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**Introduction**

The thirst for learning, upgrading technical skills and applying the concepts in real life environment at a fast pace is what the industry demands from IT professionals today. However busy work schedules, far-flung locations, unavailability of convenient time-slots pose as major barriers when it comes to applying the concepts into realism. And hence the need to look out for alternative means of implementation in the form of laddered approach.

The above truly pose as constraints especially for our students too! With their busy schedules, it is indeed difficult for our students to keep up with the genuine and constant need for integrated application which can be seen live especially so in the field of IT education where technology can change on the spur of a moment. *Well, technology does come to our rescue at such times!!*

Keeping the above in mind and in tune with our constant endeavour to use Technology in our training model, we at Aptech have thought of revolutionizing the way our students learn and implement the concepts using tools themselves by providing a *live and synchronous eProject learning environment!*

**So what is this eProject?**

eProject is a step-by-step learning environment that closely simulates the classroom and Lab based learning environment into actual implementation. It is a project implementation at your fingertips!! An electronic, live juncture on the machine that allows you to

* Practice step by step i.e. laddered approach.
* Build a larger more robust application.
* Usage of certain utilities in applications designed by user.
* Single program to unified code leading to a complete application.
* Learn implementation of concepts in a phased manner.
* Enhance skills and add value.
* Work on real life projects.
* Give a real life scenario and help to create applications more complicated and useful.
* Mentoring through email support.

The students at the centre are expected to complete this eProject and send complete project along with the documentation to eProjects Team

Looking forward to a positive response from your end!!

**Objectives of the project**

The Objective of this program is to give a sample project to work on real life projects. These applications help you build a larger more robust application.

The objective is not to teach you JavaScript/Dreamweaver but to provide you with a real life scenario and help you create basic applications using the tools.

You can revise the chapters before you start with the project.

This project is meant for students who have completed the module of ***HTML5***. These programs should be done in the Lab sessions with assistance of the faculty if required.

It is very essential that a student has a clear understanding of the subject. Students should go through the project and solve the assignments as per requirements given.

Kindly get back to eProjects Team in case of any doubts regarding the application or its objectives.

**Problem Statement**

Rainwater harvesting is a technique used for collecting, storing and using rainwater for landscape irrigation and other uses. The rainwater is collected from various hard surfaces such as rooftops and/or other manmade aboveground hard surfaces. For a dry climate , rainwater harvesting can make a huge beneficial impact on the environment.

Most rural households have to source all their water on their property, and rainwater often provides a better quality household supply than river, bore or dam water. Rainwater harvesting is not just for rural areas though. Although urban households may be connected to a reticulated, treated (mains) water supply, rainwater harvesting can significantly lower mains water usage.

What are the benefits of rainwater harvesting? It will reduce water bills, provide an alternative supply during water restrictions and help maintain a green, healthy garden. In fact, depending upon tank size and climate, rainwater harvesting can reduce mains water use by 100%. Rainwater harvesting also decreases storm water runoff, thereby helping to reduce local flooding and scouring of creeks.

We are here looking at a website which will provide brief details about few facts and details about rainwater harvesting

The website is supposed to provide user friendly environment and navigation. The important menu must be stated in the top section of the webpage. Also a decent look out and color combination is expected.

The website is to be developed for the Windows Platform using HTML5, JavaScript and Geolocation. The site should work well in all leading browsers including Chrome, IE, Firefox etc.

**Requirement Specification:**

The Web site is to be created based on the following requirements.

1. The home page about the description/images about various rainwater harvesting techniques should be provided. If user clicks on the same, navigational link must be available.
2. There should be categories providing details about rainwater harvesting in various areas like
   1. Residential area
   2. Commercial area
3. Under the categories mentioned above, there should be the various products available (well explained about them) as well other techniques that can be applied.
4. The site should also list and explain various facts related and methods that are applied for harvesting
5. There should be a section which will educate people on how to effectively make use of harvested water
6. Also include a section which will provide details on various latest developments in the field of rainwater harvesting
7. Also each link must be properly hyperlinked; images must be used wherever necessary.
8. Contact us page: contact us details with location should be displayed using GeoLocation API (eg. GoogleMaps).

**Hardware/ Software Requirements**

**Hardware**

* A minimum computer system that will help you access all the tools in the courses is a Pentium 166 or better
* 64 Megabytes of RAM or better

**Software**

* Notepad/HTML editor
* Dreamweaver
* IE 5.0/ Netscape 6.0