North South University



Department of ELECTRICAL AND COMPUTER SCIENCE PROJECT REPORT COURSE: CSE-482 LAB SECTION-07

SUPERVISED BY: M. ARIFUR RAHMAN

DESIGNATION: ADJUNCT FACULTY, DEPARTMENT OF ECE,

NORTH SOUTH UNIVERSITY

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SUBMITTED BY-

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COURSE DESCRIPTION

To introduce a student with the modern web development techniques in order to develop state-of-the-art web applications and that can be scalable with ease. The course provides a comprehensive overview of both front-end and back-end technologies like HTML5, CSS3, JavaScript, PHP and MYSQL. Upon completing the course, a learner will have a concise understanding of server- side and client-side programming knowledge.

PROJECT PLAN

The purpose of the Project Plan is to document all managerial aspects of a project that are required to execute it successfully within its constraints. If some aspects are defined in separate plans (e.g. Quality Assurance Plan, Configuration Management Plan, Risk Management Plan, Project Schedule), the Project Plan should refer to these documents.

PROJECT GOALS

The project goals define the expected project results together with the required development constraints. Information may be extracted from the Project Proposal (or the Feasibility Study Report) and the Project Requirements Specification and completed if required.

- i. Identify the various categories of project goals (list the major project goals only and refer to the Project Requirements Specification or other documents for details). Consider the following categories
- ii. Functional goals
- iii. Strategic goals
- iv. Business goals (e.g.: time-to-market, cost)
- v. Technological goals
- vi. Quality goals
- vii. Organizational goals (e.g. competence development, testing of new methods, techniques, or tools, application of new processes, etc.) viii. Other goals, e.g.: usability, portability, etc. (these goals, and what is specifically expected, should be clearly specified in the Project Requirements Specification)
- ix. Constraints (e.g.: environmental constraints, application specific standards, national standards, cultural relationships, etc.)

PROJECT EXPLANATION

The code and fix model probably is the most frequently used development methodology in software engineering. It starts with little or no initial planning. You immediately start developing, fixing problems as they occur, until the project is complete.

Code and fix is a tempting choice when you are faced with a tight development schedule because you begin developing code right away and see immediate results.

Unfortunately, if you find major architectural problems late in the process, you usually have to rewrite large parts of the application. Alternative development models can help you catch these problems in the early concept stages, when making changes is easier and less expensive. The code and fix model is appropriate only for small projects that are not intended to serve as the basis for future development.

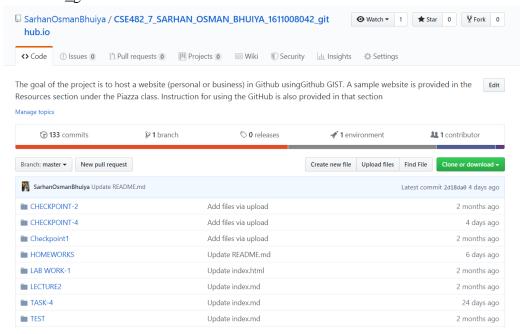
SE ANALYSIS

CODE AND FIX MODEL: The code and fix model probably is the most frequently used development methodology in software engineering. It starts with little or no initial planning. The code and fix model is appropriate only for small projects that are not intended to serve as the basis for future development.

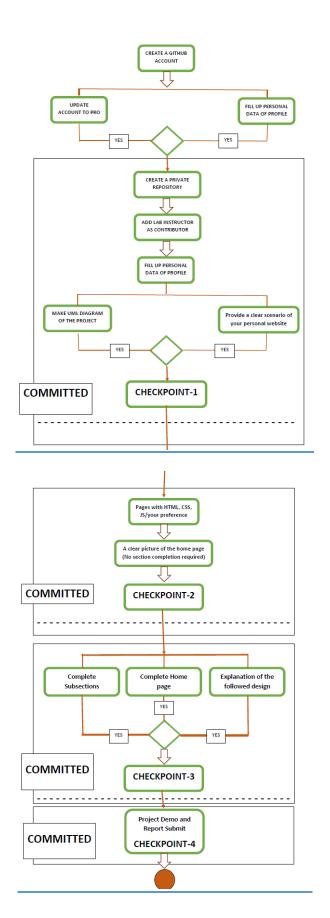
TECHNICAL ANALYSIS

GITHUB: GitHub is a Git repository hosting service, but it adds many of its own features. After creating a repository in GitHub we can host it by using GIST.

 https://sarhanosmanbhuiya.github.io/CSE482_7_SARHAN_OSMAN_BHUIYA_161 1008042_github.io



UML DIAGRAM



LANGUAGE ANALYSIS

- ➤ HTML-5--HTML 5 is a software solution stack that defines the properties and behaviors of web page content by implementing a markup based pattern to it.
- ➤ CSS-3--Cascading Style Sheets is a style sheet language used for describing the presentation of a document written in a markup language like HTML.
- ➤ **BOOTSTRAP-**-Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development.
- ➤ **PHP**-Hypertext Preprocessor is a general-purpose programming language originally designed for web development.
- ➤ SQL--SQL is a domain-specific language used in programming and designed for managing data held in a relational database management system, or for stream processing in a relational data stream management system.

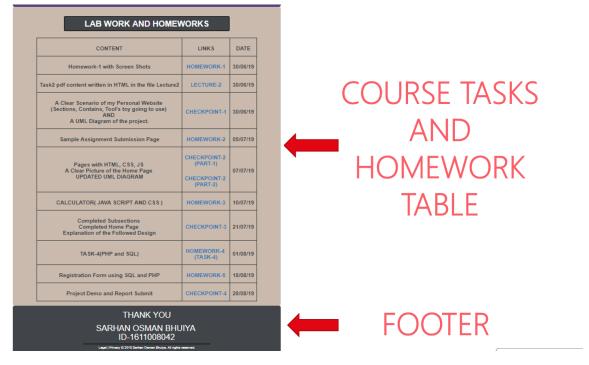
APPLICATIONS

The languages used to make my portfolio can be used to make all kinds of website.

- > Brochure-the simplest type of website
- **E-commerce-Pay for a product or service online.**
- > Portal-brings together information from lots of different sources
- ➤ Wiki-allows people to collaborate online and write content together
- > Social media- sharing of images or ideas.
- **Landing Pages**
- > Personal Websites. ...
- > Photo Sharing Websites. ...
- > Writers / Authors Websites. ...
- **Community Building Websites....**
- ➤ Mobile Device Websites. ...
- **Blogging Websites....**
- > Informational Websites. ...
- > Online Business Brochure/Catalog Websites.

PROJECT WEBSITE (PERSONAL PORTFOLIO)





CONCLUSION

The modern web development techniques in order to develop state-of-the-art web applications and that can be scalable with ease. A comprehensive overview of both front-end and back-end technologies like HTML5, CSS3, JavaScript, PHP and MYSQL.