

AL-BURAQ PRINTING PRESS.



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**Submitted for the partial fulfillment of BS Computer
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ABSTRACT

This Printing press website is developed to help people on national and International level. As it contains different services offering at their doorstep with exceptionally higher features.

There will be different by default templates that users can choose according to her/his requirement as well as there will an editing option as well in which use can edit the different templates according to need. It's gonna offer the services more than a typical printing press. It is going to provide a platform where users don't have to go outside whenever they need something related to a printing press, they are just a text away and can get done whatever they are looking for. This website going to be completed to the best of our abilities. During the development of this website , a lot of things were learnt and many more to go.

Users going to see list of services that we are offering they can sign up and log in their accounts every time they gonna order something. On first sign up, there will be a certain discount at certain amount of orders.

Whenever there will be something new or any discounts our logged in users will be notified.

There will be having different chat sections they can chat with the admin and clear out their queries. They can rate our services.

There will a restriction and according to that for the least order there will be specific amount user can order to that amount or more than that.

Different payment methods will be available, For international users there will be a PayPal method that will help us for our payments.

The presented website is free of cost anyone can use it anywhere anytime.

Although we are lacking to provide services for less amount that's not even gonna cover the cost of delivery but in near future our client is determined to have their physical existence all over the country that gonna resolve the issue of delivering products after 2 or more days and it also gonna help to risk of less amount orders.

Final Approval

It is certified that project report titled ‘Al-Buraq Printing Press’ submitted by Saba **Muqadas (2165) and Syeda Urooj Zahra (2178) for the partial fulfillment of the requirement of “Bachelors Degree in BS Computer Science”** is approved.

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Head Project Committee :

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DECLARATION

We hereby declare that this website, neither whole nor as a part has been copied out from any source. It is further declared that we have developed this website and accompanied the report entirely based on our personal efforts. If any part of this project is proved to be copied out from any source or found to be a reproduction of some other. We will stand by the consequences. No portion of the work presented has been submitted of any application for any other degree or qualification of this or any other university or institute of learning

Saba Muqadas

Syeda Urooj Zahra

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CHAPTER 1

INTRODUCTION

1.1. Project Background

A printing press is a mechanical device for applying pressure to an inked surface resting upon a print medium (such as paper or cloth), thereby transferring the ink. Now a days there are small businesses going on as well as large businesses. Promotional advertisements are an effective way to quickly build awareness of a product, increase a product's sales and boost your overall revenue. Newspapers, novels, pamphlets, leaflets, brochures and other literary works are printed on it. All of this needs to be printed out, through printing press. It is a waste of time and resources by visiting a printing press manually, and then putting out your thoughts about the design in words is also a difficult task. Doing this through a website, either web based or mobile based will make it much more easy.

1.2. Objective

The main objective of this project is to provide the best chance for people to place orders if they want to get something printed out. It is fine if you have the busiest schedule. It is fine if you cannot go all the way to the printing press every time you want to place an order. We will make it possible for the users to monitor the progress of their orders by sitting at home. The users will also be able to have the options of colours, designs and different varieties. Moreover, we will also provide some templates to the user so that they can go through them and choose one if they like it. Or make some changes to it. The feature of the calendar is also introduced which contains the proper schedule of picking up the order from the printing press or if they want to get it delivered to their homes also. Plus, as most companies nowadays have their own website, there's every chance you could be losing customers to your competitors by staying offline.

1.3. Project build Overview

The project is based on web development. HTML, CSS and JAVASCRIPT and different modules such as Wi-Fi will be used.

1.4. Relevance to course modules

Visual studio and ----- are mainly involved in the project along with some sensors and algorithms. Web development is part of our degree BCS whether front end or backend. We have studied it as a subject in 3rd semester. The use of other modules and sensors is learned from experience and new research.

1.5. Related Work

Web designing, visual studio and web programming are the main classes of the project. Many software teams developed websites and did amazing designing and programming but as it is all about ideas, and a website providing printing sources is unique.

1.6. Literature Review

The research review phase of the project focuses on developing a website to manage, display and guide the users. It is done by using multi languages. The aim behind the website is to make printing smart and modern. This also provides online presence, information exchange, credibility, it cuts costs, market expansion. Customers are always able to find you – anytime, anywhere. Even outside of business hours, your website continues to find and secure new customers. It offers the user convenience as they can access the information they need in the comfort of their own home, with no added pressure to buy. During the research phase, we studied many different smart projects which existed in the market but there wasn't any system available that monitors as well as give complete control to the user who are handling small as well as large businesses and needed to get stuff printed out. Other than that there is no website which provides you the leverage of getting anything printed out and delivered to your door step so it is totally something out of our mind and self-created. Moreover, by keeping the modern world in mind, we evaluated each of the systems critically in order to find the best help system user may have so that we can come up with an effective solution that will be able to solve the problem which we will then implement in our project.

CHAPTER 02

PROBLEM DEFINITION

In this chapter, the problems of the current system will be stated, and solutions will be discussed in detail.

2.1. Problem Statement

Printing out stuff is something that is needed by students ,small and large business owners,writers ,newspaper auditors, and book publishers etc. The busy schedule does not allow one to visit the place physically everytime he wanna place an order. The manual system works fine but is a hectic task. There is not any system available that gives control to the user about the requirements and all the necessary information needed. Moreover, there was a need for a proper automatic or semi-automatic system that could be controlled by the user as well as deliver all the information of the system onto the user interface. So there is a need for such kind of system which not just monitors the data but also provides complete control to the user along with requirements and suggestions about their product.

2.2. Proposed Solution

In order to overcome the problem stated in previous section (Section 2.1), we are going to develop a website that is based on printing that is going to give control to the user. It will provide a quick and easy way of communicating information between buyers and sellers. We will list the opening hours, contact information, show images of the location or products, and use contact forms to facilitate enquiries from potential customers or feedback from existing ones. We will even upload promotional videos to really engage the customers and sell business in an effective and cost efficient way. This is also a good way to build up a community with customers. Having a good quality, easy-to-use website makes customers feel comfortable using services, as they will assume they can expect the same positive experience in all areas of the business as well.

The user can get a big variety of products since there is no space limitation. It is convenient for buying services without creating physical limitations. Website requires just a few clicks from the comfort of your home . You may simply fill in credit or debit card details and make an immediate payment. Saving time is one of the major benefit. The period required to choose, buy, and pay for an online product is 15 minutes or less. Products are often delivered within a maximum of one week, but it can be days or hours, depending on a sort of service. If you order goods that are heavier, the delivery person will bring them to your doorstep. It allows customers to search for product information, compare prices and benefits and ultimately evaluate whether it is really worth

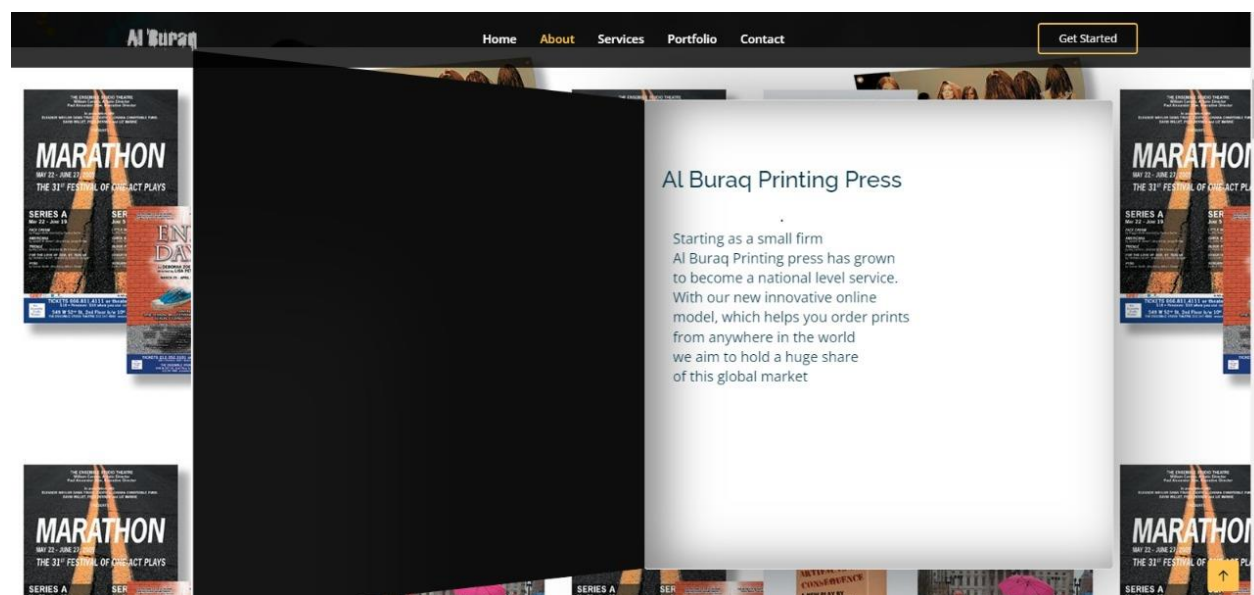
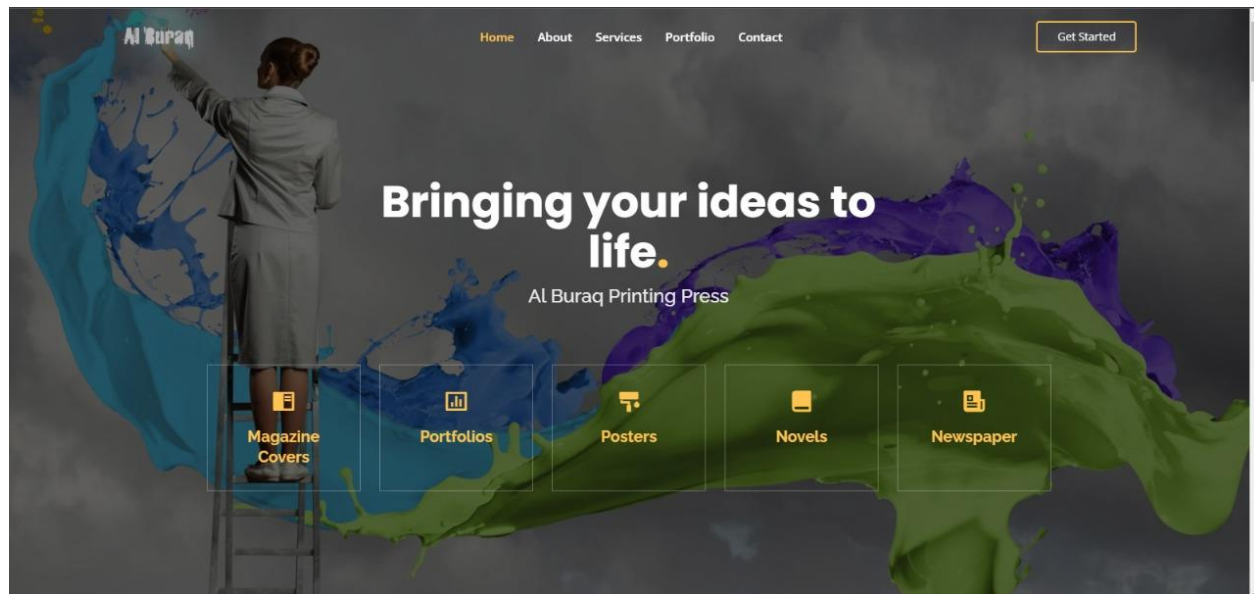
the money. Everything that you need for making an informed decision is literally there, on the tip of your finger – reviews from other users, tools comparing websites or prices, product descriptions, usage videos, etc.

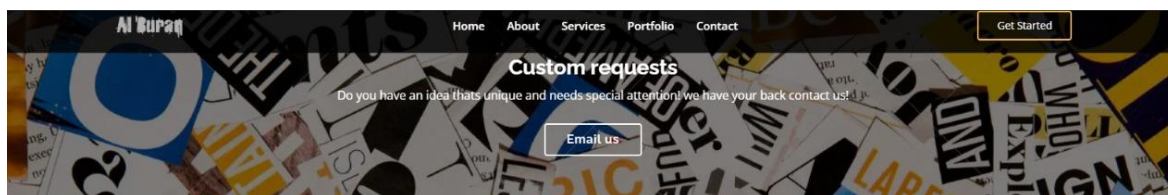
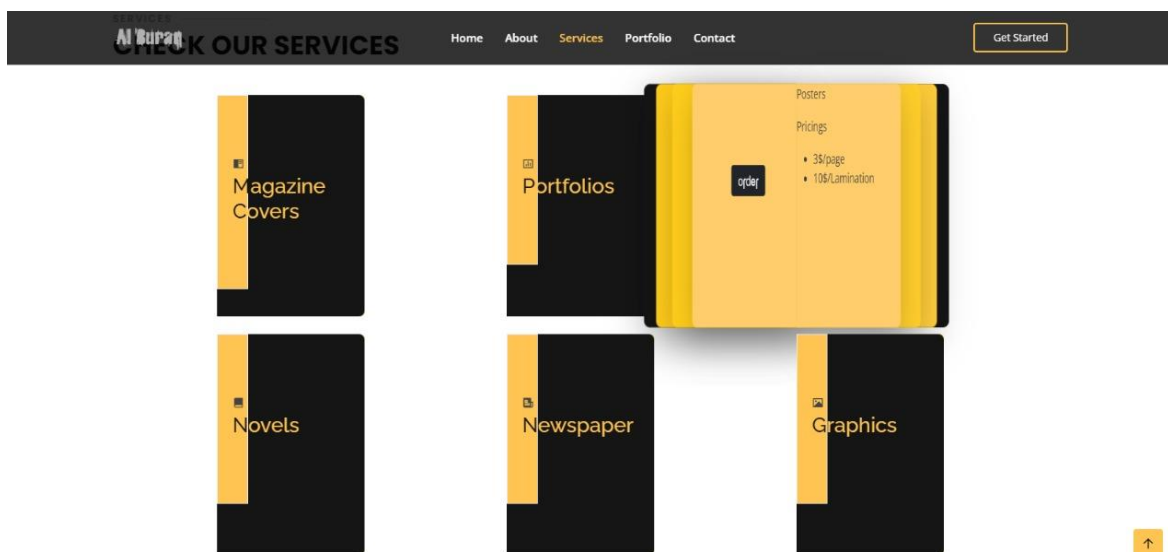
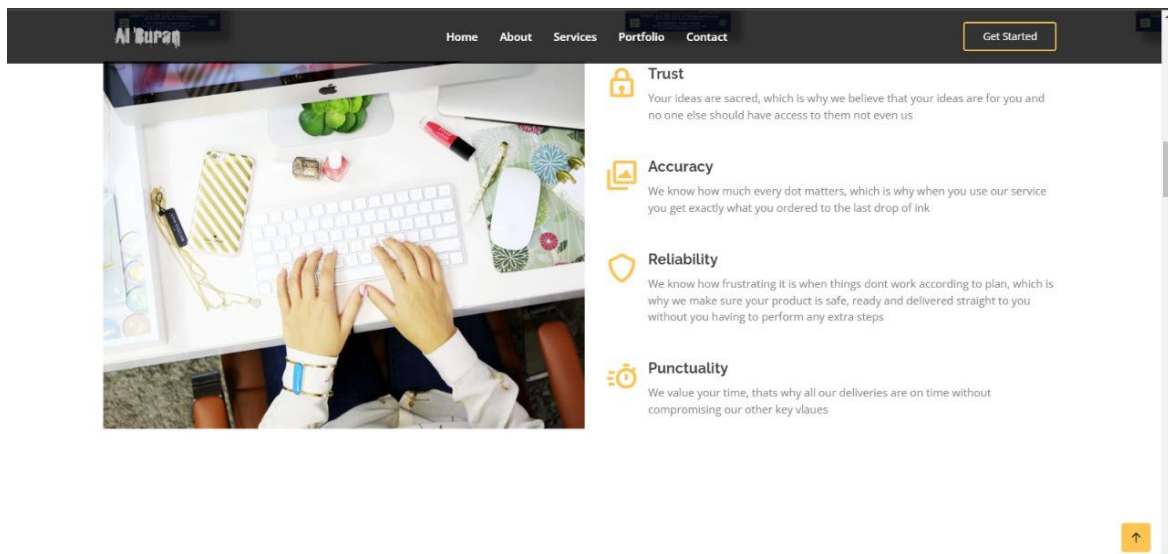
2.3. Deliverables

2.3.1. Website

Website is the main part in this project. It is designed by keeping in mind the factor of user's ease of access. This website is user friendly, and one can access features of website easily. All the activities are designed with the objective to give control to user in an easy manner so that the user will not face any difficulty. The website can be used by anyone. The user will be directed to the dashboard where different options are present, and user can access any feature from there with just a tap.

So far it looks like this:





PORTFOLIO

CHECK OUR PORTFOLIO



[Home](#)
[About](#)
[Services](#)
[Portfolio](#)
[Contact](#)

Get Started

CONTACT

CONTACT US

Location:

Saidpur Rd, Block D Satellite Town, Rawalpindi, Punjab, Pakistan

Email:

albhuraqprinting@gmail.com

Call:

Your Name

Your Email

Subject

Message

↑

2.3.2. Front end code

The front end will include

- HTML to lay out a document's general structure and content.
- CSS for styling.
- JavaScript for situations that require advanced interactivity...

2.3.3. Backend code

The deliverables will also include the backend code. Which will run on the server, receive requests from the clients and contain the logic to send the appropriate data back to client. The backend also includes the database , which will persistently store all of the data for the application.

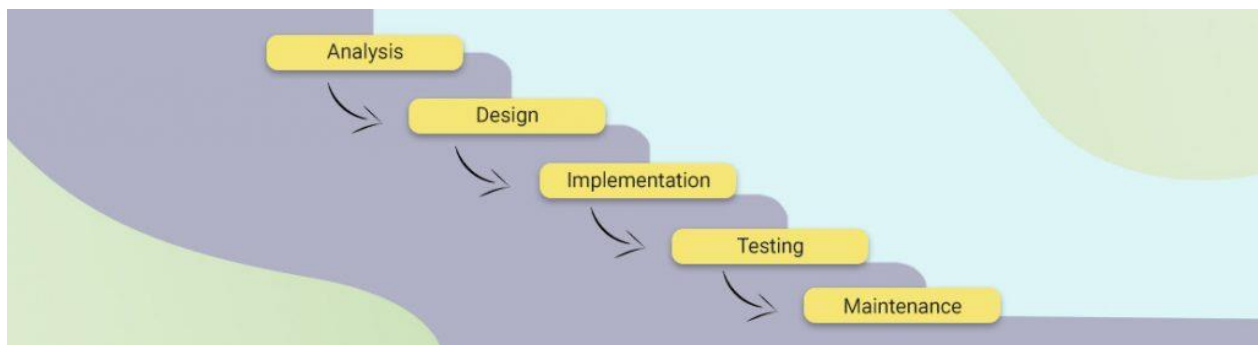
CHAPTER 03:
METHODOLOGY & DEVELOPMENT PHASES

In this chapter, the methodology of project from development phase till final product will be discussed in detail. The methodology used in this project is **Waterfall Methodology**. Waterfall methodology is mostly used for web development projects with a clear and predefined scope, with a fixed timeframe for project completion and few iterations or revisions.

3.1. Waterfall Methodology:

Waterfall is the most conventional software development methodology. In fact, it has been one of the most popular approaches for web development projects for several decades due to its plan-driven approach.

The Waterfall approach requires a lot of structure and documentation. The process is divided into several stages that form a sequence:



The first stage is critical and requires a complete understanding of the project's demands and scope by both the developers and the product owners.

Waterfall lacks flexibility which means that every phase should be fully completed before moving forward to the next stage. Once any modifications are needed or any errors are detected during the course of the project, Waterfall will require a full restart. As a result, projects managed under the Waterfall method might require much more time. On the other hand, it is great for ensuring that all deliverables meet expectations and it allows for easily measuring the progress since you see the full scope of the project in advance.

3.2. Methodology in Project

As mentioned earlier, this project is developed using **Waterfall Methodology**, the project has following development phases:

- Information gathering
- Structure
- Design

- Build
- Testing
- Launch
- Maintenance

3.2.1. Information Gathering:

The focus of the first step is to gather all the necessary information for the project. Website purpose is defined and goals of the website are determined. Target audience is researched.

When this is done, the team can create a draft project schedule with a rough plan.

3.2.2. Planning and strategy:

Using the information gathered from phase one, it is time to put it together and make a detailed website plan. At this point, a site map is developed. Site map is the list of all main topic areas of the website, including sub-topics, if applicable. This map will clarify what content will be on the website and will help to understand the navigational structure. The future customers are end-users of the website — their journey has to be as simple as possible. The basis of an easy-to-navigate website is an excellent user interface.

3.2.3. Design

During the design phase, the team usually creates one or more prototypes for the website. A prototype is typically a static image, which represents the final look of the website. Idea exchange and brainstorming are crucial at this step.

3.2.4. Build

At this point, the design itself should be ready. But it is usually in the form of static images. It requires extra development effort to translate it into HTML/CSS, and then to add a layer of animations or JavaScript, depending on the complexity of the design.

First, the homepage is developed, followed by a "shell" for the interior pages. The shell serves as a template for the content pages of the website, as it contains the main menu for the website. A great advantage for every designer would be an understanding of front-end development basics. These involve writing valid HTML/CSS code in compliance with web standards and various web browsers. This knowledge will make team collaboration more comfortable and prevent any misunderstandings.

Once the development is finished, everything needs to be fully tested.

3.2.5. Testing:

When the content and the visuals are in place, the testing process can be started. Every page has to be tested to make sure that all links are working and the website is displayed correctly in different browsers. Even the word order in titles and descriptions has an impact on the webpage performance in various search engines.

3.2.6. Launch:

It is time for the website to go live. But before that, the site should be ran-through for the last time to confirm that all files have been uploaded correctly, and the site is fully functional. Besides, the website domain name should be registered, and web hosting accounts set up.

Other final details of this step include plugin installation (for WordPress or other CMS-driven websites) and Search Engine Optimization activities. SEO is the optimization of your website's title, description, and keyword tags, which helps the website to achieve higher positions in search engines. Website optimization for search engines plays a vital role because it ensures that the created website is visible to people, and they can easily find it.

3.2.7. Maintenance:

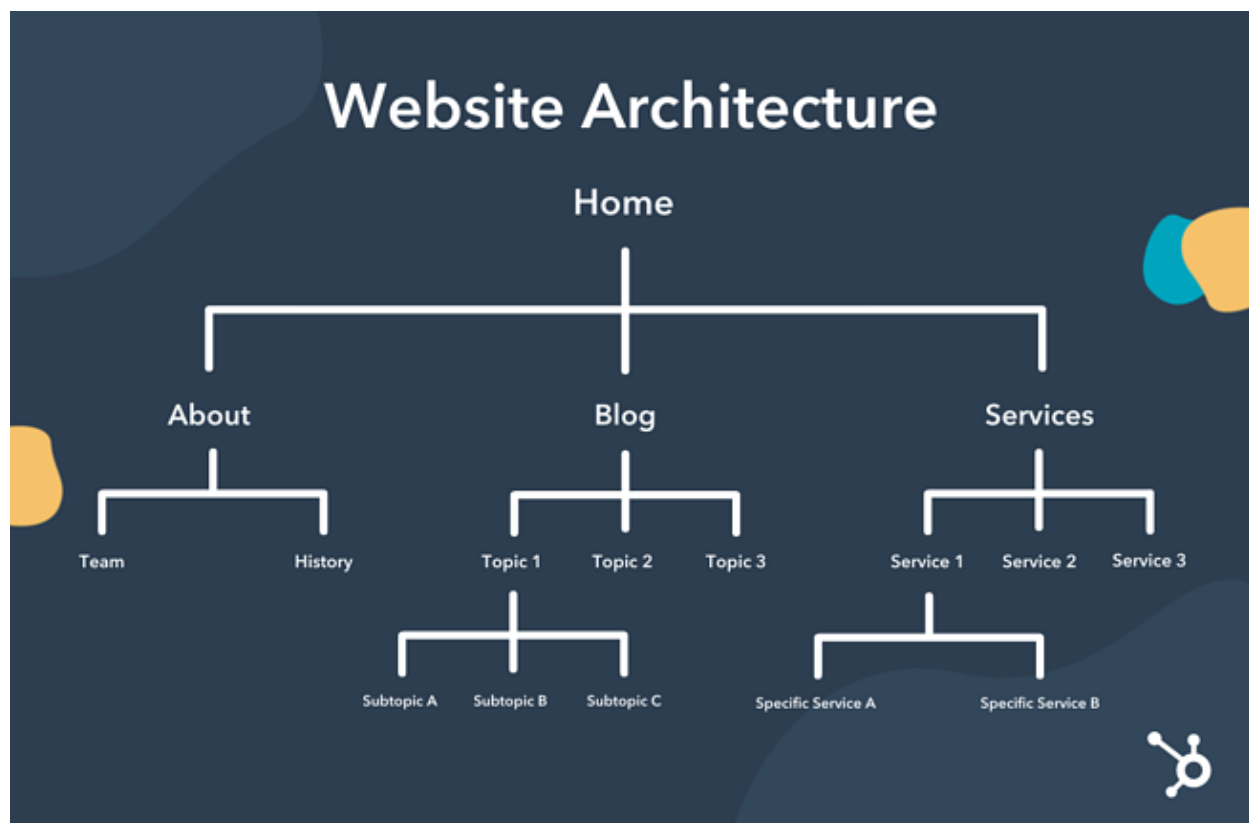
Once the website is live, some regular maintenance is usually required. User testing can be run on new content and features over and over to improve usability and discoverability of features. This all can lead to new design and development tasks.

CHAPTER 04
DESIGN AND ARCHITECTURE

The architecture of the project is mainly based on three basic requirements: one is website , the other is backend code and the third is front end code. So, in this chapter, the architecture of the product is discussed in detail. The architecture gives the basic idea of how the product is going to work, so in this chapter the flow of data and information, connectivity, etc. are discussed.

4.1. Basic Architecture Design

Website architecture is the hierarchical structure of your website pages. This structure is reflected through internal linking. Your website's structure should help users easily find information and help search engine crawlers understand the relationship between different pages.



4.2. Data Flow Diagram

