

MINI PROJECT
(2021-22)
“LEARNING EDGE”
Project Report



Institute of Engineering & Technology

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Under the Supervision Of

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Technical Trainer

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Declaration

I/we hereby declare that the work which is being presented in the Bachelor of technology. Project “**LEARNING EDGE**”, in partial fulfillment of the requirements for the award of the ***Bachelor of Technology*** in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my/our own work carried under the supervision of **Mr. Piyush Vashishta, Technical Trainer, Dept. of CEA, GLA University.**

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Certificate

This is to certify that the project entitled “Learning Edge”, carried out in Mini Project – I Lab, is a bonafide work by As Aditi Tyagi, Faiz Mukarram, Divyam Saxena, Gaurav Kumar Dubey and Anjali Singh and is submitted in partial fulfillment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

Signature of Supervisor:

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Date:

Training Certificates

1. Faiz Mukkaram



2. Gaurav Kumar Dubey



3. Anjali Singh



Certificate no: UC-a659aaf6-67a5-4793-a133-8a8e3b5c68cd
Certificate url: ude.my/UC-a659aaf6-67a5-4793-a133-8a8e3b5c68cd
Reference Number: 0004

CERTIFICATE OF COMPLETION

The Complete Web Development Course with PHP, PDO & MySQL

Instructors **Md. A. Barik**

Anjali Singh

Date **Nov. 26, 2021**

Length **11.5 total hours**

4. Aditi Tyagi

CERTIFICATE OF COMPLETION

10 July 2021 - 20 October 2021

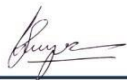
SHAPEAI

ADITI TYAGI

Has successfully completed the

FULL STACK WEB DEVELOPMENT

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ACKNOWLEDGEMENT

Presenting the ascribed project paper report in this very simple and official form, we would like to place my deep gratitude to GLA University for providing us the instructor Mr. Piyush Vashishta, our technical trainer and supervisor.

He has been helping us since Day 1 in this project. He provided us with the roadmap, the basic guidelines explaining on how to work on the project. He has been conducting regular meeting to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

And at last but not the least we would like to thank our dear parents for helping us to grab this opportunity to get trained and also my colleagues who helped me find resources during the training.

Thanking You

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ABSTRACT

E-learning fulfils the thirst of knowledge and offers online content that can be delivered for the learner at anywhere, anytime and any age through a wide range of e- learning solution while compared with traditional learning system. It also provides the rapid access to specific knowledge and information. With the rapid growth of voluminous information sources and the time constraint the learning methodology has changed. Learners obtain knowledge through e-Learning systems rather than manually teaching and learning. This system supports the cross browser and fully integrated with different databases. This system focused around the several features namely Content Management, Content Protection, Learning Management, Delivery Management, Evaluation management, Access Control, etc., and mainly focused on integrated platform needed for e-learning and managements.

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CHAPTER 1- INTRODUCTION

1.1 Context

This Android Application “learningegde” has been submitted in partial fulfilment of the requirements for the award of the degree of Bachelor of Technology in Computer Science and Engineering at GLA University, Mathura supervised by Mr.Piyush Vashishta. This project has been completed approximately three months and has been executed in modules, meetings have been organised to check the progress of the work and for instructions and guidelines.

1.2 Motivation

In the recent years, we have realized the importance of virtual learning and how important it is for us to have our resources online. Virtual learning provides students with a different opportunity to learn regardless of where they are and when they are available. In Virtual Learning Environment, students are able to participate in self-paced and interactive learning that is otherwise impossible.

In the century we are living the world is progressing at a really great pace, a lot number of technologies come up every single day. To keep up with the technology is also important to survive in this world of digitalization and learning. Along with this we need to have a place to keep the resources for areas of our interest so we thought of developing a Website which could provide us with virtual Learning as well as a platform where we could keep the proper Content we like marked.

Moreover this kind of Website can be used in areas/ Schools. This would be an excellent effort to provide education without any boundaries to all.

1.3 Objective

The main objective of this Website is to create a E-learning webpage named “**Learning Edge**” .

Learner Edge is a web Application for Online learning Platform. This is the best Application for the Students to find everything related to studies under a same page. Students can easily access its module on clicking on widgets which is self-explanatory.

This application will help the students to see the detailed syllabus of their subjects and According to the syllabus, students need not to run to library for the study material. This application will help students to get details of name of the books associated to all the subjects , and also provide the videos of the lecture in both English and Hindi Language so that it provides the choice to the student, however he/she wants to learn it.

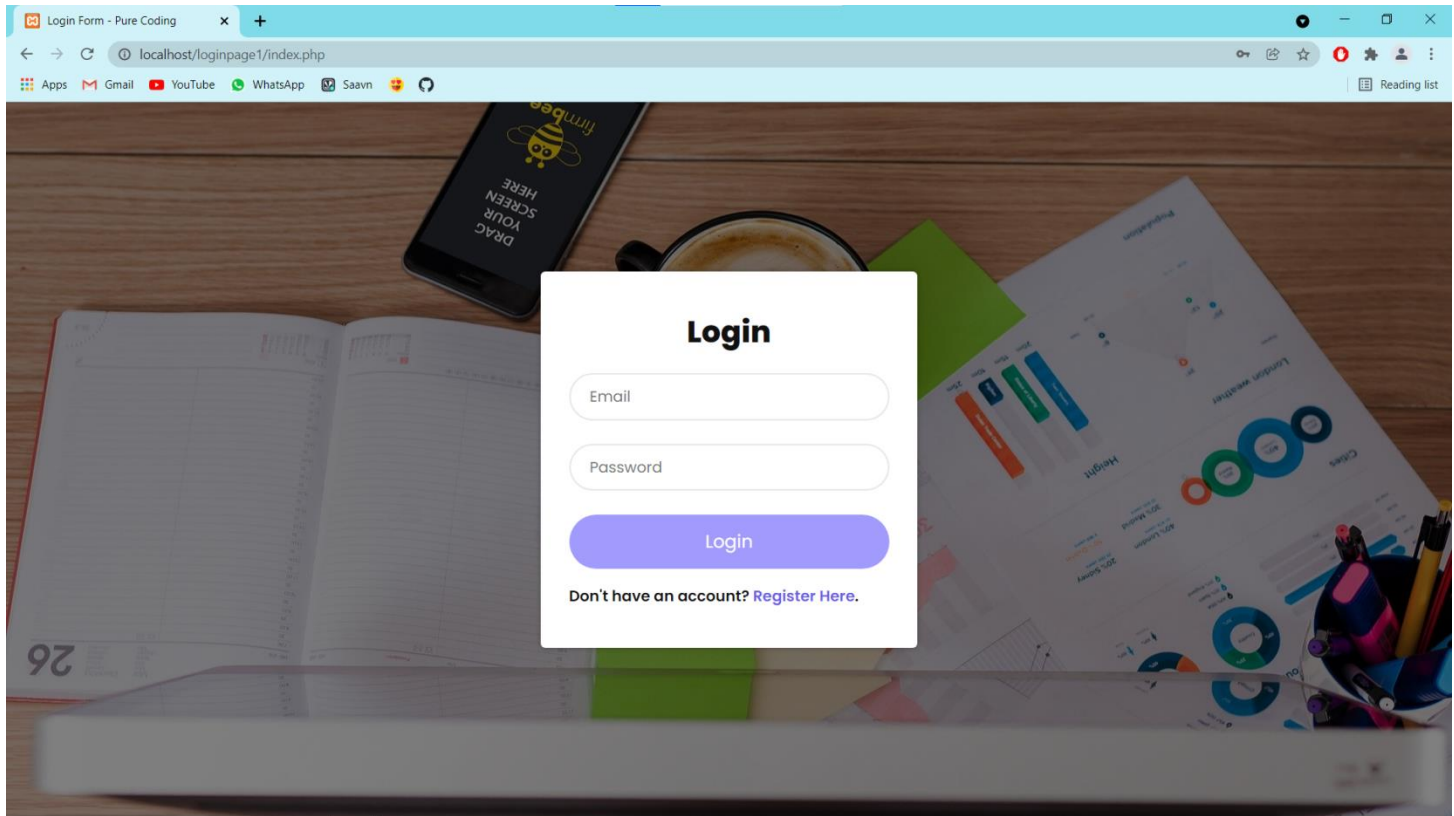
Apart from the curriculum subjects, our application seems more informative for the students who wants to prepare for competitive exams, we provide a General Knowledge module which will help students to get an idea of the competitive questions. It will also show the teachers name associated to the Students feel free to know about the respective teachers and clear their doubts.

1.4 EXISTING SYSTEM

In the present scenario, It helps the studies to learn a small and necessary amount of useful information about a particular Subjects. It provides information to the professionals when they need it saves everyone's time. As this idea as already implemented here are the some snap how our application will look.

As soon as the user enters the application ,there will be landing page containing the name of the web app and then there will be login/sign up page. Initially there will be search bar as shown in the image below. Then on the basis of certain keywords the website will fetch the results and the content will be displayed as shown in the second screenshot.

Figure-1: Existing System



1.5 SOURCES

The source of our project (including all the project work, documentations and presentations) will is available at the following link: <https://github.com/Divyam192001/Learning-Edge-Mini-project>

CHAPTER -2

SOFTWARE REQUIREMENT ANALYSIS

2.1 SIGNIFICANCE OF EDUCATION

Education is the one of the main reason that allow people to grow and to develop as perfect individual in society. It reaches people important life values, and it opens their mind to a lot of interesting aspects of life and not only classrooms are ideal places for healthy discussion on all kinds of subjects. At the same time, education encourages people to develop their social skills, problem-solving skills, and creative skills. In order to become a genuine person one has to pick the right education system.

It is the key to success in the future, and to have many opportunities in our life. Education has many advantages for people. For instance, it illuminates a person's mind and thinking. It helps students to plan for work, or pursue higher education by graduating from University. Having education in an area helps people think, feel, and behave in a way that contributes to their success, and improves not only their personal satisfaction but also their community. In addition, Education develops human personality. Thoughts, and social skills. It also prepares people for life experiences. It makes people have a special status in their own society and everywhere they live. I believe that everyone is entitled to have education "from cradle to grave". There are various benefits of having education, such as having a good career, having a good status in society, and having self-confidence.

Education today must make a human with social responsibility. The real purpose of education is to make every human to be a better person with love for oneself, others and for the nation. We must understand that "A Child is not a vase to be filled but a fire to be lit". Education in the modern days should aim at building a new society of love, justice, equality and peace.

It is the lamp which should kindle the fire in preparation for the adventures of life and to face any kind of situation with confidence.

To state that education is vital will mean putting it mildly. Instruction is a weapon to improve one's life. It is a long-lasting procedure that closes only with death. Education undoubtedly decides the nature of a person's life.

2.2 PROBLEM STATEMENT

The website “LearningEdge” is a website which will allow users to connect with the world of learning with the help of different types of subject on the ease of fingertips. It will allow users to decide which subject are more useful to them by reading a short note for that particular Subject and it will also allow user to choose the instructor for his/her as per choice so that they can get the most out of these and they will fully satisfied for the time they are giving. Our contact info is also mentioned at the home page where user can always contact us every time user is having a difficulty in using the website.

This website is complete a Learning guide with all the qualities, facilities a person desires or required with the proper user interface as well.

2.3 HARDWARE AND SOFTWARE REQUIREMENTS

Hardware Requirement:

- Processor : intel i3
- Operating System : Window 10
- RAM : 4 GB
- Hard disk : 1TB
- Hardware Devices : Computer System

Software Requirement

- Software used: Visual Studio Code
- Language used : HTML , CSS , JavaScript
- Database: MySQL
- User Interface Design : Window UI
- Web Browser : Google Chrome

2.4 MODULES AND FUNCTIONALITIES

Home Page: The first screen with which the user interacts will be this screen containing a sample video with a navigation bar

Login Page: This page is for those users who have already registered themselves on the app and have a username and a password. There is also a way on this page for the new users to register themselves which will take them to the registration page.

Registration Page: This is page is solely designed for the new users of the app who are willing to register themselves. This page takes input of the various details of the user and stores it in the database, later helping the user to login into the account with credentials they have provided.

Navigation Drawer: This is the most important part of the application that provides interactivity within the app as it connects the various activities together like it is a side bar on which the profile, the dashboard, the About page of the app are linked and on clicking on each you can visit the pages.

Dashboard Page: This is the page displayed for every user after entering the app successfully. It contains the search bar where the user can search the book according to the wish as well as some of the books are suggested with the genres recently searched or the most popular one.

Profile: This page will contain all the user details that the user entered while creating the account on the app. The user can update and make changes to all this information as desired.

Logout page: Then is this last panel for the users to sign out from the account. As soon as the users sign out they are brought back to the login page.

2.5 Learner Edge on web Page

Learning edge is actually a learning platform. A learning platform (or e-Learning platform) is an online portal that provides learners and administrators with tools and resources to help enhance the delivery and management of training initiatives.

Learners Edge is a leading direct-to-teacher provider of online professional development, continuing education and master's degree programs.

This web app will give students a new ways to show their love for learning review them online, keep track of what they read, share photos of their bookshelf with friends, and, of course, discover new books to read.

CHAPTER-3 SOFTWARE DESIGN

3.1 USE-CASE DIAGRAM:

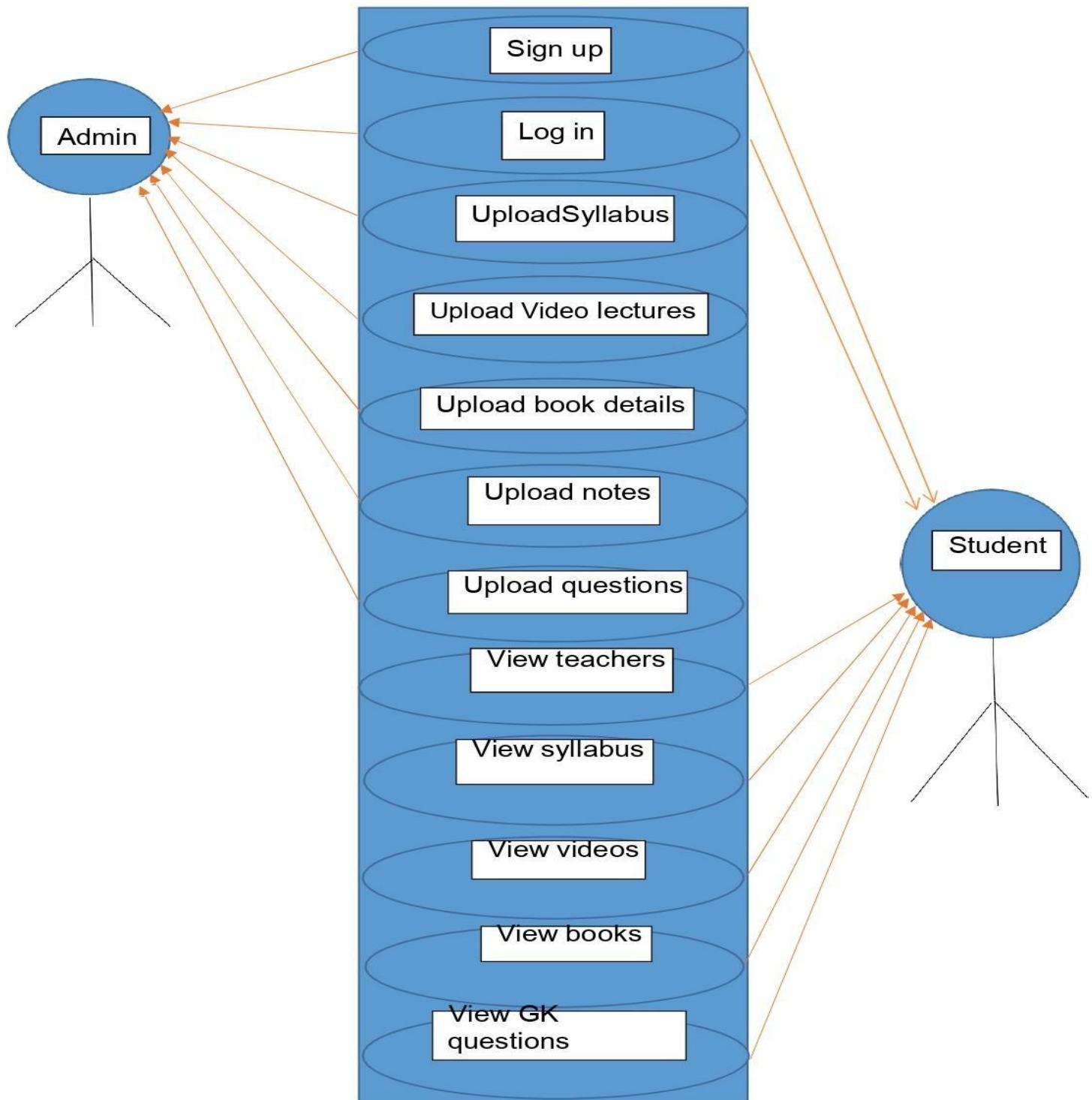
So diagram represents the point of view of the new user, the registered user, and the Admin and the arrows to each module show the interactivity of the person.

The New user will first create a new account and will interact with the “sign-up module” and fill up all the details that will be stored in the database ,then will login into the account. The next user will land into the dashboard where there will be options for “view videos”, ”view syllabus”, ”view teachers”, ”view books” and “view GK questions” where the user can view video lectures ,teachers for specific courses,enter the book he desires to read and syllabus.

For the registered user, the user will be having the credentials to login and will interact with the “login module” and then the user will enter into the dashboard where there will be all the requirements.

For the Admin he can connect with each and every module mentioned in the use case diagram. Apart from the modules mentioned in use case diagram there are modules like profile, sign out, FAQ and about us section that every registered user can access.

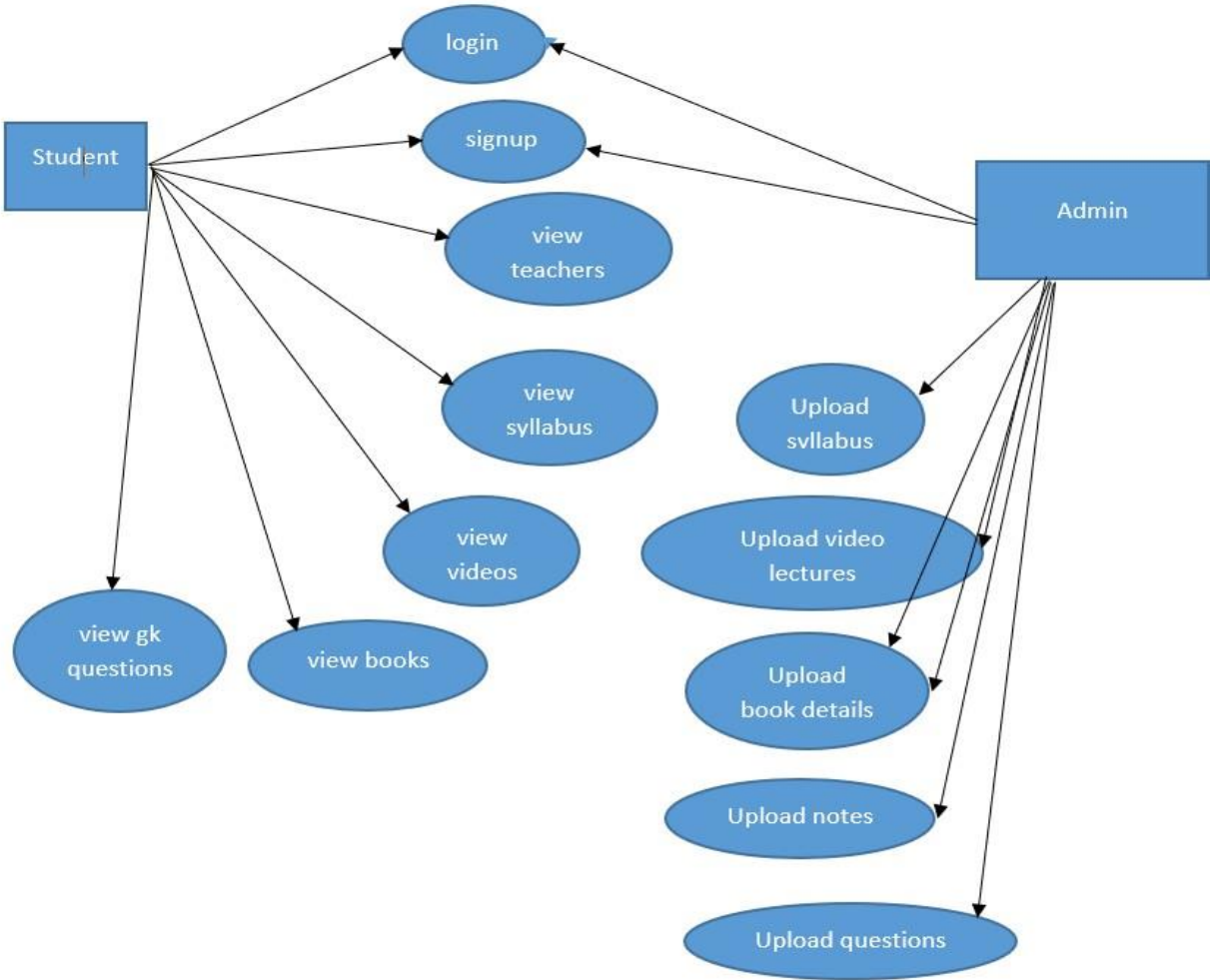
FUNCTIONAL SPECIFICATION



3.2 DATA FLOW DIAGRAM:

Course details contains some sample photos of related subject with the proper content of that particular subject and their effective lectures and also contains videos info and the prices of different types of course subscriptions and the link to purchase the course in the positive aspect of this website is that it connects our busy lifestyle schedule. As soon as the user and encounters the login module, we check the credentials of the user if the credentials are correct as per the database we proceed to the dashboard else if wrong we encounter the forget password module and then mail is sent to the registered mail id if the credentials are correct then the user is directed to the home page where all types of subscription are listed.

The DFD for the learning edge is shown below:



CHAPTER-4 TECHNOLOGY USED

4.1 WEB DEVELOPMENT

Web development refers to the building, creating, and maintaining of websites. It includes aspects such as web design, web publishing, web programming, and database management. It is the creation of an application that works over the internet. i.e. websites. The word Web Development is made up of two words, that is:

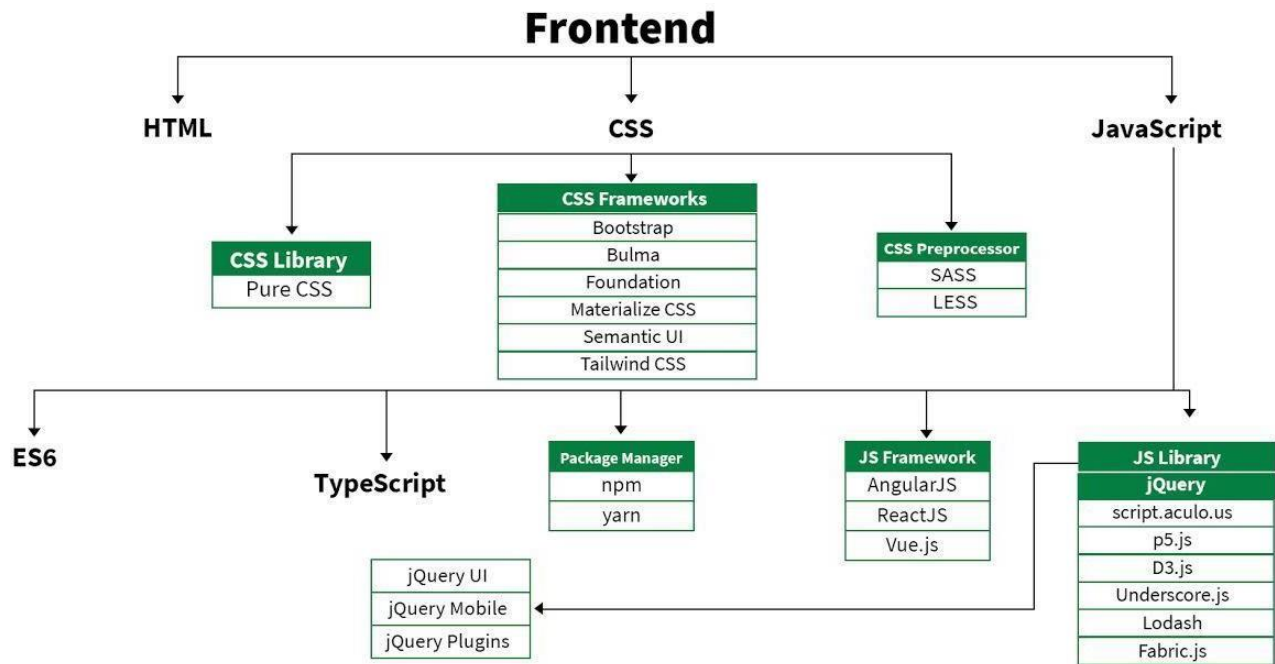
- **Web:**It refers to websites, web pages or anything that works over the internet.
- **Development:**Building the application from scratch.

4.2 TYPES OF WEB DEVELOPMENT

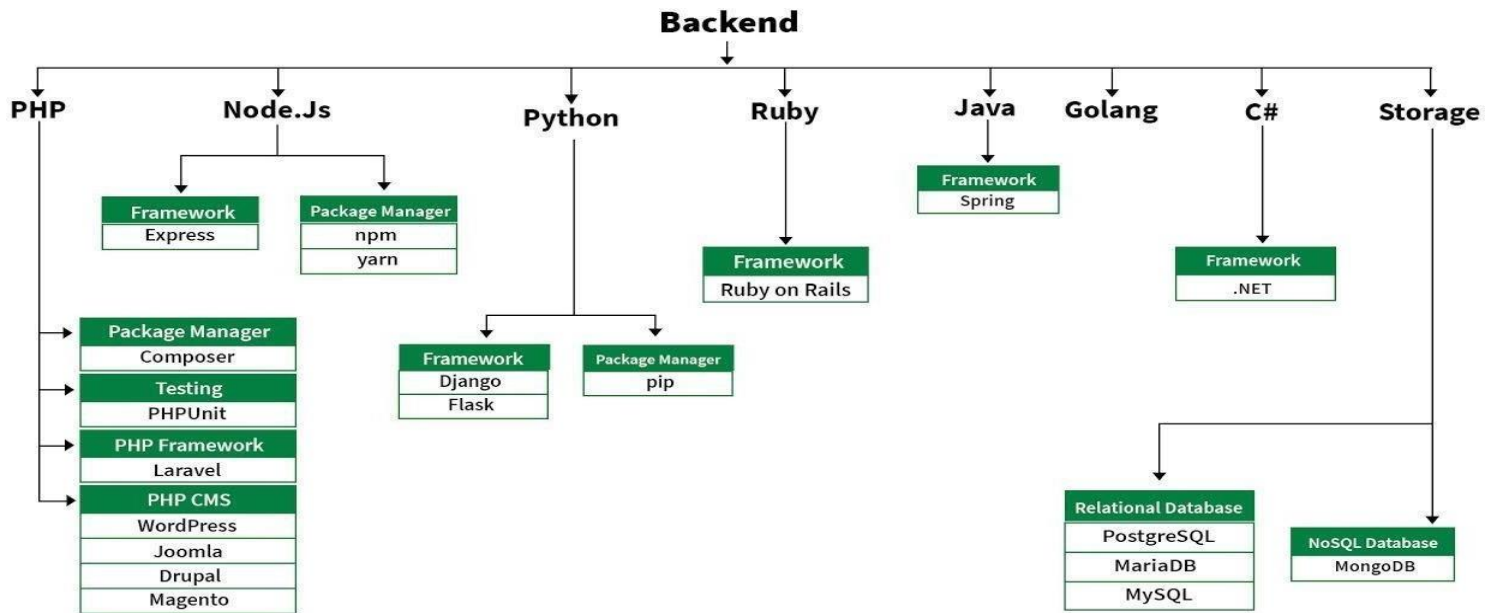
Web development is divided into two ways:

- Frontend development
- Backend development

Frontend development : The part of a website that the user interacts directly is termed as front end. It is also referred to as the ‘client side’ of the application.



Backend development : Backend is the server side of a website. It is the part of the website that users cannot see and interact. It is the portion of software that does not come in direct contact with the users. It is used to store and arrange data.



4.3 TOOLS AND LANGUAGE

VSCode : Visual Studio Code is a source-code editor made by Microsoft for Windows, Linux and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality. Languages used in building a website are classified as per the Front End and Back End. For designing the Front End of the website we have used CSS and for designing the Back End we have used MongoDB.

HTML: The Hyper Text Markup Language, or HTML is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document. HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages.

CSS: CSS (Cascading Style Sheets) is a stylesheet language used to design the webpage to make it attractive. The reason of using CSS is to simplify the process of making web pages presentable. CSS allows you to apply styles to web pages. More importantly, CSS enables you to do this independent of the HTML that makes up each web page. There are three types of CSS which are given below:

- **Inline CSS**
- **Internal or Embedded CSS**
- **External CS**

JavaScript :JavaScript is the world most popular lightweight, interpreted compiled programming language. It is also known as scripting language for web pages. It is well known for the development of web pages, many non-browser environments also use it. JavaScript can be used for Client-side developments as well as Server-side developments.

JavaScript can be added to your HTML file in two ways

InternalJS :We can add JavaScript directly to our HTML file by writing the code inside the <script> tag. The <script> tag can either be placed inside the <head> or the <body> tag .according to the requirement.

ExternalJS:We can write JavaScript code in other file having an extension .js and then link this file inside the <head> tag of the HTML file in which we want to add this code.

MongoDB: MongoDB, the most popular NoSQL database, is an open-source document oriented database. The term ‘NoSQL’ means ‘non-relational’. It means that MongoDB isn’t based on the table-like relational database structure but provides an altogether different mechanism for storage and retrieval of data. This format of storage is called BSON (similar to JSON format).

CHAPTER-5

IMPLEMENTATION AND USER INTERFACE

5.1 Implementation of the Learning Edge

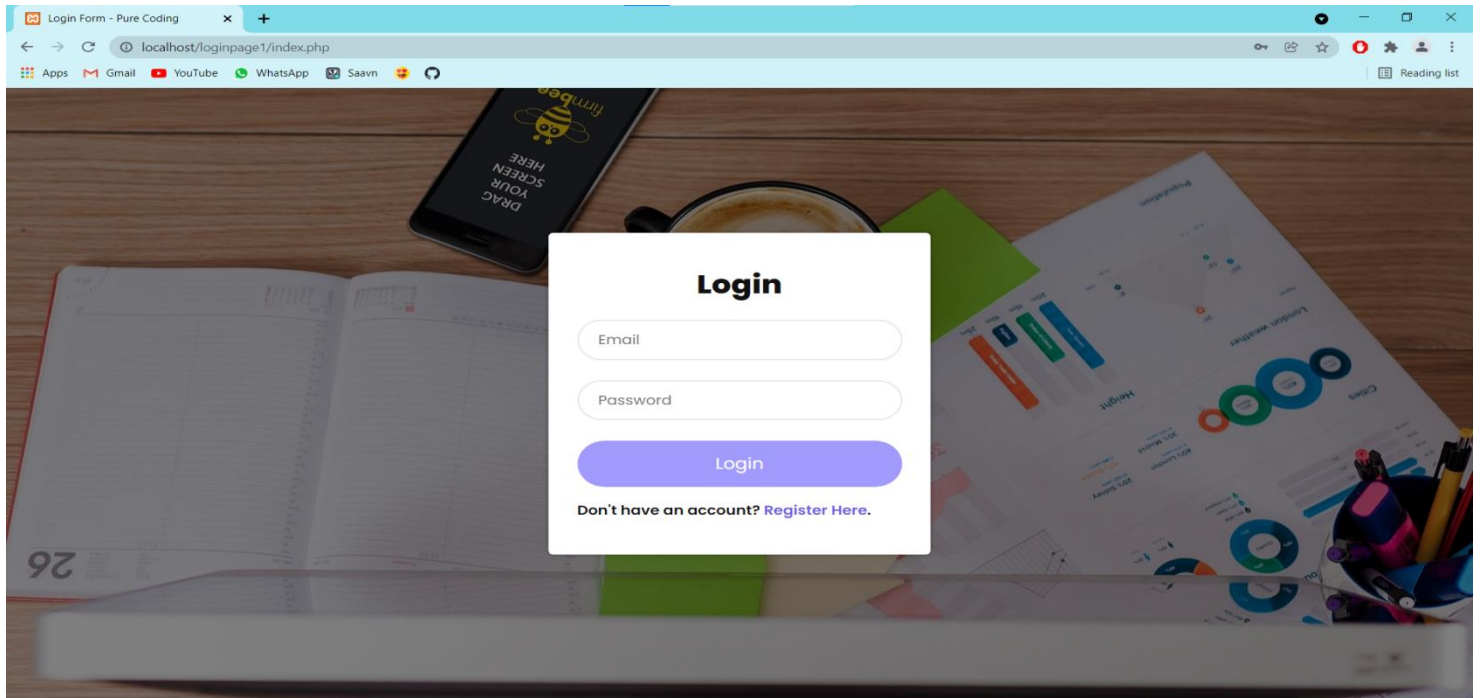
Implementation of the website Learning Edge is taken place in various phases. Firstly we build the login interface then Navigation drawer i.e. make fragment for each of the list item using the navigation view and the make various layout for the supporting features and connect the website with the database for fetching the login credential of the user. And finally we parse the Jason object to get the data in the required format and then display the result.

STEPS FOLLOWED BY THE USER :

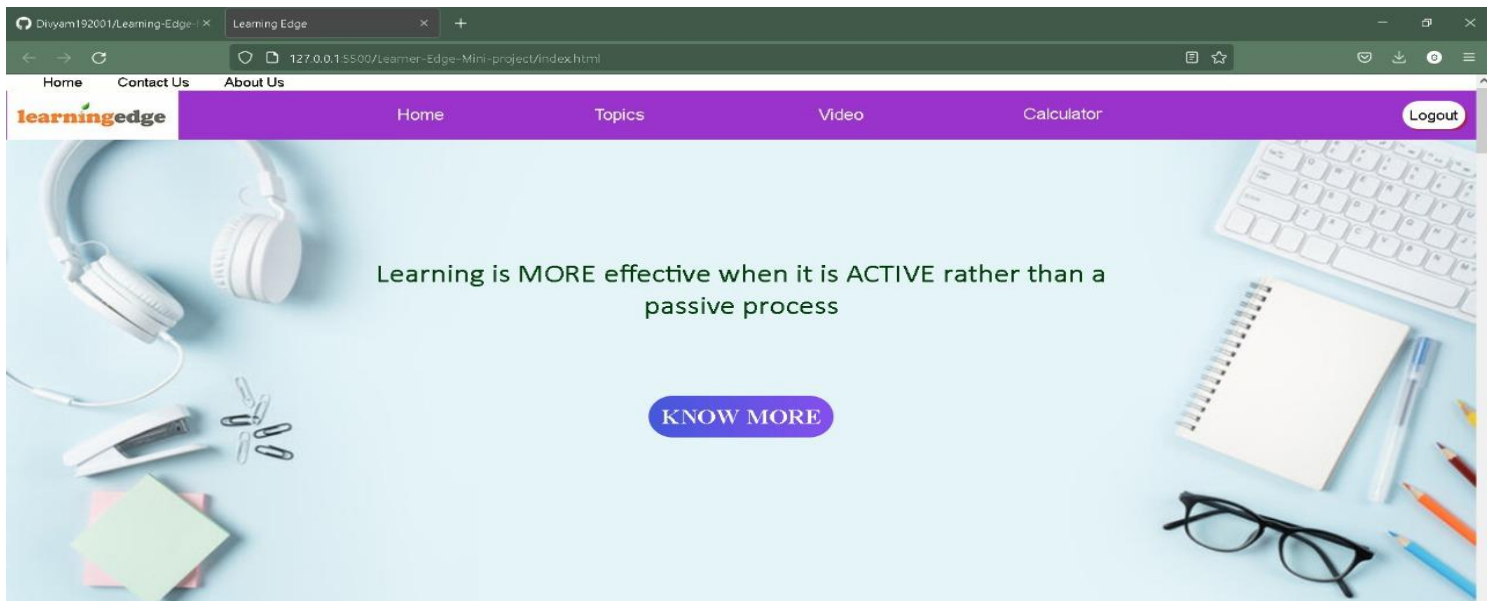
1. Firstly, we have build the home page for the website.
2. Then, we have the Login activity which consists of following steps
 - Register : for new User
 - Login: For existing as well as new user .
3. We authenticate and store the user information from the Firebase authentication.
4. After that, user can scroll through the Gallery in which various type of courses are present.
5. After that user can see all the instructors for the classes.
6. Now you can enjoy and learn more ..

LIST OF FIGURES

a. Login/ Signup Page



b. Home Page



CHAPTER- 6 TESTING

6.1 Installation Testing

Once source code has been generated, software must be tested to uncover as many errors as possible before delivery. It is very important to work the system successfully and achieve high quality of software. Testing include designing a series of test cases that have a high likelihood of finding errors by applying software-testing techniques.

System testing makes logical assumptions that if all the parts of the system are correct, the goal will be successfully achieved. The system should be checked logically. Validations and cross checks should be there. Avoid duplications of record that cause redundancy of data.

In other Words, Testing is the process of evaluating a system or its component(s) with the intent to find whether it satisfies the specified requirements or not. It is executing a system in order to identify any gaps, errors, or missing requirements in contrary to the actual requirements.

The Android framework includes an integrated testing framework that helps you test all aspects of your application and the SDK tools include tools for setting up and running test applications. Whether you are working in Eclipse with ADT or working from the command line, the SDK tools help you set up and run your tests within an emulator or the device you are targeting.

There are different types of testing some of them are listed below:

6.1 Unit Testing

It focuses on smallest unit of software design. In this we test an individual unit or groups of inter related units. It is often done by programmer by using sample input and observing its corresponding outputs. In this testing technique we are primarily focuses on

- Loop methods and function is working fine or not.
- Misunderstood or incorrect Arithmetic precedence
- Incorrect Initialization

Unit testing of the web

Test cases	Description	Expected Outcome	Result
1	Start Page – Launch Screen	Should display splash screen with animated text	Pass
2	Register Screen	Should display register activity where you need to fill the required details	Pass
3	Login Screen	Should display login screen And ask for your credentials.	Pass
4	Logout	Sign out you from the app	Pass

Table 1: Unit Testing of Learning Edge

6.2 User Testing

User testing is the process through which the interface and functions of a website, app, product, or service are tested by real users who perform specific tasks in realistic conditions. The purpose of this process is to evaluate the usability of that website or app and to decide whether the product is ready to be launched for real users.

This website was tested by our team mates and friends who are using different Laptops also tested on different emulator to check its performance and it seems to be working fine and users of this website are satisfied with the facilities and performance of the website and like the way how the website is worked.

6.3 Performance Testing

In this type of testing we have checked the performances of our application under some peculiar conditions are checked. Those conditions include:

- Low memory in the device.
- The battery in extremely at a low level.
- Poor/Bad network reception.

Performance is basically tested from 2 ends, application end, and the application server end. Our app is also performing well in this phase of testing as well. And we are getting positive feedback from user of our app.

6.4 Compability Testing

This application was tested and used on different devices. The website worked fine and is stable. The website worked fine in portrait mode and there isn't any problem with compatibility.

On all types of testing (that we have performed above) our performing well on our website i.e. Learning Edge.

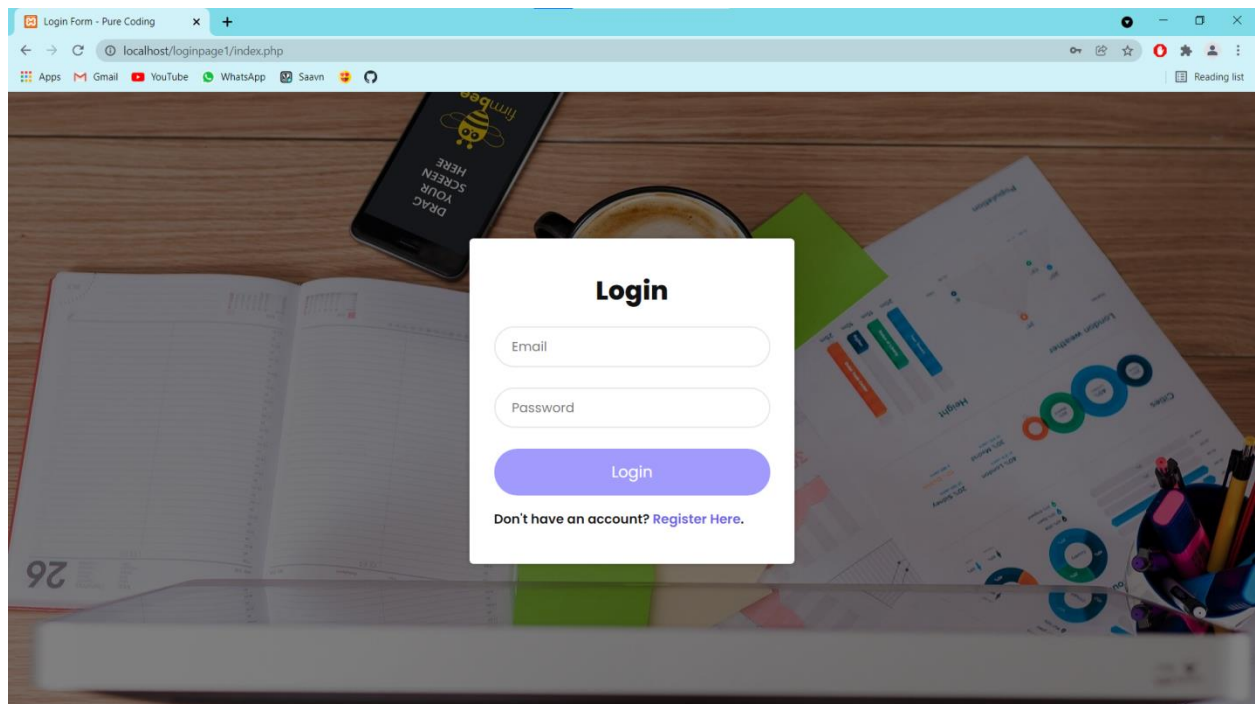
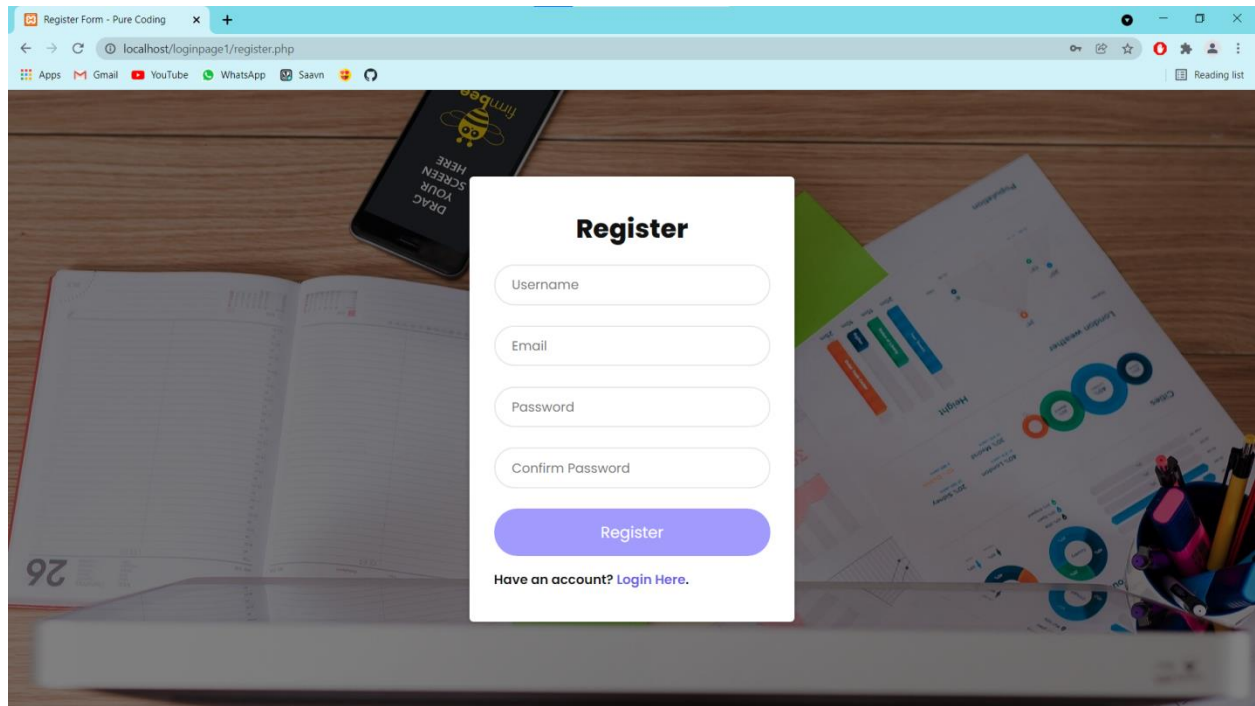
CHAPTER-7 CONCLUSION

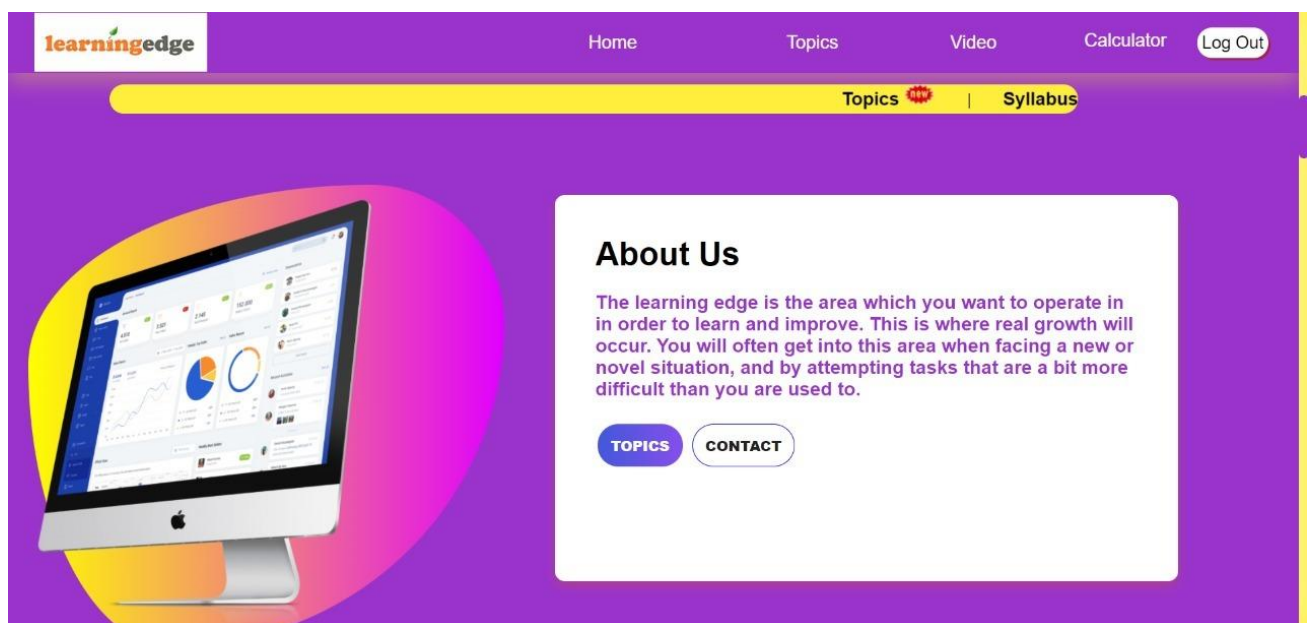
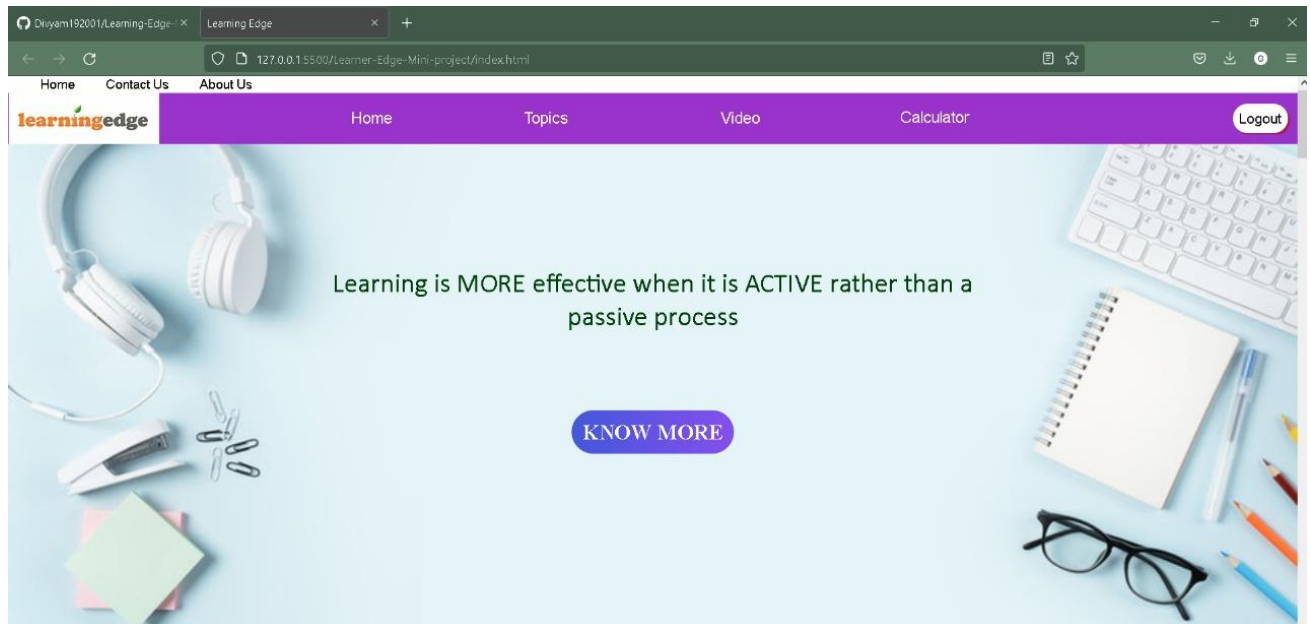
Proposed a Learning website that will allow users to search for courses by name.

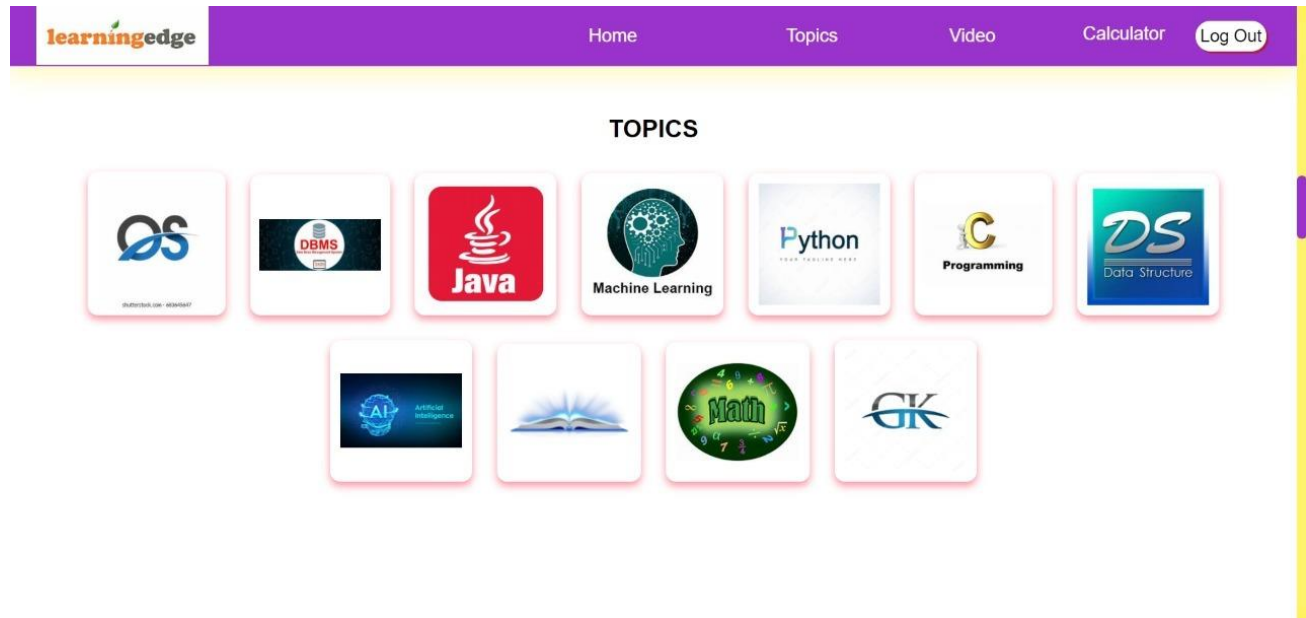
This application takes in a user input and searches the Subject types with the user input and gets a list of published content based on the users search query.

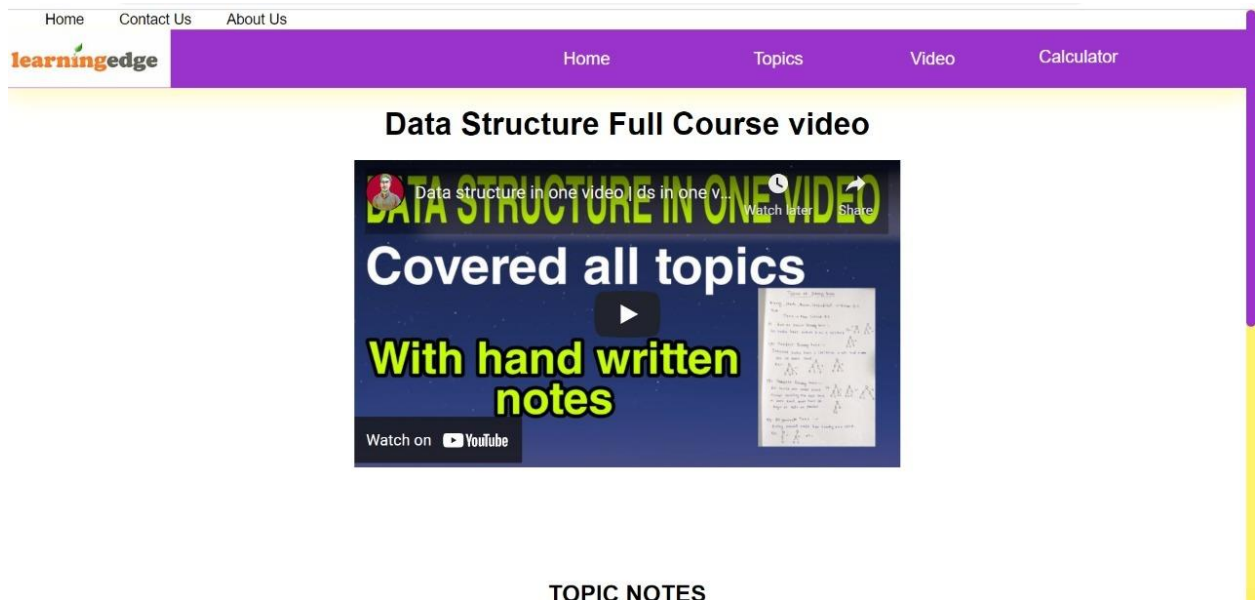
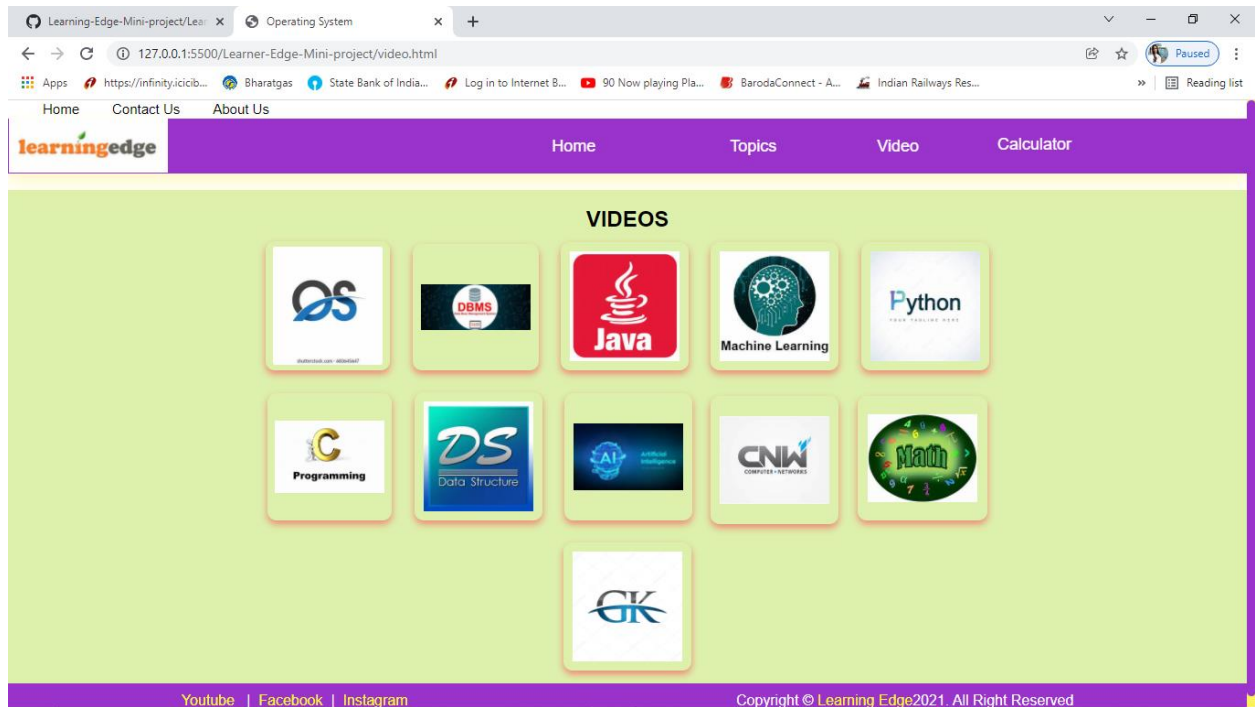
Search result screen will contain a list of courses with following details: To get the information of the particular book user can click upon the Subject from the list and then will be taken to the new tab where description and other information related to the Subject will be available.

SCREEN SHOTS OF WEBSITE:









OUR TEAM



Rajdeep
OS Teacher



Nitin Tyagi
DBMS Teacher



Neeraj Khanna
Java / DSA Teacher



Plyush Vashisth
Python / ML Teacher



Pooja Pathak
Mathematics Teacher



Mandeep Singh
C Programming Teacher

CALCULATOR


C	2.8		
+	1	2	3
-	4	5	6
	7	8	9
/	.	0	=


Contact Form

Name:

Email:

Contact Information

 : 1111111001

 Email : info.example@gmail.com

Address :Learning Edge, Hyderabad,

QUICK LINKS

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CODE OF WEBSITE

Index.php

```
<?php

include 'config.php';

session_start();

error_reporting(0);

if (isset($_SESSION['username'])) {
    header("Location: ./Learner-Edge-Mini-project/index.html");
}

if (isset($_POST['submit'])) {
    $email = $_POST['email'];
    $password = md5($_POST['password']);

    $sql = "SELECT * FROM users WHERE email='$email' AND password='$password'";
    $result = mysqli_query($conn, $sql);
    if ($result->num_rows > 0) {
        $row = mysqli_fetch_assoc($result);
        $_SESSION['username'] = $row['username'];
        header("Location: ./Learner-Edge-Mini-project/index.html");
    } else {
        echo "<script>alert('Woops! Email or Password is Wrong.*)</script>";
    }
}

?>

<!DOCTYPE html>
<html>
<head>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">

    <link rel="stylesheet" href="https://stackpath.bootstrapcdn.com/font-awesome/4.7.0/css/font-awesome.min.css">

    <link rel="stylesheet" type="text/css" href="style.css">
```

```

    <title>Login Form - Pure Coding</title>
</head>
<body>
    <div class="container">
        <form action="" method="POST" class="login-email">
            <p class="login-text" style="font-size: 2rem; font-weight:
800;">Login</p>
            <div class="input-group">
                <input type="email" placeholder="Email" name="email" value="<?php
echo $email; ?>" required>
            </div>
            <div class="input-group">
                <input type="password" placeholder="Password" name="password"
value="<?php echo $_POST['password']; ?>" required>
            </div>
            <div class="input-group">
                <button name="submit" class="btn">Login</button>
            </div>
            <p class="login-register-text">Don't have an account? <a
href="register.php">Register Here</a>.</p>
        </form>
    </div>
</body>
</html>

```

Welcome.php

```

<?php

session_start();

if (!isset($_SESSION['username'])) {
    header("Location: index.php");
}

?>

<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Welcome</title>

```

```

</head>
<body>
<?php echo "<h1>Welcome " . $_SESSION['username'] . "</h1>"; ?>
<a href="logout.php">Logout</a>
</body>
</html>

```

Style.css

```

@import
url('https://fonts.googleapis.com/css2?family=Poppins:ital,wght@0,100;0,200;0,300;0,400;0,500;0,600;0,700;0,800;0,900;1,100;1,200;1,300;1,400;1,500;1,600;1,700;1,800;1,900&display=swap');

* {
    margin: 0;
    padding: 0;
    box-sizing: border-box;
    font-family: 'Poppins', sans-serif;
}

body {
    width: 100%;
    min-height: 100vh;
    background-image: linear-gradient(rgba(0,0,0,.5), rgba(0,0,0,.5)),
url(bg.jpg);
    background-position: center;
    background-size: cover;
    display: flex;
    justify-content: center;
    align-items: center;
}

.container {
    width: 400px;
    min-height: 400px;
    background: #FFF;
    border-radius: 5px;
    box-shadow: 0 0 5px rgba(0,0,0,.3);
    padding: 40px 30px;
}

.container .login-text {

```

```
    color: #111;
    font-weight: 500;
    font-size: 1.1rem;
    text-align: center;
    margin-bottom: 20px;
    display: block;
    text-transform: capitalize;
}

.container .login-social {
    display: grid;
    grid-template-columns: repeat(auto-fit, minmax(50%, 1fr));
    margin-bottom: 25px;
}

.container .login-social a {
    padding: 12px;
    margin: 10px;
    border-radius: 3px;
    box-shadow: 0 0 5px rgba(0,0,0,.3);
    text-decoration: none;
    font-size: 1rem;
    text-align: center;
    color: #FFF;
    transition: .3s;
}

.container .login-social a i {
    margin-right: 5px;
}

.container .login-social a.facebook {
    background: #4267B2;
}

.container .login-social a.twitter {
    background: #1DA1F2;
}

.container .login-social a.google-plus {
    background: #db4a39;
}

.container .login-social a.linkedin {
    background: #0e76a8;
}
```

```
}

.container .login-social a.facebook:hover {
    background: #3d5fa3;
}

.container .login-social a.twitter:hover {
    background: #1991db;
}

.container .login-social a.google-plus:hover {
    background: #ca4334;
}

.container .login-social a.linkedin:hover {
    background: #0b5c81;
}

.container .login-email .input-group {
    width: 100%;
    height: 50px;
    margin-bottom: 25px;
}

.container .login-email .input-group input {
    width: 100%;
    height: 100%;
    border: 2px solid #e7e7e7;
    padding: 15px 20px;
    font-size: 1rem;
    border-radius: 30px;
    background: transparent;
    outline: none;
    transition: .3s;
}

.container .login-email .input-group input:focus, .container .login-email .input-group input:valid {
    border-color: #a29bfe;
}

.container .login-email .input-group .btn {
    display: block;
    width: 100%;
    padding: 15px 20px;
```

```
text-align: center;
border: none;
background: #a29bfe;
outline: none;
border-radius: 30px;
font-size: 1.2rem;
color: #FFF;
cursor: pointer;
transition: .3s;
}

.container .login-email .input-group .btn:hover {
  transform: translateY(-5px);
  background: #6c5ce7;
}

.login-register-text {
  color: #111;
  font-weight: 600;
}

.login-register-text a {
  text-decoration: none;
  color: #6c5ce7;
}

@media (max-width: 430px) {
  .container {
    width: 300px;
  }
  .container .login-social {
    display: block;
  }
  .container .login-social a {
    display: block;
  }
}
```

REFERENCES

Introduction to HTML:

<https://www.w3schools.com/html/>

<https://developer.mozilla.org/en-US/docs/web/HTML>

Introduction to CSS:

<https://developer.mozilla.org/en-US/docs/web/CSS>

<https://www.w3schools.com/css/default.asp>

Introduction to JavaScript:

<https://www.w3schools.com/js/default.asp>

Introduction to Php:

<https://www.w3schools.com/php/>

Introduction to Sql:

<https://www.w3schools.com/sql/>

For rectifying the error :

<https://stackoverflow.com/>