WEB-APP STORE

MINI PROJECT – I

SYNOPSIS

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ACKNOWLEDGEMENT

It gives us a great sense of pleasure to present the synopsis of the B.Tech Mini Project undertaken during B.Tech III Year. This project is going to be an acknowledgementof the inspiration, drive and technical assistance that will be contributed to it by many individuals. We owe special debt of gratitude to Ms. Pragya Singh, Technical Trainer, for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for her constant support and guidance to our work.

Her sincerity, thoroughness and perseverance has been a constant source of inspiration for us. We believe that she will shower us with all her extensively experienced ideas and insightful comments at different stages of the project & also teach us about the latest industry-oriented technologies. We also do not want to miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

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DECLARATION

We hereby declare that the work which is being presented in the project synopsis "**Web-App Store**" in partial fulfilment of the requirement for project is an authentic record of our work carried under the supervision of **Ms. Pragya Singh, Technical Trainer, GLA University, Mathura** during session **2022-23**.

Mentor: Ms. Pragya Singh Sign: _____

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INTRODUCTION

Web Development is the ability to develop websites and user-friendly web applications. After learning Html, CSS and Javascript we made up a variety of small web applications to do various tasks. Here came the need of a website where we could display our applications and make them easily available for our users. We needed a user interface through which user could easily interact and access the applications he needs so we came up with an idea of developing a **Web-App Store**.

Web-App Store will be one place for all our past, present and future web developments. It will excellently showcase our skills, help us to keep record of our developments and help in their better maintenance.

With this idea in our thoughts, we chose **Web-App Store** as our mini project and hope we shall be successful in accomplishing it.

SOFTWARE AND HARDWARE REQUIREMENTS

- HTML, CSS and JAVASCRIPT
- VS CODE
- Google Firebase
- Version Control and Hosting: Github
- Processor: i5 or above
- Minimum 4GB RAM
- Windows Operating System

Data Flow Diagram

PROJECT DESCRIPTION

The purpose of this project is to develop a fully responsive website for displaying web applications using HTML, CSS and JAVASCRIPT.

The website will have various sections such as: - Header, Home, Apps, Games, E-Books, Features and Footer. The roles of the sections are as follows:

Header: This will contain our Web-App Store logo, Navigation Bar and button for Sign-In and Login-In.

Home: It will have our homepage banner and some text which will introduce the user to our website. After this will be a short description of our platform.

APPS: This section will have cards showcasing all our own made web applications. They will provide a way to the user to click and navigate to those app pages. All the apps displayed are made by us and are present at different locations this section will serve as a link to those apps.

Games: Similar to the app section this section will have links to various online web games which will serve as a nice fun-time for our users. Any game they want to play just click and they will reach to their destination.

E-Books: For all the readers our website will have variety of all time famous e-books. Which our users will be able to easily download and use for free.

Features: This will have an image carousel displaying our website features.

Appreciation: This section will display some positive feedbacks from our users.

Footer: Last but not the least there will be a footer section to display our details and for feedback.

WORKING

Our website will open with a loader and then display the home page. Sign in and login buttons will be displayed for the user to complete authentication.

After signing in each user will have access to all of our content. The navigation bar will help him/her to quickly navigate to desired section. Our User Interface will help each user to efficiently use our web apps. Users will be able to easily click on any desired app and reach to that app page. Same for the games.

E-Books will automatically begin to download when the user clicks on download button.

Image carousel will keep changing automatically at a set timer. Footer section will provide a method to provide us feedbacks which will be stored at firebase database. Thus, our **Web-App Store** shall be fully responsive and functional.

IMPLEMENTATION

Frontend:

For the frontend we are using HTML and CSS, with some Bootstrap. To make the frontend more reactive and user interactive we will use JavaScript.

Backend:

In the backend we are using Google Firebase to handle all database and other backend needs.

Tools Description:

HTML: Hyper-Text-Markup-Language is used for structuring web pages over the internet. HTML is the language in which most websites are written. HTML is used to create pages and make them functional.

CSS: Cascading-Style-Sheet is a styling language used to style and basically define how the content will appear on the website.

JavaScript: JavaScript is a scripting or programming language which is now used extensively to design modern web applications and website, it allows the developer to write application which modify themselves according to each user and its data, this made web applications much more accessible and suitable for many purposes. Many Frameworks of JavaScript such as React, Node, Next etc. are used for different type of requirements and developments.

Google Firebase: Firebase is an app development platform that helps you build and grow apps and games users love. Backed by Google and trusted by millions of businesses around the world. Firebase provides detailed documentation and cross-platform SDKs to help you build and ship apps on Android, iOS, the web, C++, and Unity.

REFERENCES:

Books:

a. Black Book HTML5, CSS, JS

Websites:

a. MDN Web Docs (link)
b. W3Schools (link)
c. GeeksForGeeks (link)
d. Javatpoint (link)

Faculty Guidelines:

Ms. Pragya Singh (Technical Trainer in GLA University)

GitHub Repository link:

https://anikateagrawal.github.io/Mini-Project/