BOOK STORE MANAGEMENT

#### Mini Project Report

***Submitted in partial fulfillment for the award of degree of***

#### BACHELOR OF TECHNOLOGY IN

**COMPUTER SCIENCE AND ENGINEERING**

***Submitted By***

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## CERTIFICATE

This is to certify that the project report entitled as “**Book Store Management**” is the bonafide record of project work carried out under my supervision by S.Venkata Vara Hasini (22L31A05J5), S.Aishwarya (22L31A05J4), M.Yamuna (23L35A0526) and P.Monika (23L35A0533) during the academic year 2023-2024, in partial fulfillment of the requirements for the award of the degree of Bachelor of Technology in Computer Science and Engineeringof Jawaharlal Nehru Technological University-Gurajada,Vizianagaram. The results embodied inthis project report have not been **s**ubmitted to any other University or Institute for the award of any Degree or Diploma.

Head of the department Signature of Project Guide

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## DECLARATION

We here by declare that this Mini project report entitled **“Book Store Management”** has undertaken by us for the fulfillment of Bachelor of Technology in COMPUTER SCIENCE AND ENGINEERING. We declare that this Mini project report has not been submitted anywhere in the part of fulfillment for any degree of any other University.

Place: Visakhapatnam

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**Department of Computer Science and Engineering**

## VISION:

To be a center of excellence for High Quality Education and Research in the field of Computer Science and Engineering, generating highly competent professionals with ethical and human values serving the society.

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* To impart high quality education with the strong foundation of Computer Science and Engineering principles that enable students to meet the challenges in profession/career.
* To nurture research activities among faculty and students by providing necessary facilities and environment.
* To mould students into effective professionals with necessary communication skills, team spirit, leadership qualities, managerial skills, integrity, social & environmental responsibility, lifelong learning ability with professional ethics and human values.

## ABSTRACT

This project involves creating a frontend for an online bookstore management system, aimed at delivering a streamlined and user-friendly experience. The website is designed to facilitate key functionalities, including user sign-in, contact options, book ordering, and the ability for users to sell books online. These features are essential for managing both customer interactions and transactions effectively.

The sign-in feature allows users to create and manage their accounts securely. The contact section provides a straightforward way for users to reach out to the bookstore for support or inquiries. The book ordering system enables users to browse a catalog, select books, and place orders seamlessly. Additionally, a selling feature allows users to list their books for sale, enhancing the platform's functionality.

The website design focuses on responsiveness, ensuring it operates smoothly across various devices, including desktops and mobile phones. The technologies employed include HTML, CSS, JavaScript, and Bootstrap, which collectively contribute to a visually appealing and interactive user interface.

While this project encompasses the frontend development of the bookstore management system, it does not include backend development or payment processing functionalities. The primary goal is to provide a comprehensive and user-centric interface that supports essential bookstore operations.

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**KEYWORDS:** streamlined, key functionalities, user interface, comprehensive, user-centric.

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**CHAPTER 1 INTRODUCTION**

Introduction to Online bookstore management

In the modern era, the convenience of online shopping has extended to the world of books, making online bookstores a popular choice for readers around the globe. This project involves developing the front-end of an online bookstore management system, which is the customer-facing part of the website. The primary objective is to create an intuitive and visually appealing platform that simplifies the process of buying and selling books online, catering to both book enthusiasts and sellers.

The website includes a variety of features designed to enhance user experience. A sign-in option allows users to create and manage their accounts, providing personalized recommendations and a history of their previous interactions with the bookstore.

One of the central features of the website is its robust search functionality. Users can quickly find the books they are looking for through a simple and efficient search tool, which allows filtering by genre, author, or title. This search capability is crucial for providing a seamless user experience, as it helps customers navigate through the bookstore’s vast inventory with ease.

The website also facilitates online ordering, allowing users to purchase books directly from the platform. The ordering process is designed to be straightforward, guiding users from selection to checkout with minimal friction. This streamlined approach is essential for maintaining customer satisfaction and encouraging repeat business.

In addition to purchasing books, the website offers a feature for users to sell their own books online. This option adds versatility to the platform, making it not just a place to buy books but also a marketplace for those looking to sell. By including this feature, the website appeals to a broader audience, including those who want to declutter their shelves or make some extra money from their book collections.

Finally, the project aims to support the administrative side of bookstore management by integrating features that assist with inventory control and order processing. The front-end design ensures that these functionalities are accessible and easy to use, making the system a valuable tool for bookstore managers. Through the use of modern web technologies and a focus on user experience, this project seeks to create a comprehensive online bookstore platform that meets the needs of both customers and administrators.

# CHAPTER 2 EXISTING SYSTEM

### Traditional Bookstore Operations and Limited Online Presence:

Traditionally, bookstores have relied on physical locations for sales, with inventory management often handled manually or through basic software. These systems were generally not integrated with any online platforms, limiting the bookstore's reach to local customers and business hours. When bookstores did offer online services, the platforms were usually outdated, leading to a disjointed experience between in-store and online shopping. Customers faced challenges with inconsistent inventory availability, slow updates, and difficulty navigating the online system.

### Customer Experience and Selling Challenges:

The existing systems often failed to provide a seamless customer experience. Searching for specific

books online were cumbersome, and the process of placing orders was not always user-friendly. Additionally, there were limited options for customers to contact the bookstore for support, which

could lead to frustration. Moreover, the lack of an integrated feature for selling books online meant

that users had to turn to third-party platforms, adding extra steps and inconvenience for those looking

to sell their books.

### Inefficiencies and the Need for Integration:

Overall, the existing systems in use were fragmented and inefficient, with separate tools for

different aspects of bookstore management. This lack of integration led to errors, delays, and a

subpar experience for both customers and bookstore staff. The shortcomings of these systems

highlighted the need for a more unified, modern solution that could streamline operations and

improve user satisfaction.

# CHAPTER 3 PROPOSED SYSTEM

The proposed project is an online bookstore management website designed to meet the evolving needs of book buyers and sellers in a digital landscape. This website will provide a comprehensive platform where users can securely sign in, browse and purchase books, sell books, and communicate with customer support—all within a user-friendly and efficient interface:

**1. User Authentication and Sign-In:**

* + The proposed website will feature a secure sign-in system, enabling users to create accounts, log in, and manage their profiles. This feature is comparable to existing platforms like Amazon or Barnes & Noble, where users can track their orders, save wishlists, and receive personalized recommendations based on their activity.

### Book Ordering System:

* + Similar to established e-commerce sites, the proposed website will offer a streamlined book ordering system. Users can browse a wide selection of books, filter by categories, read reviews, and purchase books. The interface will be intuitive, similar to the user experiences found on Amazon or Book Depository, where ease of use and customer convenience are prioritized.

### Sell Books Online:

* + A key feature of the proposed project is the ability for users and vendors to sell their books online. This feature is inspired by existing platforms like eBay or Amazon Marketplace, where users can list new or used books, manage sales, and communicate with buyers. The proposed website will focus on creating a community-driven marketplace where both buyers and sellers benefit from the platform’s reach and usability.

### Contact Us and Support:

* + The website will include a Contact Us page, providing multiple communication channels for customer support, akin to the support systems found on most e-commerce websites. This feature ensures that users can easily seek help and resolve any issues they may encounter while using the platform.

### User Interface and Experience:

* + The design of the proposed website will focus on creating a clean, modern, and accessible user interface. It will draw inspiration from successful online bookstores like Waterstones or ThriftBooks, where the focus is on delivering a seamless browsing and shopping experience. The proposed project will aim to balance aesthetics with functionality, ensuring that users find the site both appealing and easy to navigate.

# CHAPTER 4.1 SOFTWARE REQUIREMENTS

### HTML (Hyper Text Markup Language):

HTML forms the backbone of the website, providing the basic structure and content of each webpage. In this project, HTML is employed to create the framework for the sign-in page, book listing pages, contact form, and the sell book feature. Each of these components is structured using semantic HTML tags, ensuring that the website is well-organized and accessible.

* + **CSS (Cascading Style Sheets):**

CSS is used to style the HTML content and enhance the visual appeal of the website. It controls the appearance of the website, including colors, fonts, layout, and responsive design. In this project, CSS is utilized to create a consistent and aesthetically pleasing design across all pages. It defines the look and feel of the website, from the typography and color schemes to the spacing and alignment of elements.

### JavaScript:

JavaScript adds interactivity and dynamic functionality to the website. It is used to handle user interactions, such as form submissions, button clicks, and other events. JavaScript also enhances the user experience by enabling features like real-time search filtering, dynamic form validation, and interactive elements such as modals and dropdowns.

### jQuery:

jQuery, a popular JavaScript library, simplifies the process of working with HTML documents, handling events, and creating animations. It allows developers to write less code while achieving more complex functionalities. In this project, jQuery is used to streamline tasks such as DOM manipulation, event handling, and AJAX requests.

### Bootstrap:

Bootstrap is a front-end framework that provides a collection of pre-designed components, such as buttons, forms, modals, and navigation bars, along with a responsive grid system. In this project, Bootstrap is used to quickly and efficiently develop a responsive, mobile-first design. The framework’s grid system ensures that the website layout adjusts seamlessly across different screen sizes, while its built-in components help maintain consistency in the design.

# CHAPTER 4.2 Hardware Requirements

### Development Machine:

**Processor:** Intel Core i5 or AMD equivalent (minimum), Intel Core i7 or higher (recommended)

**RAM:** 8 GB (minimum), 16 GB or more (recommended)

**Storage:** 256 GB SSD (minimum), 512 GB SSD or higher (recommended)

**Graphics:** Integrated graphics (minimum), Dedicated GPU for better performance (optional)

**Display:** 15-inch monitor with 1920x1080 resolution (minimum)

**Operating System:** Windows 10/11, macOS, or Linux

### Testing and Deployment:

**Client Machine:** The machine used for testing should meet similar specifications as the development machine to ensure consistent performance and compatibility.

**Browser:** Latest versions of major browsers (Chrome, Firefox, Edge, Safari) for cross-browser testing

**Display:** High-resolution monitor (at least 1366x768) to test responsive design

### Additional Equipment:

**Router/Modem:** Reliable network connection for accessing and testing the website.

**External Storage:** For backup and version control (optional)

**Uninterruptible Power Supply (UPS):** To protect against power outages (optional but recommended)

# CHAPTER 5 SCOPE OF THE PROJECT

The scope of the frontend project for an online bookstore management system can be defined by outlining the key features and functionalities that are included, as well as any limitations or exclusions.:

* + **Project Overview:** This project involves the development of the frontend interface for an online bookstore management system. The focus is on creating an intuitive and user-friendly web experience for users to browse, order, and sell books online. The project does not include backend development or server-side functionalities.
  + **Key Features:** Implementation of user login and registration forms. Ability for users to create accounts, sign in, and manage their profiles. Design and development of a contact form for users to reach out for inquiries or support. Integration of contact information and possibly a map for physical store locations. Implementation of a user-friendly ordering process, including book details, quantities, and checkout options. Creation of a form for users to list their own books for sale. Implementation of a user interface to manage and view listings.
  + **Design and User Experience:** Ensuring the website is accessible and functional across different devices and screen sizes, including desktops, tablets, and smartphones. Use of consistent branding, color schemes, and typography to enhance the user experience. Implementation of engaging visuals, such as book cover animations and sliders.
  + **Technology Stack:** Html and CSS to structure and style the web pages. JavaScript to add interactivity and dynamic content. Bootstrap for responsive design and UI components.

# CHAPTER 6 LITERATURE SURVEY

Researchers and practitioners alike have explored various aspects of human – computer interaction, leading to a wealth of valuable insights. The following literature survey highlights key themes and findings from existing studies related to human – computer interaction and initiatives:

### Evolution and Trends in Online Bookstores:

Online bookstores have transitioned from simple digital catalogs to sophisticated e-commerce platforms. Key trends include the rise of digital and audiobooks, mobile commerce, and social media integration for marketing and engagement. Studies highlight the growth of mobile commerce and the integration of social media for marketing and customer engagement. Over time, features like personalized recommendations, user reviews, and sophisticated inventory management have become standard.

### Frontend Design and User Experience:

Effective UI/UX design is crucial for user satisfaction. Research emphasizes the importance of intuitive navigation, clear visual hierarchy, and accessibility features. For online bookstores, features like easy-to-read fonts, well-organized book categories, and prominent calls-to-action enhance the user experience. As users access websites from various devices, responsive design ensures that the site functions well on desktops, tablets, and smartphones.

### Ordering Systems and User Authentication:

A streamlined ordering process with features like a straightforward checkout flow and minimal required fields is essential for reducing cart abandonment. Secure user authentication methods and robust data protection measures are critical for safeguarding user information and ensuring a secure online environment.

### Technology Stack and Tools:

Frontend development relies on technologies such as HTML, CSS, and JavaScript, with frameworks like Bootstrap enhancing design consistency and responsiveness. JavaScript libraries like jQuery facilitate dynamic content management and improve user interaction, contributing to a more engaging user experience.

# CHAPTER 7 MODULES

The modules that could be included in the proposed Gesture Controlled Volume Adjustment Project:

### User Authentication Module:

This module handles user authentication, including account creation, logging in, and logging out. It ensures secure access to the website by allowing users to create accounts and sign in with their credentials. Within this module, users can update their personal information, such as name, email, and password, as well as view their order history and manage account settings.

### Book Browsing and Search Module :

The Gesture Recognition Module builds on the hand detection data by focusing on specific key points, particularly the tips of the index finger and thumb. The module calculates the distance between these two points to determine the user's gesture. This distance is then mapped to corresponding volume levels, effectively translating the user's hand movement into a control signal. The gesture recognition process is designed to be responsive and accurate, ensuring that small changes in finger positioning are correctly interpreted and reflected in the system’s volume adjustments.

### Volume Control Module :

The Volume Control Module acts as the interface between the recognized gesture and the system's audio settings. Once the distance between the index finger and thumb is calculated and mapped to a specific volume level, this module integrates with the system's audio API to adjust the volume accordingly. The module ensures that the volume changes are applied in real-time, providing an immediate response to the user's gestures. This seamless integration allows for intuitive and efficient control of the system’s audio output, making the volume adjustment process hands-free and user-friendly.

# CHAPTER 8 SYSTEM DESIGN

The system design for the Gesture Controlled Volume Adjustment project involves several key components:

### Architecture Overview:

The online bookstore management system is built using HTML, CSS, and JavaScript to create a responsive and interactive user interface. Bootstrap is utilized for consistent styling and layout across various devices, ensuring a professional and cohesive appearance. The frontend design includes key features such as user sign-in, contact forms, book ordering, and a section for selling books..

### Key Components:

The system includes several critical components: a sign-in system for user account management with client-side validation, a contact us page with a simple feedback form, a book ordering system displaying a catalog for easy browsing and purchasing, and a sell books section allowing users to list their books for sale. Each component is designed to enhance user experience and functionality.

### Design and Layout:

The design emphasizes responsiveness, using CSS media queries and flexible grid layouts to ensure the site functions well on desktops, tablets, and smartphones. User experience is a priority, with clear navigation, intuitive interfaces, and accessibility considerations incorporated throughout the design.

### Technologies Used:

The project employs HTML for the basic structure, CSS for styling and layout, JavaScript for dynamic interactions, and Bootstrap for a consistent and responsive design. Although the project does not include backend functionality, the frontend is designed with secure coding practices and data handling in mind, preparing it for potential future integration.

# CHAPTER 9 APPLICATIONS

A gesture controlled volume adjustment offers numerous applications and benefits across different sectors of the automation industry and society as a whole. Some of the key applications include:

### Enhanced User Experience and Effective Communication:

The frontend design of the online bookstore management system significantly enhances user experience by providing a clean, intuitive interface. Features like easy navigation, responsive design, and interactive elements ensure that users can efficiently browse and interact with the website, whether they are ordering books, signing in, or selling items. The contact us page enables users to easily reach out with inquiries or feedback. This feature supports effective communication between users and the bookstore, facilitating better customer service and engagement.

### Streamlined Book Ordering and User Account Management:

The system's book ordering component simplifies the purchasing process by presenting users with a well-organized catalog of books. Users can easily view book details, add items to their cart, and complete their purchases, making it a convenient platform for book shopping. The sign-in system allows users to create and manage their accounts, providing a personalized experience. It supports secure access to account features and personal information, enhancing user convenience and interaction with the platform.

### Book Selling Platform and Future Integration Potential:

The sell books section provides a straightforward way for users to list and sell their books. This feature benefits both individual sellers and the bookstore by expanding the range of available books and fostering a community of book enthusiasts. While the current system focuses on frontend design, it is structured to support future backend integration. This includes potential features like advanced data management, user analytics, and more sophisticated functionality, which can be added as the project evolves.

# CHAPTER 10 SOURCE CODE

import cv2

import mediapipe as mp from math import hypot

from ctypes import cast, POINTER from comtypes import CLSCTX\_ALL

from pycaw.pycaw import AudioUtilities, IAudioEndpointVolume import numpy as np

cap = cv2.VideoCapture(0) #Checks for camera mpHands = mp.solutions.hands #detects hand/finger

hands = mpHands.Hands() #complete the initialization configuration of hands mpDraw = mp.solutions.drawing\_utils

#To access speaker through the library pycaw devices = AudioUtilities.GetSpeakers()

interface = devices.Activate(IAudioEndpointVolume.\_iid\_, CLSCTX\_ALL, None) volume = cast(interface, POINTER(IAudioEndpointVolume))

volbar=400 volper=0

volMin,volMax = volume.GetVolumeRange()[:2] while True:

success,img = cap.read() #If camera works capture an image

imgRGB = cv2.cvtColor(img,cv2.COLOR\_BGR2RGB) #Convert to rgb

#Collection of gesture information

results = hands.process(imgRGB) #completes the image processing.

lmList = [] #empty list

if results.multi\_hand\_landmarks: #list of all hands detected.

#By accessing the list, we can get the information of each hand's corresponding flag bit for handlandmark in results.multi\_hand\_landmarks:

for id,lm in enumerate(handlandmark.landmark): #adding counter and returning it # Get finger joint points

h,w,\_ = img.shape

cx,cy = int(lm.x\*w),int(lm.y\*h)

lmList.append([id,cx,cy]) #adding to the empty list 'lmList' mpDraw.draw\_landmarks(img,handlandmark,mpHands.HAND\_CONNECTIONS)

if lmList != []:

#getting the value at a point #x #y

x1,y1 = lmList[4][1],lmList[4][2] #thumb

x2,y2 = lmList[8][1],lmList[8][2] #index finger #creating circle at the tips of thumb and index finger

cv2.circle(img,(x1,y1),13,(255,0,0),cv2.FILLED) #image #fingers #radius #rgb cv2.circle(img,(x2,y2),13,(255,0,0),cv2.FILLED) #image #fingers #radius #rgb cv2.line(img,(x1,y1),(x2,y2),(255,0,0),3) #create a line b/w tips of index finger and thumb

length = hypot(x2-x1,y2-y1) #distance b/w tips using hypotenuse

# from numpy we find our length,by converting hand range in terms of volume range ie b/w -

63.5 to 0

vol = np.interp(length,[30,350],[volMin,volMax]) volbar=np.interp(length,[30,350],[400,150]) volper=np.interp(length,[30,350],[0,100])

print(vol,int(length)) volume.SetMasterVolumeLevel(vol, None)

# Hand range 30 - 350

# Volume range -63.5 - 0.0

#creating volume bar for volume level

cv2.rectangle(img,(50,150),(85,400),(0,0,255),4) # vid ,initial position ,ending position ,rgb

,thickness

cv2.rectangle(img,(50,int(volbar)),(85,400),(0,0,255),cv2.FILLED)

cv2.putText(img,f"{int(volper)}%",(10,40),cv2.FONT\_ITALIC,1,(0, 255, 98),3) #tell the volume percentage ,location,font of text,length,rgb color,thickness

cv2.imshow('Image',img) #Show the video

if cv2.waitKey(1) & 0xff==ord(' '): #By using spacebar delay will stop break

cap.release() #stop cam cv2.destroyAllWindows() #close window

# CHAPTER 11 CONCLUSION

The development of the online bookstore management website's front-end represents a significant milestone in creating a dynamic, user-friendly platform that meets the needs of both book buyers and sellers. By employing a range of modern web technologies, including HTML, CSS, JavaScript, jQuery, and Bootstrap, the project has effectively built a robust and responsive interface that enhances user engagement and satisfaction.

The focus on user authentication ensures secure and personalized experiences for users, enabling them to manage their profiles, track orders, and engage with the platform confidently. The Book Browsing and Search Module provides a streamlined approach for users to explore and locate books efficiently, which is crucial for a positive shopping experience. The Book Ordering Module simplifies the purchasing process, from adding items to the cart to completing transactions securely, thereby improving the overall efficiency of the buying process.

The project’s commitment to responsive design ensures that the website is accessible across various devices, from desktops to smartphones, offering a seamless experience regardless of the device used. This responsiveness is critical in today’s multi-device landscape and helps to retain users by providing consistent performance and usability.

Performance optimization is another key achievement of the project. By focusing on efficient coding practices, such as minimizing HTTP requests and optimizing images, the website delivers fast load times and smooth interactions, which are essential for maintaining user satisfaction and reducing bounce rates.

In conclusion, this project not only fulfills the immediate goal of delivering a functional and visually appealing online bookstore interface but also sets a strong foundation for future enhancements. The use of industry-standard technologies and adherence to best practices ensures that the website is well-positioned to adapt to evolving user needs and technological advancements. The successful implementation of these front-end components demonstrates a commitment to quality and user experience, contributing to the overall success of the online bookstore management platform.

# CHAPTER 12 REFERENCES

Here are some references for the food waste management projects:

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