

## Flash Cart (uses PHP and MySQL)

Step 1: On your JUDAS share, create the following two .php files using notepad:

### connection.php

```
<?php
$lol = mysql_connect("JUDAS", "itsdemo", "mysqlpwd");
mysql_select_db("shop", $lol);
?>
```

### index.php

```
<?php require_once('connection.php');
$result = mysql_query("SELECT * FROM products");
$num_rows = mysql_num_rows($result);
echo "&numrows=" . $num_rows;
$counter=1;
while($row = mysql_fetch_array($result))
{
    echo "&pid" . $counter . "=" . $row['pid'];
    echo "&pname" . $counter . "=" . $row['pname'];
    echo "&pcost" . $counter . "=" . $row['pcost'];
    echo "&ppic" . $counter . "=" . $row['ppic'];
    echo "&moreinfo" . $counter . "=" . $row['moreinfo'];
    $counter=$counter+1;
}
?>
```

Run the index.php file on JUDAS (by navigating to it via Internet Explorer) – you should receive the following output on screen:

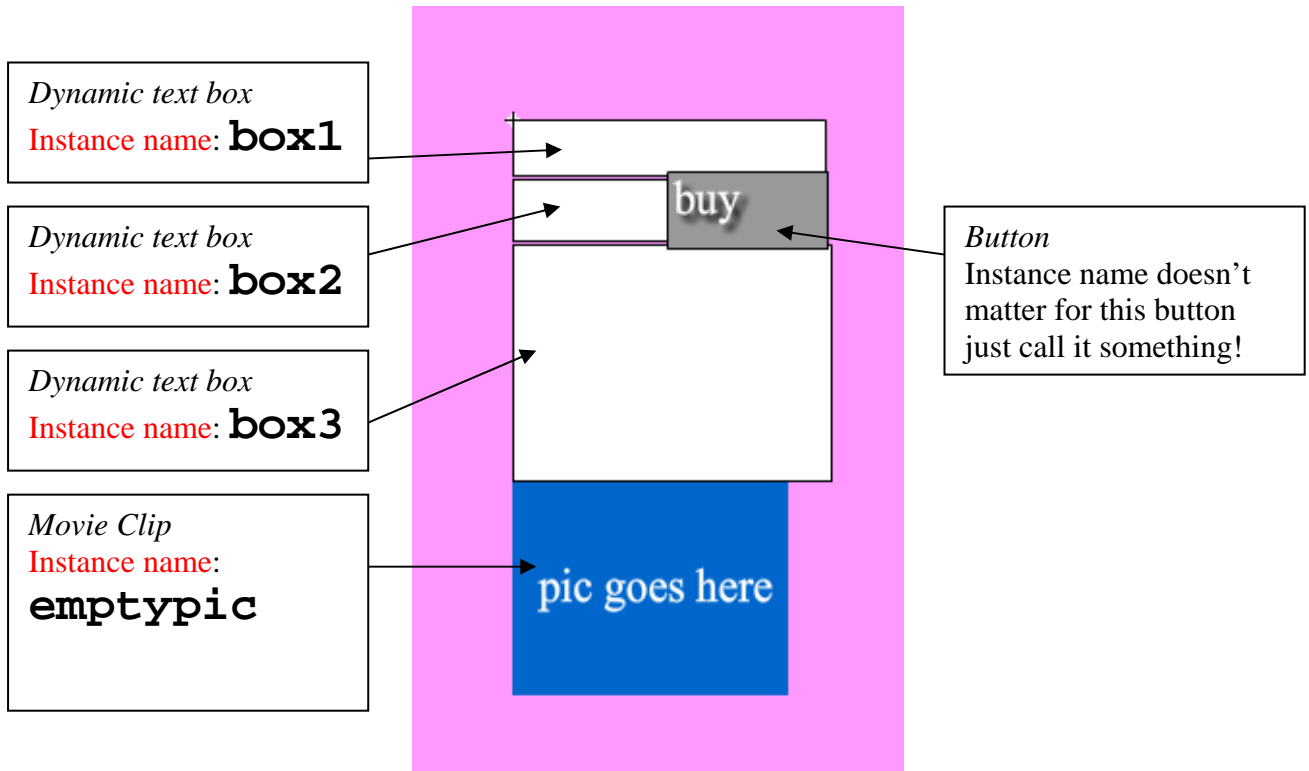
```
&numrows=3&pid1=1&pname1=Autumn
Leaves&pcost1=59.950&ppic1=AutumnLeaves.jpg&moreinfo1=Aut
umn comes after summer and before winter. Leaves fall
from the trees in colder climates.&pid2=2&pname2=Green
Sea
Turtle&pcost2=89.950&ppic2=GreenSeaTurtle.jpg&moreinfo2=T
urtles are the new fish.&pid3=3&pname3=Toco
Toucan&pcost3=119.950&ppic3=TocoToucan.jpg&moreinfo3=How
good are toucans.
```

This is the way that Flash can load (and send) variables to external sources. The variable name always comes after the '&' symbol. The '=' sign always sets the value of the variable.

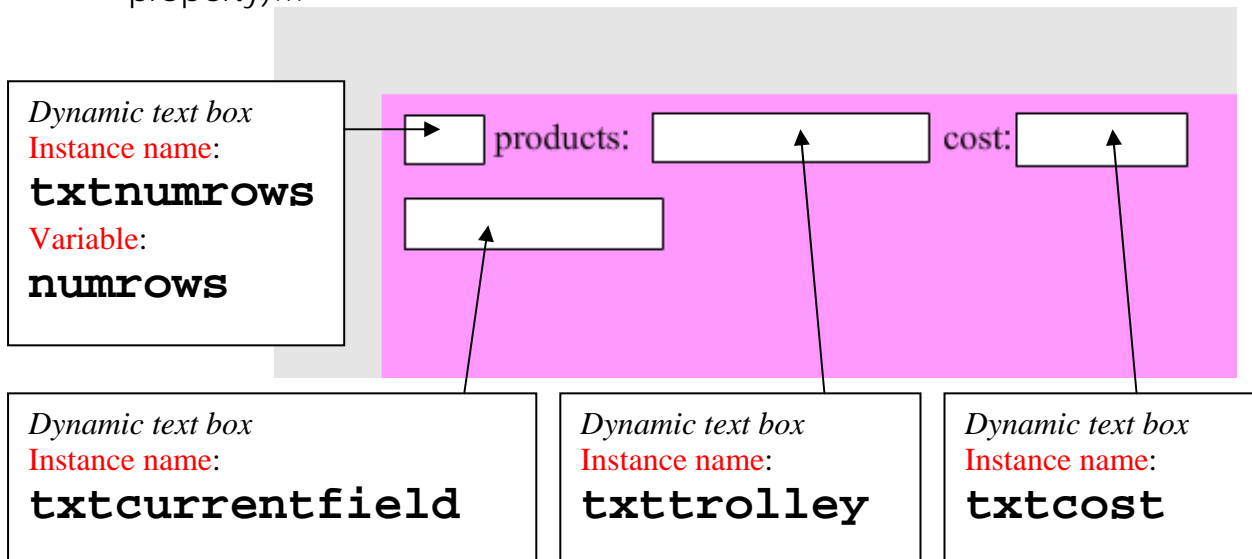
Now get Flash open... and choose a new:

## Action Script 2.0 document!

**Step 2:** First in flash - insert a new movie clip symbol (name it *textbox* in your library) and set it out with the following symbols:



**Step 3:** Go back to your stage and set it up so it looks like this (note – you can set *variables* for controls on the **property** bar. Look for the **var:** property)...



**Step 4:** On your stage still, in **layer one frame one** *with no objects selected* hit F9 and add the following code:

```
var boxnum = 1;
var prodbox_x = 0;
var prodbox_y = 40;
var currentfield = "";
loadVariables("http://judas/demos/flashShop/", "");
mydata = new LoadVars();
mydata.load("http://judas/demos/flashShop/");
mydata.onLoad = function() {
    for(count=1;count<=int(mydata.numrows);count++){
        var prodbox:MovieClip = _root.attachMovie("textbox", "textbox"+boxnum, boxnum);
        txtcurrentfield.variable = "pname"+boxnum;
        prodbox.box1.text = txtcurrentfield.text;
        txtcurrentfield.variable = "pcost"+boxnum;
        prodbox.box2.text = txtcurrentfield.text;
        prodbox.cost=int(prodbox.box2.text);
        txtcurrentfield.variable = "moreinfo"+boxnum;
        prodbox.box3.text = txtcurrentfield.text;
        txtcurrentfield.variable = "ppic"+boxnum;
        loadMovie(txtcurrentfield.text, prodbox.emptypic);
        boxnum = boxnum + 1;
        prodbox._x = prodbox_x;
        prodbox._y = prodbox_y;
        prodbox_x = prodbox_x + 160;
        prodbox_y = prodbox_y;
        prodbox.product=count;
    }
    txtcurrentfield._visible = false;
    txtnumrows._visible=false;
};
```

**Change the highlighted bits to the http location where your index.php (created in step 1) is.**

**Step 5:** Double-click on the **textbox** movie clip in your library... In **layer one frame one** of your **textbox** movieclip *with no objects selected* hit F9 and add the following code:

```
_global.product;
_global.cost;
```

**Step 6:** Stay in the *textbox* movie clip for now. Single-click on the *buy* button to select it. *With the buy button object selected* hit F9 and add the following code:

```
on (release) {  
    _root.txtrolley.text=_root.txtrolley.text+product+", ";  
    _root.txtcost.text=int(_root.txtcost.text)+cost  
}
```

**Step 7:** click back to your stage, save, and go file → publish. test on JUDAS. You may have to run it a couple of times the first time to get it working (hit refresh in browser).