LIFE RESCUE

A Mini Project-I Report submitted
in partial fulfillment of the requirements
for the award of the degree of

BACHELOR OF TECHNOLOGY

In

COMPUTER SCIENCE & ENGINEERING

By

KARRI HEMA HARSHITHA
(19B01A0567)

NAKARIKANTI DEVI DEEPIKA
(19B01A05B8)

KONDETI BHASHINI SRILEKHYA
(19B01A0577)

NAMBURI GREESHMA SARIKA
(19B01A05C5)

KANIPE DEVI
(19B01A0565)

Under the esteemed guidance of
Dr.DharmaiahDeverapalli$_{PH.D}$
Professor.

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
SHRI VISHNU ENGINEERING COLLEGE FOR WOMEN(A)
(Approved by AICTE, Accredited by NBA& NAAC, Affiliated to JNTU Kakinada)
BHIMAVARAM – 534 202

2020 – 2021

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CERTIFICATE

*This is to certify that the Mini Project-I entitled "**LIFE RESCUE**", is being submitted by **KARRI HEMA HARSHITHA, NAKARIKANTI DEVI DEEPIKA, KONDETI BHASHINI SRILEKHYA,NAMBURI GREESHMA SARIKA, KANIPE DEVI** bearing the **Regd.Nos.19B01A0567,19B01A05B8, 19B01A0577, 19B01A05C5, 19B01A0565** in partial fulfillment of the requirements for the award of the degree of "**Bachelor of Technology** in **Computer Science & Engineering**" is a record of bonafide work carried out by her under my guidance and supervision during the academic year* **2020 – 2021** *and it has been found worthy of acceptance according to the requirements of the university.*

Internal Guide **Head of the Department**

Acknowledgements

The satisfaction that accompanies the successful completion of any task would be incomplete without the mention of the people who made it possible and whose constant encouragement and guidance has been a source of inspiration throughout the course of this project. I take this opportunity to express our gratitude to all those who have helped me in this project.

I wish to place my deep sense of gratitude to **Sri. K. V. Vishnu Raju, chairman of SVES,** for his constant support on each and every progressive work of mine.

My deep sense of gratitude and sincere thanks to **Dr. G. Srinivasa Rao, Principal of SVECW** for being a source of an inspirational constant encouragement.

My deep sense of gratitude and sincere thanks to **Dr. P. Srinivasa Raju, Vice-Principal of SVECW** for being a source of an inspirational constant encouragement.

I deeply indebted and sincere thanks to **Dr. P. Kiran Sree, Head of the Department,** for his valuable advices in completing this project successfully.

My deep sense of gratitude and sincere thanks to **Dr. Dharmaiah Devarapalli,** professor for his unflinching devotion and valuable suggestion throughout my project.

1. KARRI HEMA HARSHITHA(19B01A0567)
2. NAKARIKANTI DEVI DEEPIKA(19B01A05B8)
3. KONDETI BHASHINI SRILEKHYA(19B01A0577)
4. NAMUBURI GREESHMA SARIKA(19B01A05C5)
5. KANNIPE DEVI(19B01A0565)

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ABSTRACT

Nowadays health is very important aspect in everybody's life. Everyone must take care of their health in any kind of situation. As in a busy life sometimes we often forgot our health issues and run through our busy situations. In this case we will often neglect the health if we are suffering from any kind of disease. So we implemented an project the user just need to search for the website and user can find the all the information at one place and no need to search for many times in the google.

This application gives access to the user about the most up to date FIRST AID, diet plan, symptoms, do's and don'ts, first aid kit items anytime and anywhere. This project gives comprehensive first aid information to the user. This information about first aid can save the life of the victim by giving immediate assistance until the victim takes complete medical treatment

1.INTRODUCTION

Users are increasing using web searches engines for anything. The project by definition, first aid is an immediate medical attention or treatment for anyone who has suffered a sudden illness or injury. Having knowledge about first aid is essential in order to respond to emergency cases and be able to relieve pain, maintain life, promote recovery and prevent the patient's condition from worsening until professional medical help arrives. Given the fact that many people still do not know how to provide first aid in emergency situations; patients often end up in the worst possible condition or even die. People need a credible source of information in order to learn about first aid and respond in emergency situations without having to attend first aid seminars or workshops.

Many people do not know what to do when person gets sudden attacks, sickness or injuries etc. Many loose their lives or get into serious illness or injuries will become severe as they do not have proper awareness of **FIRST AID.** People often forgot about first aid. In some cases, when they rush to hospitals they do not realize or know that they can do something about the emergency. So, the project gives the prescription, diet plan, symptoms of the disease, cause of the disease before the treatment.

This website, gives user an instant access to the information that user needs to know the most common problems/situations about health issues. It helps to give immediate assistance to the user suffering from either minor or serious illness before taking a full medical treatment. It can save life.

So, if a person is in emergency and he needs information then he needs to go into the website, open it and search for what he need. This can prevent harm. To promote recovery, we need to take good diet plan. So the victim needs to search for this again. As, it is an emergency case, it needs to be done in fraction of time. So, our website comprises the collection of data in one place during emergency and helps the victim until the complete treatment is done. If here is emergency then the person can even find out the items that need to be in first aid kit. And they can even buy them in nearby stores if it is emergency.

The main objective of this project is to **PROMOTE RECOVERY** or **SAVE LIFE.** This particular website helps to prevent further injury or deterioration and promotes recovery. This project reassures the victim and make the user as comfortable as possible.

In order to make the task easier we developed a website named **"LIFE RESCUE".**

2.SYSTEM ANALYSIS

2.1 EXISTING SYSTEM:

There is an existing web application called Red Cross, but this much deals with the trainings and certifications. It is basically a learning center. There are many other websites like this, but they provides only information of very few problems. In some apps, the problems are not alphabetalised this makes user uncomfortable in an emergency situation, when they want to search and there is no search bar provided.

2.2 PROPOSED SYSTEM:

To address the aforementioned concerns, the researchers of the study proposed a First Aid web Application, which aims to provide users with a source of information about how to perform first aid and helpful in case of emergency situations. The user just has to input the injury or illnesses that occur unexpectedly, and the application will provide them the step-by-step process in administering first aid. The software will aid in the response to emergency situations and in saving of lives.

2.3 FEASIBILITY STUDY:

Generally, the feasibility study is used for determining the resource cost, benefits and whether the proposed system is feasible with respect to the organization. The proposed system feasibility could be as follows. There are six types of feasibility which are equally important are:

Technical feasibility.
Economic feasibility.
Behavioral feasibility.
Risk feasibility.
Financial feasibility.
Resource feasibility.

Risk Feasibility:

Risk feasibility can be discussed under several contexts.
Risk associated with size:

Estimated size of the product in line of codes:

Being a web application with many number of modules, project will contain significant amount of code lines. As the system doesn't contain any multimedia aspect, the file sizes and the complete project size will not exceed 200MB.

Behavioral Feasibility:

This project has been implemented and it satisfies all conditions and norms of the organization and the users. This proposed system "**LIFE RESCUE**" Application has much behavioral feasibility because users are provided with a better facility.

Resource feasibility:

Resources that are required for the project includes:

1. Programming device (Laptop).
2. Hosting space (freely available).
3. Programming tools (freely available).
4. Programming Individuals.

So it's clear that the project has the required resource feasibility.

Technical Feasibility:

Our Project is a complete webbased application. The main technologies and tools that are associated with our project are:

HTML.
CSS.
Javascript.
Php.
Star UML.

Financial Feasibility:

Being a web application **OES** will have an associated hosting cost. Since the system doesn't consist of any multimedia data transfer, bandwidth required for the operation of this application is very low. The system will follow the freeware software standards. No cost will be charged from the potential customers. Bug fixes and maintaining tasks will have an associated cost.

At the initial stage the potential market space will be the local universities and higher educational institutes. Beside the associated cost, there will be many benefits for the users. Especially the extra effort that is associated with paper making and marking will be significantly reduced while the effort to create descriptive statistical reports will be eliminated, since reports generation is fully automated. From these it's clear that the project **OES** is financially feasible.

3.SYSTEM REQUIREMENTS SPECIFICATION

3.1 SOFTWARE REQUIREMENTS:

Several software's are available free on the Internet that can be used to build websites. Some examples are **Apache Web Server**, Apache Jserv Servlet Engine, Linux Operating System, MySQL database, postgresql etc. Many of these opensource software may not be adequate for high-traffic sites. Our website is developed on Apache Web Server. We also used xaamp, PHPMailer.

3.2 HARDWARE REQUIREMENTS:

RAM : 8GB.
Processor : Intel core i5.
Hard disk space : 120 GB.
Operating System : windows 10.

4.SYSTEM DESIGN

4.1 Introduction:

System design is the process of designing the elements of a system such as the architecture, modules and components, the different interfaces of those components and the data that goes through that system.

System Analysis is the process that decomposes a system into its component pieces for the purpose of defining how well those components interact to accomplish the set requirements. The purpose of the System Design process is to provide sufficient detailed data and information about the system and its system elements to enable the implementation consistent with architectural entities as defined in models and views of the system architecture.

Design phase is the first step in moving from problem domain to the solution domain. The design of a system is perhaps the most critical factor affecting the quality of the software, and has a major impact on the later phases. The output of this phase is the design document. It is similar to a blue print or plan for the solution, and is used later during implementation, testing and maintenance.

The design activity is often divided into two separate phase-system design and detailed design. System design aims to identify the modules that should be in the system, the specifications of these modules, and how they interact with each other to produce the desired results. At the end of system design all the major data structures, file formats, output formats, as well as the major modules in the system and their specifications are decided.

A design methodology is a systematic approach to creating a design by application of set of techniques and guidelines. The two basic principles used in any design methodology are problem partitioning and abstraction. A large system cannot be handled as a whole, and so for design it's partitioned into smaller systems. Abstraction is a concept related to problem partitioning. When partitioning is used during design, the design activity focuses on one part of the system at a time. Since the part being designed interacts with other parts of the system, a clear understanding of the interaction is essential for property designing the part.

4.2 UML Diagrams:

UML Diagrams is a rich visualizing model for representing the system architecture and design. These diagrams help us to know the flow of the system.

- Use case diagram.
- Sequence diagram.
- Collaboration diagram.
- Activity diagram.
- Class diagram.

4.2.1 USECASE DIAGRAM:

A Use Case Diagram in the Unified Modelling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases.

The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted. Interaction among actors is not shown on the use case diagram. If this interaction is essential to a coherent description of the desired behavior, perhaps the system or use case boundaries should be re-examined. Alternatively, interaction among actors can be part of the assumptions used in the use case.

Use cases:

A use case describes a sequence of actions that provide something of measurable value to an actor and is drawn as a horizontal ellipse.

Actors:

An actor is a person, organization, or external system that plays a role in one or more interactions with the system.

System boundary boxes:

A rectangle is drawn around the use cases, called the system boundary box, to indicate the scope of system. Anything within the box represents functionality that is in scope and anything outside the box is not.
Four relationships among use cases are used often in practice.

Include:

In one form of interaction, a given use case may include another. "Include is a Directed Relationship between two use cases, implying that the behavior of the included use case is inserted into the behavior of the including use case.

The first use case often depends on the outcome of the included use case. This is useful for extracting truly common behaviors from multiple use cases into a single description. The notation is a dashed arrow from the including to the included use case, with the label "«include»". There are no parameters or return values. To specify the location in a flow of events in which the base use case includes the behavior of another, you simply write include followed by the name of use case you want to include, as in the following flow for track order.

Extend:

In another form of interaction, a given use case (the extension) may extend another. This relationship indicates that the behavior of the extension use case may

be inserted in the extended use case under some conditions. The notation is a dashed arrow from the extension to the extended use case, with the label "«extend»".

Modellers use the «extend» relationship to indicate use cases that are "optional" to the base use case.

Generalization:

In the third form of relationship among use cases, a generalization/specialization relationship exists. A given use case may have common behaviors, requirements, constraints, and assumptions with a more general use case. In this case, describe them once, and deal with it in the same way, describing any differences in the specialized cases. The notation is a solid line ending in a hollow triangle drawn from the specialized to the more general use case (following the standard generalization notation.

Associations:

Associations between actors and use cases are indicated in use case diagrams by solid lines. An association exists whenever an actor is involved with an interaction described by a use case. Associations are modelled as lines connecting use cases and actors to one another, with an optional arrowhead on one end of the line. The arrowhead is often used to indicating the direction of the initial invocation of the relationship or to indicate the primary actor within the use case.

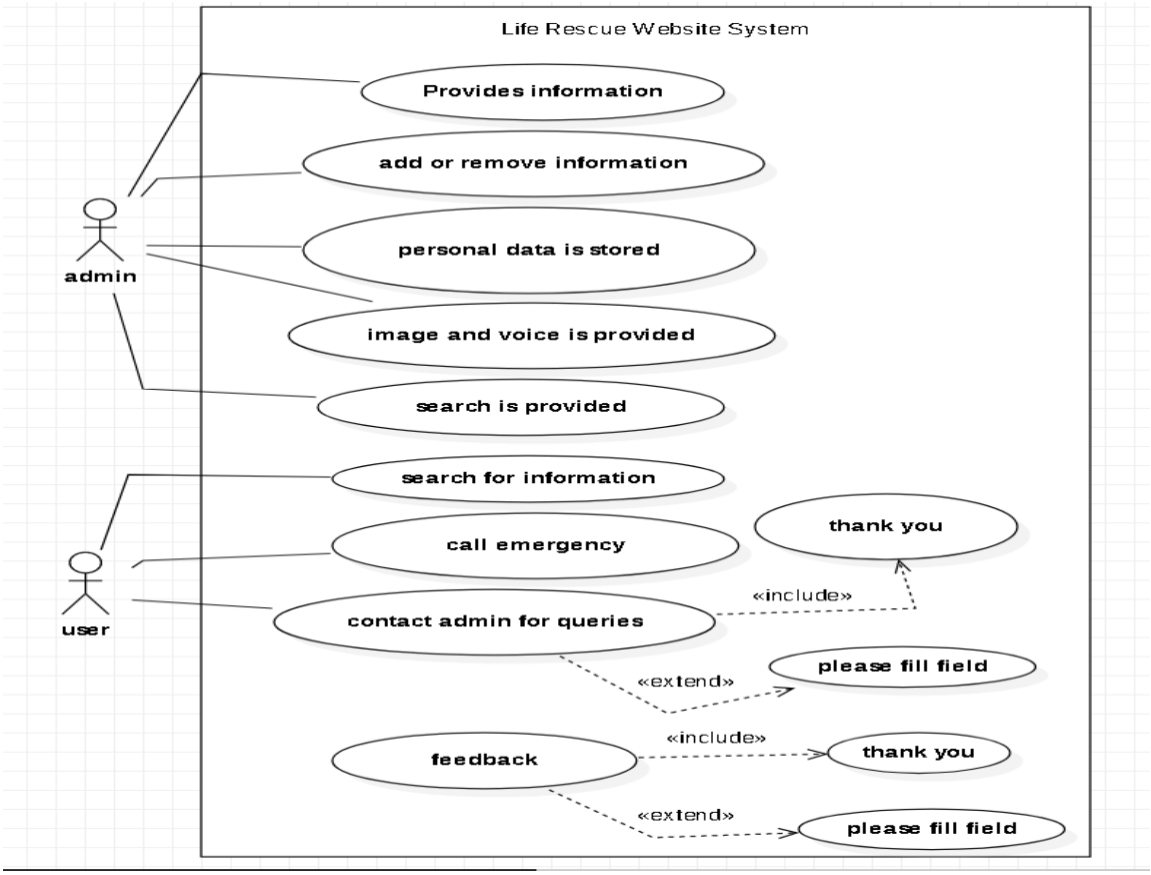

Fig.1. Use Case Diagram.

4.2.2 Deployment Diagram:

Deployment diagrams are important for visualizing, specifying, and documenting embedded, client/server, and distributed systems and also for managing executable systems through forward and reverse engineering. A deployment diagram is just a special kind of class diagram, which focuses on a system's nodes. Graphically, a deployment diagram is a collection of vertices and arcs. Deployment diagrams commonly contain:

Nodes

- 3-D box represents a node, either software or hardware.
- HW node can be signified with <<stereotype>>
- Connections between nodes are represented with a line, with optional <<stereotype>>
- Nodes can reside within a node.

Other Notations

- Dependency.
- Association relationships.
- May also contain notes and constraints.

Purpose of Deployment Diagram:

- They show the structure of the run-time system.
- They capture the hardware that will be used to implement the system and the links between different items of hardware.
- They model physical hardware elements and the communication paths between them.
- They can be used to plan the architecture of a system.
- They are also useful for Document the deployment of software components or nodes.

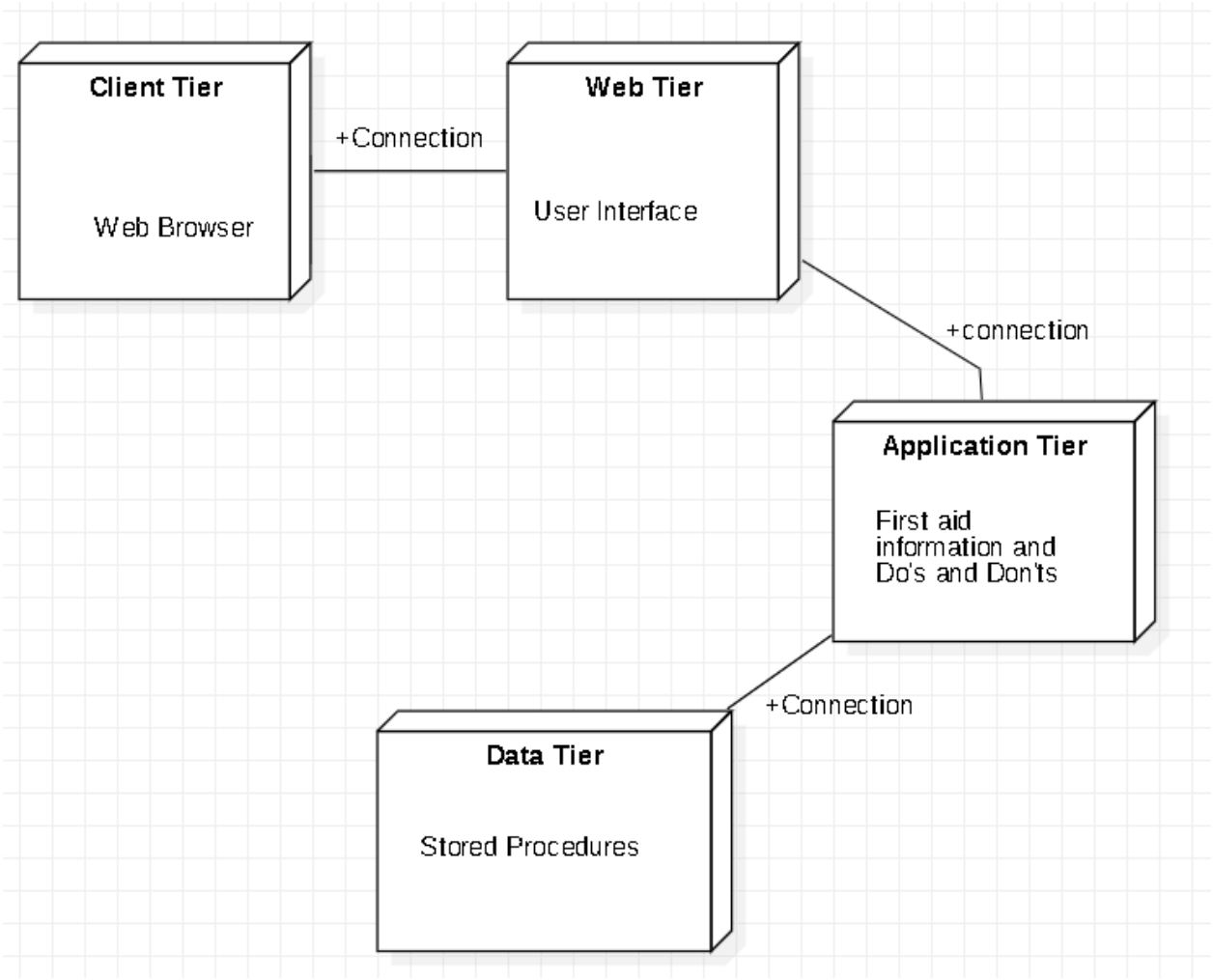

Fig.2. Deployment Diagram

4.2.3 Class Diagram:

Class diagram is a static diagram. It represents the static view of an application. Class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application. Class diagram describes the attributes and operations of a class and also the constraints imposed on the system. The class diagrams are widely used in the modelling of object oriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages. It is also known as a structural diagram.

Class diagram contains:

- Classes
- Interfaces
- Dependency, generalization and association.

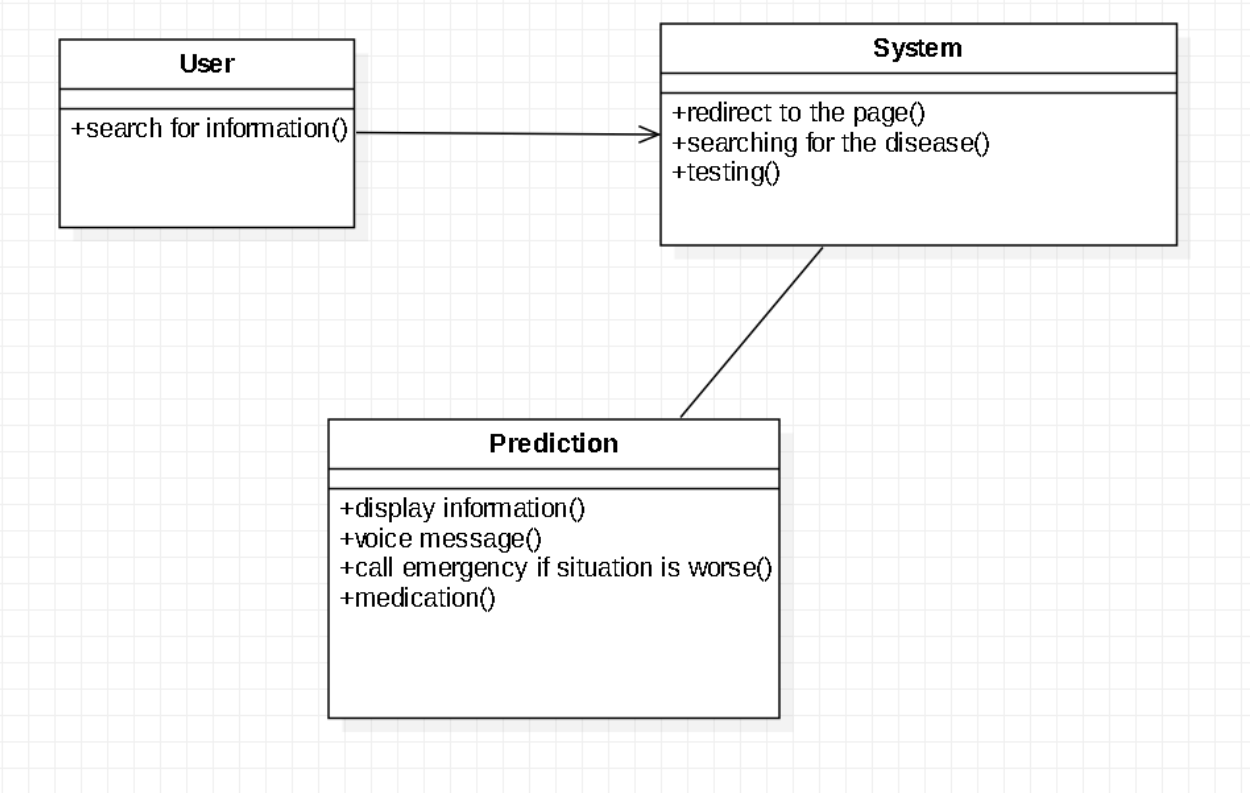

Fig.3. Class Diagram

4.2.4 Activity Diagram:

Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system. The control flow is drawn from one operation to another. This flow can be sequential, branched, or concurrent. Activity diagrams deal with all type of flow control by using different elements such as fork, join, etc. The basic purposes of activity diagram is similar to other four diagrams. It captures the dynamic behavior of the system. Other four diagrams are used to show the message flow from one object to another but activity diagram is used to show message flow from one activity to another.

Activity is a particular operation of the system. Activity diagrams are not only used for visualizing the dynamic nature of a system, but they are also used to construct the executable system by using forward and reverse engineering techniques. The only missing thing in the activity diagram is the message part. It does not show any message flow from one activity to another. Activity diagram is sometimes considered as the flowchart. Although the diagrams look like a flowchart, they are not. It shows different flows such as parallel, branched, concurrent, and single.

•Describe the sequence from one activity to another.

• Draw the activity flow of a system.

• Describe the parallel, branched and concurrent flow of the system.

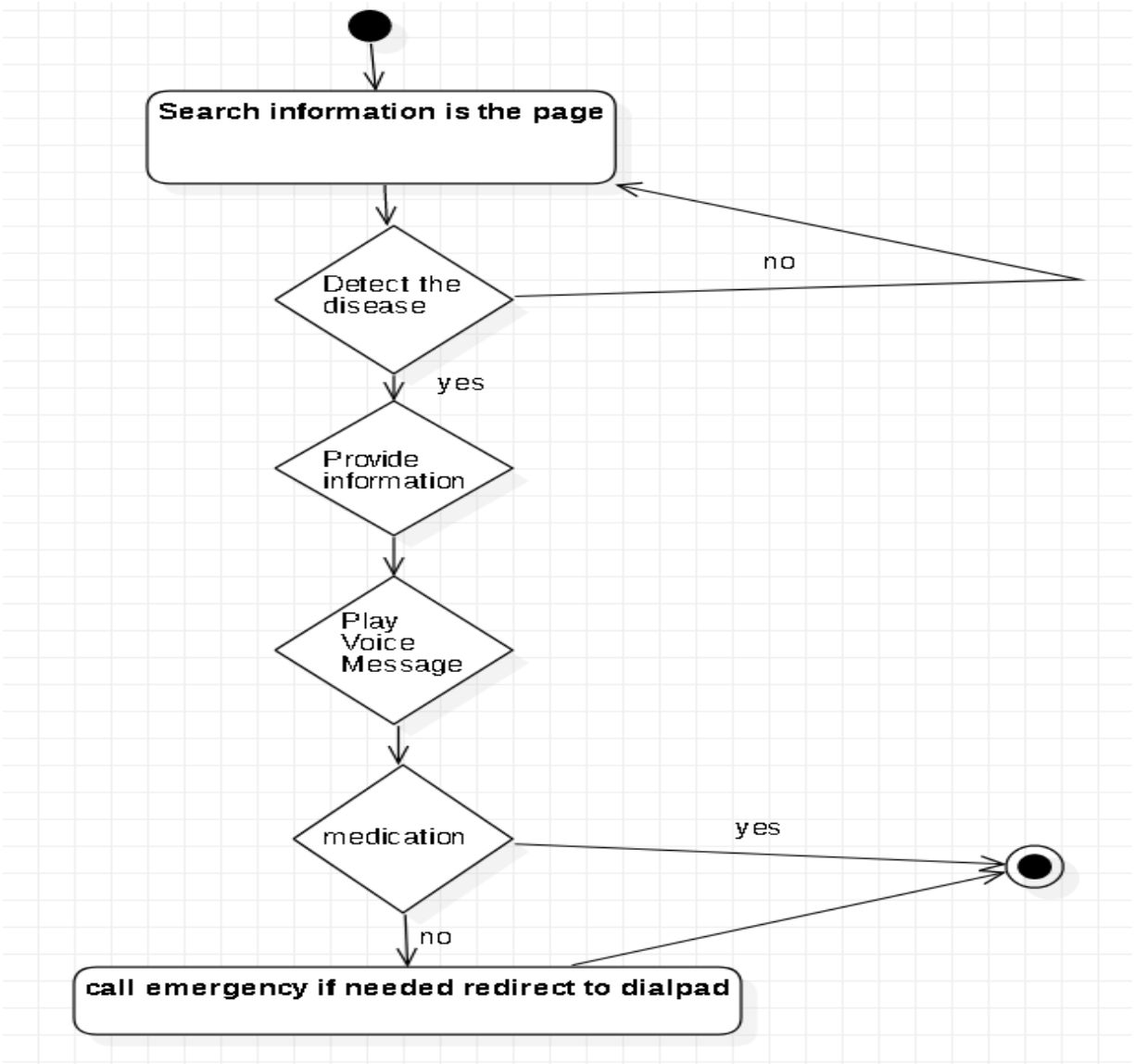

Fig. 4. Activity Diagram

4.2.5 Sequence Diagram:

A sequence diagram simply depicts interaction between objects in a sequential order i.e., the order in which these interactions take place. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram. Sequence diagrams describe how and in what order the objects in a system function. Sequence diagrams are used to formalize the behavior of the system and to visualize the communication among objects. These are useful for identifying additional objects that participate in the use cases. These diagrams are widely used by businessmen and software developers to document and understand requirements for new and existing systems.

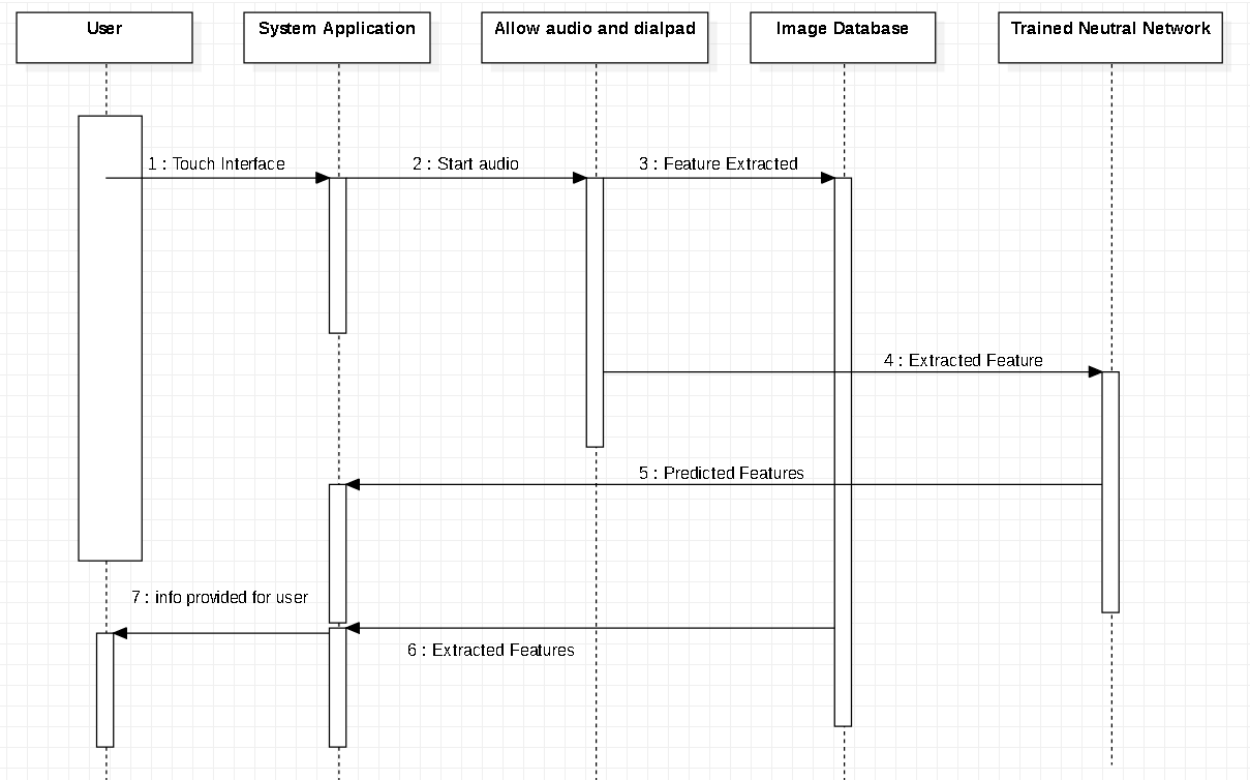

Fig.5. Sequence Diagram

5.SYSTEM IMPLEMENTATION

5.1 INTRODUCTION:

The **LIFE RESCUE** project, "**First Aid web Application**" allows user to provide first aid during emergency. The web application will provide the step-by-step process in doing the first aid for the specific injury or illness.

Many people do not know what to do when a person gets effected from sudden attacks, sickness or injuries etc. Many loose their lives or get into serious illness or injuries will become severe as they do not have proper awareness of FIRST AID. People often forgot about aid. In some cases, when they rush to hospitals they do not realize or know that they can do something about the emergency. So, this project gives the prescription before the treatment, diet plan, symptoms of the disease and causes of the disease.

This website, gives user an instant access to the information that user needs to know the most common problems/situations about health issues. It helps to give immediate assistance to the user suffering from either minor or serious illness before taking a full treatment. It can save life.

The main objective of this project is to promote recovery or save life. This particular website helps to prevent further injury or deterioration and promotes recovery. This project reassures the victim and make the user as comfortable as possible.

5.2 PROJECT MODULES:

The system after careful analysis has been identified to be presented with the following modules and roles. The modules involved are:

- Administrator.
- User.

ADMINISTRATOR:

The administrator is the superior of this application. The administrator has all the information about all the users.
And the administrator themselves give the information about theproblems. This module is divided into different sub-modules.

1. Manage information.
2. Manage personal information.
3. Manage the questions of the users.

MANAGE INFORMATION:

The administrator self provides the information to the user i.e;

- First aid, diet plan information for the diseases.
- Do's and Don'ts in disaster situation.
- First Aid Kit items information.

Add Information:

The project contains different types of information. The data will be classified into different categories. Admin can add new data into the exiting system with all it's details including an image.

Delete Information:

Administrator can delete the information if anything is wrong in the page.

Manage Personal Information:

Admin will get the user information, if the user contacts us or provide a feedback. As while providing the feedback or contacting us we will be requiring the email id, name and mobile number. The personal information which is provided by the user will be safe and secure.

Manage the Questions of the User:

If the user feels anything wrong in the provided information, the user can contact us by using the contact page and fill the details and it will redirect to the what's app, so that the user can provide their feedback about what he feels and what's wrong with information provided. If the user provides the implementation of further with the website, admin will kindly accept it and take the feedback from the user and available for the users in the what's app.

So, it is a saving lives based application we should be very conscious. So, that's the reason mail is not attached and we can easily communicate through what's app at even an emergency situations.

User:

User can get access to:

1. Users can get the information whatever they want. They can use the search bar for their convenience.
2. As this is the application used in emergency, the user need not to do any login or registration form before using this website.

3.The information that is providing in the website are causes of the disease, symptoms of the disease, what to do id it is severe and diet plan of the disease.

4. A voice message is arranged for every disease with a description of 1-2 minutes so if the user needs they can listen to it.

5. For easier understanding purposes pictures are provide with the respective disease.

6. User can go through first aid kit page there user can find items that are used in first aid.

7. In case of emergency they can call to the ambulance or National emergency number through the website.

5.3 Screens:

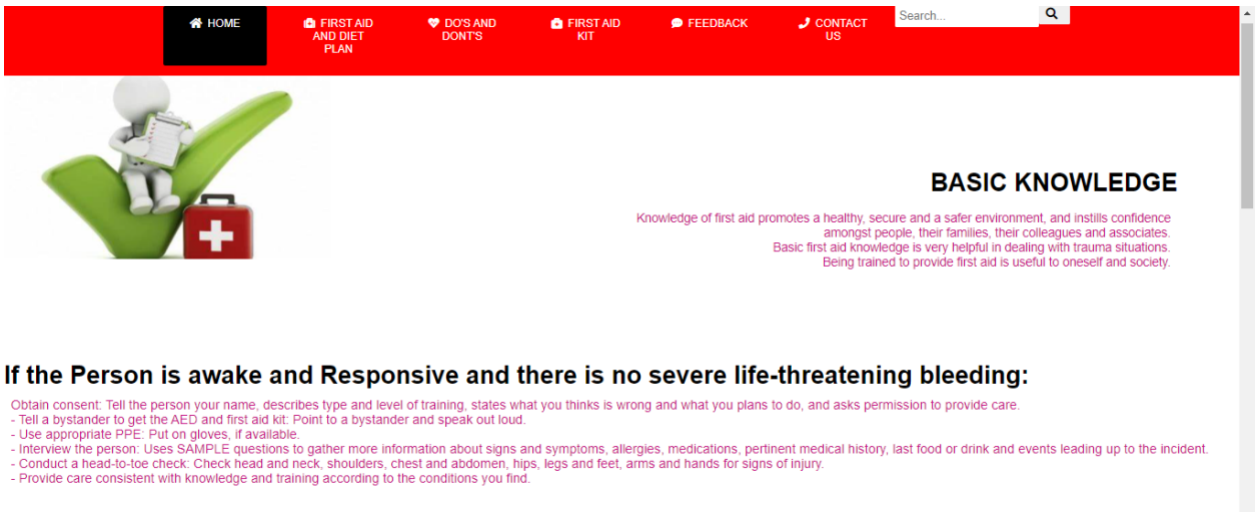

Fig.6. HOME PAGE

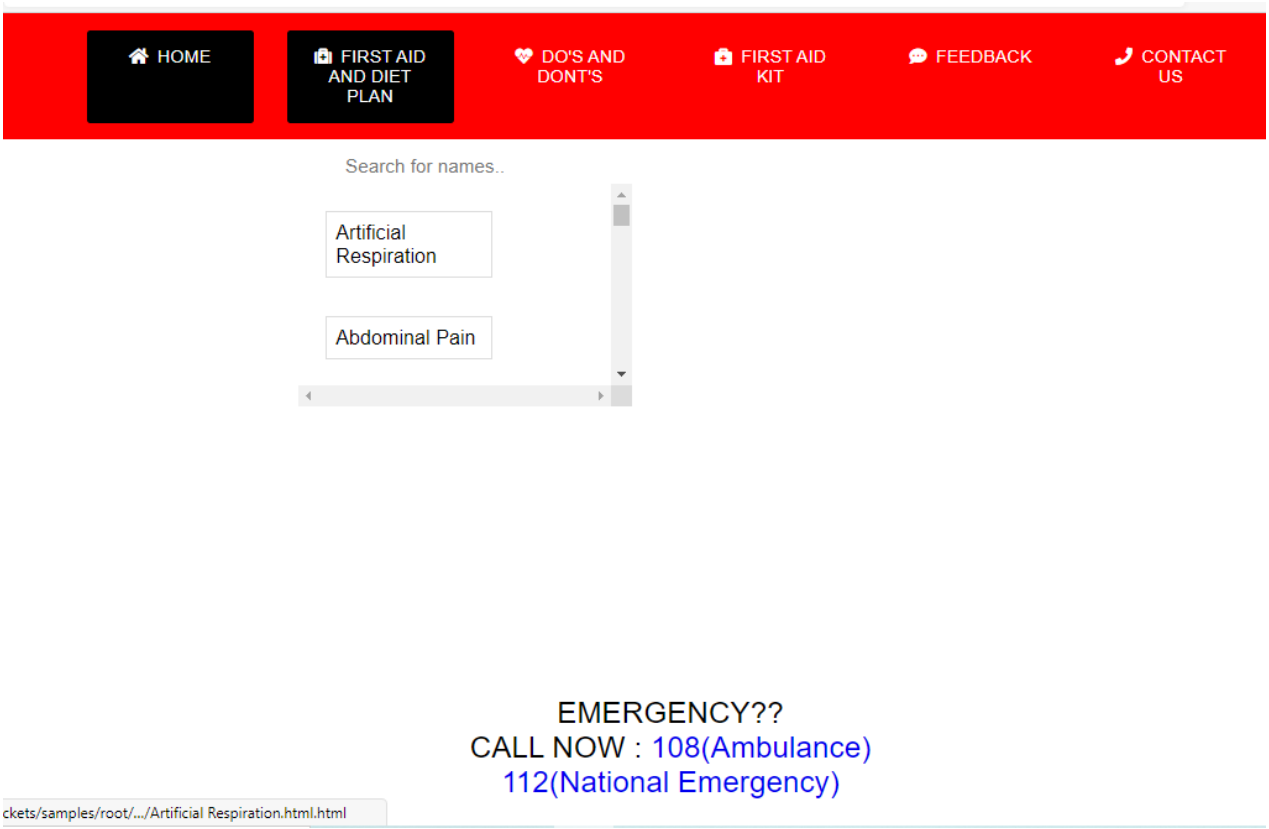

Fig.7.EMERGENCY CALLS IN HOME PAGE

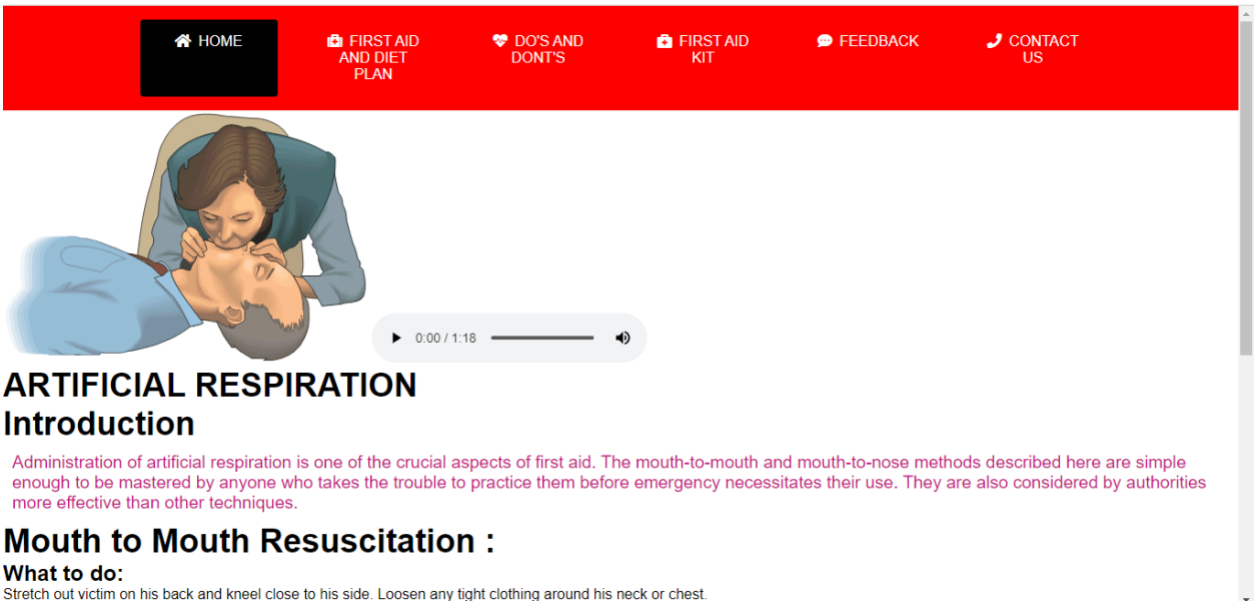

Fig.8. FIRST AID & DIET PLAN PAGE

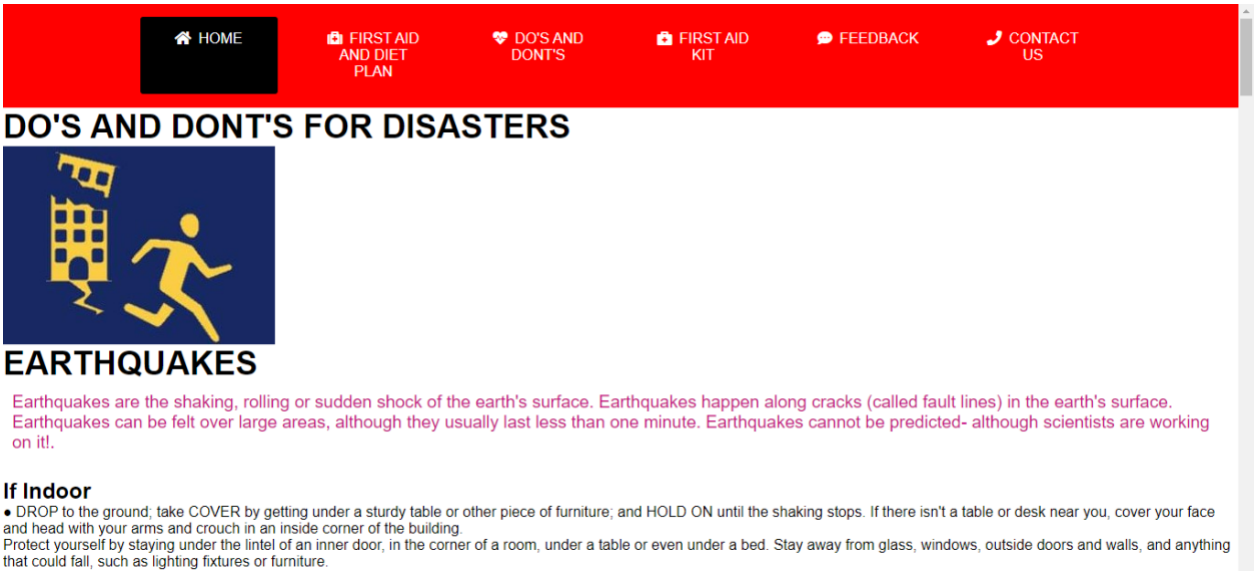

Fig.9. DO'S AND DON'T'S PAGE

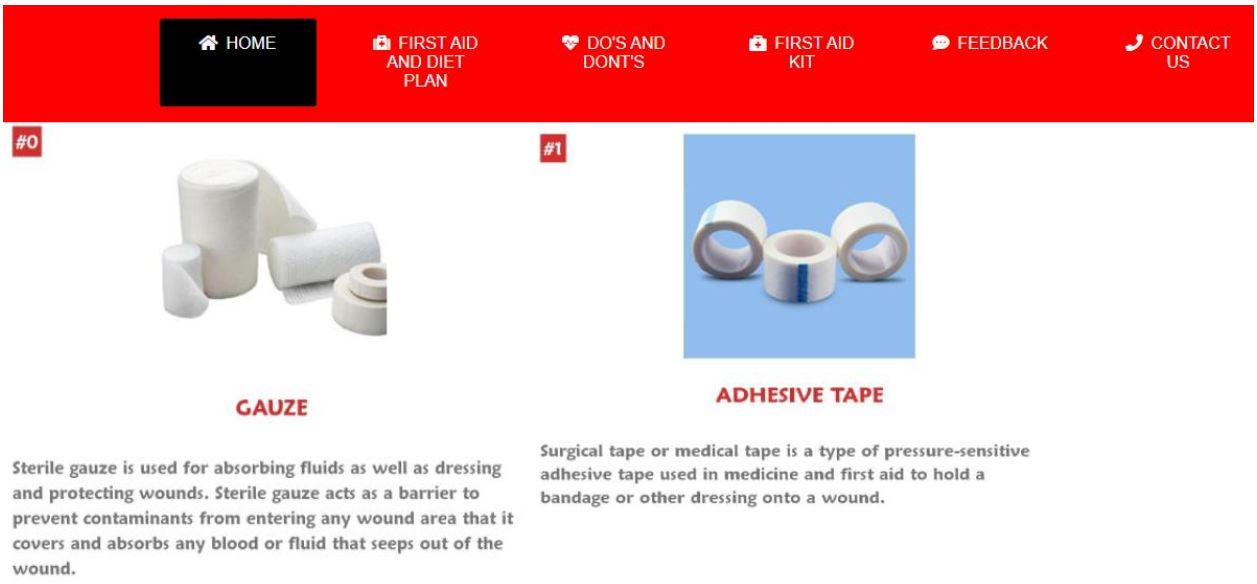

Fig.10. FIRST AID KIT PAGE

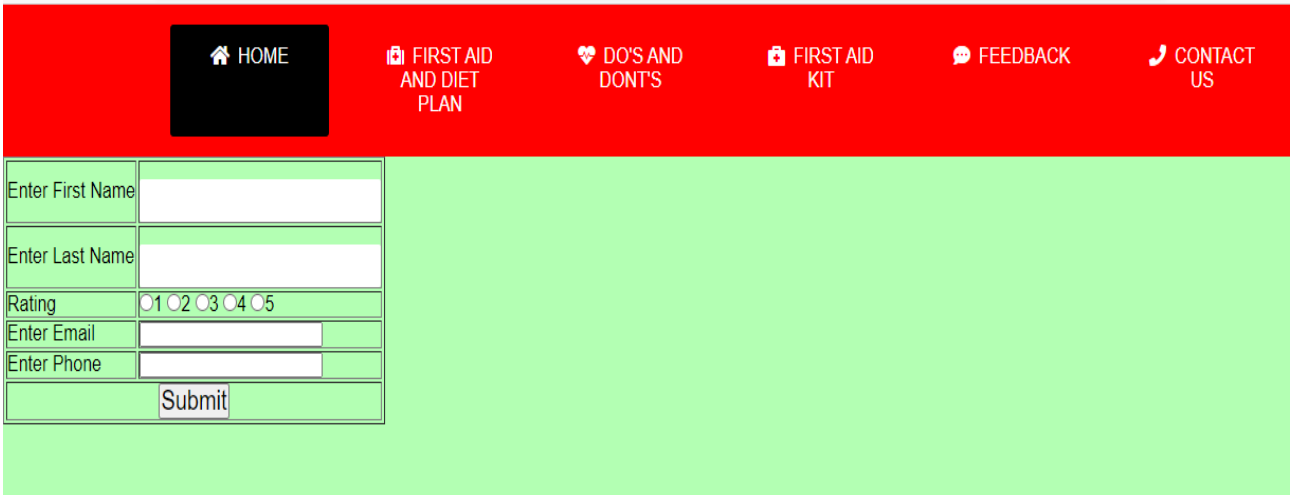

Fig.11. FEEDBACK PAGE

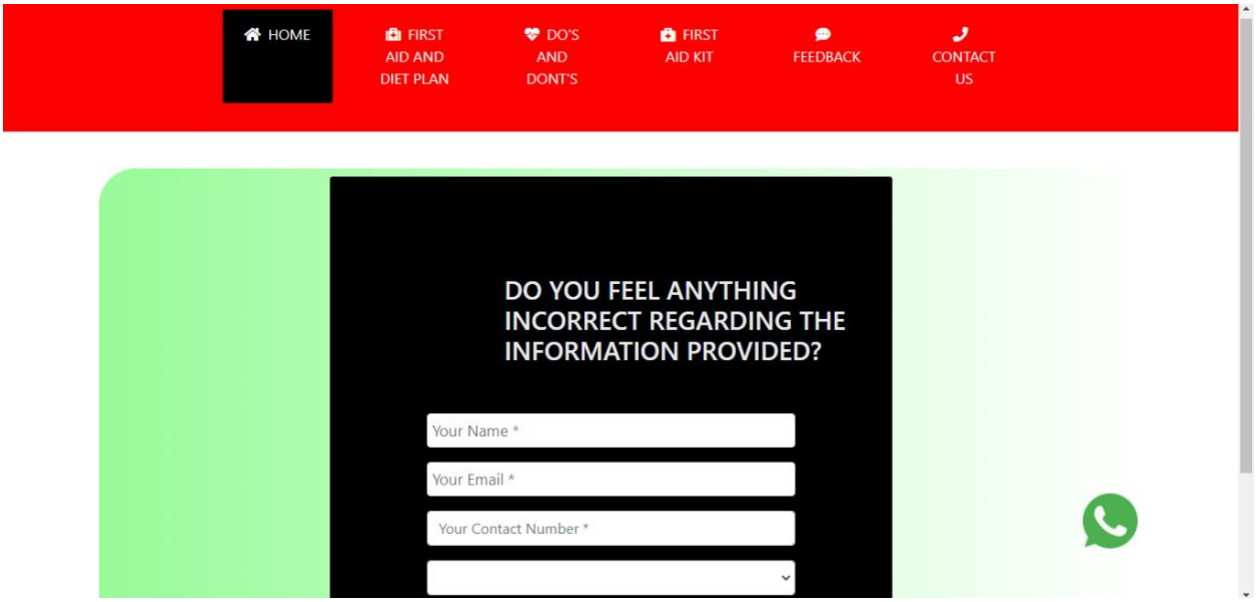

Fig.12. CONTACT US PAGE

6.SYSTEM TESTING

6.1 INTRODUCTION:

Software Testing is an important element of the software quality assurance and represents the ultimate review of specification, design and coding. The increasing feasibility of software as a system and the cost associated with the software failures are motivated forces for III planned through testing.

TESTING OBJECTIVES:

These are several rules that can save as testing objectives:
Testing is a process of executing program with the intent of finding an error.
A good test case is one that has a high probability of finding an undiscovered error.

TEST LEVELS:

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or darkness in a work product. It provides a way to check the functionality of components, subassemblies, assemblies and/or a finished product. Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

6.2 TESTING METHODS:

6.2.1 Black Box Test:

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document. This method is named so because the software program, in the eyes of the tester, is like a black box; inside which one cannot see. This method attempts to find errors in the following categories:

- Incorrect or missing functions.
- Errors in data structures or external database access.
- Behavior or performance errors.
- Initialization and termination errors.

6.3 Test Cases:

6.3.1 HOME PAGE:

Image is placed at the top of the page. The image on our website's homepage is small. This is the first image that any user would come through on the website presents an impression of the website important content.

Coming to the other sessions, in the homepage is introduction to first aid, it tells about the basic knowledge that every person should have before performing the first aid action.

The next session is feedback given by users are placed, so that the users who are new to use the website can feel good to use the web application. Rating of personal experience is displayed.

After getting knowledge by following, the above session i.e; basic knowledge the user comes to know, how severe the victim is. If the victim condition is severe then they should connect to emergency number. So, we placed the emergency numbers for national emergency, ambulance and fire which redirects to the dailer and this makes the victim easy in emergency condition.

The last session in homepage is "about us", which describes about our application.

Here are some points that need to be tested here:

- Is the emergency numbers redirecting to dailer?
- Has it been set to auto scroll?
- Is it redirecting to the right page with a click.
- Are the hover effects working?

6.3.2 First Aid and Diet Plan:

Here we are providing a search bar where all the problems are placed in alphabetical order and this makes the user comfortable and easy in case of emergency. When we search for the problem information we need, it redirects and give the information in the same page.

We displayed the first aid information along with images and audio of the description in 1-2 minutes respectively to each and every problem.

Here are some points that need to be tested here:

- Whether search bar is working correctly or not?
- Are all the problems are alphabetalized or not?
- Is the audio frequency is good and correctly placed?
- Are the images placed respectively?

6.3.3 Do's and Don'ts:

In this page we give information about the situations of disasters like floods, tsunami, landslide, fire, cyclone etc. As we provide information about the disasters are very few we did not provide any search bar. The information is provided along with the image for clear understanding to the user.

Here are some points that need to be tested here:

- Is it redirecting to the right page with the right click?
- Are the images are correctly placed?

6.3.4 First Aid Kit Page:

In this page we give information about the first aid kit items such as soap, bandage, antiseptic liquids like Dettol, savlon etc. provides with pictures and description how to use the item. It helps them in emergency situation.

Here are some points that need to be tested here:

- Is it redirecting to the right page with right click?
- Does pictures and description placed correctly or not?

6.3.5Feedback Page:

In this page we take the feedback of the user and the data in this page will be directly stored in a Google spreadsheet. Here we take the details like the name of the user, age group of the user, their overall experience (given the numbers 1-5) using this the rating will be given and we place any two of these in home page in what our user says session.

The cases tested here are:

1. Here we will test whether the information or data from the user is placed directly in the google spread sheets created or not?

In this feedback page we also take the suggestions given by the user and we try to implement those guidelines if necessary.

6.3.6 Contact Form Page:

Contact form is available for the user to make contact with us if he/she feels whether the provided information is not correct. Here we will take the data from the user.

The data taken from the user for providing the information the user want is:

- Name.
- Mail.
- Contact Number.
- The message that user need to provide us.

In contact form we will provide a what's app icon, so that when the user clicks on the icon that will redirect to what's app and there user can have the solution for the queries.

So when the user gives the details in the contact page and click the submit button, then we will immediately gets the information to the email and data is stored from there later.

The cases tested in the contact page are:

- Whether it is redirecting into what's app?
- Is personal data of user is stored in mail or not?
- Are the attributes correct or not?

7.CONCLUSION

The project entitled" **LIFE RESCUE"** was completed successfully. The system has been developed with much care and free of errors and it is efficient and less time taking. The purpose of the project was to develop a web application for the people who are unaware of the first aid and the data is at one place. The user need not to search for various time for symptoms, diet plan, causes and treatment. If it is emergency you can call to the National emergency number through website. Voice description of about 1-2 minutes for every disease mentioned is there. All these data is provided at one single place at the given disease.

The entire system is secured. The project helped us in gaining the valuable information and practical knowledge on how to develop a website. We also got through about the HTML, CSS and Java Script. Also, the project helped us in understanding about the development phases of a project and software development life cycle. We learned how to test different features in the project. This project has given us a great satisfaction by designing the website "**LIFE RESCUE"** which saves lives, further injuries and prevent from sickness.

There is a scope for further development in our project to a great extend. A number of features can be added to this system in future like consulting a doctor in online mode or the user can text a doctor and seek the guide lines.

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9.APPENDIX

9.1 Introduction to HTML:

HTML is the standard markup language for creating Web pages.

What is HTML?
HTML stands for Hyper Text Markup Language
HTML is the standard markup language for creating Web pages
HTML describes the structure of a Web page
HTML consists of a series of elements
HTML elements tell the browser how to display the content
HTML elements label pieces of content such as "this is a heading", "this is a paragraph", "this is a link", etc.
A Simple HTML Document

Example:

```
<!DOCTYPE html>
<html>
<head>
<title>Page Title</title>
</head>
<body>

<h1>My First Heading</h1>
<p>My first paragraph.</p>

</body>
</html>
```

Example Explained:

The <!DOCTYPE html> declaration defines that this document is an HTML5 document
The <html> element is the root element of an HTML page
The <head> element contains meta information about the HTML page
The <title> element specifies a title for the HTML page (which is shown in the browser's title bar or in the page's tab)
The <body> element defines the document's body, and is a container for all the visible contents, such as headings, paragraphs, images, hyperlinks, tables, lists, etc.
The <h1> element defines a large heading
The <p> element defines a paragraph
What is an HTML Element?
An HTML element is defined by a start tag, some content, and an end tag:

```
<tagname>Content goes here...</tagname>
```

The HTML element is everything from the start tag to the end tag:

<h1>My First Heading</h1>
My first paragraph.
Start tag Element content End tag
<h1> My First Heading </h1>
 My first paragraph.

 none none
Note: Some HTML elements have no content (like the
 element). These elements are called empty elements. Empty elements do not have an end tag!

Web Browsers:

The purpose of a web browser (Chrome, Edge, Firefox, Safari) is to read HTML documents and display them correctly.

9.2 Introduction to CSS:

What is CSS?

CSS stands for Cascading Style Sheets.
CSS describes how HTML elements are to be displayed on screen, paper, or in other media.
CSS saves a lot of work. It can control the layout of multiple web pages all at once
External stylesheets are stored in CSS files.

- CSS is the language we use to style an HTML document.
- CSS describes how HTML elements should be displayed.

CSS Example:

```
body {
  background-color: lightblue;
}

h1 {
  color: white;
  text-align: center;
}

p {
  font-family: verdana;
  font-size: 20px;
}
```

Why to use CSS?

CSS is used to define styles for your web pages, including the design, layout and variations in display for different devices and screen sizes.

9.3 Introduction to Java Script:

JavaScript Can Change HTML Content.

One of many JavaScript HTML methods is getElementById().

JavaScript (JS) is a lightweight, interpreted, or just-in-time compiled programming language with first-class functions. While it is most well-known as the scripting language for Web pages, many non-browser environments also use it, such as Node.js, Apache CouchDB and Adobe Acrobat. JavaScript is a prototype-based, multi-paradigm, single-threaded, dynamic language, supporting object-oriented, imperative, and declarative (e.g. functional programming) styles.

Do not confuse JavaScript with the Java programming language. Both "Java" and "JavaScript" are trademarks or registered trademarks of Oracle in the U.S. and other countries. However, the two programming languages have very different syntax, semantic, and use.

The example below "finds" an HTML element (with id="demo"), and changes the element content (innerHTML) to "Hello JavaScript":

Example:

```
document.getElementById("demo").innerHTML = "Hello JavaScript";
```

JavaScript Can Change HTML Styles (CSS).

Changing the style of an HTML element, is a variant of changing an HTML attribute:

JavaScript Can Hide HTML Elements.

Hiding HTML elements can be done by changing the display style:

- JavaScript Can Show HTML Elements.
- JavaScript and Java are completely different languages, both in concept and design.

9.4Introduction to PHP:

PHP is a server scripting language, and a powerful tool for making dynamic and interactive Web pages.PHP is a widely-used, free, and efficient alternative to competitors such as Microsoft's ASP.

Example

```
<!DOCTYPE html>
<html>
<body>
<?php
```

```
echo "My first PHP script!";
?>
</body>
</html>
```

What is PHP?

- PHP is an acronym for "PHP: Hypertext Preprocessor".
- PHP is a widely-used, open source scripting language.
- PHP scripts are executed on the server.

What is a PHP File?

- PHP files can contain text, HTML, CSS, JavaScript, and PHP code.
- PHP code is executed on the server, and the result is returned to the browser as plain HTML.
- PHP files have extension ".php".

What Can PHP Do?

- PHP can generate dynamic page content.
- PHP can create, open, read, write, delete, and close files on the server.
- PHP can collect form data.
- PHP can send and receive cookies.
- PHP can add, delete, modify data in your database.
- PHP can be used to control user-access.
- PHP can encrypt data.
- With PHP you are not limited to output HTML. You can output images, PDF files, and even Flash movies. You can also output any text, such as XHTML and XML.

Why PHP?

- PHP runs on various platforms (Windows, Linux, Unix, Mac OS X, etc.).
- PHP is compatible with almost all servers used today (Apache, IIS, etc.).
- PHP supports a wide range of databases.
- PHP is free. Download it from the official PHP resource: www.php.net
- PHP is easy to learn and runs efficiently on the server side.

9.5 Introduction to MySQL

MySQL is the most popular Open Source Relational SQL Database Management System. MySQL is one of the best RDBMS being used for developing various web-based software applications. MySQL is developed, marketed and supported by MySQL AB, which is a Swedish company. This tutorial will give you a quick start to MySQL and make you comfortable with MySQL programming.

MySQL is a fast, easy-to-use RDBMS being used for many small and big businesses. MySQL is developed, marketed and supported by MySQL AB, which is a Swedish company. MySQL is becoming so popular because of many good reasons –

- MySQL is released under an open-source license. So you have nothing to pay to use it.
- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
- MySQL uses a standard form of the well-known SQL data language.
- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA, etc.
- MySQL works very quickly and works well even with large data sets.
- MySQL is very friendly to PHP, the most appreciated language for web development.
- MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).
- MySQL is customizable. The open-source GPL license allows programmers to modify the MySQL software to fit their own specific environments.