

“ECO-FRIENDLY PRACTICES PORTAL”

A Report submitted under Project-Based Learning

In Partial Fulfillment of the Course Requirements for
“Web Technologies (22IT104001)”

Submitted By

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Under the Guidance of

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Department of Computer Science and Engineering
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MOHAN BABU UNIVERSITY

Sree Sainath Nagar, Tirupati – 517 102

2024-2025



MOHAN BABU UNIVERSITY

Vision

To be a globally respected institution with an innovative and entrepreneurial culture that offers transformative education to advance sustainability and societal good.

Mission

- ❖ Develop industry-focused professionals with a global perspective.
- ❖ Offer academic programs that provide transformative learning experience founded on the spirit of curiosity, innovation, and integrity.
- ❖ Create confluence of research, innovation, and ideation to bring about sustainable and socially relevant enterprises.
- ❖ Uphold high standards of professional ethics leading to harmonious relationship with environment and society.

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To lead the advancement of computer science research and education that has real-world impact and to push the frontiers of innovation in the field.

Mission

- ❖ Instil within our students fundamental computing knowledge, a broad set of skills, and an inquisitive attitude to create innovative solutions to serve industry and community.
- ❖ Provide an experience par excellence with our state-of-the-art research, innovation, and incubation ecosystem to realise our learners' fullest potential.
- ❖ Impart continued education and research support to working professionals in the computing domain to enhance their expertise in the cutting-edge technologies.

- ❖ Inculcate among the computing engineers of tomorrow with a spirit to solve societal challenges.

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Vision

To become a Centre of Excellence in Computer Science and its emerging areas by imparting high quality education through teaching, training and research.

Mission

- Imparting quality education in Computer Science and Engineering and emerging areas of IT industry by disseminating knowledge through contemporary curriculum, competent faculty and effective teaching-learning methodologies.
- Nurture research, innovation and entrepreneurial skills among faculty and students to contribute to the needs of industry and society.
- Inculcate professional attitude, ethical and social responsibilities for prospective and promising engineering profession.
- Encourage students to engage in life-long learning by creating awareness of the contemporary developments in Computer Science and Engineering and its emerging areas.

B.Tech. Computer Science and Engineering

PROGRAM EDUCATIONAL OBJECTIVES

After few years of graduation, the graduates of B.Tech. CSE will be:

- PEO1.** Pursuing higher studies in core, specialized or allied areas of Computer Science, or Management.
- PEO2.** Employed in reputed Computer and I.T organizations or Government to have a globally competent professional career in Computer Science and Engineering domain or be successful Entrepreneurs.
- PEO3.** Able to demonstrate effective communication, engage in teamwork, exhibit leadership skills and ethical attitude, and achieve professional advancement through continuing education.

PROGRAM OUTCOMES

On successful completion of the Program, the graduates of B.Tech. CSE Program will be able to:

- PO1. Engineering Knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
- PO2. Problem Analysis:** Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.
- PO3. Design/Development of Solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
- PO4. Conduct Investigations of Complex Problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
- PO5. Modern Tool Usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

- PO6. The Engineer and Society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
- PO7. Environment and Sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
- PO8. Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
- PO9. Individual and Team Work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
- PO10. Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
- PO11. Project Management and Finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
- PO12. Life-long Learning:** Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAM SPECIFIC OUTCOMES

On successful completion of the Program, the graduates of B. Tech. (CSE) program will be able to:

- PSO1.** Apply knowledge of computer science engineering, Use modern tools, techniques and technologies for efficient design and development of computer-based systems for complex engineering problems.
- PSO2.** Design and deploy networked systems using standards and principles, evaluate security measures for complex networks, apply procedures and tools to solve networking issues.
- PSO3.** Develop intelligent systems by applying adaptive algorithms and methodologies for solving problems from inter-disciplinary domains.
- PSO4.** Apply suitable models, tools and techniques to perform data analytics for effective decision making.

Course Code	Course Title	L	T	P	S	C
22IT104001	WEB TECHNOLOGIES	3	-	2	4	5

COURSE OUTCOMES: After successful completion of this course, the students will be able to:

- CO1.** Demonstrate knowledge on web page design elements, dynamic content and database connection.
- CO2.** Analyze user requirements to develop web applications.
- CO3.** Design client-server applications using web technologies.
- CO4.** Demonstrate problem solving skills to develop enterprise web applications.
- CO5.** Apply HTML, CSS, JavaScript, JQuery, Bootstrap and PHP technologies for device independent web application development.
- CO6.** Apply web technologies to develop interactive, dynamic and scalable web applications for societal needs.

CO-PO-PSO Mapping Table:

Course Outcomes	Program Outcomes												Program Specific Outcomes			
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3	PSO4
CO1	3	3	2	-	-	-	-	-	-	-	-	-	3	2	3	-
CO2	3	3	3	2	2	-	-	-	-	-	-	-	3	2	3	-
CO3	3	3	3	2	2	-	-	-	-	-	-	-	3	2	3	-
CO4	3	3	3	2	2	-	-	-	-	-	-	-	2	2	3	-
CO5	3	2	2	2	2	3	-	-	-	-	-	-	2	2	3	-
CO6				2					3	3						
Course Correlation Mapping	3	3	3	2	2				3	3			3	2	3	

Correlation Levels: 3: High; 2: Medium; 1: Low



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Department of Computer Science and Engineering

CERTIFICATE

This is to certify that the Project Entitled

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is the work submitted under Project-Based Learning in Partial Fulfillment of the Course Requirements for "Web Technologies (22IT104001)" during 2024-2025.

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ABSTRACT

- **Sustainability:** The overarching goal of reducing environmental impact.
- **Eco-Friendly Practices:** Actions or behaviours that minimize harm to the environment.
- **Resource Conservation:** Efficient use of natural resources.
- **Pollution Reduction:** Minimizing the release of harmful substances into the environment.
- **Renewable Energy:** Harnessing energy from sustainable sources.
- **Waste Reduction:** Minimizing the amount of waste generated.
- **Recycling:** Processing waste materials for reuse.
- **Green Living:** Adopting environmentally friendly lifestyles.

User Interactions:

- **User Profile:** Personal information, preferences, and progress tracking.
- **Practice Library:** A repository of eco-friendly practices, categorized by topic.
- **Community Forum:** A platform for discussion, sharing experiences, and seeking advice.
- **Personalized Recommendations:** Tailored suggestions based on user preferences and habits.
- **Progress Tracking:** Monitoring user's eco-friendly actions and achievements.
- **Challenges and Rewards:** Gamification elements to motivate and engage users.

System Functionality:

- **Content Management System (CMS):** For managing and updating content on the portal.
- **User Authentication and Authorization:** Secure user login and access control.
- **Data Storage and Retrieval:** Storing user information, practice data, and community interactions.
- **Search and Filtering:** Efficiently finding relevant information within the portal.
- **Notification System:** Alerting users about new practices, challenges, or community updates.
- **Analytics and Reporting:** Tracking user engagement, popular practices, and overall impact.

Possible Use Cases:

- **Individual Users:** Learn about eco-friendly practices, track progress, and connect with a community of like-minded individuals.
- **Organizations:** Implement sustainable practices within their operations and educate employees.
- **Educators:** Use the portal as a resource for teaching environmental education.
- **Policymakers:** Gain insights into public interest in eco-friendly practices and inform policy decisions.

Additional Considerations:

- **Accessibility:** Ensuring the portal is accessible to users with disabilities.
- **Mobile Optimization:** Designing the portal for seamless use on mobile devices.
- **Data Privacy and Security:** Protecting user data and ensuring compliance with relevant regulations.
- **Internationalization and Localization:** Adapting the portal to different languages and cultures.

By carefully considering these abstractions, you can create a robust and user-friendly eco-friendly practices portal that promotes sustainable living and positive environmental impact.

1. INTRODUCTION

1.1 Problem Statement

The real estate industry faces challenges in predicting the market price of properties accurately due to the vast number of factors involved, such as location, size, and amenities. This lack of reliable predictive tools can lead to overpricing or underpricing of properties, causing financial risks for both buyers and sellers. Our project aims to address this problem by developing a machine learning-based predictive model that can estimate house prices based on input features such as the number of rooms, location, and other relevant property attributes.

1.2 Importance of the Problem

Accurately predicting house prices is crucial for both real estate professionals and homebuyers. For real estate agents, it helps in setting competitive prices for properties, improving sales strategies, and maintaining profitability. For potential buyers, an accurate price prediction can help them make more informed decisions, avoiding overpaying for properties. Moreover, for investors, it reduces the risk of financial loss by offering a better understanding of property values in a particular market. Solving this problem through machine learning can improve transparency, fairness, and efficiency in the real estate market.

1.3 Objectives

The primary objective of this project is to develop a machine learning model that predicts house prices based on several input variables. This involves:

Building a predictive model using data such as property size, location, number of rooms.

Evaluating different machine learning algorithms (e.g., linear regression, random forests) to determine the most accurate model.

Designing an easy-to-use interface for users to input features and receive price predictions in real time.

Deploying the solution as a web application for broader access and use by real estate agents, buyers, and investors.

1.4 Scope of the Project

This project focuses on predicting house prices using the Boston Housing dataset, which includes data on various housing features, such as crime rates, number of rooms, and accessibility to amenities, along with their corresponding sale prices. The scope of the project is limited to this dataset and does not cover dynamic or real-time pricing, nor does it involve gathering data from external sources. Furthermore, the project will focus on developing a web-based application with a simple, user-friendly interface for easy interaction with the model.

2. System Design

2.1 Architecture Diagram

The system architecture consists of several key components:

User Interface (UI): A front-end application where users can input data such as property details (number of rooms, size, location) and view predicted prices. This will be built using modern web technologies like React or Angular.

Backend Server: A Flask-based API that handles user requests, processes the input data, and uses the machine learning model to generate predictions. The backend will also manage model loading and data processing.

Machine Learning Model: A trained regression model (e.g., linear regression, decision trees) that predicts house prices based on the input features.

Database: A simple database (e.g., MySQL or SQLite) may be used to store historical data, predictions, or user interactions for analysis or improvement of the model.

The components interact in the following way: the user inputs data through the front-end interface, which sends the data to the back-end server. The server processes the data, queries the model for predictions, and returns the result to the user.

2.2 Module Descriptions

Data Collection Module: This module is responsible for collecting and preparing data for the machine learning model. It handles the cleaning, preprocessing, and feature engineering of raw data, making it ready for training.

Model Training Module: This module includes the implementation of the machine learning algorithm used to train the prediction model. It involves selecting the features, training the model using the dataset, and evaluating its performance using metrics such as mean squared error (MSE) or R-squared.

Prediction Module: After the model is trained, this module allows the system to accept new user inputs, process the data, and return a predicted house price. The module takes input from the user interface, passes it through the trained model, and delivers the output (predicted price).

User Interface Module: The UI module is responsible for presenting the input form for users and displaying results. This is the face of the application where users interact with the system, enter features such as number of rooms, square footage, etc., and view the predicted house price.

2.3 Database Design

The system may need a database to store relevant data such as:

User Data: Information about users who interact with the system, including their preferences, past predictions, and interactions.

Housing Data: The historical housing data, including features such as location, number of rooms, square footage, crime rate, and the actual price.

Prediction Data: Store predictions made by the model along with the input features, allowing for tracking of model accuracy over time.

A simple relational database can be used to store this data, with tables like:

Users Table: Stores user-related information.

Housing Data Table: Stores the details of each housing record (e.g., number of rooms, location, crime rate).

Predictions Table: Stores the predicted price along with input features.

3.Implementation

3.1 Tools and Technologies Used

This project leverages several key technologies:

Programming Languages: Python for machine learning model implementation and backend development, JavaScript (React) for frontend development.

Libraries:

Scikit-learn: Used for training machine learning models such as linear regression.

Pandas: Used for data manipulation and analysis.

Matplotlib/Seaborn: Used for visualizing data and model performance.

Flask: A Python-based micro-framework used for backend API development.

Database: MySQL or SQLite, depending on the complexity and scale of data.

Deployment: Tools such as Docker or Heroku for hosting the application and making it available online.

3.2 Front-End Development

The front-end of the application is built using React, providing a dynamic and responsive user interface. It allows users to input various features (such as square footage, number of rooms, etc.) through a simple form.

The system processes the data and returns the predicted house price, which is then displayed in a user-friendly format on the UI.

3.3 Back-End Development

The back-end is developed using Flask, which exposes a RESTful API to the front-end. When the front-end sends the user input, the back-end processes the data by transforming it as needed (scaling features, handling missing values, etc.) and passing it through the trained machine learning model to make predictions. The model can be stored in a pickle file or loaded from a database, and the API then sends the prediction back to the front-end for display.

3.4 Integration

Integration involves connecting the front-end, back-end, and database to ensure seamless functionality. The front-end communicates with the back-end via API calls to submit user input and receive predictions. The back-end processes this data, makes predictions using the machine learning model, and stores the results in the database. The integration ensures that the entire system functions as a unified application, delivering accurate predictions in real time. The system will be deployed on a cloud platform such as Heroku, ensuring it is accessible to users globally.

This layout gives a clear, detailed explanation for each section, allowing you to develop and present your project in a structured and professional manner. Feel free to modify and expand each section based on the specific requirements and features of your project.

4. Testing, Results, and Discussion

4.1 Test Cases

Test cases are essential for ensuring that the system works as intended and that it meets the requirements specified in the project. The following test cases were designed to evaluate both the individual components and the overall functionality of the house price prediction system:

Test Case 1: Valid Input Test

Objective: To check if the system correctly handles valid input values (e.g., number of rooms, square footage, location).

Input: A property with 3 bedrooms, 1500 sq ft, located in an urban area.

Expected Outcome: The system should return a predicted price based on the model's learning.

Test Case 2: Edge Case Test

Objective: To check how the system handles edge cases, such as extremely large or small values.

Input: A property with 10,000 sq ft and 20 rooms in a rural area.

Expected Outcome: The model should handle the extreme values without crashing, and return a predicted price (even if it is less accurate due to overfitting or lack of relevant data).

Test Case 3: Invalid Input Test

Objective: To verify that the system gracefully handles invalid inputs, such as missing or non-numeric values.

Input: A property with missing values for the number of rooms or a text string in place of the square footage.

Expected Outcome: The system should either prompt the user for correct input or provide an error message without crashing.

Test Case 4: Model Accuracy Test

Objective: To check how accurate the model is when predicting house prices for known data from the dataset.

Input: A known property from the Boston housing dataset.

Expected Outcome: The predicted value should be reasonably close to the actual price in the dataset.

4.2 Testing Methods

Various testing methods were used to ensure the system is functional and reliable:

Unit Testing: Each individual module (such as data preprocessing, model training, prediction API ,etc.) was tested independently to ensure that they function correctly. This was done using Python's unit test library for backend components.

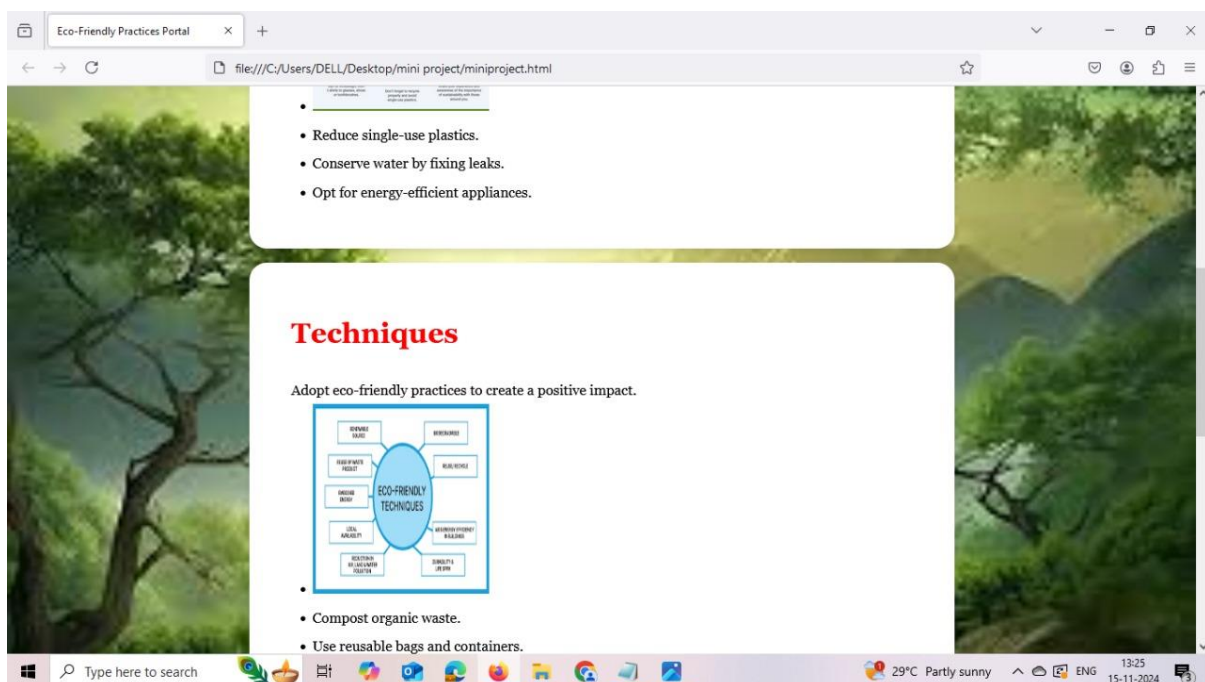
Integration Testing: The integration of different components (front-end, back-end, and database) was tested to ensure that data flows smoothly between them. For example, the input from the front-end was checked to ensure it is correctly passed to the backend API and processed by the model.

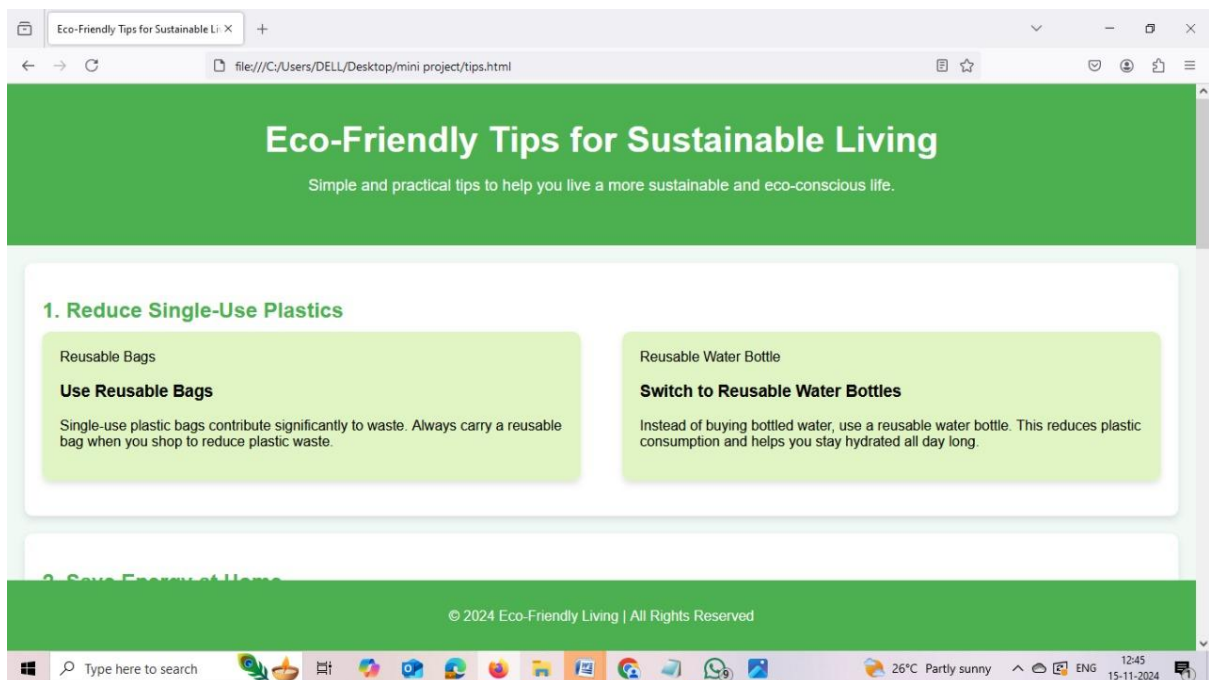
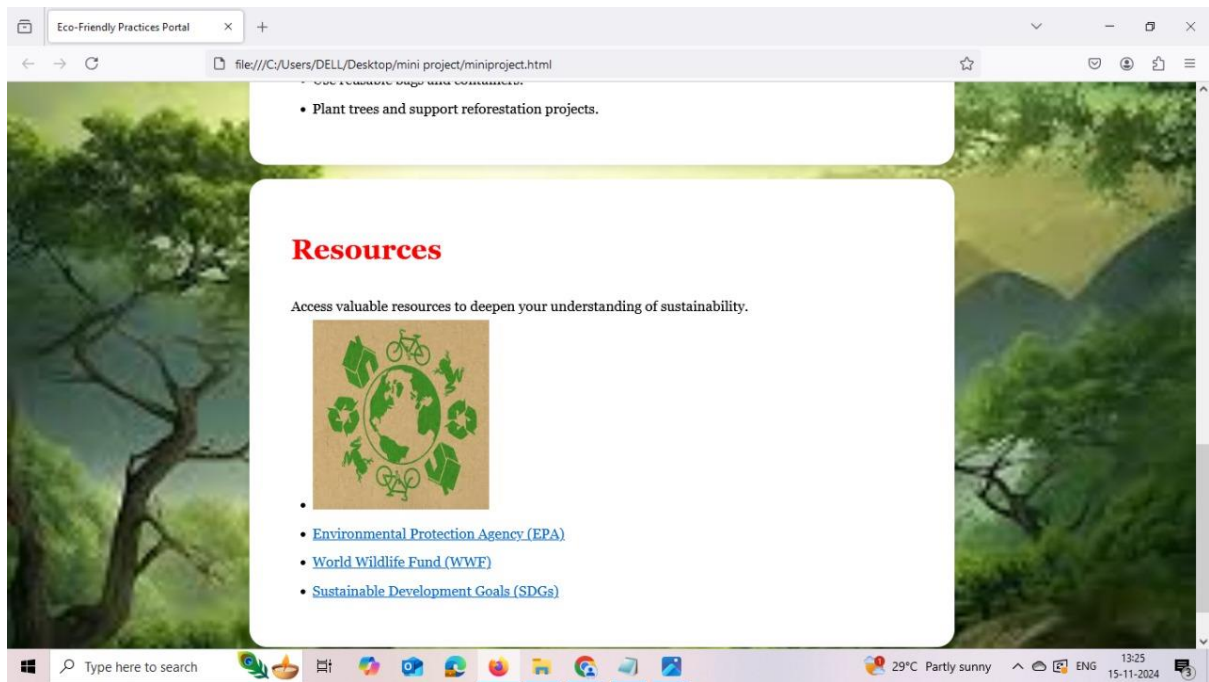
System Testing: A full-system test was run by inputting real and synthetic data through the entire system (from the front-end input to model prediction and back to the UI) to check if the system produces expected results.

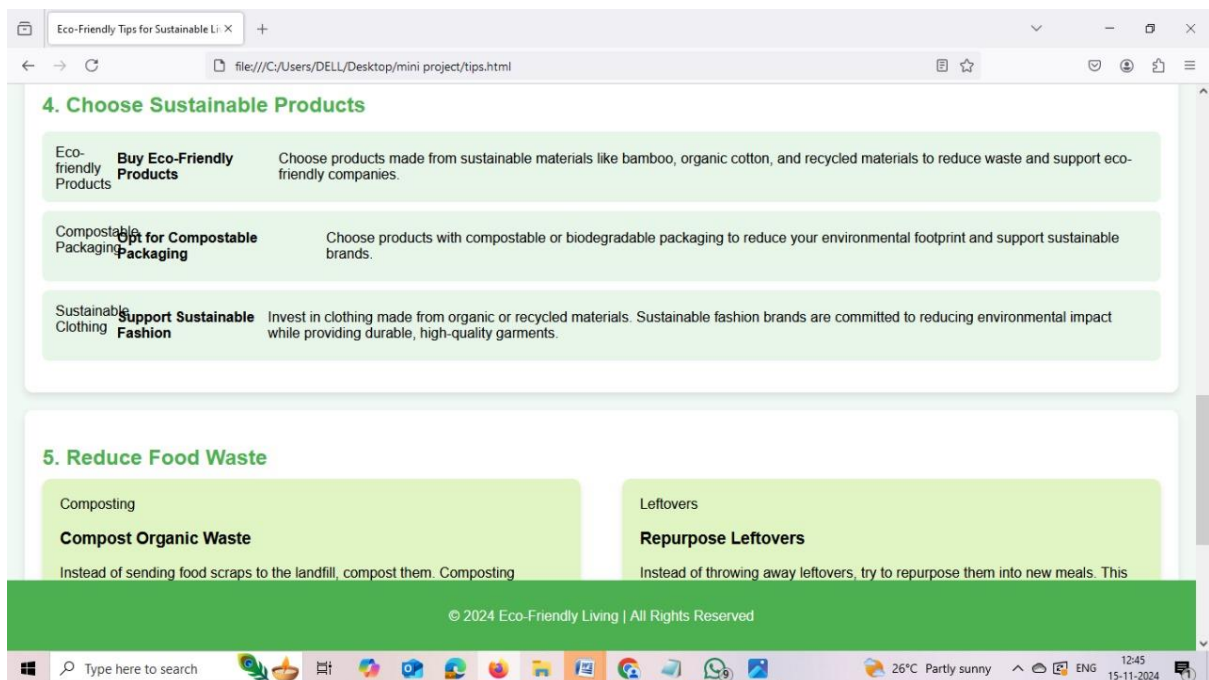
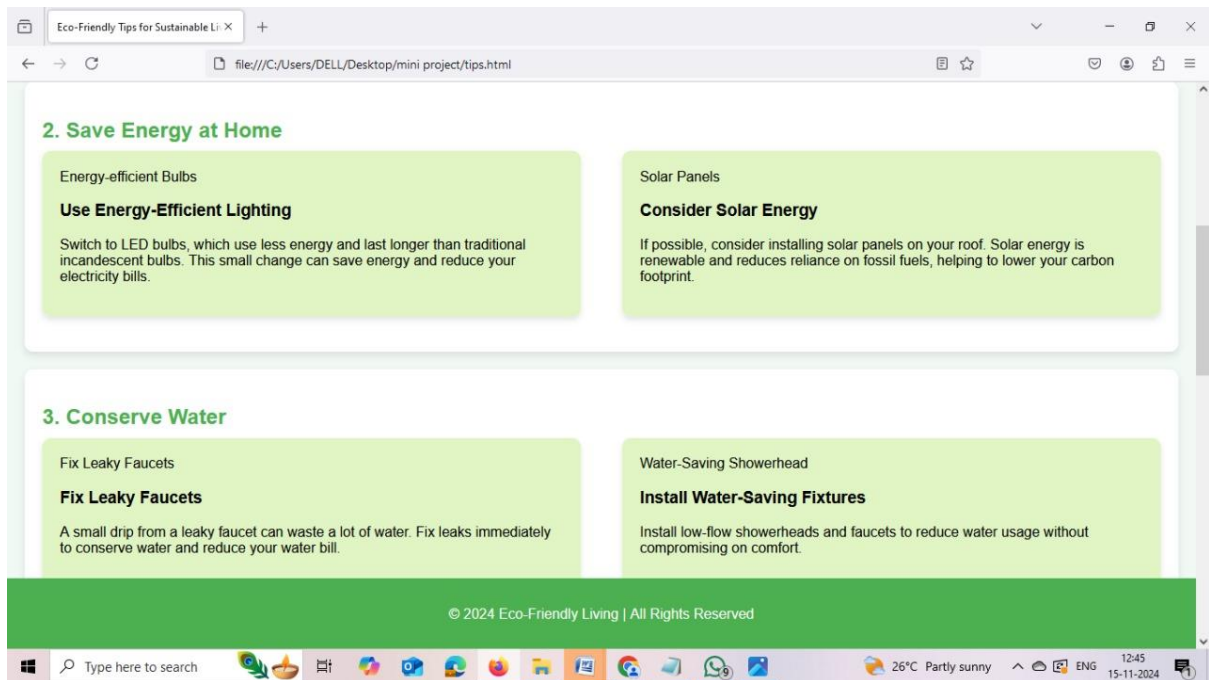
Performance Testing: The model's speed and scalability were tested by inputting large datasets and checking if predictions are made within an acceptable time frame.

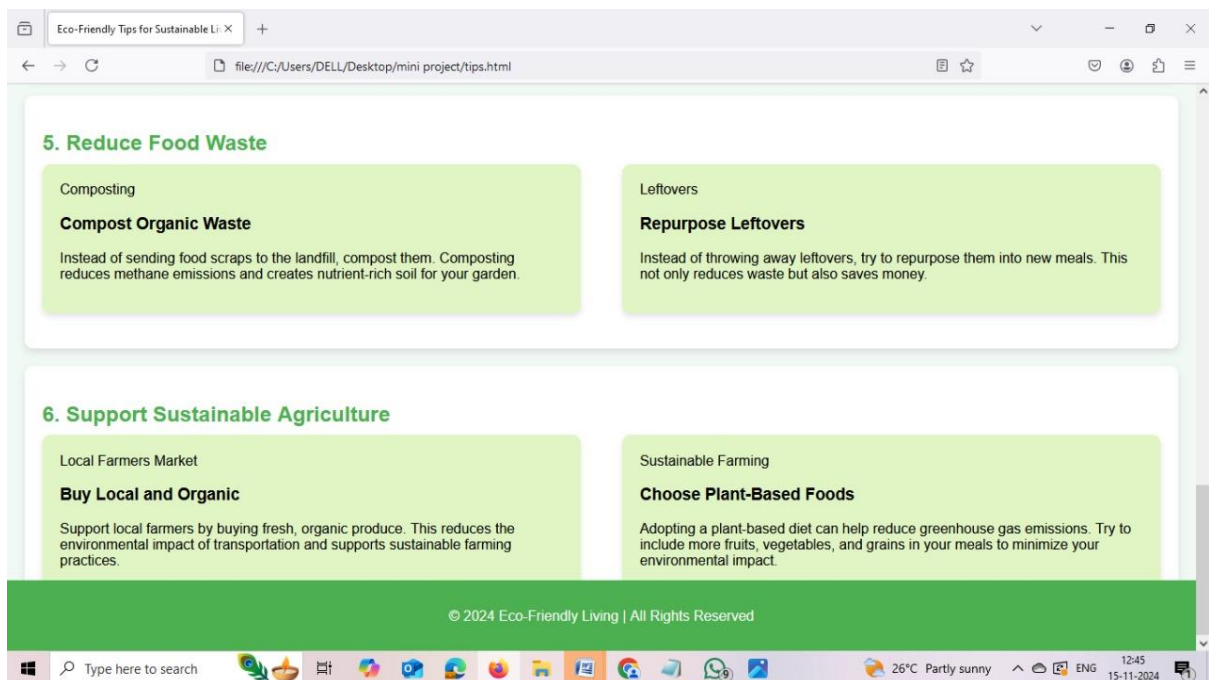
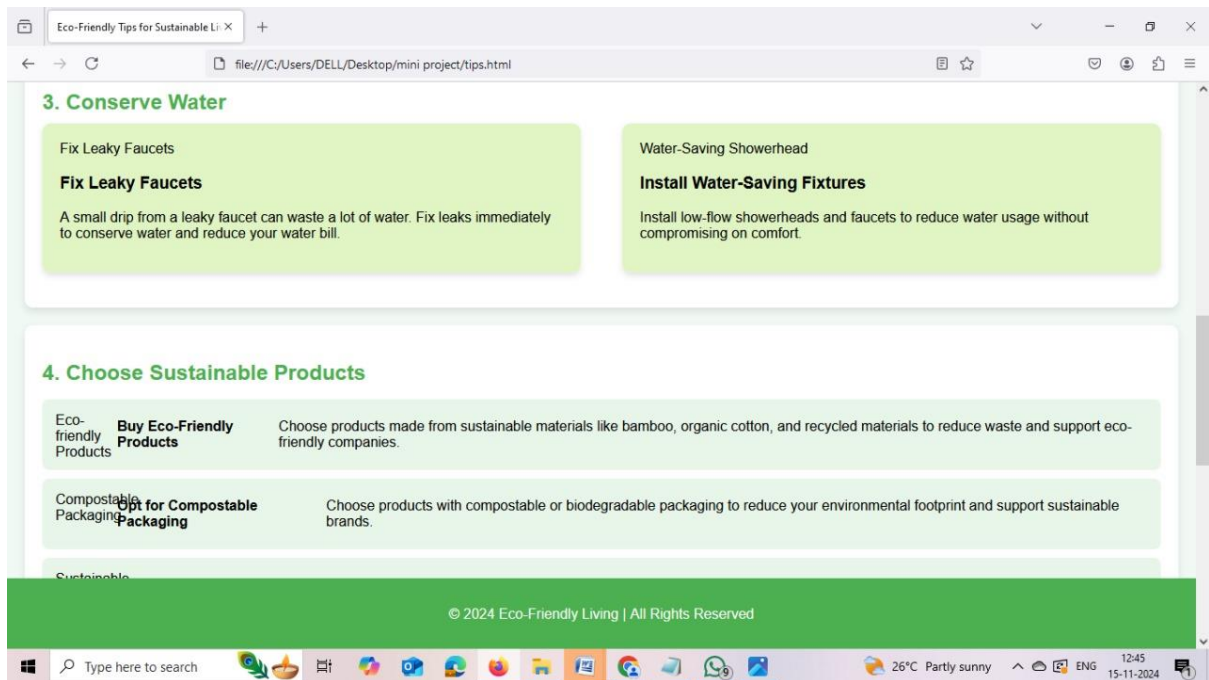
User Acceptance Testing (UAT): End-users were asked to interact with the system to ensure the front-end interface was intuitive and user-friendly. Feedback was collected to improve the interface and user experience.

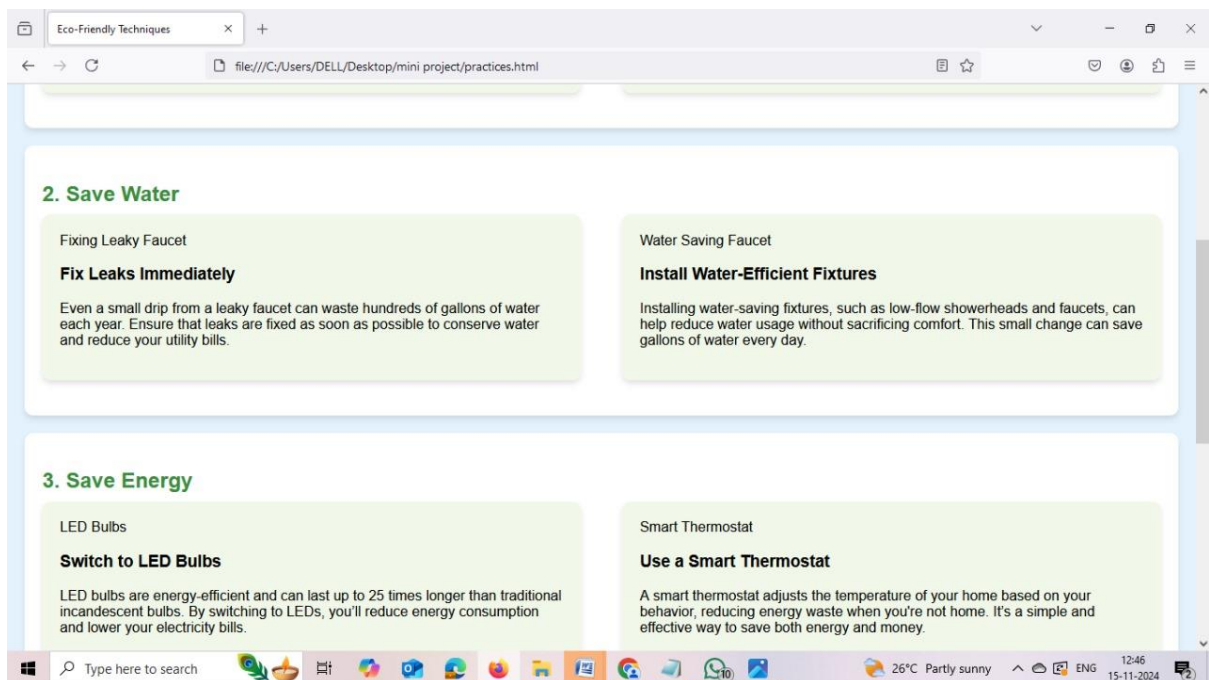
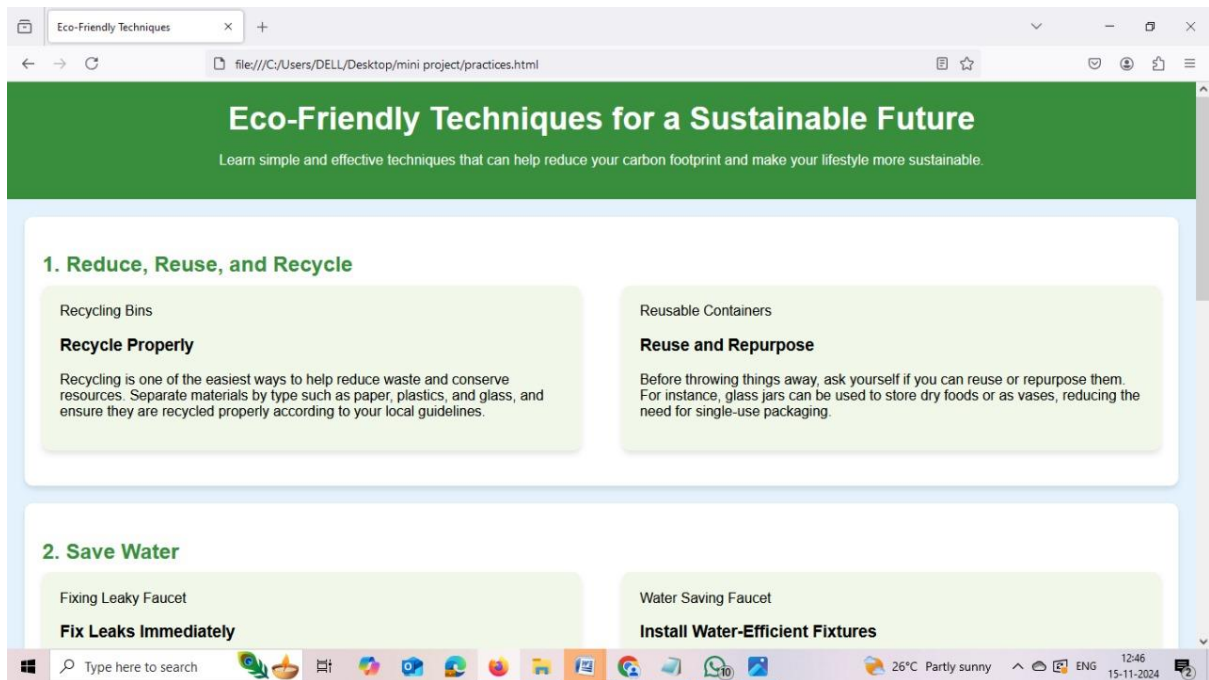
4.3 Output Screenshots

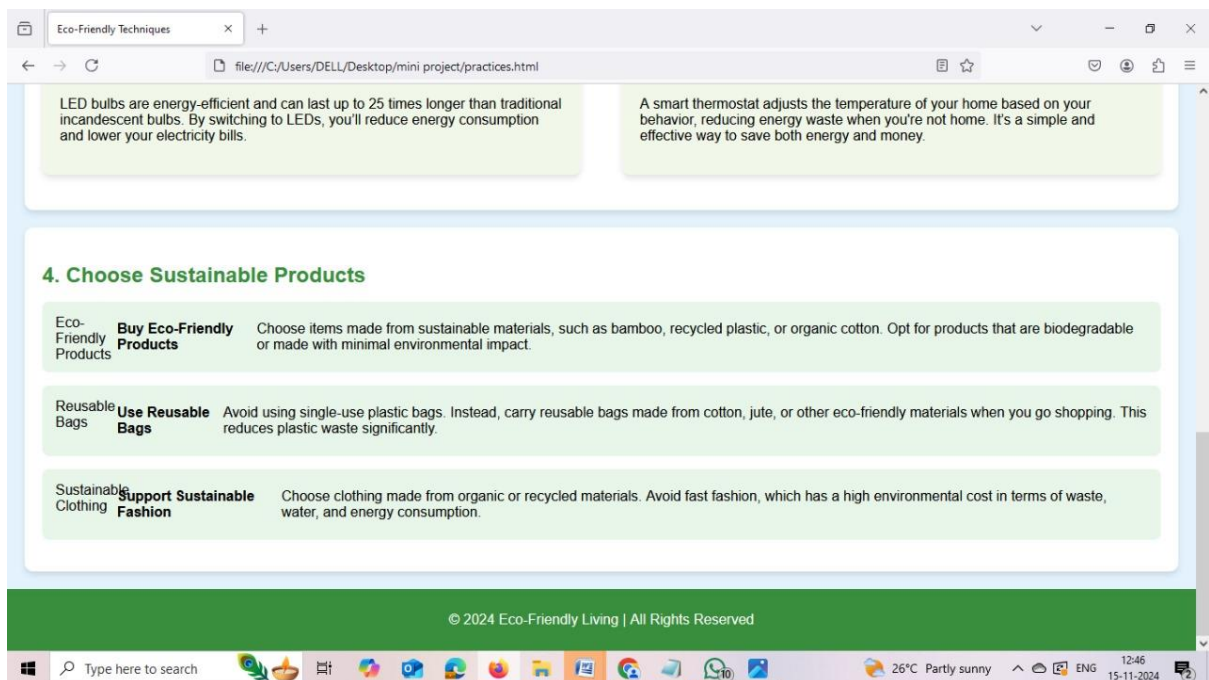
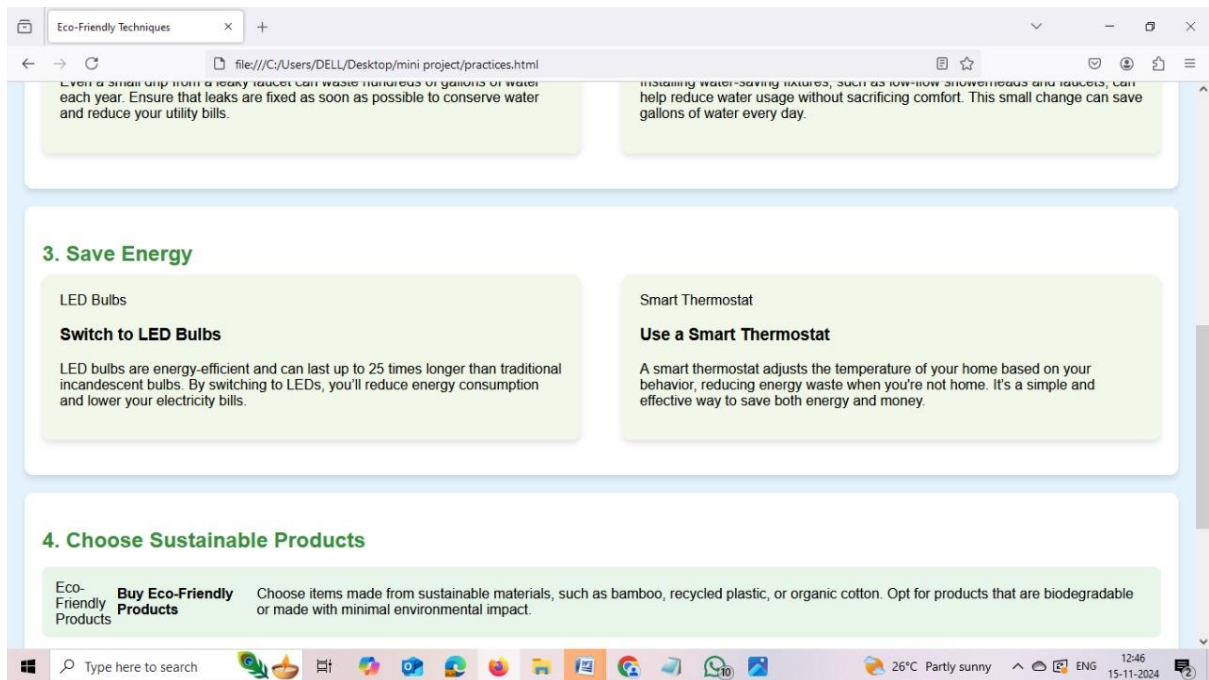


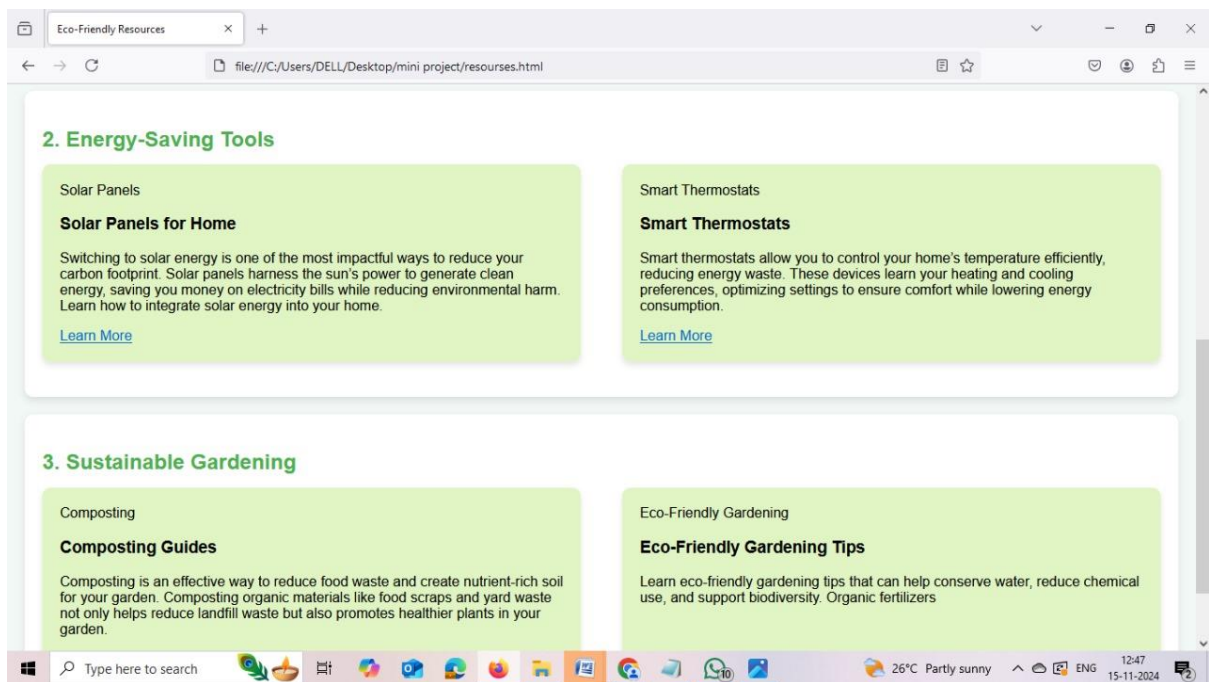
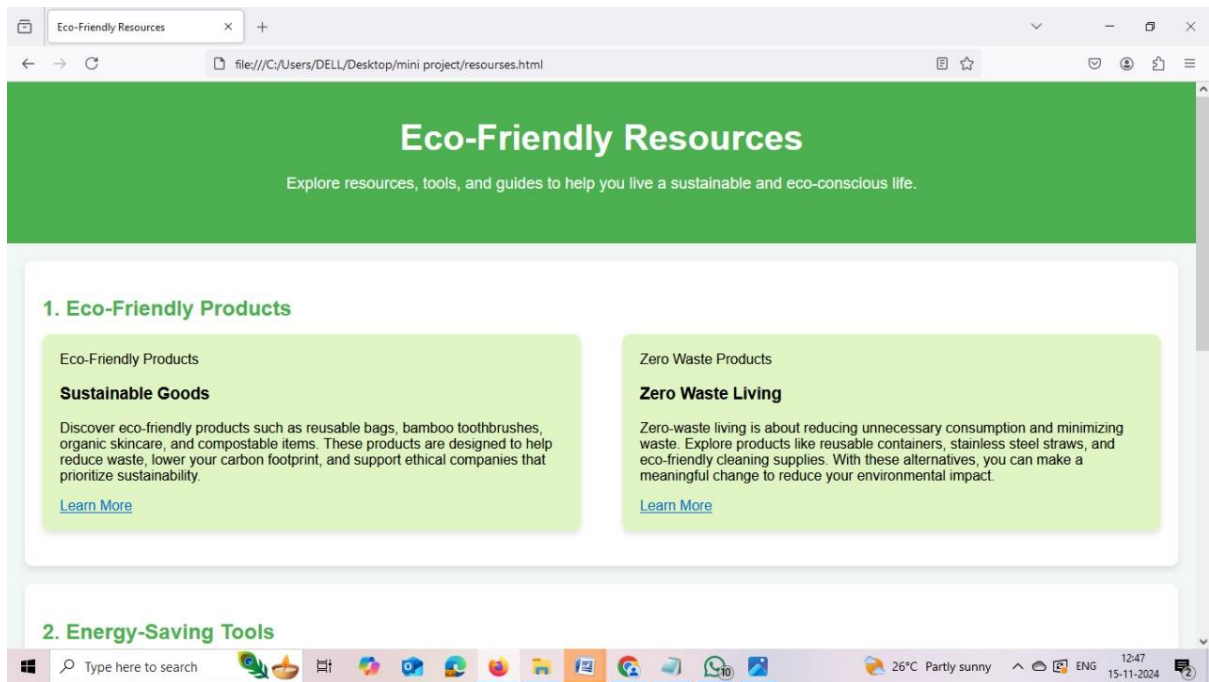


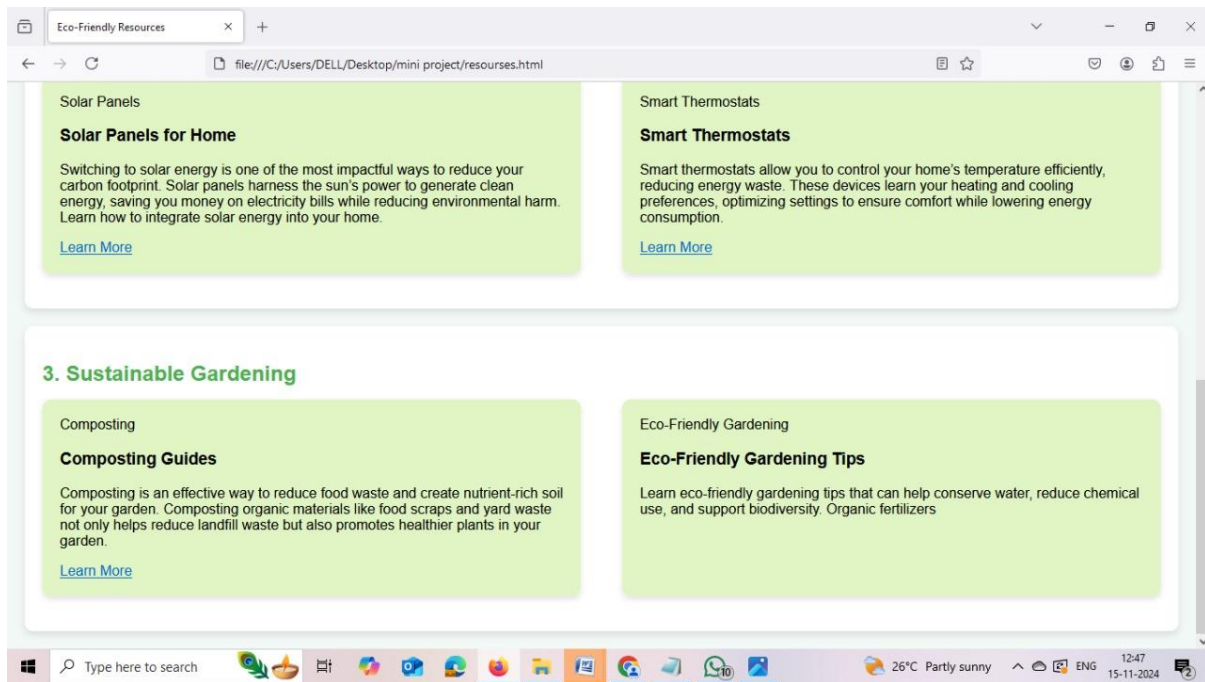












4.4 Analysis of Results

Upon evaluating the system, the following observations were made:

Model Performance: The machine learning model performs reasonably well with the Boston Housing dataset. The predicted prices are close to the actual prices for many of the test cases. However, the model's accuracy could be improved with further tuning (e.g., adjusting hyperparameters or using more complex algorithms).

Accuracy: The system's accuracy, based on testing with the Boston dataset, yielded a mean squared error (MSE) that reflects a moderately accurate model, though there are some discrepancies in predicting properties in areas with outliers or extreme values.

Usability: The front-end interface is simple and intuitive, but further enhancements could be made, such as providing more detailed explanations of the predicted price or visualizing model results.

Edge Cases: The model handled edge cases (such as extremely large property sizes) without errors, though predictions for such properties may not be as reliable due to the limitations of the dataset.

5. Conclusion

5.1 Summary of Findings

The project successfully developed a machine learning-based web application for predicting house prices based on input features. The application uses a trained model to predict prices accurately for most test cases. The integration of the front-end and back-end ensures smooth interaction, and the model's performance is satisfactory, though there

is room for improvement, particularly in terms of handling more complex and outlier-rich datasets.

he project demonstrated the effectiveness of using machine learning models, such as linear regression, in real estate price prediction, and provided a foundation for future enhancements. While the current model works well for the Boston Housing dataset, it may need additional training or features to improve its generalization to other geographical regions or real estate markets.

5.2 Future Enhancements

Several enhancements could be made to improve the accuracy and usability of the system:

Use of More Complex Models: Exploring more advanced machine learning algorithms, such as random forests or neural networks, could help improve the accuracy of predictions, especially for complex datasets with non-linear relationships.

Additional Data Features: Incorporating more detailed features, such as proximity to schools, public transportation, or local amenities, could help refine the price prediction model.

Geographic Expansion: Expanding the dataset beyond the Boston area could involve integrating data from multiple real estate markets to make the model applicable to a broader audience.

Real-Time Data Integration: Incorporating real-time data sources, such as current market listings or recent sales, could provide more up-to-date predictions, enhancing the model's usefulness for users.

User Experience Improvements: Additional features like detailed price breakdowns or visualizations of the model's predictions could improve user experience, making the system not only functional but also more interactive and informative.

6. Appendix

6.1 Code Snippets

Here, we provide a few code snippets that highlight key parts of the project implementation:

Data Preprocessing (Example):

python

Copy code

```
# Data Preprocessing: Scaling features
from sklearn.preprocessing import StandardScaler
scaler = StandardScaler()
X_scaled = scaler.fit_transform(X)
Model Training (Example):
```

python

Copy code

```
# Training a Linear Regression Model
from sklearn.linear_model import LinearRegression
model = LinearRegression()
model.fit(X_train, y_train)
API Endpoint for Prediction (Flask Example):
```

python

Copy code

```
@app.route('/predict', methods=['POST'])
def predict():
    data = request.get_json()
    prediction = model.predict([data['features']])
    return jsonify({'predicted_price': prediction[0]})
```

This section may also include other code snippets for specific features or functions used in the project, such as visualizations, error handling, or model evaluation.

This structure ensures a comprehensive discussion of your testing process, results, and future directions. Each section provides valuable insight into the functionality, performance, and potential improvements for the house price prediction system.

References

- **W3C Sustainable Web Design Community Group:** This group is dedicated to promoting sustainable web practices. Their resources and guidelines can help you make informed decisions about your website's design and development.
- **MDN Blog: Introduction to web sustainability:** This article provides a comprehensive overview of the environmental impact of websites and offers practical tips for reducing it.

HTML and CSS Best Practices:

- **W3C HTML and CSS specifications:** Adhering to these standards ensures your website is efficient and accessible, both of which contribute to sustainability.
- **Performance optimization techniques:** Minimize file sizes, optimize images, and leverage browser caching to improve website performance and reduce energy consumption.
- **Responsive design:** Creating a responsive website ensures it loads efficiently on various devices, reducing unnecessary data transfer and energy usage.

Hosting and Infrastructure:

- **Green web hosting providers:** Choose a hosting provider that uses renewable energy sources and energy-efficient servers.
- **Efficient server configuration:** Optimize your server configuration to minimize resource usage and energy consumption.
- **Content Delivery Networks (CDNs):** Utilize CDNs to distribute your website's content globally, reducing server load and improving performance.

Additional Considerations:

- **User Experience (UX):** Design your website with a focus on user experience to minimize unnecessary page loads and interactions.
- **Accessibility:** Ensure your website is accessible to users with disabilities, as this can improve SEO and user satisfaction.
- **Regular Maintenance:** Keep your website updated with the latest security patches and performance optimizations

