A

PROJECT REPORT

ON

CONTACT –FORM

Submitted in partial fulfillment of the requirements for the award of the

DIPLOMA

IN

COMPUTER ENGINEERING

BY

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for partial fulfillment of the acadamic requirements for the award of diploma in computer engineering to the I**ndur Institute of Engineering and Technology ,Ponnala(v),Siddipet(Dist),Telangana** affiliate to **State Board of Technical Education & Training** was carried out by them under the guidance and supervision

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Determination and dedication with sincerity and hard work will lead to the height of success**.**

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directly or indirectly in Completion of the project.

Thank you one and all....

DECLARATION

We here by declare that the entire project work embodied in this dissertation entitled "**CONTACT FORM**" has been independently carried out by our knowledge and no part of this work has been submitted for any degree diploma in any institution or university previously

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CONTACT-FORM

Abstract

Contact form using HTML , CSS , Java Script Makes the web page look satisfied whenever a user or a customer experiences. And PHP Makes the webpage to work efficiently when a user/customer tries to contact the owner of that web page using the designed Contact form. Here HTML isused to create the skeleton of the contact form/webpage like the input fields and submit button layout And CSS is used to add colourings and design to the HTML Page which ultimately results in the beautiful appearance of the webpage/contact form.

A contact form is a **short web-based form published on a website**. Any visitor can fill out the form and submit it to send a message to the site owner. Behind the scenes, your contact form triggers an email message to be generated and sent to your email inbox. There are many good reasons to use a contact form on your site instead of posting your email address directly for example. Protection from email spam — Spam is a pest. You will notice it quickly when you have a WordPress website that uses blog comments.

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CHAPTER – I

Introduction

1.1 Project Overview

A contact form gives your visitors an easy way to send you a message right from your website. Plus, contact forms give your users the impression that you are available. Having a business phone number on your website is also important, but it's no substitute for a contact form..

This is a standard classic contact form that contains name, email and message fields. If you want your customers to communicate with you or your business, use this contact form. This form is built to work perfectly on mobile devices. Opt-In Form-Get Free Email Updates!

1.2 Objective

This software is highly programmed in PHP HTML JAVA SCRIPT technology in order to provide the best services to users to contact to admin of the page or webpage .It is easy way to direct contact with admin of the webpage.

This software is designed in visual studio editor .

1.3. Existing System

In the existing system, all the records are not kept perfectly because all the work is done manually. Thus, the existing system is very time consuming and being manual work sometimes lead to a great loss as well.

Disadvantages of existing system

- For contact the admin the user must visit the website page.
- Without filling the subject box also the mail will send to the admin/owner

1.4. Proposed system

The propose system is highly automated and makes the user access the website or system much easier and flexible. The user can get the very right way to access.

Advantages of proposed system

- Protect your inbox from spam. There’s no avoiding spam 100%. But there are some ways you can limit it. One way is to get...
- Show professionalism with a website content form. Having a clean and clear contact form makes your website look more...
- Keep track of your messages. When someone fills in your contact form, you'll get a notification. This helps you keep...
- Simpler for your customers. The problem with an email address is that people have to come off your website...

CHAPTER – 2

System Requirements

2. Software Requirement Specification

2.1 Introduction

A contact form is a **short web-based form published on a website**. Any visitor can fill out the form and submit it to send a message to the site owner. Behind the scenes, your contact form triggers an email message to be generated and sent to your email inbox.

What is Contact Form?

A contact form is a short web-based form published on a website. Any visitor can fill out the form and submit it to send a message to the site owner. Behind the scenes, your contact form triggers an email message to be generated and sent to your email inbox. There are many good reasons to use a contact form on your site instead of posting your email address directly for example. Protection from email spam — Spam is a pest. You will notice it quickly when you have a WordPress website that uses blog comments.

2.1.1 Requirement Specification

These prerequisites are known as (computer) system requirements and are often used as a guideline as opposed to an absolute rule. Most software defines two sets of system requirements: minimum and recommended. The minimum system requirements need to be met for the software to run at all on your system, and the recommended system requirements, if met, will offer better software usabilities

Developers Responsibilities Overview

The developer is responsible for:

1. Developing the system which meets the SRS and solving all the requirements of the system.
2. Demonstrating the system and installing the system at client's location after the acceptance testing is successful.
3. Submitting the required user manual describing the system interfaces to work on it and also the documents of the system.
4. Conducting any user training that might be needed for using the system.
5. Maintaining the system for a period of one year after installation.

2.1.2 Functional Requirements

2.1.2.1 Output Design

Outputs from computer systems are required primarily to communicate the results of processing to users. They are also used to provide a permanent copy of the results for later consultation. The various types of outputs in general are:

- External Outputs, whose destination is outside the organization,
- Internal Outputs whose destination is within organization and they are the user's main interface with the computer.
- Operational outputs whose use is purely within the computer department.

Output Definition

The outputs should be defined in terms of the following points:

- Type of the output
- Location of the output
- Frequency of the output

Output Media

In the next stage it is to be decided that which medium is the most appropriate for the output. The main considerations when deciding about the output media are:

- The suitability for the device to the particular application.
- The need for a hard copy.
- The response time required.
- The location of the users
- The software and hardware available.
- The cost.

Keeping in view the above description the project is to have outputs mainly coming under the category of internal outputs. The main outputs desired according to the requirement specification are:

The outputs were needed to be generated as a hot copy and as well as queries to be viewed on the screen. Keeping in view these outputs, the format for the output is taken from the outputs, which are currently being obtained after manual processing. The standard printer is to be used as output media for hard copies.

2.1.2.2 Input Design

Input design is a part of overall system design. The main objective during the input design is as given below:

- To produce a cost-effective method of input.
- To achieve the highest possible level of accuracy.
- To ensure that the input is acceptable and understood by the user.

Input Stages

The main input stages can be listed as below:

- Data recording
- Data control
- Data validation

Input Types

It is necessary to determine the various types of inputs. Inputs can be categorized as follows

- External inputs, which are prime inputs for the system.
- Internal inputs, which are user communications with the system.
- Operational, these are computer department's communications to the system.

Input Media

At this stage choice has to be made about the input media. To conclude about the input media consideration has to be given to;

- Type of input
- Accuracy
- Rejection rates
- Ease of correction
- Storage and handling requirements
- Security
- Easy to use
- Portability

Keeping in view the above description of the input types and input media, it can be said that most of the inputs are of the form of internal and interactive. As input data is to be the directly keyed in by the user, the keyboard and mouse can be considered to be the most suitable input devices.

Error Avoidance

At this stage care is to be taken to ensure that input data remains accurate form the stage at which it is recorded up to the stage in which the data is accepted by the system. This can be achieved only by means of careful control each time the data is handled.

Error Detection

Even though every effort is make to avoid the occurrence of errors, still a small proportion of errors are always likely to occur, these types of errors can be discovered by using validations to check the input data.

Data Validation

Procedures are designed to detect errors in data at a lower level of detail. Data validations have been included in the system in almost every area where there is a possibility for the user to commit errors. The system will not accept invalid data. Whenever an invalid data is keyed in, the system will accept the data only if the data is correct. Validations have been included where necessary. The system has been designed with menus as user friendly.

User Interface Design

It is essential to consult the system users and discuss their needs while designing the user interface:

User Interface Systems can be broadly classified as

1. User initiated interface: In the user initiated interface the user is in charge, controlling the progress of the user/computer dialogue. In the computer-initiated interface, the computer selects the next stage in the interaction.
2. Computer initiated interfaces: In the computer initiated interfaces the computer guides the progress of the user/computer dialogue. Information is displayed and the user response of the computer takes action or displays further inform

User-Initiated Interfaces

User initiated interfaces fall into tow approximate classes:

1. Command driven interfaces: In this type of interface the user inputs commands or queries which are interpreted by the computer.
2. Forms oriented interface: The user calls up an image of the form to his/her screen and fills in the form. The forms oriented interface is chosen because it is the best choice.

Computer-Initiated Interfaces

The following computer – initiated interfaces were used:

1. The menu system for the user is presented with a list of alternatives and the user chooses one of alternatives.
2. Questions – answer type dialog system where the computer asks question and takes action based on the basis of the users reply right from the start the system is going to be menu driven, by selecting an option menu. Choosing one option starts the

application. In this way every option leads the users with different results.

Error Message Design

The design of error messages is an important part of the user interface design. As user is bound to commit some errors or other while designing a system the system should be designed to be helpful by providing the user with information regarding the error he/she has committed. This application must be able to produce output at different modules for different inputs.

2.2 Performance Requirements

Performance is measured in terms of the output provided by the application. Requirement specification plays an important part in the analysis of a system. Only when the requirement specifications are properly given, it is possible to design a system, which will fit into required environment.

It rests largely in the part of the users of the existing system to give the requirement specifications because they are the people who finally use the system. This is because the requirements have to be known during the initial stages so that the system can be designed according to those requirements. It is very difficult to change the system once it has been designed and on the other hand designing a system, which does not cater to the requirements of the user, is of no use.

The requirement specification for any system can be broadly stated as given below:

- The system should be accurate.
- The system should be better than the existing system.
- The system should optimize the response time.
- The system should provide better results.

2.3 Analysis Model

The model that is basically being followed is the SOFTWARE DEVELOPMENT LIFE CYCLE MODEL, which states that the phases are organized in a linear order. First of all the feasibility study is done. Once that part is over the requirement analysis and project planning begins. If system exists one then modification and addition of new module is needed, analysis of present system can be used as basic model.

The design starts after the requirement analysis is complete and the coding begins after the design is complete. Once the programming is completed, the testing is done. In this model the sequence of activities performed in a software development project are: -

1.Project Planning
2.Requirements Definition
3.Design
4.Development
5.Integration & Test
6.Installation & Acceptance

The relationship of each stage to the others can be roughly described as a Waterfall, where the outputs from a specific stage serve as the initial inputs for the following stage.

2.3.1 Problem Definition

To develop an attractive website as per the user requirement to the user to create and login into website or site.

2.3.2 Modules Involved

modules:

Modules to be used are:

Controller User System: This keeps the track of all the new users and old users data in the database and verifies. If the user will new to website then that user needs to activate the account with via email verification.

Package Information system: In this module, all the details of the user and users password all is kept.

Modules Types:

1.index.html

2.message.php

3.style.css

4.java script

2.4 Analyzing the Solution

Performance is measured in terms of support for a wide range of databases. number of users can concurrently access the system, because the database is centralized the document is prepared keeping is view of the academic constructs masters degree from university as partial fulfillment of my academic purpose the document specifies the general procedure that that has been followed by me, while the system was studied and developed.

The general document was provided by the industry as a reference guide to understand my responsibilities in developing the system, with respect to the requirements that have been pin pointed to get the exact structure of the system as stated by the actual client. The collected information was organized to form the specification document and then was modeled to suite the standards of the system as intended.

2.4.1 Feasibility Study

The feasibility of the project is analyzed in this phase and business proposal is put forth with a very general plan for the project and some cost estimates.

During system analysis the feasibility study of the proposed system is to be carried out. This is to ensure that the proposed system is not a burden to the company. For feasibility analysis, some understanding of the major requirements for the system is essential.

Three key considerations involved in the feasibility analysis are

- Economical Feasibility
- Technical Feasibility
- Social Feasibility

Economical feasibility

This study is carried out to check the economic impact that the system will have on the organization. The amount of fund that the company can pour into the research and development of the system is limited. The expenditures must be justified.

Thus the developed system as well within the budget and this was achieved because most of the technologies used are freely available. Only the customized products had to be purchased.

Technical feasibility

This study is carried out to check the technical feasibility, that is, the technical requirements of the system. Any system developed must not have a high demand on the available technical resources. This will lead to high demands on the available technical resources.

This will lead to high demands being placed on the client. The developed system must have a modest requirement, as only minimal or null changes are required for implementing this system.

Social feasibility

The aspect of study is to check the level of acceptance of the system by the user. This includes the process of training the user to use the system efficiently. The user must not feel threatened by the system, instead must accept it as a necessity.

The level of acceptance by the users solely depends on the methods that are employed to educate the user about the system and to make him familiar with it. The level of confidence must be raised so that it also able to make some constructive criticism, which is welcomed, as he is the final user of the system.

2.4.2 Requirement Specification

Requirement Specification plays an important role to create quality software solution; Requirements are refined and analyzed to assess the clarity.

Requirements are represented in a manner that ultimately leads to successful software implementation. Each requirement must be consistent with the overall objective. The development of this project deals with the following requirements:

→Hardware Requirements

→Software Requirements

Hardware Requirements

The selection of hardware is very important in the existence and proper working of any software. In the selection of hardware, the size and the capacity requirements are also important.

Processor	: Pentium
Hard Disk	: 250 GB or above
Monitor	: 15 VGA Colour
Mouse	: Logitech
Ram	: GB or above

Software Requirements

The software requirements specification is produces at the culmination of the analysis tasks. One of the most difficult tasks is that, the selection of the software, once system requirement is known by determining whether a particular software package fits the requirements.

Operating system	:Windows
Front End	:WD, MAD
Script	: HTML,PHP,CSS,JAVA SCRIPT

2.5 Selected Technologies

2.5.1 Php: (Hypertext Preprocessor)

Hypertext Preprocessor (or simply PHP) is a general-purpose programming language originally designed for web development. It was originally created by Rasmus Lerdorf in 1994; the PHP reference implementation is now produced by The PHP Group.

php programing language

PHP started out as a small open source project that evolved as more and more people found out how useful it was. Rasmus Lerdorf unleashed the first version of PHP way back in 1994.

- PHP is a recursive acronym for "PHP: Hypertext Preprocessor".
- PHP is a server side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites.
- It is integrated with a number of popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server.
- PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the Unix side. The MySQL server, once started, executes even very complex queries with huge result sets in record-setting time.
- PHP supports a large number of major protocols such as POP3, IMAP, and LDAP. PHP4 added support for Java and distributed object architectures (COM and CORBA),

Common uses of PHP

- making n-tier development a possibility for the first time.
- PHP is forgiving: PHP language tries to be as forgiving as possible.
- PHP Syntax is C-Like.
- PHP performs system functions, i.e. from files on a system it can create, open, read, write, and close them.

- PHP can handle forms, i.e. gather data from files, save data to a file, through email you can send data, return data to the user.
- You add, delete, modify elements within your database through PHP.
- Access cookies variables and set cookies.
- Using PHP, you can restrict users to access some pages of your website.
- It can encrypt data.

Characteristics of php

Five important characteristics make PHP's practical nature possible −

- Simplicity
- Efficiency
- Security
- Flexibility
- Familiarity

PHP Platform:

PHP is a **general-purpose scripting language** that is especially suited to server-side web development, in which case PHP generally runs on a web server. Any PHP code in a requested file is executed by the PHP runtime, usually to create dynamic web page content or dynamic images used on websites or elsewhere.

What can do PHP Language:

Anything. PHP is mainly focused on server-side scripting, so you can do anything any other CGI program can do, such as collect form data, generate dynamic page content, or send and receive cookies. But PHP can do much more.There are three main areas where PHP scripts are used.

- Server-side scripting. This is the most traditional and main target field for PHP. You need three things to make this work: the PHP parser (CGI or server module), a web server and a web browser. You need to run the web server, with a connected PHP installation. You can access the PHP program output with a web browser, viewing the

- PHP page through the server. All these can run on your home machine if you are just experimenting with PHP programming. See the installation instructions section for more information.
- Command line scripting. You can make a PHP script to run it without any server or browser. You only need the PHP parser to use it this way. This type of usage is ideal for scripts regularly executed using cron (on *nix or Linux) or Task Scheduler (on Windows). These scripts can also be used for simple text processing tasks. See the section about Command line usage of PHP for more information.
- Writing desktop applications. PHP is probably not the very best language to create a desktop application with a graphical user interface, but if you know PHP very well, and would like to use some advanced PHP features in your client-side applications you can also use PHP-GTK to write such programs. You also have the ability to write cross-

Advantages of PHP

- 2, PHP is open source.
- Free. There are no costs associated with using PHP, including updates. Keeping costs down is a goal of any business and developers as well.
- Integration. PHP is used for so many web applications and actually powers over 30% of the web. Systems such as MongoDB, Memcache, and Pusher all integrate with PHP.
- Frameworks. Almost every benefit of PHP seems to go back to the fact that the community is so large. ...
- Easier to fix problems. When it comes to web application development, you?re bound to run into issues and come across the occasional ?fail?.
- Freedom

speed

Since PHP does not use a lot of a system? resources in order to run, it operates much faster than other scripting languages. Hosting PHP is also very easy and lot of hosts provide support for PHP. Even when used with other software, PHP still retains speed without slowing down other processes.

Scalability

In the world of IT, the word scalability is like gold. Whether you?re dealing with databases, hosting, or in this case, programming, scalability is never a bad thing. Due to the way PHP is built, you can easily increase your cluster size by adding more servers as your projects grow.

2.5.2 Html (Hyper Text Markup Language):

The **Hyper Text Markup Language**, or **HTML** is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript.

Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a

- HTML stands for Hyper Text Markup Language
- HTML is the standard markup language for creating Web pages
- HTML describes the structure of a Web page
- HTML consists of a series of elements
- HTML elements tell the browser how to display the content
- HTML elements label pieces of content such as "this is a heading", "this is a paragraph", "this is a link", etc.

HTML dominates web application development when it comes to designing a user interface. It epitomizes the UI aspect, starting from the grassroots level to providing the advanced level APIs for a modern web application. It’s a mark-up language, which works suitably well with JavaScript and CSS to provide UI rich look and dynamic behavior. Browser doesn’t display the tags directly but uses them to decipher the content of the web page.

HTML is a tag-based language used to development of web pages; HTML stands for Hyper Text Markup Language. Hypertext refers to the way in which Web pages are linked together. Thus, the link available on a webpage is called Hypertext. It is a markup language which is tags tell the browser how the page will be rendered on it. Berners-Lee developed it in late 1991, but

“HTML2.0” was the first standard specification published in 1995. Later, its many HTML versions came like HTML 4.0; currently, the latest version of it is HTML5.0 which is very famous in front end websites development.

Use of html

Web pages development. HTML is heavily used for creating pages that are displayed on the world wide web. ...

1. Web document Creation. Document creation on the internet is dominated by HTML and its basic concept via tag and DOM i.e. ...
2. Internet navigation. ...
3. Cutting edge feature. ...
4. Responsive images on web pages. ...
5. Client-side storage. ...
6. Offline capabilities usage.
7. Data entry support with HTML
8. Game development usage
9. Native APIs usage to enrich a website

2.5.3 Css(Cascading Style Sheet):

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification…

Cascading Style Sheets (**CSS**) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML.[1] CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts.[3] This separation can improve content accessibility; provide more flexibility and control in the specification of presentation characteristics; enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, which reduces complexity and repetition in the structural content; and enable the .css file to be cached to improve the page load speed between the pages that share the file and its formatting.

Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.

The name *cascading* comes from the specified priority scheme to determine which style rule applies if more than one rule matches a particular element. This cascading priority scheme is predictable.

The CSS specifications are maintained by the World Wide Web Consortium (W3C). Internet media type (MIME type) is registered for use with CSS by RFC 2318 (March 1998). The W3C operates a free CSS validation service for CSS documents.

Uses:

CSS CSS is used along with HTML and JavaScript in most websites to user interfaces for web applications and user interfaces for many mobile applications. You can add new looks to your old HTML documents. You can completely change the look of your website with only a few changes in CSS code.

Solves big problems:

Before CSS, tags like font, colour, background style, element alignments, border and size had to be repeated on every web page. This was a very long process. For example: If you are developing a large website where fonts and colour information are added on every single page, it will be become a long and expensive process. CSS was created to solve this problem. It was a W3C recommendation

Saves a lot of time:

CSS style definitions are saved in external CSS files so it is possible to change the entire website by changing just one file.

Provide more attributes:

CSS provides more detailed attributes than plain HTML to define the look and feel of the website.

Advantages of CSS:

- **CSS saves time** − You can write CSS once and then reuse same sheet in multiple HTML pages. You can define a style for each HTML element and apply it to as many Web pages as you want.
- **Pages load faster** − If you are using CSS, you do not need to write HTML tag attributes every time. Just write one CSS rule of a tag and apply it to all the occurrences of that tag. So less code means faster download times.
- **Easy maintenance** − To make a global change, simply change the style, and all elements in all the web pages will be updated automatically.
- **styles to Superior HTML** − CSS has a much wider array of attributes than HTML, so you can give a far better look to your HTML page in comparison to HTML attributes.
- **Multiple Device Compatibility** − Style sheets allow content to be optimized for more than one type of device. By using the same HTML document, different versions of a website can be presented for handheld devices such as PDAs and cell phones or for printing.
- **Global web standards** − Now HTML attributes are being deprecated and it is being recommended to use CSS. So its a good idea to start using CSS in all the HTML pages to make them compatible to future browsers.

CSS Selectors

CSS selectors are used to "find" (or select) HTML elements based on their element name, id, class, attribute, and more.

1. **The Universal Selectors:** Rather than selecting elements of a specific type, the universal selector quite simply matches the name of any element type .
2. **The Element Selector:** The element selector selects elements based on the element name. You can select all p elements on a page like this (in this case, all p elements will be center-aligned, with a red text color)

3. **The Descendant Selector:** 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 the em element only when it lies inside the ul tag.
4. **The Id Selector :**

- The id selector uses the id attribute of an HTML element to select a specific element.
- The id of an element should be unique within a page, so the id selector is used to select one unique element!
- To select an element with a specific id, write a hash (#) character, followed by the id of the element.
- The style rule below will be applied to the HTML element with id=”para1″:

5. The Class Selectors：

- The class selector selects elements with a specific class attribute.
- To select elements with a specific class, write a period (.) character, followed by the name of the class.
- In the example below, all HTML elements with class=”center” will be red and center-aligned:

2.5.4 Javascript:

JavaScript is a lightweight, cross-platform, and interpreted scripting language. It is well-known for the development of web pages, many non-browser environments also use it. JavaScript can be used for **Client-side** developments as well as **Server-side** developments. JavaScript contains a standard library of objects, like **Array**, **Date**, and **Math**, and a core set of language elements like **operators**, **control structures**, and **statements**.

- **Client-side:** It supplies objects to control a browser and its Document Object Model (DOM). Like if client-side extensions allow an application to place elements on an HTML form and respond to user events such as **mouse clicks**, **form input**, and **page navigation**. Useful libraries for the client-side are **AngularJS**, **ReactJS**, **VueJS** and so many others.

- **Server-side:** It supplies objects relevant to running JavaScript on a server. Like if the server-side extensions allow an application to communicate with a database, and provide continuity of information from one invocation to another of the application, or perform file manipulations on a server. The useful framework which is the most famous these days is **node.js**.

JavaScript can be added to your HTML file in two ways:

- **Internal JS:** We can add JavaScript directly to our HTML file by writing the code inside the <script> tag. The <script> tag can either be placed inside the <head> or the <body> tag according to the requirement.
- **External JS:** We can write JavaScript code in other file having an extension .js and then link this file inside the <head> tag of the HTML file in which we want to add this code.

CHAPTER - III

System Design

3.1 Input Design

The input design is the link between the information system and the user. It comprises the developing specification and procedures for data preparation and those steps are necessary to put transaction data in to a usable form for processing can be achieved by inspecting the computer to read data from a written or printed document or it can occur by having people keying the data directly into the system. The design of input focuses on controlling the amount of input required, controlling the errors, avoiding delay, avoiding extra steps and keeping the process simple. The input is designed in such a way so that it provides security and ease of use with retaining the privacy. Input

Design considered the following things:

- What data should be given as input?
- How the data should be arranged or coded?
- The dialog to guide the operating personnel in providing input.
- Methods for preparing input validations and steps to follow when error occur.

Objectives

1. Input Design is the process of converting a user-oriented description of the input into a computer-based system. This design is important to avoid errors in the data input process and show the correct direction to the management for getting correct information from the computerized system.

2. It is achieved by creating user-friendly screens for the data entry to handle large volume of data. The goal of designing input is to make data entry easier and to be free from errors. The data entry screen is designed in such a way that all the data manipulates can be performed. It also provides record viewing facilities.

3. When the data is entered it will check for its validity. Data can be entered with the help of screens. Appropriate messages are provided as when needed so that the user will not be in maize of instant. Thus the objective of input design is to create an input layout that is easy to follow.

3.2 Output Design

A quality output is one, which meets the requirements of the end user and presents the information. In any system results of processing are communicated to the users and to other system through outputs. In output design it is determined how the information is to be displaced for immediate need and also the hard copy output. It is the most important and direct source information to the user. Efficient and intelligent output design improves the system's relationship to help user decision-making.

1. Designing computer output should proceed in an organized, well thought out manner; the right output must be developed while ensuring that each output element is designed so that people will find the system can use easily and effectively. When analysis design computer output, they should Identify the specific output that is needed to meet the requirements.

2. Select methods for presenting information.

3. Create document, report, or other formats that contain information produced by the system.

The output form of an information system should accomplish one or more of the following objectives.

- Convey information about past activities, current status or projections of the
- Future.
- Signal important events, opportunities, problems, or warnings.
- Trigger an action.
- Confirm an action.

Output Definition

The outputs should be defined in terms of the following points:

- Type of the output
- Location of the output
- Frequency of the output

Output Media

In the next stage it is to be decided that which medium is the most appropriate for the output. The main considerations when deciding about the output media are:

- The suitability for the device to the particular application.
- The need for a hard copy.
- The response time required.
- The software and hardware available and cost.

CHAPTER-4
Implementation

Index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Contact Form | Diploma</title>
  <link rel="stylesheet" href="style.css">
  <link rel="stylesheet" href="https://fonts.googleapis.com/icon?family=Material+Icons">
  <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-
awesome/5.15.3/css/all.min.css"/>
</head>
‹body>
  <div class="wrapper">
    <header> INDUR INSTITUTE OF ENGINEERING AND TECHNOLOGY</header>
    <header>Contact Form by Diploma IIET</header>
    <header>Send us a Message</header>
    <form action="#">
      <div class="dbl-field">
        <div class="field">
          <input type="text" name="name" placeholder="Enter your name">
          <i class='fas fa-user'></i>
        </div>
        <div class="field">
          <input type="text" name="email" placeholder="Enter your email">
          <i class='fas fa-envelope'></i>
        </div>
      </div>
```

```
    <div class="dbl-field">
   <div class="field">
            <input type="text" name="phone" placeholder="Enter your phone">
       <i class='fas fa-phone-alt'></i>
      </div>
      <div class="field">
       <input type="text" name="website" placeholder="Enter your website">
       <i class='fas fa-globe'></i>
      </div>
    </div>
    <div class="message">
            <textarea placeholder="Write your message" name="message"></textarea>
      <i class="material-icons">message</i>
    </div>
    <div class="button-area">
      <button type="submit">Send Message</button>
      <span></span>
    </div>
   </form>
  </div>
 <script src="script.js"></script>
</body>
</html>
```

5. System Testing

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault in a work product. It provides a way to check the functionality of components, sub assemblies, assemblies and/or a finished product. It is the process of exercising software with the intent of ensuring that the software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

5.1 Types of Tests

5.1.1 Unit Testing

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

5.1.2 Integration Testing

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfaction, as shown by successfully unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the **combination of components.**

5.1.3.**Functional testing**

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals. Functional testing is centered on the following items:

Valid Input : Identified classes of valid input must be accepted.

Invalid Input : Identified classes of invalid input must be rejected.

Functions : Identified functions must be exercised.

Output : Identified classes of application outputs must be exercised.

Systems/Procedures : Interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

5.1.4 System Testing

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

White Box Testing

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

Black Box Testing

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box. It cannot “see” into it. The test provides inputs and responds to outputs without considering how the software works.

5.2 Test strategy and approach

Field testing will be performed manually and functional tests will be written in detail.

5.2.1 Test objectives

- All field entries must work properly.

- Pages must be activated from the identified link.
- The entry screen, messages and responses must not be delayed.

5.2.2 Features to be tested

- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

5.2.2.1 Integration Testing

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects. The task of the integration test is to check that components or software applications, e.g. components in a software system or one step up software applications at the company level interact without error.

Test Results: All the test cases mentioned above passed successfully. No defects encountered.

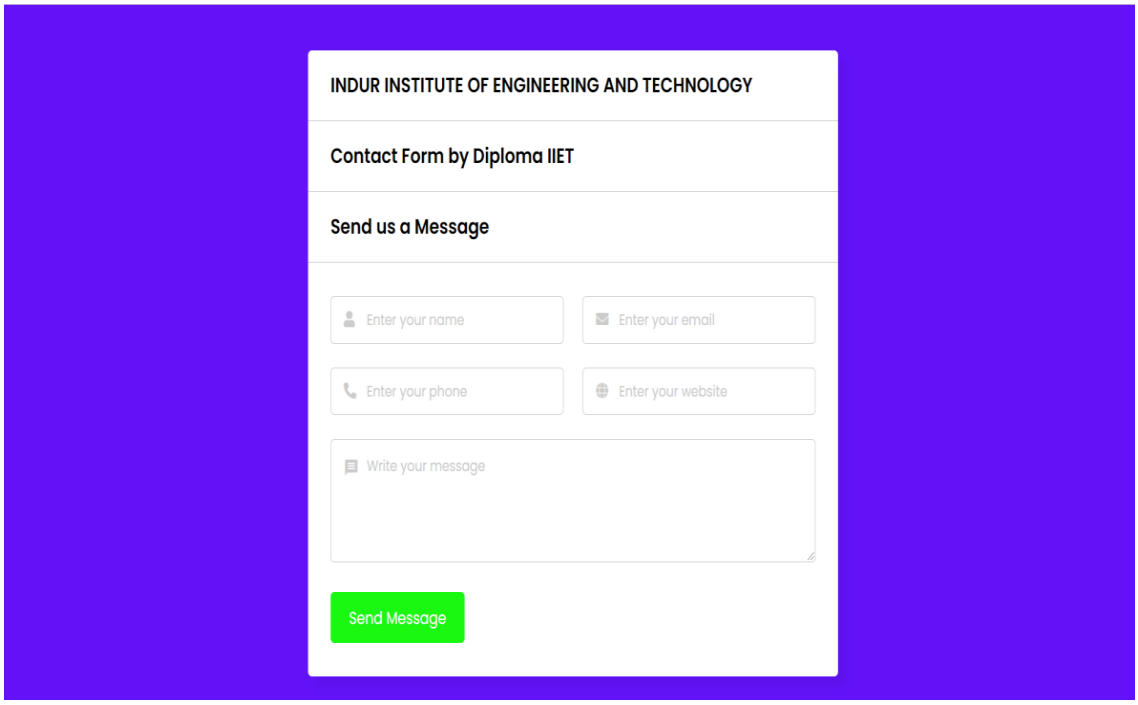
5.2.2.2 Acceptance Testing

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

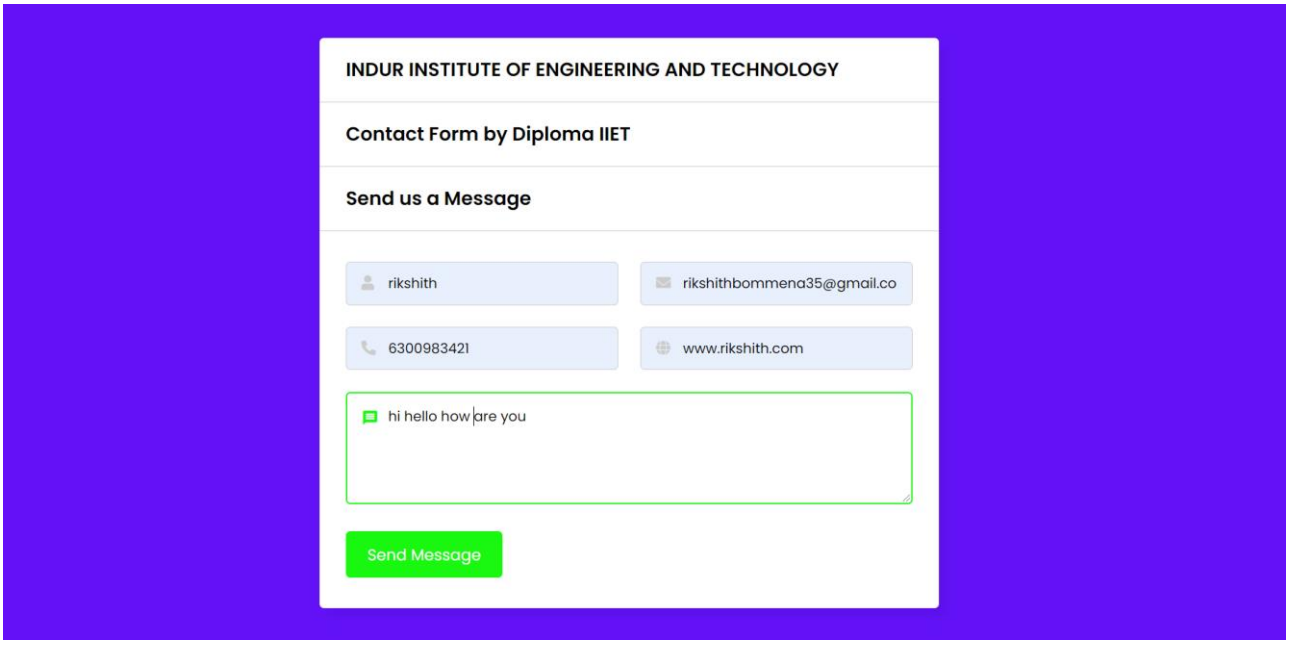
Test Results: All the test cases mentioned above passed successfully. No defects encountered.

CHAPTER 5

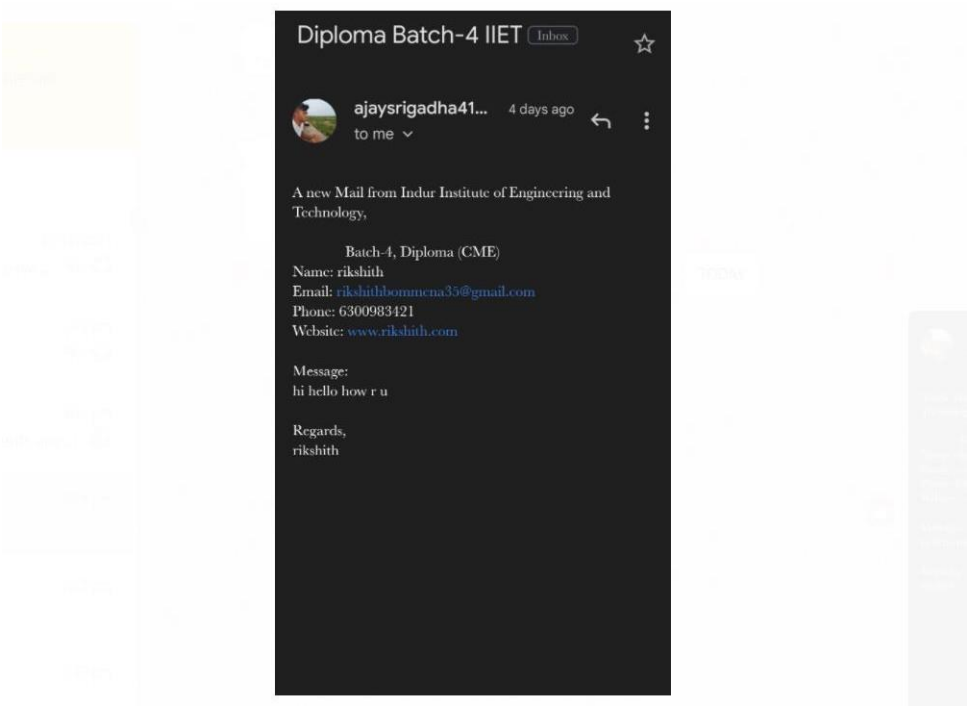
Sample Screens



Fill the empty text boxes with the required details



After filling the required details click on the send message.after clicking the send message it shows the message send successfully.



This is an demo of the output. The admin gets the mail message about the customer queries/doubts.

CHAPTER 6

Conclusion

This contact form As you can see with ,possibilities are endless. By adding contact forms to your website, you can ensure a lot of positive impacts. Prominently, a simple form can help you get more customer satisfaction and a better user experience. The following reasons are worth mentioning again.

CHAPTER 7

References

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