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TITLE: MARRIAGE EVENT MAKER
MINI PROJECT CODE: 20CSE68

CHAPTER 1

INTRODUCTION

1.1Problem Statement

Marriage event maker is a fully functional where we can book for any type of marriage events. Marriage event management is one of the fastest and the most glamorous upcoming professions today. it means rubbing shoulders and hand without even doing a single thing because every thing is done by event managers and we should sit and enjoy the elegance of the marriage remaining everything will we done just like that without your presence. Event organization, the most profound form of advertising and marketing, is a glamorous and thrilling profession. It provides an opportunity for unleashing one's creative potential to a very high degree. It demands a lot of hark work and effort but at the same time offers enormous scope. Weddings may seem fairly simple at first, but they are not. Regardless of your religion or even if you don't have a particular faith; there are lots of traditions and issues to take into account. For many couples, it can get very overwhelming, very fast. Using wedding planners is one way to handle everything with a minimum of fuss while also making sure you meet all the traditional expectations of a wedding. In this pandamic situation organizing wedding without event managers are like horrible thing, so we came up with a new idea that instead of meeting in-person event managers I created a virtual web platform for wedding were everything will be managed through online with limited supply staff at wedding.

The services of wedding maker can include:

- Budget preparation
- Tradition selection according to their religion
- Event design and styling
- Identification of event venues
- Manages the schedule often with software and it will be visible for user also
- Co-ordination of services on wedding day

1.2Course Objective

The project is all Marriage event maker is truly based on how the event is to be designed and organized in a better way that through online and limited staff organizers. I created is based for village and rural area peoples and organizers, this portal is mainly is used to plan the wedding according to their style through online only because of this pandemic more than 50 members are not allowed to be a part of weeding. So to decrease the members and to maintain the same level of wedding organizing I invented this portal where it shows every thing from basic venue to large venues in your selected areas, our executive will take to them and make a deal for best price and also this portal will send staff to your place who are working in your surrounding areas because it might be a risk to send staff from far places, the user can see the status bar in the portal which is used to monitor every event which is going on. The main objective of this project is that the event organizing should be digitalized.

1.4 METHODOLOGY FOLLOWED

1.4Outcomes:-

CHAPTER 2

FUNDAMENTALS OF WEB PROGRAMMING

2.1 WEB PROGRAMMING

Web programming refers to the writing, markup and coding involved in Web development which includes web content, web client and server scripting and network security. The most common languages used for Web programming are XML, HTML, JavaScript, Perl 5 and PHP. Web programming is different from just programming, which requires interdisciplinary knowledge on the application area, client and server scripting and database technology.

Web programming can be briefly categorized into client and server coding. The client side needs programming related to accessing data from users and providing information. It also needs to ensure there are enough plug ins to enrich user experience in a graphic user interface, including security measures.

- To improve user experience and related functionalities on the client side, JavaScript is usually used. It is an excellent client-side platform for designing and implementing Web applications.
- HTML5 and CSS3 support most of the client-side functionality provided by other application frameworks.

The server side needs programming mostly related to data retrieval, security and performance. Some of the tools used here include ASP, Lotus Notes, PHP, Java and MySQL. There are certain tools/platforms that aid in both client- and server-side programming. Some examples of these are Opa and Tersus.

2.2 WORLD WIDE WEB

The World Wide Web (WWW), commonly known as the World Wide Web, which is a collection of websites or web pages stored in web servers and connected to local computers through the internet. These websites contain text pages, digital images, audios, videos, etc. Users can access the content of these sites from any part of the world over the internet using their devices such as computers, laptops, cell phones, etc. The WWW, along with internet, enables the retrieval and display of text and media to your device.

The building blocks of the Web are web pages which are formatted in HTML and connected by links called "hypertext" or hyperlinks and accessed by HTTP. These links are electronic connections that link related pieces of information so that users can access the desired information quickly.

A web page is given an online address called a Uniform Resource Locator (URL). A particular collection of web pages that belong to a specific URL is called a website, e.g., *www.facebook.com, www.google.com,* etc. So, the World Wide Web is like a huge electronic book whose pages are stored on multiple servers across the world.

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Some people use the terms 'internet' and 'World Wide Web' interchangeably. They think they are the same thing, but it is not so. Internet is entirely different from WWW. It is a worldwide network of devices like computers, laptops, tablets, etc. It enables users to send emails to other users and chat with them online. For example, when you send an email or chatting with someone online, you are using the internet.

But, when you have opened a website like google.com for information, you are using the World Wide Web, a network of servers over the internet. You request a webpage from your computer using a browser, and the server renders that page to your browser. Your computer is called a client who runs a program (web browser), and asks the other computer (server) for the information it needs.

How WWW works?

The Web works as per the internet's basic client-server format as shown in the following image. The servers store and transfer web pages or information to user's computers on the network when requested by the users. A web server is a software program which serves the web pages requested by web users using a browser. The computer of a user who requests documents from a server is known as a client. Browser, which is installed on the user' computer, allows users to view the retrieved documents.

All the websites are stored in web servers. Just as someone lives on rent in a house, a website occupies a space in a server and remains stored in it. The server hosts the website whenever a user requests its WebPages, and the website owner has to pay the hosting price for the same.

Figure: 2.2

2.3 WEB BROWSERS

Web Browser is an application software that allows us to view and explore information on the web. User can request for any web page by just entering a URL into address bar.

Web browser can show text, audio, video, animation and more. It is the responsibility of a web browser to interpret text and commands contained in the web page.

Some of the browsers are listed below:

Browsers
Internet Explorer
Google chrome
Mozilla firefox
Opera
safari

There are a lot of web browsers available in the market. All of them interpret and display information on the screen however their capabilities and structure varies depending upon implementation. But the most basic component that all web browser must exhibit are listed:

- Controller/Dispatcher
- Interpreter
- Client Programs

Controller works as a control unit in CPU. It takes input from the keyboard or mouse, interpret it and make other services to work on the basis of input it receives.

Interpreter receives the information from the controller and executes the instruction line by line. Some interpreters are mandatory while some are optional.

For example, HTML interpreter program is mandatory and java interpreter is optional.

Client Program describes the specific protocol that will be used to access a particular service. Following are the client programs that are commonly used:HTTP, SMTP,FTP, NNTP, POP.

Most Web browsers offer common features such asRefresh button**,** Stop button**,** Home button, Web address bar,Tabbed browsingandBookmarks.

2.4 OPERATION OF WWW

WWW works on client- server approach, the following explains how the web works:

User enters the URL for example http://www.yahoo.comof the web page in the address bar of web browser. Then browser requests the Domain Name Server for the IP address corresponding to www.yahoo.com. After receiving IP address, browser sends the request for web page to the web server using HTTP protocol which specifies the way the browser and web server communicates. Then web server receives request using HTTP protocol and checks its search for the requested web page. If found it returns it back to the web browser and close the HTTP connection.Now the web browser receives the web page, It interprets it and display the contents of web page in web browser's window.

The World Wide Web is a way of exchanging information between computers on the Internet, tying them together into a vast collection of interactive multimedia resources.

2.5 WEB 2.0

Web 2.5 services will be (mobile) device-oriented, user-, link-, or time-sensitive, cross-site, content-moving, virtual-reality-based, or dynamic mash up services based on technologies supporting rich user interfaces and user-sensitive interfaces that might support an Open ID and Open Data in order to support RUE (Rich User Experiences) and personal data portability. Examples are Second Life, Diigo, or Yahoo pipes.

2.6 HTML

The content attribute in HTML is used to display the value with the name or http-equiv. It is associated with the <meta> element.

The content attribute of the <meta> element is used to set the meta information in an HTML document. This can be the information for the description or the keywords, for name attribute.

2.7 HTML TAGS

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. You can use as many tags you want as per your code requirement.

1. All HTML tags must enclosed within < > these brackets.
2. Every tag in HTML perform different tasks.
3. If you have used an open tag <tag>, then you must use a close tag </tag> (except some tags)

Syntax

<tag> content </tag>

2.8 XHTML

XHTML is almost identical to HTML but it is stricter than HTML. XHTML is HTML defined as an XML application. It is supported by all major browsers.

Although XHTML is almost the same as HTML but It is more important to create your code correctly, because XHTML is stricter than HTML in syntax and case sensitivity. XHTML documents are well-formed and parsed using standard XML parsers, unlike HTML, which requires a lenient HTML-specific

2.9 CSS

Cascading Style Sheets (**CSS**) is a style sheet language used for describing the presentation of a document written in a mark up such as 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, colors, 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 which reduces complexity and repetition in the structural content as well as enabling the .css file to be cached to improve the page load speed between the pages that share the file and its formatting.

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 screen reader), and on Braille-based tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.

The name *cascading* comes from the specified priority scheme to determine which style rule applies if more than one rule matches a particular element. This cascading priority scheme is predictable.

2.10 JAVASCRIPT

JavaScript often abbreviated as JS, is a programming language that conforms to the ECMAScript specification. JavaScript is high-level, often just-in-time compiled, and multi-paradigm. It has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions.

Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web. Over 97% of websites use it client-side for web page behaviour , often incorporating third-party libraries. All major web browsers have a dedicated JavaScript engine to execute the code on the user's device.

As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative programming styles. It has application programming interfaces (APIs) for working with text, dates, regular expressions, standard data structures, and the Document Object Model (DOM).

The ECMAScript standard does not include any input/output (I/O), such as networking, storage, or graphics facilities. In practice, the web browser or other runtime system provides JavaScript APIs for I/O.

JavaScript engines were originally used only in web browsers, but they are now core components of other software systems, most notably servers and a variety of applications.

Although there are similarities between JavaScript and Java, including language name, syntax, and respective standard libraries, the two languages are distinct and differ greatly in design.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1HardwareSpecifications

Processor - Intel Corei5
Speed - 1.8GHz
RAM - 256 MB(min)
HardDisk - 10GB

3.2SoftwareSpecifications

OperatingSystem - Windows10
Front-end - HTML, CSS, Javascript, bootstrap
Back-end - PHP and Mysql