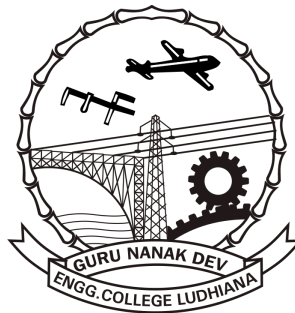


# Dynamics of Structure

Submitted for partial fulfilment of the Degree  
of  
Bachelor of Technology  
(Computer Science and Engineering)



**Submitted By:**

Amarjeet Singh Kapoor  
135005  
1311017

**Submitted To:**

Sukhjit Singh Sehra  
Training Coordinator  
CSE Department

---

Department of Computer Science & Engineering  
Guru Nanak Dev Engineering College  
Ludhiana 141006

### Acknowledgement

I, student of Guru Nanak Dev Engineering College, Ludhiana, have taken efforts in this project. However, it would not have been possible without the kind support and help of many individuals and organizations. I would like to extend my sincere thanks to all of them.

The author is highly grateful to Dr. M.S. Saini Director, Guru Nanak Dev Engineering College, Ludhiana for providing him with the opportunity to carry out his Six Weeks Training at Testing and Consultancy Cell, Guru Nanak Dev Engineering College, Ludhiana.

The author would like to whole heartedly thank Dr. H.S. Rai Dean, Testing and Consultancy Cell, Guru Nanak Dev Engineering College, Ludhiana who is a vast sea of knowledge and without whose constant and never ending support and motivation, it would never have been possible to complete the project and other assignments so efficiently and effectively.

Finally, I would thanks to all whoever have contributed in this report work with Mandeep Singh (D4 CSE) and all other trainees. Without their encouragement, it would not have been possible to complete this project in such an efficient manner.

Amarjeet Singh Kapoor

## Abstract

CAD development project discuss the work done in computer-aided-design. Computer-aided design (CAD) is the use of computer systems to assist in the creation, modification, analysis, or optimization of a design. I explored LibreCAD Source Code. LibreCAD is Free and Open Source CAD Software. LibreCAD is a fully comprehensive 2D CAD application that you can download and install for free. There is a large base of satisfied LibreCAD users worldwide, and it is available in more than 20 languages and for all major operating systems, including Microsoft Windows, Mac OS X and Linux . Librecad is an application for computer aided design in two dimensions . With librecad you can create technical drawings such as plans for buildings, interiors, mechanical parts or schematics and diagrams. Basically, LibreCAD is used to make 2D design.

This project also includes work regarding qt creator to make a text editor. Qt Creator is a cross-platform C++, JavaScript and QML integrated development environment which is part of the SDK for the Qt GUI Application development framework.

Furthermore, this project involves hatching technique implementation using C++ and Cairo graphics library. Hatching is the technique to fill any closed contour with different patterns or colors and is used by many CAD softwares.

Also, this project is completely open source and the entire code is available to the user as and when required. There is also Complete developer's Documentation as well as User manual alongwith it that helps using it a lot easier.

<b>1</b>	<b>Introduction To Organisation</b>	<b>1</b>
1.1	Testing and Consutancy Cell . . . . .	2
<b>2</b>	<b>Introduction To Project</b>	<b>4</b>
2.1	Overveiw . . . . .	4
2.2	The Existing System . . . . .	4
2.3	User Requirement Analysis . . . . .	5
2.4	Feasibility Analysis . . . . .	5
2.5	Objective of Project . . . . .	6
<b>3</b>	<b>Project Design</b>	<b>7</b>
3.1	Software Requirement Analysis . . . . .	7
3.1.1	Functional Requirements . . . . .	7
3.1.2	Non functional requirements . . . . .	9
3.2	UI Flow Diagram . . . . .	9
3.3	DFDS . . . . .	10
3.4	Flowchart . . . . .	13
3.5	Dependencies . . . . .	18
<b>4</b>	<b>Development and Implementation</b>	<b>19</b>
4.1	Python . . . . .	19
4.1.1	Features of Python . . . . .	19
4.1.2	Installation of Python . . . . .	20
4.2	Front End Lanuages and Framework . . . . .	20
4.2.1	HTML . . . . .	20
4.2.2	CSS . . . . .	21
4.2.3	Javascript . . . . .	22
4.2.4	BootStarp . . . . .	22
4.3	Shell Scripting . . . . .	23
4.4	Introduction to L <sup>A</sup> T <sub>E</sub> X . . . . .	23
4.4.1	Typesetting . . . . .	24
4.5	Introduction to Django . . . . .	24
4.5.1	Features of Django . . . . .	25

4.5.2	Installation of Django . . . . .	25
4.5.3	MTV . . . . .	26
4.5.4	Creating Project in Django . . . . .	26
4.5.5	Development Server in Django . . . . .	26
4.5.6	Database setup . . . . .	27
4.6	Introduction to Doxygen . . . . .	28
4.6.1	Features of Doxygen . . . . .	28
4.6.2	Installation of Doxygen . . . . .	29
4.7	Introduction to Github . . . . .	31
4.7.1	What is Git? . . . . .	32
4.7.2	Installation of Git . . . . .	33
4.7.3	Various Git Commands . . . . .	33
4.7.3.1	Create Repositories . . . . .	33
4.7.3.2	Make Changes . . . . .	33
4.7.3.3	Group Changes . . . . .	34
4.7.3.4	Save Fragments . . . . .	34
4.7.3.5	Synchronize Changes . . . . .	34
4.8	SageMath . . . . .	35
4.8.1	Features . . . . .	35
4.8.2	Installation From Source Code . . . . .	36
4.9	Implementation . . . . .	37
4.10	Testing . . . . .	41
<b>5</b>	<b>Conclusion And Future Scope</b>	<b>42</b>
5.1	Conclusion . . . . .	42
5.2	Future Scope . . . . .	42

## LIST OF FIGURES

1.1	Guru Nanak Dev Engineering College . . . . .	1
1.2	Testing and Consultancy Cell . . . . .	2
3.1	UI Flow diagram . . . . .	9
3.2	Data flow LEVEL 0 . . . . .	10
3.3	Data Flow LEVEL 1 . . . . .	11
3.4	Flowchart of Whole System . . . . .	13
3.5	Flowchart of veiw.matrix . . . . .	14
3.6	Flowchart of veiw.file . . . . .	15
3.7	Flowchart of veiw.pdfemail . . . . .	16
3.8	Flowchart of veiw.first . . . . .	17
4.1	Python logo . . . . .	19
4.2	HTML5 logo . . . . .	20
4.3	CSS logo . . . . .	21
4.4	Javascript logo . . . . .	22
4.5	BootStrap logo . . . . .	22
4.6	Donald Knuth, Inventor Of T <sub>E</sub> X typesetting system . . . . .	23
4.7	Django logo . . . . .	24
4.8	Output of runserver . . . . .	27
4.9	Doxygen logo . . . . .	28
4.10	Documentation using Doxygen (main page . . . . .	29
4.11	Doxygen documentation of a function . . . . .	30
4.12	Documentation using Doxygen(list of files) . . . . .	30
4.13	Github Logo . . . . .	31
4.14	Git Logo . . . . .	32
4.15	SageMath Logo . . . . .	35
4.16	Home page of DoS . . . . .	37
4.17	Matrix.html for manually filling values . . . . .	37
4.18	Help section in Home page . . . . .	38
4.19	Local help option . . . . .	38
4.20	First page of PDF generated by DoS . . . . .	39
4.21	Initail values Given for Checking in PDF . . . . .	39

4.22 Graph Generated in PDF . . . . .	40
4.23 Final output in PDF . . . . .	40
4.24 Time complexity graph of Dynamics of Structure . . . . .	41

## CHAPTER 1

## INTRODUCTION TO ORGANISATION



Figure 1.1: Guru Nanak Dev Engineering College

I had my Six Weeks Industrial Training at TCC-Testing And Consultancy Cell, GNDEC Ludhiana. Guru Nanak Dev Engineering College was established by the Nankana Sahib Education Trust Ludhiana. The Nankana Sahib Education Trust i.e NSET was founded in memory of the most sacred temple of Sri Nankana Sahib, birth place of Sri Guru Nanak Dev Ji. With the mission of Removal of Economic Backwardness through Technology Shiromani Gurudwara Parbandhak Committee i.e SGPC started a Poly technical was started in 1953 and Guru Nanak Dev Engineering College was established in 1956.

NSET resolved to uplift Rural areas by admitting 70% of students from these rural areas ever year. This commitment was made to nation on 8th April, 1956, the day foundation stone of the college building was laid by Dr. Rajendra Prasad Ji, the First President of India. The College is now ISO 9001:2000 certified.



Guru Nanak Dev Engineering College campus is spread over 88 acres of prime land about 5 Km s from Bus Stand and 8 Km s from Ludhiana Railway Station on Ludhiana-Malerkotla Road. The college campus is well planned with beautifully laid out tree plantation, pathways, flowerbeds besides the well maintained sprawling lawns all around. It has beautiful building for College, Hostels, Swimming Pool, Sports and Gymnasium Hall Complex, Gurudwara Sahib, Bank, Dispensary, Post Office etc. There are two hostels for boys and one for girls with total accommodation of about 550 students. The main goal of this institute is:

- To build and promote teams of experts in the upcoming specialisations.
- To promote quality research and undertake research projects keeping in view their relevance to needs and requirements of technology in local industry.
- To achieve total financial independence.
- To start online transfer of knowledge in appropriate technology by means of establishing multipurpose resource centres.

## 1.1 Testing and Consultancy Cell

My Six Weeks Institutional Training was done by me at TCC i.e Testing And Consultancy Cell, GNDEC Ludhiana under the guidance of Dr. H.S.Rai Dean Testing and Consultancy Cell. Testing and Consultancy Cell was established in the year 1979 with a basic aim to produce quality service for technical problems at reasonable and affordable rates as a service to society in general and Engineering fraternity in particular.



Figure 1.2: Testing and Consultancy Cell

Consultancy Services are being rendered by various Departments of the College to the industry, State Government Departments and Entrepreneurs and are extended in the form of expert advice in design, testing of materials & equipment, technical surveys, technical audit, calibration of instruments, preparation of technical feasibility reports etc. This consultancy cell of the college has given a new dimension to the development programmes of the College. Consultancy projects of

over Rs. one crore are completed by the Consultancy cell during financial year 2009-10.

Ours is a pioneer institute providing Consultancy Services in the States of Punjab, Haryana, Himachal, J&K and Rajasthan. Various Major Clients of the Consultancy Cell are as under:

- Northern Railway, Govt. of India
- Indian Oil Corporation Ltd.
- Larson & Turbo.
- Multi National Companies like AFCON & PAULINGS.
- Punjab Water Supply & Sewage Board
- Power Grid Corporation of India.
- National Building Construction Co.
- Punjab State Electricity Board.
- Punjab Mandi Board.
- Punjab Police Housing Corporation.
- National Fertilizers Ltd.
- GLADA, Ludhiana

## 2.1 Overveiw

Dynamics of structure (DoS) is an open source, free web based software, developed by students of Testing and Consultancy Cell (TCC), under guidance of Dr. HS Rai. This software is used to compute the Modes of vibration in which structure can move and also force applied on each floor due to the vibration caused by the earthquake. so, that civil engineers can analysis the stability of structure consisting of many stories.

The main task of this software is to get data as input from user and then it can compute the result at back end and when the result is ready it send output as email. This software is structured keep in view that user of this software can be both a civil engineer or a simple man whose job is just to enter data to software in order that an engineer can analysis latter from result stability of the structure. This software also provide the intermediate values for engineering student to deeply analysis the process of computation to be done in order to get output values.

The core part of DoS is implemented using Sagemath for processing, L<sup>A</sup>T<sub>E</sub>X for output generation and django for web interface. shell script is used to join all these and bootstrap to make the web application responsive.

My being not based on particular language or technology different type of open softwares and technologies are used in this project and many during my training which are not used in this project like OpenCV (for image processing and computer vision), CGI (for web interface through c++).

## 2.2 The Existing System

### Introduction

Existing system is manual system where there is no role of computer. Employees use pen, paper to make records and consignment notes.

#### Limitations of prvious system

- There was no use computer.
- Record keeping was difficult.

- To search previous notes, they have to search lots of books.
- It was difficult to track which consignment is dispatched and which consignment is in waiting stage.

## 2.3 User Requirement Analysis

User Requirement Analysis

## 2.4 Feasibility Analysis

Feasibility analysis aims to uncover the strengths and weaknesses of a project. In its simplest term, the two criteria to judge feasibility are cost required and value to be attained. As such, a well-designed feasibility analysis should provide a historical background of the project, description of the project or service, details of the operations and management and legal requirements. Generally, feasibility analysis precedes technical development and project implementation. There is some feasibility factors by which we can determine that project is feasible or not:

- **Technical feasibility:** Technological feasibility is carried out to determine whether the project has the capability, in terms of software, hardware, personnel to handle and fulfill the user requirements. This whole project is based on solving Mathematics equations for which we have used SAGEMATH and to provide output we have used  $\LaTeX$  for providing the output and Django for user interface. Technical feasibility of this project revolves around the technical boundaries and limitations of the SAGEMATH,  $\LaTeX$  and Django. But as  $\LaTeX$  is much powerful Typesetting tool and Django is secure and structured server side framework, so these languages and technologies are perfect to design the software under this project. Dynamics of structure is technically feasible as it is built up in Open Source Environment and thus it can be run on any Open Source platform.
- **Economic feasibility:** Economic analysis is the most frequently used method to determine the cost/benefit factor for evaluating the effectiveness of a new system. In this analysis we determine whether the benefit is gain according to the cost invested to develop the project or not. If benefits outweigh costs, only then the decision is made to design and implement the system. It is important to identify cost and benefit factors, which can be categorized as follows:
  1. Development costs.
  2. Operating costs.

Dynamics of structure Software is also Economically feasible with 0 Development and Operating Charges as it is developed in Django framework, SAGEMATH and  $\LaTeX$  which is FOSS technology and the software is operated on Open Source platform.

- **Operational feasibility:** Operational feasibility is a measure of how well a project solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development. All the Operations performed in the software are very quick and satisfies all

the requirements. This project is also operational feasible as it automates the work of solving the problem of analysing the structures which not only saves time but also saves money as most of the work is done by Employees and M.Tech students is done by this software.

## **2.5 Objective of Project**

Dynamic of structure is a web based software and the main objectives of this project is to:

1. To inspire M.Tech students to automate their work and do programming
2. Perform most of difficult Calculation work.
3. Make it work like batch mode. so, that user can give inputs together and relax.
4. Accept inputs from the user in \*.csv file format
5. Help M.Tech and Civil Engineer to analysis structure.
6. Automatic calculation of modal force and modes.
7. Reduce the time for analysis.
8. Generates the final output in the form of pdf
9. Provide on-line way to analysis so that individual does not have to install anything.
10. send PDF to the user in the form of email.

### 3.1 Software Requirement Analysis

A Software Requirements Analysis for a software system is a complete description of the behavior of a system to be developed. It include functional Requirements and Software Requirements. In addition to these, the SRS also contains non-functional requirements. Non-functional requirements are requirements which impose constraints on the design or implementation.

- **Purpose:** Dynamic of structure is a web based software and the main purpose of this project is to:
  1. Perform most of difficult Calculation work.
  2. Make it work like batch mode. so, that user can give inputs together and relax.
  3. Help M.Tech and Civil Engineer to analysis structure.
  4. Automatic calculation of modal force and modes.
  5. Reduce the time for analysis.
  6. Provide on-line way to analysis so that individual does not have to install anything.
- **Users of the System**
  1. Client : Clients are the end users that benefit from this software. They just provide input and gets output in form of PDF.Client of this WEB Application can be of two types -:
    - (a) Civil Engineer -: They have little knowledge of working of procedure and what output is being provided.
    - (b) Layman -: They don't know anything about what's going on, their just work is to give input to system.

#### 3.1.1 Functional Requirements

- **Specific Requirements:** This phase covers the whole requirements for the system. After understanding the system we need the input data to the system then we watch the output

and determine whether the output from the system is according to our requirements or not. So what we have to input and then what we'll get as output is given in this phase. This phase also describes the software and non-function requirements of the system.

- **Input Requirements of the System**

1. Type of soil
2. Number of storeys
3. Importance Factor
4. Response Reduction Factor
5. Zone Factor
6. Input method (CSV or manual)
7. Output method (Email or direct PDF)
8. Mass of each storey
9. Height of each storey
10. Stiffness of each storey
11. Input in form of csv file

- **Output Requirements of the System**

1. Calculation of modal force and modes.
2. Generation of output in form of PDF.
3. Mailing output PDF

- **Special User Requirements**

1. Automatic Email Generation of Output and Sending to the concerned person.
2. Taking bulk input values in form of CSV file

- **Software Requirements**

1. Programming language: Python 2.7
2. software: SAGEMATH, L<sup>A</sup>T<sub>E</sub>X
3. Framework: Django 1.7, Bootstrap
4. Web Languages: Html, Java Script, CSS
5. Database: Sqlite
6. Documentation: Doxygen 1.8.3
7. Text Editor: Vim
8. Operating System: Ubuntu 12.04 or up
9. Revision System: Git

### 3.1.2 Non functional requirements

1. Scalability: System should be able to handle a number of users. For e.g., handling around thousand users at the same time.
2. Usability: Simple user interfaces that a layman can understand.
3. Speed: Processing input should be done in reasonable time i.e. we can say maximum 24 hrs.

## 3.2 UI Flow Diagram

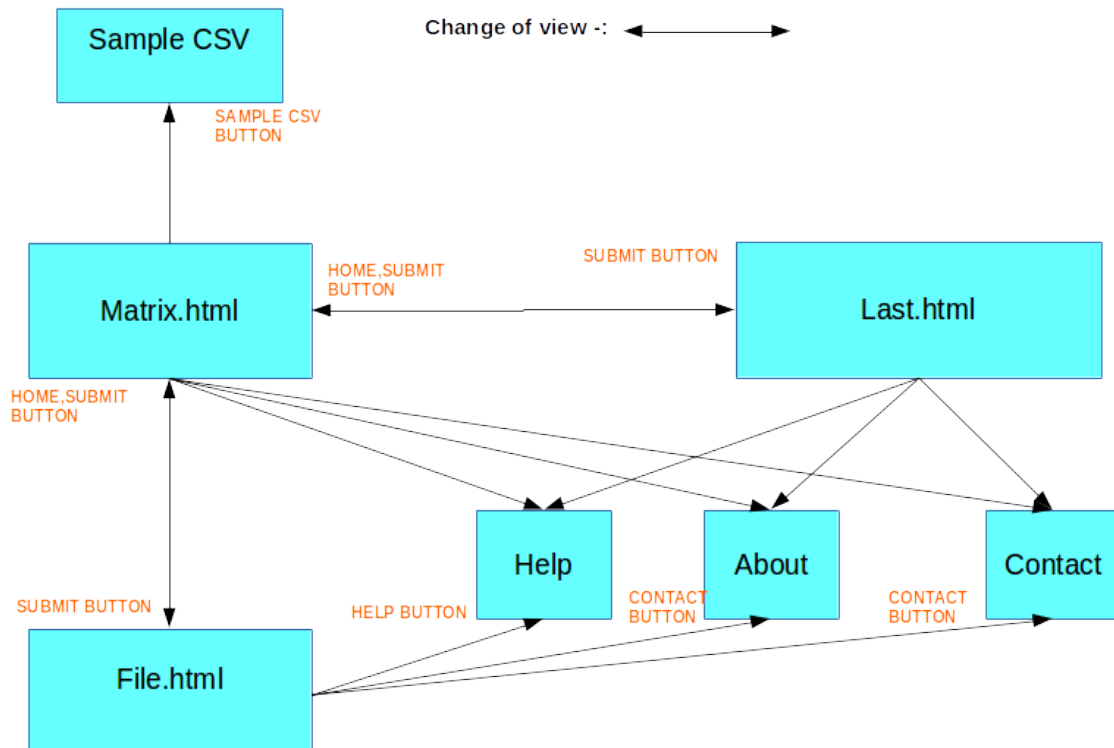


Figure 3.1: UI Flow diagram



### 3.3 DFDS

FLOW OF DATA :-  $\longleftrightarrow$

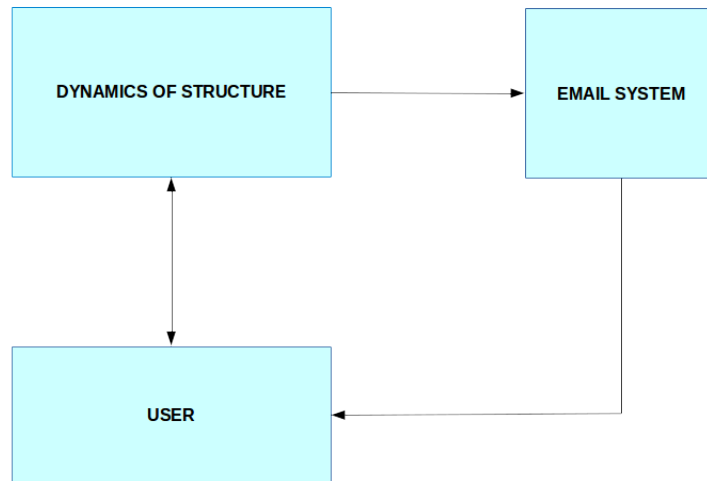
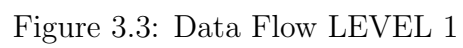


Figure 3.2: Data flow LEVEL 0





### 3.4 Flowchart

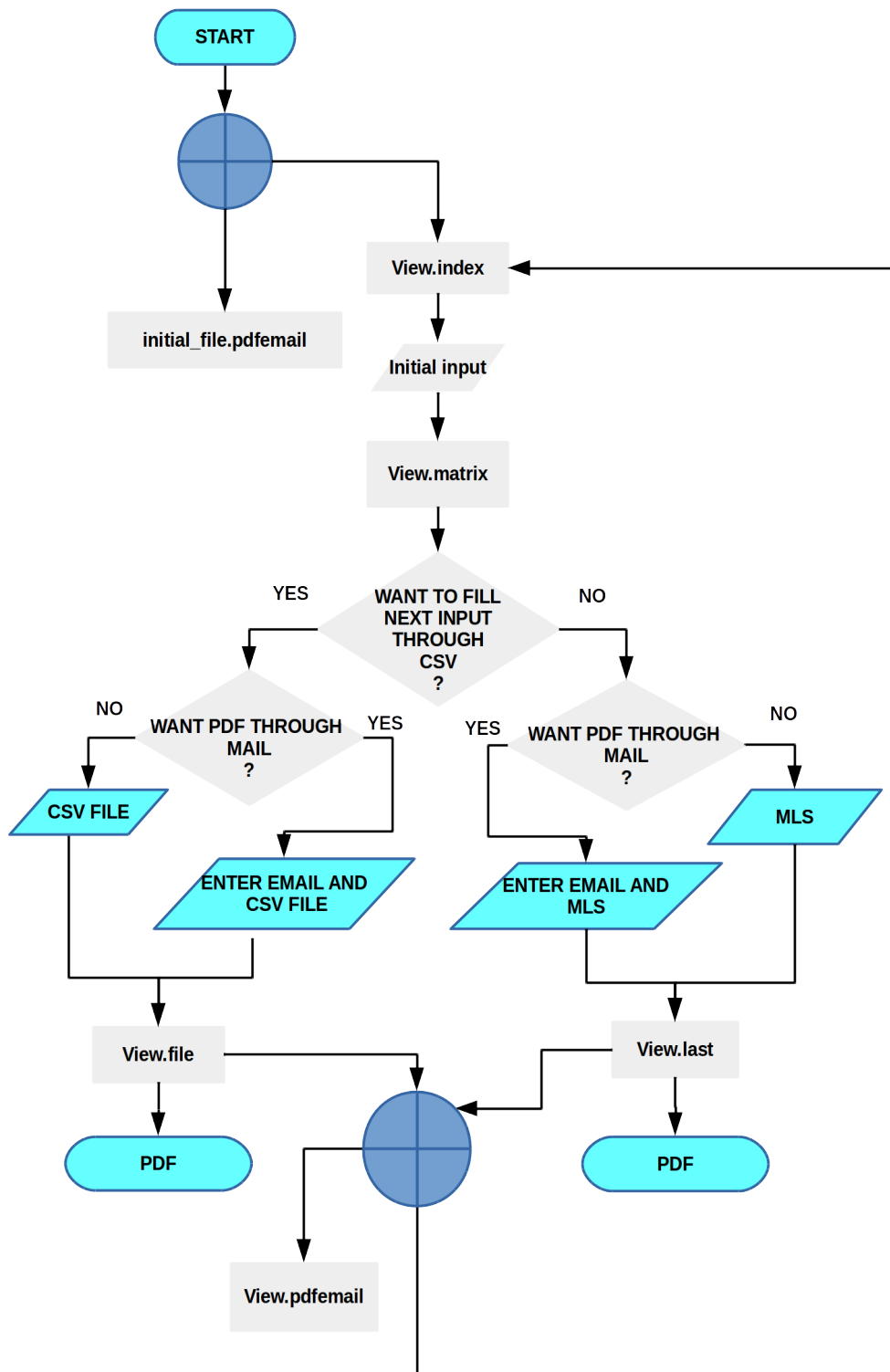


Figure 3.4: Flowchart of Whole System

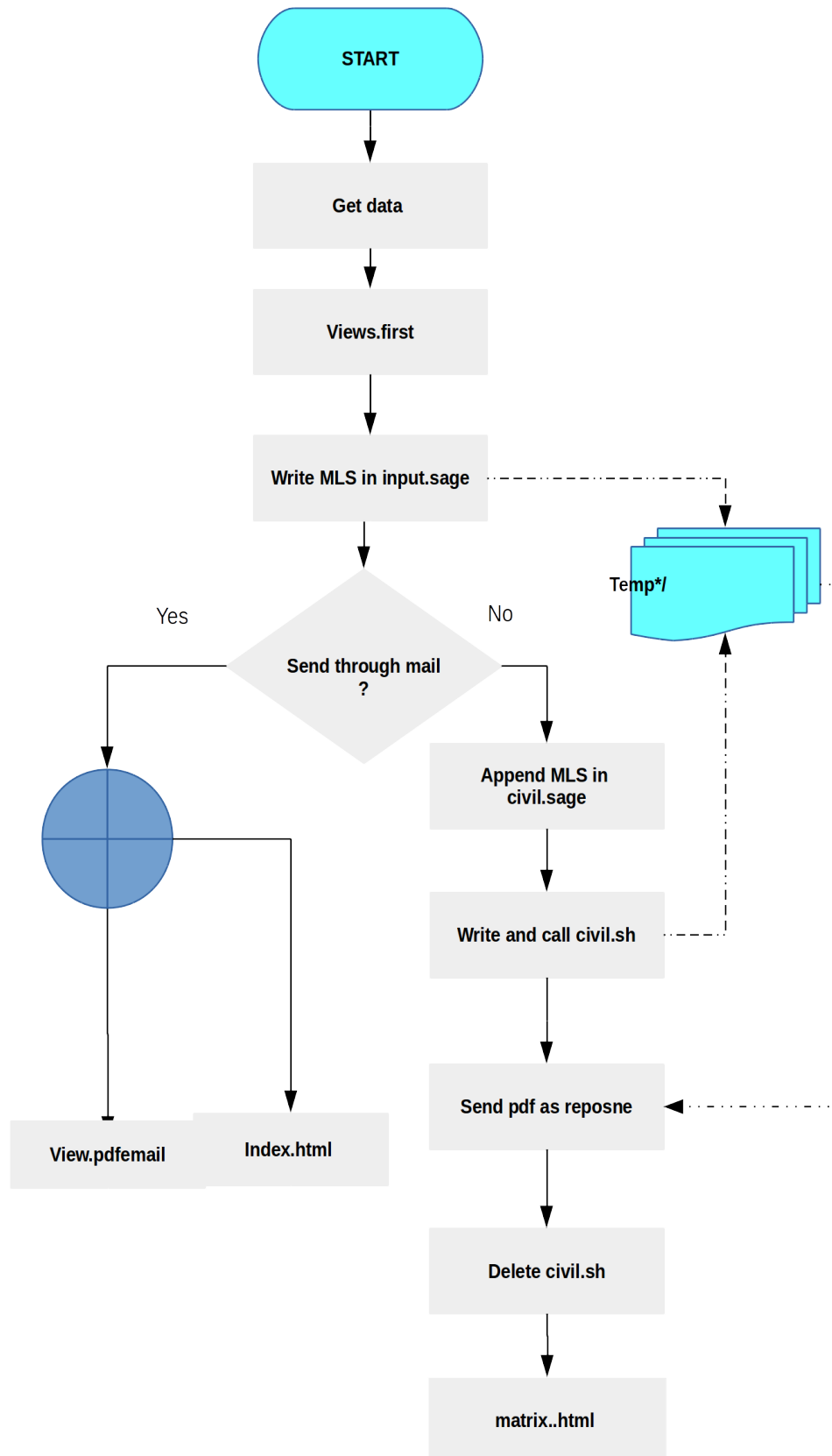


Figure 3.5: Flowchart of veiw.matrix

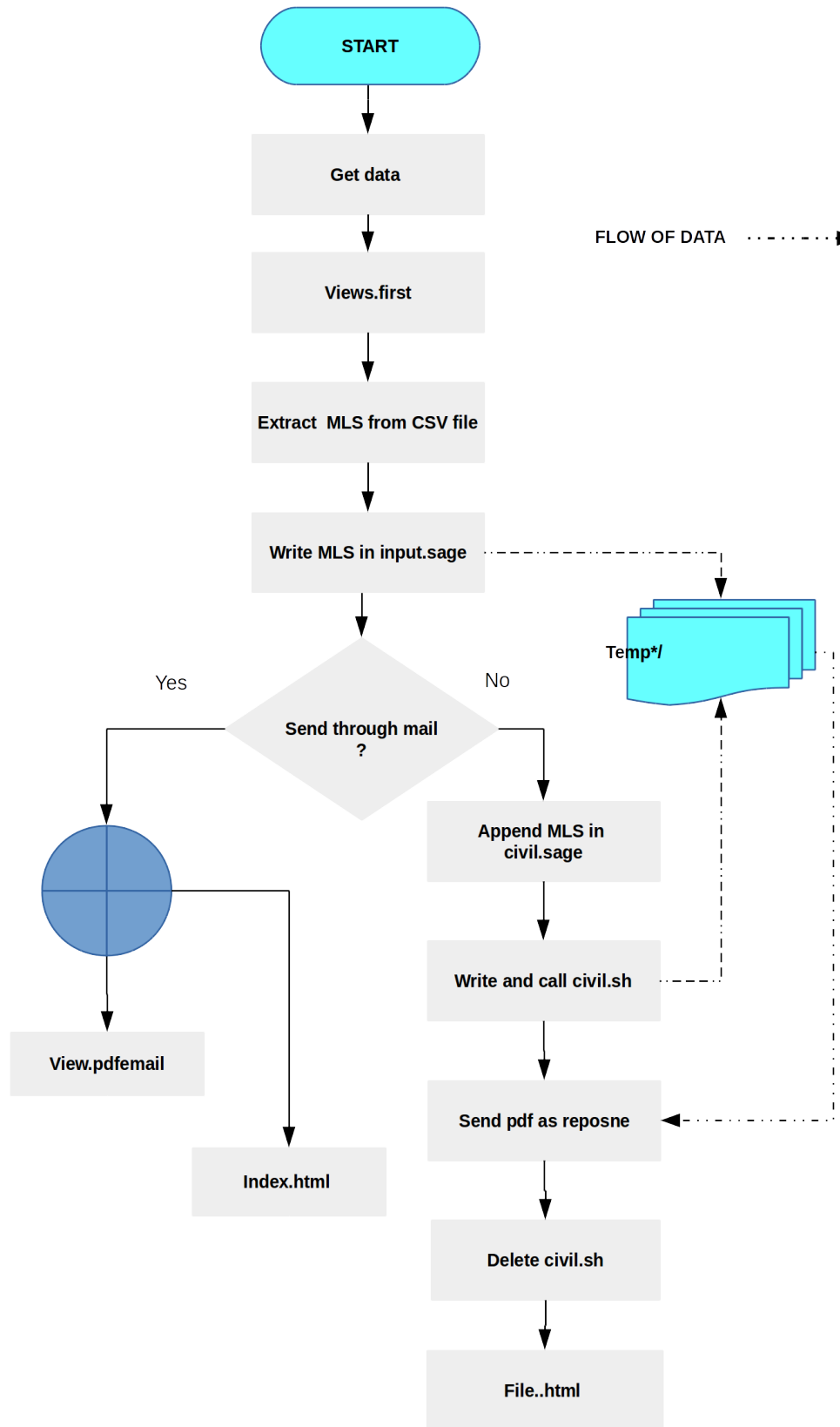


Figure 3.6: Flowchart of veiw.file

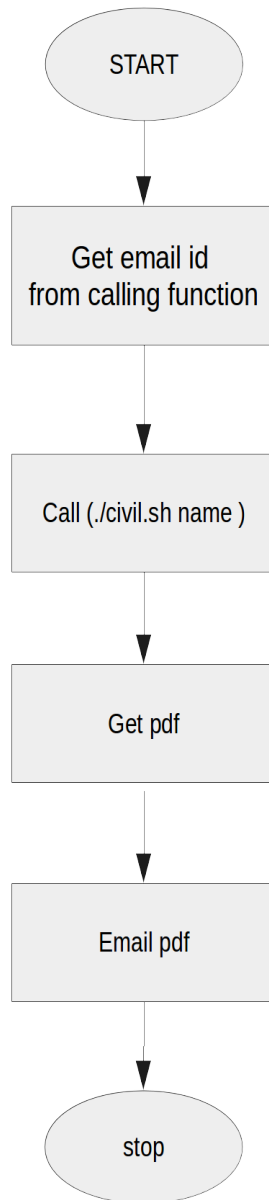


Figure 3.7: Flowchart of veiw.pdfemail

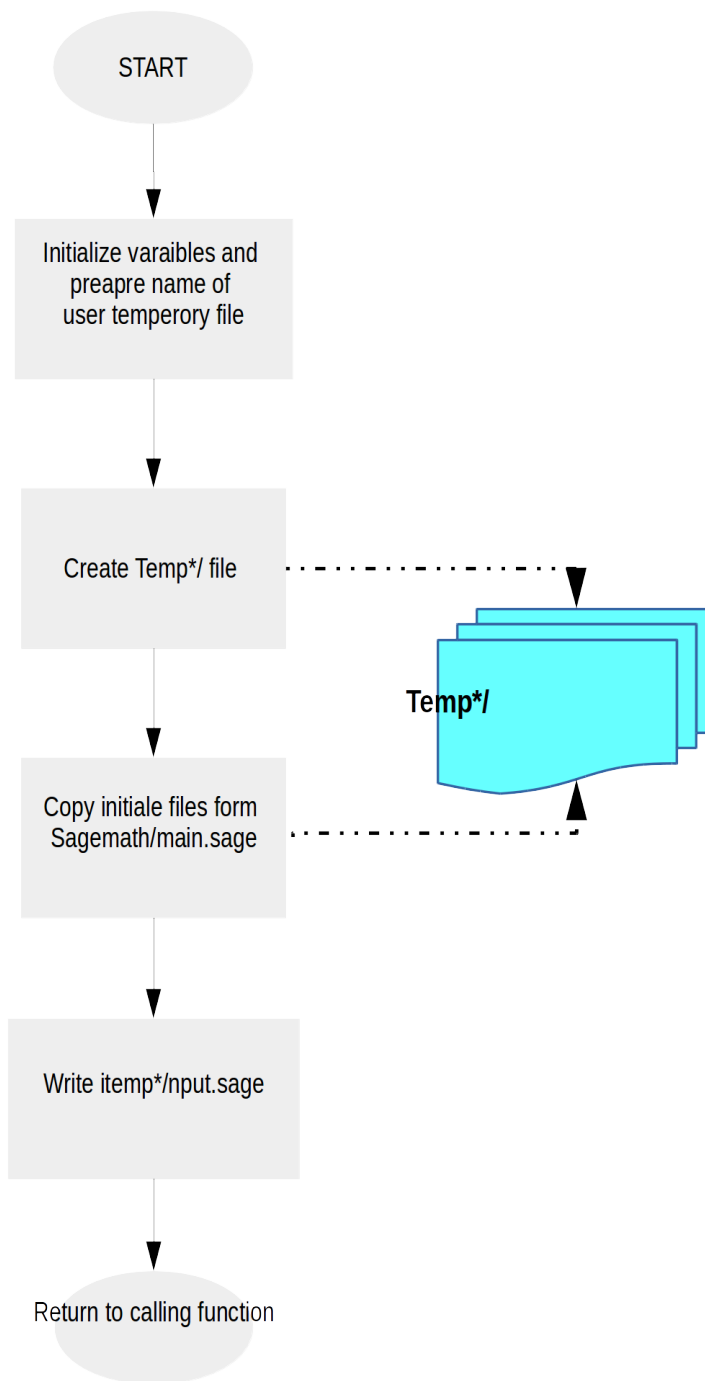


Figure 3.8: Flowchart of veiw.first



## 3.5 Dependencies

Dependencies include softwares or framework that need to be installed for proper working of this software.

1. Programming language: Python 2.7
2. Software: SAGEMATH, L<sup>A</sup>T<sub>E</sub>X
3. Framework: Django 1.7
4. Operating System: Ubuntu 12.04 or up

## CHAPTER 4

---

## DEVELOPMENT AND IMPLEMENTATION

### 4.1 Python



Figure 4.1: Python logo

Python is a dynamic language, as in python coding is very easy and also it require less coding and about its interpreted nature it is just exellent. Python is a high level programming language and Django which is a web development framework is written in python language.

Python is an easy to learn, powerful programming language. Python runs on Windows, Linux/Unix, Mac OS X. Python is free to use, even for commercial products. Python can also be used as an extension language for existing modules and applications that need a programmable interface. Python is free to use, even for commercial products, because of its OSI-approved open source license.

#### 4.1.1 Features of Python

- Very clear, readable syntax.
- Strong introspection capabilities.
- Intuitive object orientation.
- Natural expression of procedural code.
- Full modularity, supporting hierarchical packages.
- Exception-based error handling.
- Very high level dynamic data types.

- Extensive standard libraries and third party modules for virtually every task.
- Extensions and modules easily written in C, C++ (or Java for Jython, or .NET languages for IronPython).
- Embeddable within applications as a scripting interface.

### 4.1.2 Installation of Python

Installation of python is a very easy process. The current python versions are: Python 2.7.1 and Python 3.2. Type the commands in the terminal:

```
$ wget http://www.python.org/ftp/python/2.7/Python-2.7.tgz
```

```
$ tar xzf Python-2.7.tgz
```

This will install the python on your pc/laptop.

## 4.2 Front End Languages and Framework <sup>1</sup>

Front End languages are language that are used to give better user experience and user interface. These mainly include HTML, CSS, Javascript. Some Frameworks like Bootstrap are also used with these basic languages.

### 4.2.1 HTML



Figure 4.2: HTML5 logo

HyperText Markup Language, commonly referred to as HTML, is the standard markup language used to create web pages. Along with CSS, and JavaScript, HTML is a cornerstone technology, used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications. Web browsers can read HTML files and render them into visible or audible web pages. HTML describes the structure of a website semantically along with cues for presentation, making it a markup language, rather than a programming language.

HTML elements form the building blocks of all websites. HTML allows images and objects to be embedded and can be used to create interactive forms. It provides a means to create structured

---

<sup>1</sup> Used in project but not by me accept basic HTML

documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items.

```
<!DOCTYPE html>
<html>
  <head>
    <title>This is a title</title>
  </head>
  <body>
    <p>Hello world!</p>
  </body>
</html>
```

### 4.2.2 CSS



Figure 4.3: CSS logo

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language. Although most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of document content from document presentation, including aspects such as the layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content, such as semantically insignificant tables that were widely used to format pages before consistent CSS rendering was available in all major browsers. CSS makes it possible to separate presentation instructions from the HTML content in a separate file or style section of the HTML file. For each matching HTML element, it provides a list of formatting instructions

```
p {
  color: red;
```

```
    text-align: center;  
}
```

### 4.2.3 Javascript



Figure 4.4: Javascript logo

JavaScript (/dvskrpt/) is a high-level, dynamic, untyped, and interpreted programming language. It has been standardized in the ECMAScript language specification. Alongside HTML and CSS, it is one of the three essential technologies of World Wide Web content production; the majority of websites employ it and it is supported by all modern web browsers without plug-ins. JavaScript is prototype-based with first-class functions, making it a multi-paradigm language, supporting object-oriented, imperative, and functional programming styles. It has an API for working with text, arrays, dates and regular expressions, but does not include any I/O, such as networking, storage or graphics facilities, relying for these upon the host environment in which it is embedded.

### 4.2.4 BootStarp



Figure 4.5: BootStrap logo

Bootstrap is a free and open-source collection of tools for creating websites and web applications. It contains HTML and CSS-based design templates for typography, forms, buttons, navigation and other interface components, as well as optional JavaScript extensions. It aims to ease the development of dynamic websites and web applications.

Bootstrap is a front end framework, that is, an interface for the user, unlike the server-side code which resides on the "back end" or server.

## 4.3 Shell Scripting

Normally shells are interactive. It means shell accept command from you (via keyboard) and execute them. But if you use command one by one (sequence of 'n' number of commands) , the you can store this sequence of command to text file and tell the shell to execute this text file instead of entering the commands. This is know as shell script. Shell script defined as series of command written in plain text file. Shell script is just like batch file is MS-DOS but have more power than the MS-DOS batch file. why to Write Shell Script ?

1. Shell script can take input from user, file and output them on screen.
2. Useful to create our own commands.
3. Save lots of time.
4. To automate some task of day today life.
5. System Administration part can be also automated.

**Execute your script as syntax:**

```
chmod 755 your-script-name
sh your-script-name
./your-script-name
```

## 4.4 Introduction to L<sup>A</sup>T<sub>E</sub>X

L<sup>A</sup>T<sub>E</sub>X, I had never heard about this term before doing this project, but when I came to know about it's features, found it excellent. L<sup>A</sup>T<sub>E</sub>X (pronounced /letk/, /letx/, /ltx/, or /ltk/) is a document markup language and document preparation system for the T<sub>E</sub>X typesetting program. Within the typesetting system, its name is styled as L<sup>A</sup>T<sub>E</sub>X.



Figure 4.6: Donald Knuth, Inventor Of T<sub>E</sub>X typesetting system

Within the typesetting system, its name is styled as  $\text{\LaTeX}$ . The term  $\text{\LaTeX}$  refers only to the language in which documents are written, not to the editor used to write those documents. In order to create a document in  $\text{\LaTeX}$ , a `.tex` file must be created using some form of text editor. While most text editors can be used to create a  $\text{\LaTeX}$  document, a number of editors have been created specifically for working with  $\text{\LaTeX}$ .

$\text{\LaTeX}$  is most widely used by mathematicians, scientists, engineers, philosophers, linguists, economists and other scholars in academia. As a primary or intermediate format, e.g., translating DocBook and other XML-based formats to PDF,  $\text{\LaTeX}$  is used because of the high quality of typesetting achievable by  $\text{\TeX}$ . The typesetting system offers programmable desktop publishing features and extensive facilities for automating most aspects of typesetting and desktop publishing, including numbering and cross-referencing, tables and figures, page layout and bibliographies.

$\text{\LaTeX}$  is intended to provide a high-level language that accesses the power of  $\text{\TeX}$ .  $\text{\LaTeX}$  essentially comprises a collection of  $\text{\TeX}$  macros and a program to process  $\text{\LaTeX}$  documents. Because the  $\text{\TeX}$  formatting commands are very low-level, it is usually much simpler for end-users to use  $\text{\LaTeX}$ .

#### 4.4.1 Typesetting

$\text{\LaTeX}$  is based on the idea that authors should be able to focus on the content of what they are writing without being distracted by its visual presentation. In preparing a  $\text{\LaTeX}$  document, the author specifies the logical structure using familiar concepts such as chapter, section, table, figure, etc., and lets the  $\text{\LaTeX}$  system worry about the presentation of these structures. It therefore encourages the separation of layout from content while still allowing manual typesetting adjustments where needed.

```
\documentclass[12pt]{article}
\usepackage{amsmath}
\title{\LaTeX}
\date{}
\begin{document}
  \maketitle
  \LaTeX{} is a document preparation system
  for the \TeX{} typesetting program.
  \par
   $E=mc^2$ 
\end{document}
```

## 4.5 Introduction to Django



Figure 4.7: Django logo

Django is an open source web application framework written in python. It lets you build high-performing, elegant Web applications quickly. Django focuses on automating as much as possible. Django's primary goal is to ease the creation of complex, database-driven websites. Django emphasizes reusability and "pluggability" of components, rapid development, and the DRY principal. Python is used throughout, even for settings, files, and data models. Django also provides an optional administrative create, read, update and delete interface that is generated dynamically through introspection and configured via admin models.

Django takes it's name from the early jazz guitarist Django Reinhardt, a gypsy savant who managed to play dazzling and electrifying runs on his instrument even though two of the fingers on his left hand were paralyzed in an accident when he was young.

Thus its a fitting name for the framework. Django can do some very complex things with less code and a simpler execution than youd expect. It doesn't take a heavy hand to build with Django. The framework does the repetitive work for you, allowing you to get a working website up quickly and easily.

### 4.5.1 Features of Django

- Clean URLs
- Object- Relational Mapping
- Loosely coupled components
- Designer-friendly templates
- Cache framework
- MVC architecture
- Jython support
- DRY ( Don't Repeat Yourself)

### 4.5.2 Installation of Django

Installation of Django is very easy. To install Django version 1.4, type the following commands:

```
$ wget http://www.djangoproject.com/download/1.4/tarball
```

```
$ tar xzvf Django-1.4.tar.gz
```

```
$ cd Django-1.4
```

```
$ sudo python setup.py install
```

This will install the django on your system.



### 4.5.3 MTV

Django adopts the standard MVC (Model-View-Controller) design pattern. But instead, their naming convention is the MTV (Model-Template-View).

- **Model** is an object relational mapping to your database schema. So each model is a class which represents a table in your database. Django models provide easy access to an underlying data storage mechanism, and can also encapsulate any core business logic, which must always remain in effect, regardless of which application is using it. Models exist independent of the rest of the system, and are designed to be used by any application that has access to them. In fact, the database manipulation methods that are available on model instances can be utilized even from the interactive interpreter, without loading a Web server or any application-specific logic.
- **Template** is simply HTML for your views. It also allows you to display different messages depending on whether or not a user is logged in. Templates are Django's provided way of generating text-based output, such as HTML or emails, where the people editing those documents may not have any experience with Python. Therefore, templates are designed to avoid using Python directly, instead favoring an extensible, easy-to-use custom language built just for Django.
- **View** could be a homepage or a page to display a user's information, for instance. A view accepts user input, including simple requests for information; behaves according to the application's interaction logic; and returns a display that is suitable for user's to access the data represented by models.

### 4.5.4 Creating Project in Django

If this is your first time using Django, you'll have to take care of some initial setup. Namely, you'll need to auto-generate some code that establishes a Django project- a collection of settings for an instance of Django, including database configuration, Django-specific options and application-specific settings. From the command line, `cd` into a directory where you'd like to store your code, then run the command

```
$ django-admin.py startproject mysite
```

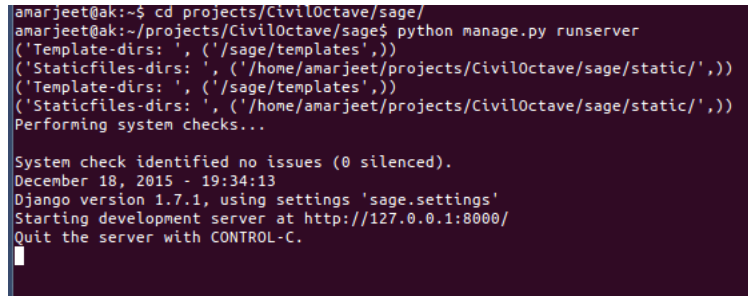
This will create a `mysite` directory in your current directory.

### 4.5.5 Development Server in Django

Change into the outer `mysite` directory, if you haven't already, and run the command

```
$ python manage.py runserver
```

You'll see the following output on the command line:



```

amarjeet@ak:~$ cd projects/Civil0ctave/sage/
amarjeet@ak:~/projects/Civil0ctave/sage$ python manage.py runserver
('Template-dirs: ', ('/sage/templates',))
('Staticfiles-dirs: ', ('/home/amarjeet/projects/Civil0ctave/sage/static/',))
('Template-dirs: ', ('/sage/templates',))
('Staticfiles-dirs: ', ('/home/amarjeet/projects/Civil0ctave/sage/static/',))
Performing system checks...

System check identified no issues (0 silenced).
December 18, 2015 - 19:34:13
Django version 1.7.1, using settings 'sage.settings'
Starting development server at http://127.0.0.1:8000/
Quit the server with CONTROL-C.

```

Figure 4.8: Output of runserver

### 4.5.6 Database setup

In this, we need to edit the settings.py file of the Project, that is the configuration file. It's a normal Python module with module-level variables representing Django settings. Change the following keys in the DATABASES 'default' item to match your database connection settings.

- ENGINE – Either 'django.db.backends.postgresql\_psycopg2', 'django.db.backends.mysql', 'django.db.backends.sqlite3' or 'django.db.backends.oracle'. Other backends are also available.
- NAME – The name of your database. If you're using SQLite, the database will be a file on your computer; in that case, NAME should be the full absolute path, including filename, of that file. If the file doesn't exist, it will automatically be created when you synchronize the database for the first time (see below). When specifying the path, always use forward slashes, even on Windows (e.g. C:/homes/user/mysite/sqlite3.db).
- USER – Your database username (not used for SQLite).
- PASSWORD – Your database password (not used for SQLite).
- HOST – The host your database is on. Leave this as an empty string if your database server is on the same physical machine (not used for SQLite).

If you're new to databases, we recommend simply using SQLite by setting ENGINE to 'django.db.backends.sqlite3' and NAME to the place where you'd like to store the database. SQLite is included as part of Python 2.5 and later, so you won't need to install anything else to support your database.

While you're editing settings.py, set TIME\_ZONE to your time zone. The default value is the Central time zone in the U.S. (Chicago).

Also, note the INSTALLED\_APPS setting toward the bottom of the file. That holds the names of all Django applications that are activated in this Django instance. Apps can be used in multiple projects, and you can package and distribute them for use by others in their projects.

By default, INSTALLED\_APPS contain the following apps, all of which come with Django:

- django.contrib.auth – An authentication system.
- django.contrib.contenttypes – A framework for content types.
- django.contrib.sessions – A session framework.

- `django.contrib.sites` – A framework for managing multiple sites with one Django installation.
- `django.contrib.messages` – A messaging framework.
- `django.contrib.staticfiles` – A framework for managing static files.

These applications are included by default as a convenience for the common case.

Each of these applications makes use of at least one database table, though, so we need to create the tables in the database before we can use them. To do that, run the following command:

```
$ python manage.py syncdb
```

The `syncdb` command looks at the `INSTALLED_APPS` setting and creates any necessary database tables according to the database settings in your `settings.py` file. You'll see a message for each database table it creates, and you'll get a prompt asking you if you'd like to create a superuser account for the authentication system. Go ahead and do that.

## 4.6 Introduction to Doxygen



Figure 4.9: Doxygen logo

Doxygen is a documentation generator, a tool for writing software reference documentation. The documentation is written within code, and is thus relatively easy to keep up to date. Doxygen can cross reference documentation and code, so that the reader of a document can easily refer to the actual code.

Doxygen supports multiple programming languages, especially C++, C, C#, Objective-C, Java, Python, IDL, VHDL, Fortran and PHP.[2] Doxygen is free software, released under the terms of the GNU General Public License.

### 4.6.1 Features of Doxygen

- Requires very little overhead from the writer of the documentation. Plain text will do, Markdown is support, and for more fancy or structured output HTML tags and/or some of doxygen's special commands can be used.
- Cross platform: Works on Windows and many Unix flavors (including Linux and Mac OS X).
- Comes with a GUI frontend (Doxywizard) to ease editing the options and run doxygen. The GUI is available on Windows, Linux, and Mac OS X.
- Automatically generates class and collaboration diagrams in HTML (as clickable image maps) and L<sup>A</sup>T<sub>E</sub>X (as Encapsulated PostScript images).

- Allows grouping of entities in modules and creating a hierarchy of modules.
- Doxygen can generate a layout which you can use and edit to change the layout of each page.
- Can cope with large projects easily.

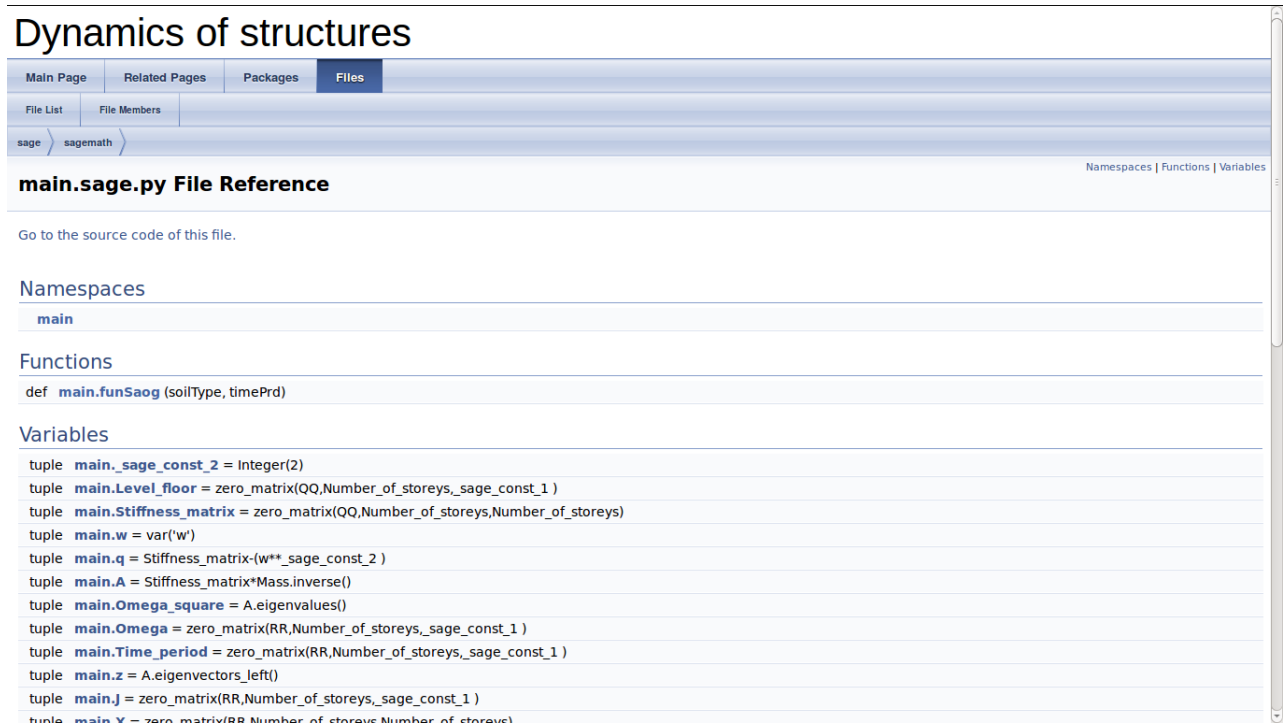
## 4.6.2 Installation of Doxygen

Doxygen can be installed using following commands:

```
$ git clone https://github.com/doxygen/doxygen.git
$ cd doxygen
$ ./configure
$ make
```



Figure 4.10: Documentation using Doxygen (main page)



**Dynamics of structures**

Main Page | Related Pages | Packages | **Files**

File List | File Members

sage > sagemath >

**main.sage.py File Reference** Namespaces | Functions | Variables

Go to the source code of this file.

**Namespaces**

- main

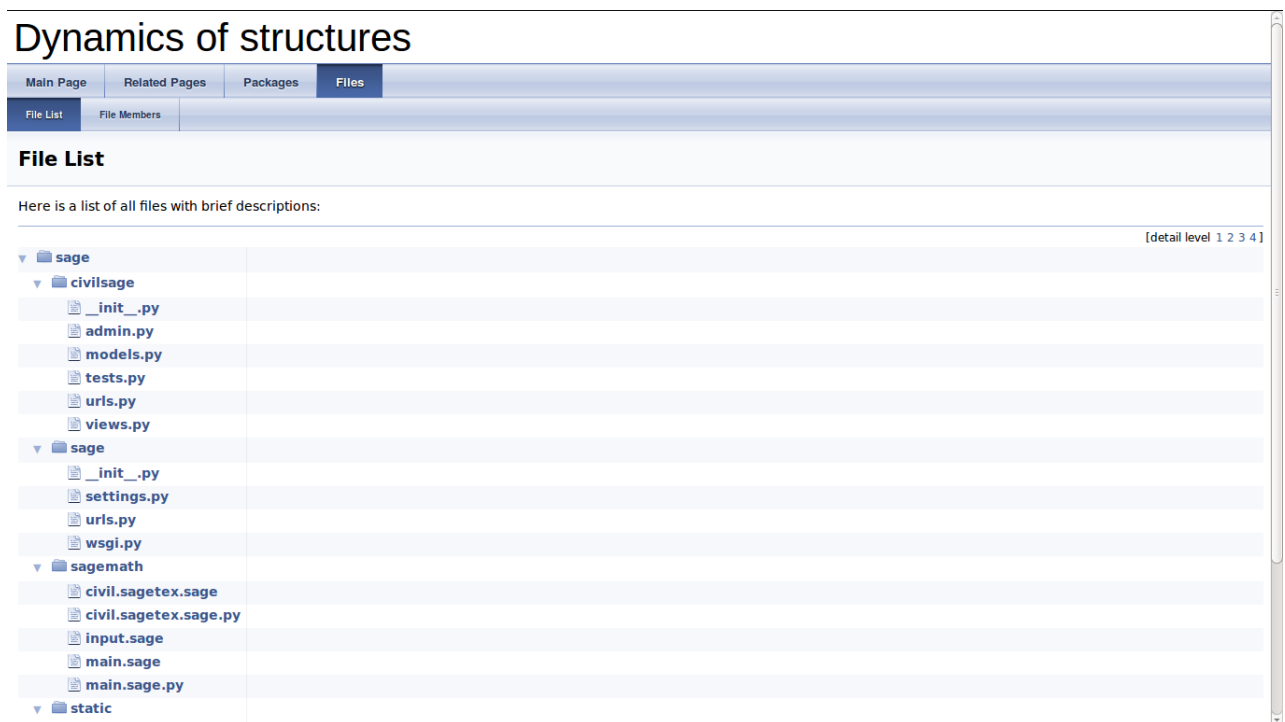
**Functions**

```
def main.funSaog (soilType, timePrd)
```

**Variables**

```
tuple main.sage_const_2 = Integer(2)
tuple main.Level_floor = zero_matrix(QQ,Number_of_storeys,sage_const_1 )
tuple main.Stiffness_matrix = zero_matrix(QQ,Number_of_storeys,Number_of_storeys)
tuple main.w = var('w')
tuple main.q = Stiffness_matrix-(w**sage_const_2 )
tuple main.A = Stiffness_matrix*Mass.inverse()
tuple main.Omega_square = A.eigenvalues()
tuple main.Omega = zero_matrix(RR,Number_of_storeys,sage_const_1 )
tuple main.Time_period = zero_matrix(RR,Number_of_storeys,sage_const_1 )
tuple main.z = A.eigenvectors_left()
tuple main.J = zero_matrix(RR,Number_of_storeys,sage_const_1 )
tuple main.Y = zero_matrix(RR,Number_of_storeys,Number_of_storeys)
```

Figure 4.11: Doxygen documentation of a function



**Dynamics of structures**

Main Page | Related Pages | Packages | **Files**

File List | File Members

**File List**

Here is a list of all files with brief descriptions: [detail level 1 2 3 4]

- ▼ sage
  - ▼ civilsage
    - \_init\_.py
    - admin.py
    - models.py
    - tests.py
    - urls.py
    - views.py
  - ▼ sage
    - \_init\_.py
    - settings.py
    - urls.py
    - wsgi.py
  - ▼ sagemath
    - civil.sagetex.sage
    - civil.sagetex.sage.py
    - input.sage
    - main.sage
    - main.sage.py
  - ▼ static

Figure 4.12: Documentation using Doxygen(list of files)



Figure 4.13: Github Logo

## 4.7 Introduction to Github

GitHub is a Git repository web-based hosting service which offers all of the functionality of Git as well as adding many of its own features. Unlike Git which is strictly a command-line tool, Github provides a web-based graphical interface and desktop as well as mobile integration. It also provides access control and several collaboration features such as wikis, task management, and bug tracking and feature requests for every project.

GitHub offers both paid plans for private repositories to handle everything from small to very large projects with speed and efficiency. It also offers public repositories, and free accounts, which are usually used to host open source software projects. As of 2014, Github reports having over 3.4 million users, making it the largest code host in the world.

GitHub has become such a staple amongst the open-source development community that many developers have begun considering it a replacement for a conventional resume and some employers require applications to provide a link to and have an active contributing GitHub account in order to qualify for a job.

The Git feature that really makes it stand apart from nearly every other Source Code Management (SCM) out there is its branching model.

Git allows and encourages you to have multiple local branches that can be entirely independent of each other. The creation, merging, and deletion of those lines of development takes seconds.

This means that you can do things like:

- Frictionless Context Switching.  
Create a branch to try out an idea, commit a few times, switch back to where you branched from, apply a patch, switch back to where you are experimenting, and merge it in.
- Role-Based Codelines.  
Have a branch that always contains only what goes to production, another that you merge work into for testing, and several smaller ones for day to day work.
- Feature Based Workflow.  
Create new branches for each new feature you're working on so you can seamlessly switch

back and forth between them, then delete each branch when that feature gets merged into your main line.

- Disposable Experimentation.  
Create a branch to experiment in, realize it's not going to work, and just delete it - abandoning the work with nobody else ever seeing it (even if you've pushed other branches in the meantime).

Notably, when you push to a remote repository, you do not have to push all of your branches. You can choose to share just one of your branches, a few of them, or all of them. This tends to free people to try new ideas without worrying about having to plan how and when they are going to merge it in or share it with others.

There are ways to accomplish some of this with other systems, but the work involved is much more difficult and error-prone. Git makes this process incredibly easy and it changes the way most developers work when they learn it.

### 4.7.1 What is Git?



Figure 4.14: Git Logo

Git is a distributed revision control and source code management (SCM) system with an emphasis on speed, data integrity, and support for distributed, non-linear workflows. Git was initially designed and developed by Linus Torvalds for Linux kernel development in 2005, and has since become the most widely adopted version control system for software development.

As with most other distributed revision control systems, and unlike most clientserver systems, every Git working directory is a full-fledged repository with complete history and full version-tracking capabilities, independent of network access or a central server. Like the Linux kernel, Git is free and open source software distributed under the terms of the GNU General Public License version 2 to handle everything from small to very large projects with speed and efficiency.

Git is easy to learn and has a tiny footprint with lightning fast performance. It outclasses SCM tools like Subversion, CVS, Perforce, and ClearCase with features like cheap local branching, convenient staging areas, and multiple workflows.

### 4.7.2 Installation of Git

Installation of git is a very easy process. The current git version is: 2.0.4. Type the commands in the terminal:

```
$ sudo apt-get update
```

```
$ sudo apt-get install git
```

This will install the git on your pc or laptop.

### 4.7.3 Various Git Commands

Git is the open source distributed version control system that facilitates GitHub activities on your laptop or desktop. The commonly used Git command line instructions are:-

#### 4.7.3.1 Create Repositories

Start a new repository or obtain from an exiting URL

```
$ git init [ project-name ]
```

Creates a new local repository with the specified name

```
$ git clone [url ]
```

Downloads a project and its entire version history

#### 4.7.3.2 Make Changes

Review edits and craft a commit transaction

```
$ git status
```

Lists all new or modified files to be committed

```
$ git diff
```

Shows file differences not yet staged

```
$ git add [file ]
```

Snapshots the file in preparation for versioning

```
$ git reset [file ]
```

Unstages the file, but preserve its contents

```
$ git commit -m "[descriptive message ]"
```

Records file snapshots permanently in version history



### 4.7.3.3 Group Changes

Name a series of commits and combine completed efforts

**\$ git branch**

Lists all local branches in the current repository

**\$ git branch [branch-name ]**

Creates a new branch

**\$ git checkout [branch-name ]**

Switches to the specified branch and updates the working directory

**\$ git merge [branch ]**

Combines the specified branches history into the current branch

**\$ git branch -d [branch-name ]**

Deletes the specified branch

### 4.7.3.4 Save Fragments

Shelve and restore incomplete changes

**\$ git stash**

Temporarily stores all modified tracked files

**\$ git stash pop**

Restores the most recently stashed files

**\$ git stash list**

Lists all stashed changesets

**\$ git stash drop**

Discards the most recently stashed changeset

### 4.7.3.5 Synchronize Changes

Register a repository bookmark and exchange version history

**\$ git fetch [bookmark ]**

Downloads all history from the repository bookmark

**\$ git merge [bookmark /[branch]]**

Combines bookmark's branch into current local branch

**\$ git push [alias [branch]]**

Uploads all local branch commits to GitHub

**\$ git pull**

Downloads bookmark history and incorporates changes

## 4.8 SageMath



Figure 4.15: SageMath Logo

SageMath (previously Sage or SAGE, System for Algebra and Geometry Experimentation) is mathematical software with features covering many aspects of mathematics, including algebra, combinatorics, numerical mathematics, number theory, and calculus.

The first version of SageMath was released on 24 February 2005 as free and open source software under the terms of the GNU General Public License, with the initial goals of creating an "open source alternative to Magma, Maple, Mathematica, and MATLAB". The originator and leader of the SageMath project, William Stein, is a mathematician at the University of Washington.

SageMath uses the Python programming language, supporting procedural, functional and object-oriented constructs.

### 4.8.1 Features

The Sage notebook document interface in a web browser. Equation solving and typesetting using the SageMath notebook web interface

Features of SageMath include:

- A browser-based notebook for review and re-use of previous inputs and outputs, including graphics and text annotations. Compatible with Firefox, Opera, Konqueror, Google Chrome and Safari. Notebooks can be accessed locally or remotely and the connection can be secured with HTTPS.
- A text-based command-line interface using IPython
- Support for parallel processing using multi-core processors, multiple processors, or distributed computing
- Calculus using Maxima and SymPy
- Numerical linear algebra using the GSL, SciPy and NumPy
- 2D and 3D graphs of symbolic functions and numerical data
- Matrix manipulation, including sparse arrays
- Multivariate statistics libraries, using R and SciPy
- A toolkit for adding user interfaces to calculations and applications

- Graph theory visualization and analysis tools
- Libraries of number theory functions
- Support for complex numbers, arbitrary precision and symbolic computation
- Technical word processing including formula editing and embedding SageMath within LaTeX documents
- The Python standard library, including tools for connecting to SQL, HTTP, HTTPS, NNTP, IMAP, SSH, IRC, FTP and others
- Interfaces to some third-party applications like Mathematica, Magma, R, and Maple
- Documentation using Sphinx
- An automated test-suite
- Execution of Fortran, C, C++, and Cython code
- Although not provided by SageMath directly, SageMath can be called from within Mathematica as is done in this Mathematica notebook example

### **4.8.2 Installation From Source Code**

Steps for install SageMath -:

- `sudo apt-get install g++ lrzip`
- `lrzip "Downloaded-Zip-file".tar.lrz`
- `sudo apt-get dpkg-dev`
- `cd sageL`
- `sudo apt-get install binutils gcc make m4 perl tar`
- `sudo apt-get install build-essential m4`
- `export MAKE='make -j8'`
- `sudo apt-get install tk8.5-dev`
- `cd sage-directory`
- `./configure`
- `make`

## 4.9 Implementation

Dynamic of Structure Home Autofill values Help About Contact us

**IMPORTANCE FACTOR:**  
Importance\_factor

**RESPONSE REDUCTION FACTOR:**  
Response\_reduction\_factor

**ZONE FACTOR:**  
II

**GRAVITY ACCELERATION:**  
9.8

**MODES CONSIDERED:**  
Modes\_considered

**UPLOAD CSV FILE:** [Sample CSV file](#)  
☐ Yes ☒ No

**EMAIL (after completion):**  
☒ Yes ☐ No

Submit

Figure 4.16: Home page of DoS

Dynamic of Structure Home Help About Contact us

**Mass**

m0  
m1  
m2  
m3

**Height storey**

h0  
h1  
h2  
h3

**Stiffness storey**

s0  
s1  
s2  
s3

Submit

Figure 4.17: Matrix.html for manually filling values

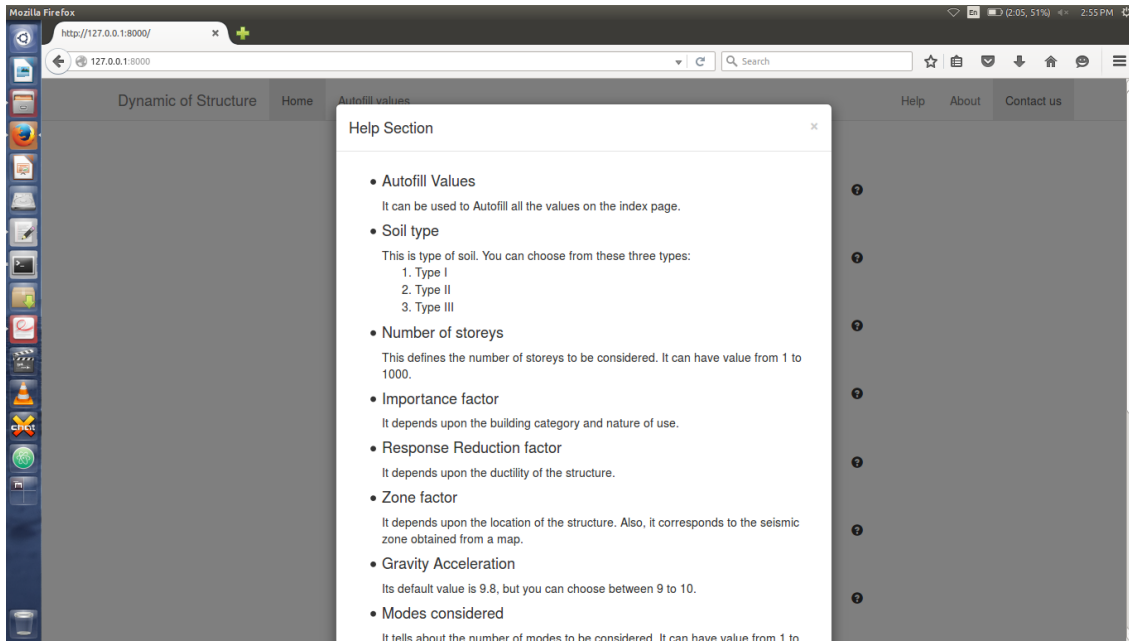


Figure 4.18: Help section in Home page

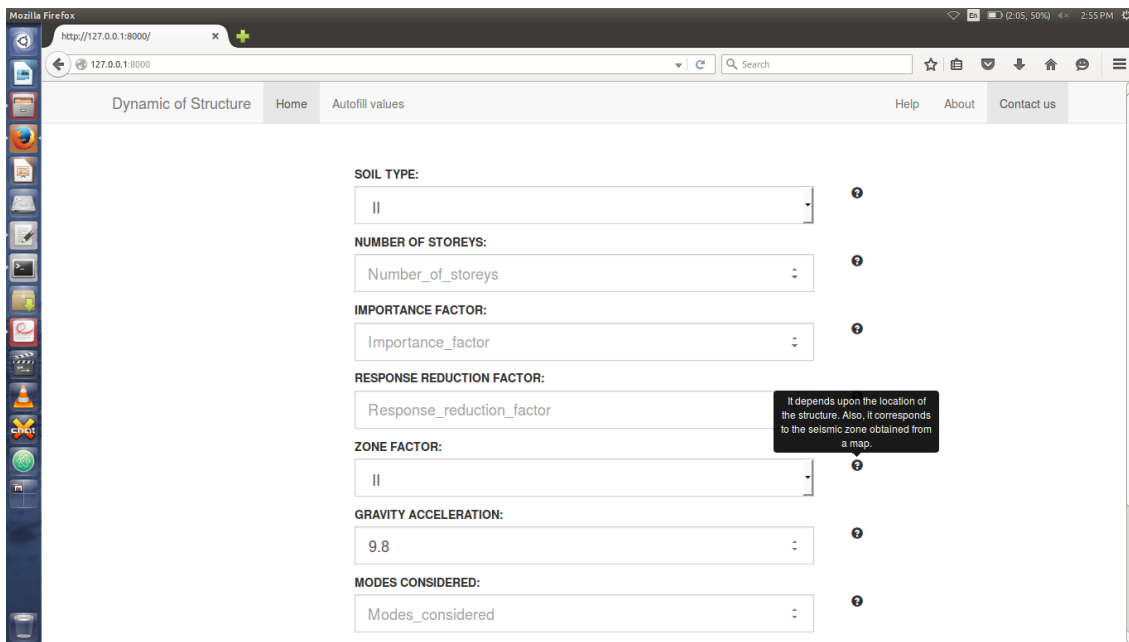


Figure 4.19: Local help option

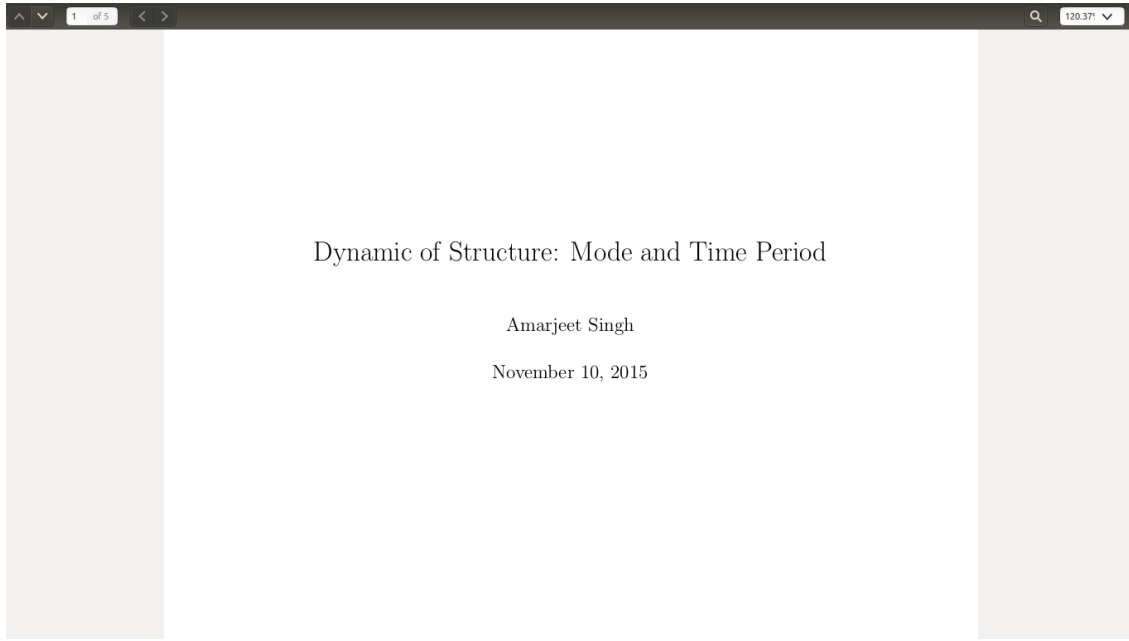


Figure 4.20: First page of PDF generated by DoS

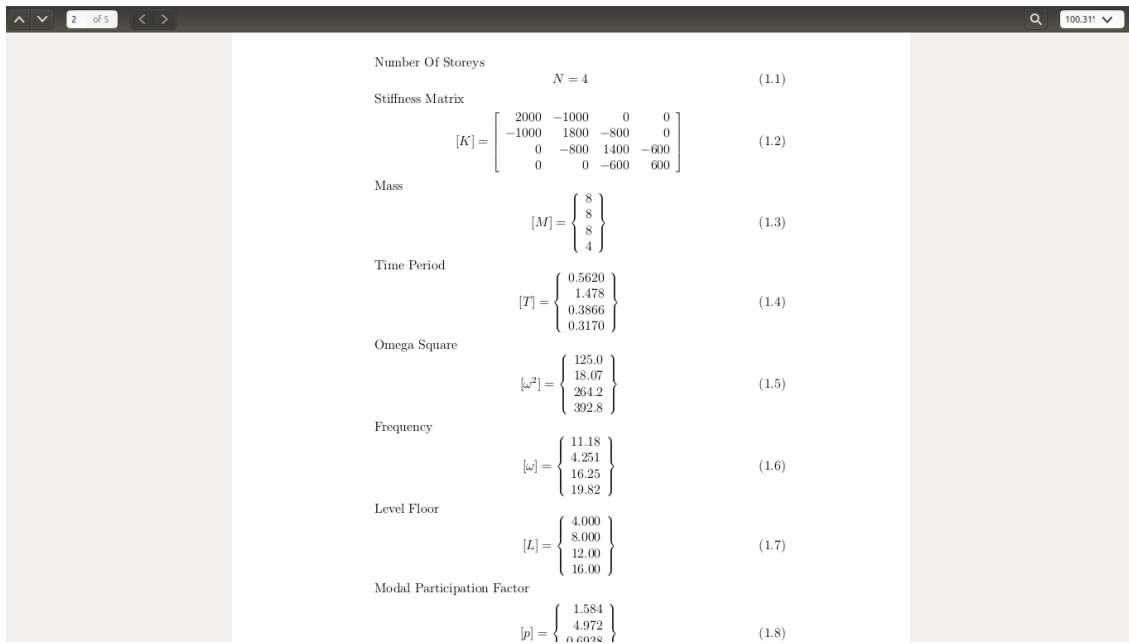


Figure 4.21: Initial values Given for Checking in PDF

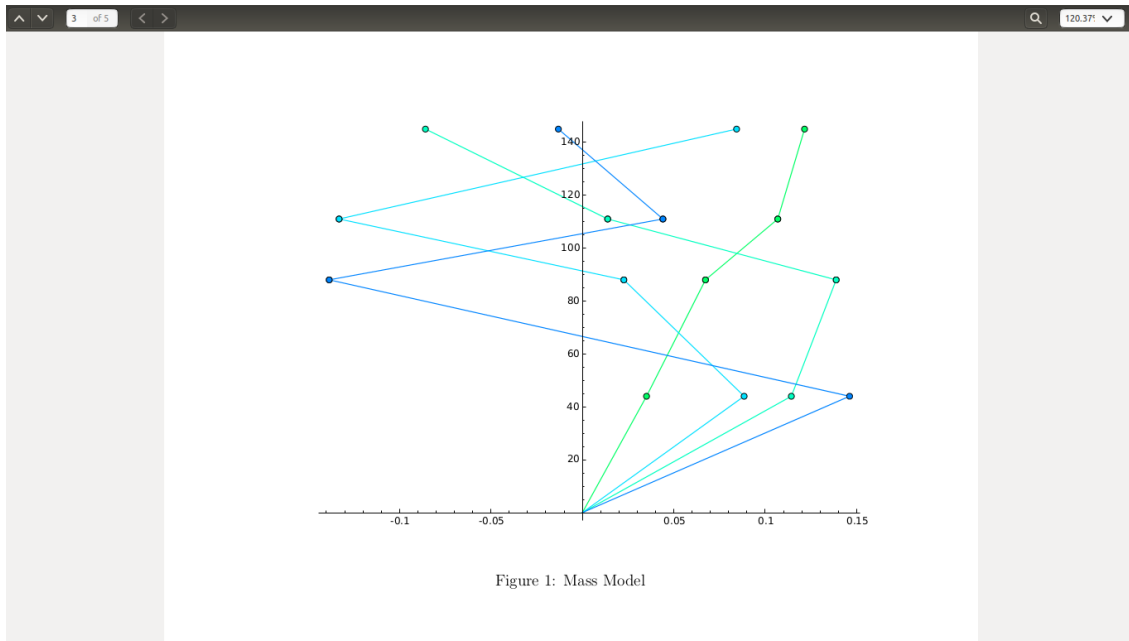


Figure 4.22: Graph Generated in PDF

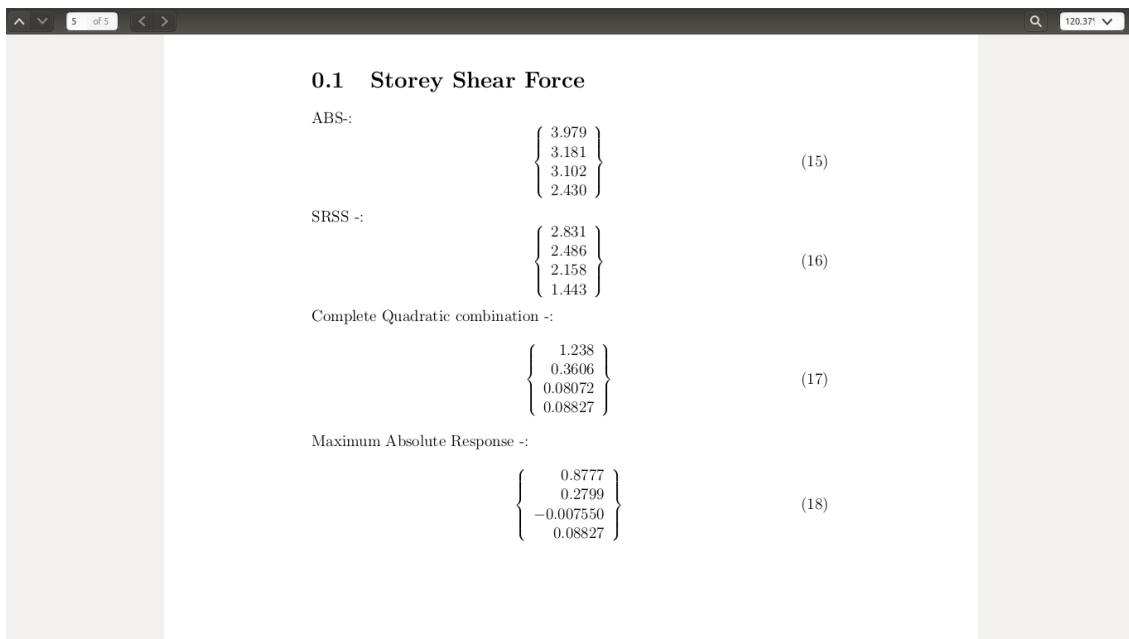


Figure 4.23: Final output in PDF

## 4.10 Testing

This software had been taken through rigours test to fully found potential causes of error and system failure and full focus have been given to cover all possible exceptions that can ouccure and cause failure of the software. As this software is based on intensive background process it have been taken care that if correct input and email address are given then processing of user job can even continue or aleast automatically restart even after server shuts down or even crash.

Follwing is data collected and corresponding Graph for analysising the computation time taken by software to its maximum supported value at this time-:

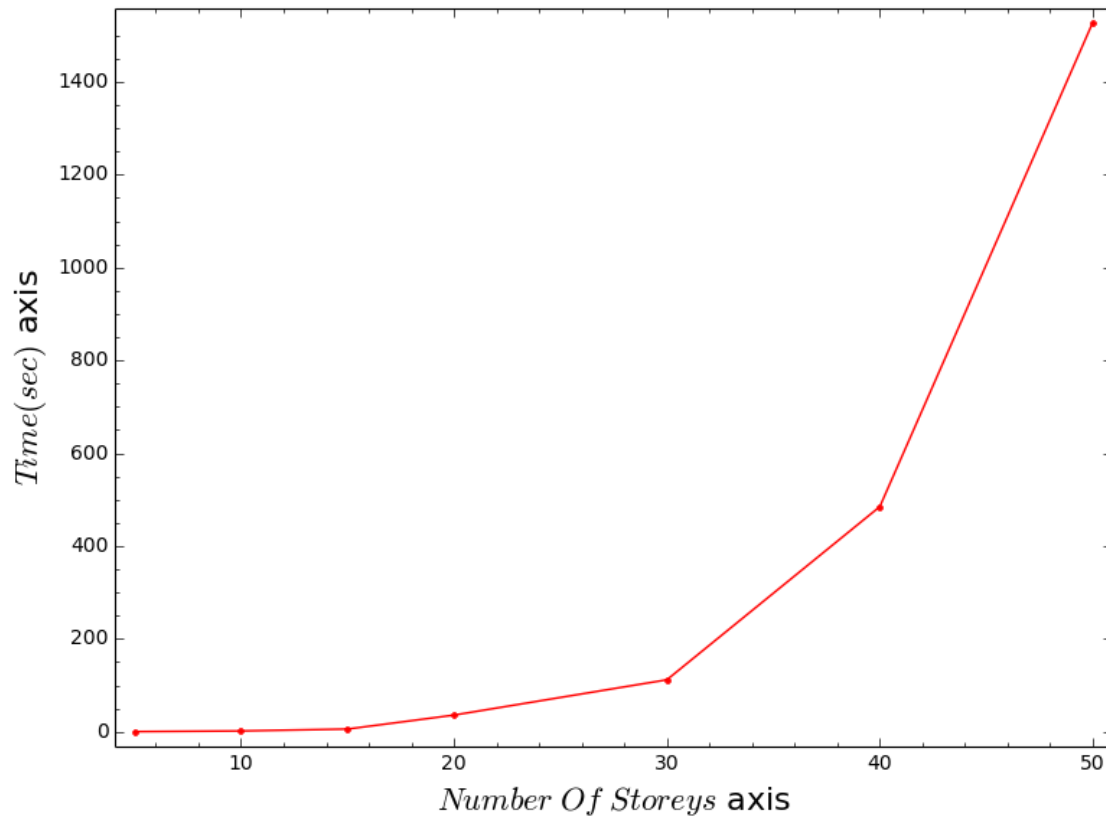


Figure 4.24: Time complexity graph of Dynamics of Structure

Time complexity anaylsis table	
Number of Storeys	Time(sec)
5	0.341143
10	1.768803
15	5.827224
20	35.870348
30	111.939167
40	484.906122
50	1527.764697

Table 4.1: Computaional analysis of DoS



## 5.1 Conclusion

## 5.2 Future Scope

This software being a open source have allot of scope for future improvements and additions as other individuals can also contibute in it and add additional functionality like-:

1. output real time graph of modes
2. Give user other anaylises option
3. Add abiltiy to model structor online
4. automating other anaylises techniques

- [1] dynamics of structure, <https://github.com/amarjeetkapoor1/CivilOctave>
- [2] L<sup>A</sup>T<sub>E</sub>X <https://www.sharelatex.com>
- [3] Sagemath [www.sagemath.org/](http://www.sagemath.org/)
- [4] Django <https://docs.djangoproject.com/>
- [5] Doxygen [www.doxygen.org](http://www.doxygen.org)
- [6] My Blog, <https://amarjeetkapoor1.wordpress.com>
- [7] My Github Profile, <https://github.com/amarjeetkapoor1>