

PROJECT REPORT ON
“Web Development:
Sammilani Mahavidyalaya Chess Club”

Submitted in the partial fulfillment of the requirement for the award of
degree of
Bachelors of Science
in
Computer Science (Honours)



Under the Guidance of
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DECLARATION

I hereby declare that this project report is based on my original work except for citations and quotations which have been duly acknowledged. I also declare that it has not been previously and concurrently submitted for any other degree or award at any university or any other institutions.

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SAMMILANI MAHAVIDYALAYA

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Certificate of Approval

*This is to certify that the dissertation is the record of Final Year Project entitled "**Web Development: Sammilani Mahavidyalaya Chess Club**" undergone at Sammilani Mahavidyalaya, Baghajatin carried out by **Oeyshik Das** being Roll No. **193513-21-0023** of the Department of Computer Science, Sammilani Mahavidyalaya , Baghajatin for the partial fulfillment of the award of the degree of Bachelor of Science (Session 2019 - 2022) by Sammilani Mahavidyalaya, University of Calcutta in theyear 2022 under my supervision and guidance. To the best of my knowledge, the results embodied in this report, are original in nature and worthy of incorporation in the presentversion of the report for B.Sc. programme in Computer Science.*

This report has not been submitted to any other university or institution for the award of any degree.

Guide / Supervisor

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ACKNOWLEDGEMENT

First of all, I, Oeyshik Das of B.Sc. Computer Science 6th Semester would like to express my profound sense of gratitude towards our Project Guide **Mrs. Brototi Mondal**, Asst. Professor, Department of Computer Science for her able guidance, support and encouragement during the course of my final year project

: “**Web Development: Sammilani Mahavidyalaya Chess Club**”. This project work was undertaken in partial fulfillment of the requirements for the award of the degree of **Bachelor of Science** from **Sammilani Mahavidyalaya, Kolkata**.

I am deeply indebted to my project guide for giving me this opportunity to work on this project and for her kind help and support to develop an understanding of the subject and making a clear knowledge by providing necessary insight. Her readiness for consultations at all times, her educative comments, her concern, concrete support and assistance even with practical things have been invaluable. Lastly, I would like to thank the entire faculty of Computer Science of our college for cultivating a healthy and creative environment to work in the project.

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ABSTRACT

This project is mainly concerned with the field of Website Development. “Web Development” is a relatively common term in the field of Computer Science. Web design refers to the design of websites that are displayed on the internet. It usually refers to the user experience aspects of website development rather than software development. Web design is used to focus on designing websites for desktop browser. Website design for any social club/organizations can be challenging. The website is designed using HTML, CSS, and JavaScript. Through this website students and faculties of the college can get information not only about the Chess World but also can be a part of it. The website consists of webpage giving information about the Chess Books, Puzzles, Websites, YouTube Channels, Movies and TV Shows, Chess Personalities and Chess Events. This website also consists of hyperlinks such as Resources, Registration, Contact, About, Privacy Policy, Terms and Conditions and Social Media sites. Common people can now get to know each and everything about the “SMV Chess Club” and can register themselves to be a part of it. A different section has been provided for contacting the organizer for any queries. Finally, the project was concluded with the scope for further work which can be done to achieve better results.

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Chapter – 1: INTRODUCTION

“Sammilani Mahavidyalaya Chess Club” website designing is an area that is giving a detailed information about the Chess Club and its operations and achievements. As the world becomes increasing digital, the Social Clubs/Society and organizations of any institution become more reliant on their websites for furthering their mission. Sammilani Mahavidyalaya Chess Club website is crucial on how the club will help to propagate the chess culture among the students of the college. “Chess playing makes kids smarter.”, “Chess increases mathematical abilities.”, “Chess improves academic performance.”- Numerous similar claims have been made about the efficacy of using chess to foster education (see, for example, several papers on the USCF site for education). Therefore, it becomes a great platform for the students to learn and grow with fun.

1.1 DOMAIN DESCRIPTION:

A domain is the name of a website, a URL is how to find a website, and a website is what people see and interact with when they get there. SMV CHESS CLUB is a user-friendly domain that tells users precisely what you do. The websites communicate with its members and others to solve their queries. SMV Chess Club domain offers a platform an ideal web address to deliver clear, accurate services and information online. From personal growth by learning from various resources of the website the students can learn more about the Chess World and the things happening around involving chess.

1.2 MOTIVATION:

Schools & Colleges in various countries (e.g., USA, France, Argentina) offer chess as an optional subject, and some even propose compulsory classes. There is clearly a strong interest worldwide in the potential advantages of chess in education, and the conference from which this book stems is just another example of this interest.

Implicit in all these activities is the belief that skills acquired playing Chess can transfer to other domains.

Moreover, reaching a high level of skill in domains such as chess, music

or mathematics requires large amount of practice to acquire the domain specific knowledge which determines expert performance. Inevitably, the time spent in developing such skills will impair the acquisition of other skills.

1.3 SCOPE OF THE WORK:

The proposed website of chess club is the web application gives opportunity to students. This system manages complete details in a single application. The users will use this system to handle all the functionalities easily. The intentions of the system are to reduce complexity of registration process, gathering knowledge about chess and increase the number of users and develop the interest of chess. It can be the centralized source of information about all the information required about the club in the college.

1.4 BACKGROUND OF THE WORK:

Review of literature is the section of any research study which provides a critical view and a detailed overview of all the magnitudes of the specific subject of study, which has already been exposed over different time gaps.

As shown in the documents collected by the USCF, chess teachers and chess masters are sanguine about the benefits of chess instruction, proposing that chess develops, among other things, general intelligence, ability to concentrate, ego strength, self-control, analytical skills, and reading skills. De Groot (1977) is more specific and has suggested that chess instruction may provide two types of gain: first, “low-level gains,” such as improvement in concentration, learning to lose, learning that improvement comes with learning, or interest in school in underprivileged environments; and second, “high-level gains,” such as increase in intelligence, creativity, and school performance.

User-friendly navigation is also a key component of a positive web experience. Not only is it important to have a responsive website needs to be intuitive, easy to navigate and the design should make it easy to find informationon any device.

In this day in age, people are always on the go and people want their information fast. You need to have all relevant information; however learning tocondense it is important.

A current website with a modern look, responsive functionality and

evolving content shows that the website is up to date, current, and is invested in communicating these changes to their community. It is important to maintain a current web presence to keep the brand story relevant, and focus user flow for key audiences. “You have to switch your mind into the prospective employees that are looking at your website or seeking specific information. Make sure the content is prominent and easy to find.”

1.5 OBJECTIVES:

- 1 The system helps in lowering manual work done by a student to find information and knowledge about chess from various place, in a single click in a single place.
- 2 The system reduces the effort to gather the data of the registered members manually and helps to prevent duplicate data.
- 3 It provide the detail information about the chess personalities and the social media sites of them to connect to them more closely so that the students develop more interests in chess.
- 4 This system helps to attract more students by building the brand of its annual events and with the provided resources.
- 5 It provides support information for any queries in the mind of a beginner who has just started to play chess.



CHAPTER 2: METHODOLOGY

2.1 Site Map:

- Figure 2.1 shows the basic structure of the website.

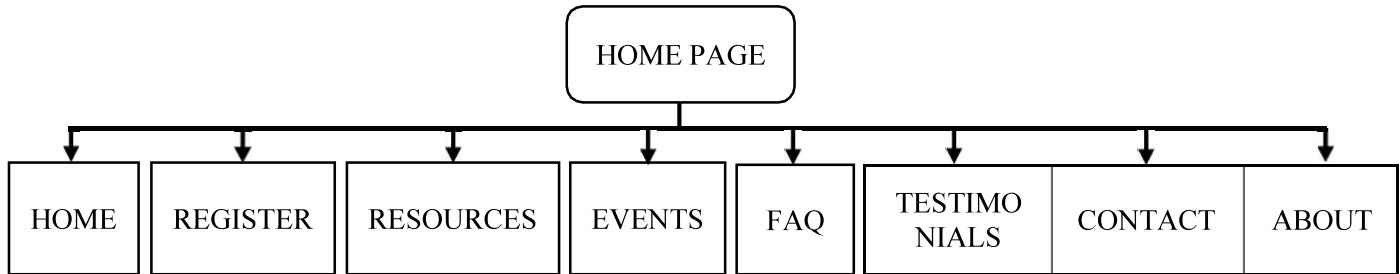


Figure 2.1: Site Map of Home page

2.2 Block Diagram:

Figure 2.2 shows the diagrammatical representation of the website which find out the several relationships.

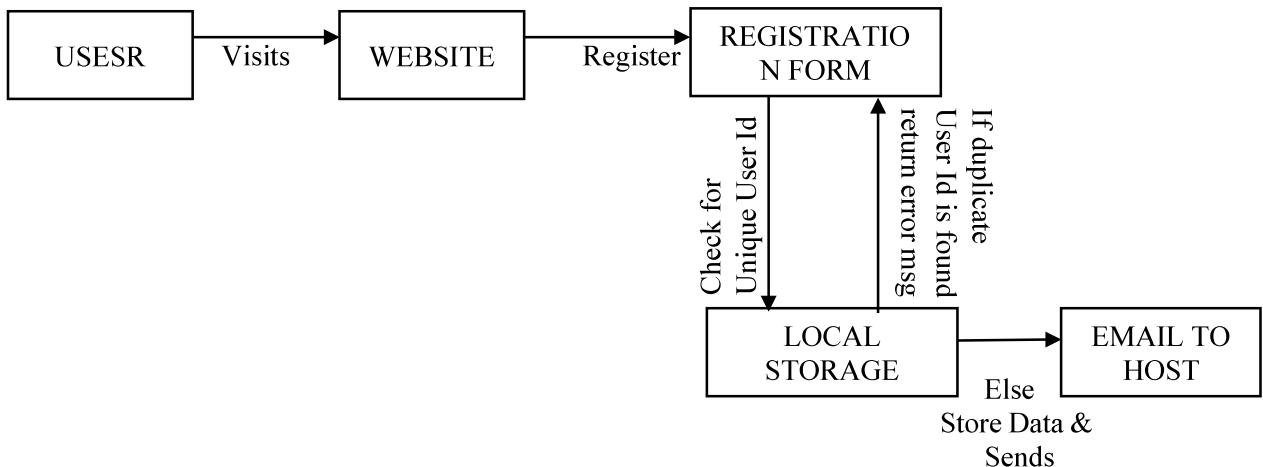


Figure 2.2: Block Diagram of SMV Chess Club website
Registration Process

2.3 Form Design:

INPUT NAME: REGISTRATION FORM

NAME OF LABEL	DESCRIPTION/PURPOSE	VALIDATION REQUIRED
First Name	This tells the first name of the user.	Alphabetic (Not Null)
Last Name	This tells the last name of the user.	Alphabetic (Not Null)
Dob	Set date of birth from calendar	Numeric (Not Null)
Email Id	This tells the email id of the user.	Alphanumeric (Not Null)
Phone Number	This tells the phone number of the user.	Numeric (Not Null)
Department	This tells the department id of the user.	Alphabetic (Not Null)
Course	Select Course	Drop Down (Not Null)
College Id	This tells the college id of the user.	Numeric (Not Null)

Table 2.3.1: Webpage description of Registration Form

INPUT NAME: CONTACT US FORM

NAME OF LABEL	DESCRIPTION/PURPOSE	VALIDATION REQUIRED
Name	Name of the user	Alphabetic
Email	Email Id of the user	Alphanumeric
Message	Message/Query of the user	Alphabetic

Table 2.3.2: Webpage description of Contact Us Form

2.4 Data Flow Diagram (DFD):

- The DFD (also known as bubble chart) is a hierarchical graphical model of a system that can be used to represent a system in terms of the input data to the system, various processing carried out on the data, and the output data generated by the system.
- In the DFD terminology, each function is called a process or bubble that consumes some input data and produces some output data.
- DFD model represents the data flow aspects.
- It does not show the sequence of execution of the different functions and the conditions based on function may or may not be executed.

Figure 2.4 shows Level-0 DFD (Context Diagram) of SMV Chess Club.

- The top level DFD.
- This is the abstract (simplest) representation of the system (highest level).
- It represents the entire system (Chess Club) as a single bubble.

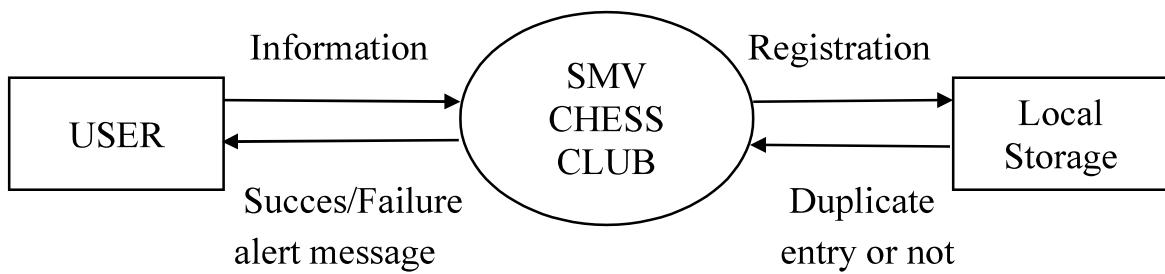


Figure 2.4: Level-0 DFD

CHAPTER 3: IMPLEMENTATION

HTML:

HTML or Hypertext Markup Language is the standard mark-up language used to create web pages.

HTML is written in the form of HTML elements consisting of tags enclosed in angle brackets (like <html>). HTML describes the structure of a website semantically along with cues for presentation, making it a mark-up language rather than a programming language.

HTML elements form the building block of all websites. HTML allow images and objects to be embedded and can be used to interactive forms. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. It can embed scripts written in languages such as JavaScript which affect the behavior of HTML web page.

CASCADING STYLE SHEETS (CSS):

It is a style sheet language used for describing the look and formatting of a document written in a mark-up language. CSS is a cornerstone specification of the web and almost all web pages use CSS style sheets to describe their presentation. CSS is designed primarily to enable the separation of document content from document presentation, including elements such as the layout, colors and fonts. It is recommended to use CS because the HTML attributes are deprecated. So, for making HTML pages compatible with future browsers, it is good to use CSS in HTML pages. Also CSS provides more detailed attributes than plain HTML to define the look and feel of the website.

JavaScript:

JavaScript is a text-based programming language which helps web developer to develop, to do Web Application Development and make dynamic and interactive web page by implementing custom client-side scripts. JavaScript allows the programmers to build large scale web application easily.

JavaScript is a scripting language that enables one to create dynamically updating content, control multimedia, animate images, and pretty much everything else.

Formspree:

Formspree is a form backend, API and email service for HTML & JavaScript forms without learning any back-end language. It's the simplest way to embed custom contact us forms, registration forms or email capture forms.

It accepts form submissions and send emails. The service provide a backend for website forms that emails submission to the user's email address.

LocalStorage:

LocalStorage is a datastore available in browsers. Data is stored as key/value pairs of strings, and each domain has access to its LocalStorage with no expiration date. This means the data stored in the browser will persist even after the browser window is closed. When storing JavaScript objects, data is converted into a string with JSON.stringify() before saving.

We use LocalStorage object if we want some data to be on the browser. If we want it on the server, then we use cookies, and the sessionStorage is used when we want to destroy the data whenever that specific tab gets closed or the session is closed by the user.

LocalStorage is used when we need some publicly available information that is not at all sensitive, does not need to be used in high performance app, is not larger than 5MB, and consists of purely string data.

3.1 Resources Used

3.1.1 Software Used

- Operating System: Visual Studio Code 1.69
- Microsoft Word 2013
- Google Chrome Browser

3.1.2 Hardware Used

- CPU: Intel® Core™ i3
- RAM: 8 GB
- Hard Disk Memory: 1 TB

CHAPTER 4: RESULTS AND DISCUSSION

4.1 Results and Discussion

Figure 4.1 describes the first section of the home page of the website where we can get the “Register” page as hyperlink in “Get Started” button



Figure 4.1:

Figure 4.2 describes the second section of the home page of the website where we can get the “Resources” page as hyperlink in “Learn More” button



Figure 4.2:

Figure 4.3 describes the third section of the home page of the website where “Our Popular Events” are described and “Gallery” page is hyperlinked



Figure 4.3:

Figure 4.4 describes the fourth section of the home page of the website which contains FAQs



Figure 4.4:

Figure 4.5 describes the fourth section of the home page of the website where we can see how the FAQs are designed

The screenshot shows the 'FAQs' section of the website. At the top, there is a red header bar with the website's name and a navigation menu containing links for Home, Resources, Register, About, and Contact. Below the header, the main content area has a green background. It contains four questions arranged in a grid:

- Can I be a member of this club?
Yes, Ofcourse. Register yourself in the 'register' section of the website. WELCOME!
- + How much money do I have to pay to become a member?
- + How to participate in the events?
- + Can students from different college participate in the events?

Below the FAQ section, there is a yellow decorative bar with the word "Testimonials" centered in it.

Figure 4.5:

Figure 4.6 describes the fifth section of the home page of the website which contains Testimonials

The screenshot shows the 'Testimonials' section of the website. At the top, there is a red header bar with the website's name and a navigation menu containing links for Home, Resources, Register, About, and Contact. Below the header, the main content area has a yellow background. It features two testimonial cards, each with a circular profile picture and the name of the person:

- Brotori Mondal
HOD of Computer Science Department
- Oeysik Das
Founder

Under each card, there is a short testimonial quote in a teal-colored box:

- Lorem ipsum, dolor sit amet consectetur adipisicing elit. Praesentium, facere officia! Eveniet dolor praesentium quo ad nostrum deleniti, exercitationem repellendus molestias perspicillat is quod earum autem beatae consequatur, voluptates laborum iusto.
- Lorem ipsum, dolor sit amet consectetur adipisicing elit. Praesentium, facere officia! Eveniet dolor praesentium quo ad nostrum deleniti, exercitationem repellendus molestias perspicillat is quod earum autem beatae consequatur, voluptates laborum iusto.

Figure 4.6:

Figure 4.7 describes the fifth section of the home page of the website another slide



Figure 4.7:

Figure 4.8 describes the last section of the home page of the website where we can see the footer of the website where link to privacy policy and terms and conditions are available



Figure 4.8:

Figure 4.9 describes the looks of the “Register” page of the website

The screenshot shows the 'Register' page of the Sammilani Mahavidyalaya Chess Club website. The header features the club's name in red and yellow. Below the header, there's a teal-colored sidebar on the left containing a cartoon illustration of two people at a computer, the text 'Register Here', a short description about joining the club, and contact information: 'HELPDESK +91 9639039820'. The main content area is a light blue form with the following fields:

First Name:	First Name
Last Name:	Last Name
DOB:	mm/dd/yyyy
Email ID:	Your Email Address
Phone Number:	Your Phone Number
Department:	Your Department ID eg. 'CMISA'
Course:	-Select-

Figure 4.9:

Figure 4.10 describes the looks of the “Register” page of the website

This screenshot shows a different version of the 'Register' page. The header is identical to Figure 4.9. The sidebar on the left contains the same information as Figure 4.9. The main content area has a different layout, featuring a large input field for 'Phone Number' and 'Department' side-by-side, followed by 'Course' and 'College ID' below them. At the bottom of the form are 'REGISTER' and 'RESET' buttons.

Figure 4.10:

Figure 4.11 describes the looks of the “Resource” page of the website

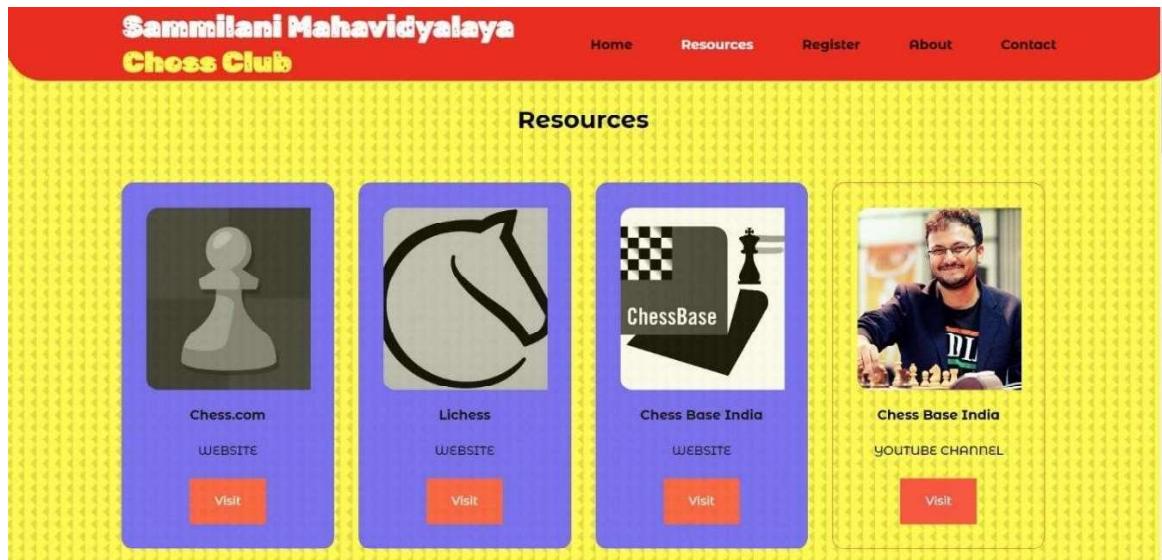


Figure 4.11:

Figure 4.12 describes the looks of the “Resource” page of the website



Figure 4.12:

Figure 4.13 describes the looks of the “About” page of the website



Figure 4.13:

Figure 4.14 describes the looks of “Meet Our Team” section of the website



Figure 4.14:

Figure 4.15 describes the hovering effect of “Meet Our Team” section



Figure 4.15:

Figure 4.16 describes the social media site after clicking on the hyperlink

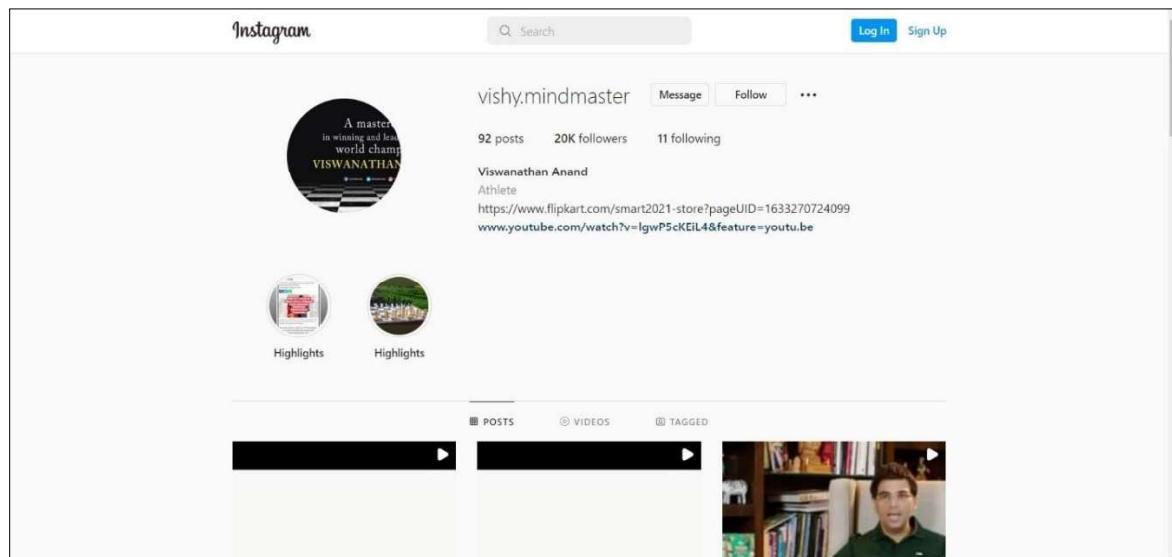


Figure 4.16:

Figure 4.17 describes the looks of “Contact Us” page of the website

The screenshot shows the "Contact Us" page of the Sammilani Mahavidyalaya Chess Club website. The header features the club's name in red and yellow. The main content area has a teal background. On the left, there's a graphic of a person at a computer with a blue pin icon above it. Below this is the heading "Contact Us". A message encourages users to reach out, followed by contact details: phone number (+91 9804734633), email (oeyshikdas163@gmail.com), and address (EMI Bypass, Kolkata-700084, West Bengal, India). There are also social media icons for YouTube, Twitter, and Facebook. On the right, there are input fields for "First Name" and "Last Name", a field for "Your Email Address", and a large "Message" area. At the bottom are "Send Message" and "Reset" buttons.

Figure 4.17:

Figure 4.18 describes the “Gallery” page of “Our Popular Event” Section of the website



Figure 4.18:

Figure 4.19 describes the “Gallery” page of “Our Popular Event” Section of the website



Figure 4.19:

Figure 4.20 describes the “Privacy Policy” page of the website

A screenshot of the website's Privacy Policy page. The header is red with the club's name and a navigation menu (Home, Resources, Register, About, Contact). The main content area has a yellow background. It features a section titled "Privacy Policy" with a last updated date of July 26, 2022. It includes a detailed text about privacy policies and a "Definitions" section. The "Definitions" section contains a note about capitalized words and their meanings.

Figure 4.20:

Figure 4.21 describes the “Terms and Conditions” page of the website

The screenshot shows a website with a red header bar containing the text "Sammilani Mahavidyalaya" and "Chess Club". Below the header, there is a navigation menu with links for "Home", "Resources", "Register", "About", and "Contact". The main content area has a yellow background and features a section titled "Terms and Conditions". This section contains a welcome message, a detailed legal notice about terms and conditions, and a "Cookies" section. The "Cookies" section states that cookies are used and links to the Privacy Policy.

Welcome to SMV CHESS CLUB!
These terms and conditions outline the rules and regulations for the use of SMV CHESS CLUB's Website, located at <https://smvchessclub.com>.
By accessing this website we assume you accept these terms and conditions. Do not continue to use SMV CHESS CLUB if you do not agree to take all of the terms and conditions stated on this page.
The following terminology applies to these Terms and Conditions, Privacy Statement and Disclaimer Notice and all Agreements: "Client", "You" and "Your" refers to you, the person log on this website and compliant to the Company's terms and conditions. "The Company", "Ourselves", "We", "Our" and "Us", refers to our Company, "Party", "Parties", or "Us", refers to both the Client and ourselves. All terms refer to the offer, acceptance and consideration of payment necessary to undertake the process of our assistance to the Client in the most appropriate manner for the express purpose of meeting the Client's needs in respect of provision of the Company's stated services, in accordance with and subject to, prevailing law of Netherlands. Any use of the above terminology or other words in the singular, plural, capitalization and/or he/she or they, are taken as interchangeable and therefore as referring to same.

Cookies
We employ the use of cookies. By accessing SMV CHESS CLUB, you agreed to use cookies in agreement with the SMV CHESS CLUB's Privacy Policy.

Figure 4.21:

Figure 4.22 describes the local Storage before storing any data

The screenshot shows the "Application" tab in the Chrome DevTools developer console. The left sidebar lists various storage components: Manifest, Service Workers, Storage, Cache, Background Services, and Frames. Under "Storage", the "LocalStorage" section is expanded, showing an entry for "http://127.0.0.1:5500". The main pane displays a table with columns "Key" and "Value", which is currently empty. A message at the bottom of the pane says "Select a value to preview".

Figure 4.22:

Figure 4.23 describes the form data filling up process of the website

The screenshot shows the registration page for the Sammilani Mahavidyalaya Chess Club. The header features the club's name in red and yellow. A central green box contains a cartoon illustration of two people at a computer and the text "Register Here". Below this is a paragraph about joining the club and a "HELPDESK" section with a phone number. To the right is a form with fields for First Name (Oeysik), Last Name (Das), DOB (01/03/2001), Email (oeysikdas1853@gmail.com), ID (80473463), Phone Number (980825), Department (CMSA), and Course (6th Semester). A date picker is also visible.

Figure 4.23:

Figure 4.24 describes the form validation in the website

This screenshot shows the same registration page as Figure 4.23, but with validation errors. A modal dialog box from "127.0.0.1:5500 says" indicates that "Phone Number must contain 10 digits". The form fields are identical to Figure 4.23, except for the validation message over the phone number input field.

Figure 4.24:

Figure 4.25 describes the captcha during form submission

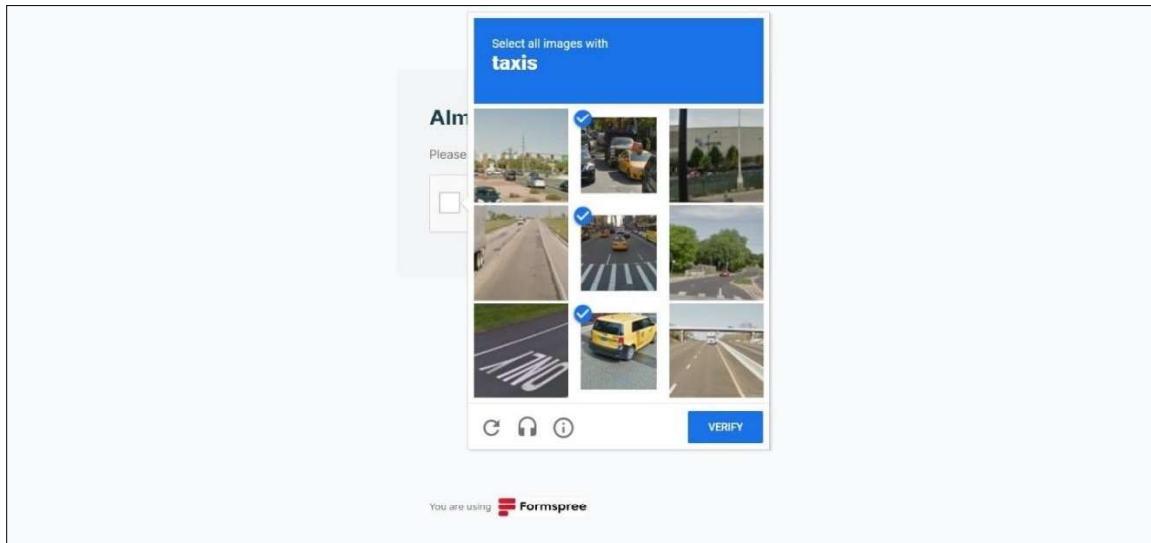


Figure 4.25:

Figure 4.26 describes the end of form submission

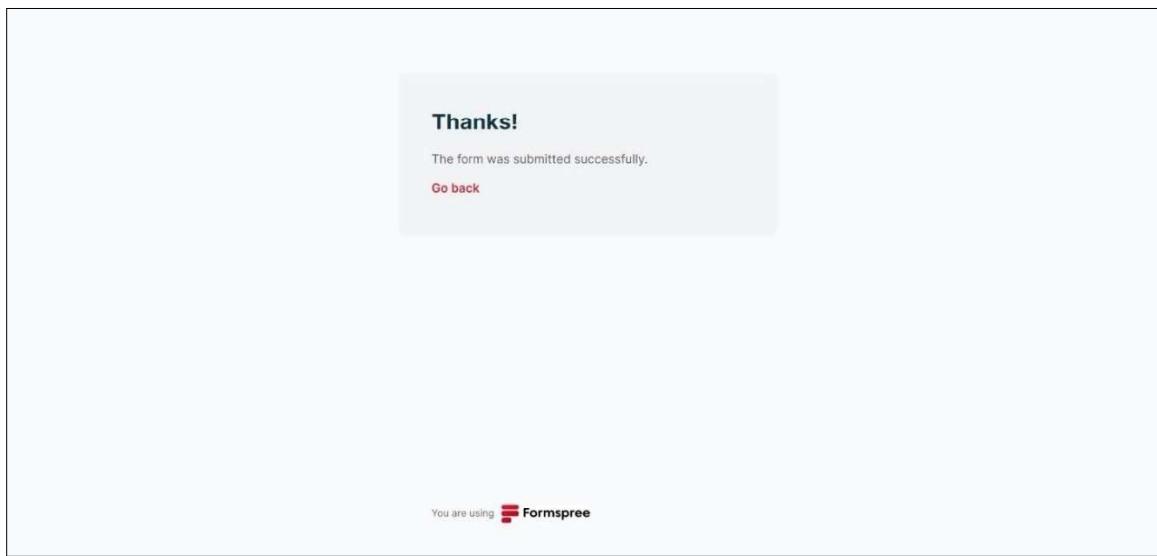


Figure 4.26:

Figure 4.27 describes the local Storage after storing data

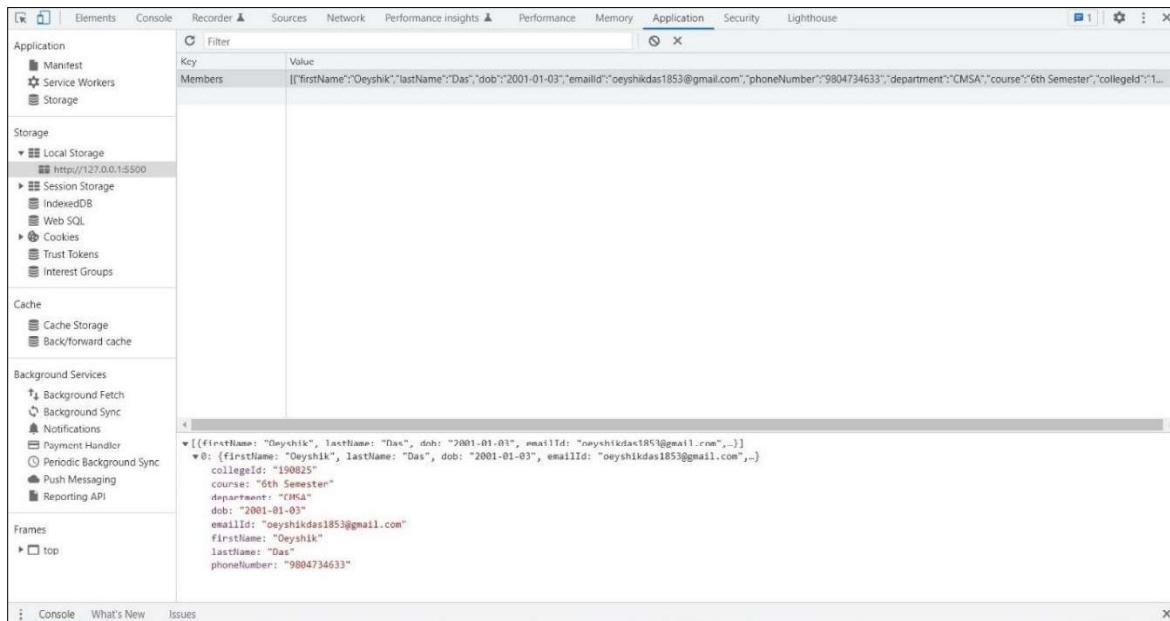


Figure 4.27:

Figure 4.28 describes redundancy check for unique email id in the registration page of the website

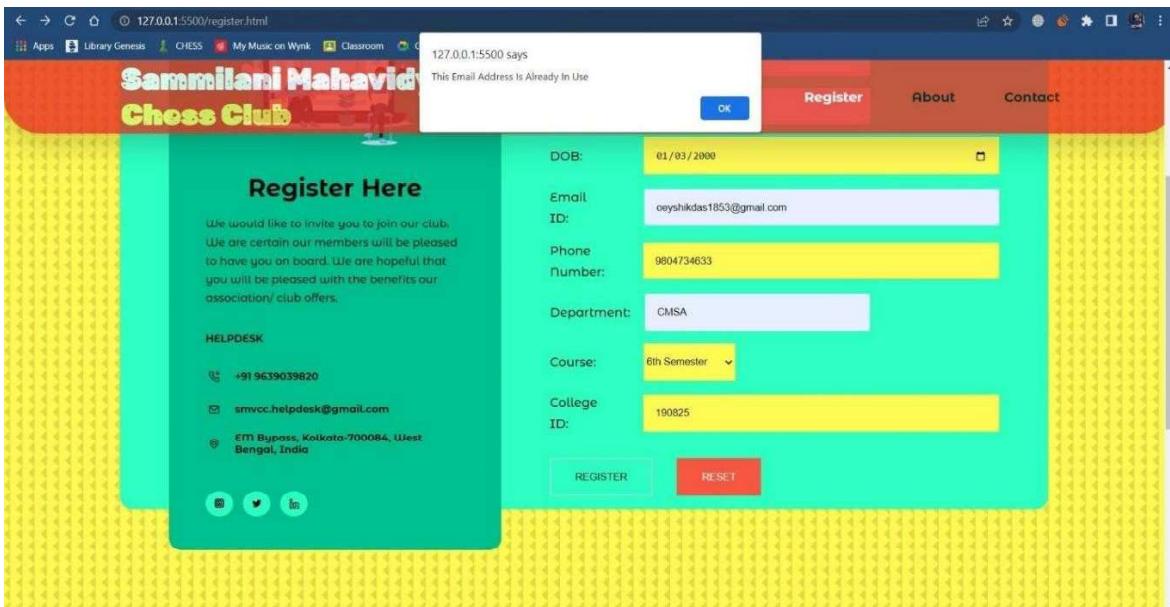


Figure 4.28:

Figure 4.29 describes the Contact Us page of the website

The screenshot shows the 'Contact Us' page of the Sammilani Mahavidyalaya Chess Club website. The header features the club's name in red and yellow. The main content area has a teal background. It includes a small illustration of a person at a computer with a globe, followed by the heading 'Contact Us'. Below this, there is a message: 'Sometimes you need a little help from your friends. Want to get in touch? We'd love to hear from you. Here's how you can reach us...'. It lists contact details: phone number +91 9804734633, email oeyshikdas1853@gmail.com, and address ETI Bypass, Kokata-700084, West Bengal, India. There are also social media icons for Facebook, Twitter, and LinkedIn. On the right, there is a form with fields for First Name ('Oeyshik'), Last Name ('Das'), and Email Id ('oeyshikdas1853@gmail.com'). A message box contains the text 'Hello, How can I become a member?'. At the bottom are 'Send Message' and 'Reset' buttons.

Figure 4.29:

Figure 4.30 describes the Email received after submitting the Registration Form

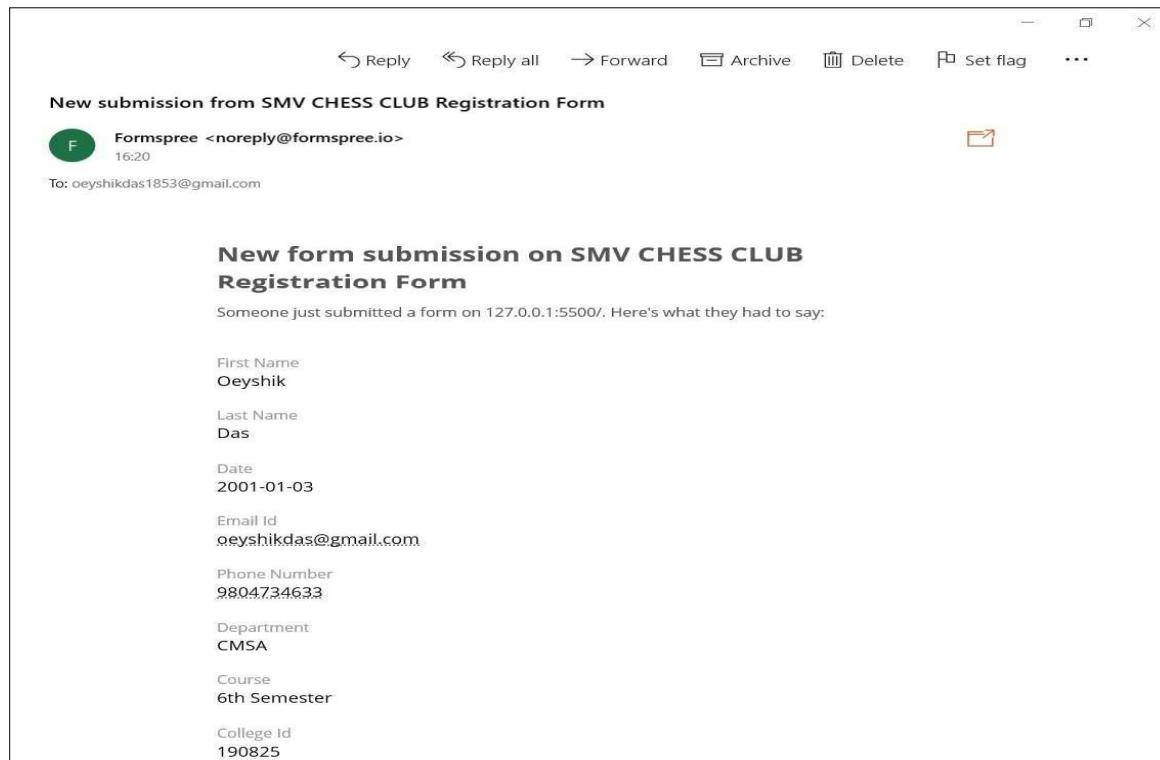


Figure 4.30:

Figure 4.31 describes Email received by submitting Contact Us Form

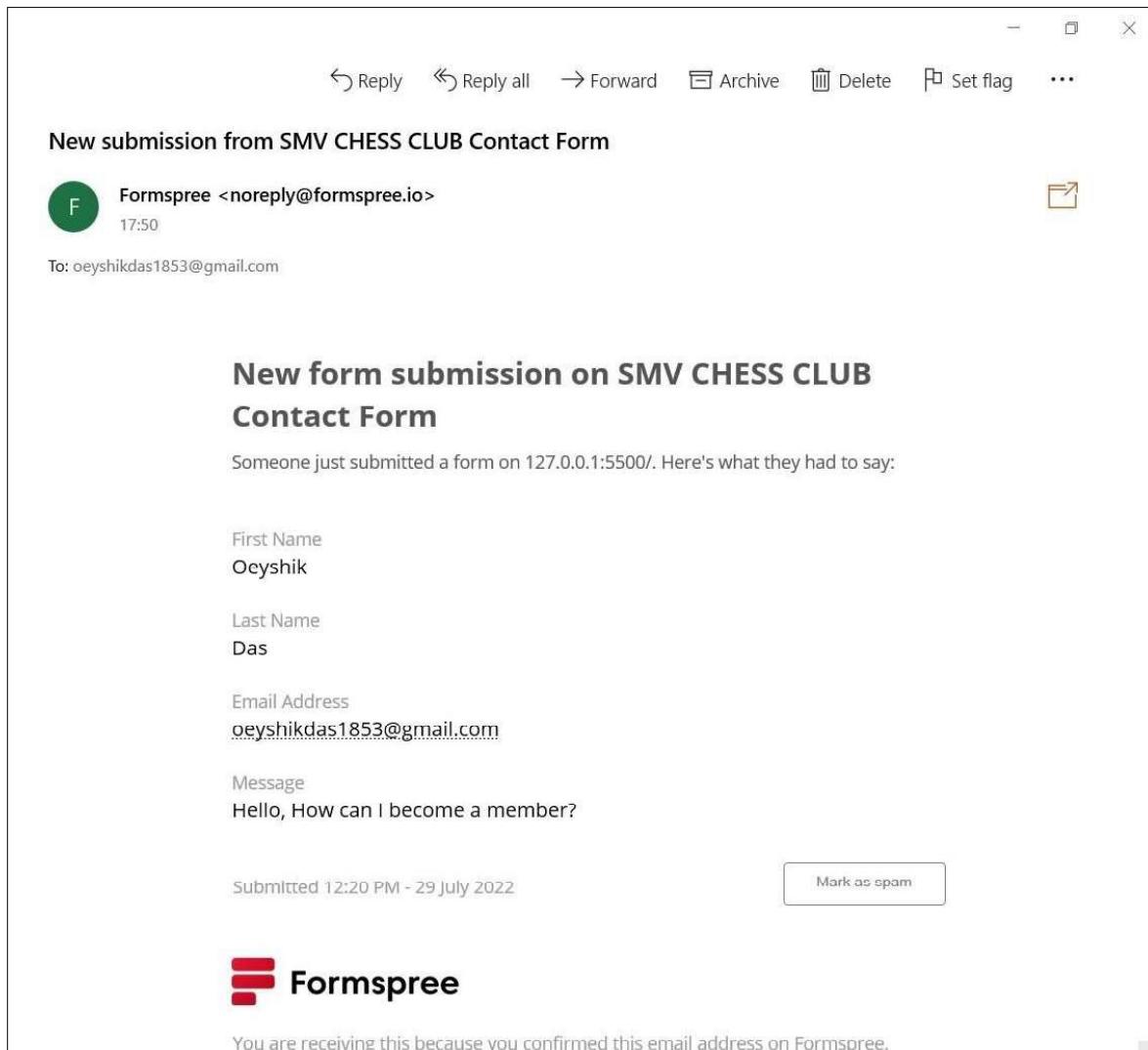


Figure 4.31:

4.2 Conclusion:

Website design for any social club/organizations can be challenging because they often have a large amount of data. With the increase in data, the process of maintaining, updating and storing of information become difficult.

Chess, after a long time in our country getting the recognition it deserves. Usually, the media and everyone talks about it when Team India win some big tournament. So it has been very difficult for the players to sponsor the expenses required to stay in the game. Although it has not reached the point like any other celebrated sports in our country like Cricket, but it is becoming easier now. Through this website I have tried to bring the chess culture in our college which will have an impact in our national scene in long run.

This project has been a rewarding experience in more than one way. The project has been very close to my heart. The entire project work has enlightened me in the following areas:

I have gained an insight into the working of a website of the Chess Club. This represents a typical real world situation

Scheduling a project and adhering to that schedule creates a strong sense of time management.

4.3 Future Work:

The website may be improved by implementing a dedicated chess playing platform where individuals can play between them. Members can log into their account and play with each other. The game between them will be stored in the database and by analyzing the games members can improve their games.

For proper modification and authentication this website may be include the member login page and admin login page.

This project has been concluded with the scope for future work which can be done to achieve better results.



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- [4] <https://fonts.google.com/specimen/Rubik+Moonrocks>
- [5] <https://unpkg.com/swiper@8/swiper-bundle.min.css>
- [6] <https://www.researchgate.net/>
- [7] <https://creazilla.com>
- [8] <https://formspree.io/>
- [9] <https://en.chessbase.com/>
- [10] <https://www.chess.com/>