

# Chapter 5

PHP





# PHP



**PHP**

```
<defs> <linearGradient id="g1" x1="0" y1="0" x2="100%" y2="0" gradientUnits="objectBoundingBox"> <stop stop-color="#000000" offset="0%"/> <stop stop-color="#000000" offset="100%"/> </linearGradient> </defs> <rect width="800" height="450" rx="0" fill="white" style="outline: 1px solid black; position: absolute; left: 0; top: 0; z-index: 1;> </rect> <div class="media-control"> <div> <img alt="Media control icons" style="width: 100%; height: 100%; object-fit: cover; filter: invert(1); position: absolute; left: 0; top: 0; z-index: 2; opacity: 0.5;"/> <div style="position: absolute; left: 0; top: 0; z-index: 3; background-color: white; border-radius: 50%; width: 100px; height: 100px; display: flex; align-items: center; justify-content: center; font-size: 2em; color: #000000; font-weight: bold; opacity: 0.5; transform: rotate(-45deg);> <span>X</span> </div> </div> </div>
```

## PHP Variables Scope

In PHP, variables can be declared anywhere in the script.

The scope of a variable is the part of the script where the variable can be referenced/used.

PHP has three different variable scopes:

- **Global**
- **Local**
- **Static**



PHP

```
<defs>    <linearGradient id="gradient1" x1="0" y1="0" x2="100%" y2="100%>        <stop stop-color="#000000" offset="0%"/>        <stop stop-color="#FFFFFF" offset="100%"/>    </linearGradient></defs>    <rect width="800" height="450" rx="8" fill="white" stroke="#000000" stroke-width="2px" style="outline: 2px solid #000000; position: absolute; left: 50%; top: 50%; transform: translate(-50%, -50%); z-index: 1; background-color: white; border-radius: 8px; padding: 10px; font-family: sans-serif; font-size: 14px; color: black; text-align: center; opacity: 0.8; transition: all 0.3s ease-in-out; transition-timing-function: cubic-bezier(0.1, 0.8, 0.5, 1);>        <p>Variable x inside function is: $x</p>    </rect></div><div class="media-control">    <img alt="Media control icons" width="96" height="96" viewBox="0 0 96 96" data-bbox="10 10 90 90"/>    <defs>        <linearGradient id="gradient2" x1="87.565%" y1="11.85%" x2="97.115%" y2="50%">            <stop stop-color="#FFF" stop-opacity="0" offset="0%"/>            <stop stop-color="#FFF" offset="100%"/>        </linearGradient>        <filter x="50%" y="50%" width="100%" height="100%" data-bbox="10 10 90 90">            <feOffset dy="16" in="SourceGraphic" data-bbox="10 10 90 90"/>            <feGaussianBlur stdDeviation="32" data-bbox="10 10 90 90"/>            <feColorMatrix values="1 0 0 0 1; 0 1 0 0 1; 0 0 1 0 1; 0 0 0 1 1" data-bbox="10 10 90 90"/>            <feTurbulence baseFrequency="0.01" numOctaves="8" data-bbox="10 10 90 90"/>        </filter>    </defs>
```

## Global Scope

A variable declared outside a function has a **GLOBAL SCOPE** and can only be accessed **outside a function**:

```
<html>
<body>
<?php
$x = 5; // global scope
function myTest() {
    // using x inside this function will generate error
    echo "<p>Variable x inside function is: $x</p>";
}
myTest();
echo "<p>Variable x outside function is: $x</p>";
?>
</body>
</html>
```

Variable x inside function is:  
Variable x outside function is: 5



PHP

```
<defs> <linearGradient id="gradient1" x1="0" y1="0" x2="100%" y2="100%>
  <stop stop-color="#000000" offset="0%"/>
  <stop stop-color="#FFFFFF" offset="100%"/>
</linearGradient>
</defs>
<rect width="800" height="450" rx="8" fill="white" stroke="black" stroke-width="2px"/>
</svg>
<div class="media-control">
  <img width="96" height="96" viewBox="0 0 96 96" alt="Media control icon" data-bbox="10 10 100 100"/>
  <defs>
    <linearGradient id="gradient2" x1="87.565%" y1="11.875%" x2="100%" y2="100%>
      <stop stop-color="#FFF" stop-opacity="0" offset="0%"/>
      <stop stop-color="#FFF" offset="100%"/>
    </linearGradient>
    <filter x="-500%" y="-500%" width="1000%" height="1000%">
      <feOffset dy="16" in="SourceGraphic" result="inner">
        <feGaussianBlur stdDeviation="34" data-bbox="10 10 100 100"/>
        <feColorMatrix values="0.5 0 0 0 1; 0 0.5 0 0 1; 0 0 0.5 0 1; 0 0 0 1 1" data-bbox="10 10 100 100"/>
      </feOffset>
      <feComposite in2="inner" operator="atop" data-bbox="10 10 100 100"/>
    </filter>
  </defs>
```

## local Scope

A variable declared within a function has a **LOCAL SCOPE** and can only be accessed within that function:

```
<html>
<body>
<?php
function myTest() {
  $x = 5; // local scope
  echo "<p>Variable x inside function is: $x</p>";
}
myTest();
// using x outside the function will generate an error
echo "<p>Variable x outside function is: $x</p>";
?>
</body>
</html>
```

Variable x inside function is:5  
Variable x outside function is:



# PHP

# PHP The global Keyword

**the global keyword is used to access a global variable from within a function.  
To do this, use the global keyword before the variables (inside the function):**

```
<html>
<body>
<?php
$x = 5;
$y = 10;
function myTest() {
    global $x, $y;
    $y = $x + $y;
}
myTest(); // run function
echo $y; // output the new value for variable $y
?>
</body>
</html>
```

15



# PHP

# PHP The static Keyword

**Normally, when a function is completed/executed, all of its variables are deleted. However, sometimes we want a local variable NOT to be deleted. We need it for a further job.**

**To do this, use the static keyword when you first declare the variable:**

```
<html>
<body>
<?php
function myTest() {
    static $x = 0;
    echo $x;
    $x++;
}
myTest();
echo "<br>";
myTest();
echo "<br>";
myTest();
?>
</body>
</html>
```

0  
1  
2



# PHP

```
<defs> <linearGradient id="gradient1" x1="0" y1="0" x2="100%" y2="0"><stop stop-color="#000000" offset="0%"/><stop stop-color="#000000" offset="100%"/></linearGradient></defs> <rect width="800" height="450" rx="8" fill="white" stroke="black" stroke-width="1px" style="outline: 2px solid #000; border-radius: 8px; position: relative; z-index: 1; margin-bottom: 10px;"></rect> <div class="media-control"> <img width="96" height="96" viewBox="0 0 96 96" alt="Media control icon" style="border-radius: 50%; border: 2px solid #000; position: absolute; left: -50px; top: -50px; z-index: 2; transition: all 0.3s ease; transform: scale(0); opacity: 0;"/> <defs> <linearGradient id="gradient2" x1="87.565%" y1="11.875%" x2="112.435%" y2="88.125%"><stop stop-color="FFF" offset="0%"/><stop stop-color="FFF" offset="100%"/></linearGradient> </defs> <filter x="-500%" y="-500%" width="1000%" height="1000%"><feOffset dy="16" in="SourceGraphic" /><feGaussianBlur stdDeviation="34" /><feColorMatrix values="1 0 0 0 1; 0 1 0 0 1; 0 0 1 0 1; 0 0 0 1 1" /><feRule color="black" /></filter>
```

```
function increment() {  
    $x = 0;  
    echo $x;  
    $x++;  
}
```

```
increment();  
increment();  
increment();
```

```
function increment() {  
    static $x = 0;  
    echo $x;  
    $x++;  
}
```

```
increment();  
increment();  
increment();
```

0  
0  
0

0  
1  
2



**PHP**



```
<?php  
function codes()  
{  
    $x = 100;  
    echo "<p>$x</p>";  
    $x++;  
}  
codes();  
codes();  
codes();  
codes();  
echo "<hr>";  
function cracker()  
{  
    static $y = 200;  
    echo "<p>$y</p>";  
    $y--;  
}  
cracker();  
cracker();  
cracker();  
cracker();  
cracker();  
?>
```

100  
100  
100  
100

200  
199  
198  
197



**THANKS**