INDUSTRIAL TRAINING REPORT ON

FRONT END WEB APPLICATION OF UNIVERSITY

Submitted by:

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University Roll Number:181500075 Class Roll Number:03 Section :D

Department of Computer Engineering & Application Institute of Engineering & Technology



GLA University
Mathura -281406, INDIA
2020



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Declaration

I hereby declare that the work which is being presented in the Industrial Training " **FRONT END WEB APPLICATION OF UNIVERSITY**", in fulfillment of the requirements for Industrial Training viva voce, is an authentic record of my own work carried under the supervision of MR. Divyansh Bharadwaj ,Assistant professor.

Signature of Candidate:

Name of Candidate: Aman Kushwaha

Roll. No.: 181500075

Course: B. Tech CSE

Year:2020

Semester:5th

Certificate of Training:



Company Name: Internshala

Title of Training: Web Application Development Using

Scripting technology(HTML5,CSS3,BOOTSTRAP

4,J-Query,SQL,PHP)

Title of Project: FRONT END WEB APPLICATION OF UNIVERSITY

Duration : 43 Days



Industrial Training Synopsis B.Tech. (CSE)-Batch 2020-2021

Student Information:

Name:Aman Kushwaha	University Roll. No. 181500075
Mobile:7388785757	Email:aman.kushwaha_cs18@gla.ac.in

Information about Industry/Organization:

Industry/Organization Name with full Address	Internshala.com/Internshala Web Development
Contact Person	Name & Designation: Sarvesh Agrawal Mobile/email:+91-844 844 4851

Project Information:

Title Of Project/Training/Task	Front-End Web Application of University
Role & Responsibility	Role -Trainee Responsibility- Learning and implementing the things taught in the course.
Technical Details	Hardware Requirements: Personal Computer with minimum of 4GB Ram and corei3 Processor Software Requirements: Apache NETBEANS IDE 11.3 Adobe Photoshop version 7 Adobe XD version 24 Webstorm
Training Implementation Details	Fully Implemented (Project is Front-End Web Application so Back-End technology like PHP etc. did not used)
Training Period	Start Date:15 May 2020 End Date:26 June 2020 Duration Of Training (In Weeks):6 Weeks

Tasks	Duration(15 May 2020 To 26 June 2020)					
	Week1	Week 2	Week 3	Weeek 4	Week 5	Week 6
HTML Learning	==					
HTML 5 New Tags			₹			
CSS Learning		\$		-		
Project Wireframe		-				
Project Implementation		-				
Testing and Review						-
Launch						Live



Industrial Training Synopsis

B.Tech. (CSE)-Batch 2020-2021

Summary of the Training Work:

In this Internshala Web Development training program, I have studied various concepts of HTML, CSS, Bootstrap required for Web Development. In this training i have created a Front end web Application for my college ,GLA University.In first two weeks of training i had completed designing part of Website and most of the animation part had done in this week. From third week of training the development part of html had done and from fourth week i had started CSS3. This Project is fully front End Web Application . Professors had guided how to design and implement the various types of concepts in project. In this Web Development Training in 43 days i have completed HTML5 ,CSS3 and half of the syllabus of Bootstrap 4. I have used both CSS and HTML for this Web Application, everything in this project is developed in defined duration. This Web Application is not Back End Web Application but in future i will implement it as a Back End Web Application with the help of various Back End Technology like PHP etc because in the duration of training PHP. After the project now i am able to build a strong connection between various concepts and work on some interesting projects of my own.

ACKNOWLEDGEMENT

First I express our heartiest thanks and gratefulness to almighty God for His divine blessing makes me possible to complete the third year project/training successfully.

We really grateful and wish our profound our indebtedness to *Mr. Shashi Agrawal Assistant Professor, Department of CSE GLA University Mathura.* His infinite patience, scholarly guidance, continual encouragement, constant and energetic supervision, constructive criticism, valuable advice, reading many inferior draft and correcting them at all stage have made it possible to complete this project documentation. Without this valuable support and guidance, this project could not elevate up to this level of development from my point of view.

I would like to express our heartiest gratitude to Mr. Divyansh Bharadwaj ,Assistant Professor, Department of CSE, for his kind help to finish our project and also to other faculty member and the staff of CSE department of GLA University Mathura.

I would like to thank our entire course mate in GLA University, who took part in this discuss while completing the course work. Finally, I must acknowledge with due respect the constant support and patients of my parents

ABSTRACT

FRONT END WEB APPLICATION OF UNIVERSITY DESIGN AND DEVELOPMENT were the main objective of this training. To develop a web based application or software there are several programming languages that are in use. Some of them are only used for the frontend and backend design of the software. For exampleHTML3, HTML4, HTML5, CSS, Bootstrap Framework etc. There are also some other programming languages that are used to develop the dynamic functions of the software or application. For example-PHP, Java etc. Nowadays there are also some framework's that use vastly. Frameworks are basically structured programming by using Model, View, and Controller. It is also called as MVC. If we develop web based application that is very useful for us because we can access it from anywhere of the world. It is very helpful for our daily life. That is why I choose subject of my report is "FRONT END WEB APPLICATION OF UNIVERSITY". Working in Internshal Foundation added huge experiences in my upcoming career. Solving real life problems was another key issue. This report takes us through all the details of WEBSITE DESIGN AND DEVELOPMENT knowledge and experience gathered during this training period.

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1.Introduction

This website has been developed for our college (GLA University Mathura) in an effort to make it as attractive and dynamic as possible. Compared to the existing site a database has been added to our project.

1.1 Motivation:

In desktop based website creating system is easy to understand. Since I accept training it seems to me I am advanced learner to learn web development, so it is easy and interested to learn and create. Further this project is related of student and I am introducing to its circumstances so it service technology is under of the understand mine. Its technology is so interested and charming and easy to build a project by fully PHP, HTML, CSS, MYSQL, Bootsrap.

1.2 OBJECTIVE:

The objective of this web application is to handle the entire activity of a website. The software keeps track of all the information about the entire website. The system contains database where all the information will be stored safely.

1.2.1 To save the time and resources:

The website system will take less time in entering the data, processing it and getting its output. Fewer resources will be used as no large registers, files, ledgers, pens; correctors will be needed or used.

1.2.2 To reduce the number of workers:

After the system will be computerized only a single computer operator will be needed to operate the system while now more than one workers work in the system.

1.2.3 To reduce the space being used:

Every data will be stored in the computer memory whereas now it is stored in registers and files which then stored in bookshelves or cupboards and they need a large space.

1.2.4 To reduce the work load:

As the new system will be computerized, the database will be automatically updated at the time of entry. Everything will be done automatically just by clicking few buttons. There will be no need to maintain any files or registers.

1.2.5 To make it easy to search any record:

It will be much easier to find particular record rather than opening such huge files and finding a single record from them.

1.2.6 To edit records and update the database easily:

Records will be easily edited and the database will easily be updated at the time of entering a record.

2. Software Requirement Analysis

2.1 Define the Problem:

The existing college website is static which makes it less interactive. It doesn't have a database connectivity. Moreover students didn't have an access to the details of the college through the site, hence they were not updated about the latest events and placement drives.

2.2 Define the Modules and functionalities: Front end Developer:

The front end developer generally works at client side dealing with the web page design, graphics that is accessible to the user.

Back end Developer:

The back end developer is a person who is responsible for the back end development that interacts with the server. This type of web developer specializes in the languages like PHP

Modules:

- **a). Home Page:** The first page provides several links. The Home page contains several information about the site like campus, management, facilities, infrastructure etc.
- **b)** . **Course and Degree:** In this module User will find the all the courses which are provided by the University. This Module will be divided into three sub modules these are -Graduation, Post Graduation and

Diplomas.

- **c). Placement:** In this module you will find every Placement cell activities of university. This module have all the detail about mnc and other product based companies.
- **d). Hostel Life:** In this Module you will find the Hostel Infrastructure related detail, how the mess works for students etc.
- **e).Study Room:**Here User will find their course notes according to their syllabus. Every Notes of every program will available in this page with module wise category. User can download these notes or they can study from these notes.
- **f).Fees Structure:** Here User will find everything related to their course curriculum fees. Fees Type of every program will there for user .so user can easily know the fees structure of their course.
- **g). Sign UP:** here user can sign up their account for accessing the website of GLA University. In the Login link a recruiter can login using the appropriate Username and password, through which he can submit the required criteria for a student to appear for a placement drive.
- h). Placement Registration: Member Registration module helps the new user to register into the site. The information entered by the users is added into the table registration.

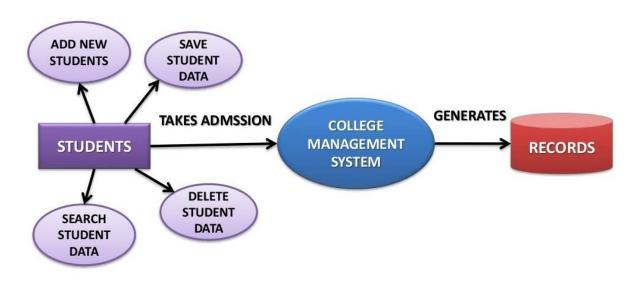
3. Software Design

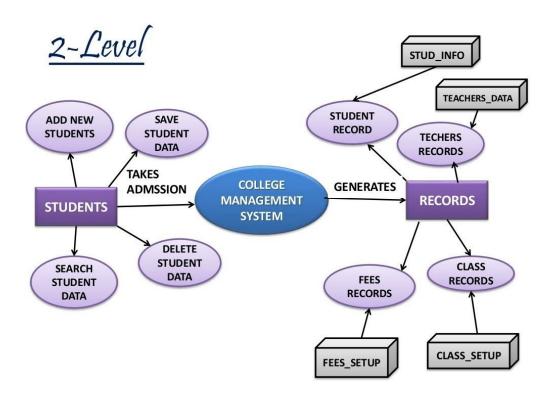
3.1 Data Flow Diagram:

0-Level



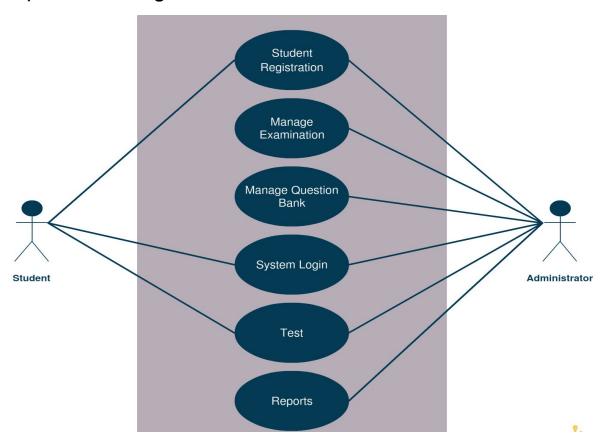
1st Level DFD:



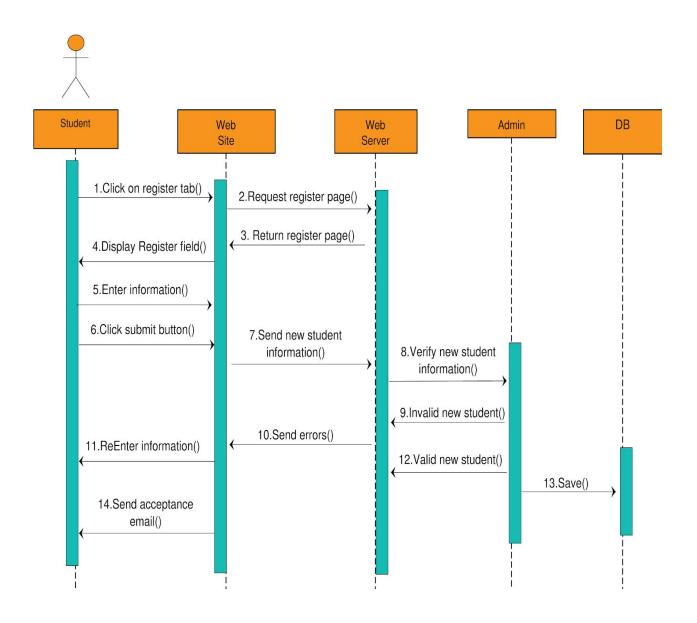


3.2 UML Diagram:

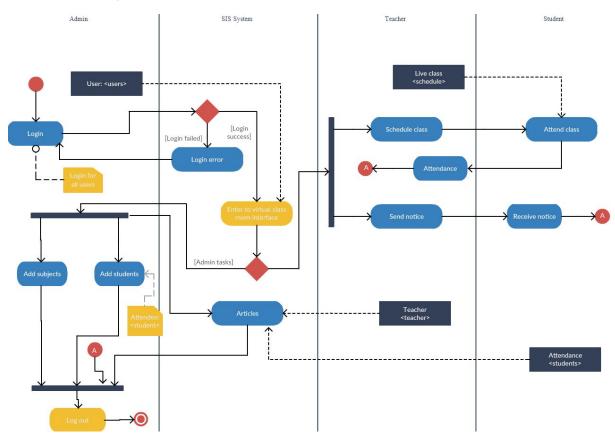
a). Usecase Diagram:



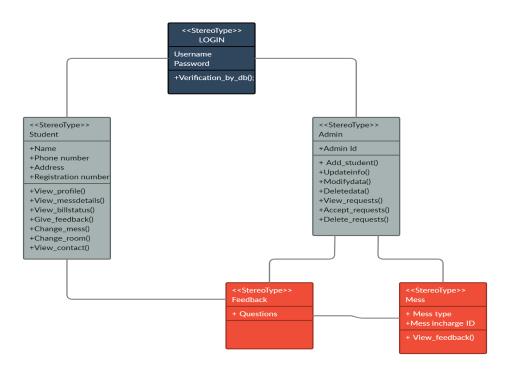
b).Sequence Diagram:



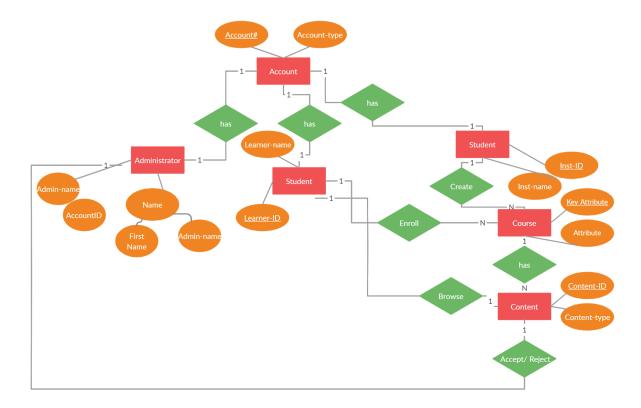
c).Class Diagram:



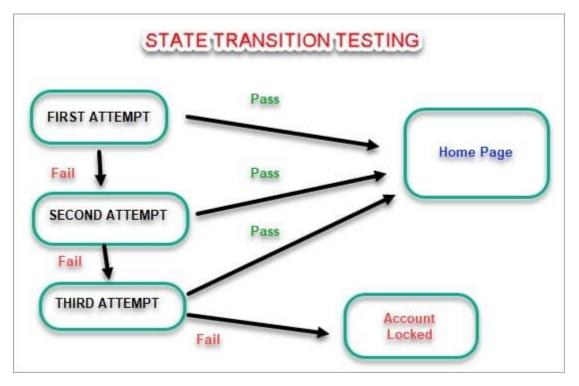
d)UML Diagram:



3.3 ER DIAGRAM:



4.Testing:



Tests for correctness are supposed to verify that a program does exactly what it was

designed to do. This is much more difficult than it may at first appear, especially for large programs

Tests for implementation efficiency attempt to find ways to make a correct program faster or use less storage. It is a code-refining process, which reexamines the implementation phase of algorithm development.

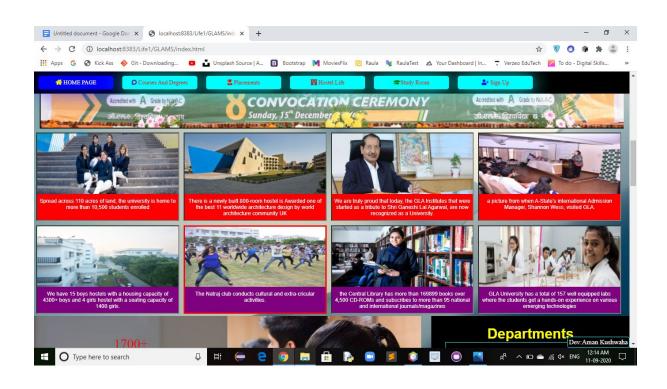
Tests for computational complexity amount to an experimental analysis of the complexity of an algorithm or an experimental comparison of two or more algorithms, which solve the same problem.

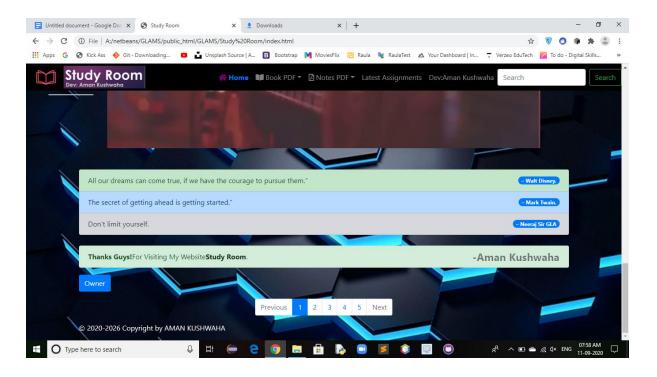
5.Implementation and User Interface:

a). Home Page:

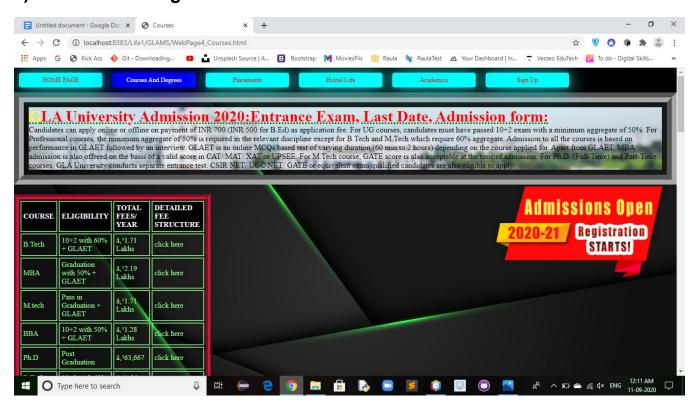
The home page of a website is the first page that a user perceives upon entering the website url at the browser address area. The entire website depends on how the home page is designed which forms the platform for viewing other web forms.

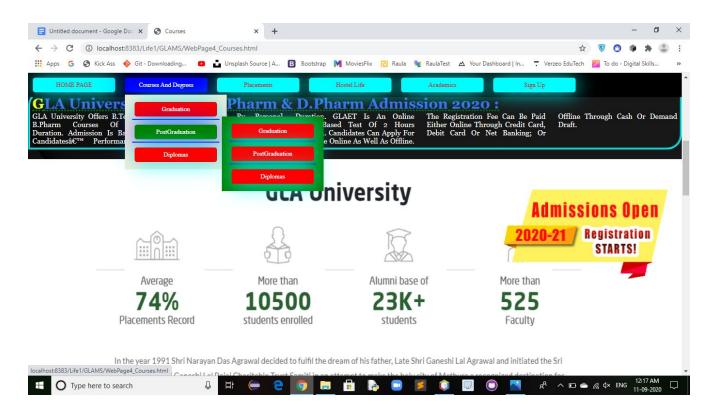




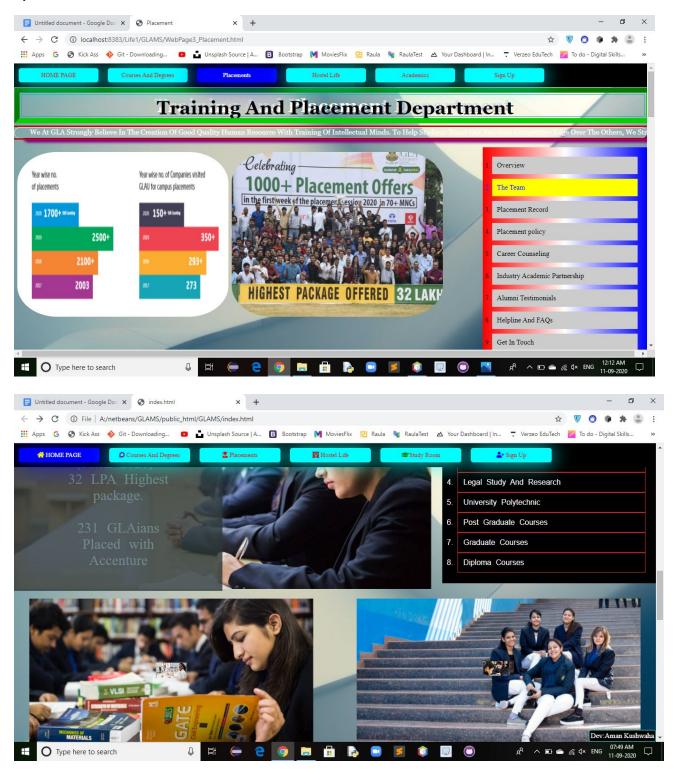


b).Course And Degrees:

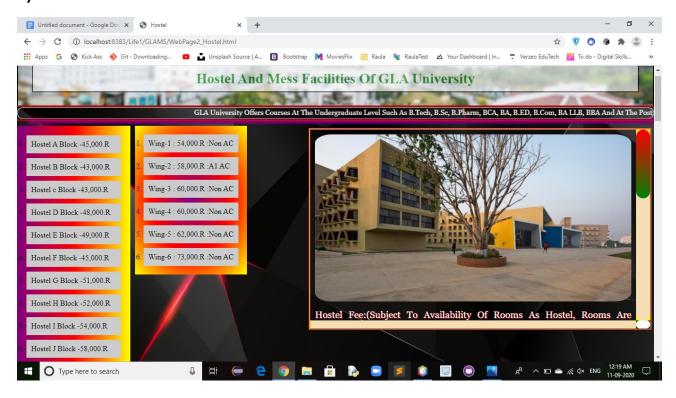


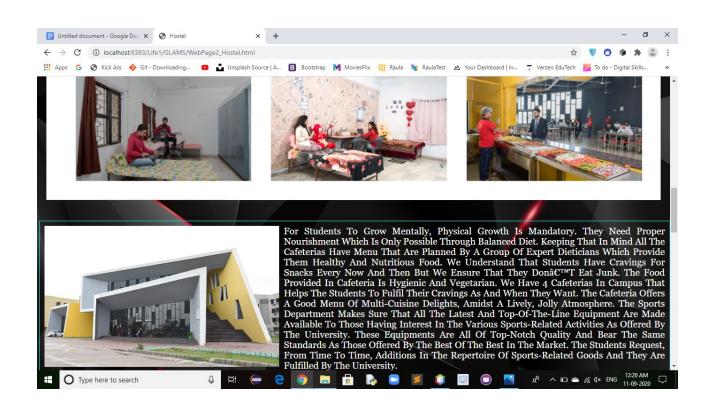


c). Placements:

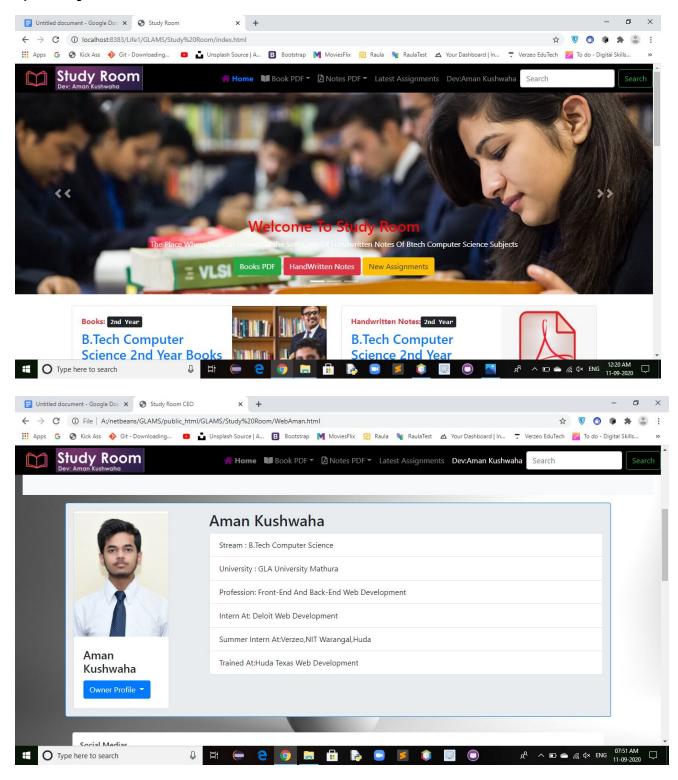


d). Hostel Life:

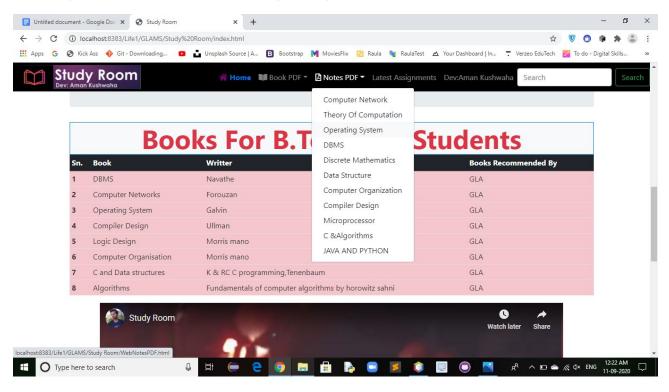


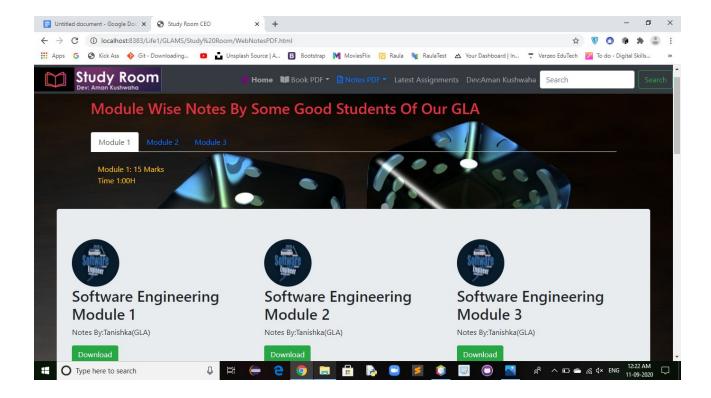


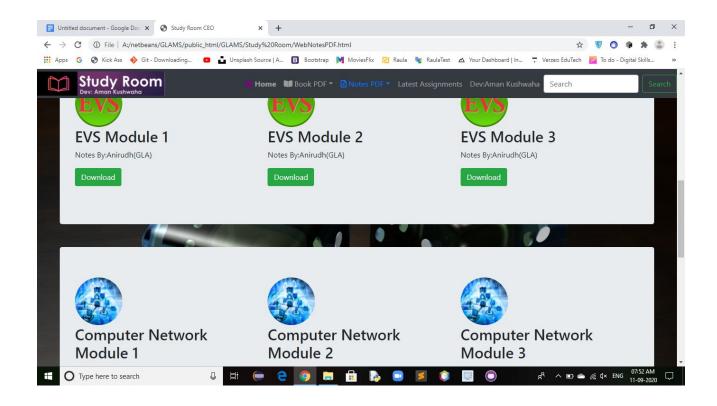
e).Study Room:



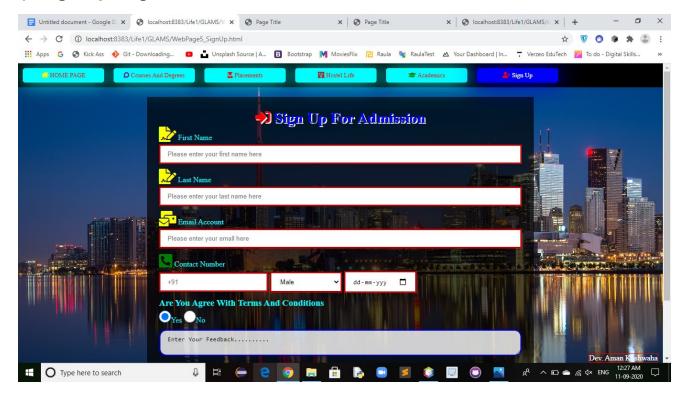
f). Subject Wise Notes of Every Subject:







f). Sign Up Page:



6.SRS

This document describes the software requirements specification (SRS) for the Collage Management System that provides the access and management of information of different modules in a collage-like Students, Guardians, Teachers/Faculty, Finance, Examination, HR. Our project is based on a database, which stores and maintains the information of different modules within the system. The advantage of the management system is to avoid entries in hard copies and it saves the burden of hard copies of data. The system is a Desktop Application and GUI for this system is developed in JS. The Database for this management system is created in SQL. There are two users for this system

- 1. Admin (have full access to read and write of all modules in management system)
- 2. Teacher (have access limited to write and manage the student's marks, attendance, etc.).

The purpose of this document is to retrieve and analyze the ideas that define the product and requirements that the user needs. This document describes the details of our product, its parameter, and its goals. This SRS document describes the target, audience, user interface of product and Software/Hardware requirements of our product. This document also describes the problem we have faced during the designing and implementation of the product and also describes how we have solved this problem and make our product more efficient. The management system saves the human power and time cost to perform the same task. The data in the database can be saved for a long time and can be used for different purposes in the future. In management systems, there is a minor chance of losing the data. This document also defines how customers and users see our product and understand the functionality of the product. This document will help the developers/designers in case of maintenance of the software product.

7. Project Scope

As Colleges are growing day by day more and more, and also increasing the complexity of storing information of students and related to the college system, they face many related issues: attendance and fee of students, salary details of employees, etc.

This project is based on the educational institute system where this application gives maximum services in a single software product that is used by teacher and system administration. This project is based on a desktop application that is sharing information on different departments in a college.

In this project that includes J Query and SQL. J Query is used to design the GUI for the application by which the user can interact with software applications. The SQL Server is used for creating the database in which different information will store. The main focus of this project is to give the best GUI for the users and provide the many modules in a single product. Admin can view all of the information that is stored in the database through application and admin also can modify this information because the admin has full access to the system.

The teacher can view and modify the information related to students, teachers have limited access. This project can adjust any additional module at any time.

8.Conclusion

My project is only a humble venture to satisfy the needs to manage their project work. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements. The objective of software planning is to provide a frame work that enables the manager to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

References

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https://www.iconfinder.com/

Appendices

In the pages set out below we introduce Hypertext Markup Language (HTML), Cascading Style Sheets (CSS) and Bootstrap, the three core components of most web pages.

In these pages, text used within HTML, CSS or JavaScript files is generally shown in courier new (i.e. a fixed space) font. The pages contain links to an extensive body of reference material explaining HTML, CSS in detail. We also provide a wide range of examples, which can help you understand better how HTML, Bootstrap work. See below for further details on how to access these examples

Hypertext Markup Language (HTML)

- 1. Introduction
- 2. Getting started
- 3. Carriage returns and thematic break lines
- 4. Commenting
- 5. Special characters
- 6. Hyperlinks

- 7. HTML elements (and their attributes)
- 8. Browser feature detection

Cascading Style Sheets (CSS)

- 1. Introduction
- 2. Selectors
- 3. Hints and further information