WEB TECHNOLOGY REPORT

-By

1311050 Harsh Shah

1311047 Arth Shah

1. Introduction

Web Project is the project undertaken as a mandatory requirement for the course "Web Technology" that is being conducted mutually by K.J. Somaiya College of Engineering. The aim of the course is to provide a distributed environment to develop website. In this course we have to develop the web technology in team.

Purpose of Document

In document there is overall description of the Web Technology Project. It includes website created completely by us. There is also description of the work experience gained from this project. Whole description of the designing face and cost is included in this document.

Scope

- The website offer user-friendly environment
- Users can view each and everything about their favorite club
- Buy Accessories of their beloved club
- Get live news updates
- Bring fans from all around the world closer

References

- www.w3schools.com
- www.color-hex.com
- Head first Html and Css by O'Reilly Media

2. Overall Description

User Interfaces

- Graphical user interfaces (GUI) accept input via devices such as a computer keyboard and mouse and provide articulated graphical output on the computer monitor. There are at least two different principles widely used in GUI design: Object-oriented user interfaces (OOUIs) and application oriented interfaces.

- Web-based user interfaces or web user interfaces (WUI) that accept input and provide output by generating web pages which are transmitted via the Internet and viewed by the user using a web browser. Newer implementations utilize Cascading Style sheets (CSS), JavaScript, Apache Flex, php Framework, or similar technologies to provide real-time control in a separate program, eliminating the need to refresh a traditional HTML based web browser. Administrative web interfaces for web-servers, servers and networked computers are often called control panels.
- Direct manipulation interface is the name of a general class of user interfaces that allow users to manipulate objects presented to them, using actions that correspond at least loosely to the physical world.

Hardware Requirements

Minimum	Recommended	Full Supported List
Pentium N3540	Intel i7(3rd Gen)	Intel i3,i5,i7,Pentium 4 series

Software Requirements

Product developed using Open source technologies like Apache, Php etc.

However, Operating System used is Windows 7.

- Browser for testing: Google Chrome
- Front-end: html5, Css, JavaScript, php.
- Back-end: php, MySQL 4.17
- Web Server: Apache 2.2(xampp)
- Platform Used: Windows 7
- Debugger used: Firebug

Website Requirements

Website requirements deal with defining software requirements and prerequisites that need to be installed on a computer to provide optimal functioning of an application.

These requirements or prerequisites are generally not included in the software installation package and need to be installed separately before the software is installed.

1. Platform

   A computing platform describes some sort of framework, either in hardware or software, which allows software to run. Typical platforms include a computer's architecture, operating system,

or programming languages and their runtime libraries. Operating system is one of the requirements mentioned when defining system requirements (software). Software may not be compatible with different versions of same line of operating systems, although some measure of backward compatibility is often maintained. For example, most software designed for Microsoft Windows XP does not run on Microsoft Windows 98, although the converse is not always true. Similarly, software designed using newer features of Linux Kernel v2.6 generally does not run or compile properly (or at all) on Linux distributions using Kernel v2.2 or v2.4.

2. APIs and Drivers

Software making extensive use of special hardware devices, like high-end display adapters, needs special API or newer device drivers. A good example is DirectX, which is a collection of APIs for handling tasks related to multimedia, especially game programming, on Microsoft platforms.

3. Web Browsers

Most web application and software depending heavily on Internet Technologies make use of default browsers installed on system. Microsoft Internet Explorer is frequent choice of software running on Microsoft Windows, which makes use of ActiveX controls, despite their vulnerabilities.

3. Software Product Features

1. Navigation

Web navigation refers to the process of navigating a network of information resources in the World Wide Web, which is organized as hypertext or hypermedia. The user interface that is used to do so is called a web browser.

The structure of the website navigation is built from general to specific. This provides a clear, simple path to all the web pages from anywhere on the website.

1. Hierarchical Website Navigation

The structure of the website navigation build is drop down menu, search and images. This provides a clear, simple path to all the web pages from anywhere on the website.
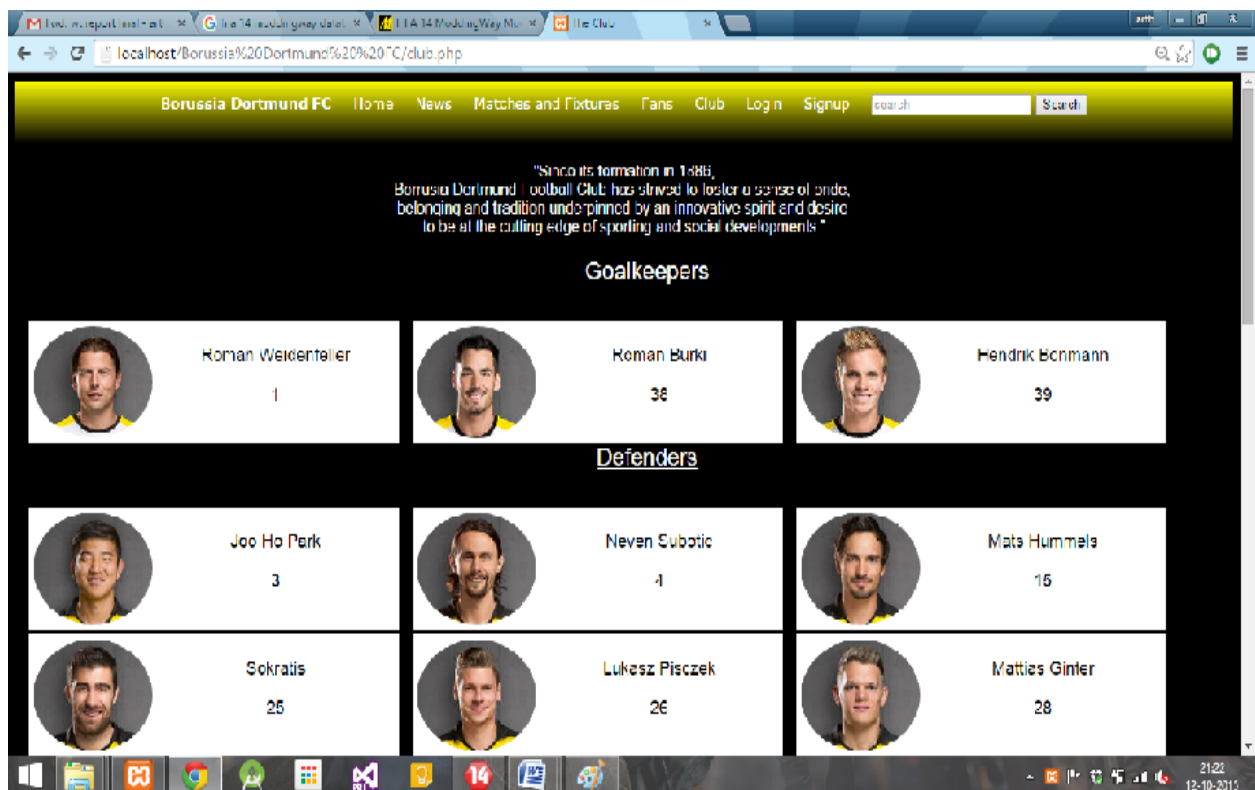
2. Global Website Navigation

Global website navigation shows the top level sections/pages of the website. It is available on each page and lists the main content sections/pages of the website.

3. Local Website Navigation

Local navigation used are the links with the text of your web pages, linking to other pages within the website.
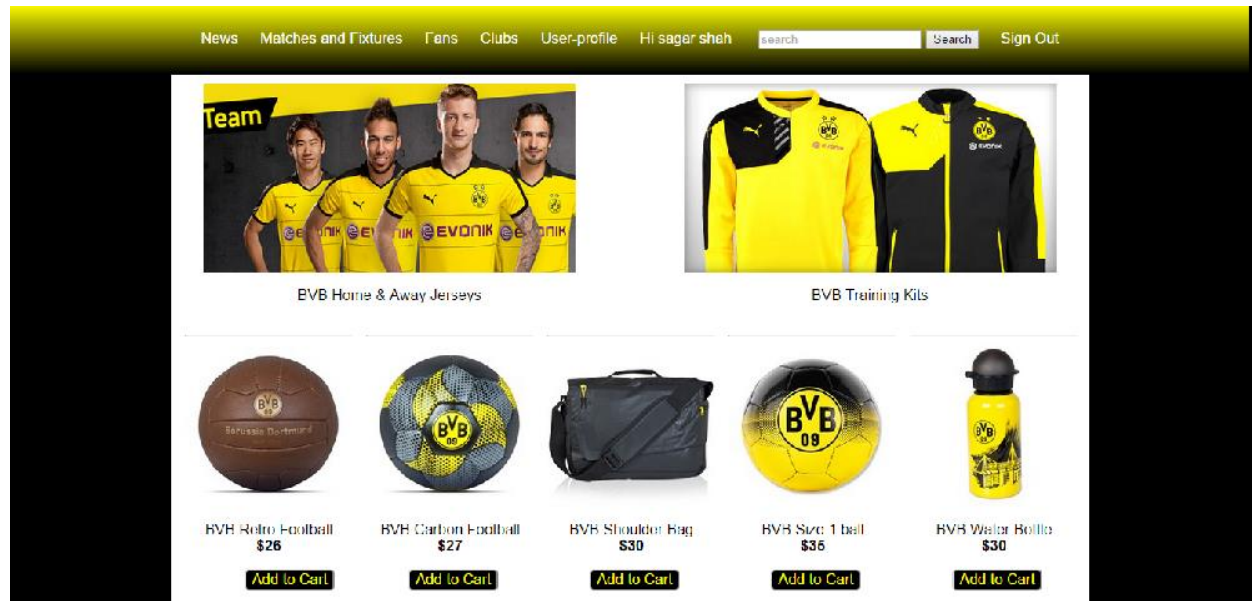
2. Aesthetic Layout

- Hover-over effects of mouse over
    - I.   Videos.
    - II. Navigation bar(GIF).
    - III. Player Div.
- Color combination of black and fluorescent colors to make

users visually appealing.
- Different types of players and coaches and their information
- The information of the players is mainly stored in the database..

Effective Graphic Design

3. Self-Explanation
   - The application to be implemented is a football related website.
   - It will help the user in navigating through each and every nook of club and purchase accessories of the club.
   - It will help the user in choosing viewing their favorite players' information.
   - They can get golden chance to meet their players by gaining rewards.
   - The CSS is used mostly internally and externally in –styles.css.
   - JavaScript file - Signup and form validation is done using JavaScript.
   - PHP file- All the files are implemented however html5 is used infew files along with php.

4. Logical Databases

DATABASE NAME-dbtest

Table name-playercart

cartno	forename	ccost	productid
Primary key			

Table name-players

id	name	jersey	position	age	country
Primary Key					

Table name-users

User_id	forename	surname	date	number	email	password
Primary key						

4. Self-Learning Components
  - Fully functional dynamic website.
  - CSS3 transitions –translate, fade, animate.
  - JavaScript form validation.

- Notepad++ editor, Brackets.