Contents

1 INTRODUCTION

1.1 Project profile

Muziris Live is a customized mobile application that can help you in various ways. It can provide various services such as instant news updates, blood donation information, notifies about various job opportunities both in government and private sector, large database of previous question papers, theatre releases and show timing, local directory, sports updates and various government application forms. This revolutionary Mobile application introduced with a vision of bringing the important services in our fingerprints.

1.2 Organization Overview

Entrepreneurs such as you are increasingly discovering the need for an excellent website that gather a wide audience. Our job is to create this platform for you- a simple yet creative website to bring together your target demographic. Our services include creative and efficient quality web designing, web development, SEO services, Website maintenance, mobile applications and so forth. Essentially, we are the solution for all your web portal needs.

We pride in our analyzing and researching skills that helps us provide you with an easy-to-use, professional website that appeals to both your current and prospective clientele. We are committed to providing the best services in web technology with a vision of satisfied and contend clients. Let us take your business to the web so that millions of people across the world can access it. Allow us to help reach your goal faster.

Cazablaze Technologies PVT Lmtd is a major international force in IT consulting and services. Utilizing our broad range of Web-based solutions, we address and resolve the integration and solutions needs of today's IT users for both hardware and software. Our integrated quality information system helps us manage all aspects of high quality software production in our organization. Internal quality assessments are done twice a year with the intention of identifying quality issues and areas of improvement. The assessment focuses on customer rating on product quality, our service levels as well as the effectiveness of the quality system.

Cazablaze expert creative services team delivers the following services:

- Branding

- Web Application
- Consultancy
- SEO
- Software Development
- Web Designing
- SMO
- Digital Marketing
- Mobile App Development
- Custom ERP Solutions
- Consulting Services
- Host Services
- Testing

1.3 Overview of The System

Android offers a unified approach to application development for mobile devices which means developers need only develop for Android, and their applications should be able to run on different devices powered by Android.Muziris live mobile application used to view the various information from a particular area.This new application introduced with a vision of bringing the important services in our fingerprints.

1. Mobile application (android and IOS application)
2. Web portal

1.4 Scope of The Project

Mobile is the future of Software Development Googles Eric Schmidt. Usage of mobile phones has increased in the past year. India stands second in the world, in the number of active mobile phones. Today, out of the 6 billion mobile phones in the world, close to 1 billion is being used in India. This comes to about 70 percentage of our current population. Every month sees an increase of around 6 million subscribers. That, in fact, is a lot of numbers. With the increase in the number and make of mobile phones, there comes a demand for better applications. And in turn, huge scope of android mobile application development in India. Now, this puts a light on why companies like Nokia, BlackBerry, Samsung, HTC, Motorola, Google and many others are going wild with their innovations increase in the need and use of Mobile Applications.Android is an open-source Linux-based operating system designed mainly for smart phones and tablets. It is maintained as an open source project by Google. This open source code and licensing allows the developers and device manufacturers to modify the software according to their needs. Android platform has brought about cutting-edge technologies in app development.Owing to the popularity of Android, Mobile Apps development industries are considering Android Application Development as one of the best remunerative business opportunities. The need to hire knowledgeable mobile application developer is intense.India is considered as a country with several globally recognized IT hubs.One of the main reasons for this is that software as a service is highly cost effective. Before the acceptance of Android, the mobile app development industry was dominated by Proprietary OS like Symbian and iOS. With Android, came the option for dynamic app

development at a lower cost. When thinking of the scope of Android Application Development in India, we can take these three primary notions into consideration:

- Revenue : The need for inventive App Developers are increasing in the current job market. Mobile application development can also be taken up as a part time job, where you can create your own applications and submit it to the Google Play store which can be downloaded. Google adsense ads can be displayed in your application which again provides monetary gains.
- Ease of use : Learning Android Programming is fairly easy and app development is cost effective. Any software developer who can think out of the box will be able to put Android into extraordinary use.
- Support :The most important attraction of Android is backing by Google.

2 ABOUT THE DEVELOPING TOOLS

2.1 Introduction to PHP

PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language. While PHP originally stood for Personal Home Page, it now stands for PHP: Hypertext Pre-processor, PHP code can be simply mixed with HTML code, or it can be used in combination with various templating engines and web frameworks. PHP code is usually processed by a PHP interpreter, which is usually implemented as a web server's native module or a Common Gateway Interface (CGI) executable. After the PHP code is interpreted and executed, the web server sends resulting output to its client, usually in form of a part of the generated webpage; for example, PHP code can generate a web page's HTML code, an image, or some other data. PHP has also evolved to include a command-line interface (CLI) capability and can be used in standalone graphical applications.

The canonical PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge. Despite its popularity, no written specification or standard existed for the PHP language until2014, leaving the canonical PHP interpreter as adefacto standard. Since 2014, there is ongoing work on creating a formal PHP specification. The PHP interpreter only executes PHP code within its delimiters. Anything outside its delimiters is not processed by PHP (although on-PHP text is still subject to control structures described in PHP code). The most common delimiters are ¡?php to openand ?¿ to close PHP sections.The purpose of all these delimiters is to separate PHP code from non-PHP code, including HTML. There are two primary ways for adding support for PHP to a web server as a native web server module, or as a CGI executable. PHP has a direct module interface called Server Application Programming Interface (SAPI), which is supported by many web servers including Apache HTTP Server, Microsoft IIS, Netscape (now defunct) and iPackage set. Some other web servers, such as Omni HTTPd, support the Internet Server Application Programming Interface (ISAPI), which is a Microsoft's web server module interface.

Usage:-

PHP is a general-purpose scripting language that is especially suited to server-side web development, in which case PHP generally runson a web

server. Any PHP code in a requested file is executed by the PHP runtime, usually to create dynamic web page content or dynamic images used on websites or elsewhere .It can also be used for command-line scripting and client-side graphical user interface (GUI)applications. PHP can be deployed on most web servers, many operating systems and platforms, and can be used with many relational database management systems (RDBMS). Most web hosting providers support PHP for use by their clients. It is available free of charge, and the PHP Group provides the complete source code for users to build, customize and extend for their own use.

The LAMP architecture has become popular in the web industry as a way of deploying web applications. PHP is commonly used as the P in this bundle alongside Linux, Apache and MySQL, although the P may also refer to Python, Perl, or some mix of the three. Similar packages, WAMP and MAMP, are also available for Windows and OS X, with the first letter standing for the respective operating system.

2.2 My SQL

Structured Query Language (SQL), in computer science, a database sub language used in querying, updating and managing relational databases. Derived from an IBM research project that created Structured English Query Language (SEQUEL) in the 1970s SQL is accepted standard in database products. Although it is not a programming language in the same sense as C or PASCAL, SQL can either be used in formulating interactive queries or be embedded in as application as for handling data. Microsoft SQL server is a relational database that runs on the Windows NT operating system. SQL (RDBMS) is a widely accepted industry standard for defining , changing and managing data and controlling how changes to the database are made by using tables, index keys rows and columns to store data.

The MySQL software delivers a very fast, multi-threaded, multi-user, and robust SQL (Structured Query Language) database server. MySQL Server is intended for mission-critical, heavy-load production systems as well as for embedding into mass-deployed software. Oracle is a registered trademark of Oracle Corporation and/or its affiliates. MySQL is a trademark of Oracle Corporation and/or its affiliates, and shall not be used by Customer without Oracle's express written authorization. Other names may be trademarks of their respective owners.

The MySQL software is Dual Licensed. Users can choose to use the

MySQL software as an Open Source product under the terms of the GNU General Public License (or can purchase a standard commercial license from Oracle. MY SQL Server is a relational database management system for distributed Client-Server computing. Like all other database management systems, it provides the following features:

1. A variety of user interfaces
2. Physical data independence
3. Logical data independence
4. Query optimization
5. Data integrity
6. Concurrency control
7. Backup and recovery
8. Security and authorization

2.3 Android

Android is a mobile operating system developed by Google, based on the Linux kernel and designed primarily for touch screen mobile devices such as smart phones and tablets. Android's user interface is mainly based on direct manipulation, using touch gestures that loosely correspond to real-world actions, such as swiping, tapping and pinching, to manipulate on-screen objects, along with a virtual keyboard for text input.

Android's source code is released by Google under an open source license, although most Android devices ultimately ship with a combination of free and open source and proprietary software, including proprietary software required for accessing Google services. Android is popular with technology companies that require a ready-made, low-cost and customizable operating system for high-tech devices. Its open nature has encouraged a large community of developers and enthusiasts to use the open-source code as a foundation for community-driven projects, which deliver updates to older devices, add new features for advanced users or bring Android to devices originally shipped with other operating systems.

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA

software and designed specifically for Android development. It is available for download on Windows, mac OS and Linux based operating systems. It is a replacement for the Eclipse Android Development Tools (ADT) as primary IDE for native Android application development. Android software development is the process by which new applications are created for the Android devices operating system. Applications are usually developed in Java programming language using the Android software development kit (SDK), but other development environments are also available.Features are:

1. New features are expected to be rolled out with each release of Android Studio. The following features are provided in the current stable version.
2. Gradle-based build support
3. Android-specific refactoring and quick fixes
4. Lint tools to catch performance, usability, version compatibility and other problems
5. ProGuard integration and app-signing capabilities
6. Template-based wizards to create common Android designs and components
7. A rich layout editor that allows users to drag-and-drop UI components, option to preview layouts on multiple screen configurations
8. Support for building Android Wear apps
9. Built-in support for Google Cloud Platform, enabling integration with Firebase Cloud Messaging (Earlier 'Google Cloud Messaging') and Google App Engine
10. Android Virtual Device (Emulator) to run and debug apps in the Android studio.

2.4 NETBEANS

Netbeans is an integrated development environment (IDE) for developing primarily with Java, but also with other languages, in particular PHP, C/C++, and HTML5.It is also an application platform framework for Java desktop

applications and others. The NetBeans IDE is written in Java and can run on Windows, OS X, Linux, Solaris and other platforms supporting a compatible JVM. The Net Beans Platform allows applications to be developed from a set of modular software components called modules. Applications based on the Net Beans Platform (including the Net Beans IDE itself) can be extended by third party developers. Framework for simplifying the development of JavaSwing desktop applications. The Net Beans IDE bundle for Java SE contains what is needed to start developing Net Beans plugging and Net Beans Platform based applications; no additional SDK is required. Applications can install modules dynamically. Any application can include the Update Centre module to allow users of the application to download digitally signed upgrades and new features directly into the running application. Reinstalling an upgrade or a new release does not force users to download the entire application again. The platform offers reusable services common to desktop applications, allowing developers to focus on the logic specific to their application.

Among the features of the platform are:

1. User interface management (e.g. menus and toolbars)
2. User settings management
3. Storage management (saving and loading any kind of data)
4. Window management
5. Wizard framework (supports step-by-step dialogs)
6. Net Beans Visual Library
7. Integrated development tools
8. Net Beans IDE is a free, open-source, cross-platform IDE with built-in-support for Java Programming Language.

2.5 Ionic framework

Ionic is a powerful HTML5 SDK that helps you build native-feeling mobile apps using web technologies like HTML, CSS, and JavaScript. Ionic is focused mainly on the look and feel, and UI interaction of your app. That means we aren't a replacement for PhoneGap or your favourite JavaScript

framework. Instead, Ionic simply fits in well with these projects in order to simplify one big part of your app: the front end. We recommend reading, Where does the Ionic Framework fit in? to get a good understanding of Ionic's goals. Ionic currently requires AngularJS in order to work at its full potential. While you can still use the CSS portion of the framework, you'll miss out on powerful UI interactions, gestures, animations, and other things. We will be releasing Cordova/PhoneGap plugins in the future to expand the capabilities of your apps. Ionic was built by benjsperry, adamdbradley, and maxlynch at Drifty, an independent bootstrapped software company and makers of such fine products as Codiqa and Jetstrap. Ionic was built to take HTML5 on mobile into the future. We wanted a mobile development SDK that not only looked and worked great, but was also powerful enough to build the amazing apps the best developers were creating. HTML5's time has arrived. Ionic proves it.

2.6 Codeignater

CodeIgniter is an application development framework, which can be used to develop websites, using PHP. It is an Open Source framework. It has a very rich set of functionality, which will increase the speed of website development work.If you know PHP well, then CodeIgniter will make your task easier. It has a very rich set of libraries and helpers. By using CodeIgniter, you will save a lot of time, if you are developing a website from scratch. Not only that, a website built in CodeIgniter is secure too, as it has the ability to prevent various attacks that take place through websites.

Some of the important features of CodeIgniter are listed below :

1. Model-View-Controller Based System
2. Extremely Light Weight
3. Full Featured database classes with support for several platforms.
4. Query Builder Database Support
5. Form and Data Validation
6. Security and XSS Filtering
7. Session Management
8. Email Sending Class. Supports Attachments, HTML/Text email, multiple protocols (sendmail, SMTP, and Mail) and more.

9. Image Manipulation Library (cropping, resizing, rotating, etc.). Supports GD, ImageMagick, and NetPBM
10. File Uploading Class
11. FTP Class
12. Localization
13. Pagination
14. Data Encryption
15. Benchmarking
16. Full Page Caching
17. Error Logging
18. Application Profiling
19. Calendaring Class
20. User Agent Class
21. Zip Encoding Class
22. Template Engine Class
23. Trackback Class
24. XML-RPC Library
25. Unit Testing Class
26. Search-engine Friendly URLs
27. Flexible URI Routing
28. Support for Hooks and Class Extensions
29. Large library of helper functions

2.7 GIT

Git is a version control system for tracking changes in computer files and coordinating work on those files among multiple people. It is primarily used for source code management in software development,but it can be used to keep track of changes in any set of files. As a distributed revision control system it is aimed at speed, data integrity,and support for distributed, non-linear workflows.Git was created by Linus Torvalds in 2005 for development of the Linux kernel, with other kernel developers contributing to its initial development.[12] Its current maintainer since 2005 is Junio Hamano.As with most other distributed version control systems, and unlike most clientserver systems, every Git directory on every computer is a full-fledged repository with complete history and full version tracking abilities, independent of network access or a central server.Git is free software distributed under the terms of the GNU General Public License version 2.

2.7.1 Characteristics

Git's design is a synthesis of Torvalds's experience with Linux in maintaining a large distributed development project, along with his intimate knowledge of file system performance gained from the same project and the urgent need to produce a working system in short order. These influences led to the following implementation choices;

1. Strong support for non-linear development
2. Distributed development
3. Compatibility with extant systems and protocols
4. Efficient handling of large projects
5. Cryptographic authentication of history
6. Garbage accumulates until collected
7. Periodic explicit object packing

Another property of Git is that it snapshots directory trees of files. The earliest systems for tracking versions of source code, Source Code Control System (SCCS) and Revision Control System (RCS), worked on individual files and emphasized the space savings to be gained from interleaved deltas (SCCS) or delta encoding (RCS) the (mostly similar) versions. Later revision control systems maintained this notion of a file having an identity

across multiple revisions of a project. However, Torvalds rejected this concept.Consequently, Git does not explicitly record file revision relationships at any level below the source code tree.Git implements several merging strategies; a non-default can be selected at merge time:

1. resolve: the traditional three-way merge algorithm.
2. recursive: This is the default when pulling or merging one branch, and is a variant of the three-way merge algorithm.
3. octopus: This is the default when merging more than two heads.

2.7.2 Implementations

Git is primarily developed on Linux, although it also supports most major operating systems including BSD, Solaris, macOS, and Windows.The first Microsoft Windows port of Git was primarily a Linux emulation framework that hosts the Linux version. Installing Git under Windows creates a similarly named Program Files directory containing the MinGW port of the GNU Compiler Collection, Perl 5, msys2.0 (itself a fork of Cygwin, a Unix-like emulation environment for Windows) and various other Windows ports or emulations of Linux utilities and libraries. Currently native Windows builds of Git are distributed as 32 and 64-bit installer.The JGit implementation of Git is a pure Java software library, designed to be embedded in any Java application. JGit is used in the Gerrit code review tool and in EGit, a Git client for the Eclipse IDE.The Dulwich implementation of Git is a pure Python software component for Python 2.7, 3.4 and 3.5.The libgit2 implementation of Git is an ANSI C software library with no other dependencies, which can be built on multiple platforms including Windows, Linux, macOS, and BSD.It has bindings for many programming languages, including Ruby, Python, and Haskell.JS-Git is a JavaScript implementation of a subset of Git.

2.7.3 GIT Server

As Git is a distributed version control system, it can be used as a server out of the box. Dedicated Git server software helps, amongst other features, to add access control, display the contents of a Git repository via the web, and help managing multiple repositories. Remote file store and shell access: A Git repository can be cloned to a shared file system, and accessed by other

persons. It can also be accessed via remote shell just by having the Git software installed and allowing a user to log in.

2.7.4 Security

Git does not provide access control mechanisms, but was designed for operation with other tools that specialize in access control.An attacker could perform arbitrary code execution on a target computer with Git installed by creating a malicious Git tree (directory) named .git (a directory in Git repositories that stores all the data of the repository) in a different case (such as .GIT or .Git, needed because Git doesn't allow the all-lowercase version of .git to be created manually) with malicious files in the .git/hooks subdirectory (a folder with executable files that Git runs) on a repository that the attacker made or on a repository that the attacker can modify. If a Windows or Mac user pulls (downloads) a version of the repository with the malicious directory, then switches to that directory, the .git directory will be overwritten (due to the case-insensitive trait of the Windows and Mac filesystems) and the malicious executable files in .git/hooks may be run, which results in the attacker's commands being executed. An attacker could also modify the .git/config configuration file, which allows the attacker to create malicious Git aliases (aliases for Git commands or external commands) or modify extant aliases to execute malicious commands when run. The vulnerability was patched in version 2.2.1 of Git, released on 17 December 2014, and announced on the next day.

3 SYSTEM ANALYSIS

3.1 Introduction

System Analysis works with users to identify goals and build system to achieve them. System Analysis is an important phase of any system development process. System analysis is a step-by-step process used to identify and develop or acquire the software need to control the processing of specific application. System analysis is a continuing activity the stages of the systems development. The system is studied to the minutes details and analyzed. In analysis, a detailed study of these operation performed by a system and their relationships within and outside of the system is done.System analysis is a general term that refers to an orderly, structured process for identifying and solving problems. We call system analysis process life cycle methodology, since it relates to four significant phases .They are:

1. Study phase
2. Design phase
3. Development phase
4. Implementation phase

Analysis implies the process of breaking something into parts so that the whole maybe understood. The definition of system analysis includes not only the process of analysis but also that of synthesis, which implies the process of putting together to form a new one. All activities associated with each life cycle phase must be performance, management,documentation of the activities related to the life cycle phases of a computer based business system. In the study phase a detailed study of the project is made and clear picture of the project should be in mind by this time. In the design phasethe designing of the input, output and table designs are made. In the development phase is where the physical designing of the input- output screens and coding of the system is done. In the system implementation actually implements the system by making necessary testing.

3.2 Existing System

The existing systems has lot of drawbacks.Thus making it time consuming. It is error prone as users may give false information which is not approved by the admin.

3.2.1 Limitations of Existing System

1. Time Consuming.
2. Lack of efficiency.
3. Error Prone.
4. Lack of security.
5. Not informative.

3.3 Feasibility study

The prime objective of feasibility study is to ensure that the problem is worth to be solved. At this stage a cost benefit analysis is performed to assertion that the benefit from the system will over rule the cost associated with the whole analysis, design and development of the new system. An important outcome of the preliminary investigation determining whether the system required is feasible.

Feasibility study is a test of proposed system regarding its efficiency, impact on the organization, ability to meet the needs of users and effective use of resources. Thus, when a new project is proposed, it normally goes through a feasibility study before it is approved for development.

All the projects are given unlimited resources and infinite time. Unfortunately, the development process of a computer based system is time bound and feasibility and risk analysis are related in many ways. If project risk is great, the feasibility of producing the quality software is reduced.

There are three aspects in the feasibility study portion of the preliminary investigation.

1. Technical Feasibility
2. Economic Feasibility

3. Behavioural Feasibility

3.3.1 Technical Feasibility

It is a study of function, performance and constraints that may affect the ability to achieve acceptable system. The technical requirements for the MUZIRISLIVE are currently available and are widely used. The technology used is found to be optimal for the system and are able to withstand the complexities, which are inherent to the system.

The main points that are considered to prove that the project is technically feasible are:

1. The present technology is sufficient to develop the project.
2. The proposed system provides adequate response to the user.
3. The system can be expanded and developed.
4. The project outputs given are reliable and it is easy to access.

3.3.2 Economic Feasibility

Here an evaluation of development cost weighted against the ultimate income or benefit derived from the developed system. The cost for the development of the project has been evaluated and we want to check that the cost does not exceed beneficial cost of the system. Economic and Financial analysis is used for evaluating the effectiveness of the candidate system.

This project also under gone economic feasibility study and found that it is feasible. Because php is a free open source software and generally runs on a web server. So the cost for development does not exceed its beneficial cost.

3.3.3 Behavioural Feasibility

This is also known as operational feasibility. Operational feasibility is dependent on human resources available for the project and involves projecting whether the system will be used if it is developed and implemented. One of the main problems faced during the development of the new system is getting the acceptance from the user. People are inherently resistant to change and so estimate should be made of how strong a reaction the user is likely to have towards the developing system. The system is much user friendly and the

maintenance and working needs much less human effort. Define the urgency of the problem and the acceptability of any solution; if the system is developed, will it be used? It includes people oriented and social issues: internal issues, such as manpower problems, labourobjections, manager resistance, organisational conflicts and policies; also external issues, including social acceptability, legalaspects and government regulations. In case of this system, the organisation is completely in favour of creating the raid based shopping Management system as it saved their precious time, energy and moreover the system when implemented would help to remove inconsistencies, reduce manpower etc. Also there is no specialized training needed, only a few hours of instructed demo needs to be given to the user. So it might hence the system is behavioural feasible. This analysis involves how it will work when it is installed and the assessment of political and managerial environment in which it is implemented. People are inherently resistant to change and computers have been known to facilitate change. The new proposed system is very much useful to the users and therefore it will accept broad audience from around the world.

3.4 Proposed System

The new system entitled 'Muziris Live provides a lot of services to the user as compared to the existing system. It provides a better way for the users to get all the information needed as quick as possible from anywhere in the world. The user can get the information regarding different available service details. Users can also book the movies according to the release. Whenever a new news is added, he/she can get the alert message about that news. This site also contains the administration module, which deals with modifications and updating of data. The admin can now approve the contents posted. The approved contents will only be posted. The main purpose of design and developing this project is to get above mentioned benefits. This system provides the most up-to-date services.

3.4.1 Advantages

The system is very simple in design and to implement. It has got following features.

1. High speed
2. Transparency

3. Time saving
4. System dependent
5. Error free
6. Provide service to anyone at any time.
7. Efficient
8. Informative
9. Secure

3.4.2 Menu Level Description

The different modules that will make the whole system are as follows.The project contains 2 modules and each containe 7 forms:

1. News

   Display different category of news such as general, politics, entertainment, sports, local news, business, health, environmental, technical, obituary, career, muziris corner. The news will be display briefly after we touch in that.

2. Blood donor

   We can search for blood groups from different locations and contact them. The available blood groups and their locations are displayed in a drop down box.

3. Jobs

   Notifies about various job opportunities both in government and private sector and we can know the scheduled interview or exam date details.

4. Model questions

   Large collection of previous question paper and their corresponding answers.

5. Govt. Forms

   View and download various government application forms.

6. Movie releases

   Show newly released movies and show time.

7. Directory

   Directory contain name and contact number of all educations, govt. offices, hospitals, transportations, personal, emergency and business

4 Fact Finding Techniques

4.1 Interviews

Analysis can use interviews to collect information about the current system form the potential users. Here the analysis discovers the areas of misunderstanding, unrealistic exception and description of activities and problems along with resistance to the new proposed system. Interviews are time consuming.

4.2 Questionnaires

Here the analysis can collect data from large groups, Questionnaires could be open-ended or close questionnaires.

4.3 Observation

This is a skill which the analysts have to develop. The analysts have to identify the right information and choose the right person and look at the right place to achieve is the objective.

5 SYSTEM SPECIFICATION

5.1 Hardware Specification

The selection of hardware configuration is very important task related to software development. The processor should be powerful to handle all the operations. The hard disk should have the sufficient capacity to solve the database and the application.

The hardware requirements for developing and implementing the proposed system are given below:

1. Processors : Intel Premium Pro or Processor running at 133 MHz
2. Hard Disk : 1.2 GB Hard Disk
3. RAM : Client Level Minimum 128MB

   Recommended Requirements for peak performance
4. RAM : Client Level Minimum 512MB
5. Display Type : SVGA Colour Enhanced Monitor
6. Mouse : PS/2 2 Button

5.2 Software Specification

1. Front End Tool : HTML,JavaScript,CSS, Twitter Bootstrap, Android, Ionic
2. Back End Tool : PHP, MySQL, CODE-IGNITER
3. Development tools : NetBeans
4. Operating System : Windows XP 7 Professionals and Higher
5. Browse : Google Chrome. Mozilla Firefox

6 SYSTEM DESIGN

6.1 Introduction to System Design

The most creative and challenging phase of the system life cycle is system design. The term design describes a final system and the process by which it is developed. It refers to the technical specifications that will be applied in implementing a candidate system. It also includes the construction of programs and program testing. The question here is: How should the problem is solved?

The first step is to determine how the output is to be produced and in what format. Samples of the output (and input) are also presented. Second input data and master files have to be designed to meet the requirement of the proposed output. The operational phase are handled through program construction and testing, including a list of the programs needed to meet the systems objectives and complete documentation. Finally, details related to justification of the system and an estimate of the impact of the candidate system on the user and the organization are documented and evaluated by management as a step toward implementation. The goal of design process is to produce a model as representation of a system, which can be used later to build that system. The produced model is called the design of the system. The design process for software systems often has two levels. At the first level, the focus is on deciding which modules are needed for the system, the specification of these modules, and how the modules should be interconnected. This is what is called the system design or top level design. In the second level, the internal design of the module can be satisfied, is decided. This design level is often called detailed design of logic design.

6.2 Input Design

Input design phase consists of conversion of user oriented description of the inputs to a computer based business system in to a program oriented specification. An effective input design minimizes error by data entry operators. Taking in to account several input design considerations several interfaces for data entry operations have been created.

6.3 Output Design

Computer output is the most important and direct source of information to the user. Output design is a very important phase because the output will be in an attractive manner. The output should be in such a way that the user can see it from the screen and can take a hard copy from the printer. To make a user friendly output and for better communication the programmer can use the features of window. Efficient, intelligible output design should improve the systems relationship with the user and help in the decision making.

A major form of the output is a hard copy from the printer. The print outs should be designed around the output requirements of the user.

6.4 DataBase Design

The next consideration of the designer after designing the input and output is file design or how data should be organized around user requirements. How data are organized depends on the data and response requirements that determine hardware configurations. An integrated approach to file design is the database. The general theme behind a database is to handle information as an integrated whole. Database is a collection of inter-related data store together data with controlled redundancy to serve one or more application. In a database environment common data are available to the users. A program now requests the data through database management system (DBMS), which determines the data sharing. General objectives are to make information access easy, quick, efficient, inexperience and flexible for the user. Several specific objectives are ease of learning, data independence, integrity and recovery from failure, privacy and security, performance.

In a database environment, Database Management System (DBMS) is the software that provides the interface between the data file on disk and the program that requires processing. Although all DBMSs have a common approach to data management, they differ in the way they structure data. The three types of data structure are hierarchical, network and relational. Here we use relational structuring in which all data and relationships are represented in a flat, two-dimensional table called a relation. A relation equivalent to a file, where each line represents a record. Data structuring is refined through a process called normalization. Data are grouped in the simplest way possible so that later changes can be made with a minimum of impact on the data structure.

6.5 Normalization

Normalization is the process of efficiently organizing data in a database. There are two goals of the normalization process: eliminating redundant data (for example, storing the same data in more than one table) and ensuring data dependencies make sense (only storing related data in a table). Both of these are worthy goals as they reduce the amount of space a database consumes and ensure that data is logically stored.

The database community has developed a series of guidelines for ensuring that databases are normalized. These are referred to as normal forms and are numbered from one (the lowest form of normalization, referred to as first normal form or 1NF) through five (fifth normal form or 5NF). In practical applications, you'll often see 1NF, 2NF, and 3NF along with the occasional 4NF. Fifth normal form is very rarely seen.

6.5.1 First Normal Form(1NF)

First normal form (1NF) sets the very basic rules for an organized database.Create separate tables for each group of related data and identify each row with the primary key.

6.5.2 Second Normal Form(2NF)

Second normal form (2NF) further addresses the concept of removing duplicative data.

6.5.3 Third Normal Form(3NF)

Third normal form (3NF) goes one large step further .Meet all the requirements of the second normal form and remove columns that are not dependent upon the primary key.

6.5.4 Boyce-Codd Normal Form (BCNF or 3.5NF)

The Boyce-Codd Normal Form, also referred to as the "third and half (3.5) normal form.

6.5.5 Fourth Normal Form(4NF)

Finally, fourth normal form (4NF) has one additional requirement.A relation is in 4NF if it has no multi-valued dependencies.

6.6 Table Design

1. Table name: blood donor
   primary key: id

Field Name	Type	Key	Description
id	bigint(10)	PK	id
name	varchar(100)	No	Name
bloodgroup	varchar(50)	No	Blood groupl
phone	varchar(100)	No	Phone
email	varchar(100)	No	Email
locationid	bigint(10)	FK	Location Id

2. Table name:category
   primary key: id

Field Name	Type	Key	Description
id	bigint(10)	PK	Id
categorytitle	varchar(100)	No	Category Titlel
categorydesc	text	No	Category Description
type	varchar(100)	No	Type
order	bigint(10)	No	order

3. Table name:contact
   primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	Id
name	varchar(100)	No	Name
phone	varchar(30)	No	Phone
categoryid	bigint(10)	FK	Category id

4. Table name:forms
   primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	id
title	varchar(100)	No	Title
attactchment	text	No	Attactchment
preview	text	No	Preview
categoryid	bigint(10)	FK	Category Id

5. Table name: test
   primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	Id
result	text	No	Result

6. Table name:jobs
   primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	Id
jobtitle	varchar(100)	No	Job title
jobdescription	text	No	Job description
last date	datetime	No	Last date
posteddate	datetime	No	Posted date
skills	varchar(100)	No	Skills
contactemail	varchar(100)	No	Contact email
contactwebsite	varchar(100)	No	Website
phone	varchar(100)	No	Phone
categoryid	bigint(10)	FK	Category Id

7. Table name: locations
   primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	id
location name	varchar(100)	No	Location name
address	text	No	Address
volunteerid	bigint(10)	FK	Volunteer Id

8. Table name:movies
   primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	Id
moviename	varchar(100)	No	Movie name
releasedate	datetime	No	Released date
featured	varchar(100)	No	Featured
thumb	varchar(100)	No	Thumb
language	varchar(100)	No	Language
rating	varchar(100)	No	Rating

9. Table name:news
   primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	Id
title	varchar(100)	No	Title
date	datetime	No	Date
contents	text	No	Content Text
excerpt	varchar(100)	No	Excerpt
featured	varchar(100)	No	Featured
status	varchar(100)	No	Status
thumb	varchar(100)	No	Thumb
categoryid	bigint(10)	FK	Category Id

10. Table name:options
primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	Id
option	ivarchar(100)	No	Option
question id	bigint(10)	FK	Question Id
isanswer	tinyint(1)	No	Is answer

11. Table name: reset
primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	Id
userid	bigint(10)	FK	User Id
resetkey	varchar(100)	No	Reset Key

12. Table name: shows
primary key:id

Field Name	Type	Key	Description
id	intbigint(10)	PK	Id
showid	bigint(10)	No	Show Id
movieid	bigint(10)	FK	Movie Id

13. Table name: theatres
primary key:id

Field Name	Type	Key	Description
id	bigint(10)	PK	Id
theatre	date	No	theatre
orderhnumber	varchar(200)	No	Theatre
shows	varchar(200)	No	Shows
location	varchar(200)	No	Location
phone	varchar(200)	No	Phone
email	varchar(200)	No	Email

6.7 UML Diagram

6.7.1 Use Case Diagram

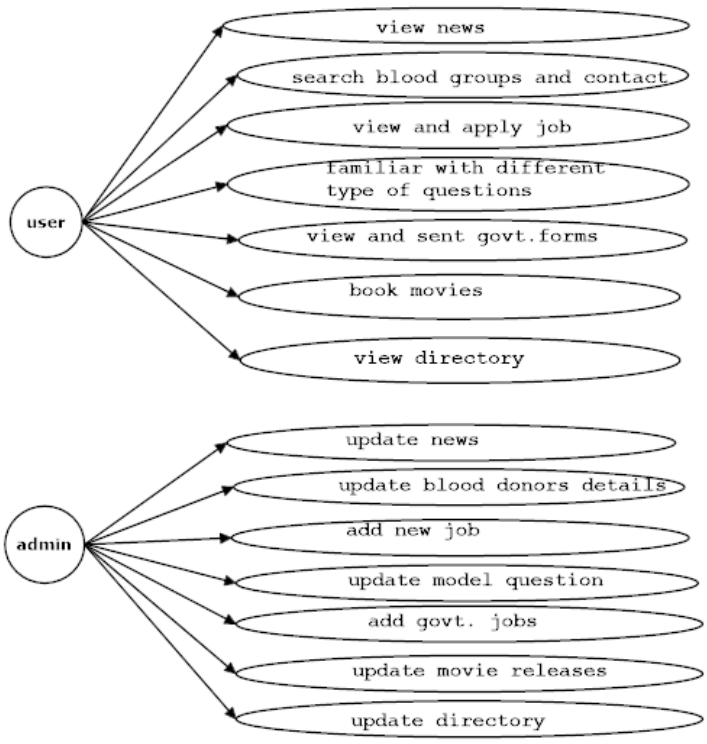

Figure 1: Use case diagram

6.7.2 Activity Diagram

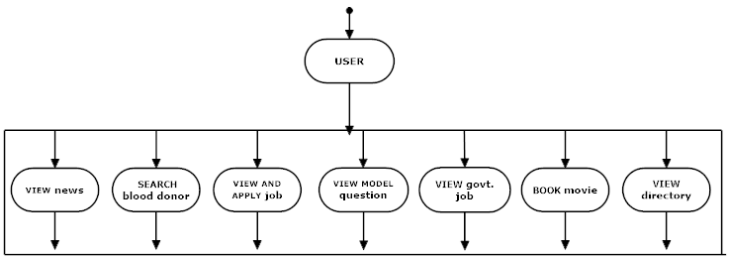

Figure 2: Activity-user

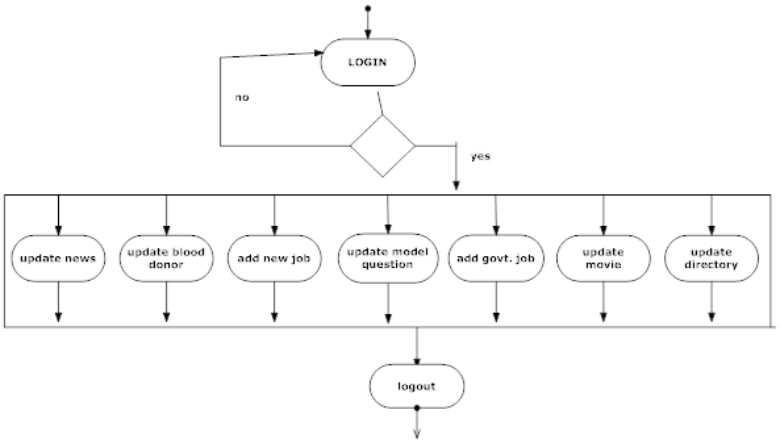

Figure 3: Activity-admin

6.7.3 Sequence Diagram

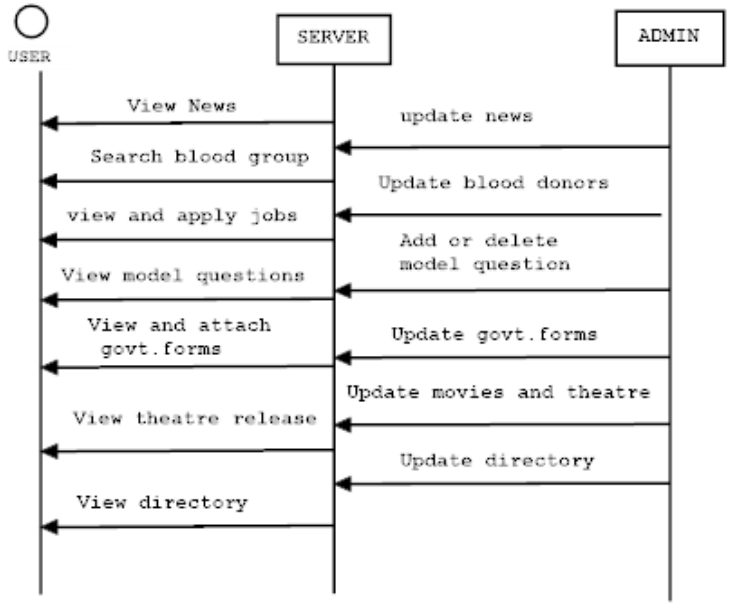

Figure 4: Sequence diagram

7 SYSTEM TESTING

Testing is an activity to verify that a correct system is being built and is performed with the intent of finding fault in the system.However not restricted to being performed after the development phase is complete. But this is to carry out in parallel with all stages of system development, starting with requirement specification. Testing results, once gathered and evaluated, provide a qualitative indication of software quality and reliability and serve as a basis for design modification if required. A project is said to be incomplete without proper testing.System testing can be broadly classified into:

1. Syntax testing
2. Unit testing
3. Integration testing
4. Validation testing
5. Output testing
6. User acceptance testing

7.1 Syntax Testing

System testing involves unit testing, integration testing, acceptance testing. Careful planning and scheduling are required to ensure that modules will be available for integration into the evolving software product when needed. A test plan has the following steps:

1. Prepare test plan
2. Specify conditions for user acceptance testing
3. Prepare test data for program testing
4. Prepare test data for transaction path testing
5. Plan user training
6. Compile/assemble programs
7. Prepare job performance aids
8. Prepare operational documents

7.2 Unit Testing

In computer programming, unit testing is a procedure used to validate that individual units of source code are working properly. A unit is the smallest testable part of an application. In procedural programming a unit may be an individual program, function, procedure, etc., while in object-oriented programming, the smallest unit is a method, which may belong to a base/super class, abstract class or derived/child class.Ideally, each test case is independent from the others; mock or fake objects as well as test harnesses can be used to assist testing a module in isolation. Unit testing is typically done by software developers to ensure that the code they have written meets software requirements and behaves as the developer intended.

In this we test each module individually but not integrate the whole system. It focuses verification efforts even in the smallest unit of software design in each module. This is also known as Module Testing. The testing is carried out in the programming style itself. In this testing each module is focused to work satisfactorily as regard to the expected output from the module. There are some validation checks for the fields.

7.3 Integration Testing

Integration testing (sometimes called Integration and Testing, abbreviated I and T) is the phase of software testing in which individual software modules are combined and tested as a group. It follows unit testing and precedes system testing. Integration testing takes as its input modules that have been unit tested, groups them in larger aggregates, applies tests defined in an integration test plan to those aggregates, and delivers as its output the integrated system ready for system testing.Data can be lost across an interface, one module can have adverse effect on the other sub-functions, when combined may not produce the desired functions. Integration testing is the systematic testing to uncover the errors within the interface. This testing is done with simple data .The need for an integrated system is to find the overall performance.

The purpose of integration testing is to verify functional, performance and reliability requirements placed on major design items. These "design items", i.e. assemblages (or groups of units), are exercised through their interfaces using black box testing, success and error cases being simulated via appropriate parameter and data inputs. Simulated usage of shared data areas and inter-process communication is tested and individual subsystems are exercised through their input interface. Test cases are constructed to

test that all components within assemblages interact correctly, for example across procedure calls or process activations, and this is done after testing individual modules, i.e. unit testing.

7.4 Validation Testing

At the culmination of black box testing (Here the structure of the program is not considered), software is completely assembled as a package .Interface errors have been uncovered and correct and final series of tests, i.e., and validation test begins. The customer defines validation with a simple definition and validation succeeds When the software functions in manner than can be reasonably accepted.

7.5 Output Testing

The output of the software should be acceptable to the system user. The output requirement is defined during the system analysis. Testing of the software system is done against the output and the output testing was completed with success.

7.6 User Acceptance Testing

The system is validated by negotiating the existing and proposed system. This test evaluates the system in the real time environment with live data and finds it to be satisfied. This is done by the user. The various possibilities of the data are entered and response from the system is tested once the acceptance testing is signed off by the user.

7.7 Test Cases

A Test Case is a script, program, or other mechanism that exercises a software component to ascertain that a specific correctness assertion is true. In general, it creates a specified initial state, invokes the tested component in a specified way, observes its behaviour, and checks to ensure that the behaviour was correct. They are mainly of two types.

1. Formal test cases
2. Informal test cases

Test Case No	Test Data	DB Table Name(s) Influenced	Form(s)/ Report(s) Involved	Expected Result	Actual Result	Remarks
1	Admin login	tbl_login	Web portal	Successful Login	Successful Login	Good
2	Add news	tbl_news tbl_category	news	Added successfully	Added successfully	Good
3	Add blood detail	tbl_blooddonor tbl_volunteer	Blood donor	Added successfully	Added successfully	Good
4	Add job	tbl_job tbl_category	Jobs	Added successfully	Added successfully	Good
5	Add model questions	tbl_questions tbl_isanswer	Model question	Added successfully	Added successfully	Good
6	Update govt.forms	tbl_forms	Forms	Updated successfully	Updated successfully	Good
7	Update directory	tbl_category tbl_contact	directory	Updated successfully	Updated successfully	Good
8	Update theatre releases	tbl_theatre tbl_shows tbl_location	Movies	Updated successfully	Updated successfully	Good

Figure 5: Test case-1

7.8 Manual Quality Assurance (QA)

QA includes activities that ensure the implementation of processes, procedures and standards in context to verification of developed software and intended requirements.Focuses on processes and procedures rather than conducting actual testing on the system.Process-oriented activities.Preventive activities.It is a subset of Software Test Life Cycle (STLC).

8 SYSTEM SECURITY

Any mobile-based application that manages sensitive information or causes actions that can improperly harm individuals is a target for improper or illegal penetration. Penetration spans a broad range of activities : hackers who attempt to penetrate systems for sport; disgruntled employees who attempt to penetrate for revenge; dishonest individuals who attempt to penetrate for illicit personal gain.

The proposed system, provide security technology attempts to verify that protection mechanisms built into a application will, in fact, protect it from improper penetration. The systems security must, of course, be tested for invulnerability from frontal attack, but must also be tested for invulnerability from rear attack.

The security and integrity of data is ensured in proposed application. The access to data is restricted to those who register with the admin web portal. While registering with the system, the users are provided with a username and password. Only the registered person can login into to the system.

9 SYSTEM IMPLEMENTATION

Implementation is the stage in the project where the theoretical design is turned into working system and is giving confidence on the new system for the users that it will work efficiently and effectively. It involves careful planning, investigation of the current system and its constraints on implementations, design of the methods to achieve the changeover methods .Apart from planning major tasks of preparing the implementation are education and training of users. The more complex system is being implemented, the more involved will be the system analysis and design effort required just for implementation.

An implementation co-ordination committee based on politics of individual organization has been appointed. The implementation process begins with preparing a plan for the implementation of the system. According to this plan, the activities are to be carried out, discussions made regarding the equipment and resources and the additional equipment has to be acquired to implement the new system. Implementation is the final and important phase. The system can be implemented only after through testing is done and it is found to working according to the specification. This method also offers the greatest security since the old system can take over if the errors are found or inability to handle certain type of transactions while using the new system. The implementation plan includes a description of all activities that must occur to implement the system and to put it into operation .It indicates the personal responsible for the activities and prepares a time chart for implementing the system. The implementation plan consists of the following steps:

1. List all files required for implementation.
2. Identify all data required to build new files during the implementation.
3. List all new documents and procedures that go into the new system.

The implemented system has the following features:

1. Reduce data redundancy.
2. Ease of use
3. Controlled flow
4. Simplifies the management activities.

A critical phase in the system life cycle the successful implementation of the new system design. Implementation include all those activities that take place to convert the old system to new one. It is primarily concerned with user training, site preparation and fail conversion. The new system may be completely new, replacing and existing manual or automated system or it may be major modification to existing. In either case, proper implementation becomes necessary so that a reliable system based on the requirements of the organization can be provided. Successful implementation may not guarantee improvements in the organization using the new system, but improper installation can be prevented. It has been observed that even the best system cannot show good result if the analysts managing the implementation do not attended to every important detail. The only training required to operate this system is to develop a familiarity with the various features of the system and how to use it. The user where trained to enter the correct data in the correct places. No special training, other than this is required to operate the system. A person with little computer knowledge can operate the system. This is an area where the system analysts need to work with almost care.

9.1 Training

An analysis of user training focuses on two factors:

1. User capabilities
2. Nature of the system to be installed.

Users range from the native to the highly sophisticated. They approach it as concrete learners, learning how to use the system without trying to understand which abstract principles determine which function. The distinction between concrete and formal (student type) learning says about what one can expect from trainees in general. These project also sophisticated the user capabilities and the corresponding nature of the system to be installed.

9.2 Conversion

Conversion refers to changing from one design to another system. The main objective of conversion is to put tested system into operation while holding costs, risks, and personal irritation to minimum. The various tasks involved in conversion are: Creating computer compatible files.

1. Training the operating staffs.

2. Installing terminals and hardware.

The project entitled MUZIRISLIVE agreed the conversion phases that begins with a review of the project plan, the system test documentation and the implementation plan and also conversion.

9.3 Post Implementation Review

Every system requires periodic evaluation after implementation. A post implementation review measures the systems performance against predefined requirements. Unlike system testing, which determines where the system fails so that the necessary adjustments can be made, a post-implementation review determines how well the system continues to meet performances specifications. It is done after design and conversion are complete. It also provides information to determine whether major redesign is necessary.

9.4 System Maintenance

Once the software is delivered and deployed, the maintenance phase starts. Software requires maintenance because there are some residual errors remaining in the system that must be removed as they discovered. Maintenance involves understanding the existing software(code and related documents) , understanding the effect of change, making the changes, testing the new changes and retesting the old parts that were not changed. The complexity of the maintenance part makes maintenance the most costly activity in the life of software product. It is believed that almost all software that is developed has residual errors, or bugs in them. These errors need to be removed when discovered that leads to the software change. This is called corrective maintenance.Corrective maintenance measure pairing, processing of performance failures or making alterations because of previously ill-defined problems. Software undergoes change frequently even without bugs because the software must be upgraded and enhanced to include more features and provide more services. This also requires modification of the software. The changed software changes the environment, which in turn requires further change. This phenomenon is called Low of Software Evaluation.The keys to reduce the needs for maintenance are:

1. More accurately defining the users requirement during system development.

2. Preparation of system documentation in a better way.

3. Using more effective ways for designing processing logic and communicating it to project team members.

4. Making better use of existing tools and techniques.

5. Managing the system engineering process effectively.

During the use of any large program, errors will occur and be reported to the developer. The process that includes the diagnosis and correction of one or more errors is called corrective maintenance.As the software is used recommendations for new capabilities, modifications to existing functions,and general enhancements are received from users.

9.4.1 Types of Software Maintenance

1. Corrective :

   Corrective maintenence of a software products become necessery to rectify the bugs while the system in use.

2. Adaptive:

   A software product might need maintenance when the customers need the product to run on new platforms,on new operating systeme,or when they need the product to be interfaced with new hardware or software.

3. Perfective:

   A software product needs maintenance to support the new features that users want it to support, to change different functionalities of the system according to the customers need ,or to enhance the performance of the system.

10 SYSTEM EVALUATION

Although system evaluation is an ongoing process throughout the performance testing effort, it offers greater value when conducted early in the test project. The intent of system evaluation is to collect information about the project as a whole, the functions of the system, the expected user activities, the system architecture, and any other details that are helpful in guiding performance testing to achieve the specific needs of the project.

1. Your need to evaluate and select software that meets your business requirements.

2. Your need to evaluate and select a partner that is capable of delivering the most benefit to your business from your software investment, as well as managing the risks inherent in system implementation projects.

3. Your time and ours is valuable; at each step along the way we will each decide whether or not it is beneficial to proceed.

To help you with your selection, this evaluation process is designed to give us both a clear understanding of the systems to be implemented and the corresponding benefits of the partnership. This information provides a foundation for collecting the performance goals and requirements, characterizing the workload, creating performance-testing strategies and classifieds, and assessing project and system risks. A thorough understanding of the system under test is critical to a successful performance-testing effort. The measurements gathered during later stages are only as accurate as the models that are developed and validated in this stage. The evaluation provides a foundation for determining acceptable performance; specifying performance requirements of the software, system, or component(s); and identifying any risks to the effort before testing even begins. System evaluation providing in these project is needed to evaluate and select the requirements and managing the risk in system implementation on project. Also it is valuable in time so that way it is beneficial in each steps.

11 CONCLUSION

The astonishing growth of internet and particularly the worldwide web has led to a critical mass of customer and companies participating in a global on-line market place. Business owners around the world are increasingly turning to internet to increase the efficiency and profitability. A large number of companies have come to the net to maintain an electronic presence, market products, generate sales leads, provide customer support and open up electronic stores that can be accessed by the internet users. Some benefit are enjoyed by these companies include lower purchasing cost, lower overheads etc. the internet also provides to be a great equalizer, allowing the smallest companies to compete against the giants in the industry.

11.1 FUTURE ENHANCEMENT

The proposed application allows the admin to approve the contents prior to posting. The user can post any comments, pictures and videos. This application is for doing to give proper information about each product, packages, customer etc. Thus making it time consuming. It is error prone as users may give false information which is not approved by the admin.

This application entitled MUZIRIS LIVE has been developed in an attractive manner and is simple and user friendly. Though there is bulk quantity of data is handled by the system. While developing a particular system, the designer should bother about the damages and modification that may appear in the system. Then only the maintenance of the particular system can be carried out. After developing a particular system, it should give to a client. While using the system, the client may modify or may able to cause any damage. This is known as maintenance. So the developing system must be user friendly. Then only the client can use the system by their own wish. The data can be updated and regulated accordingly.

12 APPENDIX

12.1 Appendix A

12.1.1 CODING

- BLOOD DONOR

```
<ion-view view-title="Blood Donors"
align-title="left" class="blood">
    <ion-pane>
        <ion-content padding="true">
            <div class="list-news-home blood-list">
                <div class="main-content-outer">
                    <div class="inner-content">
                        <img class="img-responsive"
 src="./img/bloodlist.png">
                    </div>
                </div>
            </div>
          <div class="main-content-outer">
          <div class="blood-content">
               <ion-list>
             <div class="list-news-home blood-donors">
           <ion-item>
          <div class="sports-lists">
             <div class="sigle-item-sports">
             <div class="inner-box">
           <div class="content-desc">
              <div class="team-data">
             <span class="bd-group">Blood Group</span>
            <div class="blood-group" ng-click="popoverquantity2($event)">
          <a ng-click="popoverquantity2($event)">
<i class="ion-icon ion-waterdrop"></\textit{} >
  <span>{{group_selected.val}}
</span>
                  </a>
                     </div>
                        </div>
                      <div class="play-time blood-select">
```

```
<button class="button ion-android-arrow-back button-clear
  ion-chevron-down" ng-click="popoverquantity2($event)"
style="margin-top: 16px;">
</button>
                                        </div>
                                             </div>
                                         </div>
                                    </div>
                                </div>
                                <div class="sports-lists">
                                    <div class="sigle-item-sports">
                                        <div class="inner-box">
                                     <div class="content-desc">
                                   <div class="team-data">
                                   <div class="blood-group"
ng-click="popoverquantity1($event)">
                    <a ng-click="popoverquantity1($event)">
<i class="ion-icon ion-location"
 style="font-size: 24px;"></\item
>  <span>{{location_selected.location_name}}
</span>
                                        </a>
                                    </div>
                                                 </div>
                                   <div class="play-time blood-select">
    <button class="button ion-android-arrow-back button-clear
 ion-chevron-down" ng-
click="popoverquantity1($event)">
</button>
                                                 </div>
                                             </div>
                                         </div>
                                    </div>
                                </ion-item>

                            </div>
                            <div class="govt blood-search">

                                <a class="button button-calm"
ng-click="searchDonors();">
```

```
                                Search
                            </a>
                        </div>
                    </ion-list>
                </div>
            </div>
        </ion-content>
    </ion-pane>
    <!--</ion-content>-->
    <!--    <ion-footer-bar
class="bar bar-hp bar-footer" align-title="left">
            <h1 class="title">Your Credit Balance: 200pts</h1>
        </ion-footer-bar>-->
</ion-view>
```

- HOME

```
<ion-view view-title="Muziris<span>live</span News"
align-title="left" class="home_page">
    <ion-pane>
        <ion-nav-view name="Breaking News">
            <ion-content ng-controller="homeController"
 padding="true" on-swipe-right="goBack()"
on-swipe-left="goForward()">
                <ion-refresher
                    pulling-text="Pull to refresh..."
                    on-refresh="doRefresh('breaking')">
                </ion-refresher>


                <ion-list class="padding-top" >

                    <ion-slide-box ng-show="sliders"
class="main-slider" on-slide-changed="slideChanged(index)"
 does-continue="true" slide-interval="3000" auto-play="true">
                        <ion-slide ng-repeat="slider in sliders"
 ng-init="updateSlider()">
                            <img ng-show="slider.slider_image"
ng-class="'img-responsive'"
 ng-src="{{base_url + slider.slider_image}}">
```

```
                            <img ng-hide="slider.featured"
ng-class="'img-responsive'" ng-src="img/default-image.jpg">
                            <a class="slider_title" ng-href=
"#/app/single_news/{{slider.id}}/{{slider.category_id}}"
 >{{slider.title|cut:true:100:'...'}}</a>
                        </ion-slide>
                    </ion-slide-box>
                    <div class="cat_news" ng-repeat="news in groups">
                        <div class="row">
                            <h4 class="news-titles">
{{news.data[0].category_title}}</h4>
                        </div>
                        <div  class="list-news-home  news"
ng-repeat="group in news.data"
 ng-class="{'last':($index==(news.data.length-1))}">
                            <ion-item class="item">
                                <div class="list-news">
                                    <div class="sigle-item-desc">
                                        <div class="inner-box">
<div class="content-desc"><a ng-href="#/app/single_news
/{{group.id}}/{{group.category_id}}" ><h2>
{{group.title|cut:true:100:'...'}}</h2></a></div></div>
                                        <div class="time-category">
 <span class="time">{{group.date_modified|timecalculator
:group.date}} </span><!--<span class="catgory">
 {{group.category_title}}</span>-->
          </div>
                                        <div class="list-section-image">
                                        <div class="image">
                                            <a ng-show="group.featured"
 ng-href="#/app/single_news/{{group.id}}/{{group.category_id}}" >
                                                <img ng-show="group.featured"
 loading-src="img/default-image_small.jpg" class="img-responsive"
 ng-src="{{base_url + group.thumb}}">
                                            </a>
                                            <a ng-hide="group.featured"
ng-href="#/app/single_news/{{group.id}}/{{group.category_id}}" >
                                                <img ng-hide="group.featured"
src="img/default-image_small.jpg" class="img-responsive" >
                                            </a>
                                        </div>
```

```
                                        </div>
                                            <div class="list-section-content"
ng-bind-html="group.contents|cut:true:95:'..'">
                                            </div>

                                        </div>
                                    </div>
                                </ion-item>
                            </div>
                            <div class="readmore-section">
                                <a class="readmore" ng-show=
"news.is_next_available"  ng-click="load_next($index)">Read More</a>
                            </div>
                            <div class="clearfix"></div>
<hr class="news_divide"/>
                        </div>
                    </ion-list>
                </ion-content>
                <div class="fixed-outside" ng-show="ads">
                    <ion-slide-box class="footer_slider"
on-slide-changed="slideHasChanged(index)"
does-continue="true" slide-interval="4000"
auto-play="true" show-pager="false">
                            <ion-slide ng-repeat="slider in ads
" ng-init="updateSlider()">
                                <img ng-show="slider.banner_sm"
ng-class="'img-responsive'" ng-src="{{base_url
+ slider.banner_sm}}" ng-click="popoverquantity($index)">
                                <img ng-hide="slider.banner_sm"
ng-class="'img-responsive'" ng-src="img/default-image.jpg">
                            </ion-slide>
                        </ion-slide-box>
                </div>
            </ion-nav-view>
        </ion-pane>
    </ion-view>
```

12.2 Appendix B

12.2.1 FORM DESIGN

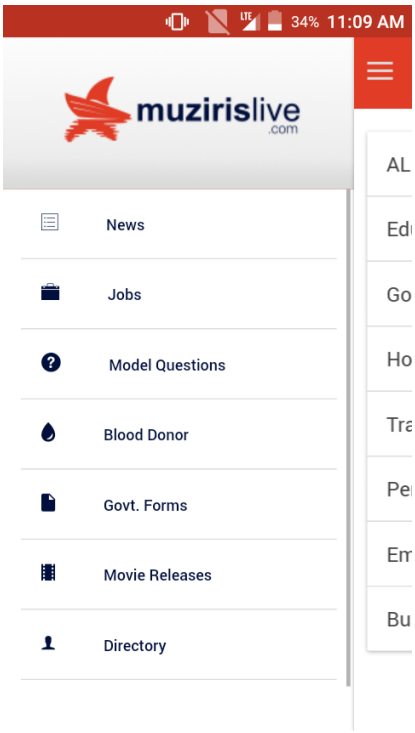

Figure 6: Home Page

Figure 7: News Page

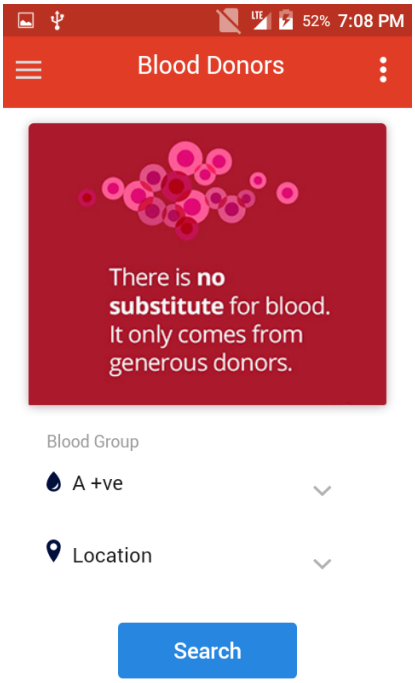

Figure 8: Blood donor

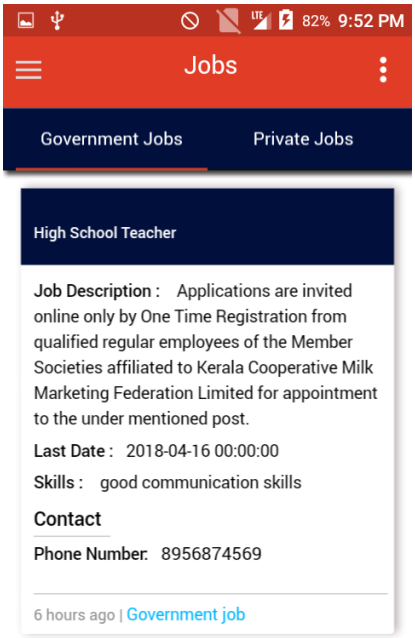

Figure 9: Jobs

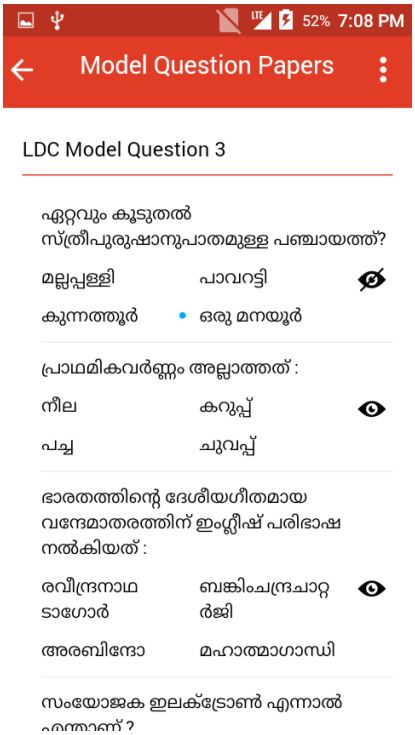

Figure 10: Model questions

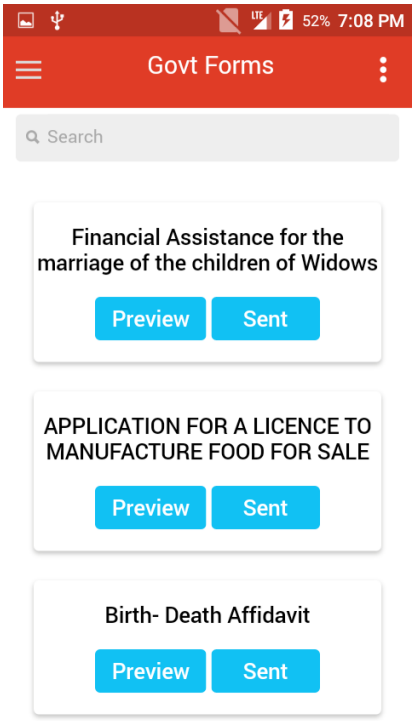

Figure 11: Government form

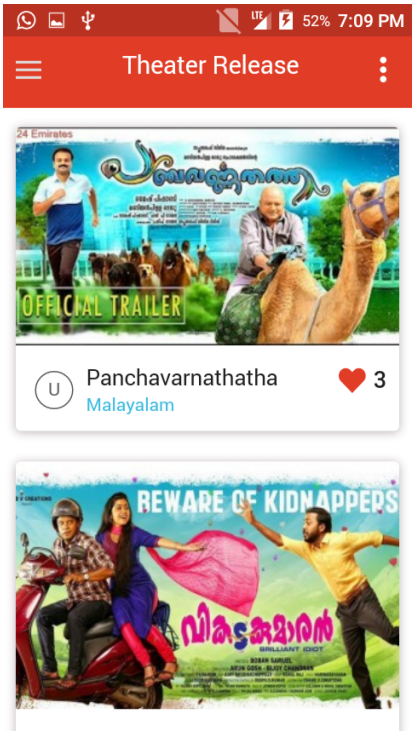

Figure 12: Movie Release

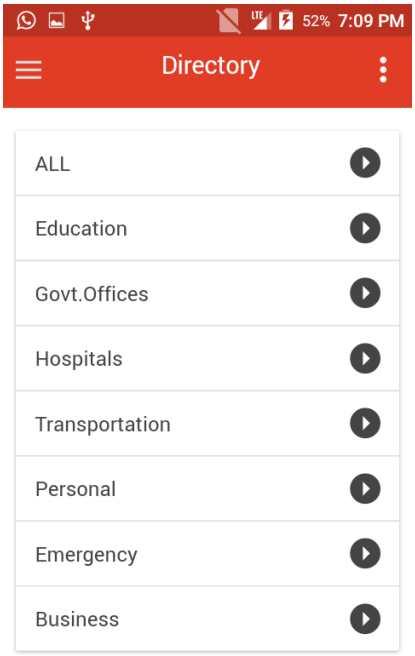

Figure 13: Directory

12.3 Appendix C

12.3.1 Acronyms

- SEO-Search Engine Optimization
- PHP-PHP Hypertext Preprocessor
- CLI-Command Line Interface
- SQL-Structured Query Language
- JVM-Java Virtual Machine
- SDK-Software Development Kit
- CSS-Cascading Style Sheet
- QA-Quality Assurance

12.3.2 Bibliography

References

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