

Archive Project:

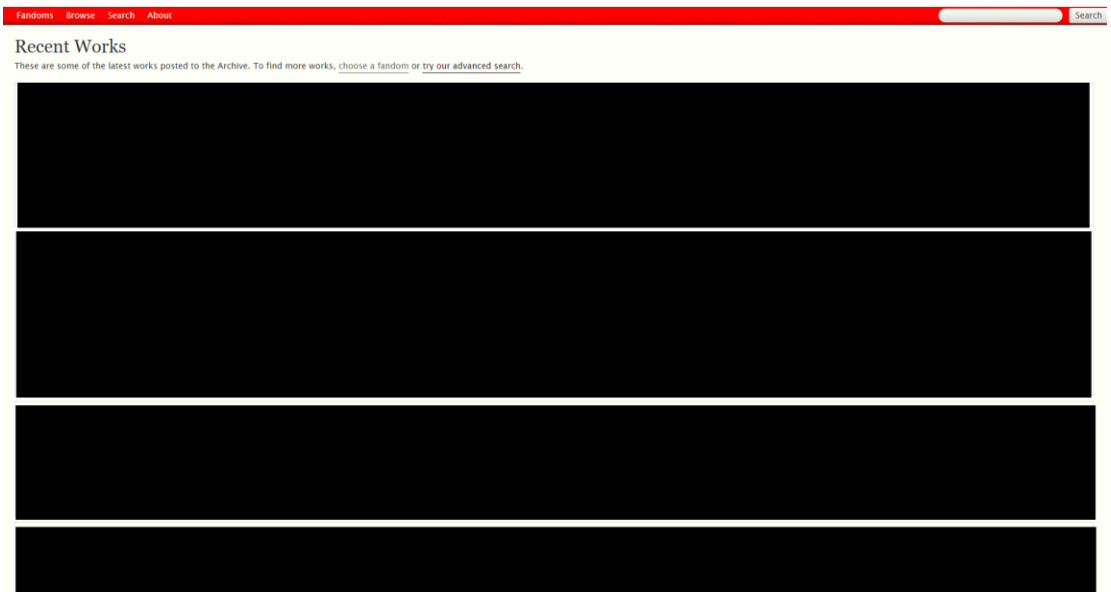
Checklist:

- Template for the different instances of archived documents (tagging/saving)
 - Tag list for the files
 - Recording of date/time created
 - Saving the name/tags into an object which correlates to the body of text.
- A homepage from which everything can be accessed.
 - Simple introduction to the website
 - Allows
- A search mechanic that lets you search by tags, date created, name, etc.
- Imagine if breath of the wild was called freak of the wild

What does the Website Look like?

- Theme/style
 - Basic Corporate Colours?

- Screenshot from (“https://archiveofourown.org/works”)



- Georgia for titles
 - Lucida Sans for body text
- Page Types (home, document, etc)
 - Every page should have a bar on the top containing the home button, the search bar, and an “Add Entry” button.
 - Homepage is where you start on the website. It contains links to all other parts, but is just for presentation.
 - The results page is what always comes up after searching for something. It contains the top bar and then a list of all the results.
 - The document page is what comes up when you click on an entry. It contains the the date created, the tags, the title, and the body of text.
 - The template document page is what comes up when you click the “New Entry” button. It allows for the creation of a new file in the system.

- Pathing(What page leads to which page)

```
<li class="search">
  <form class="search" id="search" role="search" aria-label="Work" action="/works/search" accept-charset="UTF-8" method="get">
    <fieldset>
      <p>
        <label class="landmark" for="site_search">Work Search</label>
        <input class="text" id="site_search" aria-describedby="site_search_tooltip" type="text" name="work_search[query]" value="" />
        <span class="tip" role="tooltip" id="site_search_tooltip">tip: words:100</span>
        <span class="submit actions"><img alt="submit icon" data-bbox="385 288 395 298"/></span>
      </p>
    </fieldset>
  </form>
</li>
```

bbbbbb

Search form code from ao3

Template:

Body: secondary-subtle

Accents:secondary,red?

Text:Black

Central Processing Unit (CPU)

A central processing unit (CPU), also called a central processor, main processor, or just processor, is the most important processor in a given computer.[1][2] Its electronic circuitry executes instructions of a computer program, such as arithmetic, logic, controlling, and input/output (I/O) operations.[3][4][5] This role contrasts with that of external components, such as main memory and I/O circuitry,[6] and specialized coprocessors such as graphics processing units (GPUs). The form, design, and implementation of CPUs have changed over time, but their fundamental operation remains almost unchanged.[7] Principal components of a CPU include the arithmetic–logic unit (ALU) that performs arithmetic and logic operations, processor registers that supply operands to the ALU and store the results of ALU operations, and a control unit that orchestrates the fetching (from memory), decoding and execution (of instructions) by directing the coordinated operations of the ALU, registers, and other components. Modern CPUs devote a lot of semiconductor area to caches and instruction-level parallelism to increase performance and to CPU modes to support operating systems and virtualization. Most modern CPUs are implemented on integrated circuit (IC) microprocessors, with one or more CPUs on a single IC chip. Microprocessor chips with multiple CPUs are called multi-core processors.[8] The individual physical CPUs, called processor cores, can also be multithreaded to support CPU-level multithreading.[9] An IC that contains a CPU may also contain memory, peripheral interfaces, and other components of a computer;[10] such integrated devices are variously called microcontrollers or systems on a chip (SoC). (Sourced from en.wikipedia.org)



Graphics Card

(GPU) A graphics card (also called a video card, display card, graphics adapter, VGA card/VGA, video adapter, display adapter, or colloquially GPU) is a computer expansion card that generates a feed of graphics output to a display device such as a monitor. Graphics cards are sometimes called discrete or dedicated graphics cards to emphasize their distinction to an integrated graphics processor on the motherboard or the central processing unit (CPU). A graphics processing unit (GPU) that performs the necessary computations is the main component in a graphics card, but the acronym "GPU" is sometimes also used to erroneously refer to the graphics card as a whole.[1] Most graphics cards are not limited to simple display output. The graphics processing unit can be used for additional processing, which reduces the load from the central processing unit.[2] Additionally, computing platforms such as OpenCL and CUDA allow using graphics cards for general-purpose computing. Applications of general-purpose computing on graphics cards include AI training, cryptocurrency mining, and molecular simulation.[3][4][5] Usually, a graphics card comes in the form of a printed circuit board (expansion board) which is to be inserted into an expansion slot.[6] Others may have dedicated enclosures, and they are connected to the computer via a docking station or a cable. These are known as external GPUs (eGPUs). Graphics cards are often preferred over integrated graphics for increased performance. (Sourced form en.wikipedia.org)



Headphones

Headphones are a pair of small loudspeaker drivers worn on or around the head over a user's ears. They are electroacoustic transducers, which convert an electrical signal to a corresponding sound. Headphones let a single user listen to an audio source privately, in contrast to a loudspeaker, which emits sound into the open air for anyone nearby to hear. Headphones are also known as earphones[1] or, colloquially, cans.[2] Circumaural (around the ear) and supra-aural (over the ear) headphones use a band over the top of the head to hold the drivers in place. Another type, known as earbuds or earpieces,[1] consists of individual units that plug into the user's ear canal. A third type are bone conduction headphones, which typically wrap around the back of the head and rest in front of the ear canal, leaving the ear canal open. In the context of telecommunication, a headset is a combination of a headphone and microphone. Headphones connect to a signal source such as an audio amplifier, radio, CD player, portable media player, mobile phone, video game console, or electronic musical instrument, either directly using a cord, or using wireless technology such as Bluetooth, DECT or FM radio. The first headphones were developed in the late 19th century for use by switchboard operators, to keep their hands free. Initially, the audio quality was mediocre and a step forward was the invention of high fidelity headphones.[3][4]

- [6:09 PM]

Headphones exhibit a range of different audio reproduction quality capabilities. Headsets designed for telephone use typically cannot reproduce sound with the high fidelity of expensive units designed for music listening by audiophiles. Headphones that use cables typically have either a 1/4 inch (6.4 mm) or 1/8 inch (3.2 mm) phone jack for plugging the headphones into the audio source. Some

headphones are wireless, using Bluetooth connectivity to transmit the audio signal by radio waves from source devices like cellphones and digital players.[5] As a result of the Walkman effect, beginning in the 1980s, headphones started to be used in public places such as sidewalks, grocery stores, and public transit.[6] Headphones are also used by people in various professional contexts, such as audio engineers mixing sound for live concerts or sound recordings and DJs, who use headphones to cue up the next song without the audience hearing, aircraft pilots and call center employees. The latter two types of employees use headphones with an integrated microphone. (Sourced from en.wikipedia.org)



PC (Personal Computer)

A personal computer, often referred to as a PC, is a computer designed for individual use.[1] It is typically used for tasks such as word processing, internet browsing, email, multimedia playback, and gaming. Personal computers are intended to be operated directly by an end user, rather than by a computer expert or technician. Unlike large, costly minicomputers and mainframes, time-sharing by many people at the same time is not used with personal computers. The term home computer has also been used, primarily in the late 1970s and 1980s. The advent of personal computers and the concurrent Digital Revolution have significantly affected the lives of people in all countries. Institutional or corporate computer owners in the 1960s had to write their own programs to do any useful work with computers. While personal computer users may develop their applications, usually these systems run commercial software, free-of-charge

software ("freeware"), which is most often proprietary, or free and open-source software, which is provided in "ready-to-run", or binary form. Software for personal computers is typically developed and distributed independently from the hardware or operating system manufacturers.[2] Many personal computer users no longer need to write their programs to make any use of a personal computer, although end-user programming is still feasible. This contrasts with mobile systems, where software is often available only through a manufacturer-supported channel,[3] and end-user program development may be discouraged by lack of support by the manufacturer.[4]

Since the early 1990s, Microsoft operating systems (first with MS-DOS and then with Windows) and Intel hardware – collectively called "Wintel" – have dominated the personal computer market, and today the term "PC" normally refers to the ubiquitous Wintel platform.[5] Alternatives to Windows occupy a minority share of the market; these include the Mac platform from Apple (running the macOS operating system), and free and open-source, Unix-like operating systems, such as Linux. Other notable platforms until the 1990s were the Amiga from Commodore, and the PC-98 from NEC. (Sourced from en.wikipedia.org)



Lego

Lego (/ˈlɛɡoʊ/ ⓘ LEG-oh, Danish: [ˈlɛko];[1] stylized as LEGO) is a line of plastic construction toys manufactured by the Lego Group, a privately held company based in Billund, Denmark. Lego consists of variously coloured interlocking plastic bricks made of acrylonitrile butadiene styrene (ABS) that accompany an array of gears, figurines called minifigures, and various other parts. Its pieces can be

assembled and connected in many ways to construct objects, including vehicles, buildings, and working robots. Assembled Lego models can be taken apart, and their pieces can be reused to create new constructions.[2][3] The Lego Group began manufacturing the interlocking toy bricks in 1949. Moulding is done in Denmark, Hungary, Mexico, and China. Brick decorations and packaging are done at plants in the former three countries and in the Czech Republic. Annual production of the bricks averages approximately 36 billion, or about 1140 elements per second. One of Europe's biggest companies, Lego is the largest toy manufacturer in the world by sales.[4][5] As of July 2015, 600 billion Lego parts had been produced.[6] Films, games competitions, and eight Legoland amusement parks have been developed under the brand. (Sourced from en.wikipedia.org)



Jerma985

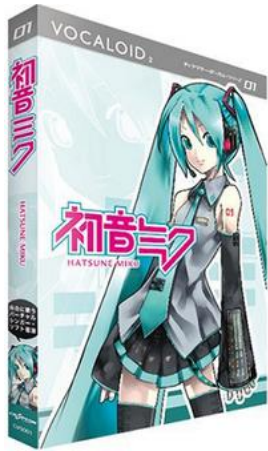
Jeremy Elbertson[2][3] (born September 22, 1985), known online as Jerma985 or Jerma (/ˈdʒɜrmə/), is an American live streamer, YouTuber, and voice actor known for his elaborate and "borderline surreal" livestreams on Twitch.[4][5][6] Jerma was born on September 22, 1985, to Irish and Polish parents.[7][8][9] Upon receiving a Bachelor of Science in communication studies, Jerma became a substitute teacher, and was a freelance wedding videographer.[10][11] Jerma previously owned a now defunct website called "jermanet.com". It contained video and audio clips, largely from his college years.[12][non-primary source needed] He has given his voice to characters in multiple indie games, such as "Matt" in Galactic Phantasy Prelude,[13] the Engineer in Cryptark,[14] and the Horse Lord Hipparchos in Apotheon.[15] Jerma created his YouTube channel, Jerma985, on June 11, 2011.[16] His content primarily focused on the video game Team Fortress

2, which he used to help raise money for the non-profit organization Camp One Step.[17] On October 8, 2011, Jerma announced his partnership with the online entertainment network Machinima.[18] In March 2014, Jerma released the first "Jerma Rumble", an annual production which used the WWE 2K games to make primarily quirky or strange characters, often based on characters from past videos and live streams, and watch them wrestle in-game.[19] In August 2016, Jerma released a live-action wrestling sketch as that year's Jerma Rumble.[20] In 2015, he played multiple low quality Grand Theft Auto clones through the Apple app store, which is to date his most-viewed video.[21] (Sourced form en.wikipedia.org)



Hatsune Miku

Hatsune Miku (Japanese: 初音ミク, [hatsune mi*kw]), officially code-named CV01,[2][3] is a Vocaloid software voicebank developed by Crypton Future Media and its official anthropomorphic mascot character, a 16-year-old girl with long, turquoise twintails. Miku's personification has been marketed as a virtual idol, and has performed at live virtual concerts onstage as an animated projection (rear-cast projection on a specially coated glass screen).[4] Miku uses Yamaha Corporation's Vocaloid 2, Vocaloid 3, and Vocaloid 4 singing synthesizing technologies, and Crypton Future Media's Piapro Studio, a standalone singing synthesizer editor. She was the second Vocaloid sold using the Vocaloid 2 engine and the first Japanese Vocaloid to use the Japanese version of the 2 engine. The voice is modeled from Japanese voice actress Saki Fujita. (Sourced form en.wikipedia.org)



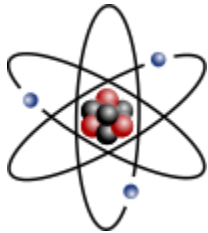
Chemistry

Chemistry is the scientific study of the properties and behavior of matter.[1] It is a physical science within the natural sciences that studies the chemical elements that make up matter and compounds made of atoms, molecules and ions: their composition, structure, properties, behavior and the changes they undergo during reactions with other substances.[2][3][4][5] Chemistry also addresses the nature of chemical bonds in chemical compounds. In the scope of its subject, chemistry occupies an intermediate position between physics and biology.[6] It is sometimes called the central science because it provides a foundation for understanding both basic and applied scientific disciplines at a fundamental level.[7] For example, chemistry explains aspects of plant growth (botany), the formation of igneous rocks (geology), how atmospheric ozone is formed and how environmental pollutants are degraded (ecology), the properties of the soil on the Moon (cosmochemistry), how medications work (pharmacology), and how to collect DNA evidence at a crime scene (forensics). (Sourced from en.wikipedia.org)



Physics

Physics is the natural science of matter, involving the study of matter,[a] its fundamental constituents, its motion and behavior through space and time, and the related entities of energy and force.[2] Physics is one of the most fundamental scientific disciplines, with its main goal being to understand how the universe behaves.[b][3][4][5] A scientist who specializes in the field of physics is called a physicist. Physics is one of the oldest academic disciplines and, through its inclusion of astronomy, perhaps the oldest.[6] Over much of the past two millennia, physics, chemistry, biology, and certain branches of mathematics were a part of natural philosophy, but during the Scientific Revolution in the 17th century these natural sciences emerged as unique research endeavors in their own right.[c] Physics intersects with many interdisciplinary areas of research, such as biophysics and quantum chemistry, and the boundaries of physics are not rigidly defined. New ideas in physics often explain the fundamental mechanisms studied by other sciences[3] and suggest new avenues of research in these and other academic disciplines such as mathematics and philosophy. (Sourced from en.wikipedia.org)



Biology

Biology is the scientific study of life.[1][2][3] It is a natural science with a broad scope but has several unifying themes that tie it together as a single, coherent field.[1][2][3] For instance, all organisms are made up of cells that process hereditary information encoded in genes, which can be transmitted to future generations. Another major theme is evolution, which explains the unity and diversity of life.[1][2][3] Energy processing is also important to life as it allows organisms to move, grow, and reproduce.[1][2][3] Finally, all organisms are able to regulate their own internal environments.[1][2][3][4][5] (Sourced from en.wikipedia.org)



Science

Science is a rigorous, systematic endeavor that builds and organizes knowledge in the form of testable explanations and predictions about the world.[1][2] Modern science is typically divided into three major branches:[3] the natural sciences (e.g., physics, chemistry, and biology), which study the physical world; the social sciences (e.g., economics, psychology, and sociology), which study individuals and societies;[4][5] and the formal sciences (e.g., logic, mathematics, and theoretical computer science), which study formal systems, governed by axioms and rules.[6][7] There is disagreement whether the formal sciences are science disciplines,[8][9][10] as they do not rely on empirical evidence.[11][9] Applied sciences are disciplines that use scientific knowledge for practical purposes, such as in engineering and medicine.[12][13][14] (Sourced from en.wikipedia.org)



Video Game

A video game[a] or computer game is an electronic game that involves interaction with a user interface or input device (such as a joystick, controller, keyboard, or motion sensing device) to generate visual feedback from a display device, most commonly shown in a video format on a television set, computer monitor, flat-panel display or touchscreen on handheld devices, or a virtual reality headset. Most modern video games are audiovisual, with audio complement delivered through speakers or headphones, and sometimes also with other types of sensory feedback (e.g., haptic technology that provides tactile sensations). Some video games also allow microphone and webcam inputs for in-game chatting and livestreaming. Video games are typically categorized according to their hardware platform, which traditionally includes arcade video games, console games, and computer (PC) games; the latter also encompasses LAN games, online games, and browser games. More recently, the video game industry has expanded onto mobile gaming through mobile devices (such as smartphones and tablet computers), virtual and augmented reality systems, and remote cloud gaming. Video games are also classified into a wide range of genres based on their style of gameplay and target audience. (Sourced from en.wikipedia.org)



Pokémon

Pokémon is a Japanese media franchise consisting of video games, animated series and films, a trading card game, and other related media. The franchise takes place in a shared universe in which humans co-exist with creatures known as Pokémon, a large variety of species endowed with special powers. The franchise's target audience is children aged 5 to 12,[2] but it is known to attract people of all ages.[3][4][5][6] The franchise originated as a pair of role-playing games developed by Game Freak, from an original concept by its founder, Satoshi Tajiri.

Released on the Game Boy on February 27, 1996, the games became sleeper hits and were followed by manga series, a trading card game, and anime series and films. From 1998 to 2000, Pokémon was exported to the rest of the world, creating an unprecedented global phenomenon dubbed "Pokémania". By 2002, the craze had ended, after which Pokémon became a fixture in popular culture, with new products being released to this day. In the summer of 2016, the franchise spawned a second craze with the release of Pokémon Go, an augmented reality game developed by Niantic. Pokémon has since been estimated to be the world's highest-grossing media franchise and one of the best-selling video game franchises. (Sourced from en.wikipedia.org)



Dark Souls

The games take place within a dark, medieval fantasy setting, where the player's character fights against knights, dragons, phantoms, demons, and other monstrous or supernatural entities. The accretion, loss, and recovery of souls are central to the narrative and gameplay of Dark Souls games. These games are linked through their setting and an overarching cyclic narrative centering around fire, and are linked through common themes and elements, including interactions with phantoms and battles with demons. At the end of each game, characters may reignite the "first flame" or allow it to fade, recurring a choice others have made before. (Sourced from en.wikipedia.org)

DARK SOULS™

Black-billed Magpie

Black-billed Magpies are familiar and entertaining birds of western North America. They sit on fenceposts and road signs or flap across rangelands, their white wing

patches flashing and their very long tails trailing behind them. This large, flashy relative of jays and crows is a social creature, gathering in numbers to feed at carrion. They're also vocal birds and keep up a regular stream of raucous or querulous calls. (Sourced from www.allaboutbirds.org).



Razorbill

The striking black-and-white Razorbill nests in cliffside colonies overlooking the ocean, often among murres, fulmars, and kittiwakes. It uses its sharp, hatchet-shaped bill to catch fish underwater, sometimes diving to 330 feet. Chicks leave the nest before they even have flight feathers, jumping from their cliff ledges into the water far below. The male parent follows along, minding the chick in the water until it can forage for itself. In winter, Razorbills gather in large flocks to feed, often fairly near to shore. (Sourced from www.allaboutbirds.org).



Turkey Vulture

If you've gone looking for raptors on a clear day, your heart has probably leaped at the sight of a large, soaring bird in the distance— perhaps an eagle or osprey. But if it's soaring with its wings raised in a V and making wobbly circles, it's likely a Turkey Vulture. These birds ride thermals in the sky and use their keen sense of smell to find fresh carcasses. They are a consummate scavenger, cleaning up the countryside one bite of their sharply hooked bill at a time, and never mussing a feather on their bald heads. (Sourced from www.allaboutbirds.org).



The eastern kingbird

With dark gray upperparts and a neat white tip to the tail, the Eastern Kingbird looks like it's wearing a business suit. And this big-headed, broad-shouldered bird does mean business—just watch one harassing crows, Red-tailed Hawks, Great

Blue Herons, and other birds that pass over its territory. Eastern Kingbirds often perch on wires in open areas and either sally out for flying insects or flutter slowly over the tops of grasses. They spend winters in South American forests, where they eat mainly fruit. (Sourced from www.allaboutbirds.org).



Common Raven

The intriguing Common Raven has accompanied people around the Northern Hemisphere for centuries, following their wagons, sleds, sleighs, and hunting parties in hopes of a quick meal. Ravens are among the smartest of all birds, gaining a reputation for solving ever more complicated problems invented by ever more creative scientists. These big, sooty birds thrive among humans and in the back of beyond, stretching across the sky on easy, flowing wingbeats and filling the empty spaces with an echoing croak. (Sourced from www.allaboutbirds.org).

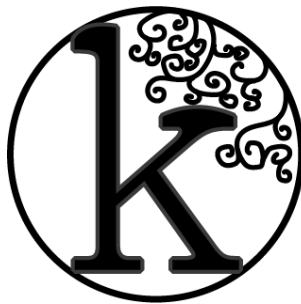


Archive of Our Own

Archive of Our Own (often shortened to **AO3**) is a [nonprofit open source](#) repository for [fanfiction](#) and other fanworks contributed by users. The site was created in 2008 by the [Organization for Transformative Works](#) and went into [open beta](#) in 2009 and continues to be in beta.^[2] As of 1 May 2024, Archive of Our Own hosts 12,900,000 works in over 64,860 [fandoms](#) including those related to real people.^[1] The site has received generally positive reception for its curation, organization, and design, mostly done by readers and writers of fanfiction.^{[3][4]} (Sourced from en.wikipedia.org)



The Archive



The Archive is a proof-of-concept rudimentary search engine/database built from the ground up in Javascript, HTML and CSS. It is meant to be a basic database that displays the fundamentals of how a simple search engine functions.

The Archive works by cross examining arrays and a database of files, allowing the user to search for any archive entry in the database. Additionally, it allows for case-insensitive and partial word searching of these files.

To search, enter the file name you're looking for in the input bar and click the search button on the top of the screen. The results will appear on the top left. You can then use the top bar to navigate back to the homepage from the current

document you are in. To view all entries simply leave the input box blank and click the search button.

-CSS and HTML by Sandil Kosgahakumbura

-Javascript and Document Content Sourcing by Matthew Gormley