

The following AGKC and php code works for me when my HTML5 games obtain and save data to the SQL database on my server. The examples I use in this document are based on a SQL database that has the following fields: gameid (a alphanumeric name to identify which game to pull or save data), name (the player's name which is alphanumeric), score (some numerical data used by the game), level (numeric data for game level), otherdata (some other alphanumeric data used by the game). I use notepad ++ to create and edit the php code. One thing I have not yet gotten to work is an a database injection protection code in the PHP code.

AGKC code to obtain data:

Local httpsOn as Integer = 1

Local secureDirectory as Integer = 1

```
con = CreateHTTPConnection()
```

```
domain$ = www. //your server domain
```

```
directoryUserName$ = "directory username where php code is stored"
```

```
directoryPassword$ = "directory password"
```

```
directoryName$ = "directory name for php code/"
```

```
scriptName$ = "getdata.php" //name php code to execute
```

```
if secureDirectory = 1
```

```
    SetHTTPHost(con , domain$ , httpsOn , directoryUserName$ , directoryPassword$)
```

```
else
```

```
    SetHTTPHost(con , domain$ , httpsOn)
```

```
endif
```

```
post$ = "gameid=" + GameID$ + "&name=" + Name$ //GameID$ is the gameid data to use and Name$ is the  
player's name to pull data. The & is needed for the php code to separate the gameid call from the name call
```

```
SendHTTPRequestASync(con , directoryName$ + scriptName$ , post$)
```

```
time0 = GetMilliseconds()
```

```
repeat
```

```
    timeNow = GetMilliseconds()
```

```
    timeElapsed = (timeNow - time0)
```

```
    ready = GetHTTPResponseReady(con)
```

```
    if ready <> 0 or timeElapsed > 60000 //set a timeout limit
```

```
        done = 1
```

```
    endif
```

```
    Sync()
```

```
until done = 1
```

```
  If ready = 1
```

```
    response = GetHTTPResponse(con)
```

```
    Tc = 1
```

```
    name$ = GetStringToken( Response, ",", Tc+1 )
```

```
    level = Val(GetStringToken( Response, ",", Tc+2 ))
```

```
    score = Val(GetStringToken( Response, ",", Tc+3 ))
```

```
    otherdata$ = GetStringToken( Response, ",", Tc+4 )
```

```
    gameid$ = GetStringToken( Response, ",", Tc+5 )
```

```
  Endif
```

```
  CloseHTTPConnection(con)
```

```
  DeleteHTTPConnection(con)
```

PHP code to get the data. I placed this code in a directory on my server that is different from the directory where the game that calls the code is stored.

This could be named: getdata.php

```
<?PHP
```

```
//The header information is needed for the HTML5 code to access the PHP code.
```

```
header("Access-Control-Allow-Origin: *");
```

```
header("Access-Control-Allow-Credentials: true");
```

```
header("Access-Control-Max-Age: 1000");
```

```
header("Access-Control-Allow-Headers: X-Requested-With, Content-Type, Origin, Cache-Control, Pragma, Authorization, Accept, Accept-Encoding");
```

```
header("Access-Control-Allow-Methods: PUT, POST, GET, OPTIONS, DELETE");
```

```
$gameid = $_POST['gameid'];
```

```
$name = $_POST['name'];
```

```
$dbip = 'localhost';
```

```
$dbu = 'database username';
```

```

$dbp = 'database password';
$dbn = 'database name';

$con=new mysqli($dbip , $dbu , $dbp , $dbn);

if(!$con)
{
    die('Could not connect: ' . mysqli_error()); //output 0 or some other code so that your app knows data was NOT
sent.
}
else
{
    //Now that we're connected to the database we can search for the top nn scores.

    $qry = "SELECT * FROM databasetablename WHERE NAME = '$name' AND GAMEID = '$gameid'";

    $result = mysqli_query( $con,$qry );
    if (!$result)
    {
        Die('No data pulled');
    }

    //Store every row in an array element to convert it to a string later for output.

    $out_array = array();
    while($row = mysqli_fetch_assoc($result))
    {
        //Convert this row's array into a comma separated string
        $thisRow = implode(', ' , $row);

        //insert this string into the final output array

```

```

        array_push($out_array , $thisRow);
    }

    //Now convert out array into a string where each row is separated by a new line character Chr(10)
    $out = implode(' ', $out_array);

    echo $out;
}
mysqli_close($con);
?>

```

AGKC code to create data for the first time:

Local httpsOn as Integer = 1

Local secureDirectory as Integer = 1

con = CreateHTTPConnection()

domain\$ = "www. " //domain name

directoryUserName\$ = "directory user name"

directoryPassword\$ = "directory password"

directoryName\$ = "directory name for location of called php code/"

scriptName\$ = "savedata.php" //name of php file to execute

if secureDirectory = 1

 SetHTTPHost(con, domain\$, httpsOn, directoryUserName\$, directoryPassword\$)

else

 SetHTTPHost(con, domain\$, httpsOn)

endif

post\$ = "name=" + UserName\$ + "&level=" + Str(level) + "&score=" + str(score) + "&otherdata=" + otherdata\$ + "&gameid=" + gameid\$

SendHTTPRequestASync(con , directoryName\$ + scriptName\$, post\$)

time0 = GetMilliseconds()

repeat

```
timeNow = GetMilliseconds()
timeElapsed = (timeNow - time0)
ready = GetHTTPResponseReady(con)
if ready <> 0 or timeElapsed > 60000
    done = 1
endif
Sync()
until done = 1

response = GetHTTPResponse(con)

CloseHTTPConnection(con)
DeleteHTTPConnection(con)
```

Php code to save data: savedata.php

```
<?PHP
```

```
header("Access-Control-Allow-Origin: *");
header("Access-Control-Allow-Credentials: true");
header("Access-Control-Max-Age: 1000");
header("Access-Control-Allow-Headers: X-Requested-With, Content-Type, Origin, Cache-Control, Pragma, Authorization,
Accept, Accept-Encoding");
header("Access-Control-Allow-Methods: PUT, POST, GET, OPTIONS, DELETE");

$name = $_POST['name'];
$level = $_POST['level'];
$score = $_POST['tscore'];
$otherdata = $_POST['otherdata'];
$gameid = $_POST['gameid'];

$dbip = 'localhost';
$dbu = 'database username';
```

```

$dbp = 'database password';
$dbn = 'database name';

$con=new mysqli($dbip , $dbu , $dbp , $dbn);
if(!$con)
{
    die('Could not connect: ' . MySQLi_error()); //output 0 or some other code so that your app knows data was NOT
sent.
}
else
{
    $newScore_qry = "INSERT INTO databasetablename (NAME,LEVEL,SCORE,OTHERDATA,GAMEID)
VALUES('$name' , '$level' , '$score' , '$otherdata' , '$gameid')";
    //$resultNewScore = mysqli_query( $con , $newScore_qry);

    if(mysqli_query($con, $newScore_qry)) {
        echo "Data Updated";
    }else{
        echo "Data Not Updated";
    }
    mysqli_close($con);
}
$con->close();
?>

```

AGKC code to update data as it changes and after it has been initially created:

```
Local httpsOn as Integer = 1
```

```
Local secureDirectory as Integer = 1
```

```
con = CreateHTTPConnection()
```

```
domain$ = "www. " //domain name
```

```
directoryUserName$ = "directory user name"
```

```
directoryPassword$ = "directory password"
```

```
directoryName$ = "directory name for location of called php code/"
```

```
scriptName$ = "updatedata.php" //name of php file to execute
```

```
if secureDirectory = 1
```

```
    SetHTTPHost(con, domain$, httpsOn, directoryUserName$, directoryPassword$)
```

```
else
```

```
    SetHTTPHost(con, domain$ , httpsOn)
```

```
endif
```

```
post$ = "name=" + UserName$ + "&level=" + Str(level) + "&score=" + str(score) + "&otherdata=" + otherdata$ +  
"&gameid=" + gameid$
```

```
SendHTTPRequestASync(con , directoryName$ + scriptName$ , post$)
```

```
time0 = GetMilliseconds()
```

```
repeat
```

```
    timeNow = GetMilliseconds()
```

```
    timeElapsed = (timeNow - time0)
```

```
    ready = GetHTTPResponseReady(con)
```

```
    if ready <> 0 or timeElapsed > 60000
```

```
        done = 1
```

```
    endif
```

```
    Sync()
```

```
until done = 1
```

```
responseCode$ = GetHTTPResponse(con)
```

```
CloseHTTPConnection(con)
```

```
DeleteHTTPConnection(con)
```

Php code to update database: updatedata.php

```
<?php
```

```
header("Access-Control-Allow-Origin: *");
```

```
header("Access-Control-Allow-Credentials: true");
```

```
header("Access-Control-Max-Age: 1000");
```

```
header("Access-Control-Allow-Headers: X-Requested-With, Content-Type, Origin, Cache-Control, Pragma, Authorization, Accept, Accept-Encoding");
```

```
header("Access-Control-Allow-Methods: PUT, POST, GET, OPTIONS, DELETE");
```

```
// get values form input text and number
```

```
$name = $_POST['name'];
```

```
$level = $_POST['level'];
```

```
$score = $_POST['score'];
```

```
$otherdata = $_POST['otherdata'];
```

```
$gameid = $_POST['gameid'];
```

```
// php code to Update data from mysql database Table
```

```
$hostname = "localhost";
```

```
$dbu = 'database username';
```

```
$dbp = 'database password';
```

```
$dbn = 'database name';
```

```
$connect = new mysqli($hostname, $username, $password, $databaseName);
```

```
if(!$connect)
```

```
{
```

```
die('Could not connect: ' . MySQLi_error());
```

```
}
```

```
echo 'Connected successfully<br>';
```

```
// mysql query to Update data

$query = "UPDATE databasetablename SET LEVEL='$level', SCORE='$score', OTHERDATA='$otherdata' WHERE
GAMEID='$gameid' AND NAME='$name'";

$result = mysqli_query($connect, $query);

if(mysqli_query($connect, $query)) {
    echo "Data Updated";
}else{
    echo "Data Not Updated";
}

mysqli_close($connect);

?>
```