Project Synopsis On

Online Sanitization Booking System



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Submitted By

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1. Introduction

The world is facing a pandemic in the form of the Covid-19 outbreak. In this situation, one cannot be sure about the authenticity of information coming their way. And in today's time where information exchange is rampant. It can lead to a ton of questions about which method to use for disinfection and sanitization against covid-19. The only thing that can assume the masses in these grave times is education towards the prevention of covid-19.

After analysing the market there are very few of the websites which provide a booking for sanitization, disinfection and deep cleaning of your house, workplace, warehouse and other belongings.

In this mini project we are developing a website which provides an online sanitization booking system in simple steps and providing some additional services.

1.1 Technologies Used

- HTML5
- CSS3
- Bootstrap 4
- Java Script
- PHP
- MySQL

1.2 Hardware Requirements

- Laptop with minimum 2GB of RAM
- 2GB free harddisk space

1.3 Software Requirements

- Code Editor (VS-code)
- Xampp Server
- Web Browser (chrome)
- Git Bash
- Github

2. Problem Statement

During the time of covid-19 the government is sanitizing only the hotspot areas from outside but it is not possible for the government to sanitize every home from inside so we are developing a website which ease the process of sanitization and deep cleaning with the help of a local sanitization service provider companies.

3. Objective

The main objective is to provide the sanitization service by booking an appointment so we can help to perform sanitization and prevention measures from COVID-19 through this website.

4. Methodology

In this project we divide the project into different tasks and then use the following methods to complete the task.

- 1 Gathered information about the problems during the pandemic.
- 2 We decided to develop this project.
- 3 List all the tasks.
- 4 Analyse all the problems that we faced while working on the project.
- 5 Duration of task.
- 6 Deadline of task.
- 7 Task Dependencies.
- 8 End point of the task.

5. Implementation Details

We are using the HTML(Hyper text Markup Language) for the basic structure of the website further adding the CSS(Cascading Style Sheets) to make the User Interface (UI) more attractive and also use bootstrap along these to make it more responsive and more attractive.

Pages that ask for the details use PHP(Hypertext preprocessor) to connect the Front end of the page to the database and store the whole details of the customer and also these details are reflected on to the admin side. MYSQL database is used to store the whole details in the database.

5.1 Customer Side:

- 1. He/ She can read the information about the sanitization service.
- 2. He/She can make an appointment to take the sanitization service.
- 3. Fill the details mentioned in the contact form.
- 4. Fill the feedback form after service is completed.

5.2 Admin Side :

- 1. He/She logs in to the site.
- 2. View the list of customers.
- 3. View the list of appointments.
- 4. Update the details in the database.
- 5. Update the password.
- 6. Add/update/display/delete the customer's information.
- 7. Check the feedback given by the customers.

5.3 Technologies Used

- HTML
- CSS
- Bootstrap
- Youtube API

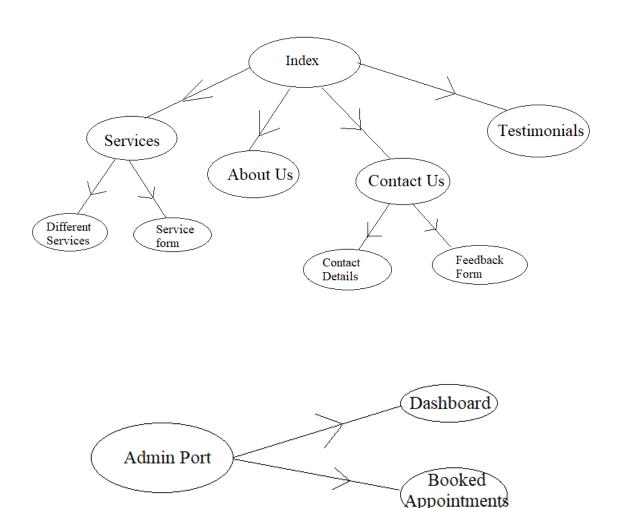
HTML: Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page

semantically and originally included cues for the appearance of the document. HTML markup consists of several key components, including those called tags (and their attributes), character-based data types, character references and entity references. HTML tags most commonly come in pairs like <h1> and </h1>, although some represent empty elements and so are unpaired, for example . The first tag in such a pair is the start tag, and the second is the end tag (they are also called opening tags and closing tags).

CSS: 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.[2] 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 as well as enabling the .css file to be cached to improve the page load speed between the pages that share the file and its formatting. CSS has a simple syntax and uses a number of English keywords to specify the names of various style properties. A style sheet consists of a list of rules. Each rule or rule-set consists of one or more selectors, and a declaration block.

Bootstrap: Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation, and other interface components. Bootstrap is the seventh-most-starred project on GitHub, with more than 142,000 stars, behind freeCodeCamp (almost 312,000 stars) and marginally behind Vue.js framework Bootstrap, originally named Twitter Blueprint, was developed by Mark Otto and Jacob Thornton at Twitter as a framework to encourage consistency across internal tools. Before Bootstrap, various libraries were used for interface development, which led to inconsistencies and a high maintenance burden.

Youtube API: The YouTube Application Programming Interface (YouTube API) allows developers to access video statistics and YouTube channels data via two types of calls, REST and XML-RPC. Google describe the YouTube API Resources as "APIs and Tools that let you bring the YouTube experience webpage, application device. to your or The Players and Player APIs section identifies ways you can let your users watch YouTube videos in your application and control the playback experience. With an embedded YouTube player, you can integrate the YouTube video playback experience directly in your web page or application. You can use player parameters to customize the player's appearance, and you can also use Player APIs to control the player directly from your web page or app.



6. Contribution Summary

Jayant: He is dealing with the backend and preparing the content of the project which is displayed on the website.

Kartik: He is dealing with the frontend and designing (layout) of the project.

Ashwini: He is dealing with the php server side of the project.

7. Progress till date

7.1 Completed Modules

Index or landing page is created.

All booking and navigation bar linked pages are created.

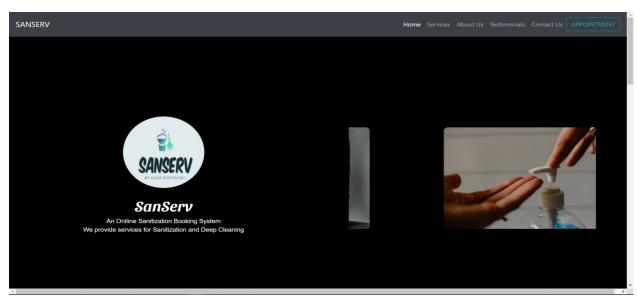
Admin portal is also created.

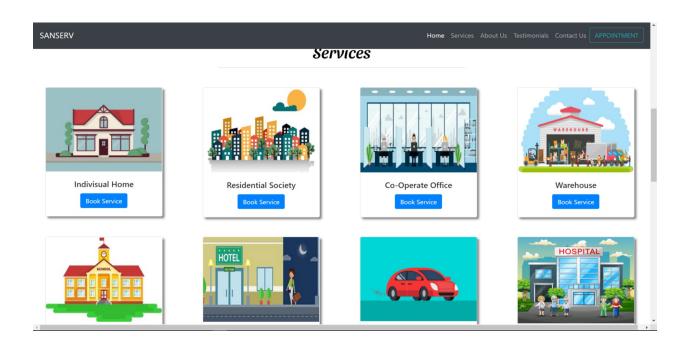
7.2 Remaining Modules

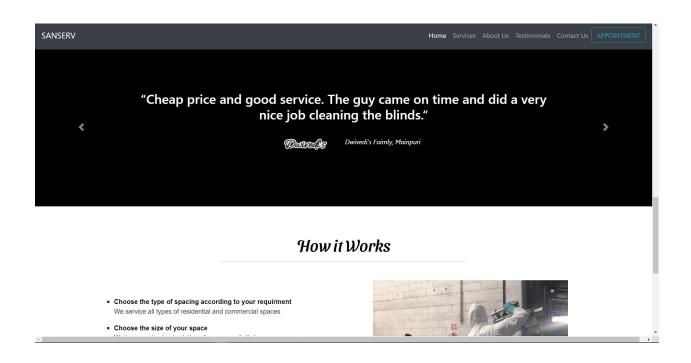
Responsiveness of some pages are left.

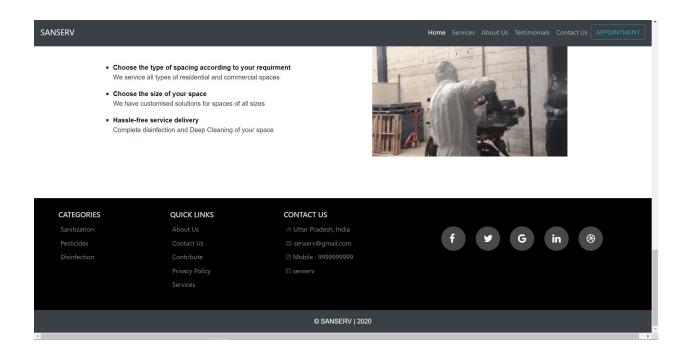
Connection of front-end and back-end is left.

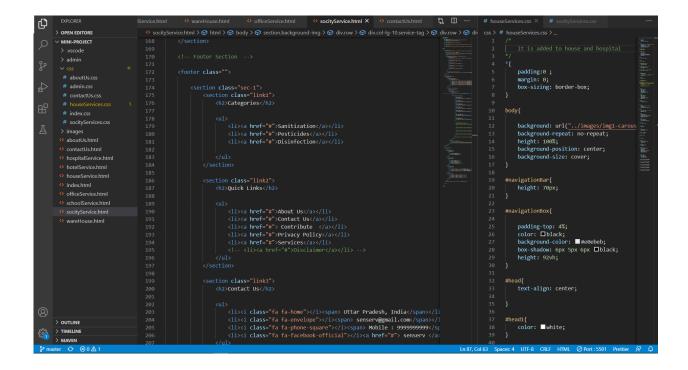
8. Pictures of Created / Working Website

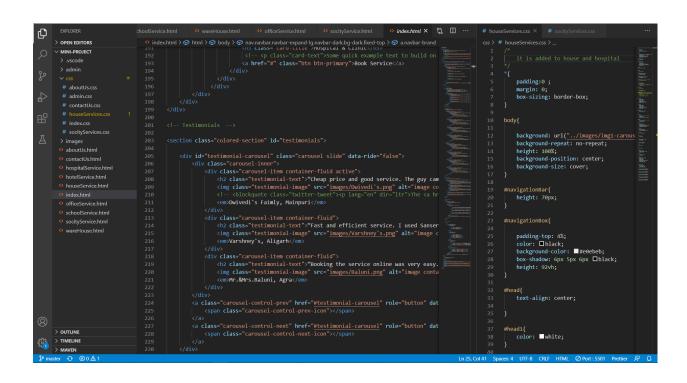


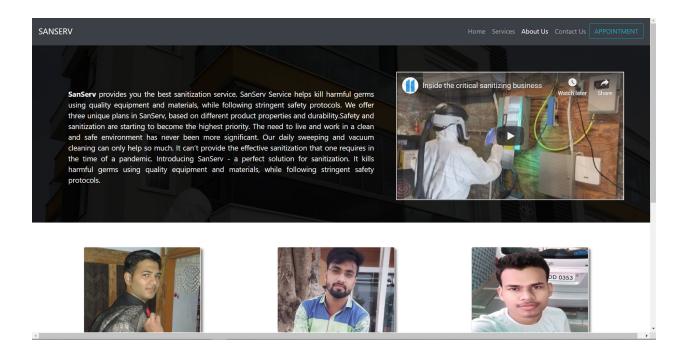


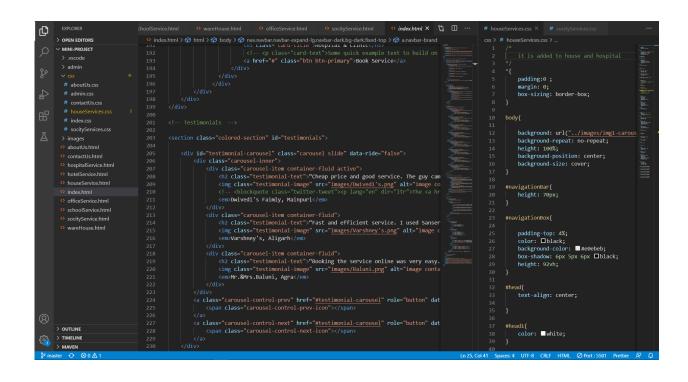


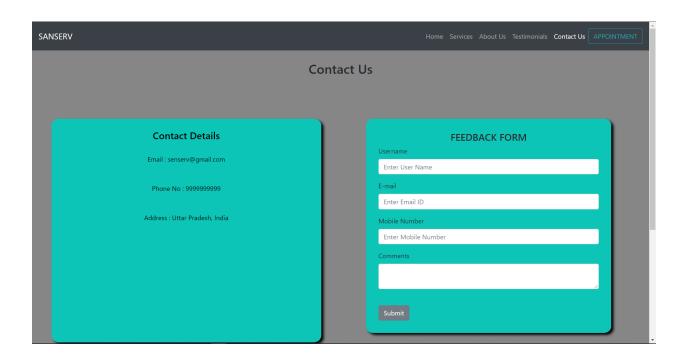


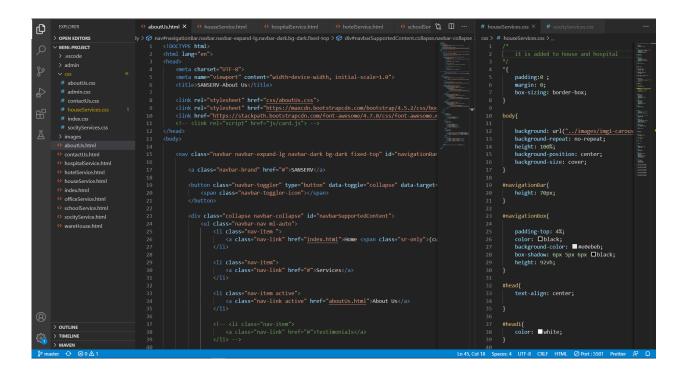


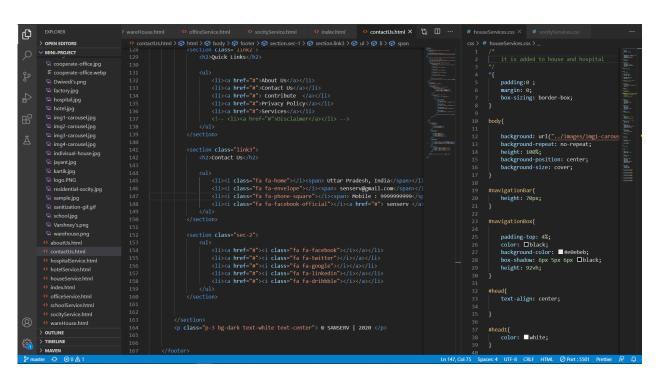












9. References

WHO health advisories and other information

Google Fonts

BootStrap documentation

MDN Documentation for HTML and CSS

W3 Documentation for HTML and CSS

MDN Documentation for JavaScript

Font Awesome Icons

Materical.io icons

Google for information Search

Learning PHP, MySQL & JavaScript Book by Robin Nixon