FULL STACK PROJECT REPORT

On

Online Canteen Management System

Submitted by:

Avani Singh (171500068)
Shilpy Raghav (171500316)
Riya Narain (171500264)

Supervised by:
Mr. Pankaj Kapoor
Asst. Professor
Department of Computer Engineering & Applications

Department of Computer Engineering & Applications

Institute of Engineering & Technology

GLA University
Mathura- 281406, INDIA 2019-20

Department of computer Engineering and Applications
GLA University, Mathura
17 km. Stone NH#2, Mathura-Delhi Road, P.O. – Chaumuha,
Mathura – 281406

CERTIFICATE

We hereby declare that the work which is being presented in the B. Tech Full-stack Project "**Online Canteen Management System**"
in partial fulfillment of the requirements for the award of the Bachelor of Technology in Computer science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of our own work carried under the supervision of "Mr. Pankaj Kapoor, Asst. Professor, GLA University".
The content of this project report, completely or partially, have not been submitted to any other Institute or University for the award of any degree.

Name: Shilpy Raghav	Name: Avani Singh	Name: Riya Narain
Roll. No: 171500316	Roll. No: 171500068	Roll. No: 171500264
Course: B Tech	Course: B Tech	Course: B Tech
Year: 3rd	Year: 3rd	Year: 3rd
Semester: 5th	Semester: 5th	Semester: 5th

Department of computer Engineering and Applications
GLA University, Mathura
17 km. Stone NH#2, Mathura-Delhi Road, P.O. – Chaumuha,
Mathura – 281406

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We feel highly acknowledged to all those who helped and encouraged us in completion of the given task. We take this opportunity to record our sincere thanks for our parents who unceasingly encouraged and supported us. At last we would like to thank God Almighty without whose blessing this project would have never been possible. We thank to all those who lent their helping hands either directly or indirectly in this venture.

Department of computer Engineering and Applications
GLA University, Mathura
17 km. Stone NH#2, Mathura-Delhi Road, P.O. – Chaumuha,
Mathura – 281406

ABSTRACT

This Canteen Management System enables the end users to register online, read and select the food from e-menu card and order food online by just selecting the food that the user wants to have. The results after selecting the food from the e-menu card will directly appear in the screen on the account screen of the admin. The system is based on Full-stack technology.

The idea of Online Canteen Management System:

- By using this application, the work of the waiter is reduced.
- The benefit of this is that if there is rush in the Canteen then there will be chances that the waiters will be unavailable and the users can directly order the food to the chef online by using this website.
- The user will have a username and a password, by using which they can login into the system. This implies that the customer is the regular user of the Canteen.
- Manual system involves paper work in the form of maintaining various files and manuals.
- Maintaining critical information in the files and manuals is full of risk and a tedious process.

CONTENTS

CHAPTER 1

INTRODUCTION

1.1 GENERAL INTRODUCTION TO THE TOPIC

This project is developed considering the current scenario of the college-canteen. This Canteen Management System provides the food- facilities in the college campus. The project online canteen system helps the students/users to book their food earlier. The users have to book their food on the e-menu card. As soon as they book their food the order will be sent to the staff for preparing it. The present system consists of the manual system that involves the paper work of the billing system and maintaining the files too. In the proposed system the payment is online and the e-menu will be available for the user. The users will have the username and the password through which they can book. This project will help in demonstrating the route from adapting materials to developing an online environment. This brings all necessities in one place that benefits both the user and the canteen owner smartly.

But with the help of this you just have to follow a very simple process to order your stuffs. And you need not to wait in the long queue, you can enjoy ordering your food at your own place. As, you have logged-in with your webmail id, webmail password, go to the any tab and order your food and fill up your account details. Once you click few buttons you order will get to respective canteen and be able to place your order with lot more ease. By this way you can save the time and you need not to stand on the counter like before.

The canteen staff also saves itself from getting crowded and hectic deliveries.

1.2 AREA OF COMPUTER SCIENCE

As the increasing trend of digitalization and enormous growth of technology it has become necessary to update ourselves with the era of the technology and give proper answer to the problems using these. We have made use of web development tools to develop this project so that an order can be placed and delivered as early as possible. We have used the concept of forms in order to design registration form. We also used different tools to design and make the portal look attractive.

1.3 OBJECTIVE

The manual canteen management in college- canteen is getting uneasy and tedious day-by-day. The aim is to automate the system with the help of a website for better performance and on-time services to the customers.

The traditional system that using by most of the food and beverage industry is the traditional manual ordering system which means all works and procedures is recorded through manpower manual work and it consist of a huge amount of paper work that is not effective and efficiency. This cause the business to encounter trouble which regarding human error due to the huge amount of manpower manual work that operating in each business routine. Thus, this computerized and mobilized food ordering system is designed to assist the business routine in term of having better management as well as easier to handle daily business operation.

CHAPTER 2

SOFTWARE REQUIREMENT AND ANALYSIS

2.1 PROBLEM STATEMENT

This project is developed considering the current scenario of the college-canteen. This Canteen Management System provides the food- facilities in the college campus. Usually People have to go to canteen and order the foods and they have to wait in queue for a long time. They have to wait in the queue to get their canteen-cards recharged. Students crowding around the order-counter often lead to misplacement of orders and chaos for the serving-committee. It is obviously a headache to get the orders on the time. Students need to go to classes after having food in canteen. No one wants to get late due to the rush at canteen-counter.

- Nowadays people don't have much time to spend in canteen by just there and waiting for the waiter to take their order.
- Many customers visit the canteen in their lunch break so they have limited time to eat and return to their respective work or classes. So this website helps them to save time and order food whenever they want without calling the waiter again and again.

2.2 TECHNICAL FEASIBILITY

Online Canteen Management System is generally based on the idea of solving one of the most common yet unsolved issues of the University which are still prevailing due to lack of consideration. Initially, the user needs to create an account over this website with simple verifications and then he/she can access the website. After that, the user can see the e-menu in his bucket enlisted with their respective prices. The user can place an order, cancel an order or logout. The staff can see the orders placed, add items to the menu and cancel an order too.

The website works on HTML, CSS and JavaScript. Bootstrap has been added in order

to make it responsive. The Online Canteen Management System is a full-stack based project and deploys the Front-end only. In order of make this project function to full-fledge, we need to develop the backend and establish a connection.

This website does not require any complex technology. It is based on simple web-scripting and hence it is completely feasible.

2.3 SCOPE

The University is gaining popularity day by day. Hereby, more number of admissions are being noticed every year. No doubt, the rush at the campus has been increased. There are only two big cafeterias at the campus. The increased rush creates chaotic situation very often at the canteen which eventually results into degradation in quality and services of the canteen.

This website hereby, by automating the order placing system provides an easy exchange of information between the user and the staff. We have user, admin and counsellor section in our website. The user sees the menu and places an online order. This order is visible to the staff and they provide delivery/service accordingly.

2.4 OVERVIEW OF THE SRS

This SRS aims at providing all the internal and external details of our Canteen website. We further describe all the modules of our website on the basis of their functionalities and features.

2.4.1 HARDWARE AND SOFTWARE REQUIREMENT

There is not any hard and fast requirement to use this portal. You can directly access it through your computers or mobile phone. But still we prefer these Hardware requirements for the smooth functioning of the portal. As the technology is increasing rapidly and this project is designed according to the current technology.

Hardware required:

- RAM required- 8 GB or above
- Processor- core i3 or above

Software required:

- HTML
- CSS
- JavaScript
- Bootstrap

These are all the hardware and the software which we have made use of.

2.5 WEB DEVELOPMENT

Web development is the work involved in developing a web site for the internet or an intranet. Web development can range from developing a simple single static page of plain text to complex web-based internet applications, electronic businesses and social network services. A more comprehensive list of tasks to which web development commonly refers, may include web engineering, web design, web content development, client liaison, client- side/server-side scripting, web server and network security configuration and e-commerce development. Web development is the coding or programming that enables website functionality, per the owner's requirements. It mainly deals with the non-design aspect of building websites, which includes coding and writing markup. An ever-growing set of tools and technologies have helped developers build more dynamic and interactive websites. Further, web developers now help to deliver applications as web services which were traditionally only available as applications on a desk-based computer. This has allowed for many opportunities to decentralize information and media distribution.

2.6 WEB-SITE

A **website** or **web site** is a collection of related network web sources, such as web pages, multimedia content, which are typically identified with a common domain name, and published on at least one web server. Websites can be accessed via a public Internet Protocol (IP) network, such as the Internet, or a private local area network (LAN), by a uniform resource locator (URL) that identifies the site. Websites can have many functions and can be used in various fashions; a website can be a personal website, a corporate website for a company, a government website, an organization website, etc. Websites are typically dedicated to a particular topic or purpose, ranging from entertainment and social networking Websites to providing news and education. All publicly accessible websites collectively constitute the world wide web, while private websites, such as a company's website for its employees, are typically part of an intranet.

Web pages, which are the building blocks of websites, are documents, typically composed in plain text interspersed with formatting instructions of Hypertext Markup Language (HTML, XHTML). They may incorporate elements from other websites with suitable markup anchors. Web pages are accessed and transported with the Hypertext Transfer Protocol (HTTP), which may optionally employ encryption (HTTP server, HTTPS) to provide security and privacy for the user. The user's application, often a web browser, renders the page content according to its HTML markup instructions onto a display terminal.

Hyperlinking between web pages conveys to the reader the site structure and guides the navigation of the site, which often starts with a home page containing a directory of the site web content. Some websites require user registration or subscription to access content. Examples of subscription websites include many business sites, news websites, academic journal websites, gaming websites, file-sharing websites, message boards, web-based emails, social networking websites, websites providing real-time stock market data, as well as sites providing various other services. End-users can access websites on a range of devices, including desktop and laptops, tablet computers, smartphones and smart TVs. A website consists of web pages which are interconnected to each other and contain various data and functionalities.

2.7 WEB PAGE

A **web page** or **webpage** is a document commonly written in HTML (Hypertext Markup Language) that is accessible through the Internet or other networks using an Internet browser. A web page is accessed by entering a URL address and may contain text, graphics, and hyperlinks to other web pages and files. Web pages can either be static or dynamic. Static pages show the same content each time they are viewed. Dynamic pages have content that can change each time they are accessed. These pages are typically written in scripting languages such as PHP, Perl, ASP, or JSP. The scripts in the pages run functions on the server that return things like the date and time, and database information. All the information is returned as HTML code, so when the page gets to your browser, all the browser has to do is translate the HTML.

2.8 USER INTERFACE DEVELOPMENT

Technologies that are mostly used to develop this user interface are:

- HMTL
- CSS
- Bootstrap
- JavaScript

2.8.1 HTML

HTML is a markup language which is used for creating attractive web pages with the help of styling, and which looks in a nice format on a web browser. An HTML document is made of many HTML tags and each HTML tag contains different content. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by *tags*, written using angle brackets. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML tags are like keywords which defines that how web browser will format and display the content. With the help of tags, a web browser can distinguish between an HTML content and a simple content. HTML tags contain three main parts: opening tag, content and closing tag. But some HTML tags are unclosed tags.

When a web browser reads an HTML document, browser reads it from top to bottom and left to right. HTML tags are used to create HTML documents and render their properties. Each HTML tags have different properties.

An HTML file must have some essential tags so that web browser can differentiate between a simple text and HTML text. We can use as many tags you want as per your code requirement.

2.8.2 CSS

Cascading Style Sheets (**CSS**) is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.
CSS is designed to enable the separation of presentation and content, including layout, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or), and on Braille-based tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.

There are three ways to incorporate CSS:

- Externally, where a stylesheet file (most likely with a .css extension) is linked near the beginning of the HTML document. Linking a .css file keeps the style sheet separate from an HTML document but still pulls in and applies the appropriate formatting to each HTML element. Without linking them, an HTML document can't read the style sheet and styles won't render.
- Internally, in which a <style> tag is nested in the <head> tag.
- Inline, by adding the <style> or <id> attribute inside an individual HTML element. Inline styles allow you to stylize a specific element in an HTML document, so they do look a little different from internal styles (but not by much). Instead of nesting a tag within a tag, you directly apply inline styles to an open tag using the style attribute.

2.8.3 JAVASCRIPT

JavaScript is a scripting language that enables you to create dynamically updating content, control multimedia, animate images, and pretty much everything else. (Okay, not everything, but it is amazing what you can achieve with a few lines of JavaScript code.)

The JavaScript is executed by the browser's JavaScript engine, after the HTML and CSS have been assembled and put together into a web page. This ensures that the structure and style of the page are already in place by the time the JavaScript starts to run. This is a good thing, as a very common use of JavaScript is to dynamically modify HTML and CSS to update a user interface, via the Document Object Model

API (as mentioned above). If the JavaScript loaded and tried to run before the HTML and CSS were there to affect, then errors would occur.

There are several reasons for why you may want to use JavaScript on your web page even though the page is usable without the JavaScript. Most of the reasons relate to providing a friendlier experience for those of your visitors who do have JavaScript enabled.

2.8.3 BOOTSTRAP

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation and other interface components.

Bootstrap is a web framework that focuses on simplifying the development of informative web pages (as opposed to web apps). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. As such, the primary factor is whether the developers in charge find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. The result is a uniform appearance for prose, tables and form elements across web browsers. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-colored tables, page headings, more prominent pull quotes, and text with a highlight.

Bootstrap also comes with several JavaScript components in the form of jQuery plugins. They provide additional user interface elements such as dialog boxes, tooltips, and carousels. Each Bootstrap component consists of an HTML structure, CSS declarations, and in some cases accompanying JavaScript code. They also extend the functionality of some existing interface elements, including for example an auto-complete function for input fields.

The most prominent components of Bootstrap are its layout components, as they affect an entire web page. The basic layout component is called "Container", as every other element in the page is placed in it. Developers can choose between a fixed-width container and a fluid-width container.

While the latter always fills the width of the web page, the former uses one of the four predefined fixed widths, depending on the size of the screen showing the page:

- Smaller than 576 pixels
- 576–768 pixels
- 768–992 pixels
- 992–1200 pixels
- Larger than 1200 pixels

Once a container is in place, other Bootstrap layout components implement a CSS grid layout through defining rows and columns.

A precompiled version of Bootstrap is available in the form of one CSS file and three JavaScript files that can be readily added to any project

CHAPTER 3

SOFTWARE DESIGN

Software design is a process to transform user requirements into some suitable form, which helps the programmer in software coding and implementation. Software design is the first step in SDLC (Software Design Life Cycle), which moves the concentration from problem domain to solution domain. It tries to specify how to fulfill the requirements mentioned in SRS. The project includes-

3.1 UML DIAGRAM

A diagram is the graphical presentation of a set of elements, most often rendered as a connect graph of vertices and arcs. You draw to visualize a system from different perspective, so a diagram is a projection into a system. For all but most trivial systems, a diagram represents an elided view of the element that make up a system. The same element may appear in all diagrams, only a few diagrams or in no diagrams at all. In theory, a diagram may contain any combination of things and relationships. In practice, however, a small number of common combinations arise, which are consistent with the five most useful views that comprise the architecture of a software-intensive system.

1. Use case Diagram

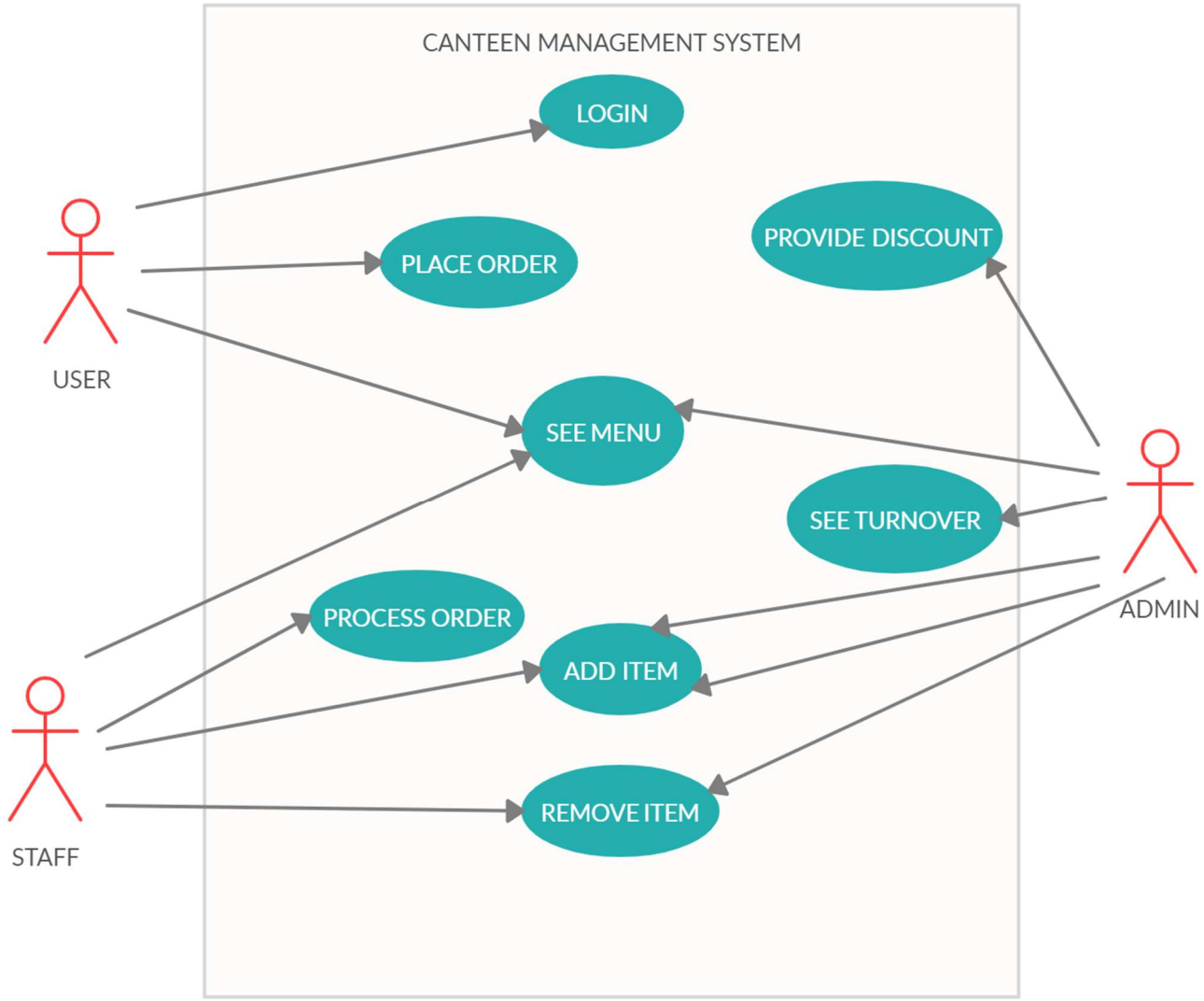
2. Data flow Diagram

3. Sequence Diagram

3.1.1 USE-CASE DIAGRAM

A use case diagram is the Unified Modelling Language (UML) is a type of behavioral diagram defined by and created from a use-case analysis. Its purpose is to present a graphical overview of the functionality provide by a system in terms of actors, their

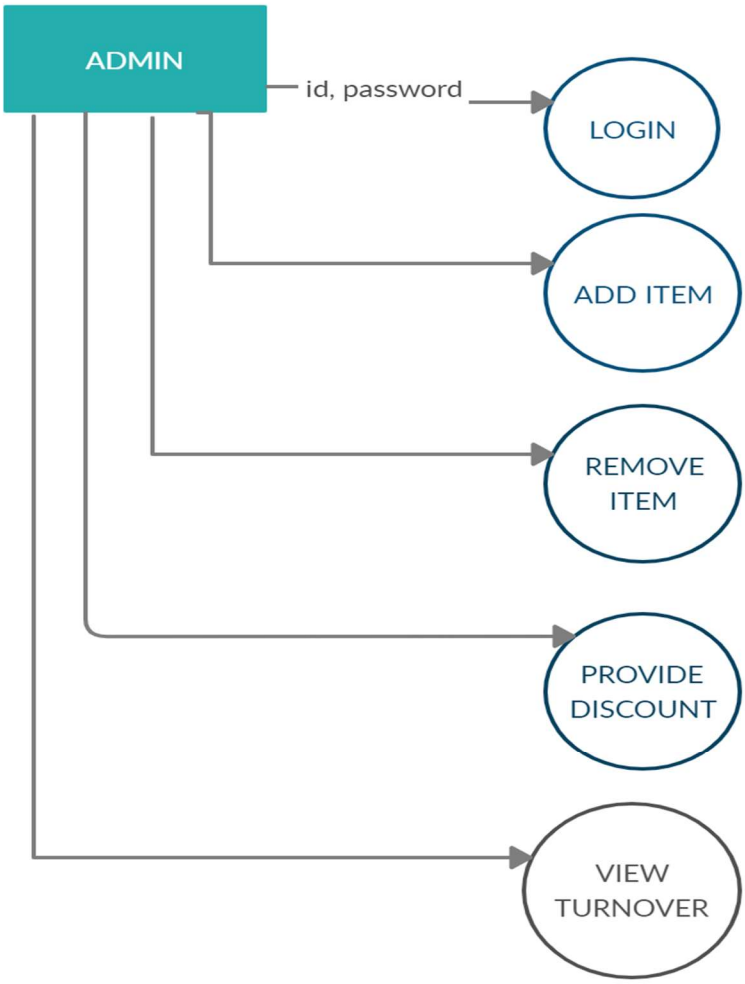
goals (represented as use cases), and any dependencies between those use cases.



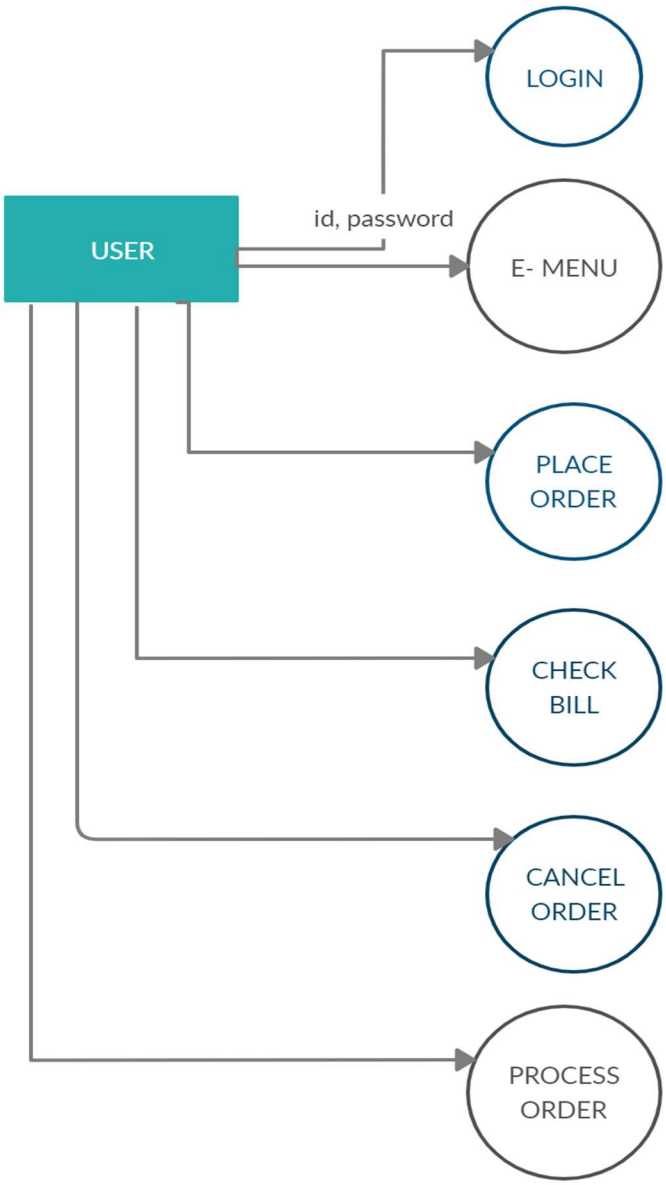
(Fig 3.1) Use-case Diagram

3.1.2 DATA FLOW DIAGRAM

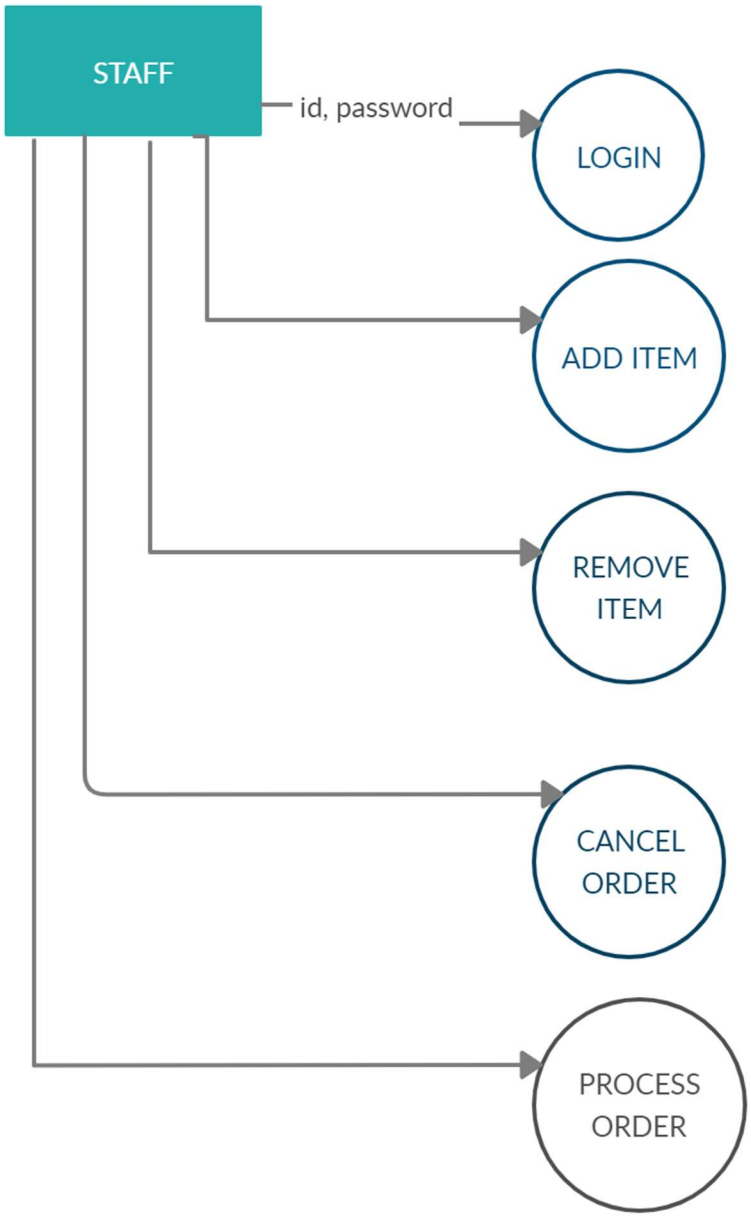
A **data-flow diagram** (DFD) is a way of representing a **flow** of a **data** of a process or a system (usually an information system). The DFD also provides information about the outputs and inputs of each entity and the process itself.



(Fig 3.2) Admin-side DFD



(Fig 3.3) User- side DFD



(Fig 3.4) Staff- side DFD

CHAPTER 4

IMPLEMENTATION

4.1 REQUIREMENT FOR THE PROJECT

The requirement of Secure Public Grievance and Counselling Portal is to allow user to complain against social issues without providing much of their details provided that the details will be kept private. The lodger may seek help from the counsellor and different other sources like NGOs according to the kind of help needed. Besides all these the user can seek help for environmental issues.

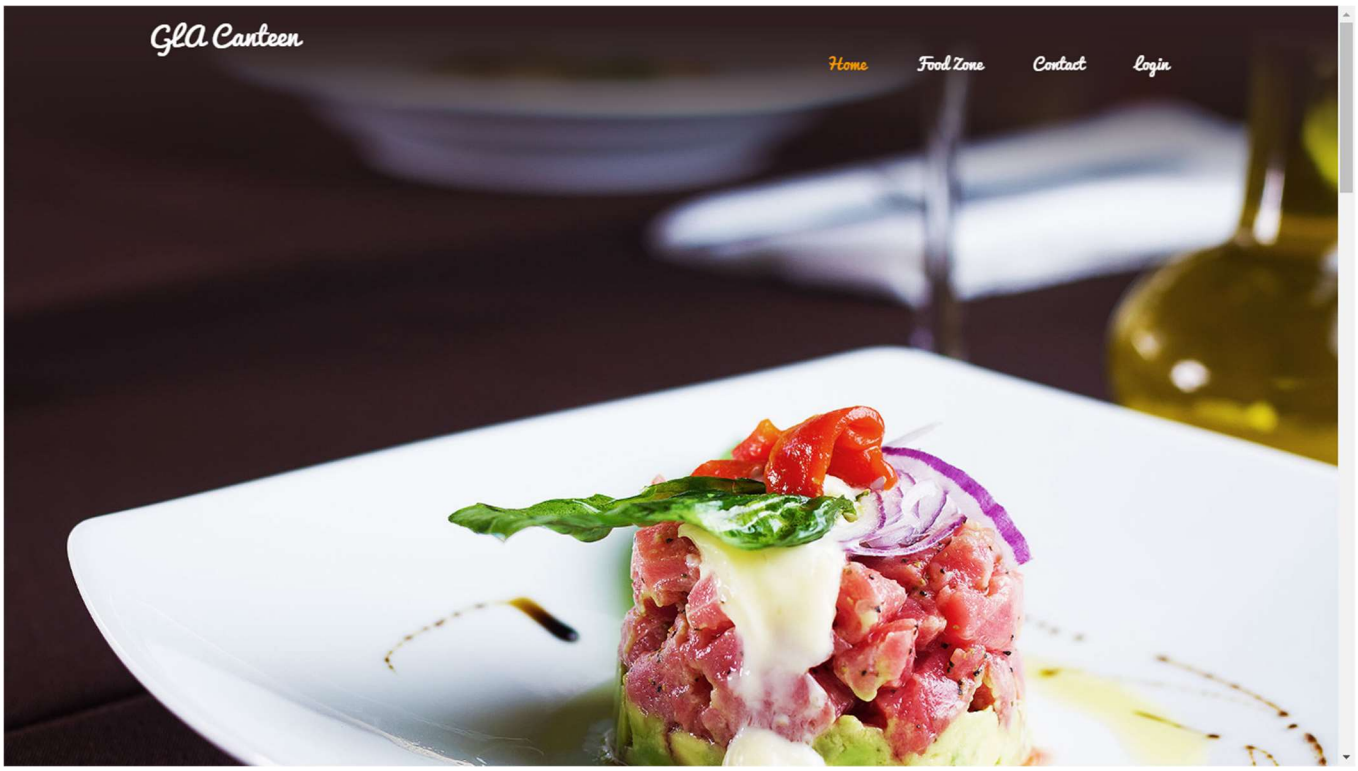
4.2 SCRIPTING

A scripting or script language is a programming language for a special run-time environment that automates the execution of tasks; the tasks could alternatively be executed one-by-one by a human operator. Scripting languages are often interpreted (rather than compiled). There are two types of scripting methodologies. They are as follows:

1. Server-side scripting: This scripting is done at the server end.
2. Client-side scripting: This scripting is done at the client end or the browser.

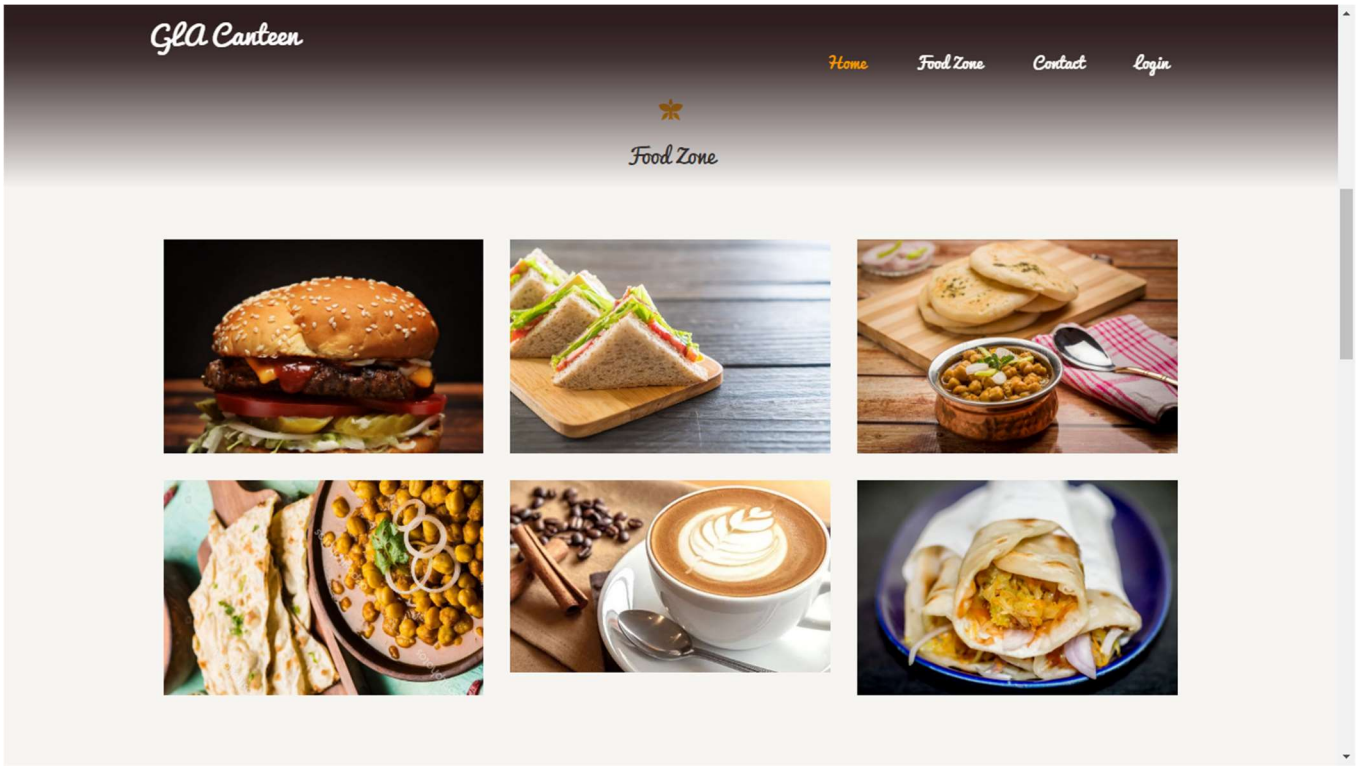
4.3 USER INTERFACES

4.3.1 FRONT END



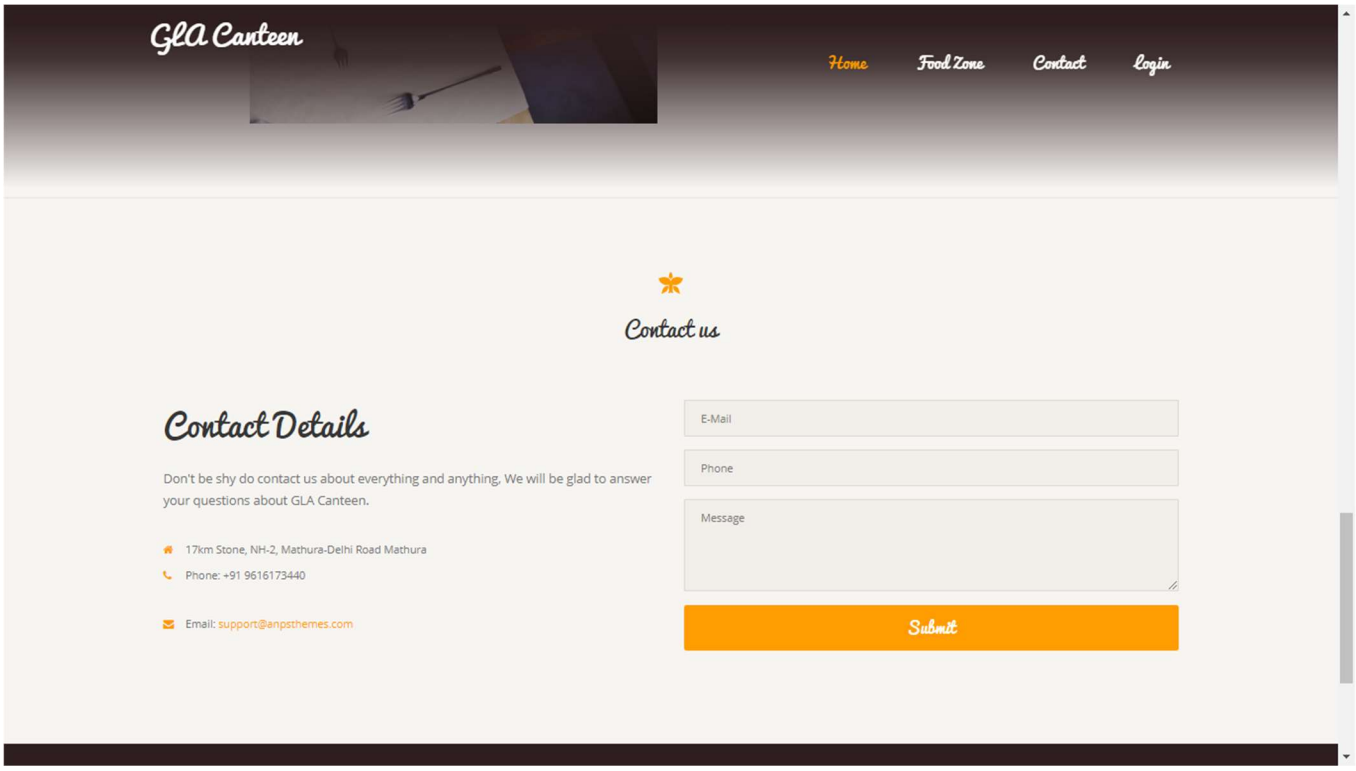
(Fig 4.1) Website homepage

Fig 4.1 is the home-page for our website. When we open our web-site this page is shown showed. Here, we have links to jump to food-zone, contact and login page.



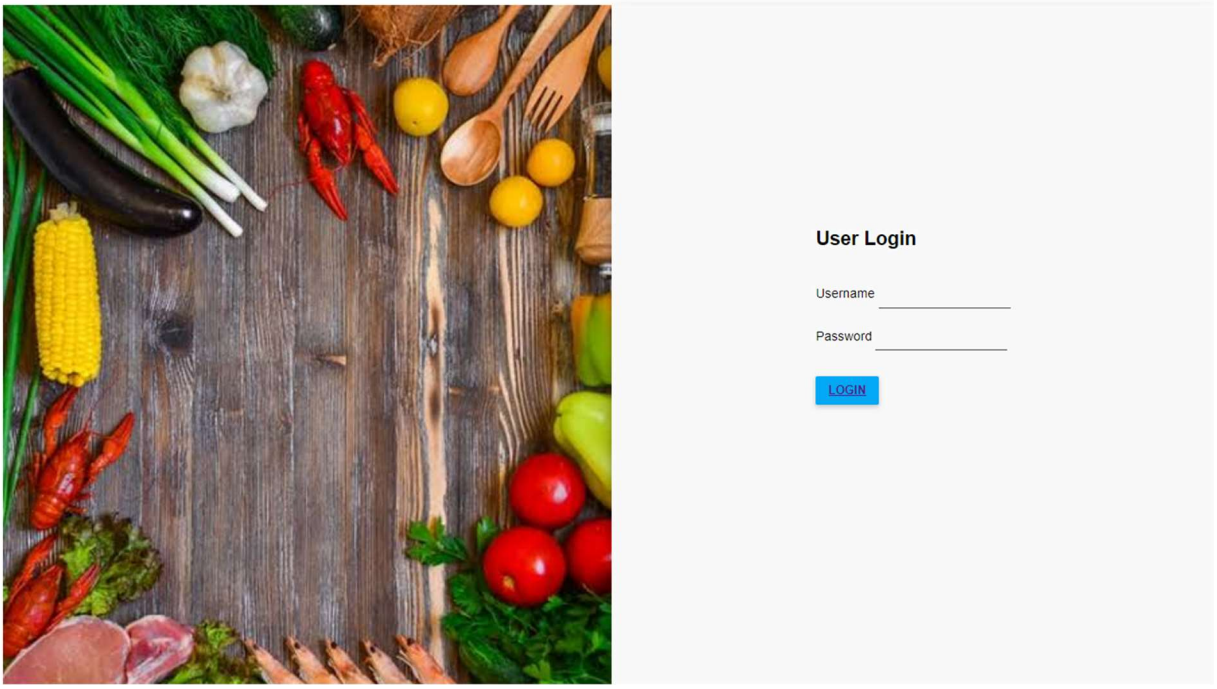
(Fig 4.2) Food-Zone

Fig 4.2 shows the food-zone. All the available items are displayed here. These items are added by either the staff or the admin account. If some item goes out of stock, it can be removed from the staff or admin's end.



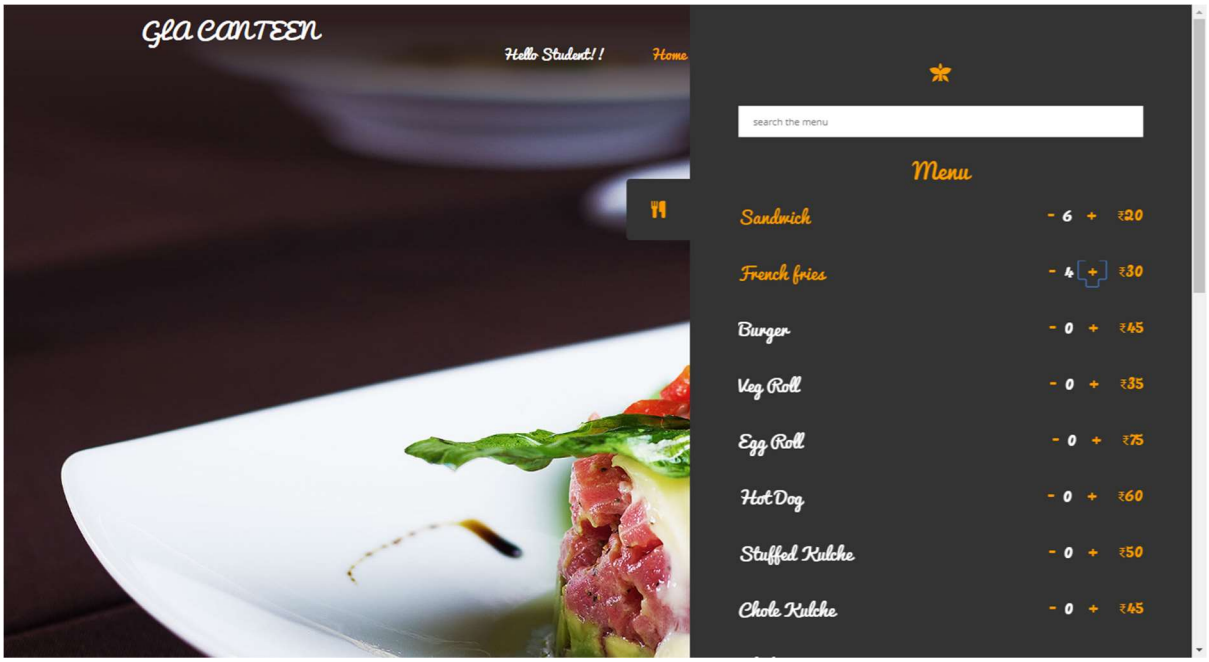
(Fig 4.3) Contact us Page

Fig 4.3 shows the contact page. This page takes input from the user in the form of email, phone and message. We have provided our contact details here. In case of any complaint and suggestion you can contact us through this page.



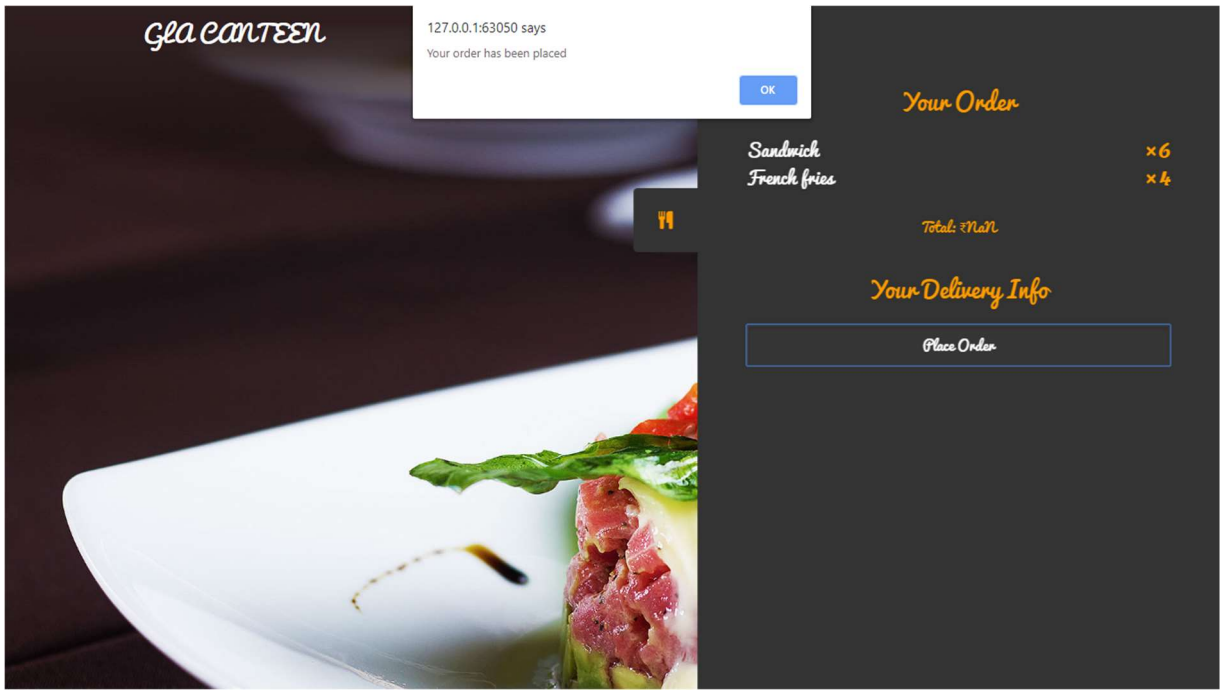
(Fig 4.4) Use Login Page

Fig 4.4 shows the login page. The user can login here after filling its credentials. After logging in successfully the user can place orders and proceed further.



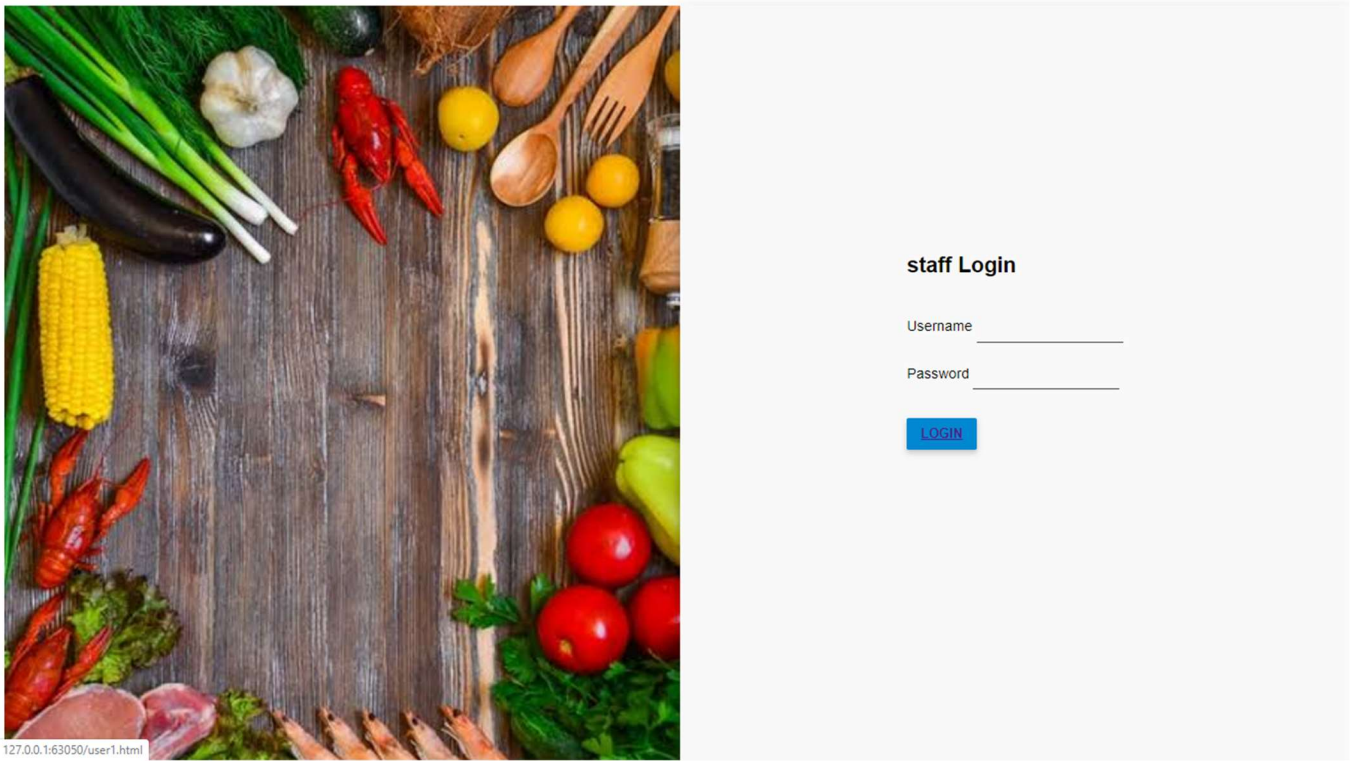
(Fig 4.5) User Portal

Fig 4.5 shows the user portal. After placing the orders, the user can see his stuffs which has been ordered. Th list is shown along with the rate of the item and the discount provided by the admin.



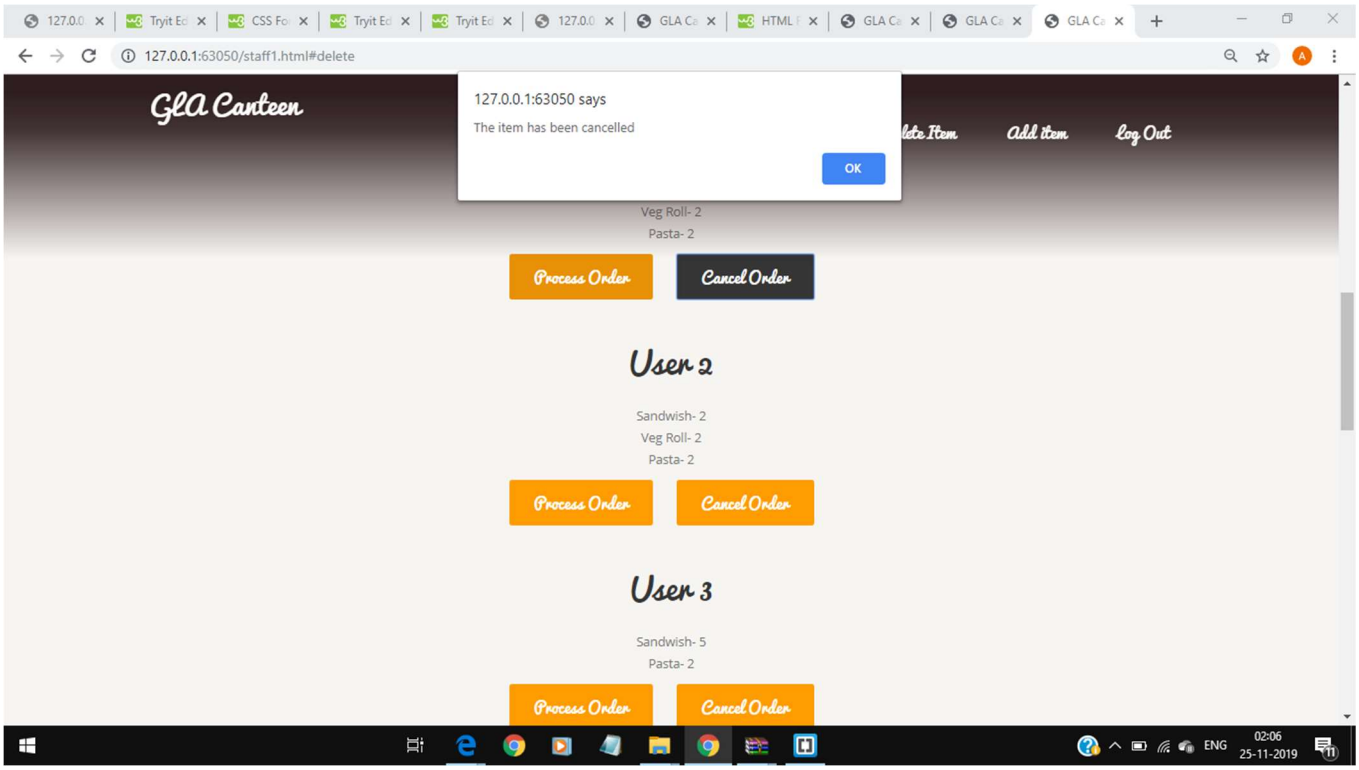
(Fig 4.6) Order Summary

Fig 4.6 shows the order summary. This page shows the list of items which has been selected by the user. The items are shown along with the quantity and rate. Hereafter the user can place his final order.



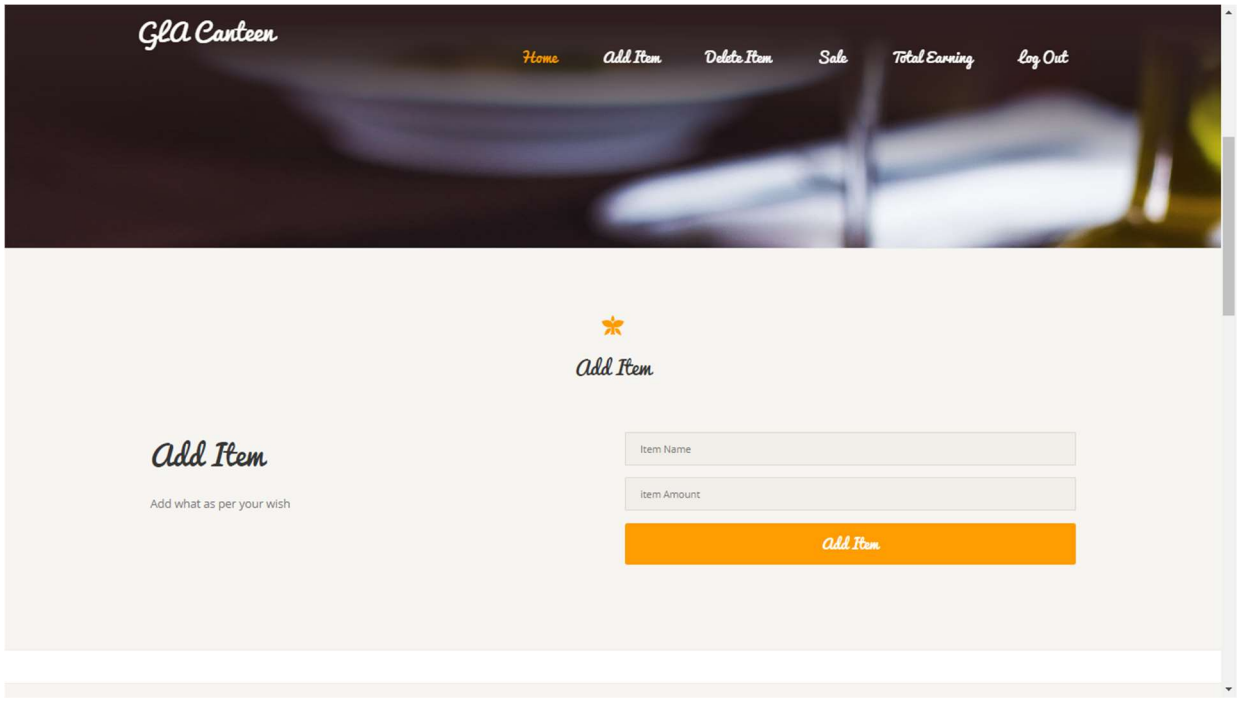
(Fig 4.7) Login as staff

Fig 4.7 shows the login form the staff. Via this page the staff can login after filling its credentials. From here the staff can see the orders placed and clear them as per the requirement.



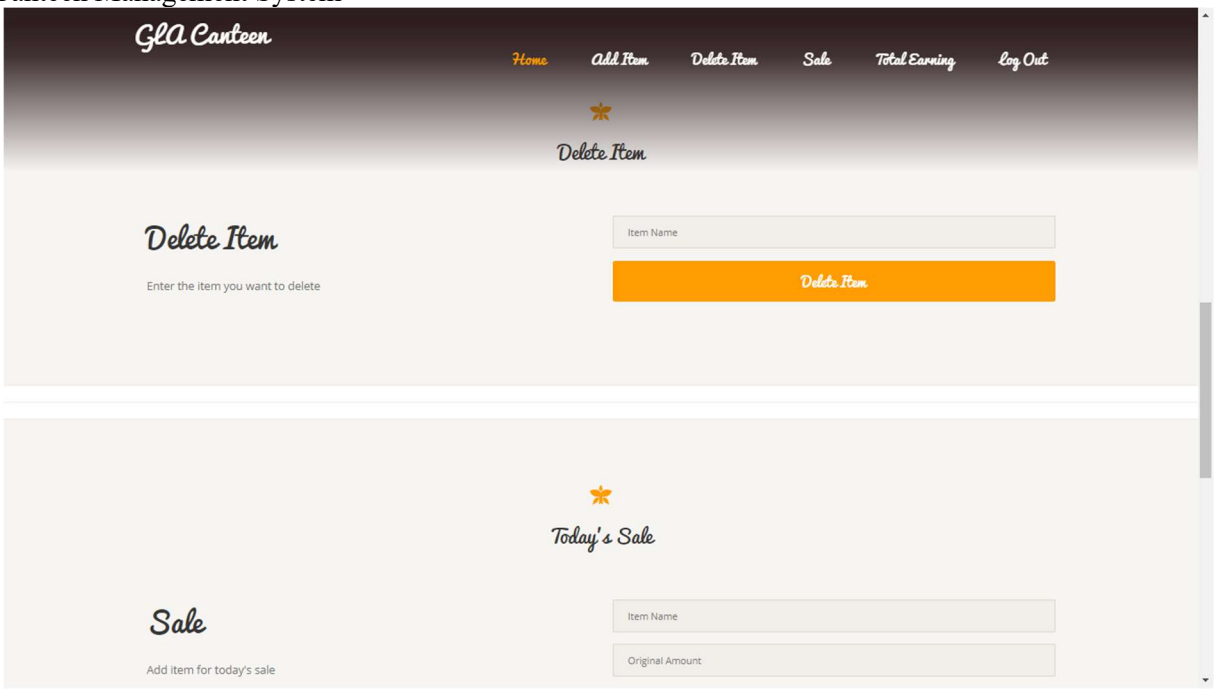
(Fig 4.8) All orders placed by users

Fig 4.8 shows the list of orders placed by different customers. The admin can cancel the orders from here. Every valid order will be processed or sent to the cook for preparation. The lists will be cleared after the processing of the orders.



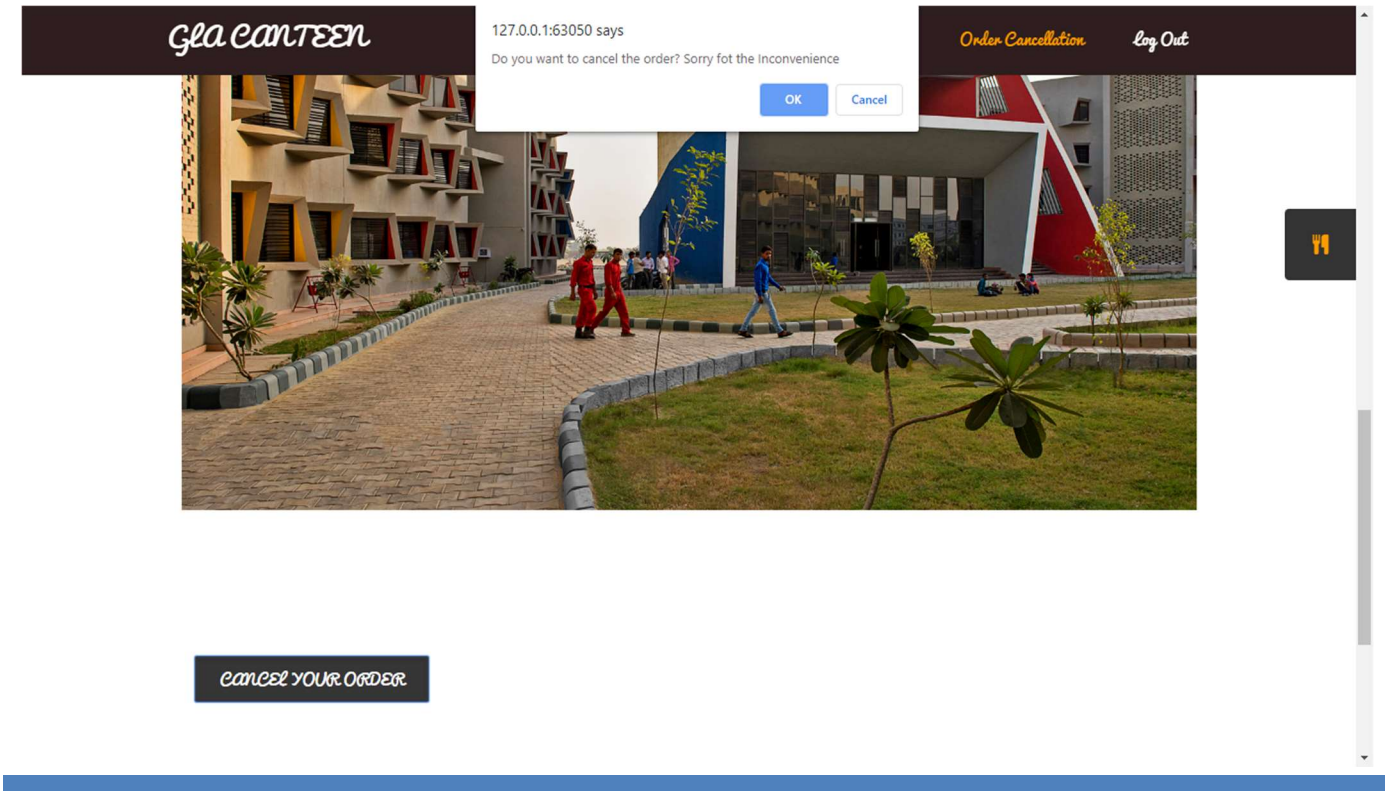
(Fig 4.9) Add items

Fig 4.9 shows the page from where the admin can add items. This page is only for the admin and staff. This page takes input in the form rate and item name. With every input, a new item will be added to the e-menu and displayed on the place-order screen.

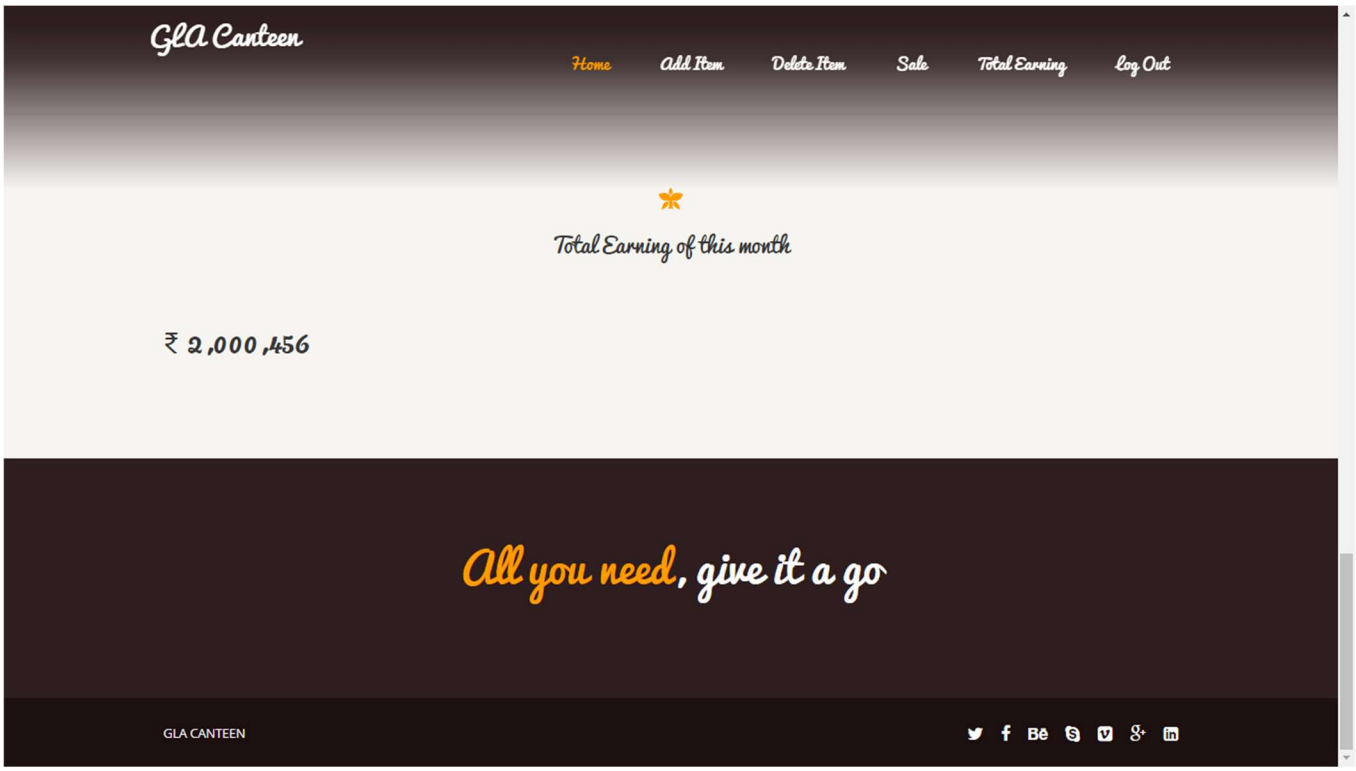


(Fig 4.10) Delete items and Day's sale

Fig 4.10 shows the page from where the admin can delete item in case he feels so. This page is shown to the admin and the staff. In case of food-unavailability, the item can be deleted.



(Fig 4.11) Order Cancellation



(Fig 4.12) Turnover of a month

Admin can keep track of the income of the venture. He can see the details of profit, loss and total sales through this section called – Earning of the month.

CHAPTER 5
TESTING

The implementation phase of software development is concerned with translating design specification into source code. The preliminary goal of implementation is to write sourcecode and internal documentation so that conformance of the code to its specifications can be easily verified, and so that debugging, testing and modifications are eased. This goal can be achieved by making the source code as clear and straightforward as possible. Simplicity, clarity and elegance are the hallmark of good programs, obscurity, cleverness, and complexity are indications of inadequate design and misdirected thinking. Source code clarity is enhanced by structured coding techniques, by good coding style, by, appropriate supporting documents, by good internal comments, and by feature provided in modern programming languages. The implementation team should be provided with a well-defined set of software requirement, an architectural design specification, and a detailed design description. Each team member must understand the objectives of implementation.

5.1 TESTING OBJECTIVES

The main objective of testing is to uncover a host of errors, systematically and with minimum effort and time. Stating formally, we can say,

- Testing is a process of executing a program with the intent of finding an error.
- A successful test is one that uncovers an as yet undiscovered error.
- A good test case is one that has a high probability of finding error, if it exists.
- The tests are inadequate to detect possibly present errors.
- The software more or less confirms to the quality and reliable standards

CHAPTER 6
CONTRIBUTION SUMMARY

Online Canteen Management System was designed by Shilpy Raghav, Avani Singh and Riya Narain. The website is mainly based on the front-end languages like HTML, CSS, JavaScript, and Bootstrap.

All of us have equal contribution in designing the project. We are working together with helping each other and dividing the task in such a way that none of us should feel like doing extra effort. We have discussed all the heads and tails of this project as far as our knowledge and experience helped us to do so. We have also divided the task in such a way that the person with better knowledge in a particular field was given a priority to perform the definite task and help the other to understand the things going on. Although we have not developed the back-end of the project. The sub-tasks performed by each of us are as follows:

Name	**Task(s) performed**	**Advantage of the task**
Shilpy Raghav (171500316)	• Homepage	• This page appears as soon as the website is opened. It contains a brief introduction of the website and services provided.
	• Admin section	• This page provides an interface for the Admin to login to his account to place orders.

Name	Task(s) performed	Advantage of the task
Avani Singh (171500068)	• Homepage	• This page appears as soon as the website is opened. It contains a brief introduction of the website and services provided.
	• User section	• This page provides an interface for the User to login to his account to place orders.

Name	Task(s) performed	Advantage of the task
Riya Narain (171500264)	• Homepage	• This page appears as soon as the website is opened. It contains a brief introduction of the website and services provided.
	• Staff section	• This page provides an interface for the staff to login to his account to place orders.

CHAPTER 7

FUTURE SCOPE

- The portal can be extended to cover a wide range of intra-organizational as well as extra-organizational management systems.
- We can add more number of users except the students of University and later groups/communities can be created to swap order or bills.
- User accounts can be created through registrations and an account-to-account chat facility can be provided.
- Through this, the idea of chat-bot can be implemented so that users can have a conversation with other users as well as the staff of canteen.
- We can facilitate advance-booking feature.
- Hostel delivery facility after the working hours can be deployed with the help of location features.
- We can verify the user by sending an one-time password (OTP) or a verification mail to the user so as to avoid misuse of the website.
- We can have a maintenance team which will keep the management system maintained and work on its further improvement.

There can be many more features which can be added to this website for its enhancement and better functioning.

CHAPTER 8

CONCLUSION

After the successful completion of this project we have developed a solution for the most common but a very crucial problem. This project will help the user to place orders and automate the manual work in cafeteria. Any student of University can place orders through this website. All the available food-items will pop-up in the list. Respective prices will be shown. The staff will take your order, prepare it and clear your list.

We have tried our best to make this project a successful one. Besides solving this problem we have focused to make this website attractive and responsive.

The website can be further developed at the back-end for real-time-functioning.

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