

Appendix B
The Procedure for Installing AppServ and Applying in Database
for ADRs

1. Download AppServ program from <http://www.appservnetwork.com/>.
2. Double click appserv-win32-x.x.x.exe to install AppServ on computer.
3. AppServ distribution under GNU/GPL License. Installer has to read license agreement before install. If agree for the license click I Agree to go to next step. If do not agree click Cancel to revoke installation (Figure B.1).



Figure B.1 GNU/GPL license agreement screen

4. Choose install location. AppServ default location is C:\AppServ. If installer needs to change destination, click Browse button to change destination for AppServ program and then click Next to go to next step (Figure B.2).

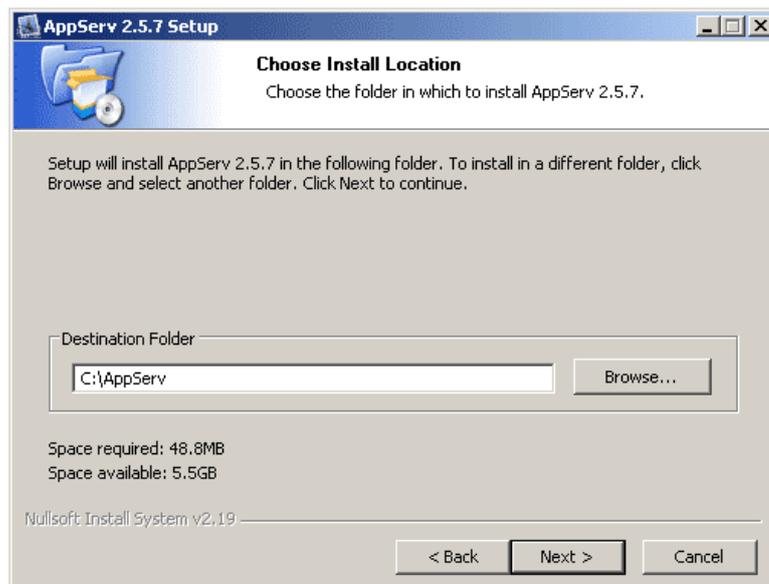


Figure B.2 Choose install location screen

5. Select components to install. AppServ has checked all package components by default. If installer needs to choose some package to install, click at check box. When complete choosing package components, click Next to go next step (Figure B.3).



Figure B.3 Choose package components screen

6. This step is for specifying Apache configuration. Installer has to fill server name as localhost (Figure B.4).

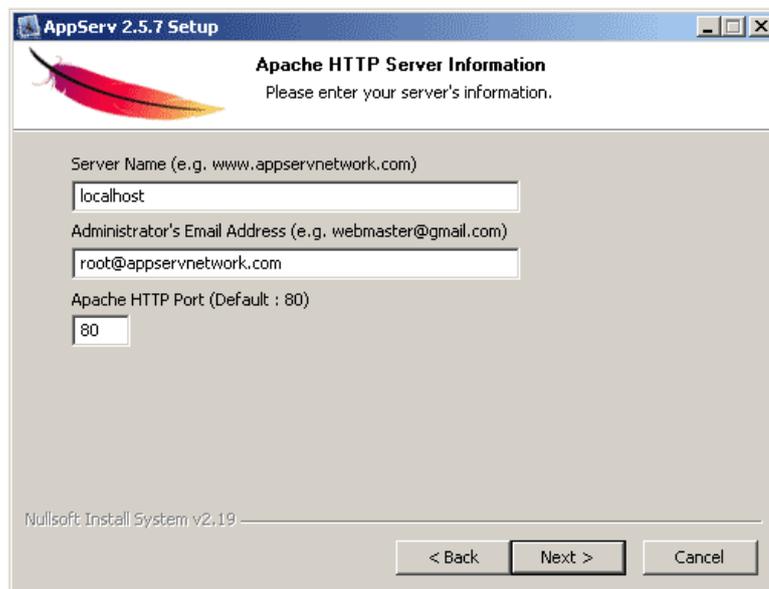


Figure B.4 Apache web server configuration screen

7. This step is for MySQL configuration. Installer has to define root password for MySQL database (Figure B.5). Click Install and wait for program installation.



Figure B.5 MySQL Database configuration screen

8. Click Finish to end the setup and AppServ is then ready to be used. Check whether installation is complete by typing localhost in web browser (Figure B.6).

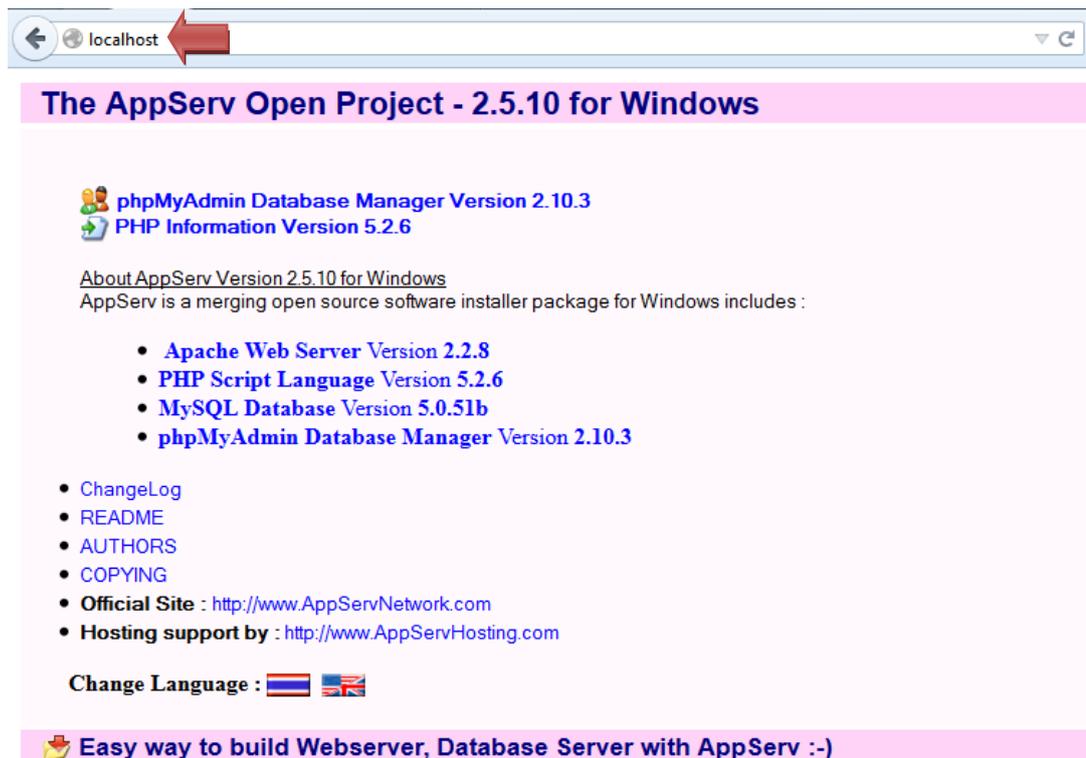


Figure B.6 Ready to use AppServ in web browser screen

9. Click phpMyAdmin Database Manager Version 2.10.3 to login MySQL as root with username and password in step 7.

10. Create new database with the name db4adr (Figure B.7).

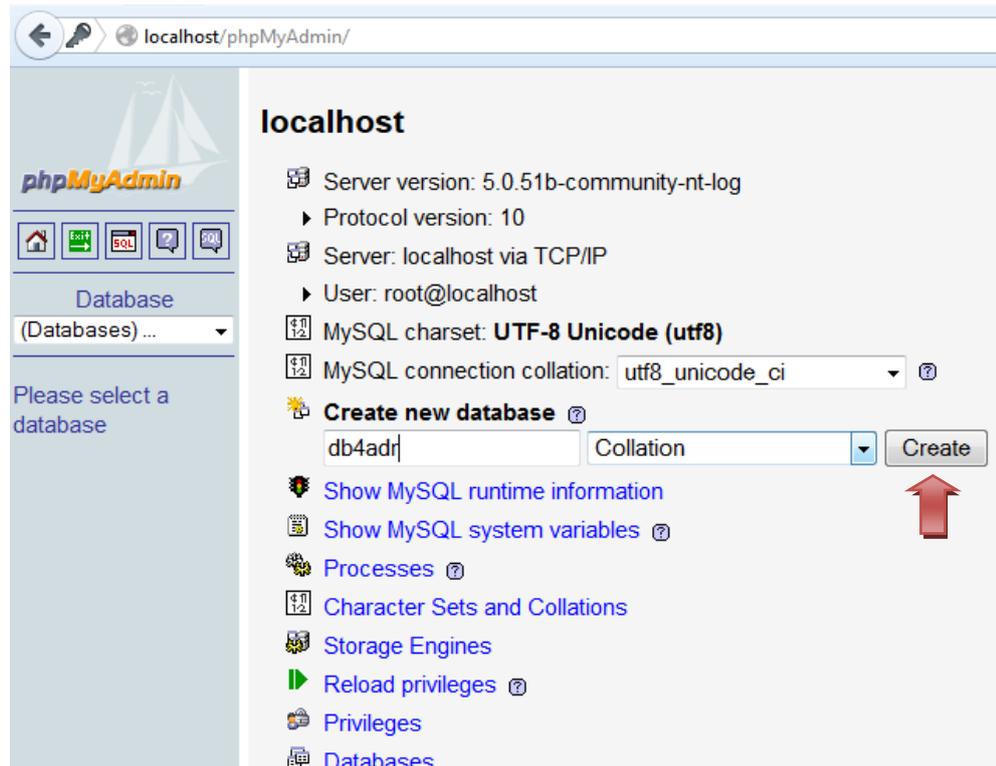


Figure B.7 Create new database named db4adr screen

11. Import .sql file which is the data extracted from data.zip into the database named db4adr (Figure B.8).

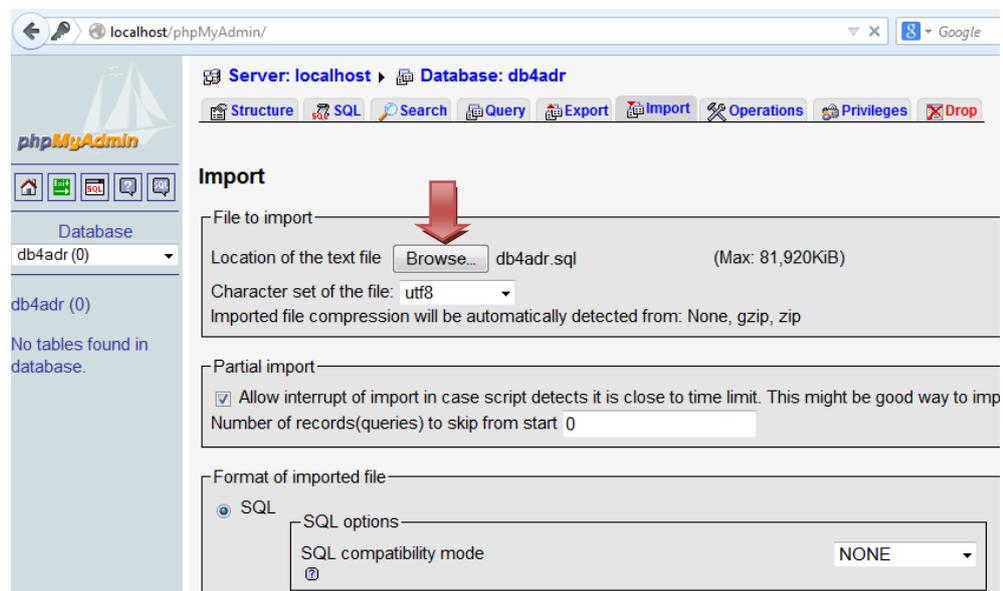


Figure B.8 Import .sql file into db4adr database screen

12. The next step is to add a user and define the access. In home page, select Privileges and Add a new user. Then enter the information as shown in Figure B.9.

Add a new User

Login Information

User name: Use text field: ←

Host: Use text field: ←

Password: No Password ←

Re-type:

Generate Password:

Database for user

None

Create database with same name and grant all privileges

Grant all privileges on wildcard name (username_%)

Global privileges ([Check All](#) / [Uncheck All](#))

Note: MySQL privilege names are expressed in English

Data	Structure	Administration
<input checked="" type="checkbox"/> SELECT	<input type="checkbox"/> CREATE	<input type="checkbox"/> GRANT
<input type="checkbox"/> INSERT	<input type="checkbox"/> ALTER	<input type="checkbox"/> SUPER

Figure B.9 Add information and privilege for a new user screen

13. The next step is to place the source code for web page. Put db4adr folder that is extracted from web_code.zip into www folder inside AppServ directory. Make sure that the Database for ADRs works properly on web browse by typing localhost/db4adr (Figure B.10).



Figure B.10 The appearance of proper Database for ADRs

Note: Also, check the file named StartConnect.inc (Figure B.11) which is located at C:\AppServ\www\db4adr and has the code to connect to MySQL Database. It has to have the same username and password that are defined in step 12. StartConnect.inc also has to be altered with corresponding manner if there is any change in MySQL configuration: server name, database name, username, or password.

```
<?
set_time_limit(0);
$ServerName = "localhost";
$DatabaseName = "db4adr";

$db = new mysqli('localhost', 'user' ,'', 'db4adr');

$User = "user";
$Password = "";

$conn = mysql_connect($ServerName,$User,$Password) or die("Could not connect to server");
$db = mysql_select_db($DatabaseName,$conn) or die("Could not connect to DB");

?>
```

Figure B.11 StartConnect.inc source code