.
4. Developers of the project needs to learn more technical skills about the software development in order to overcome problems found and also for development of other software in the future.

9.4 Future Work

1. Create more games to be included in e-GameZone
2. Upgrade e-GameZone websites to be more interesting and easier to access for the users
3. Extend the database table to carry more data for the future
4. Promote e-GameZone for more users

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Appendix A

Game Questionnaire

We are interested in finding out kid views of computer games to develop a mathematical game. We would like you complete this questionnaire. Thank you in advance for your help.

1. Sex

 Male Female

2. Age

____ Years

3. School

4. Do you have a computer and internet?

 Yes No

5. Do you like to play the game online?

 Yes No

6. How many hours do you play the game online (per week)?

_____ Hours

7. What types of games that you favorite?

 Shooter Platform Sports Puzzle Adventure Strategy Other _____

8. If I develop the game online about math, do you want to play this?

 Yes No

9. If you play math game, do you want to share the scores on your facebook?

 Yes No

10. The name of game that you're playing now? (Please give a brief description.)

Thank you for completing this questionnaire!

Appendix B

Source Code

1. Register Page (register.php)

```
<!DOCTYPE html>
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<meta name="viewport" content="width=device-width, initial-scale=1.0" />
<title>e-GameZone</title>
<link rel="stylesheet" href="css/style.default.css" type="text/css" />
</head>
<body class="loginpage">

<div class="balloon" style="top: 5%;position: absolute;right: 5%;">
  
</div>

<div class="widgetcontent wcl" style=" border: none; width: 570px; color: white; right: 28%;
position: absolute; background: none; padding: 0px;">
  <h1 style="padding-top: 55px;text-align: center;padding-bottom: 20px;">Register A New
Account</h1>
  <form id="form1" class="stdform" method="post" action="save_register.php"
novalidate="novalidate">
    <div class="par control-group">
      <label class="control-label" for="firstname">Username</label>
      <div class="controls"><input style=" width: 200px; " type="text"
name="txtUsername" id="txtUsername" class="input-large"></div>
    </div>

    <div class="control-group">
      <label class="control-label" for="lastname">Password</label>
      <div class="controls"><input style=" width: 200px; " type="password"
name="txtPassword" id="txtPassword" class="input-large"></div>
    </div>

    <div class="par control-group">
      <label class="control-label" for="email">Confirm Password</label>
      <div class="controls"><input style=" width: 200px; " type="password"
name="txtConPassword" id="txtConPassword" class="input-xlarge"></div>
    </div>

    <div class="par control-group">
      <label class="control-label" for="location">Name</label>
      <div class="controls"><input style=" width: 200px; " type="text" name="txtName"
id="txtName" class="input-xlarge"></div>
    </div>

    <div class="par control-group">
      <label class="control-label" for="location">Status</label>
      <div class="controls"><select style=" width: 213px; " name="ddlStatus"
id="ddlStatus" class="uniformselect">
        <option value="">Choose One</option>
        <option value="ADMIN">INSTRUCTOR</option>
        <option value="USER">USER</option>
      </select></div>
    </div>

    <div class="inputwrapper animate4 bounceIn" style=" margin-left: 145px; margin-top:
40px;">
      <button style=" width: 280px; float: left; " type="submit" name="Submit"
value="Save">Submit</button>
  </div>
</div>
```

```

        </div>
    </form>
</div>

<div style="position: absolute;bottom: 0px;overflow: hidden;height: 125px;background: rgba(28,
111, 201, 0.66);width: 100%;">
<?php
$con=mysqli_connect("localhost","root","root","db_game");

if (mysqli_connect_errno())
{
    echo "Failed to connect to MySQL: " . mysqli_connect_error();
}

$result = mysqli_query($con,"SELECT * FROM member_new");

while($row = mysqli_fetch_array($result))
{
    echo'
        <div class="showscore" style="bottom: 0;height: 84px;float: left;padding: 10px;">
            <div class="game1" style="padding: 6px;border-radius: 5px;background:
white;border: 1px solid rgb(50, 95, 163);width: 52px;height: 70px;">
                <div class="person"="" style="">
                    
<html>
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<meta name="viewport" content="width=device-width, initial-scale=1.0" />
<title>e-GameZone</title>
<link rel="stylesheet" href="css/style.default.css" type="text/css" />
</head>

<body class="loginpage">

<div class="balloon" style="top: 5%;position: absolute;right: 5%;">
  
</div>

<div class="widgetcontent wcl" style=" border: none; width: 570px; color: white; right: 28%;
position: absolute; background: none; padding: 0px;">
  <h1 style="padding-top: 55px;text-align: center;padding-bottom: 20px;">Register A New
Account</h1>
  <form id="form1" class="stdform" method="post" action="save_register.php"
novalidate="novalidate">
    <div class="par control-group">
      <label class="control-label" for="firstname">Username</label>
      <div class="controls"><input style=" width: 200px; " type="text"
name="txtUsername" id="txtUsername" class="input-large"></div>
    </div>

    <div class="control-group">
      <label class="control-label" for="lastname">Password</label>
      <div class="controls"><input style=" width: 200px; " type="password"
name="txtPassword" id="txtPassword" class="input-large"></div>
    </div>

    <div class="par control-group">
      <label class="control-label" for="email">Confirm Password</label>
      <div class="controls"><input style=" width: 200px; " type="password"
name="txtConPassword" id="txtConPassword" class="input-xlarge"></div>
    </div>

    <div class="par control-group">
      <label class="control-label" for="location">Name</label>
      <div class="controls"><input style=" width: 200px; " type="text" name="txtName"
id="txtName" class="input-xlarge"></div>
    </div>

    <div class="par control-group">
      <label class="control-label" for="location">Status</label>
      <div class="controls"><select style=" width: 213px; " name="ddlStatus"
id="ddlStatus" class="uniformselect">
        <option value="">Choose One</option>
        <option value="ADMIN">INSTRUCTOR</option>
        <option value="USER">USER</option>
      </select></div>
    </div>

    <div class="inputwrapper animate4 bounceIn" style=" margin-left: 145px; margin-top:
40px;">
      <button style=" width: 280px; float: left; " type="submit" name="Submit"
value="Save">Submit</button>
    </div>
  </form>
</div>

<div style="position: absolute;bottom: 0px;overflow: hidden;height: 125px;background: rgba(28,
111, 201, 0.66);width: 100%;">
<?php
$con=mysqli_connect("localhost","root","root","db_game");
```

```

if (mysqli_connect_errno())
{
    echo "Failed to connect to MySQL: " . mysqli_connect_error();
}

$result = mysqli_query($con,"SELECT * FROM member_new");

while($row = mysqli_fetch_array($result))
{
    echo'
        <div class="showscore" style="bottom: 0;height: 84px;float: left;padding: 10px;">
            <div class="game1" style="padding: 6px;border-radius: 5px;background:
white;border: 1px solid rgb(50, 95, 163);width: 52px;height: 70px;">
                <div class="person"="" style="">
                    

```


5. Edit Profile Page (edit_profile.php)

```
<?
    session_start();
    if($_SESSION['UserID'] == "")
    {
        echo "Please Login!";
        exit();
    }

    mysql_connect("localhost","root","root");
    mysql_select_db("db_game");
    $strSQL = "SELECT * FROM member_new WHERE UserID = '".$_SESSION['UserID']."' ";
    $objQuery = mysql_query($strSQL);
    $objResult = mysql_fetch_array($objQuery);
?>
<html>
<head>
<title>Edit Profile</title>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8"><style type="text/css">
<!--
body {
    background-image: url(img/g_2.png);
}
-->
</style></head>
<body>
<form name="form1" method="post" action="save_profile.php">
    <div align="center">Edit Profile! <br>
        <table width="400" border="0" style="width: 400px">
            <tbody>
                <tr>
                    <td width="125"> &nbsp;UserID</td>
                    <td width="180">
                        <?=$objResult["UserID"];?>
                    </td>
                </tr>
                <tr>
                    <td> &nbsp;Username</td>
                    <td>
                        <?=$objResult["Username"];?>
                    </td>
                </tr>
                <tr>
                    <td> &nbsp;Password</td>
                    <td><input name="txtPassword" type="password" id="txtPassword"
value="<?=$objResult["Password"];?>" /></td>
                </tr>
                <tr>
                    <td> &nbsp;Confirm Password</td>
                    <td><input name="txtConPassword" type="password" id="txtConPassword"
value="<?=$objResult["Password"];?>" /></td>
                </tr>
                <tr>
                    <td>&nbsp;Name</td>
                    <td><input name="txtName" type="text" id="txtName"
value="<?=$objResult["Name"];?>" /></td>
                </tr>
                <tr>
                    <td> &nbsp;Status</td>
                    <td>
                        <?=$objResult["Status"];?>
                    </td>
                </tr>
            </tbody>
        </table>
        <br>
        <input type="submit" name="Submit" value="Save">
    </div>
</form>
</body>
</html>
```

6. Save Register Function (save_register.php)

```
<?
    session_start();
    if($_SESSION['UserID'] == "")
    {
        echo "Please Login!";
        exit();
    }

    mysql_connect("localhost","root","root");
    mysql_select_db("db_game");
    $strSQL = "SELECT * FROM member_new WHERE UserID = '".$_SESSION['UserID']."' ";
    $objQuery = mysql_query($strSQL);
    $objResult = mysql_fetch_array($objQuery);
?>
<html>
<head>
<title>Edit Profile</title>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8"><style type="text/css">
<!--
body {
    background-image: url(img/g_2.png);
}
-->
</style></head>
<body>
<form name="form1" method="post" action="save_profile.php">
    <div align="center">Edit Profile! <br>
        <table width="400" border="0" style="width: 400px">
            <tbody>
                <tr>
                    <td width="125"> &nbsp;UserID</td>
                    <td width="180">
                        <?=$objResult["UserID"];?>
                    </td>
                </tr>
                <tr>
                    <td> &nbsp;Username</td>
                    <td>
                        <?=$objResult["Username"];?>
                    </td>
                </tr>
                <tr>
                    <td> &nbsp;Password</td>
                    <td><input name="txtPassword" type="password" id="txtPassword"
value="<?=$objResult["Password"];?>" /></td>
                </tr>
                <tr>
                    <td> &nbsp;Confirm Password</td>
                    <td><input name="txtConPassword" type="password" id="txtConPassword"
value="<?=$objResult["Password"];?>" /></td>
                </tr>
                <tr>
                    <td>&nbsp;Name</td>
                    <td><input name="txtName" type="text" id="txtName"
value="<?=$objResult["Name"];?>" /></td>
                </tr>
                <tr>
                    <td> &nbsp;Status</td>
                    <td>
                        <?=$objResult["Status"];?>
                    </td>
                </tr>
            </tbody>
        </table>
        <br>
        <input type="submit" name="Submit" value="Save">
    </div>
</form>
</body>
</html>
```

7. Save Profile Function (save_profile.php)

```
<?
    session_start();
    if($_SESSION['UserID'] == "")
    {
        echo "Please Login!";
        exit();
    }
    mysql_connect("localhost","root","root");
    mysql_select_db("mydatabase");

    if($_POST["txtPassword"] != $_POST["txtConPassword"])
    {
        echo "Password not Match!";
        exit();
    }
    $strSQL = "UPDATE member SET Password = '".trim($_POST['txtPassword'])."'
,Name = '".trim($_POST['txtName'])."' WHERE UserID = '".$_SESSION["UserID"]."' ";
    $objQuery = mysql_query($strSQL);

    echo "Save Completed!<br>";

    if($_SESSION["Status"] == "ADMIN")
    {
        echo "<br> Go to <a href='admin_page.php'>Admin page</a>";
    }
    else
    {
        echo "<br> Go to <a href='member-index.php'>User page</a>";
    }

    mysql_close();
?>
```

8. Select Game Page (levegame.php)

```
<?
    session_start();
    if($_SESSION['UserID'] == "")
    {
        echo "Please Login!";
        exit();
    }

    if($_SESSION['Status'] != "USER")
    {
        echo "This page for User only!";
        exit();
    }

    mysql_connect("localhost","root","root");
    mysql_select_db("db_game");
    $strSQL = "SELECT * FROM member_new WHERE UserID = '".$_SESSION['UserID']."' ";
    $objQuery = mysql_query($strSQL);
    $objResult = mysql_fetch_array($objQuery);
?>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta charset='utf-8'>
<title>Member Index</title>
<link href="css/style.css" rel="stylesheet" type="text/css" />
<style type="text/css">
<!--
body,td,th {
    color: #000000;
    font-size: 14px;
```



```

        <td><div align="center"></div></td>
        <td><div align="center"></div></td>
        <td><div align="center"></div></td>
    </tr>
    <tr>
        <td bgcolor="#6666FF"><div align="center"><em><strong>Game B </strong></em></div></td>
        <td bgcolor="#66CC00"><div align="center"><em><strong>Game C </strong></em></div></td>
        <td><div align="center"></div></td>
    </tr>
</table></td>
<td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
    <td background="img/g_2.png">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
    <td background="img/g_2.png">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
    <td background="img/g_2.png">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
    <td background="img/g_2.png">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
    <td background="img/g_2.png">&nbsp;</td>
    <td colspan="2" bgcolor="#3D3F3F">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
    <td background="img/g_2.png">&nbsp;</td>
    <td colspan="2" bgcolor="#FFFFFF"><br /></td>
    <td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
    <td background="img/g_2.png">&nbsp;</td>
    <td bgcolor="#FFFFFF"><div align="right"></div></td>
    <td bgcolor="#FFFFFF">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
    <td background="img/g_2.png">&nbsp;</td>
    <td bgcolor="#FFFFFF">&nbsp;</td>
    <td bgcolor="#FFFFFF">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
    <td background="img/g_2.png">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
    <td background="img/g_2.png">&nbsp;</td>
</tr>
</table>
<p>&nbsp;</p>
</body>
</html>

```


10. Select Difficulty of MathWorld Game (select.php)

```
<?
    session_start();
    if($_SESSION['UserID'] == "")
    {
        echo "Please Login!";
        exit();
    }

    if($_SESSION['Status'] != "USER")
    {
        echo "This page for User only!";
        exit();
    }

    mysql_connect("localhost","root","root");
    mysql_select_db("db_game");
    $strSQL = "SELECT * FROM member_new WHERE UserID = '".$_SESSION['UserID']."' ";
    $objQuery = mysql_query($strSQL);
    $objResult = mysql_fetch_array($objQuery);
?>
<?php
    require_once('auth.php');
?>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta charset='utf-8'>
<title>Member Index</title>
<link href="css/style.css" rel="stylesheet" type="text/css" />
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<style type="text/css">
body {
    background-color: #93cd17;
}
</style>
</head>
<body>
<h1 align="center"> SELECT WORLD </h1>
Welcome <?php echo $objResult['Name'];?>|<a href="levegame.php">Go back to e-GameZone</a>| <a
href="logout.php">Logout</a>
<p>&nbsp;</p>
<div class="main">
<section class="container02">
<div class="bar">
</div>
<div class="login">
<h1>Select the world</h1>
<form id="loginForm" name="loginForm" method="post" action="proleve.php">
<p><center>
<label>
<input name="Casal" type="radio" value="1" />
Casual
<input name="Normal" type="radio" value="2" />
</label>
<label>
Normal
<input name="Expert" type="radio" value="3" />
</label>
<label>
Expert
</label>
</center></p>
<p class="remember_me"> </p>
<p class="submit">
<input type="submit" name="Submit" value="Go!" />
</p>
</form>
</div>
</section>
</div>
</section>
```

```

</div>
</body>
</html>

```

11. Main Page of MathWorld game (maingame.php)

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv=Content-Type content="text/html; charset=tis-620">
<title>Member Index</title>
<link href="css/style.css" rel="stylesheet" type="text/css" />
</head>
<body>

<script>

window.onload = function(){

var canvas = document.getElementById("myCanvas");
var context = canvas.getContext("2d");
var quizbg = new Image();
var Question = new String;
var Option1 = new String;
var Option2 = new String;
var Option3 = new String;
var Option4 = new String;
var Option5 = new String;
var Option6 = new String;
var Option7 = new String;
var Option8 = new String;
var Option9 = new String;
var Option10 = new String;
var mx=0;
var my=0;
var CorrectAnswer = 0;
var qnumber = 0;
var rightanswers=0;
var wronganswers=0;
var QuizFinished = false;
var lock = false;
var textpos1=45;
var textpos2=145;
var textpos3=230;
var textpos4=325;

<?php
define('DB_HOST', 'localhost');
define('DB_USER', 'root');
define('DB_PASSWORD', 'root');
define('DB_DATABASE', 'db_game');
$connection = mysql_pconnect(DB_HOST,DB_USER,DB_PASSWORD);
mysql_select_db(DB_DATABASE,$connection);
mysql_query("SET NAMES TIS620");
$result = mysql_query("SELECT question_1,
question_2,question_3,question_4,question_5,question_6,question_7,question_8,question_9,questi
on_10 FROM question", $connection);
$result_a = mysql_query("SELECT answer1_1, answer1_2,answer1_3 ,answer2_1,
answer2_2,answer2_3,answer3_1, answer3_2,answer3_3,answer4_1, answer4_2,answer4_3,answer5_1,
answer5_2,answer5_3,answer6_1, answer6_2,answer6_3,answer7_1, answer7_2,answer7_3,answer8_1,
answer8_2,answer8_3,answer9_1, answer9_2,answer9_3,answer10_1, answer10_2,answer10_3 FROM
answer", $connection);
$fielddata = @ mysql_fetch_array($result);
$fielddata_a = @ mysql_fetch_array($result_a);
$q1 = $fielddata[question_1];
$q2 = $fielddata[question_2];

```

```

$q3 = $fielddata[question_3];
$q4 = $fielddata[question_4];
$q5 = $fielddata[question_5];
$q6 = $fielddata[question_6];
$q7 = $fielddata[question_7];
$q8 = $fielddata[question_8];
$q9 = $fielddata[question_9];
$q10 = $fielddata[question_10];
$q1_1 = $fielddata_a[answer1_1];
$q1_2 = $fielddata_a[answer1_2];
$q1_3 = $fielddata_a[answer1_3];
$q2_1 = $fielddata_a[answer2_1];
$q2_2 = $fielddata_a[answer2_2];
$q2_3 = $fielddata_a[answer2_3];
$q3_1 = $fielddata_a[answer3_1];
$q3_2 = $fielddata_a[answer3_2];
$q3_3 = $fielddata_a[answer3_3];
$q4_1 = $fielddata_a[answer4_1];
$q4_2 = $fielddata_a[answer4_2];
$q4_3 = $fielddata_a[answer4_3];
$q5_1 = $fielddata_a[answer5_1];
$q5_2 = $fielddata_a[answer5_2];
$q5_3 = $fielddata_a[answer5_3];
$q6_1 = $fielddata_a[answer6_1];
$q6_2 = $fielddata_a[answer6_2];
$q6_3 = $fielddata_a[answer6_3];
$q7_1 = $fielddata_a[answer7_1];
$q7_2 = $fielddata_a[answer7_2];
$q7_3 = $fielddata_a[answer7_3];
$q8_1 = $fielddata_a[answer8_1];
$q8_2 = $fielddata_a[answer8_2];
$q8_3 = $fielddata_a[answer8_3];
$q9_1 = $fielddata_a[answer9_1];
$q9_2 = $fielddata_a[answer9_2];
$q9_3 = $fielddata_a[answer9_3];
$q10_1 = $fielddata_a[answer10_1];
$q10_2 = $fielddata_a[answer10_2];
$q10_3 = $fielddata_a[answer10_3];

```

?>

```

Questions = [
    <?php echo $q1; ?> ,
        <?php echo $q2; ?> ,
            <?php echo $q3; ?> ,
                <?php echo $q4; ?> ,
                    <?php echo $q5; ?> ,
                        <?php echo $q6; ?> ,
                            <?php echo $q7; ?> ,
                                <?php echo $q8; ?> ,
                                    <?php echo $q9; ?> ,
                                        <?php echo $q10; ?>

```

];

```

Options = [
    [ <?php echo $q1_1; ?> , <?php echo
    $q1_2; ?>, <?php echo $q1_3; ?>],
        [ <?php echo $q2_1; ?> , <?php echo
    $q2_2; ?>, <?php echo $q2_3; ?>],
            [ <?php echo $q3_1; ?> , <?php echo $q3_2; ?>,
    <?php echo $q3_3; ?>],
                [ <?php echo $q4_1; ?> , <?php echo $q4_2; ?>,
    <?php echo $q4_3; ?>],
                    [ <?php echo $q5_1; ?> , <?php echo $q5_2; ?>,
    <?php echo $q5_3; ?>],
                        [ <?php echo $q6_1; ?> , <?php echo $q6_2;
    >, <?php echo $q6_3; ?>],
                            [ <?php echo $q7_1; ?> , <?php echo $q7_2;
    >, <?php echo $q7_3; ?>],
                                [ <?php echo $q8_1; ?> , <?php echo $q8_2;
    >, <?php echo $q8_3; ?>],

```

```

?>, <?php echo $q9_3; ?>],
?>, <?php echo $q10_3; ?>],
];

quizbg.onload = function(){
context.drawImage(quizbg, 0, 0);
SetQuestions();
};//quizbg
quizbg.src = "img/quizbg.png";

SetQuestions = function(){

Question=Questions[qnumber];
CorrectAnswer=1+Math.floor(Math.random()*3);

if(CorrectAnswer==1){Option1=Options[qnumber][0];Option2=Options[qnumber][1];Option3=Options[qnumber][2];}
if(CorrectAnswer==2){Option1=Options[qnumber][2];Option2=Options[qnumber][0];Option3=Options[qnumber][1];}
if(CorrectAnswer==3){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}
if(CorrectAnswer==4){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}
if(CorrectAnswer==5){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}
if(CorrectAnswer==6){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}
if(CorrectAnswer==7){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}
if(CorrectAnswer==8){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}
if(CorrectAnswer==9){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}
if(CorrectAnswer==10){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

context.textBaseline = "middle";
context.font = "24pt Calibri,Arial";
context.fillText(Question,20,textpos1);
context.font = "18pt Calibri,Arial";
context.fillText(Option1,20,textpos2);
context.fillText(Option2,20,textpos3);
context.fillText(Option3,20,textpos4);

};//SetQuestions

canvas.addEventListener('click',ProcessClick,false);

function ProcessClick(ev){

my=ev.y-canvas.offsetTop;

if(ev.y == undefined){
my = ev.pageY - canvas.offsetTop;
}
}

```

```

        if(lock){
            ResetQ();
        }//if lock

        else{

            if(my>110 && my<180){GetFeedback(1);}
            if(my>200 && my<270){GetFeedback(2);}
            if(my>290 && my<360){GetFeedback(3);}

        }//!lock

    }//ProcessClick

GetFeedback = function(a){

    if(a==CorrectAnswer){
        context.drawImage(quizbg, 0,400,75,70,480,110+(90*(a-1)),75,70);
        rightanswers++;
        //drawImage(image, sx, sy, sWidth, sHeight, dx, dy, dWidth, dHeight)
    }
    else{
        context.drawImage(quizbg, 75,400,75,70,480,110+(90*(a-1)),75,70);
        wronganswers++;
    }
    lock=true;
    context.font = "14pt Calibri,Arial";
    context.fillText("Click again to continue",20,380);
}//get feedback

ResetQ= function(){
    lock=false;
    context.clearRect(0,0,550,400);
    qnumber++;
    if(qnumber==Questions.length){EndQuiz();}
    else{
        context.drawImage(quizbg, 0, 0);
        SetQuestions();
    }

    EndQuiz=function(){
        canvas.removeEventListener('click',ProcessClick,false);
        context.drawImage(quizbg, 0,0,550,90,0,0,550,400);
        context.font = "20pt Calibri,Arial";
        context.fillText("You have finished the quiz!",20,100);
        context.font = "16pt Calibri,Arial";
        context.fillText("Correct answers: "+String(rightanswers),20,200);
        context.fillText("Wrong answers: "+String(wronganswers),20,240);
    }

    };//windowonload

</script>

```

```

<h1 align="center">GAME</h1>
Welcome <?php echo $_SESSION['SESS_FIRST_NAME'];?> | <a href="member-profile.php">My
Profile</a> | <a href="logout.php">Logout</a>
<p>This is a password protected area only accessible to members. </p>
<div class="main">
<section class="container02">
    <div id="ccontainer">
<canvas id="myCanvas" width="550" height="400"></canvas>
    </div>
</section>
</div>
</body>
</html>

```

12. Select level function of MathWorld game (proleve.php)

```
<?
    session_start();
    if($_SESSION['UserID'] == "")
    {
        echo "Please Login!";
        exit();
    }

    if($_SESSION['Status'] != "USER")
    {
        echo "This page for User only!";
        exit();
    }

    mysql_connect("localhost","root","root");
    mysql_select_db("db_game");
    $strSQL = "SELECT * FROM member_new WHERE UserID = '".$_SESSION['UserID']."' ";
    $objQuery = mysql_query($strSQL);
    $objResult = mysql_fetch_array($objQuery);
?>
<?php
$Casal = $_POST['Casal'];
$Normal = $_POST['Normal'];
$Expert = $_POST['Expert'];

if($Casal=="1")
{
    header( "Location: ./game_casal.php" );
}
elseif($Normal=="2")
{
    header( "Location: ./game_normal.php" );
}
elseif($Expert=="3")
{
    header( "Location: ./game_expert.php" );
}
else
{
    header( "Location: ./levegame.php" );
}
?>
```

13. Casual Level of MathWorld game (game_casual.php)

```
<?
    session_start();
    if($_SESSION['UserID'] == "")
    {
        echo "Please Login!";
        exit();
    }

    if($_SESSION['Status'] != "USER")
    {
        echo "This page for User only!";
        exit();
    }

    mysql_connect("localhost","root","root");
    mysql_select_db("db_game");
    $strSQL = "SELECT * FROM member_new WHERE UserID = '".$_SESSION['UserID']."' ";
    $objQuery = mysql_query($strSQL);
    $objResult = mysql_fetch_array($objQuery);
?>
```

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<title>GAME CASUAL</title>
<link href="css/style.css" rel="stylesheet" type="text/css" />
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" /><style
type="text/css">
<!--
body {
    background-color: #FFFFFF;
    background-image: url(img/g_2.png);
}
-->
</style></head>
<body>

<script>

    window.onload = function(){

        var canvas = document.getElementById("myCanvas");
        var context = canvas.getContext("2d");
        var quizbg = new Image();
        var Question = new String ;
        var Option1 = new String ;
        var Option2 = new String;
        var Option3 = new String;
        var Option4 = new String;
        var Option5 = new String;
        var Option6 = new String;
        var Option7 = new String;
        var Option8 = new String;
        var Option9 = new String;
        var Option10 = new String;
        var mx=0;
        var my=0;
        var CorrectAnswer = 0;
        var qnumber = 0;
        var rightanswers=0;
        var wronganswers=0;
        var QuizFinished = false;
        var lock = false;
        var textpos1=45;
        var textpos2=145;
        var textpos3=230;
        var textpos4=325;

<?php
        define('DB_HOST', 'localhost');
        define('DB_USER', 'root');
        define('DB_PASSWORD', 'root');
        define('DB_DATABASE', 'db_game');
        $connection = mysql_pconnect(DB_HOST,DB_USER,DB_PASSWORD);
        mysql_select_db(DB_DATABASE,$connection);
        $result = mysql_query("SELECT question_1,
question_2,question_3,question_4,question_5,question_6,question_7,question_8,question_9,questi
on_10 FROM question", $connection);
        $result_a = mysql_query("SELECT answer1_1, answer1_2,answer1_3 ,answer2_1,
answer2_2,answer2_3,answer3_1, answer3_2,answer3_3,answer4_1, answer4_2,answer4_3,answer5_1,
answer5_2,answer5_3,answer6_1, answer6_2,answer6_3,answer7_1, answer7_2,answer7_3,answer8_1,
answer8_2,answer8_3,answer9_1, answer9_2,answer9_3,answer10_1, answer10_2,answer10_3 FROM
answer", $connection);
        $fielddata = @ mysql_fetch_array($result);
        $fielddata_a = @ mysql_fetch_array($result_a);
        $q1 = $fielddata[question_1];
        $q2 = $fielddata[question_2];
        $q3 = $fielddata[question_3];
        $q4 = $fielddata[question_4];
        $q5 = $fielddata[question_5];
        $q6 = $fielddata[question_6];

```

```

$q7 = $fielddata[question_7];
$q8 = $fielddata[question_8];
$q9 = $fielddata[question_9];
$q10 = $fielddata[question_10];
$q1_1 = $fielddata_a[answer1_1];
$q1_2 = $fielddata_a[answer1_2];
$q1_3 = $fielddata_a[answer1_3];
$q2_1 = $fielddata_a[answer2_1];
$q2_2 = $fielddata_a[answer2_2];
$q2_3 = $fielddata_a[answer2_3];
$q3_1 = $fielddata_a[answer3_1];
$q3_2 = $fielddata_a[answer3_2];
$q3_3 = $fielddata_a[answer3_3];
$q4_1 = $fielddata_a[answer4_1];
$q4_2 = $fielddata_a[answer4_2];
$q4_3 = $fielddata_a[answer4_3];
$q5_1 = $fielddata_a[answer5_1];
$q5_2 = $fielddata_a[answer5_2];
$q5_3 = $fielddata_a[answer5_3];
$q6_1 = $fielddata_a[answer6_1];
$q6_2 = $fielddata_a[answer6_2];
$q6_3 = $fielddata_a[answer6_3];
$q7_1 = $fielddata_a[answer7_1];
$q7_2 = $fielddata_a[answer7_2];
$q7_3 = $fielddata_a[answer7_3];
$q8_1 = $fielddata_a[answer8_1];
$q8_2 = $fielddata_a[answer8_2];
$q8_3 = $fielddata_a[answer8_3];
$q9_1 = $fielddata_a[answer9_1];
$q9_2 = $fielddata_a[answer9_2];
$q9_3 = $fielddata_a[answer9_3];
$q10_1 = $fielddata_a[answer10_1];
$q10_2 = $fielddata_a[answer10_2];
$q10_3 = $fielddata_a[answer10_3];

```

??>

```

Questions = [ " <?php print $q1; ?> " ,
              " <?php echo $q2; ?> " ,
              " <?php echo $q3; ?> " ,
              " <?php echo $q4; ?> " ,
              " <?php echo $q5; ?> " ,
              " <?php echo $q6; ?> " ,
              " <?php echo $q7; ?> " ,
              " <?php echo $q8; ?> " ,
              " <?php echo $q9; ?> " ,
              " <?php echo $q10; ?>"

```

];

```

Options = [ [ " <?php echo $q1_1; ?> " , " <?php echo
$q1_2; ?> " , " <?php echo $q1_3; ?> " ] ,
            [ " <?php echo $q2_1; ?> " , " <?php echo
$q2_2; ?> " , " <?php echo $q2_3; ?> " ] ,
            [ " <?php echo $q3_1; ?> " , " <?php echo $q3_2; ?> " ,
" <?php echo $q3_3; ?> " ] ,
            [ " <?php echo $q4_1; ?> " , " <?php echo $q4_2;
?> " , " <?php echo $q4_3; ?> " ] ,
            [ " <?php echo $q5_1; ?> " , " <?php echo $q5_2;
?> " , " <?php echo $q5_3; ?> " ] ,
            [ " <?php echo $q6_1; ?> " , " <?php echo $q6_2;
?> " , " <?php echo $q6_3; ?> " ] ,
            [ " <?php echo $q7_1; ?> " , " <?php echo
?> " , " <?php echo $q7_3; ?> " ] ,
            [ " <?php echo $q8_1; ?> " , " <?php echo
?> " , " <?php echo $q8_3; ?> " ] ,
            [ " <?php echo $q9_1; ?> " , " <?php echo
?> " , " <?php echo $q9_3; ?> " ] ,
            [ " <?php echo $q10_1; ?> " , " <?php echo
?> " , " <?php echo $q10_3; ?> " ] , ];

```

```

        quizbg.onload = function(){
            context.drawImage(quizbg, 0, 0);
            SetQuestions();
        }//quizbg
        quizbg.src = "img/quizbg.png";

        SetQuestions = function(){

            Question=Questions[qnumber];
            CorrectAnswer=1+Math.floor(Math.random()*3);

            if(CorrectAnswer==1){Option1=Options[qnumber][0];Option2=Options[qnumber][1];Option3=Options[qnumber][2];}

            if(CorrectAnswer==2){Option1=Options[qnumber][2];Option2=Options[qnumber][0];Option3=Options[qnumber][1];}

            if(CorrectAnswer==3){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

            if(CorrectAnswer==4){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

            if(CorrectAnswer==5){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

            if(CorrectAnswer==6){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

            if(CorrectAnswer==7){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

            if(CorrectAnswer==8){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

            if(CorrectAnswer==9){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

            if(CorrectAnswer==10){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

            context.textBaseline = "middle";
            context.font = "24pt Calibri,Arial";
            context.fillText(Question,20,textpos1);
            context.font = "18pt Calibri,Arial";
            context.fillText(Option1,20,textpos2);
            context.fillText(Option2,20,textpos3);
            context.fillText(Option3,20,textpos4);

        }//SetQuestions

        canvas.addEventListener('click',ProcessClick,false);

        function ProcessClick(ev) {

            my=ev.y-canvas.offsetTop;

            if(ev.y == undefined){
                my = ev.pageY - canvas.offsetTop;
            }

            if(lock){
                ResetQ();
            }//if lock

```

```

else{

if(my>110 && my<180){GetFeedback(1);}
if(my>200 && my<270){GetFeedback(2);}
if(my>290 && my<360){GetFeedback(3);}

}//!lock

};//ProcessClick

GetFeedback = function(a){

if(a==CorrectAnswer){
context.drawImage(quizbg, 0,400,75,70,480,110+(90*(a-1)),75,70);
rightanswers++;
//drawImage(image, sx, sy, sWidth, sHeight, dx, dy, dWidth, dHeight)
}
else{
context.drawImage(quizbg, 75,400,75,70,480,110+(90*(a-1)),75,70);
wronganswers++;
}
lock=true;
context.font = "14pt Calibri,Arial";
context.fillText("Click again to continue",20,380);
};//get feedback

ResetQ= function(){
lock=false;
context.clearRect(0,0,550,400);
qnumber++;
if(qnumber==Questions.length){EndQuiz();}
else{
context.drawImage(quizbg, 0, 0);
SetQuestions();}
}

EndQuiz=function(){
UpdateScoreURL();
canvas.removeEventListener('click',ProcessClick,false);
context.drawImage(quizbg, 0,0,550,90,0,0,550,400);
context.font = "20pt Calibri,Arial";
context.fillText("You have finished the quiz!",20,100);
context.font = "16pt Calibri,Arial";
context.fillText("Your Score: "+String(rightanswers)+0,20,200);
//context.fillText("Wrong answers: "+String(wronganswers)+0,20,240);
}

UpdateScoreURL=function(){
urlString = "lib/save_score_casal.php?score=" + (rightanswers*10);
window.location = urlString;
}

};//windowload

```

</script>

```

<h1 align="center">GAME CASUAL</h1>
Welcome <?php echo $objResult["Name"];?>|<a href="levegame.php">Go back to e-GameZone</a> |
<a href="logout.php">Logout</a>
<p>&nbsp;</p>
<div class="main">
<section class="container02">
<div id="ccontainer">
<canvas id="myCanvas" width="550" height="400"></canvas>
</div>
</section>

```

```

</div>
</body>
</html>

```

14. Normal Level of MathWorld game (game_normal.php)

```

<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN"
"http://www.w3.org/TR/html4/loose.dtd">
<html>
<head>
<title>GAME NORMAL </title>
<link href="css/style.css" rel="stylesheet" type="text/css" />
<meta http-equiv="Content-Type" content="text/html; charset=utf-8">
<style type="text/css">
body {
    background-color: #F90;
}
</style>
</head>
<body>

<script>

    window.onload = function() {

        var canvas = document.getElementById("myCanvas");
        var context = canvas.getContext("2d");
        var quizbg = new Image();
        var Question = new String;
        var Option1 = new String;
        var Option2 = new String;
        var Option3 = new String;
        var Option4 = new String;
        var Option5 = new String;
        var Option6 = new String;
        var Option7 = new String;
        var Option8 = new String;
        var Option9 = new String;
        var Option10 = new String;
        var mx=0;
        var my=0;
        var CorrectAnswer = 0;
        var qnumber = 0;
        var rightanswers=0;
        var wronganswers=0;
        var QuizFinished = false;
        var lock = false;
        var textpos1=45;
        var textpos2=145;
        var textpos3=230;
        var textpos4=325;

    }

<?php
    define('DB_HOST', 'localhost');
    define('DB_USER', 'root');
    define('DB_PASSWORD', 'root');
    define('DB_DATABASE', 'db_game');
    $connection = mysql_pconnect(DB_HOST,DB_USER,DB_PASSWORD);
    mysql_select_db(DB_DATABASE,$connection);
    mysql_query("SET NAMES TIS620");
    $result = mysql_query("SELECT question_1,
question_2,question_3,question_4,question_5,question_6,question_7,question_8,question_9,question_10 FROM question2", $connection);
    $result_a = mysql_query("SELECT answer1_1, answer1_2,answer1_3 ,answer2_1,
answer2_2,answer2_3,answer3_1, answer3_2,answer3_3,answer4_1, answer4_2,answer4_3,answer5_1,
answer5_2,answer5_3,answer6_1, answer6_2,answer6_3,answer7_1, answer7_2,answer7_3,answer8_1,

```

```

answer8_2,answer8_3,answer9_1, answer9_2,answer9_3,answer10_1, answer10_2,answer10_3 FROM
answer2", $connection);
    $fielddata = @ mysql_fetch_array($result);
    $fielddata_a = @ mysql_fetch_array($result_a);
    $q1 = $fielddata[question_1];
    $q2 = $fielddata[question_2];
    $q3 = $fielddata[question_3];
    $q4 = $fielddata[question_4];
    $q5 = $fielddata[question_5];
    $q6 = $fielddata[question_6];
    $q7 = $fielddata[question_7];
    $q8 = $fielddata[question_8];
    $q9 = $fielddata[question_9];
    $q10 = $fielddata[question_10];
    $q1_1 = $fielddata_a[answer1_1];
    $q1_2 = $fielddata_a[answer1_2];
    $q1_3 = $fielddata_a[answer1_3];
    $q2_1 = $fielddata_a[answer2_1];
    $q2_2 = $fielddata_a[answer2_2];
    $q2_3 = $fielddata_a[answer2_3];
    $q3_1 = $fielddata_a[answer3_1];
    $q3_2 = $fielddata_a[answer3_2];
    $q3_3 = $fielddata_a[answer3_3];
    $q4_1 = $fielddata_a[answer4_1];
    $q4_2 = $fielddata_a[answer4_2];
    $q4_3 = $fielddata_a[answer4_3];
    $q5_1 = $fielddata_a[answer5_1];
    $q5_2 = $fielddata_a[answer5_2];
    $q5_3 = $fielddata_a[answer5_3];
    $q6_1 = $fielddata_a[answer6_1];
    $q6_2 = $fielddata_a[answer6_2];
    $q6_3 = $fielddata_a[answer6_3];
    $q7_1 = $fielddata_a[answer7_1];
    $q7_2 = $fielddata_a[answer7_2];
    $q7_3 = $fielddata_a[answer7_3];
    $q8_1 = $fielddata_a[answer8_1];
    $q8_2 = $fielddata_a[answer8_2];
    $q8_3 = $fielddata_a[answer8_3];
    $q9_1 = $fielddata_a[answer9_1];
    $q9_2 = $fielddata_a[answer9_2];
    $q9_3 = $fielddata_a[answer9_3];
    $q10_1 = $fielddata_a[answer10_1];
    $q10_2 = $fielddata_a[answer10_2];
    $q10_3 = $fielddata_a[answer10_3];

```

?>

```

Questions = [ " <?php print $q1; ?> " ,
              "<?php echo $q2; ?>" ,
              "<?php echo $q3; ?>" ,
              "<?php echo $q4; ?> " ,
              "<?php echo $q5; ?>" ,
              "<?php echo $q6; ?> " ,
              "<?php echo $q7; ?> " ,
              "<?php echo $q8; ?> " ,
              "<?php echo $q9; ?> " ,
              " <?php echo $q10; ?>"
];

```

];

```

Options = [
echo $q1_2; ?>" , "<?php echo $q1_3; ?>" ,
              [ "<?php echo $q1_1; ?>" , "<?php
              [ "<?php echo $q2_1; ?>" , "<?php echo
              [ "<?php echo $q3_1; ?> " , "<?php echo $q3_2; ?>" ,
              [ "<?php echo $q4_1; ?> " , "<?php echo $q4_2;
              [ "<?php echo $q5_1; ?> " , "<?php echo $q5_2;
              [ "<?php echo $q2_2; ?>" , "<?php echo $q2_3; ?>" ,
              [ "<?php echo $q3_3; ?>" ,
              [ "<?php echo $q4_3; ?>" ,
              [ "<?php echo $q5_3; ?>" ,

```

```

?>", "<?php echo $q6_3; ?>"],
[q6_1; ?>" , "<?php echo $q6_2;
[q7_1; ?> " , "<?php echo
[q8_1; ?> " , "<?php echo
[q9_1; ?> " , "<?php echo
[q10_1; ?> " , "<?php echo
];

```

```

quizbg.onload = function(){
context.drawImage(quizbg, 0, 0);
SetQuestions();
} //quizbg
quizbg.src = "img/quizbg.png";

```

```

SetQuestions = function(){

```

```

    Question=Questions[qnumber];
    CorrectAnswer=1+Math.floor(Math.random()*3);

```

```

    if(CorrectAnswer==1){Option1=Options[qnumber][0];Option2=Options[qnumber][1];Option3=Options[qnumber][2];}

```

```

    if(CorrectAnswer==2){Option1=Options[qnumber][2];Option2=Options[qnumber][0];Option3=Options[qnumber][1];}

```

```

    if(CorrectAnswer==3){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==4){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==5){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==6){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==7){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==8){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==9){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==10){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

context.textBaseline = "middle";
context.font = "24pt Calibri,Arial";
context.fillText(Question,20,textpos1);
context.font = "18pt Calibri,Arial";
context.fillText(Option1,20,textpos2);
context.fillText(Option2,20,textpos3);
context.fillText(Option3,20,textpos4);

```

```

} //SetQuestions

```

```

canvas.addEventListener('click',ProcessClick,false);

```

```

function ProcessClick(ev) {

```

```

        my=ev.y-canvas.offsetTop;

        if(ev.y == undefined){
            my = ev.pageY - canvas.offsetTop;
        }

        if(lock){
            ResetQ();
        }//if lock

        else{

            if(my>110 && my<180){GetFeedback(1);}
            if(my>200 && my<270){GetFeedback(2);}
            if(my>290 && my<360){GetFeedback(3);}

        }//!lock

    }//ProcessClick

GetFeedback = function(a){

    if(a==CorrectAnswer){
        context.drawImage(quizbg, 0,400,75,70,480,110+(90*(a-1)),75,70);
        rightanswers++;
        //drawImage(image, sx, sy, sWidth, sHeight, dx, dy, dWidth, dHeight)
    }
    else{
        context.drawImage(quizbg, 75,400,75,70,480,110+(90*(a-1)),75,70);
        wronganswers++;
    }
    lock=true;
    context.font = "14pt Calibri,Arial";
    context.fillText("Click again to continue",20,380);
}//get feedback

ResetQ= function(){
    lock=false;
    context.clearRect(0,0,550,400);
    qnumber++;
    if(qnumber==Questions.length){EndQuiz();}
    else{
        context.drawImage(quizbg, 0, 0);
        SetQuestions();}
}

EndQuiz=function(){
    UpdateScoreURL();
    canvas.removeEventListener('click',ProcessClick,false);
    context.drawImage(quizbg, 0,0,550,90,0,0,550,400);
    context.font = "20pt Calibri,Arial";
    context.fillText("You have finished the quiz!",20,100);
    context.font = "16pt Calibri,Arial";
    context.fillText("Your Score: "+String(rightanswers)+0,20,200);
    //context.fillText("Wrong answers: "+String(wronganswers)+0,20,240);
}

UpdateScoreURL=function(){
    urlString = "lib/save_score_normal.php?score=" + (rightanswers*15);
    window.location = urlString;
}

};//windowonload
</script>

```

<h1 align="center">GAME NORMAL </h1>

```

Welcome <?php echo $_SESSION['SESS_FIRST_NAME'];?>|<a href="levegame.php">Go back to e-
GameZone</a> | <a href="logout.php">Logout</a>
<p>&nbsp;</p>
<div class="main">
<section class="container02">
  <div id="ccontainer">
<canvas id="myCanvas" width="550" height="400"></canvas>
  </div>
</section>
</div>
</body>
</html>

```

15. Expert Level of MathWorld game (game_expert.php)

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>

<title>GAME EXPERT </title>
<link href="css/style.css" rel="stylesheet" type="text/css" />
<style type="text/css">
body {
  background-color: #0ca3d2;
}
</style>
</head>
<body>

<script>

  window.onload = function() {

    var canvas = document.getElementById("myCanvas");
    var context = canvas.getContext("2d");
    var quizbg = new Image();
    var Question = new String;
    var Option1 = new String;
    var Option2 = new String;
    var Option3 = new String;
    var Option4 = new String;
    var Option5 = new String;
    var Option6 = new String;
    var Option7 = new String;
    var Option8 = new String;
    var Option9 = new String;
    var Option10 = new String;
    var mx=0;
    var my=0;
    var CorrectAnswer = 0;
    var qnumber = 0;
    var rightanswers=0;
    var wronganswers=0;
    var QuizFinished = false;
    var lock = false;
    var textpos1=45;
    var textpos2=145;
    var textpos3=230;
    var textpos4=325;

<?php
  define('DB_HOST', 'localhost');
  define('DB_USER', 'root');
  define('DB_PASSWORD', 'root');
  define('DB_DATABASE', 'db_game');
  $connection = mysql_pconnect(DB_HOST,DB_USER,DB_PASSWORD);

```

```

mysql_select_db(DB_DATABASE,$connection);
mysql_query("SET NAMES TIS620");
$result = mysql_query("SELECT question_1,
question_2,question_3,question_4,question_5,question_6,question_7,question_8,question_9,questi
on_10 FROM question3", $connection);
$result_a = mysql_query("SELECT answer1_1, answer1_2,answer1_3 ,answer2_1,
answer2_2,answer2_3,answer3_1, answer3_2,answer3_3,answer4_1, answer4_2,answer4_3,answer5_1,
answer5_2,answer5_3,answer6_1, answer6_2,answer6_3,answer7_1, answer7_2,answer7_3,answer8_1,
answer8_2,answer8_3,answer9_1, answer9_2,answer9_3,answer10_1, answer10_2,answer10_3 FROM
answer3", $connection);
$fielddata = @ mysql_fetch_array($result);
$fielddata_a = @ mysql_fetch_array($result_a);
$q1 = $fielddata[question_1];
$q2 = $fielddata[question_2];
$q3 = $fielddata[question_3];
$q4 = $fielddata[question_4];
$q5 = $fielddata[question_5];
$q6 = $fielddata[question_6];
$q7 = $fielddata[question_7];
$q8 = $fielddata[question_8];
$q9 = $fielddata[question_9];
$q10 = $fielddata[question_10];
$q1_1 = $fielddata_a[answer1_1];
$q1_2 = $fielddata_a[answer1_2];
$q1_3 = $fielddata_a[answer1_3];
$q2_1 = $fielddata_a[answer2_1];
$q2_2 = $fielddata_a[answer2_2];
$q2_3 = $fielddata_a[answer2_3];
$q3_1 = $fielddata_a[answer3_1];
$q3_2 = $fielddata_a[answer3_2];
$q3_3 = $fielddata_a[answer3_3];
$q4_1 = $fielddata_a[answer4_1];
$q4_2 = $fielddata_a[answer4_2];
$q4_3 = $fielddata_a[answer4_3];
$q5_1 = $fielddata_a[answer5_1];
$q5_2 = $fielddata_a[answer5_2];
$q5_3 = $fielddata_a[answer5_3];
$q6_1 = $fielddata_a[answer6_1];
$q6_2 = $fielddata_a[answer6_2];
$q6_3 = $fielddata_a[answer6_3];
$q7_1 = $fielddata_a[answer7_1];
$q7_2 = $fielddata_a[answer7_2];
$q7_3 = $fielddata_a[answer7_3];
$q8_1 = $fielddata_a[answer8_1];
$q8_2 = $fielddata_a[answer8_2];
$q8_3 = $fielddata_a[answer8_3];
$q9_1 = $fielddata_a[answer9_1];
$q9_2 = $fielddata_a[answer9_2];
$q9_3 = $fielddata_a[answer9_3];
$q10_1 = $fielddata_a[answer10_1];
$q10_2 = $fielddata_a[answer10_2];
$q10_3 = $fielddata_a[answer10_3];

```

?>

```

Questions = [      " <?php print $q1; ?> " ,
                    "<?php echo $q2; ?>" ,
                    "<?php echo $q3; ?>" ,
                    "<?php echo $q4; ?> " ,
                    "<?php echo $q5; ?>" ,
                    "<?php echo $q6; ?> " ,
                    "<?php echo $q7; ?> " ,
                    "<?php echo $q8; ?> " ,
                    "<?php echo $q9; ?> " ,
                    "<?php echo $q10; ?>"
];

```

```

Options = [      [ "<?php echo $q1_1; ?>" , "<?php echo
$q1_2; ?>", "<?php echo $q1_3; ?>" ],

```

```

    $q2_2; ?>", "<?php echo $q2_3; ?>"],
    "<?php echo $q3_3; ?>"],
    ?>", "<?php echo $q4_3; ?>"],
    ?>", "<?php echo $q5_3; ?>"],
    ?>", "<?php echo $q6_3; ?>"],
    $q7_2; ?>", "<?php echo $q7_3; ?>"],
    $q8_2; ?>", "<?php echo $q8_3; ?>"],
    $q9_2; ?>", "<?php echo $q9_3; ?>"],
    $q10_2; ?>", "<?php echo $q10_3; ?>" ], ];

```

```

quizbg.onload = function(){
context.drawImage(quizbg, 0, 0);
    SetQuestions();
} //quizbg
quizbg.src = "img/quizbg.png";

```

```

SetQuestions = function(){
    Question=Questions[qnumber];
    CorrectAnswer=1+Math.floor(Math.random()*3);

```

```

    if(CorrectAnswer==1){Option1=Options[qnumber][0];Option2=Options[qnumber][1];Option3=Options[qnumber][2];}

```

```

    if(CorrectAnswer==2){Option1=Options[qnumber][2];Option2=Options[qnumber][0];Option3=Options[qnumber][1];}

```

```

    if(CorrectAnswer==3){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==4){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==5){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==6){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==7){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==8){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==9){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

    if(CorrectAnswer==10){Option1=Options[qnumber][1];Option2=Options[qnumber][2];Option3=Options[qnumber][0];}

```

```

context.textBaseline = "middle";
context.font = "24pt Calibri,Arial";
context.fillText(Question,20,textpos1);
context.font = "18pt Calibri,Arial";
context.fillText(Option1,20,textpos2);
context.fillText(Option2,20,textpos3);
context.fillText(Option3,20,textpos4);

```

```

        }//SetQuestions

        canvas.addEventListener('click',ProcessClick,false);

        function ProcessClick(ev) {

            my=ev.y-canvas.offsetTop;

            if(ev.y == undefined){
                my = ev.pageY - canvas.offsetTop;
            }

            if(lock){
                ResetQ();
            }//if lock

            else{

                if(my>110 && my<180){GetFeedback(1);}
                if(my>200 && my<270){GetFeedback(2);}
                if(my>290 && my<360){GetFeedback(3);}

            }//!lock

        }//ProcessClick

GetFeedback = function(a){

    if(a==CorrectAnswer){
        context.drawImage(quizbg, 0,400,75,70,480,110+(90*(a-1)),75,70);
        rightanswers++;
        //drawImage(image, sx, sy, sWidth, sHeight, dx, dy, dWidth, dHeight)
    }
    else{
        context.drawImage(quizbg, 75,400,75,70,480,110+(90*(a-1)),75,70);
        wronganswers++;
    }
    lock=true;
    context.font = "14pt Calibri,Arial";
    context.fillText("Click again to continue",20,380);
}//get feedback

ResetQ= function(){
    lock=false;
    context.clearRect(0,0,550,400);
    qnumber++;
    if(qnumber==Questions.length){EndQuiz();}
    else{
        context.drawImage(quizbg, 0, 0);
        SetQuestions();}
}

EndQuiz=function(){
    UpdateScoreURL();
    canvas.removeEventListener('click',ProcessClick,false);
    context.drawImage(quizbg, 0,0,550,90,0,0,550,400);
    context.font = "20pt Calibri,Arial";
    context.fillText("You have finished the quiz!",20,100);
    context.font = "16pt Calibri,Arial";
    context.fillText("Your Score: "+String(rightanswers)+0,20,200);
    //context.fillText("Wrong answers: "+String(wronganswers)+0,20,240);
}

UpdateScoreURL=function(){
    urlString = "lib/save_score_expert.php?score=" + (rightanswers*20);
    window.location = urlString;
}

```

```

    }
    };//windowload

</script>

<h1 align="center">GAME EXPERT </h1>
Welcome <?php echo $_SESSION['SESS_FIRST_NAME'];?>| <a href="logout.php">Logout</a>
<p>&nbsp;</p>
<div class="main">
<section class="container02">
  <div id="ccontainer">
<canvas id="myCanvas" width="550" height="400"></canvas>
  </div>
</section>
</div>
</body>
</html>

```

16. Rock Paper Scissor game (rockpaper.php)

```

<?
    session_start();
    if($_SESSION['UserID'] == "")
    {
        echo "Please Login!";
        exit();
    }

    if($_SESSION['Status'] != "USER")
    {
        echo "This page for User only!";
        exit();
    }

    mysql_connect("localhost","root","root");
    mysql_select_db("db_game");
    $strSQL = "SELECT * FROM member_new WHERE UserID = '".$_SESSION['UserID']."' ";
    $objQuery = mysql_query($strSQL);
    $objResult = mysql_fetch_array($objQuery);
?><head>
<style type="text/css">
<!--
body {
    background-image: url();
    background-color: #393B3B;
}
.style1 {
    font-size: larger;
    font-weight: bold;
    font-style: italic;
}
.style2 {color: #FFFFFF}
.style4 {font-size: larger; font-weight: bold; font-style: italic; color: #000000; }
.style6 {
    color: #FFFFFF;
    font-weight: bold;
    font-style: italic;
}
-->
</style>
<title>Rock Paper Scissors</title>
</head>

<table width="100%" height="100%" border="0" cellpadding="0" cellspacing="0">
  <tr>
    <td height="136" colspan="4" background="img/g_1.png"><table width="100%" border="0"
    cellpadding="0" cellspacing="0">
      <tr>
        <td width="55%">&nbsp;</td>

```



```

</tr>
<tr>
  <td background="img/g_2.png">&nbsp;</td>
  <td colspan="2" bgcolor="#FFFFFF"><div
align="center"><em><strong></strong></em></div></td>
  <td background="img/g_2.png">&nbsp;</td>
</tr>
<tr>
  <td background="img/g_2.png">&nbsp;</td>
  <td background="img/g_2.png">&nbsp;</td>
  <td background="img/g_2.png">&nbsp;</td>
  <td background="img/g_2.png">&nbsp;</td>
</tr>
</table>

```

17. Rock Paper Scissor game page (game2.php)

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html>
  <head>
    <!-- Pull the engine from the Quintus CDN or load it locally -->
    <script src='http://cdn.html5quintus.com/v0.1.1/quintus-all.min.js'></script>
  </head>
  <body>
    <script>

      var Q = Quintus()
        .include("Sprites, Scenes, Input, 2D, Touch, UI")
        .setup({ maximize: true })
        .controls().touch()

    Q.Sprite.extend("Player",{
      init: function(p) {
        this._super(p, { sheet: "player", x: 410, y: 90 });
        this.add('2d, platformerControls');

        this.on("hit.sprite",function(collision) {
          if(collision.obj.isA("Tower")) {
            Q.stageScene("endGame",1, { label: "You Won!" });
            this.destroy();
          }
        });
      }
    });

    Q.Sprite.extend("Tower", {
      init: function(p) {
        this._super(p, { sheet: 'tower' });
      }
    });

    Q.Sprite.extend("Enemy",{
      init: function(p) {
        this._super(p, { sheet: 'enemy', vx: 100 });
        this.add('2d, aiBounce');

        this.on("bump.left,bump.right,bump.bottom",function(collision) {
          if(collision.obj.isA("Player")) {
            Q.stageScene("endGame",1, { label: "You Died" });
            collision.obj.destroy();
          }
        });
      }
    });

    this.on("bump.top",function(collision) {
      if(collision.obj.isA("Player")) {
        this.destroy();
        collision.obj.p.vy = -300;
      }
    });
  }

```

```

    }
  });

  Q.scene("level1",function(stage) {
    stage.collisionLayer(new Q.TileLayer({ dataAsset: 'level.json', sheet: 'tiles' }));
    var player = stage.insert(new Q.Player());

    stage.add("viewport").follow(player);

    stage.insert(new Q.Enemy({ x: 700, y: 0 }));
    stage.insert(new Q.Enemy({ x: 800, y: 0 }));

    stage.insert(new Q.Tower({ x: 180, y: 50 }));
  });

  Q.scene('endGame',function(stage) {
    var box = stage.insert(new Q.UI.Container({
      x: Q.width/2, y: Q.height/2, fill: "rgba(0,0,0,0.5)"
    }));

    var button = box.insert(new Q.UI.Button({ x: 0, y: 0, fill: "#CCCCCC",
      label: "Play Again" }));
    var label = box.insert(new Q.UI.Text({x:10, y: -10 - button.p.h,
      label: stage.options.label }));

    button.on("click",function() {
      Q.clearStages();
      Q.stageScene('level1');
    });
    box.fit(20);
  });

  Q.load("sprites.png, sprites.json, level.json, tiles.png", function() {
    Q.sheet("tiles","tiles.png", { tilew: 32, tileh: 32 });
    Q.compileSheets("sprites.png","sprites.json");
    Q.stageScene("level1");
  });
</script>
</body>
</html>

```

18. Save Score function (save_score.php)

```

<?
  session_start();
  mysql_connect("localhost","root","root");
  mysql_select_db("db_game");
  $strSQL = "SELECT * FROM member_new WHERE Username = '".trim($_POST['txtUsername'])."'
  and Password = '".trim($_POST['txtPassword'])."'";
  $objQuery = mysql_query($strSQL);
  $objResult = mysql_fetch_array($objQuery);
  if(!$objResult)
  {
    echo "Username and Password Incorrect!";
  }
  else
  {
    $_SESSION["UserID"] = $objResult["UserID"];
    $_SESSION["Status"] = $objResult["Status"];

    session_write_close();

    if($objResult["Status"] == "ADMIN")
    {
      header("location:../e-gamezone/instructor/index.php");
    }
    else
    {
      header("location:member-index.php");
    }
  }
}

```

```

mysql_close();
?>
<?php $score = '<script> rightanswers; </script>';
    $strSQL = "UPDATE member_new SET score1 = '".trim($_POST['score'])."' WHERE
UserID = '". $_objResult["UserID"]."' ";
$objQuery = mysql_query($strSQL);
?>

19. Instructor Page (index.php)
<head>
<style type="text/css">
<!--
body {
font: 16px Verdana, Arial, Helvetica, sans-serif;
text-decoration: none;
background-image: url(../img/g_2.png);
}
td {
text-decoration: none;
font-family: Verdana, Arial, Helvetica, sans-serif;
font-size: 16px;
}
.style1 {
color: #FFFFFF;
font-style: italic;
font-weight: bold;
font-size: larger;
}
-->
</style>
<title>e-GameZone Instructor</title><meta http-equiv="Content-Type" content="text/html;
charset=iso-8859-1"></head>
<body>
<form method="post" name="auth" action="success.php">
<table width="100%" border="0" cellpadding="0" cellspacing="0">
<tr>
<td height="124" background="../img/g_1.png"><div align="center"><span class="style1">
Instructor input questions & answers</span></div></td>
</tr>
</table>
<br>
<br>
<br>
<br>
<br>
<table width="400" border="0" align="center" cellpadding="0" cellspacing="4">
<tr>
<td width="150" align="right">Username: </td>
<td><input name="user" type="text" id="user"></td>
</tr>
<tr>
<td width="150" align="right">Password: </td>
<td><input name="pass" type="password" id="pass"></td>
</tr>
<tr>
<td width="150" align="right">&nbsp;</td>
<td><input type="reset" name="Submit2" value="Clear">
<input type="submit" name="Submit" value="Submit"></td>
</tr>
</table>
</form>

<br>
<table width="400" border="0" align="center" cellpadding="0" cellspacing="4">
<tr>
<td align="center"><?
if ($flag==wrong)
{
echo "Invalid User Name or Password";
}
?>

```

```

<?
if ($flag==out)
{
echo "Logged Out";
}
?></td>
</tr>
</table>
</body>

```

19. Input questions function for MathWorld game (question.php)

```

<? include_once "connDB.php"; ?>
<?
if($submit=="OK"){
if($idl==""){
$sql="INSERT INTO question set
id='".$id."',question_1='".$question_1."',question_2='".$question_2."',question_3='".$question_3."',question_4='".$question_4."',question_5='".$question_5."',question_6='".$question_6."',question_7='".$question_7."',question_8='".$question_8."',question_9='".$question_9."',question_10='".$question_10.'";
}else{
$sql="UPDATE question set
question_1='".$question_1."',question_2='".$question_2."',question_3='".$question_3."',question_4='".$question_4."',question_5='".$question_5."',question_6='".$question_6."',question_7='".$question_7."',question_8='".$question_8."',question_9='".$question_9."',question_10='".$question_10.'" WHERE id='".$idl.'";
}
mysql_query($sql);
}
if ($submit=="DEL"){
$sql="delete from question where id='".$idl.'";
mysql_query($sql);
}
?>
<script language="JavaScript">
function chkdel(){
if(confirm(' กรุณายืนยันการลบอีกครั้ง !!! ')){
return true;
}else{
return false;
}
}

function Check_txt(){
if(document.getElementById('id').value==""){
alert("กรุณาระบุ Id ด้วยครับ");
document.getElementById('id').focus();
return false;
}
if(document.getElementById('question_1').value==""){
alert("กรุณาระบุ Question 1 ด้วยครับ");
document.getElementById('question_1').focus();
return false;
}
if(document.getElementById('question_2').value==""){
alert("กรุณาระบุ Question 2 ด้วยครับ");
document.getElementById('question_2').focus();
return false;
}
if(document.getElementById('question_3').value==""){
alert("กรุณาระบุ Question 3 ด้วยครับ");
document.getElementById('question_3').focus();
return false;
}
if(document.getElementById('question_4').value==""){
alert("กรุณาระบุ Question 4 ด้วยครับ");
document.getElementById('question_4').focus();
return false;
}
}

```

```

if(document.getElementById('question_5').value=="") {
alert("กรุณากรอก Question_5 ด้วยครับ");
document.getElementById('question_5').focus();
return false;
}
if(document.getElementById('question_6').value=="") {
alert("กรุณากรอก Question_6 ด้วยครับ");
document.getElementById('question_6').focus();
return false;
}
if(document.getElementById('question_7').value=="") {
alert("กรุณากรอก Question_7 ด้วยครับ");
document.getElementById('question_7').focus();
return false;
}
if(document.getElementById('question_8').value=="") {
alert("กรุณากรอก Question_8 ด้วยครับ");
document.getElementById('question_8').focus();
return false;
}
if(document.getElementById('question_9').value=="") {
alert("กรุณากรอก Question_9 ด้วยครับ");
document.getElementById('question_9').focus();
return false;
}
if(document.getElementById('question_10').value=="") {
alert("กรุณากรอก Question_10 ด้วยครับ");
document.getElementById('question_10').focus();
return false;
}
}
function isEmail(str) {
var supported = 0;
if (window.RegExp) {
var tempStr = 'a';
var tempReg = new RegExp(tempStr);
if (tempReg.test(tempStr)) supported = 1;
}
if (!supported)
return (str.indexOf('.') > 2) && (str.indexOf('@') > 0);
var r1 = new RegExp('(@.*@)|(\.\.\.)|(@\.\.)(^\.\.?)');
var r2 = new RegExp('^[a-zA-Z0-9\-\_\.]+\.[a-zA-Z]{2,3}|[0-9]{1,3}(\.\.?)$');
return (!r1.test(str) && r2.test(str));
}
</script><head>
<meta http-equiv="Content-Type" content="text/html; charset=windows-874" />
<title></title>
<link href="style/style.css" rel="stylesheet" type="text/css" />
</head>
<script type='text/javascript' language='javascript' src='date_time/prototype-1.js'></script>
<script type='text/javascript' language='javascript' src='date_time/prototype-date-
extensions.js'></script>
<script type='text/javascript' language='javascript' src='date_time/behaviour.js'></script>
<script type='text/javascript' language='javascript' src='date_time/datepicker.js'></script>
<script type='text/javascript' language='javascript' src='date_time/behaviors.js'></script>

<link rel='stylesheet' href='date_time/datepicker.css'>
<body>
<center>
<div id="container">
<div id="header">
<div id="header_left"></div>
<div id="header_right"></div>
</div>
<div id="content"><? if($submit==" or $show=="OK"){?>
<?
if(!isset($start)){
$start = 0;
$page=1;
}
$limit = '10';

```

```

if($strSearch=="Y"){
$Qtotal = mysql_query("select * from question Where ".$Search2." like '%" . $Search. "%' ");
}else{
$Qtotal = mysql_query("select * from question");
}

$total = mysql_num_rows($Qtotal);
if($strSearch=="Y"){
$query = mysql_query("select * from question Where ".$Search2." like '%" . $Search. "%' order
by id DESC LIMIT $start,$limit");
}else{
$query= mysql_query("select * from question order by id DESC LIMIT $start,$limit");
}

?>
<table width="98%">
<tr bgcolor="#999999" height='40' >
<td width="3%" align='center'><strong>ID</strong></td>
<td colspan="2" align='center'>&nbsp;&nbsp;&nbsp;</td>
<td width="15%"><a href="question.php?submit=Add&show="><center>ADD</center></a></td>
</tr>
<?
while($arr = mysql_fetch_array($Query)){
$autoid = $arr['id'];
$i++;
if($i%2==0){
$bg = "#CCCCCC";
}else{
$bg = "#FFFFFF";
}
?>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'><? echo $arr['id'] ?></td>
<td width="24%" align='center'>Question_1 </td>
<td width="58%" align='center'><? echo $arr['question_1'] ?></td>
<td align="center">
<a href="question.php?submit=DEL&show=OK&id1=<? echo $autoid;?>" OnClick="return
chkdel();">DELETE</a>&nbsp;&nbsp;&nbsp;
<a href="question.php?submit=Edit&id1=<? echo $autoid;?>">EDIT</a></td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;&nbsp;&nbsp;</td>
<td align='center'>Question_2</td>
<td align='center'><? echo $arr['question_2'] ?></td>
<td align="center">&nbsp;&nbsp;&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;&nbsp;&nbsp;</td>
<td align='center'>Question_3</td>
<td align='center'><? echo $arr['question_3'] ?></td>
<td align="center">&nbsp;&nbsp;&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;&nbsp;&nbsp;</td>
<td align='center'>Question_4</td>
<td align='center'><? echo $arr['question_4'] ?></td>
<td align="center">&nbsp;&nbsp;&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;&nbsp;&nbsp;</td>
<td align='center'>Question_5</td>
<td align='center'><? echo $arr['question_5'] ?></td>
<td align="center">&nbsp;&nbsp;&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">

```

```

<td align='center'>&nbsp;</td>
<td align='center'>Question_6</td>
<td align='center'><? echo $arr['question_6'] ?></td>
<td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;</td>
<td align='center'>Question_7</td>
<td align='center'><? echo $arr['question_7'] ?></td>
<td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;</td>
<td align='center'>Question_8</td>
<td align='center'><? echo $arr['question_8'] ?></td>
<td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;</td>
<td align='center'>Question_9</td>
<td align='center'><? echo $arr['question_9'] ?></td>
<td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;</td>
<td align='center'>Question_10</td>
<td align='center'><? echo $arr['question_10'] ?></td>
<td align="center">&nbsp;</td>
</tr>
<? }?>
</table>

<? }?>

<? if($submit=="Add"){?>
<form action="question.php?submit=OK&show=OK&id=" method="post"onSubmit="return Check_txt()"
enctype='multipart/form-data'>
<table width="98%">
<tr>
<td width='30%' align='right'>Id : </td>
<td width='70%'><input name='id' id='id' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_1 : </td>
<td width='70%'><input name='question_1' id='question_1' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_2 : </td>
<td width='70%'><input name='question_2' id='question_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_3 : </td>
<td width='70%'><input name='question_3' id='question_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_4 : </td>
<td width='70%'><input name='question_4' id='question_4' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_5 : </td>
<td width='70%'><input name='question_5' id='question_5' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_6 : </td>
<td width='70%'><input name='question_6' id='question_6' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_7 : </td>

```

```

<td width='70%'><input name='question_7' id='question_7' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_8 : </td>
<td width='70%'><input name='question_8' id='question_8' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_9 : </td>
<td width='70%'><input name='question_9' id='question_9' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_10 : </td>
<td width='70%'><input name='question_10' id='question_10' type='text' size='50'> * </td>
</tr>
<tr height='50'>
<td></td>
<td align='left' valign='middle'><input type='submit' name='Submit' value=' บันทึก ' > <input
type='reset' name='Submit2' value=' ล้างข้อมูล ' > <input type='button' name='Submit222' value='
ยกเลิก '
onClick="document.location.href='question.php?show=OK'"></td>
</tr>
</table>
</form>
<? }?>

```

```

<? if($submit=="Edit"){
$sql="select * from question where id ='".$sid1."' ";
$stem = mysql_query($sql);
$row3=mysql_fetch_array($stem);
?>

```

```

<form action="question.php?submit=OK&show=OK&id1=<? echo $id1?>" method="post"onSubmit="return
Check_txt();" enctype='multipart/form-data'>
<input type='hidden' name='id' value="<?=$row3['id']?>">
<table width="98%">
<tr>
<td width='30%' align='right'>Id : </td>
<td width='70%'><input name='id' id='id' type='text' size='50' value='<?=$row3["id"]?>'
disabled> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_1 : </td>
<td width='70%'><input name='question_1' id='question_1' type='text' size='50'
value='<?=$row3["question_1"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_2 : </td>
<td width='70%'><input name='question_2' id='question_2' type='text' size='50'
value='<?=$row3["question_2"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_3 : </td>
<td width='70%'><input name='question_3' id='question_3' type='text' size='50'
value='<?=$row3["question_3"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_4 : </td>
<td width='70%'><input name='question_4' id='question_4' type='text' size='50'
value='<?=$row3["question_4"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_5 : </td>
<td width='70%'><input name='question_5' id='question_5' type='text' size='50'
value='<?=$row3["question_5"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_6 : </td>
<td width='70%'><input name='question_6' id='question_6' type='text' size='50'
value='<?=$row3["question_6"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_7 : </td>

```

```

<td width='70%'><input name='question_7' id='question_7' type='text' size='50'
value='<?=$row3["question_7"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_8 : </td>
<td width='70%'><input name='question_8' id='question_8' type='text' size='50'
value='<?=$row3["question_8"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_9 : </td>
<td width='70%'><input name='question_9' id='question_9' type='text' size='50'
value='<?=$row3["question_9"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Question_10 : </td>
<td width='70%'><input name='question_10' id='question_10' type='text' size='50'
value='<?=$row3["question_10"]?>'> * </td>
</tr>
<tr height="50">
<td></td>
<td><input type="submit" name="Submit" value="   บันทึก   "> <input type="button"
name="Submit222" value="   ยกเลิก   "
onClick="document.location.href='question.php?show=OK!'"></td>
</tr>
</table>
</form>
<? ?>
</div>
<div id="footer">
<? if($submit=="" or $show=="OK"){
$page = ceil($total/$limit);
for($i=1;$i<=$page;$i++){
if($_GET['page']==$i){
echo "[<a href='?start=".$limit*($i-
1)."&page=$i&strSearch=$strSearch&Search=$Search&Search2=$Search2'><B>$i</B></A>]";
}else{
echo "[<a href='?start=".$limit*($i-
1)."&page=$i&strSearch=$strSearch&Search=$Search&Search2=$Search2'>$i</A>]";
}}} ?>
</div>
</div>
</center>
</body>

```

20. Input answers function for MathWorld game (answer.php)

```

<? include_once "connDB.php"; ?>
<?
if($submit=="OK"){
if($id1==""){
$sql="INSERT INTO answer set
id='".$id."',answer1_1='".$answer1_1."',answer1_2='".$answer1_2."',answer1_3='".$answer1_3."',
answer2_1='".$answer2_1."',answer2_2='".$answer2_2."',answer2_3='".$answer2_3."',answer3_1='".$
answer3_1."',answer3_2='".$answer3_2."',answer3_3='".$answer3_3."',answer4_1='".$answer4_1."',
answer4_2='".$answer4_2."',answer4_3='".$answer4_3."',answer5_1='".$answer5_1."',answer5_2='".$
answer5_2."',answer5_3='".$answer5_3."',answer6_1='".$answer6_1."',answer6_2='".$answer6_2."',
answer6_3='".$answer6_3."',answer7_1='".$answer7_1."',answer7_2='".$answer7_2."',answer7_3='".$
answer7_3."',answer8_1='".$answer8_1."',answer8_2='".$answer8_2."',answer8_3='".$answer8_3."',
answer9_1='".$answer9_1."',answer9_2='".$answer9_2."',answer9_3='".$answer9_3."',answer10_1
='".$answer10_1."',answer10_2='".$answer10_2."',answer10_3='".$answer10_3.'";
}else{
$sql="UPDATE answer set
answer1_1='".$answer1_1."',answer1_2='".$answer1_2."',answer1_3='".$answer1_3."',answer2_1='".$
answer2_1."',answer2_2='".$answer2_2."',answer2_3='".$answer2_3."',answer3_1='".$answer3_1."',
answer3_2='".$answer3_2."',answer3_3='".$answer3_3."',answer4_1='".$answer4_1."',answer4_2='".$
answer4_2."',answer4_3='".$answer4_3."',answer5_1='".$answer5_1."',answer5_2='".$answer5_2."',
answer5_3='".$answer5_3."',answer6_1='".$answer6_1."',answer6_2='".$answer6_2."',answer6_3='".$
answer6_3."',answer7_1='".$answer7_1."',answer7_2='".$answer7_2."',answer7_3='".$answer7_3."',
answer8_1='".$answer8_1."',answer8_2='".$answer8_2."',answer8_3='".$answer8_3."',answer9_1=

```

```

".$answer9_1.",answer9_2=".$answer9_2.",answer9_3=".$answer9_3.",answer10_1=".$answer10
_1.",answer10_2=".$answer10_2.",answer10_3=".$answer10_3." WHERE id='".$id1.'"";
}
mysql_query($sql);
}
if ($submit=="DEL"){
$sql="delete from answer where id='".$id1.'"";
mysql_query($sql);
}
?>
<script language="JavaScript">
function chkdel(){
if(confirm(' กรุณายืนยันการลบอีกครั้ง !!! ')){
return true;
}else{
return false;
}
}

function Check_txt(){
if(document.getElementById('id').value==""){
alert("กรุณาระบุ Id ด้วยครับ");
document.getElementById('id').focus();
return false;
}
if(document.getElementById('answer1_1').value==""){
alert("กรุณาระบุ Answer1_1 ด้วยครับ");
document.getElementById('answer1_1').focus();
return false;
}
if(document.getElementById('answer1_2').value==""){
alert("กรุณาระบุ Answer1_2 ด้วยครับ");
document.getElementById('answer1_2').focus();
return false;
}
if(document.getElementById('answer1_3').value==""){
alert("กรุณาระบุ Answer1_3 ด้วยครับ");
document.getElementById('answer1_3').focus();
return false;
}
if(document.getElementById('answer2_1').value==""){
alert("กรุณาระบุ Answer2_1 ด้วยครับ");
document.getElementById('answer2_1').focus();
return false;
}
if(document.getElementById('answer2_2').value==""){
alert("กรุณาระบุ Answer2_2 ด้วยครับ");
document.getElementById('answer2_2').focus();
return false;
}
if(document.getElementById('answer2_3').value==""){
alert("กรุณาระบุ Answer2_3 ด้วยครับ");
document.getElementById('answer2_3').focus();
return false;
}
if(document.getElementById('answer3_1').value==""){
alert("กรุณาระบุ Answer3_1 ด้วยครับ");
document.getElementById('answer3_1').focus();
return false;
}
if(document.getElementById('answer3_2').value==""){
alert("กรุณาระบุ Answer3_2 ด้วยครับ");
document.getElementById('answer3_2').focus();
return false;
}
if(document.getElementById('answer3_3').value==""){
alert("กรุณาระบุ Answer3_3 ด้วยครับ");
document.getElementById('answer3_3').focus();
return false;
}
if(document.getElementById('answer4_1').value==""){

```

```

alert("กรุณากรอก Answer4_1 ห้ามกรอก");
document.getElementById('answer4_1').focus();
return false;
}
if(document.getElementById('answer4_2').value==""){
alert("กรุณากรอก Answer4_2 ห้ามกรอก");
document.getElementById('answer4_2').focus();
return false;
}
if(document.getElementById('answer4_3').value==""){
alert("กรุณากรอก Answer4_3 ห้ามกรอก");
document.getElementById('answer4_3').focus();
return false;
}
if(document.getElementById('answer5_1').value==""){
alert("กรุณากรอก Answer5_1 ห้ามกรอก");
document.getElementById('answer5_1').focus();
return false;
}
if(document.getElementById('answer5_2').value==""){
alert("กรุณากรอก Answer5_2 ห้ามกรอก");
document.getElementById('answer5_2').focus();
return false;
}
if(document.getElementById('answer5_3').value==""){
alert("กรุณากรอก Answer5_3 ห้ามกรอก");
document.getElementById('answer5_3').focus();
return false;
}
if(document.getElementById('answer6_1').value==""){
alert("กรุณากรอก Answer6_1 ห้ามกรอก");
document.getElementById('answer6_1').focus();
return false;
}
if(document.getElementById('answer6_2').value==""){
alert("กรุณากรอก Answer6_2 ห้ามกรอก");
document.getElementById('answer6_2').focus();
return false;
}
if(document.getElementById('answer6_3').value==""){
alert("กรุณากรอก Answer6_3 ห้ามกรอก");
document.getElementById('answer6_3').focus();
return false;
}
if(document.getElementById('answer7_1').value==""){
alert("กรุณากรอก Answer7_1 ห้ามกรอก");
document.getElementById('answer7_1').focus();
return false;
}
if(document.getElementById('answer7_2').value==""){
alert("กรุณากรอก Answer7_2 ห้ามกรอก");
document.getElementById('answer7_2').focus();
return false;
}
if(document.getElementById('answer7_3').value==""){
alert("กรุณากรอก Answer7_3 ห้ามกรอก");
document.getElementById('answer7_3').focus();
return false;
}
if(document.getElementById('answer8_1').value==""){
alert("กรุณากรอก Answer8_1 ห้ามกรอก");
document.getElementById('answer8_1').focus();
return false;
}
if(document.getElementById('answer8_2').value==""){
alert("กรุณากรอก Answer8_2 ห้ามกรอก");
document.getElementById('answer8_2').focus();
return false;
}
if(document.getElementById('answer8_3').value==""){
alert("กรุณากรอก Answer8_3 ห้ามกรอก");

```



```

$page=1;
}
$limit = '10';

if($strSearch=="Y"){
$Qtotal = mysql_query("select * from answer Where ".$Search2." like '%" . $Search. "%' ");
}else{
$Qtotal = mysql_query("select * from answer");
}

$total = mysql_num_rows($Qtotal);
if($strSearch=="Y"){
$Query = mysql_query("select * from answer Where ".$Search2." like '%" . $Search. "%' order by
id DESC LIMIT $start,$limit");
}else{
$Query= mysql_query("select * from answer order by id DESC LIMIT $start,$limit");
}

?>
<table width="98%">
<tr bgcolor="#999999" height='40' >
<td width="7%" align='center'><strong>Id </strong></td>
<td colspan="4" align='center'>&nbsp;</td>
<td width="13%"><a href="answer.php?submit=Add&show="><center>ADD</center></a></td>
</tr>
<?
while($sarr = mysql_fetch_array($Query)){
$autoid = $sarr['id'];
$i++;
if($i%2==0){
$bg = "#CCCCCC";
}else{
$bg = "#FFFFFF";
}
?>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'><? echo $sarr['id'] ?></td>
<td width="12%" align='center'><strong>Answer1</strong></td>
<td width="24%" align='center'><? echo $sarr['answer1_1'] ?></td>
<td width="24%" align='center'><? echo $sarr['answer1_2'] ?></td>
<td width="20%" align='center'><? echo $sarr['answer1_3'] ?></td>
<td align="center">
<a href="answer.php?submit=DEL&show=OK&id1=<? echo $autoid;?>" onClick="return
chkdel();">DELETE</a>&nbsp;  
<a href="answer.php?submit=Edit&id1=<? echo $autoid;?>">EDIT</a></td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;</td>
<td align='center'><strong>Answer2</strong></td>
<td align='center'><? echo $sarr['answer2_1'] ?></td>
<td align='center'><? echo $sarr['answer2_2'] ?></td>
<td align='center'><? echo $sarr['answer2_3'] ?></td>
<td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;</td>
<td align='center'><strong>Answer3</strong></td>
<td align='center'><? echo $sarr['answer3_1'] ?></td>
<td align='center'><? echo $sarr['answer3_2'] ?></td>
<td align='center'><? echo $sarr['answer3_3'] ?></td>
<td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
<td align='center'>&nbsp;</td>
<td align='center'><strong>Answer4</strong></td>
<td align='center'><? echo $sarr['answer4_1'] ?></td>
<td align='center'><? echo $sarr['answer4_2'] ?></td>
<td align='center'><? echo $sarr['answer4_3'] ?></td>

```

```

    <td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
    <td align='center'>&nbsp;</td>
    <td align='center'><strong>Answer5</strong></td>
    <td align='center'><? echo $arr['answer5_1'] ?></td>
    <td align='center'><? echo $arr['answer5_2'] ?></td>
    <td align='center'><? echo $arr['answer5_3'] ?></td>
    <td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
    <td align='center'>&nbsp;</td>
    <td align='center'><strong>Answer6</strong></td>
    <td align='center'><? echo $arr['answer6_1'] ?></td>
    <td align='center'><? echo $arr['answer6_2'] ?></td>
    <td align='center'><? echo $arr['answer6_3'] ?></td>
    <td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
    <td align='center'>&nbsp;</td>
    <td align='center'><strong>Answer7</strong></td>
    <td align='center'><? echo $arr['answer7_1'] ?></td>
    <td align='center'><? echo $arr['answer7_2'] ?></td>
    <td align='center'><? echo $arr['answer7_3'] ?></td>
    <td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
    <td align='center'>&nbsp;</td>
    <td align='center'><strong>Answer8</strong></td>
    <td align='center'><? echo $arr['answer8_1'] ?></td>
    <td align='center'><? echo $arr['answer8_2'] ?></td>
    <td align='center'><? echo $arr['answer8_3'] ?></td>
    <td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
    <td align='center'>&nbsp;</td>
    <td align='center'><strong>Answer9</strong></td>
    <td align='center'><? echo $arr['answer9_1'] ?></td>
    <td align='center'><? echo $arr['answer9_2'] ?></td>
    <td align='center'><? echo $arr['answer9_3'] ?></td>
    <td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
    <td align='center'>&nbsp;</td>
    <td align='center'><strong>Answer10</strong></td>
    <td align='center'><? echo $arr['answer10_1'] ?></td>
    <td align='center'><? echo $arr['answer10_2'] ?></td>
    <td align='center'><? echo $arr['answer10_3'] ?></td>
    <td align="center">&nbsp;</td>
</tr>
<tr bgcolor="<? echo $bg?>" onMouseOver="this.style.backgroundColor='#CCFFCC'"
onMouseOut="this.style.backgroundColor=''" valign="top">
    <td align='center'>&nbsp;</td>
    <td align='center'>&nbsp;</td>
    <td align='center'>&nbsp;</td>
    <td align='center'>&nbsp;</td>
    <td align='center'>&nbsp;</td>
    <td align="center">&nbsp;</td>
</tr>
<? }?>
</table>

<? }?>

<? if ($submit=="Add") {?>

```

```

<form action="answer.php?submit=OK&show=OK&id1=" method="post"onSubmit="return Check_txt()"
enctype='multipart/form-data'>
<table width="98%">
<tr>
<td width='30%' align='right'>Id : </td>
<td width='70%'><input name='id' id='id' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer1_1 : </td>
<td width='70%'><input name='answer1_1' id='answer1_1' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer1_2 : </td>
<td width='70%'><input name='answer1_2' id='answer1_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer1_3 : </td>
<td width='70%'><input name='answer1_3' id='answer1_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'><p>&nbsp;</p>
<p>Answer2_1 : </p></td>
<td width='70%'><p>&nbsp;</p>
<p>
<input name='answer2_1' id='answer2_1' type='text' size='50'>
* </p></td>
</tr>
<tr>
<td width='30%' align='right'>Answer2_2 : </td>
<td width='70%'><input name='answer2_2' id='answer2_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer2_3 : </td>
<td width='70%'><input name='answer2_3' id='answer2_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'><p>&nbsp;</p>
<p>Answer3_1 : </p></td>
<td width='70%'><p>&nbsp;</p>
<p>
<input name='answer3_1' id='answer3_1' type='text' size='50'>
* </p></td>
</tr>
<tr>
<td width='30%' align='right'>Answer3_2 : </td>
<td width='70%'><input name='answer3_2' id='answer3_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer3_3 : </td>
<td width='70%'><input name='answer3_3' id='answer3_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'><p>&nbsp;</p>
<p>Answer4_1 : </p></td>
<td width='70%'><p>&nbsp;</p>
<p>
<input name='answer4_1' id='answer4_1' type='text' size='50'>
* </p></td>
</tr>
<tr>
<td width='30%' align='right'>Answer4_2 : </td>
<td width='70%'><input name='answer4_2' id='answer4_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer4_3 : </td>
<td width='70%'><input name='answer4_3' id='answer4_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'><p>&nbsp;</p>

```

```

<p>Answer5_1 : </p></td>
<td width='70%'><p>&nbsp;</p>
<p>
<input name='answer5_1' id='answer5_1' type='text' size='50'>
* </p></td>
</tr>
<tr>
<td width='30%' align='right'>Answer5_2 : </td>
<td width='70%'><input name='answer5_2' id='answer5_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer5_3 : </td>
<td width='70%'><input name='answer5_3' id='answer5_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'><p>&nbsp;</p>
<p>Answer6_1 : </p></td>
<td width='70%'><p>&nbsp;</p>
<p>
<input name='answer6_1' id='answer6_1' type='text' size='50'>
* </p></td>
</tr>
<tr>
<td width='30%' align='right'>Answer6_2 : </td>
<td width='70%'><input name='answer6_2' id='answer6_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer6_3 : </td>
<td width='70%'><input name='answer6_3' id='answer6_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'><p>&nbsp;</p>
<p>Answer7_1 : </p></td>
<td width='70%'><p>&nbsp;</p>
<p>
<input name='answer7_1' id='answer7_1' type='text' size='50'>
* </p></td>
</tr>
<tr>
<td width='30%' align='right'>Answer7_2 : </td>
<td width='70%'><input name='answer7_2' id='answer7_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer7_3 : </td>
<td width='70%'><input name='answer7_3' id='answer7_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'><p>&nbsp;</p>
<p>Answer8_1 : </p></td>
<td width='70%'><p>&nbsp;</p>
<p>
<input name='answer8_1' id='answer8_1' type='text' size='50'>
* </p></td>
</tr>
<tr>
<td width='30%' align='right'>Answer8_2 : </td>
<td width='70%'><input name='answer8_2' id='answer8_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer8_3 : </td>
<td width='70%'><input name='answer8_3' id='answer8_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'><p>&nbsp;</p>
<p>Answer9_1 : </p></td>
<td width='70%'><p>&nbsp;</p>
<p>

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        <input name='answer9_1' id='answer9_1' type='text' size='50'>
        * </p></td>
</tr>
<tr>
<td width='30%' align='right'>Answer9_2 : </td>
<td width='70%'><input name='answer9_2' id='answer9_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer9_3 : </td>
<td width='70%'><input name='answer9_3' id='answer9_3' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'><p>&nbsp;</p>
<p>Answer10_1 : </p></td>
<td width='70%'><p>&nbsp;</p>
<p>
<input name='answer10_1' id='answer10_1' type='text' size='50'>
* </p></td>
</tr>
<tr>
<td width='30%' align='right'>Answer10_2 : </td>
<td width='70%'><input name='answer10_2' id='answer10_2' type='text' size='50'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer10_3 : </td>
<td width='70%'><input name='answer10_3' id='answer10_3' type='text' size='50'> * </td>
</tr>
<tr height='50'>
<td><p>&nbsp;</p>
<p>&nbsp;</p></td>
<td align='left' valign='middle'><input type='submit' name='Submit' value=' บันทึก ' > <input
type='reset' name='Submit2' value=' ล้างข้อมูล ' > <input type='button' name='Submit222' value='
ยกเลิก
' onClick="document.location.href='answer.php?show=OK'"></td>
</tr>
</table>
</form>
<? }?>

<? if($submit=="Edit"){
$sql="select * from answer where id ='".$id1."' ";
$stem = mysql_query($sql);
$row3=mysql_fetch_array($stem);
?>

<form action="answer.php?submit=OK&show=OK&id1=<? echo $id1?>" method="post"onSubmit="return
Check_txt();" enctype='multipart/form-data'>
<input type='hidden' name='id' value="<?=$row3['id']?>">
<table width="98%">
<tr>
<td width='30%' align='right'>Id : </td>
<td width='70%'><input name='id' id='id' type='text' size='50' value='<?=$row3["id"]?>'
disabled> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer1_1 : </td>
<td width='70%'><input name='answer1_1' id='answer1_1' type='text' size='50'
value='<?=$row3["answer1_1"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer1_2 : </td>
<td width='70%'><input name='answer1_2' id='answer1_2' type='text' size='50'
value='<?=$row3["answer1_2"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer1_3 : </td>
<td width='70%'><input name='answer1_3' id='answer1_3' type='text' size='50'
value='<?=$row3["answer1_3"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer2_1 : </td>

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<td width='70%'><input name='answer2_1' id='answer2_1' type='text' size='50'
value='<?=$row3["answer2_1"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer2_2 : </td>
<td width='70%'><input name='answer2_2' id='answer2_2' type='text' size='50'
value='<?=$row3["answer2_2"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer2_3 : </td>
<td width='70%'><input name='answer2_3' id='answer2_3' type='text' size='50'
value='<?=$row3["answer2_3"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer3_1 : </td>
<td width='70%'><input name='answer3_1' id='answer3_1' type='text' size='50'
value='<?=$row3["answer3_1"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer3_2 : </td>
<td width='70%'><input name='answer3_2' id='answer3_2' type='text' size='50'
value='<?=$row3["answer3_2"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer3_3 : </td>
<td width='70%'><input name='answer3_3' id='answer3_3' type='text' size='50'
value='<?=$row3["answer3_3"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer4_1 : </td>
<td width='70%'><input name='answer4_1' id='answer4_1' type='text' size='50'
value='<?=$row3["answer4_1"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer4_2 : </td>
<td width='70%'><input name='answer4_2' id='answer4_2' type='text' size='50'
value='<?=$row3["answer4_2"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer4_3 : </td>
<td width='70%'><input name='answer4_3' id='answer4_3' type='text' size='50'
value='<?=$row3["answer4_3"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer5_1 : </td>
<td width='70%'><input name='answer5_1' id='answer5_1' type='text' size='50'
value='<?=$row3["answer5_1"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer5_2 : </td>
<td width='70%'><input name='answer5_2' id='answer5_2' type='text' size='50'
value='<?=$row3["answer5_2"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer5_3 : </td>
<td width='70%'><input name='answer5_3' id='answer5_3' type='text' size='50'
value='<?=$row3["answer5_3"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer6_1 : </td>
<td width='70%'><input name='answer6_1' id='answer6_1' type='text' size='50'
value='<?=$row3["answer6_1"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer6_2 : </td>
<td width='70%'><input name='answer6_2' id='answer6_2' type='text' size='50'
value='<?=$row3["answer6_2"]?>'> * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer6_3 : </td>
<td width='70%'><input name='answer6_3' id='answer6_3' type='text' size='50'
value='<?=$row3["answer6_3"]?>'> * </td>

```

```

</tr>
<tr>
<td width='30%' align='right'>Answer7_1 : </td>
<td width='70%'><input name='answer7_1' id='answer7_1' type='text' size='50'
value='<?=$row3["answer7_1"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer7_2 : </td>
<td width='70%'><input name='answer7_2' id='answer7_2' type='text' size='50'
value='<?=$row3["answer7_2"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer7_3 : </td>
<td width='70%'><input name='answer7_3' id='answer7_3' type='text' size='50'
value='<?=$row3["answer7_3"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer8_1 : </td>
<td width='70%'><input name='answer8_1' id='answer8_1' type='text' size='50'
value='<?=$row3["answer8_1"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer8_2 : </td>
<td width='70%'><input name='answer8_2' id='answer8_2' type='text' size='50'
value='<?=$row3["answer8_2"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer8_3 : </td>
<td width='70%'><input name='answer8_3' id='answer8_3' type='text' size='50'
value='<?=$row3["answer8_3"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer9_1 : </td>
<td width='70%'><input name='answer9_1' id='answer9_1' type='text' size='50'
value='<?=$row3["answer9_1"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer9_2 : </td>
<td width='70%'><input name='answer9_2' id='answer9_2' type='text' size='50'
value='<?=$row3["answer9_2"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer9_3 : </td>
<td width='70%'><input name='answer9_3' id='answer9_3' type='text' size='50'
value='<?=$row3["answer9_3"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer10_1 : </td>
<td width='70%'><input name='answer10_1' id='answer10_1' type='text' size='50'
value='<?=$row3["answer10_1"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer10_2 : </td>
<td width='70%'><input name='answer10_2' id='answer10_2' type='text' size='50'
value='<?=$row3["answer10_2"]?'>' * </td>
</tr>
<tr>
<td width='30%' align='right'>Answer10_3 : </td>
<td width='70%'><input name='answer10_3' id='answer10_3' type='text' size='50'
value='<?=$row3["answer10_3"]?'>' * </td>
</tr>
<tr height="50">
<td><input type="submit" name="Submit" value=" บันทึก " > <input type="button"
name="Submit222" value=" ยกเลิก " onClick="document.location.href='answer.php?show=OK'"></td>
</tr>
</table>
</form>
<? }?>

</div>
<div id="footer">

```

```

<? if($submit==" or $show=="OK"){
$page = ceil($total/$limit);
for($i=1;$i<=$page;$i++){
if($_GET['page']==$i){
echo "[<a href='?start=". $limit*( $i-
1)." &page=$i&strSearch=$strSearch&Search=$Search&Search2=$Search2'><B>$i</B></A>]";
}else{
echo "[<a href='?start=". $limit*( $i-
1)." &page=$i&strSearch=$strSearch&Search=$Search&Search2=$Search2'>$i</A>]";
}}} ?>
</div>
</div>
</center>
</body>

```

21. Question and Answer Page (welcome.php)

```

<? session_start();
if ($_SESSION['myuser']== "")
{
header("Location: auth.php");
exit;
}
?>
<head>
<style type="text/css">
<!--
body {
text-decoration: none;
font-family: Verdana, Arial, Helvetica, sans-serif;
font-size: 16px;
background-image: url(../img/gi_bg.jpg);
background-repeat: repeat-x;
}
td {
font: 10px Verdana, Arial, Helvetica, sans-serif;
text-decoration: none;
}
-->
</style>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8">
</head>
<body>
<div align="center"><br>
<a href="question.php">
<label></label>
<label>Casual : </label>
Question</a>| <a href="answer.php">Answer</a><a href="welcome2.php"></a><br>
<br>
<a href="question2.php">
<label>Normal : </label>Question</a>| <a href="answer2.php">Answer</a><br>
<br>
<a href="question3.php">Expert : Question</a>| <a href="answer3.php">Answer</a><a href="welcome2.php"></a><br>
<br>
<br>
<a href="logout.php">Log out</a></div>
</body>

```