VISVESVARAYA TECHNOLOGICAL UNIVERSITY

Jnana Sangama, Belgaum-590018



A Web Application Mini Project Report on

"TEACH FOR CHANGE"

Submitted in Partial fulfillment of the Requirements for the VII Semester of the Degree of

Bachelor of Engineering
In
Computer Science & Engineering
By
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CERTIFICATE

This is to certify that the Web Application Project work entitled "Teach for change" has been carried out by Harita A (1CR16CS055) and Kajol R Singh (1CR16CS065) bonafide students of CMR Institute of Technology in partial fulfillment for the award of Bachelor of Engineering in Computer Science and Engineering of the Visvesvaraya Technological University, Belgaum during the year 2018-2019. It is certified that all corrections/suggestions indicated for Internal Assessment have been incorporated in the Report deposited in the departmental library. This Web Project Report has been approved as it satisfies the academic requirements in respect of project work prescribed for the said degree.

Signature of Guide	Signature of HOD
Mrs. Savitha S Assistant Professor Dept. of CSE, CMRIT	Dr. Prem Kumar Ramesh Professor, Head Dept. of CSE, CMRIT
<u>Ex</u> t	ernal Viva

Signature with date

1.

Name of the examiners

2.

ABSTRACT

This project was the result of the thought that, we, people in the cities are provided with so many opportunities and resources that in certain cases are more than required for us. A good use for all this knowledge and opportunities would be to share it with Under-privileged children in the rural parts.

A common problem in cities is that, though people have the resources, they do not have the means to share it. Thus, the project was developed to help serve this purpose

The website helps people connect with children in government schools of Karnataka. People could help the students financially by donating, or they could participate in the activities taking place by volunteering for the events. Updates regarding recent activities are made in the news section of the website.

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INTRODUCTION

This project is the result of a thought that, we, people in the cities are provided with so many opportunities and resources that in certain cases are more than required for us. A good use for all this knowledge and opportunities would be to share it with Under-privileged

children in the rural parts.

There are approximately 50,000 government schools in Karnataka. And, approximately 50 lakh students studying in these schools. These schools are spread across the state, some in cities and some in the rural parts of the state. These students belonging to rural Karnataka are not exposed to the same opportunities academically and financially as students studying in schools in cities.

The idea is to collaborate with these government schools, to help connect the students studying there with people in cities. Help can be provided financially to these students or by interaction.

This application aims in helping those users willing to provide for these students but do not have a way to do the same. Users can now become a member in the site by signing up. They can take part in events conducted by registering for the same. They can be updated with recent activities by reading the news contents. Financial support can also be provided by donating. Monthly events conducted can thus help maintain interaction with the students.

This web application gives a user friendly environment and establishes secure connections.



Chapter 2

REQUIREMENT ANALYSIS

2.1 Functional Requirements

- To organize events in to promote volunteerism.
- To give detailed information about various events organized through this site.
- To enable users to register for the same.
- Giving information about the current events and activities that have taken place.
- Information about various other happenings regarding government schools in Karnataka are also provided.
- Users can also donate through the site to support financially.

2.2 Non-Functional Requirements

- To give a user-friendly experience.
- To enable secure transactions.
- To make the application extremely scalable.
- To test the application and ensure maintainability on a timely basis.



Chapter 3

SYSTEM REQUIREMENTS

3.1 Hardware Requirements

• Processors: Intel i3,i5,i7

Processor Speed: 3.00GHZ

• RAM: 4GB

• Storage: 50GB

• Monitor: 15inches

• Keyboard: Standard 102 keys

Mouse: Standard 3 buttons

3.2 Software Requirements

• Operating System can be either Windows 7,8,9,10, XP.

• Back End/Database: MYSQL

• Tool: XAMPP Server required to simulate DBMS environment

• Notepad++ or Sublime for HTML, CSS, JavaScript and PHP coding.

3.2.1 Introduction to HTML

Hypertext Markup Language is the standard markup language for creating web pages and web applications. Web browsers receive Html documents from a web server and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally includes cues for the appearance of the document.



3.2.2 Introduction to CSS

Cascading style sheets is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS is a cornerstone of the world wide web. CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts.

3.2.3 Introduction to PHP

Hypertext Preprocessor is a server-side scripting language designed for web development and also used as a general-purpose programming language.

3.2.4 Introduction to JavaScript

JavaScript often abbreviated as JS, is a <u>high-level</u>, <u>interpreted scripting language</u>. As a multi-paradigm language, JS supports event-driven, functional, and <u>imperative</u> (including <u>object-oriented</u> and <u>prototype-based</u>) <u>programming styles</u>. It has <u>APIs</u> for working with text, <u>arrays</u>, dates, <u>regular expressions</u>, and the <u>DOM</u>, but the language itself does not include any I/O, such as networking, storage, or graphics facilities.

3.2.5 Introduction to SQL

Structured Query Language is a domain-specific language used in programming and deigned for managing data held in a relational database management system (RDBMS). It is particularly useful in handling structured data where there are relations between different entities/variables of the data.



DESIGN & ANALYSIS

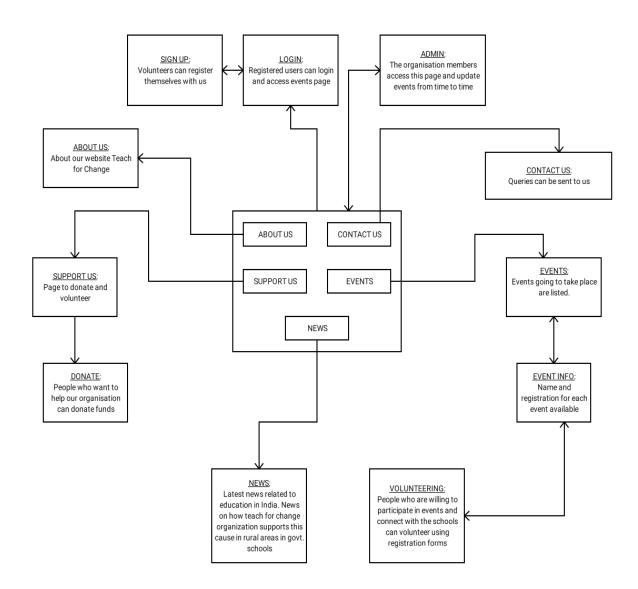


Fig 4.1: Teach for Change Application Design



IMPLEMENTATION

5.1 Piece of HTML code for front end

```
<!DOCTYPE html>
     <html lang="en">
     <head>
           <meta charset="UTF-8">
           <meta name="viewport" content="width=device-witdth, initial-</pre>
scale=1.0">
           <title>teachforchange</title>
           <link rel="stylesheet" href="home.css">
           <script type="text/javascript" href="home.js"></script>
     </head>
     <body>
           <header>
                 <div class="wrapper" id="nav">
                       <center>
                       <a href="home.html">HOME</a>
                                   <a href="about.html">ABOUT</a>
                                   <a href="sup.html">SUPPORT
US</a>
                                   <a href="login.html">NEWS</a>
                                   <a href="ev.php">EVENTS</a>
                                   <a href="login.html">LOGIN</a>
                                   <a
href="contact.html">CONTACT</a>
                       </center>
```



```
</div>
                                                                               <div>
                                                                                                         <img id="i1" src="logo.jpg" width="200" height="103"
padding="none">
                                                                                                         <input type="button" value="DONATE" id="b1">
                                                                                                         <input type="button" value="VOLUNTEER" id="b2">
                                                                                                         <center>
                                                                                                         <h1 class="font_3" style="line-height:1.2em;
padding-top:100px;text-align:center;"><span style="font-family:cursive; "><span
style="font-weight:bold;"><span class="color_11">Believe in the
power </span></span></h1>
                                                                                                                                    <h1 class="font_3" style="line-height:1.2em; text-
align:center;"><span style="font-family:cursive; "><span style="font-family:cursive;"><span style="font-family:cursive;">
weight:bold;"><span class="color_11">Of Education</span></span></span></h1>
                                                                                                         </center>
                                                                               </div>
                                                                               </body>
                                                     </html>
5.2 CSS code for styling web page
                           *{
```

```
margin: 0;
       padding: 0;
}
.wrapper{
       align-content: center;
       width:1450px;
       position: fixed;
}
```



```
header{
       background-color: grey;
       height: 100vh;
       -webkit-background-size:cover;
       background-size: cover;
       background-position: center center;
       position: relative;
       background-image: url("pic3.jpg");
       background-attachment: fixed;
       overflow-wrap: break-word;
}
.nav-area{
       background-color: rgba(0,0,0,0.6);
       background-position: 100%;
       align-content: center;
       list-style:none;
       padding: 40px 40px 40px 40px;
       display: block;
       top: 0;
       overflow:hidden;
}
.nav-area li{
       display: inline-block;
}
.nav-area li a{
       color: white;
       text-decoration: none;
       padding: 10px 20px;
```



```
font-family: poppins;
       font-size: 20px;
}
.nav-area li a:hover{
               color: pink;
. before scroll \{
       height: 100px;
       width: 100px;
       display: none;
}
.afterscroll\{
       height:100px;
       width:100%;
       display: block;
       font-family: "Luna";
       font-size:14px;
}
.content{
       padding:10px;
}
.sticky{
       position:fixed;
       top:0;
       width: 100%;
}
.sticky + .content
{
       padding-top: 102px;
}
```



5.3 Piece of JavaScript code

```
window.onscroll=function()
{myfunction()};
var header=document.getElementById('myheader');
var im=document.getElementById('im');
function myfunction()
if(window.pageYOffset>sticky){
header.classList.add("sticky");
im.classList.add("sticky");
}
else
{
header.classList.remove("sticky");
im.classList.remove("sticky");
}
var nav=document.getElementById('nav');
window.onscroll=function(){
if(window.pageYOffset>100)
nav.style.position="fixed";
nav.style.top= 0;
```

5.4 Code for Database Connection

```
<?php
$host="localhost";
$user="root";
$password="";
$db="ngo";</pre>
```



\$conn=mysqli_connect(\$host,\$user,\$password)or DIE('Connection to host is
failed,perhaps the service is down!');

mysqli_select_db(\$conn,\$db) or DIE('Database name is not available!');
?>

5.5 Code for updating an event

```
<?php
session_start();
if(isset($_SESSION['username'])){
echo '<!DOCTYPE html>
<html>
       <h1>Update events :</h1>
                     <div id="content" >
                             <form method="post" action="up.php"</pre>
enctype="multipart/form-data" id="signupform">
                                    <input type="hidden" name="size"
value="1000000">
                                    <div>
                                    <input type="text" name="eventname"</pre>
id="button" placeholder="event name"/><br>
                                    </div>
                                    <div>
                                            <input type="file" name="image"</pre>
style="font-size:17px;margin-left:40px;color:yellow;">
                                    </div>
                                    <br/>br>
                                    <div>
                                           <a href="#"><input type="submit"
style="font-size:18px;margin-left:38px;background-color:#7cfc00a8;padding:8px
15px;text-shadow:1px 1px 0px;font-family:cursive;" name="upload"
value="Upload Pet Details"></a>
                                    </div>
```



```
</form>
       </body>
       </html>';
       }
      else{
       $username=$_POST['username'];
       $password=$_POST['password'];
      if(!empty($username)|| !empty($password))
       {
              $host = "localhost";
              $dbusername = "root";
              $dbpassword = "";
              $dbname="ngo";
             //create connection
              $conn=new mysqli($host,$dbusername,$dbpassword,$dbname);
             //check connection
             if(mysqli_connect_error())
              {
                     die('Connect
Error('.mysqli_connect_error().')'.mysqli_connect_error());
              }else{
                     $q=mysqli_query($conn,"CALL
admin('$username','$password')");
                     $row=mysqli_fetch_array($q);
                    if($username==$row['user']&& $password==$row['pass'])
                                   $_SESSION['username']=$row["user"];
                            {
                                   $_SESSION['password']=$row["pass"];
                            header("location:update.php");}
                            else{
                                   echo'<script>alert("Invalid Username and
Password!")</script>';
```



header("refresh:1;url=admin.html");

```
}}
              }else{
                     echo "all feilds are required";
                     die(); }?>
5.6 Code for volunteering for an event
<?php
       $n=$_POST["name"];
       $e=$_POST["email"];
       $p=$_POST["phno"];
       if(!empty($n) && !empty($e) && !empty($p))
              $host="localhost";
              $dbusername="root";
              $dbpassword="";
              $dbname="ngo";
              $conn=new mysqli($host,$dbusername,$dbpassword,$dbname);
              if(mysqli_connect_error()){
                     die("connect
error(".mysqli\_connect\_errno().")".mysql\_connect\_error());\\
              }
              else
              {
                     $sql="INSERT INTO reg_events(name,email_id,phno,ev_id)
values ('$n','$e','$p','1')";
                     if($conn->query($sql)){
                            //echo "<script>alert('Registeration completed')</script>";
                                   echo"<script
type='text/javascript'>alert('Registeration completed')</script>";
                                   echo "<script>window.location='ev.php'</script>";}
                     else
```



```
echo "<script type='text/javascript'>alert('Error')</script>";
                      {
                             echo "<script>window.location='ev.php'</script>";
                      }$conn->close();
       }}
       else
              echo "<script>alert('all fields required')</script>";
       {
              die();
       }?>
5.7 Code for News page
<div id="slider">
              <div id="box">
                     <img id="im1" src="n3.jpg">
                             <!--<div align="center" style="padding-top: 20px;padding-
bottom: 20px;">-->
                                    <a href="#newss0"><input align="center"
type="button" name="readmore" value="READMORE" style="padding: 20px 60px 20px
60px;color: white; cursor: pointer; font-family: poppins;
                                                          font-size: 20px; position:
relative; margin-left: 400px; margin-top: -500px; text-align: center; background-
color:#e6195f;"></a>
                     <!--</div>-->
              </div>
              <button class="prew fa fa-chevron-left"
onclick="prewImage()"></button>
              <button class="next fa fa-chevron-right"
onclick="nextImage()"></button>
       </div>
<script>
       var slider_content = document.getElementById('box');
  var image = ['n3','d'];
```



```
var ne = [0, 1];
  var i = image.length;
  var j=ne.length;
  function nextImage(){
       if (i<image.length) {</pre>
              i=i+1;
              j=j+1;
       }else{
              i = 1;
              j = 0;
       }
        slider_content.innerHTML ="<img id='im1' src="+image[i-1]+".jpg><a
href=#newss"+ne[i]+"><input align='center' type='button' name='readmore'
value='READMORE' style='padding: 20px 60px; color: white; cursor: pointer;
font-family: poppins; font-size: 20px; position: relative; margin-left: 400px; margin-top:
-500px; text-align: center;background-color:#e6195f;'></a>";
  function prewImage(){
       if (i<image.length+1 && i>1) {
              i=i-1;
              j=j-1;
       }else{
              i = image.length;
              i = ne.length;
       }
        slider content.innerHTML ="<img id='im1' src="+image[i-1]+".jpg><a
href=#newss"+ne[i]+"><input align='center' type='button' name='readmore'
value='READMORE' style='padding: 20px 60px 20px 60px;color: white; cursor: pointer;
font-family: poppins; font-size: 20px; position: relative; margin-left: 400px; margin-top:
-500px; text-align: center;background-color:#e6195f;'></a>"; }
 setInterval(nextImage, 4000); </script>
```



DATABASE DESIGN

6.1 Creating Tables

- Admin: CREATE TABLE `admin` (`user` varchar(50) NOT NULL, `pass` varchar(50) NOT NULL)
- Events: CREATE TABLE `eve` (`ev_id` int(200) NOT NULL
 AUTO_INCREMENT, `eventname` varchar(200) NOT NULL, `image`
 varchar(200) NOT NULL, `location` varchar(500) NOT NULL, `ti` varchar(50)
 NOT NULL, `dat` varchar(30) NOT NULL, PRIMARY KEY (`ev_id`))
- VolunteerCREATE TABLE `volunteer` (`first_name` varchar(50) NOT NULL, `last_name` varchar(50) NOT NULL, `email_id` varchar(50) NOT NULL, `ph_no` varchar(15) NOT NULL, `gender` varchar(10) NOT NULL, `password` varchar(10) NOT NULL, PRIMARY KEY (`email_id`))
- Registering: CREATE TABLE `reg_events` (`slno` int(200) NOT NULL
 AUTO_INCREMENT, `name` varchar(50) NOT NULL, `email_id` varchar(200)
 NOT NULL, `phno` varchar(20) NOT NULL, `ev_id` int(50) NOT
 NULL, PRIMARY KEY (`slno`),
 KEY `username` (`name`), KEY `ev_id` (`ev_id`), CONSTRAINT
 `reg_events_ibfk_2` FOREIGN KEY (`ev_id`) REFERENCES `eve` (`ev_id`))

6.2 Inserting data into the tables

INSERT INTO `volunteer` (`first_name`, `last_name`, `email_id`, `ph_no`, `gender`, `password`) VALUES ('Tejaswini ', 'G singh', 'tejaswinigsingh@gmail.com', '9739732169', 'Female', 'teju24');



TESTING

7.1 Functionality Testing

- Database connection is successfully established.
- The flow of the website from one page to another is correct, accurate and quick.
- All the forms included in the website are working as expected.
- Proper alert messages are displayed in case of wrong inputs.
- After every action on the website the same was reflected in the database.
- The application was tested multiple times and same results were obtained.

7.2 Usability Testing

- The application enables smooth navigation, hence gives a user friendly experience.
- The content provided by the application is verified and is taken by the trusted sources.

7.3 Interface Testing

- The application connects correctly with the server. In case of failure appropriate message is displayed.
- Interruptions by the server or by the user are handled efficiently.

7.4 Compatibility Testing

• This web application is compatible with all the browsers enabled with JavaScript.

7.5 Performance Testing

- It works fine with moderate internet speed.
- The connection is secured and user details are stored in a secured manner.



SCREENSHOTS



Latest News

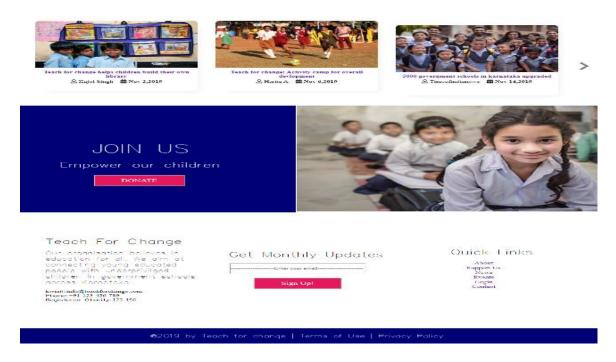


Fig 8.1: Home page

The home page of teach for change website with a slider news carousel and footer.



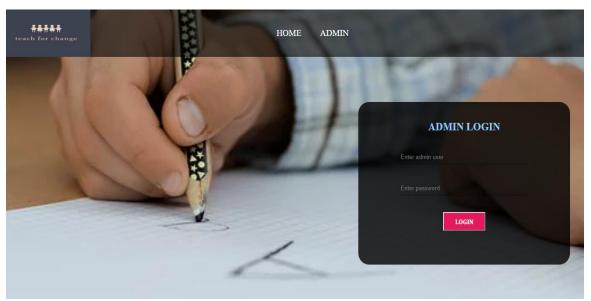


Fig 8.2: Admin Page

In the Admin page, log in for the admin to update events.



Fig 8.3: Update Page

Admin can update new events by filling this form which will eventually update the events page on the website.





Fig 8.4: Login page

People who want to volunteer for an event will explore the events going to take place in the event page by logging in to their accounts.

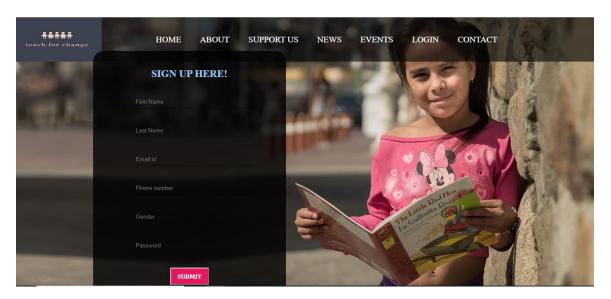


Fig 8.5: Signup page

Users who want to volunteer and become a member by registering themselves.





Fig 8.6: About Us

About us page contains the Teach for change website details.

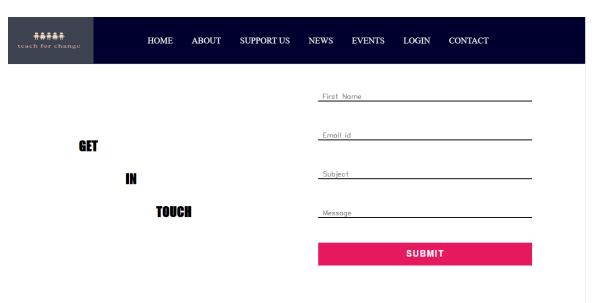


Fig 8.7: Contact Us Page

Organisers, volunteers and the people wanting to contact us for any queries can send message to us through contact us page.





Fig 8.8: Support Us

Support Us page to donate or volunteer.

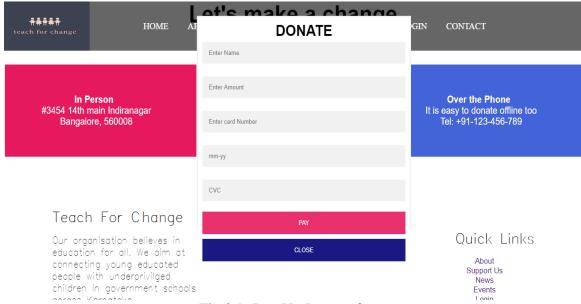


Fig 8.9: Pop Up Donate form

People who want provide financial help by donating certain amount.





Teach for change helps children build their own library

Teach for change has come up with this new initiative of encouraging children to read books, visit libraries and inculcate the habbit of reading. Reading always helps children to concentrate and become more knowledgable. Therefore we asked the kids in these govenment schools to come with one book of their choice so that we can build a library in their school. The donations that arrived at teach for change have been used to contribute books to these schools. The kids have been actively participating in book exchange events and making this possible. We hope to bring more resources to help these kids in any way possible.

Teach for change: Activity camp for overall devlopment

This year our team worked on making this camp successful where children were engaged in co-curricular activities like sports and quizzes. It is very important for kids tho be creative and fit in both physical and mental health. The camp was a huge success with so many volunteers from the city wanting to help kids in these govenment schools.

Fig 8.10: News Page

Details on latest news on education as well as teach for change initiatives.



NO ACT OF KINDNESS...NO MATTER HOW SMALL IS WASTED



Fig 8.11: Events

Users can look at the events available and register to volunteer.



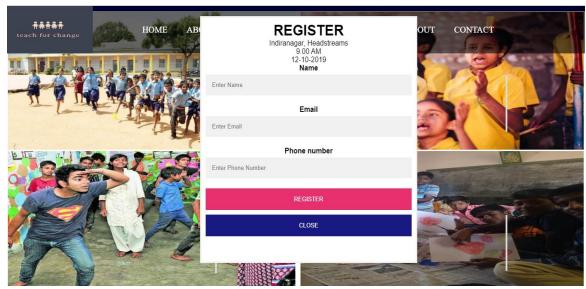


Fig 8.12: Event register form

Users can participate in events by filling this form on the events page of the website.



CONCLUSION AND FUTURE SCOPE

This is to conclude that the project we undertook has been worked upon with sincere effort and has been completed successfully. The requirements and goals of the project have been achieved. The web application has been thoroughly tested and can now be implemented in the real world. By this project I hope to bring satisfaction to the users and meet their expectations.



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