

## **INDEX**

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# **INTRODUCTION**

Web design encompasses many different skills and disciplines in the production and maintenance of websites. The different areas of web design include web graphic design; interface design; authoring, including standardized code and proprietary software; user experience design; and search engine optimization. Often many individuals will work in teams covering different aspects of the design process, although some designers will cover them all.[1] The term web design is normally used to describe the design process relating to the front-end (client side) design of a website including writing markup. Web design partially overlaps web engineering in the broader scope of web development. Web designers are expected to have an awareness of usability and if their role involves creating markup then they are also expected to be up to date with web accessibility guidelines.

## **1.1 Overview of the Project**

The "Website for Outdoor Adventure" project aims to develop a dynamic platform tailored for outdoor enthusiasts, providing a comprehensive hub for discovering and accessing various outdoor adventure activities globally. Admin functionalities will empower the seamless integration of diverse outdoor adventures, facilitating the creation of detailed adventure pages with comprehensive information and booking options. This platform endeavors to simplify the process of exploring outdoor activities for both adventure seekers and organizers, enhancing the overall outdoor adventure experience.

The primary goal of this project is to establish a centralized system that aggregates outdoor adventure offerings, alleviating the challenges faced by enthusiasts in discovering new activities and managing bookings across multiple platforms.

Through the consolidation of outdoor adventure options and streamlined access, this project seeks to elevate the accessibility and enjoyment of outdoor experiences. The platform will boast user profiles, itinerary tracking, and interactive features to enrich the adventure planning process.

By implementing this project, we aim to address existing inefficiencies in the outdoor adventure landscape, ultimately providing users with a user-friendly and comprehensive platform for accessing a diverse range of thrilling outdoor experiences.

# **AIM AND SCOPE OF THE PROJECT**

## **2.1 Aim of the Project**

The aim of the "Website for Outdoor Adventure" project is to establish a centralized platform that aggregates a diverse selection of outdoor adventure activities from various organizers and sources. This platform will serve as a comprehensive hub for outdoor enthusiasts worldwide, offering convenient access to a wide range of exhilarating experiences through a single dynamic website.

Admin functionalities will facilitate the seamless addition and management of outdoor adventures, empowering organizers to showcase their offerings efficiently. Through the creation of an intuitive and user-friendly interface, the project aims to simplify the process of discovering, accessing, and enjoying outdoor adventures.

Ultimately, the objective is to enhance the accessibility and enjoyment of outdoor activities, providing enthusiasts with a unified platform where they can explore, access, and engage with outdoor adventures tailored to their preferences and interests. By implementing this project, we aim to contribute to the enrichment of the outdoor adventure community by providing a platform that fosters connectivity, discovery, and enjoyment of diverse outdoor experiences.

## **2.2 Scope and Objective**

The "Website for Outdoor Adventure" project aims to revolutionize the outdoor adventure landscape by providing a comprehensive platform that caters to the

diverse preferences of outdoor enthusiasts globally.

**SCOPE:** The scope of the "Website for Outdoor Adventure" project encompasses the development of an intuitive and user-friendly website interface tailored to showcase a diverse selection of outdoor adventure activities. Administrative functionalities will facilitate adventure management, including addition, modification, and removal.

User profiles with features such as adventure history, itinerary tracking, and personalized recommendations will be implemented. Interactive elements will be incorporated to enhance user engagement and facilitate immersive adventure experiences.

Advanced search and filtering options will enable seamless adventure discovery based on activity type, location, and participant preferences. Secure booking and payment systems will be integrated to facilitate smooth reservations and transaction processing. Responsive design principles will ensure optimal website performance across various devices, enhancing accessibility and user satisfaction.

**OBJECTIVE:** The primary objective of this project is to establish a centralized platform for hosting a diverse range of outdoor adventure activities, ensuring accessibility and convenience for enthusiasts globally.

It aims to streamline the process of discovering, accessing, and enjoying outdoor adventures, enhancing the overall adventure experience. This project seeks to empower adventure organizers to showcase their offerings effectively, fostering collaboration and innovation within the outdoor adventure community.

It aims to promote outdoor exploration and leisure opportunities by providing a conducive environment for enthusiasts to discover and engage in diverse adventure experiences. Leveraging technology to enhance the quality and excitement of outdoor adventures, the project contributes to the enrichment of the outdoor adventure industry by providing equal access to adventure resources and opportunities for enthusiasts from diverse backgrounds.

Additionally, it aims to cultivate a vibrant outdoor adventure community, where enthusiasts can connect, explore, and collaborate to enhance their adventure journey and foster camaraderie.

## **2.3 System Requirements**

### **2.3.1 Hardware Requirements**

The most common set of requirements defined by any operating system or software application is the physical computer resources, also known as hardware. The minimal hardware requirements are as follows:

**Edition:** Windows 10 Pro

**Version:** 21H2

**Processor:** Intel(R) Core (TM) i5-6300U CPU @ 2.40GHz 2.50 GHz

**Installed RAM:** 8.00 GB (7.68 GB usable)

**System type:** 64-bit operating system, x64-based processor

**Pen and touch:** No pen or touch input is available for this display.

### **2.3.2 Software Requirements**

Software requirements deal with defining resource requirements and prerequisites that need to be installed on a computer to provide the functioning of an application.

The minimal software requirements are as follows:

**Operating System:** Windows

**FRONT END - HTML, CSS, JAVASVRIPT**



## **INTERNET INFORMATION SERVICES 7.5 (IIS 7.5)**

Microsoft IIS was used as the web server in this project, even though there were many other web servers, it is the most used web server after Apache and it does not need any complicated configurations before being used [2]. Furthermore, after IIS 6.0 was released, Microsoft's security was greatly improved and especially it cooperated with the .net environment, the cooperation made the security almost perfect.

### **3.1 Features**

The difficulty of the tool directly affects the number of users, especially the web publishing tool. After all, many companies want to have their websites but do not want to hire a high-paid network administrator to maintain them. Therefore, the companies must use tools that are relatively easy to build the website with.

It is easier to use IIS as the web server, make it work, and publish the website and its configuration is graphical.

The language of establishing a website or forum is varied, such as ASP, PHP, JSP, and other languages. It is quite stable to run ASP on IIS, especially in the .net environment. However, PHP is supported on Windows 7 only after a complex configuration.

The FTP Server, Web Management Tools, and World Wide Web Services were turned on before the IIS configuration. To support PHP, Module Mapping was added in IIS, and the executable option was associated with the location of php-cgi.exe after installing PHP in the local server.

### **3.2 Application pool**

An application pool was proposed after IIS6.0 was released to support high-performance web application design. It associates one or several applications with one or several groups of processes. Those groups can avoid the overflow effectively when the website consumes too large memory.

The website was assigned a separate application pool in this project, an independent process called w3wp.exe was created in the system once the site started, therefore, even if the site hangs up for some reason, it will not influence other sites that ran on the same web server.

If each site used a separate application pool, there would be a problem that the server would be overloaded. Meanwhile, the server would need to allocate more memory and CPU usage. However, for high-performance servers located in a company, using a separate application pool is the best choice to provide the users with the server's strong performance regardless of system resources.

### **3.3 Security**

Timely installation of patches for the IIS web server is especially important since the security patches relate to system security. The Microsoft official website often publishes the latest security patches. For this reason, the server used in this project was ensured to be updated once a week. And the FTP root directory was assigned to the logical drive to prevent hackers' attacks. In addition, the FTP default port was modified to other than 21 and the log was enabled in case of server exception.

# HTML

## Basics

Welcome to HTML Basics. This course leads you through the basics of Hyper Text Markup Language (HTML). HTML is the building block for web pages. You will learn to use HTML to create an HTML page to display in a web browser.

### Objectives:

By the end of this course, you will be able to:

- Use a text editor to author an HTML document.
- Be able to use basic tags to denote paragraphs, emphasis, or special type.
- Create hyperlinks to other documents.
- Create an email link.
- Add images to your document.
- Use a table for layout.
- Apply colors to your HTML document.

### Prerequisites:

You will need a text editor, such as Notepad, and an Internet browser, such as Internet Explorer or Netscape.

**Q:** What is Notepad and where do I get it?

**A:** Notepad is the default Windows text editor. On most Windows systems, click your Start button and choose Programs then Accessories. It is a little blue notebook.

**Mac Users:** SimpleText is the default text editor on the Mac. In OSX use TextEdit and change the following preferences: Select (in the preferences window) Plain text instead of Rich text and then select Ignore rich text commands in HTML files. This is very important because if you don't do this HTML code probably won't work.

One thing you should avoid using is a word processor (like Microsoft Word) for authoring your HTML documents.

### **What is an HTML File?**

HTML is a format that tells a computer how to display a web page. The documents themselves are plain text files with special "tags" or codes that a web browser uses to interpret and display information on your computer screen.

- HTML stands for Hyper Text Markup Language
- An HTML file is a text file containing small markup tags
- The markup tags tell the Web browser how to display the page
- An HTML file must have an htm or html file extension

### **Try It?**

Open your text editor and type the following text:

```
<html>
```

```
<head>
```

```
<title>My First Webpage</title>
```

```
</head>
```

```
<body>
```

```
This is my first homepage. <b>This text is bold</b>
```

```
</body>
```

</html>

Save the file as **mypage.html**. Start your Internet browser. Select **Open** (or Open Page) in the **File** menu of your browser. A dialog box will appear. Select **Browse** (or Choose File) and locate the html file you just created - **mypage.html** - select it and click **Open**. Now you should see an address in the dialog box, for example, **C:\MyDocuments\mypage.html**. Click **OK**, and the browser will display the page. To view how the page should look, visit this web page: **<http://profdevtrain.austincc.edu/html/mypage.html>**

### **Example Explained**

What you just made is a skeleton HTML document. This is the minimum required information for a web document and all web documents should contain these basic components. The first tag in your html document is <html>. This tag tells your browser that this is the start of an HTML document. The last tag in your document is </html>. This tag tells your browser that this is the end of the HTML document. The text between the <head> tag and the </head> tag is header information. Header information is not displayed in the browser window.

The text between the <title> tags is the title of your document. The <title> tag is used to uniquely identify each document and is also displayed in the title bar of the browser window.

The text between the <body> tags is the text that will be displayed in your browser. The text between the <b> and </b> tags will be displayed in a bold font.

### **HTM or HTML Extension?**

When you save an HTML file, you can use either the .htm or the .html extension. The .htm extension comes from the past when some of the commonly used software only allowed three-letter extensions. It is perfectly safe to use either .html or .htm, but be consistent. **mypage.htm** and mypage.html are treated as different files by the browser.

### **How to View HTML Source**

A good way to learn HTML is to look at how other people have coded their HTML pages. To find out, simply click on the View option in the toolbar of your browser and select Source or Page Source. This will open a window that shows you the actual HTML of the page. Go ahead and view the source HTML for this page.

## **HTML Tags**

### **What are HTML tags?**

- HTML tags are used to markup HTML elements
- HTML tags are surrounded by the two characters < and >
- The surrounding characters are called angle brackets
- HTML tags normally come in pairs like <b> and </b>
- The first tag in a pair is the start tag, the second tag is the end tag
- The text between the start and end tags is the element content
- HTML tags are not case sensitive, <b> means the same as <B>

# CSS

A CSS comprises style rules that are interpreted by the browser and then applied to the corresponding elements in your document. A style rule is made of three parts:

**Selector:** A selector is an HTML tag to which a style will be applied. This could be any tag like `<h1>` or `<table>` etc.

**Property:** A property is a type of attribute of an HTML tag. Put simply, all the HTML attributes are converted into CSS properties. They could be *color*, *border*, etc.

**Value:** Values are assigned to properties. For example, *color* property can have the value either *red* or *#F1F1F1*, etc.

You can put CSS Style Rule Syntax as follows:

```
selector { property: value }
```

**Example:** You can define a table border as follows:

```
table { border :1px solid #C00; }
```

Here table is a selector and border is a property and the given value *1px solid #C00* is the value of that property. You can define selectors in various simple ways based on your comfort. Let me put these selectors one by one.

## The Type Selectors

This is the same selector we have seen above. Again, one more example of giving a color to all level 1 headings:

```
h1 {
```

```
color: #36CFFF;  
}
```

## The Universal Selectors

Rather than selecting elements of a specific type, the universal selector quite simply matches the name of any element type:

```
* {  
color: #000000;  
}
```

This rule renders the content of every element in our document in black.

## The Descendant Selectors

Suppose you want to apply a style rule to a particular element only when it lies inside a particular element. As given in the following example, the style rule will apply to `<em>` element only when it lies inside the `<ul>` tag.

```
ul em {  
color: #000000;  
}
```

## The Class Selectors

You can define style rules based on the class attribute of the elements. All the elements

having that class will be formatted according to the defined rule.

```
.black {  
color: #000000;  
}
```

This rule renders the content in black for every element with class attribute set to *black* in our document. You can make it a bit more particular. For example:



```
h1.black {  
color: #000000;  
}
```

This rule renders the content in black for only `<h1>` elements with the class attribute set to *black*.

You can apply more than one class selector to a given element. Consider the following example:

```
<p class="center bold">
```

This para will be styled by the class's center and bold.

```
</p>
```

## The ID Selectors

You can define style rules based on the *id* attribute of the elements. All the elements having that *id* will be formatted according to the defined rule.

```
#black {  
color: #000000;  
}
```

CSS

5

This rule renders the content in black for every element with *id* attribute set to *black* in our document. You can make it a bit more particular.

For example:

```
h1#black {  
color: #000000;  
}
```

This rule renders the content in black for only `<h1>` elements with *id* attribute set

to *black*.

The true power of *id* selectors is when they are used as the foundation for descendant selectors.

For example:

```
#black h2 {  
color: #000000;  
}
```

In this example, all level 2 headings will be displayed in black color when those headings will lie within tags having *id* attribute set to *black*.

### **The Child Selectors**

You have seen the descendant selectors. There is one more type of selector, which is very similar to descendants but have different functionality. Consider the following example:

```
body > p {  
color: #000000;  
}
```

This rule will render all the paragraphs in black if they are a direct child of the `<body>` element. Other paragraphs put inside other elements like `<div>` or `<td>` would not have any effect on this rule.

### **The Attribute Selectors**

You can also apply styles to HTML elements with particular attributes. The style rule below will match all the input elements having a type of attribute with a value of *text*:

```
input[type="text"]  
{
```

```
color: #000000;
```

```
}
```

The advantage of this method is that the `<input type="submit" />` element is unaffected, and the color is applied only to the desired text fields.

# JavaScript

## Overview

JavaScript is a rich and expressive language in its own right. This section covers the basic concepts of JavaScript, as well as some frequent pitfalls for people who have not used JavaScript before. While it will be of particular value to people with no programming experience, even people who have used other programming languages may benefit from learning about some of the peculiarities of JavaScript.

If you're interested in learning more about the JavaScript language, I highly recommend *JavaScript: The Good Parts* by Douglas Crockford.

## Syntax Basics

Understanding statements, variable naming, whitespace, and other basic JavaScript syntax.

### A simple variable declaration

```
var foo = 'hello world';
```

### Whitespace has no meaning outside of quotation marks

```
var foo = 'hello world';
```

### Parentheses indicate precedence

```
2 * 3 + 5; // returns 11; multiplication happens first
```

```
2 * (3 + 5); // returns 16; addition happens first
```

### Tabs enhance readability, but have no special meaning

```
var foo = function () {  
  console.log('hello');  
};
```

## Operators

### Basic Operators

Basic operators allow you to manipulate values.

## Concatenation

```
var foo = 'hello';  
var bar = 'world';  
console.log(foo + ' ' + bar); // 'hello world'
```

## Multiplication and division

```
2 * 3;  
2 / 3;
```

## Incrementing and decrementing

```
var i = 1;  
var j = ++i; // pre-increment: j equals 2; i equals 2  
var k = i++; // post-increment: k equals 2; i equals 3
```

## Operations on Numbers & Strings

In JavaScript, numbers and strings will occasionally behave in ways you might not expect.

### Addition vs. concatenation

```
var foo = 1;  
var bar = '2';  
console.log(foo + bar); // 12. uh oh
```

### Forcing a string to act as a number

```
var foo = 1;  
var bar = '2';  
// coerce the string to a number  
console.log(foo + Number(bar));
```

The Number constructor, when called as a function (like above) will have the effect of casting its argument

into a number. You could also use the unary plus operator, which does the same thing:

### Forcing a string to act as a number (using the unary-plus operator)

```
console.log ( foo ++ bar );
```

## Logical Operators

Logical operators allow you to evaluate a series of operands using AND and OR operations.

### Logical AND and OR operators

```
var foo = 1;
```

```
var bar = 0;
```

```
var baz = 2;
```

```
foo || bar ; // returns 1 , which is true
```

```
bar || foo ; // returns 1 , which is true
```

```
foo && bar ; // returns 0 , which is false
```

```
foo && baz ; // returns 2 , which is true
```

```
baz && foo ; // returns 1 , which is true
```

Though it may not be clear from the example, the `||` operator returns the value of the first truthy operand, or, in cases where neither operand is truthy, it'll return the last of both operands. The `&&` operator returns the value of the first false operand, or the value of the last operand if both operands are truthy.

Be sure to consult [the section called “Truthy and Falsy Things”](#) for more details on which values evaluate to [true](#) and which evaluates to [false](#).

## **HYPERTEXT PREPROCESSOR (PHP)**

### **7.1 What is PHP**

PHP (recursive acronym for PHP: Hypertext Preprocessor) is a widely-used open-source general-purpose scripting language that is especially suited for web development and HTML can be embedded into it. The developer could use PHP and HTML to generate the homepage. Once a visitor accesses the index page, the server will execute the PHP command and send the outcomes of implementation to the visitor's browser, however, the difference is that PHP is open source and supports most of the popular platforms and it can be run on a Windows platform and multiple versions of UNIX.

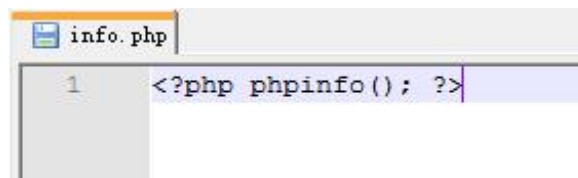
PHP does not require any pre-processing before rapid feedback; it does not need mod\_perl to adjust the memory image of the server. PHP consumes few resources, as a part of the IIS server, PHP does not need to call an external binary code and the server does not bear any additional burden. In addition to operating the page, PHP can cooperate with HTTP. The cookie and digital signatures management can be modified in the settings, and it provides good connectivity to the database.

There is no need to have a very special development environment with PHP, the block starts and ends with the tags `<?php` and `?>`. Certainly, PHP could be configured with tags and even in ASP format and it would deal with everything among those signs, but not in the same file.

The PHP programming language is like Pascal. There is no need to define any variables before using them, and it is very simple to establish the array and the Hash.

## 7.2 Installing PHP on Windows

Since PHP is open source, it is easy to download the Windows Binaries from the PHP official website. The PHP version used in this project is 5.2.0. Above all, the PHP 5.2.0 zip file was downloaded and decompressed to a local hard disk. In order to associate PHP with the local database, some extensions were enabled in a text file called php.ini such as mbstring, gd2, and MySQL. In the next place, index.php was added into the default library of IIS so that the server could recognize the PHP file located in the root of the web server once the visitor accesses the IP address or the DNS name.



**Figure 7.2.1: A sample test file**

The successful installation was tested by creating a file called info.php which is shown in **Figure 7.2.1**, the file was placed into the default website folder and the browser showed the result by typing `http://localhost/info.php`. Localhost is the DNS name of the local IP address.



# MySQL

MySQL was owned and sponsored by a Swedish company MySQL AB, now owned by Oracle Corporation. MySQL is free for open-source and not-for-profit projects. For commercial use, developers have to pay a license fee and paid editions offer additional functionality.

## 8.1 What is MySQL

MySQL is a Relational Database Management System (RDBMS) that runs as a server providing multi-user access to several databases.

MySQL was designed for three principles, which are performance, reliability, and usability. A cheap, distinctive, fast, and efficient RDBMS was created by following those principles. MySQL becomes a perfect tool for developers and administrators to establish maintain and configure complex applications. It has the following main features:

### **Performance**

In the RDBMS, the speed of executing a query and returning the results to the searchers is very important. MySQL is very fast, sometimes the implementation of major orders is even faster than its competitors. The benchmark on the MySQL official website shows that it is superior to almost all other databases such as Microsoft SQL Server 2000 and IBM DB2.

## **Open-Source**

The developer of MySQL(MySQL AB) is a strong supporter of open source, and MySQL software can be used smoothly under the General Public License (GPL). Users can download and modify the source code to meet their needs of the application and are free to use it to enhance their applications.

## **Reliability**

In most cases, the higher the performance of the database is, the more it will reduce reliability. However, MySQL is not the case as it provides maximum reliability and uptime, and many demanding applications have been tested and certified. MySQL's huge user base will help to quickly find and resolve the existent defects and can test software in a variety of environments; this approach has created almost no defects in the software. In addition, each new version of MySQL must be tested with internal testing and crash-me tool testing, whose main purpose is to reach its limit to access the ability of the system.

## **Portability**

MySQL can be run on UNIX and non-UNIX operating systems, including Linux, Solaris, FreeBSD, OS/2, MacOS, and Windows, it can run on a range of architecture, including Intel x86, Alpha, SPARC, PowerPC, and IA64, it also supports the 386 series from low to high-end Pentium machines and IBM zSeries mainframes.

## 8.2 Installing MySQL on Windows

We simply downloaded the MySQL Windows installer and installed it on the local hard disk. The following settings were configured in the MySQL Server:

- Server type
- Database usage
- Path of InnoDB tablespace
- Number of concurrent connections
- TCP/IP Networking
- Server SQL mode
- Default character set
- Windows Service
- Security.

After the configuration of the MySQL Server, the setting was executed into a configuration file. The service was started, and the security settings were applied. The default character set used in the server was utf-8. It is a widely used transformation format with encoding for the world-wide-web and accounting for more than half of all Web pages.

## **SYSTEM AND DEVELOPMENT TOOLS**

Four components needed to be added to the system when the development of the website was made. The computer needed the right kind of operating system to support Microsoft IIS 7.5, and the PHP web pages needed to be hosted by the IIS server. Secondly, a database engine and a program were chosen to easily manipulate the construction of the database. The development process was made by using a convenient text editor. At last, the distribution of the website was designed by a web development application.

### **9.1 Operating System**

The programming work was carried out on one computer which ran the Windows 7 Ultimate system. The home version was not chosen since it did not support the IIS web server. The features of IIS 7.5 were introduced in Chapter 2. In the final implementation, the PHP website was tested on two computers which ran Windows 7 and Ubuntu, and it was tested on IE, Chrome, and Firefox.

### **9.2 PhpMyAdmin**

The database management tool used in this project was phpMyAdmin. It is an open-source tool written in PHP. It realized the web database management instead of the traditional system implementation.

The following configuration was modified in config.inc.php in order to access the phpMyAdmin from the local host:

```
$cfgServers[1]["host"] = "localhost"; // hostname of MySQL
```

```
$cfgServers[1]["port"] = ""; // port of MySQL, default value is 3306
```

```
$cfgServers[1]["adv_auth"] = true; // Whether use advanced  
functions or not $cfgServers[1]["stduser"] = "username"; // username  
of administrator $cfgServers[1]["stdpass"] = "password"; // password  
of administrator
```

### **9.3 EditPlus**

The main code of PHP website was written on EditPlus. It is a functional 32-bit compiler which can handle text, HTML and almost all programming languages. The reason why EditPlus was chosen was that it supports HTML, CSS and PHP which were involved in this project.

In addition, it has the following features so that it could make the project development process even faster. It includes:

- fast booting
- support syntax highlighting
- support code completion
- good project management
- built-in Browser.

## **9.4 Dreamweaver**

After compiling the PHP website, Dreamweaver CS5 was used to design the layout of the website. After Dreamweaver CS5 was released, Content Management System (CMS) was supported and PHP received better support, not only the programmer could use code hints in the document to search for a custom function but could also use this feature to design better CMS templates. In addition to those features, Dreamweaver CS5 had some other new features, such as its integrated BrowserLab network service that allows the developer to link to a web browser in the laboratory and to use a different browser to check the layout at the same time. In order to test the compatibility of the PHP website with different browsers, the computer needed installations of several browsers, however, CS5 had the build-in Webkit engine included so that it could simulate Safari and Chrome and preview the layout. This did reduce the resources for testing the layout.

### **Requirements**

Since the Dreamweaver was implemented on the Windows system, by way of meeting the needs of stable running, there were some minimum requirements for it and these are:

- Intel® Pentium® 4 or AMD Athlon® 64 processor
- Microsoft® Windows 7® Ultimate or Enterprise
- 512MB of RAM
- 1GB of available hard disk space for installation
- 1280x800 display with 16-bit video card
- DVD-ROM drive

## Screen Shot

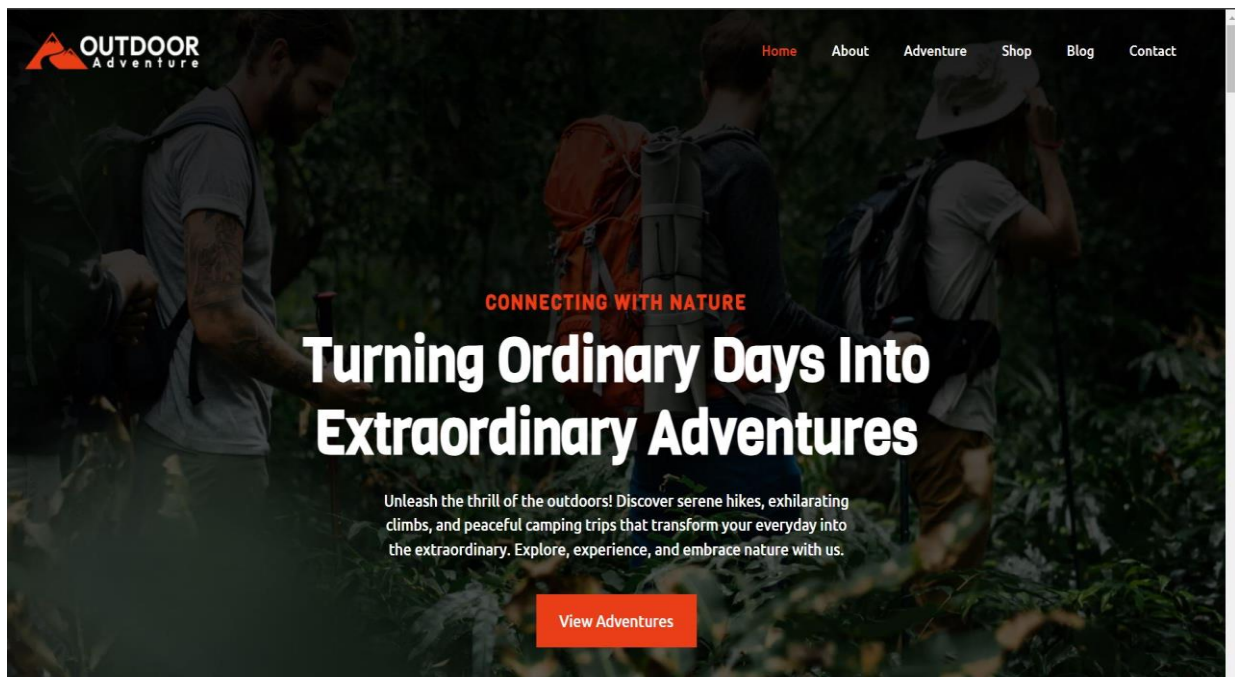


Figure 10.1

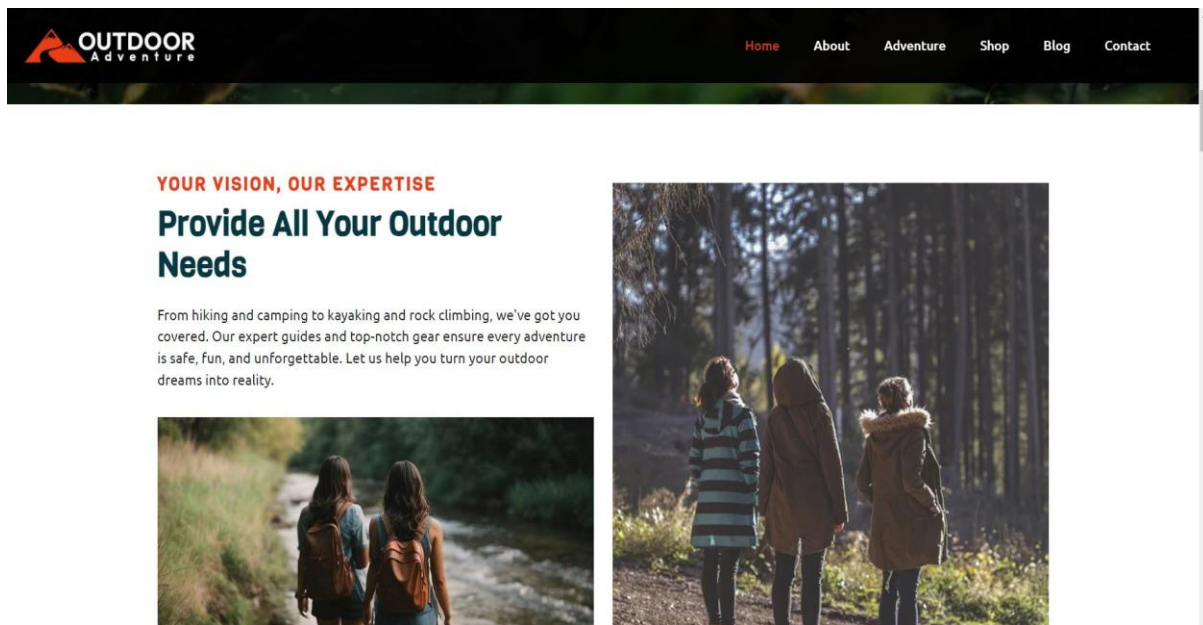


Figure 10.2

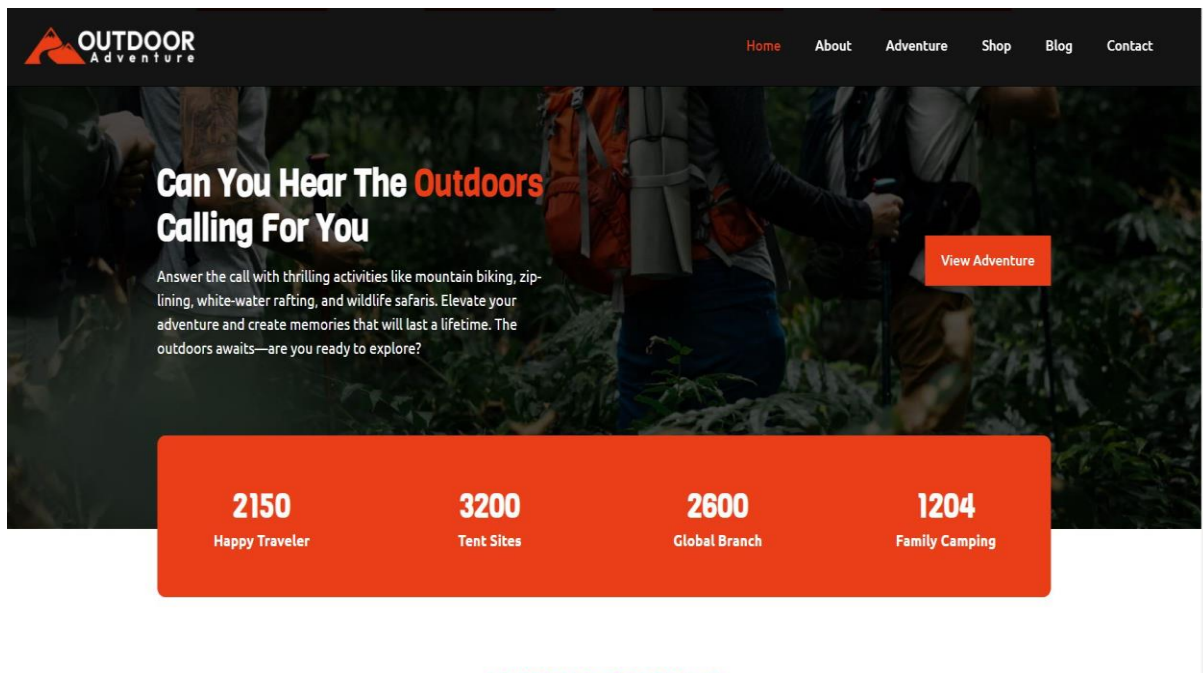


Figure 10.3

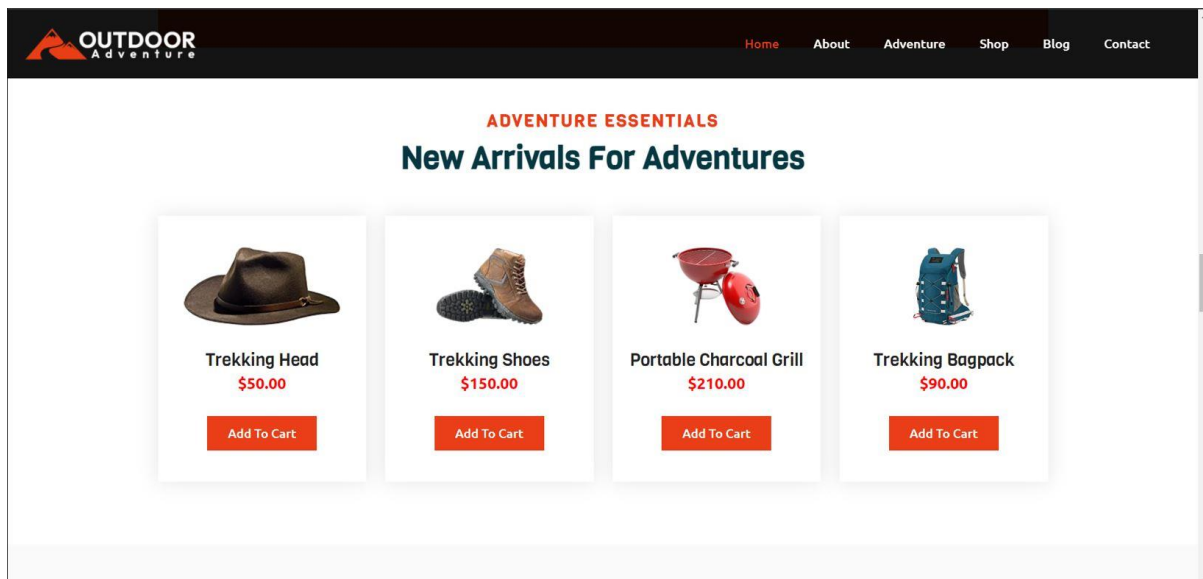


Figure 10.4



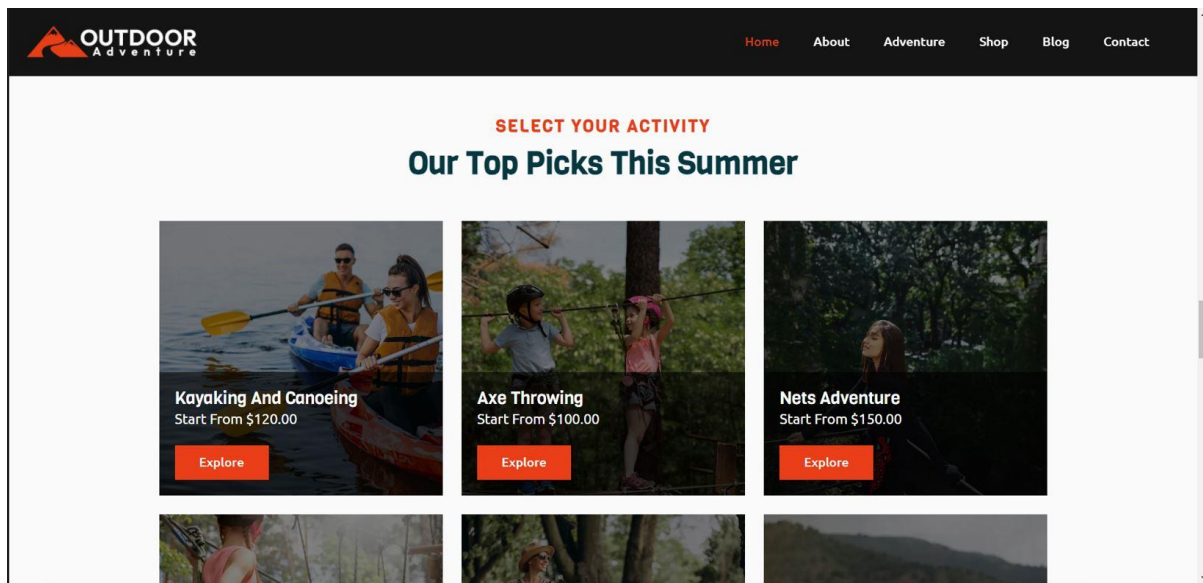


Figure 10.5

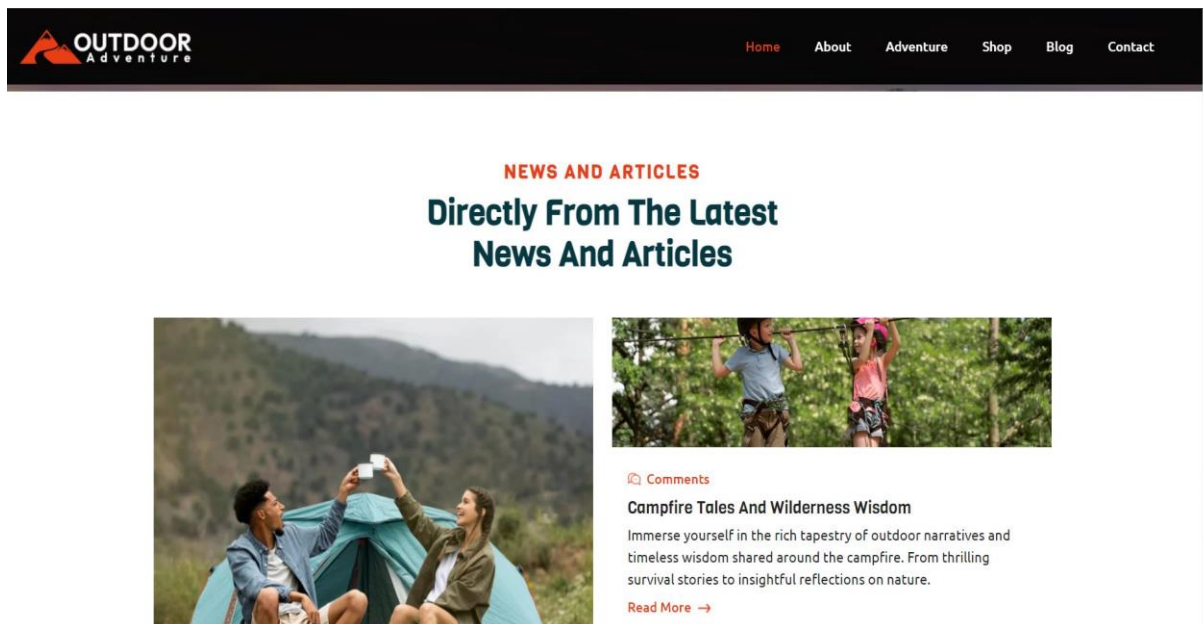


Figure 10.6

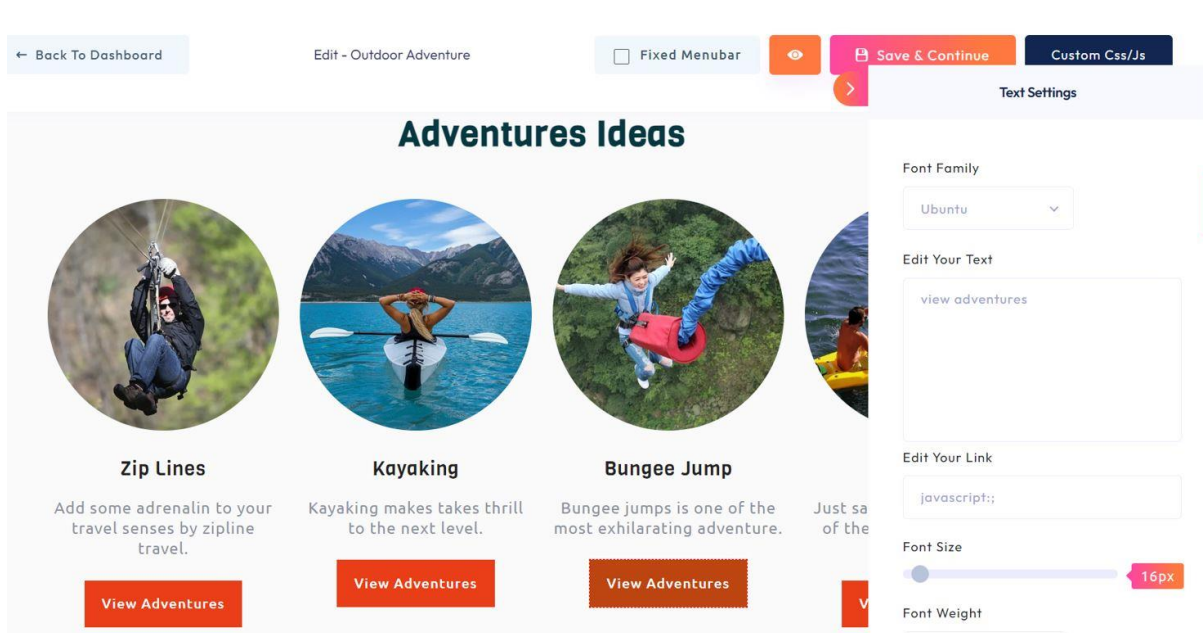


Figure 10.7

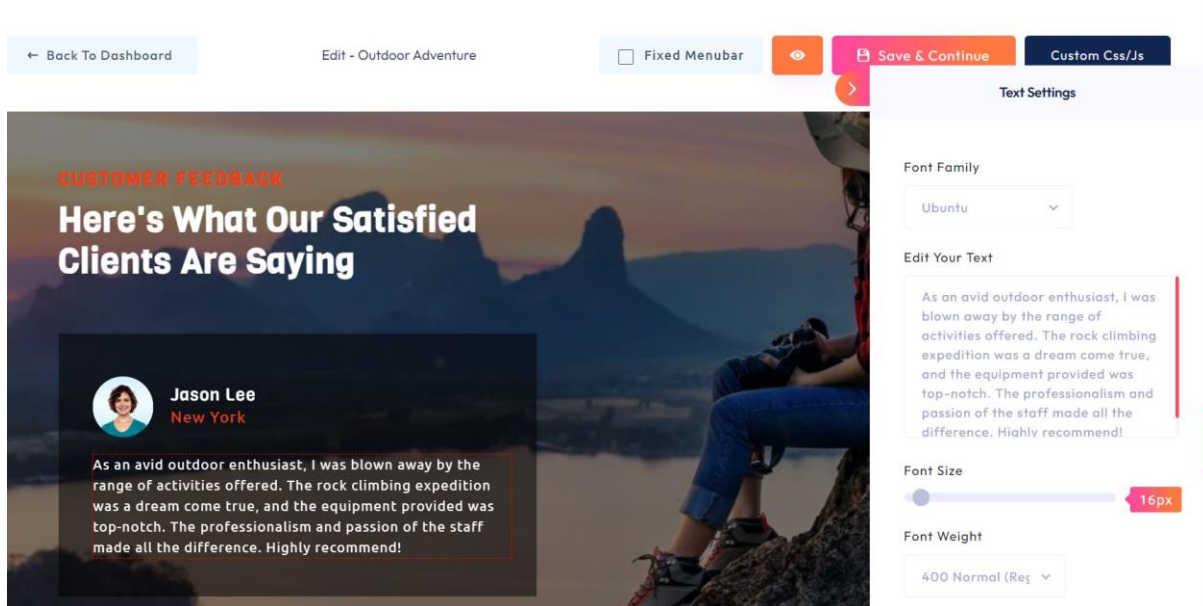


Figure 10.8

## **Conclusion**

In conclusion, the development of a website for outdoor adventure necessitates the acquisition of appropriate tools and resources. Standardization plays a crucial role in ensuring that the adventure platform meets the expectations of users across different devices and browsers. By employing standardized resources and tools, we guarantee that outdoor enthusiasts can access and enjoy the adventure experience seamlessly, regardless of their preferred browser or device.

Moreover, utilizing the right resources enables us to create a contemporary adventure platform that integrates seamlessly with current technologies and software, enhancing the overall adventure experience for users. The incorporation of standard tools ensures that navigation, maps, and layout adhere to familiar practices, facilitating ease of use for enthusiasts.

Ultimately, investing in the right tools and resources not only enhances the functionality and performance of the adventure website but also contributes to its growth and popularity among the outdoor adventure community.

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