FOOD - O - FAST

A Mini Project-II Report submitted

in partial fulfilment of the requirements

for the award of the degree of

BACHELOR OF TECHNOLOGY

In

COMPUTER SCIENCE & ENGINEERING

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

CERTIFICATE

This is to certify that the Mini Project-II entitled "**FOOD-O-FAST"**, is being submitted by *Komatlapalli Venkata Naga* bearing the Regd.no **19B01A0576** in partial fulfilment of the requirements for the award of the degree of "**Bachelor of Technology** in **Computer Science & Engineering**" is a record of bonafide work carried out by her under my guidance and supervision during the academic year **2021 – 2022** and it has been found worthy of acceptance according to the requirements of the university.

Internal Guide   **Head of the Department**

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ABSTRACT

Nowadays most of the purchasing of the items that are needed for the daily basis, can be got through the online mode. The aim of developing the Food-O-Fast project is to replace the traditional way of taking orders with a computerized system. Another important reason for developing this project is to prepare order summary reports quickly and in correct format at any point of time when required. Food-O-Fast has a very lot of scope. This PHP project can be used by any restaurants or fast foods for customers to keep their order records. This project is easy, fast and accurate.

It requires less disk space. Food-O-Fast uses MySQL Server as backend so there is not any chance of data loss or data security. Any shopping website that is concerned will be able to attract more customers only if the items purchased will be prepared on time. The user interface should be simple and easy to understand even by the common people. The backend should have a strong database. The Food-O-Fast provides the menu online and the customers can easily place the order by just clicking the mouse or by touching a button on their smartphones.

The purpose of this document is to provide in-depth descriptions of design and implementation details of the system, as well as descriptions of all available functionality and plans for evolution. In addition, user manuals and troubleshooting tips have been included for all three components to give the reader a clear idea of intended typical use cases for the system.

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INTRODUCTION

1. Introduction

1.1 Need of Online Food Ordering System :

Online food ordering is the process of ordering food, for pickup or delivery from a website or other applications. By using an online food ordering system, the clients can place the orders whenever it is convenient for them. The main reason is that it benefits both customers and the business. By using these websites, customers can easily browse all the dishes that the canteens have available, customize dishes to their requirements and place an order. Nowadays everyone has a busy schedule whether it is urban or rural. But talking specifically about the urban areas and deeply about the big cities, people out there are so busy in their life that they don't get enough time to have their meals properly.

Therefore, this system enhances the speed of getting food on a person's plate and the quality and manner of taking the order from the customer. It provides a better communication platform. The user's details are stored using the electronic media. The online food ordering system provides the menu online and the customers can easily place the order by just clicking the mouse or by touching a button on their smart phones. Also admin can maintain the customer's database and advance the food delivery system.

1.2 Problem statement and Solution:

The problem occurs in our college on some special days. College canteens and bakeries are filled with crowds. Because of this there is a waste of time for ordering the food and waiting for the order. The customer needs to visit the canteen or bakeries to look up the menu, it also consumes much more time.

To overcome this problem, we came up with the project FOOD-O-FAST. Our project is a system in which one can order various food items through the internet. FOOD-O-FAST helps the customer without consuming their time, they can order at any time and can collect the ordered item when it is ready to serve. The project titled FOOD-O-FAST orders food very fast online, is a website for the purpose of ordering the food.

The project contains an admin(manager) and user side. All management like editing site contents, updating food items based on availability and checking order status can be managed from the admin side. There can be many managers on the site. For the user section the user can go through the homepage. In order to order the food items, the user need to create an account and login and finally can place an order.

SYSTEM ANALYSIS

2. System Analysis

2.1 Existing System

In Existing System for giving any order users should visit the shop to know about menu items and to place an order. In this system there is a huge amount of manual work and the main drawback of this system is more time consuming as users need to stand in a queue for placing, collecting the order or for the payment. There few drawbacks in existing system. The process of collecting a customer's order is very tedious. This makes it impossible to serve food on time. It causes time wastage and productivity loss. In these pandemic situations it is dangerous to gather more people at one place for ordering. Includes waiting for payments to come in. You need to have a complete picture of how your order process works. But this isn't possible with a manual process. Data-entry errors may happen even when people are well-rested and 100% focused.

2.2 Proposed System

The project contains an admin(manager) and user side. All management like editing site contents, updating food items based on availability and checking order status can be managed from the admin side. There can be many managers on the site. For the user section, the users can go through the home page. In Order to order the food items, the users need to create an account and login. The food comes with the cost as well. Users can select the particular store like canteen, bakery and place order. And book our favourite food or cakes a few days or few hours before. And we can also select the required quantity and date on which we need those items, so that it does not kill the time of a customer.

OBJECTIVES

- Main objective of the project is, it reduces the manual work for managing item category, food and user.

- It tracks all the information of food, user and order.

- It provides a platform for users to place orders at virtually any time, from anywhere, saving time.

- Users can enjoy minimal contact that online ordering can offer as it can accommodate busy schedules.

2.3 Feasibility Study

An important outcome of preliminary investigation is the determination that the system request is feasible. This is possible only if it is feasible within limited resources and time. The different feasibilities that have to be analysed are:

- Operational Feasibility
- Economic Feasibility
- Technical Feasibility

Operational Feasibility :

Operational feasibility deals with the study of prospects of the system to be developed. It is also a measure of how well a proposed system solves the problems. This system meets the operational requirements identified in requirement analysis.

Economic Feasibility :

Economic feasibility or Cost-benefit is an assessment of the economic justification for the computer-based project. As hardware was installed from the beginning and for lots of purposes thus the cost on hardware is low. So, the project is economically feasible.

Technical Feasibility:

Technical Feasibility is the process of validating the technology assumptions, architecture and design of a product or project. This system needs a simple environment for executing like a notepad to write the HTML, CSS and PHP codes. We installed the XAMPP server to run the code. can be installed by executing simple commands and doesn't require a separate environment. Thus, the project is technically feasible.

SYSTEM REQUIREMENTS SPECIFICATION

3. System Requirements Specification

3.1 Software Requirements

- Operating Syste : Windows 10

- Languages   : PHP, MySQL, HTML & CSS

3.2 Hardware Requirements

- Processor   : i5

- RAM   : 4GB

- Hard Disk   : 256GB

3.3 Functional Requirements

In Software Engineering, a functional requirement defines a function of a software system or its component. A function is described as a set of inputs, behavior, outputs. Functional requirements may be calculations, technical details, data manipulations that are supposed to be accomplished. The plan for implementing functional requirements is detailed in the system design. In requirements engineering, functional requirements specify particular results of a system. Functional requirements drive the application architecture of a system. The following are the functional requirements of our system.

- System must have admin, user registration and login options.

- Users should register and login with specific domain mails.

- System should be able to verify the specification of mails.

- System should provide the proper menu to the users.

- System should be able to provide order status quickly.

- Admin should be able to update the approval and status of order.

SYSTEM DESIGN

4. System Design

4.1 Introduction

Design is the first step in the development phase of an engineering product or system. Design is the place where quality is considered in software development. It is the only way that we can accurately translate user requirements into finished software products or systems. Software design serves as the foundation for all the software engineers and software maintenance that steps follow. Without design we risk building an unstable design, one that will fail when small changes are made, one that may be difficult to test and one whose quantity cannot be assessed until late in the software engineering process.

4.2 Data flow diagrams (UML Diagrams)

Introduction to UML

A model is an abstract representation of a system, constructed to understand the system priority to building or modifying it. A model is a simplified representation of reality and it provides a means for conceptualization and communication of ideas in a precise and ambiguous form. We build models so that we can better understand the system we are developing. The elements are like components which can be associated in different ways to make a complete UML picture, which is known as a diagram. Thus, it is very important to understand the different diagrams to implement the knowledge in real life systems.

UML (Unified Modeling Language) is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems. It is a method for describing the system architecture in detail using the blueprint. We use UML diagrams to portray the behavior and structure of a system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.

There are various kinds of methods in software design:

- Use case Diagram
- Class Diagram
- Sequence Diagram
- Activity Diagram
- State Chart Diagram

4.2.1 Use Case Diagram

Use Case Diagrams are used to depict the functionality of a system or a part of a system. They are widely used to illustrate the functional requirements of the system and its interaction with external agents (actors).

This is basically a diagram representing different scenarios where the system can be used. A use case diagram gives us a high level view of what the system or a part of the system does without going into implementation details. When the initial task is complete, use case diagrams are modelled to present the outside view.

In brief, the purposes of use case diagrams can be said to be as follows

- Used to gather the requirements of a system.
- Used to get an outside view of a system.
- Identify the external and internal factors influencing the system.

Use case diagrams commonly contains

- Use cases
- Actors
- Dependency, generalization and association relationships.

Use cases : A use case is a software and system engineering term that describes how a user uses a system to accomplish a particular goal.

Actors : An actor is a person, organization or external system that plays a role in one or more interactions with the system.
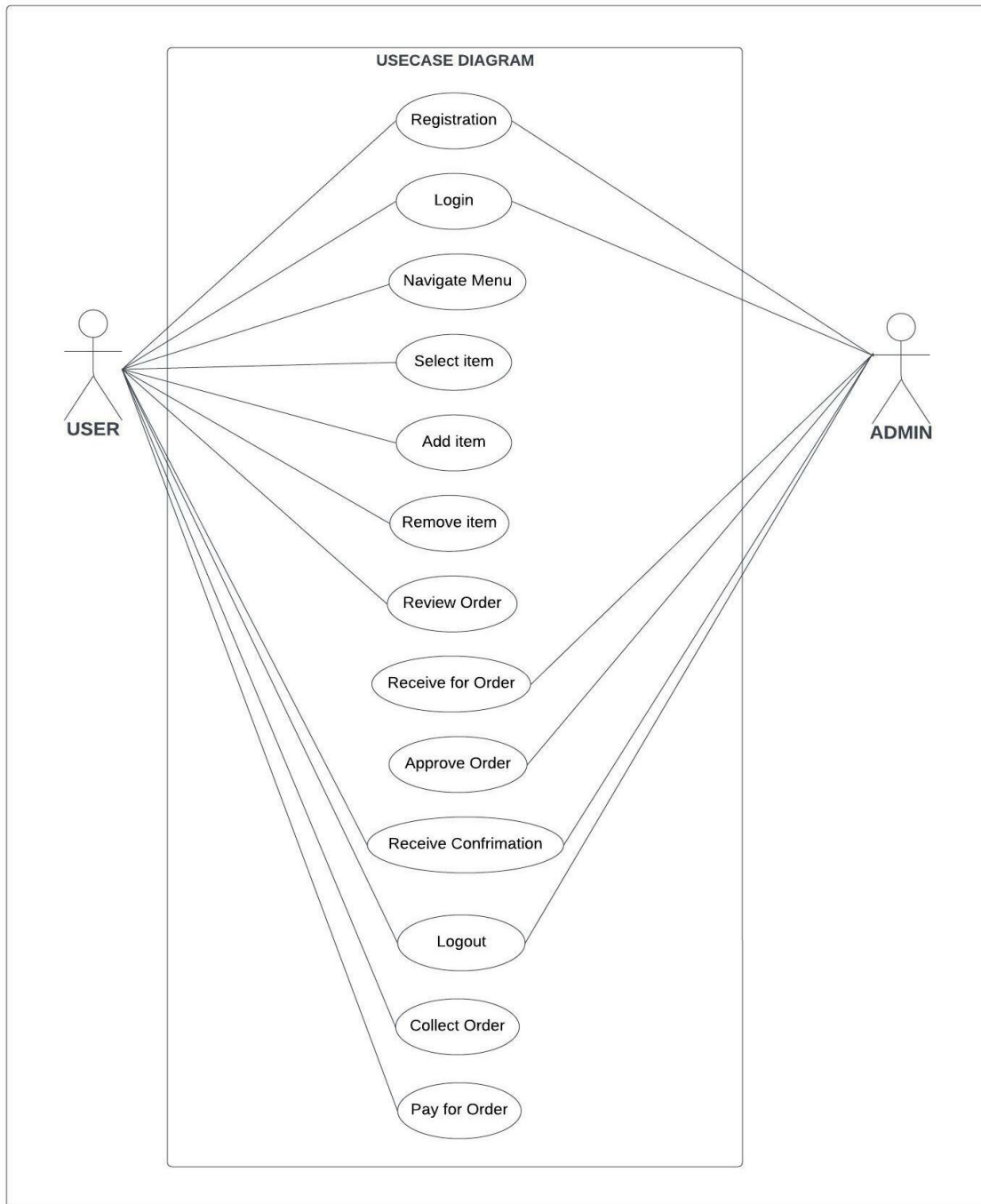
USECASE DIAGRAM

Registration

Login

Navigate Menu

Select item

Add item

Remove item

Review Order

Receive for Order

Approve Order

Receive Confrimation

Logout

Collect Order

Pay for Order

USER

ADMIN

Fig:4.1 Use Case Diagram

4.2.2 Class Diagram

Class diagram is a static diagram. It represents the static view of an application. Class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application. Class diagram describes the attributes and operations of a class and also the constraints imposed on the system. The class diagrams are widely used in the modelling of object oriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages. It is also known as a structural diagram.

Class diagram contains

- Classes
- Interfaces
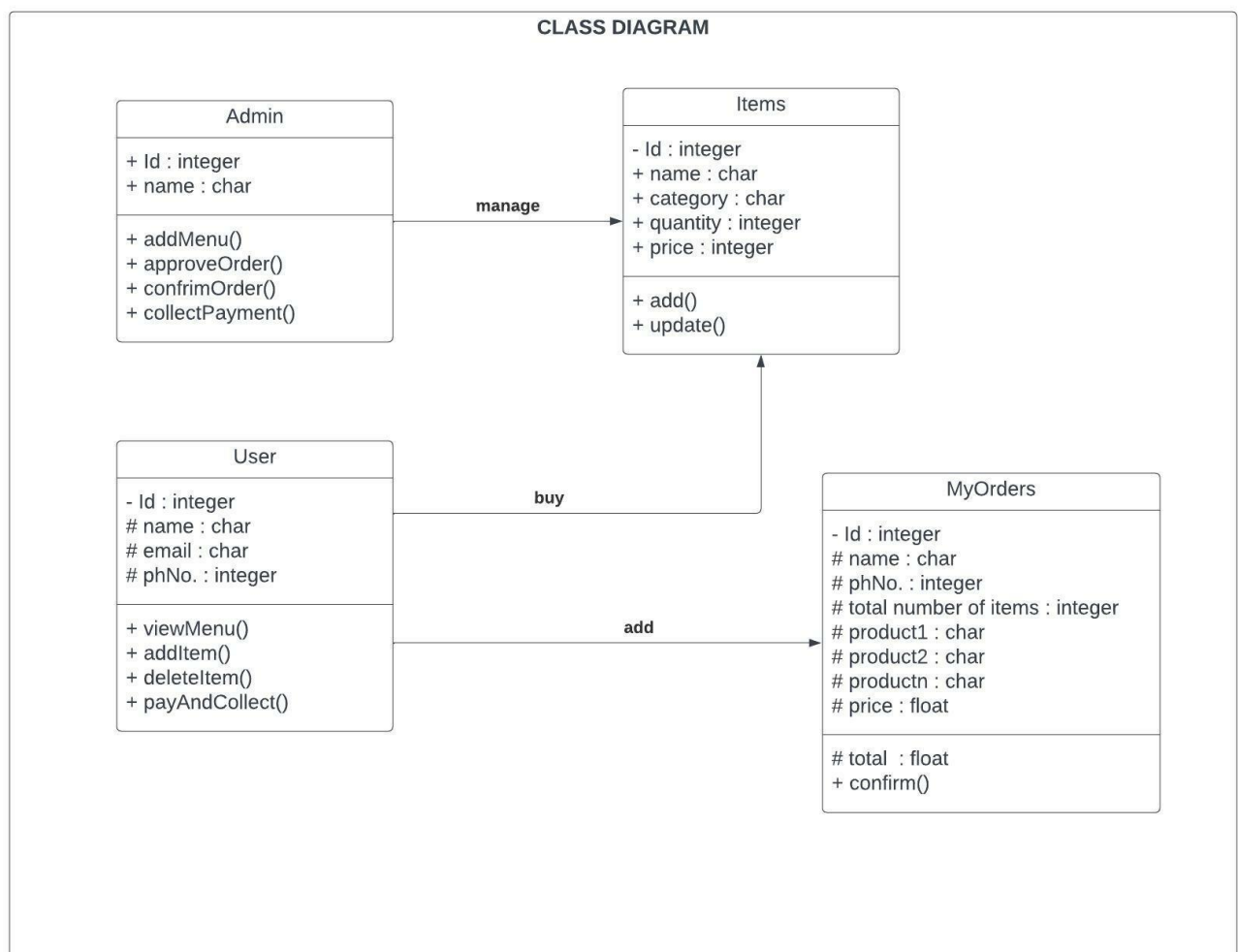- Dependency, generalization and association.

Fig:4.2 Class Diagram

4.2.3 Sequence Diagram

A sequence diagram simply depicts interaction between objects in a sequential order i.e. the order in which these interactions take place. We can also use the terms event diagrams or event scenarios to refer to a sequence diagram. Sequence diagrams describe how and in what order the objects in a system function. Sequence diagrams are used to formalize the behavior of the system and to visualize the communication among objects. These are useful for identifying additional objects that participate in the use cases. These diagrams are widely used by businessmen and software developers to document and understand requirements for new and existing systems.
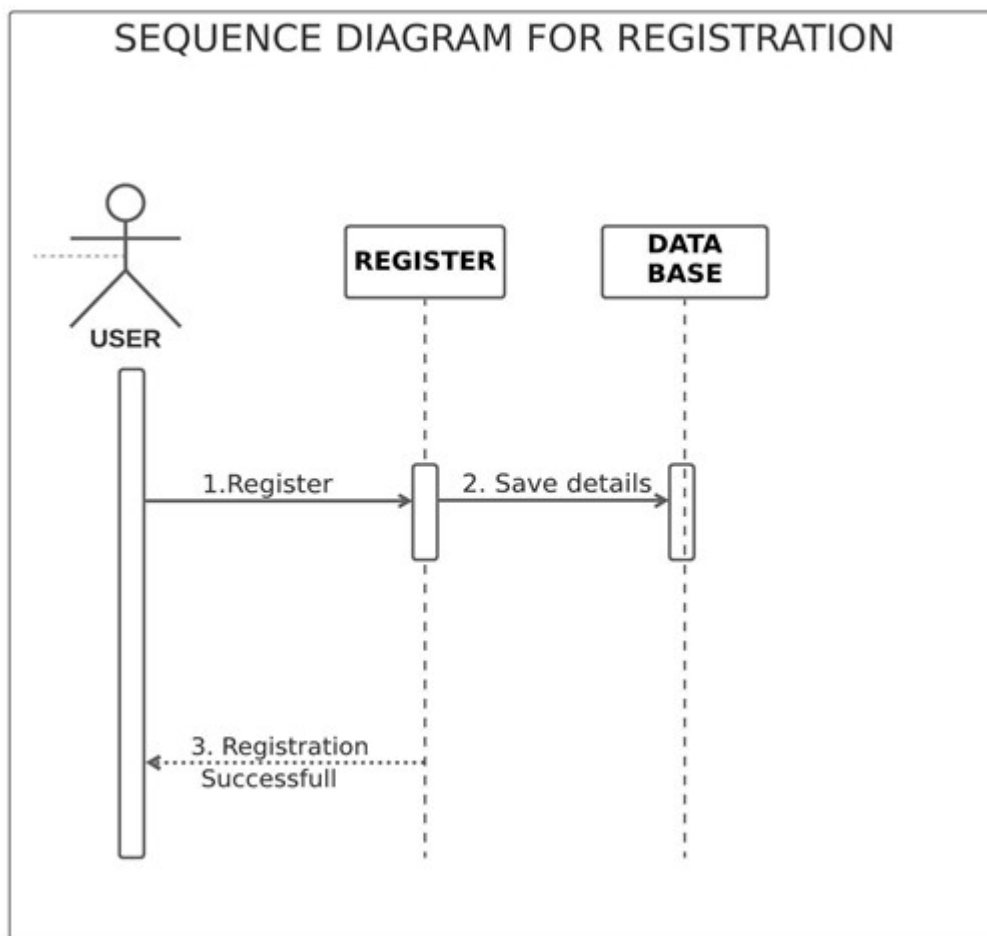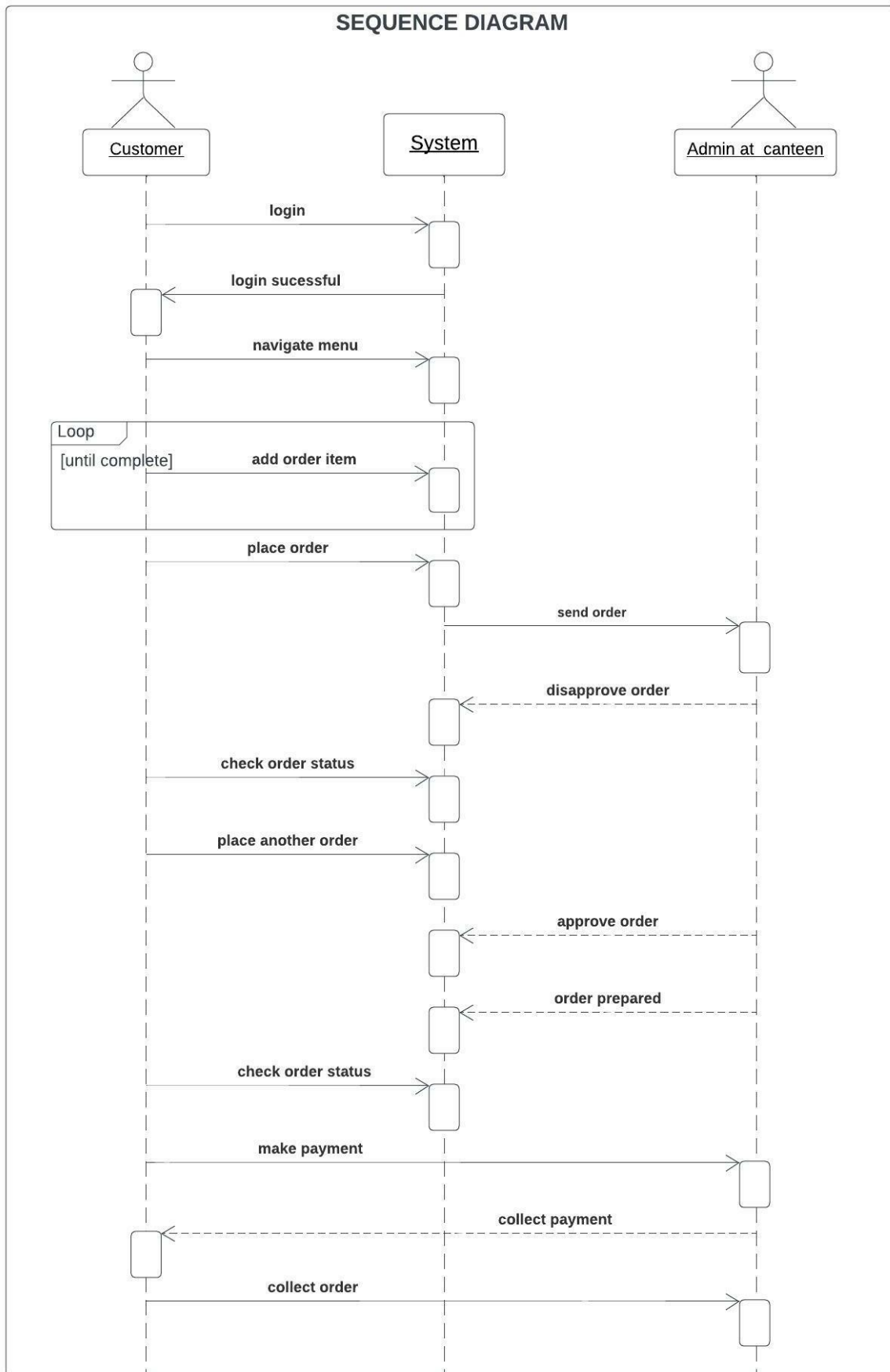

Fig:4.3.1 .Sequence Diagram For Registration

SEQUENCE DIAGRAM

Fig.4.3.2.Sequence Diagram

4.2.4 Activity Diagram

Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system. The control flow is drawn from one operation to another. This flow can be sequential, branched, or concurrent. Activity diagrams deal with all types of flow control by using different elements such as fork, join, etc. The basic purpose of the activity diagram is similar to the other four diagrams. It captures the dynamic behavior of the system. Other four diagrams are used to show the message flow from one object to another but the activity diagram is used to show the message flow from one activity to another.

Activity is a particular operation of the system. Activity diagrams are not only used for visualizing the dynamic nature of a system, but they are also used to construct the executable system by using forward and reverse engineering techniques. The only missing thing in the activity diagram is the message part. It does not show any message flow from one activity to another. Activity diagram is sometimes considered as the flowchart. Although the diagrams look like a flowchart, they are not. It shows different flows such as parallel, branched, concurrent, and single.

- Describe the sequence from one activity to another.
- Draw the activity flow of a system.
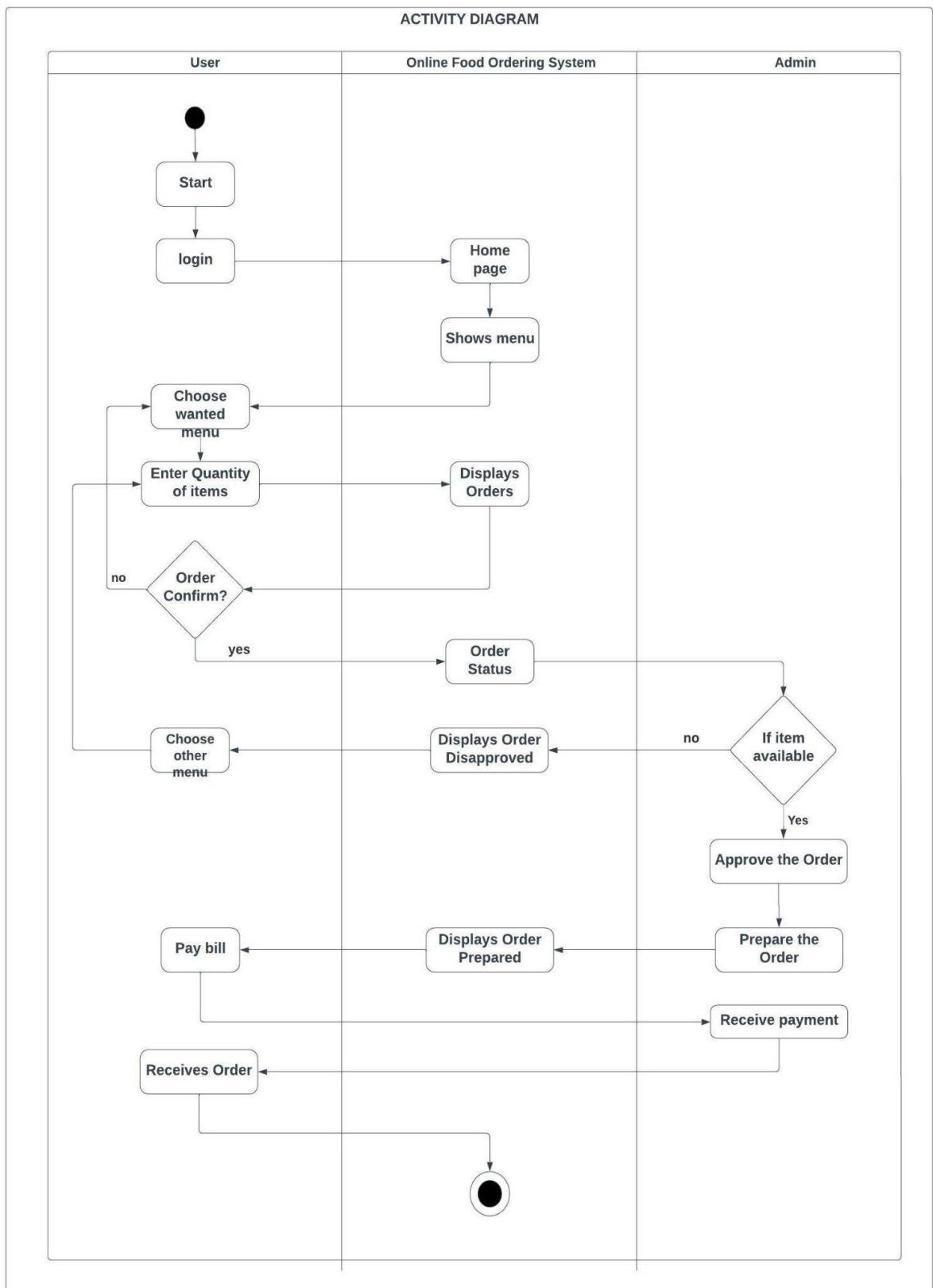- Describe the parallel, branched and concurrent flow of the system.

Fig:4.4.Activity Diagram

4.2.5 State Chart Diagram

State chart diagram describes the flow of control from one state to another state. States are defined as a condition in which an object exists and it changes when some event is triggered. The most important purpose of a State chart diagram is to model the lifetime of an object from creation to termination. State chart diagrams are also used for forward and reverse engineering of a system. However, the main purpose is to model the reactive system.
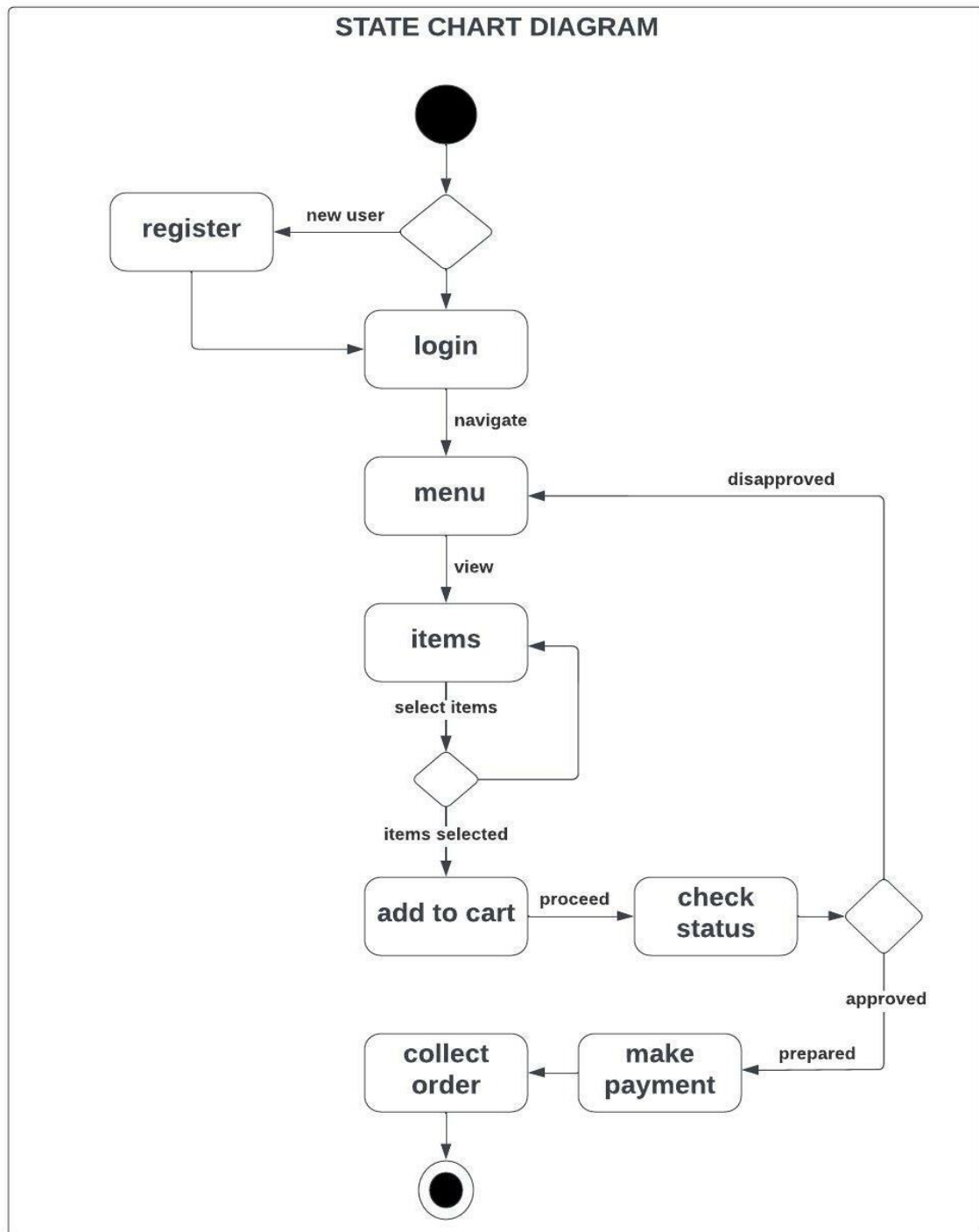

Fig:4.5.State chart diagram

SYSTEM IMPLEMENTATION

5.1 Introduction

The purpose of system implementation can be summarized as follows: making the new system available to the prepared set of users (the deployment), and positioning ongoing support and maintenance of the system within the performing organization (the transaction). At a finer level necessary to educate the consumer on the use of the system, placing the newly developed system into production, confirming that business functions that interact with the system and functioning properly. Transitioning the system support responsibilities involve changing from a system development to the system and maintenance mode of operation, with ownership of the new system moving from the project team to the performing organization. A key difference between system implementation and all other phases of the lifecycle is that all project activities up to this point have been performed in safe, protected and checked environments. It is through the careful planning, execution and management of system implementation activities that the project team can minimize the likelihood of these occurrences and determine appropriate contingency plans in the event of the problem.

Our project will be helpful to check eligibility of our resume. Based on the percentage of eligibility that we obtain, we can think about further improvements.This project aims at strengthening student's resumes and helps in reaching great positions.

5.2 Project Modules

1. Admin module

    1.1. Admin Register page

    1.2. Admin Login page

    1.3. Order Approval page

2. User module

    2.1. User Register Page

    2.2. User Login page

    2.3. Database to store login details

    2.4. Home page

    2.5. Menu page

    2.6. Veg page

    2.7. Non-Veg page

    2.8. My Orders page

    2.9. Order Confirmation page

    2.10. Order Status page

    2.11. Contact Us page

5.2.1 Admin Module

5.2.1.1 Register page

A registration page is a web page where a new user can register their details and can login by using their credentials from next time. Here we are providing fields for user name, domain mail, password and phone number admin can register using the registration page.
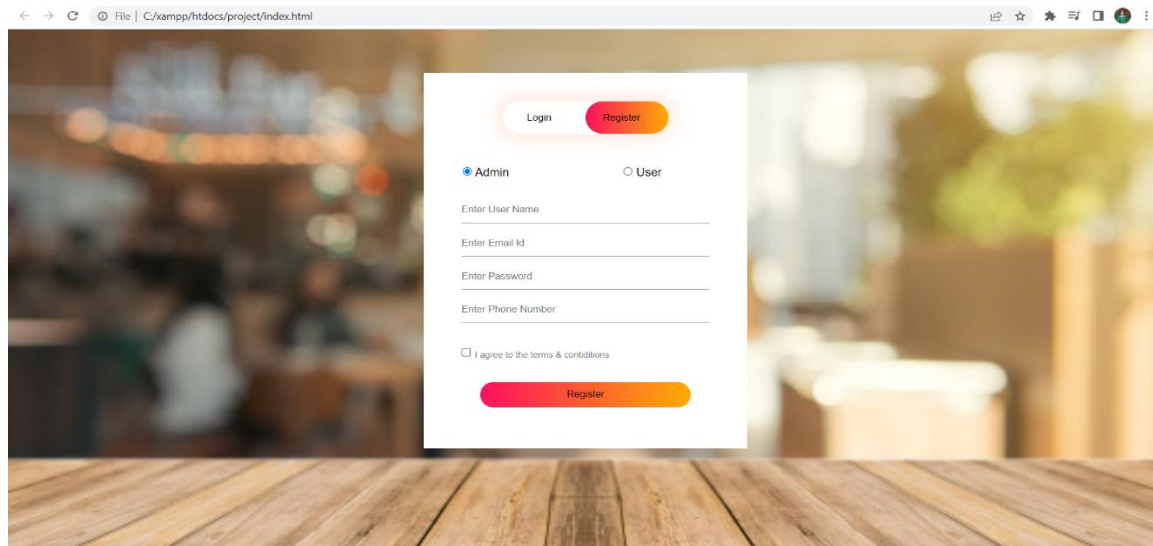

Fig.5.1 Register page

5.2.1.2 Login page

A login page is a web page or an entry page to a website that requires user identification and authentication, regularly performed by entering a username and password combination. The login form contains a field for the username and another for the password. When the login form is submitted its underlying code checks that the credentials are authentic, giving the user access to the restricted page.
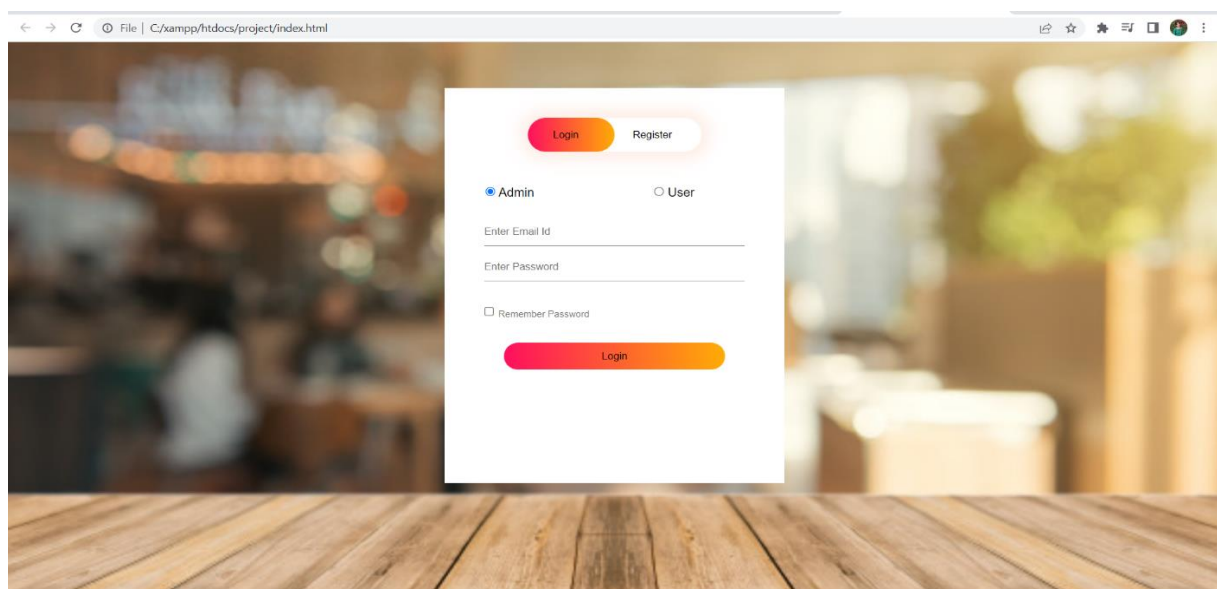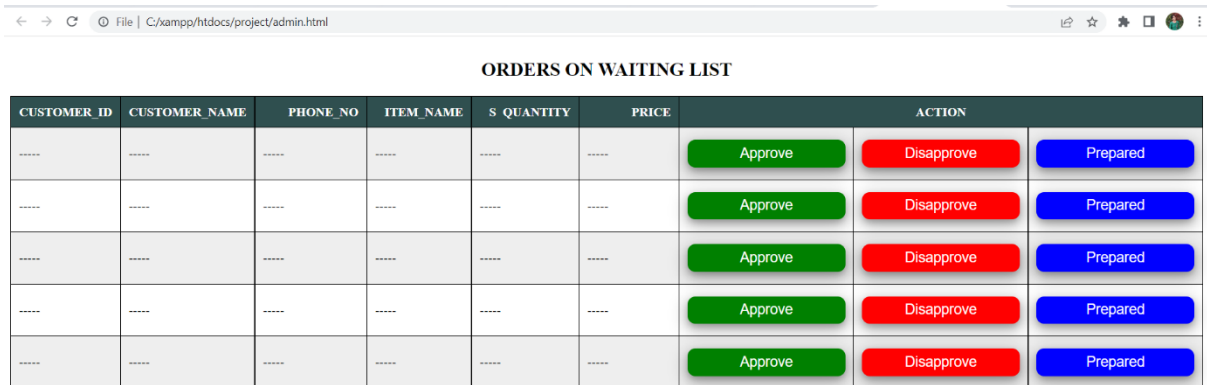

Fig:5.2 Login Page

5.2.1.3 Order approval page

In the order approval page, admin will get all the details of user orders and he will get 2 options named order disapprove or prepared. The admin can select either of the options. If the admin selects the disapprove option, then the order gets cancelled and the user gets the status your order is cancelled. If the admin selects the prepared option, then the user gets the status like you can pick your order.
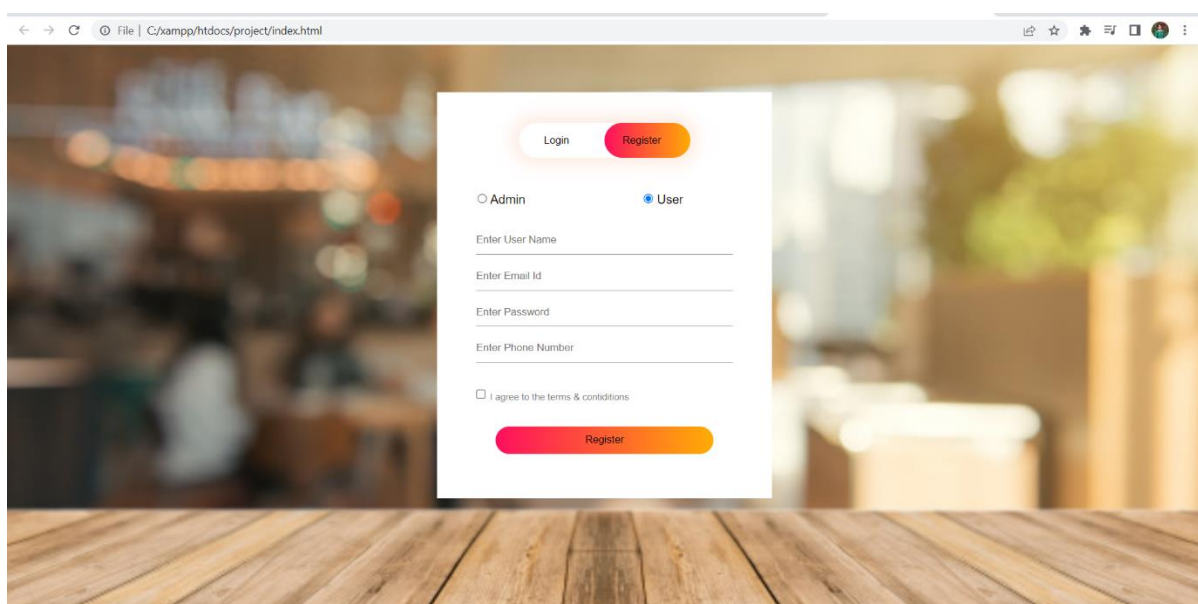

Fig.5.3 Order approval page

5.2.2 User Module

5.2.2.1 Register page

A registration page is a web page where a new user can register their details and can login by using their credentials from next time. Here we are providing fields for user name, domain mail, password and phone number users can register using the registration page.

Fig : 5.4.user register page

5.2.2.2 Login page

A login page is a web page or an entry page to a website that requires user identification and authentication, regularly performed by entering a username and password combination. The login form contains a field for the username and another for the password. When the login form is submitted its underlying code checks that the credentials are authentic, giving the user access to the restricted page.
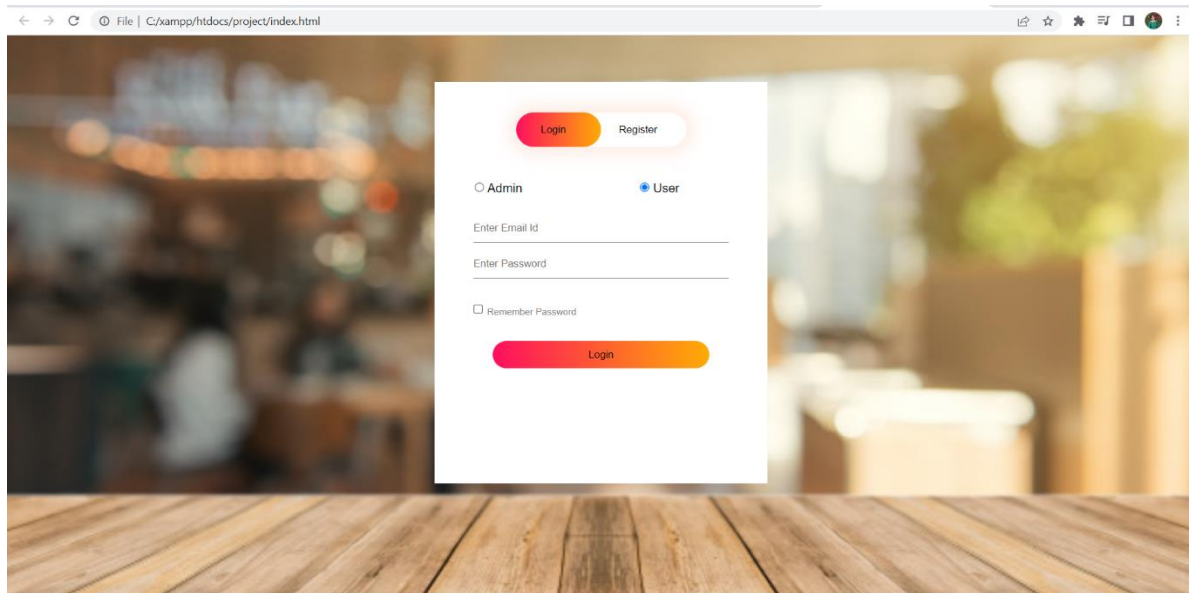
Fig 5.5 User login page

5.2.2.3 Database to store login details

In the database page the registration details are stored in detail when a new user creates his/her account. Whenever the user tries to login with his/her account, the information is checked with details stored in the database. If both are matched, then the user can access the website. Otherwise the user gets a pop-up like username or password incorrect.
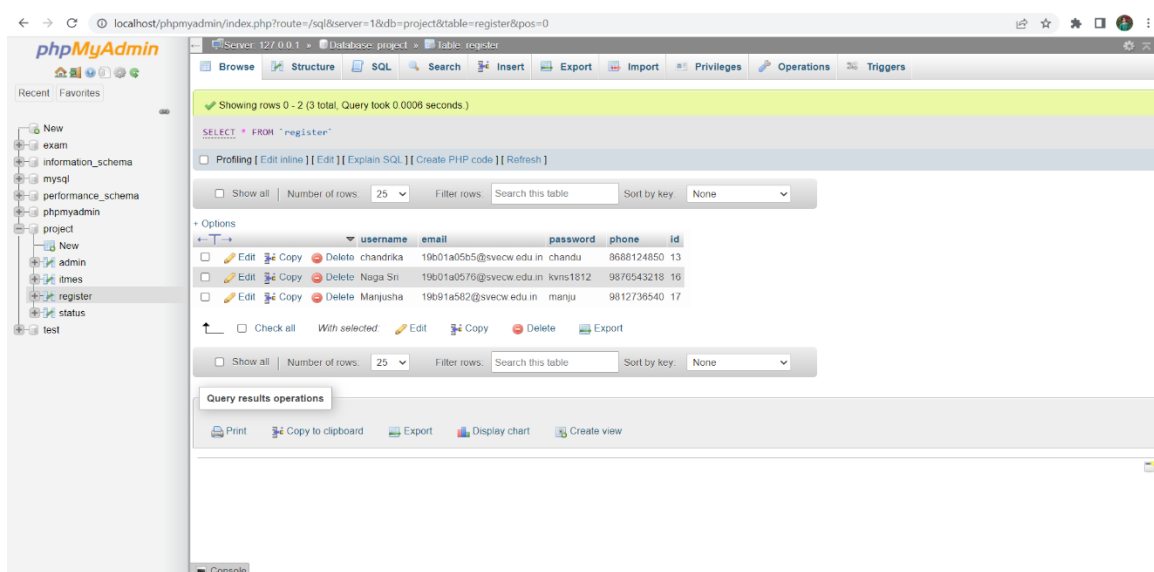
Fig 5.6 phpMyAdmin database to store details

5.2.2.4 Home page

In the home page the user can see the instructions to access the website and he can navigate to the menu page, orders page, contact page and logout page. All these are visible as buttons, whenever we click that button we can move to that particular page.

Fig 5.7 Home page

5.2.2.5 Menu page

In the menu page, we will be able to see all the food items. In the menu we have sub menu sections like veg, non-veg, starters, pizza. If we want a particular item then we can select the particular submenu, otherwise we just click on the menu which will display all types of items.
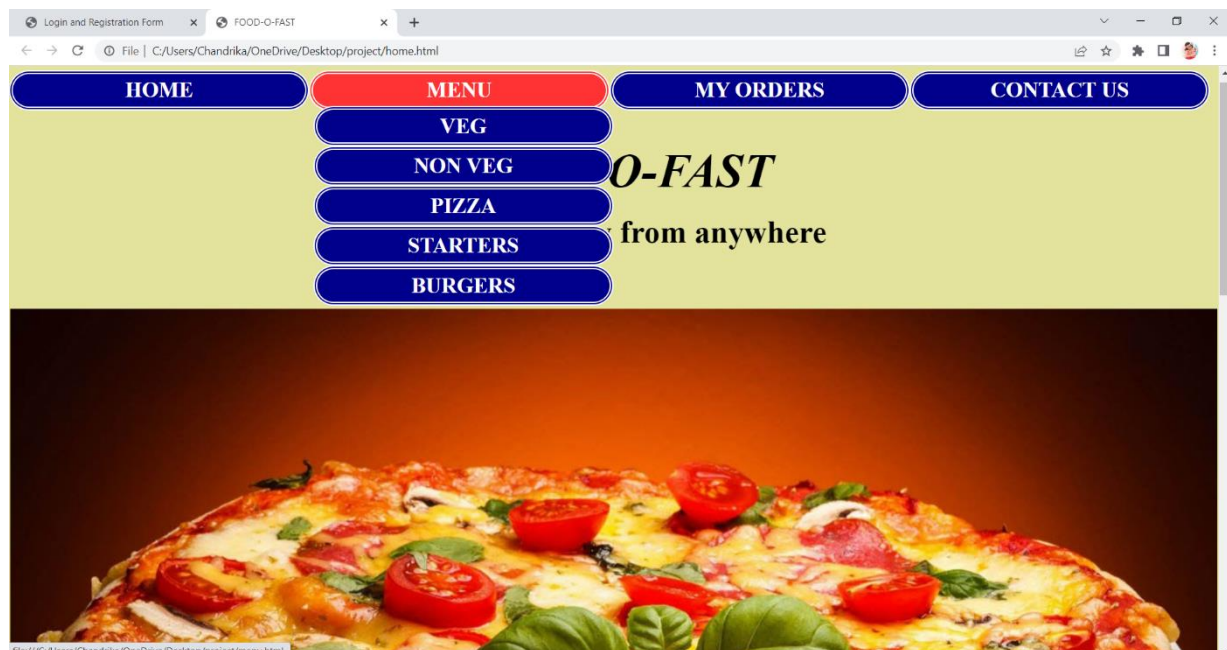
Fig 5.8 Menu page

5.2.2.6 Veg page

When we select the veg sub-section in the menu list, we will navigate to page where we can find all types of veg items. This is just like filtration, instead of showing all types of items we can select the items easily by app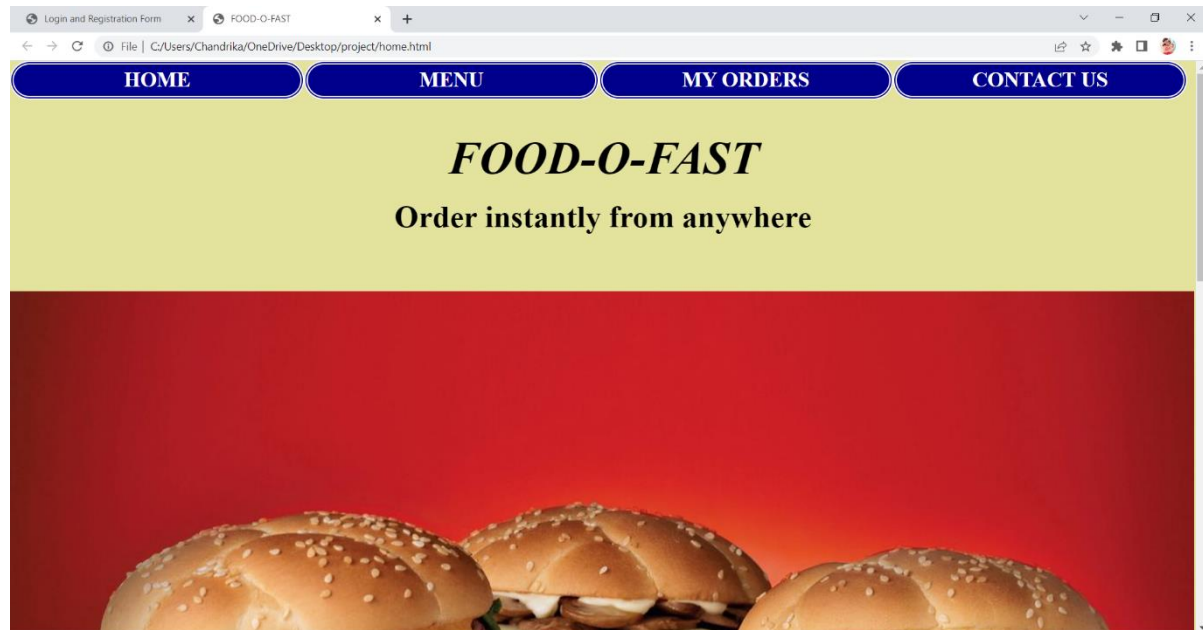lying this filter. For each item there will be options for selecting the number of items and adding to my orders. By selecting the number of items and by clicking the add to my orders the selected items will be added to my orders page.

Fig 5.9 veg page

5.2.2.7 Non-Veg page

When we select the non-veg sub-section in the menu list, we will navigate to page where we can find all types of non-veg items. Instead of showing all types of items we can select the items easily by applying this filter. For each item there will be options for selecting the number of items and adding to my orders. By selecting the number of items and by clicking the add to my orders the selected items will be added to my orders page.
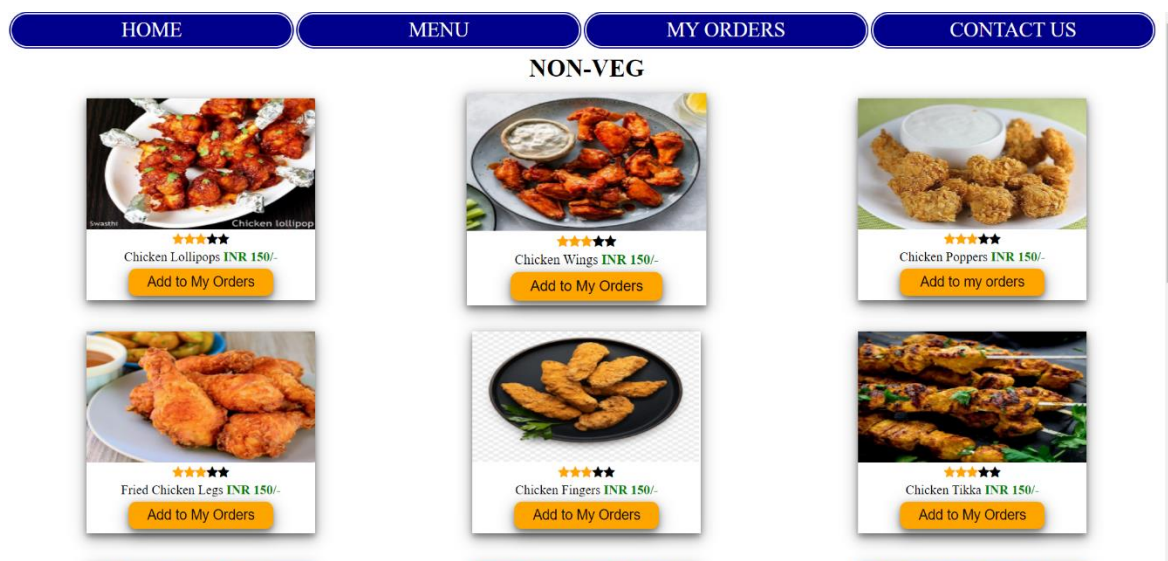
Fig 5.10 non-veg page

5.2.2.8 My Orders page

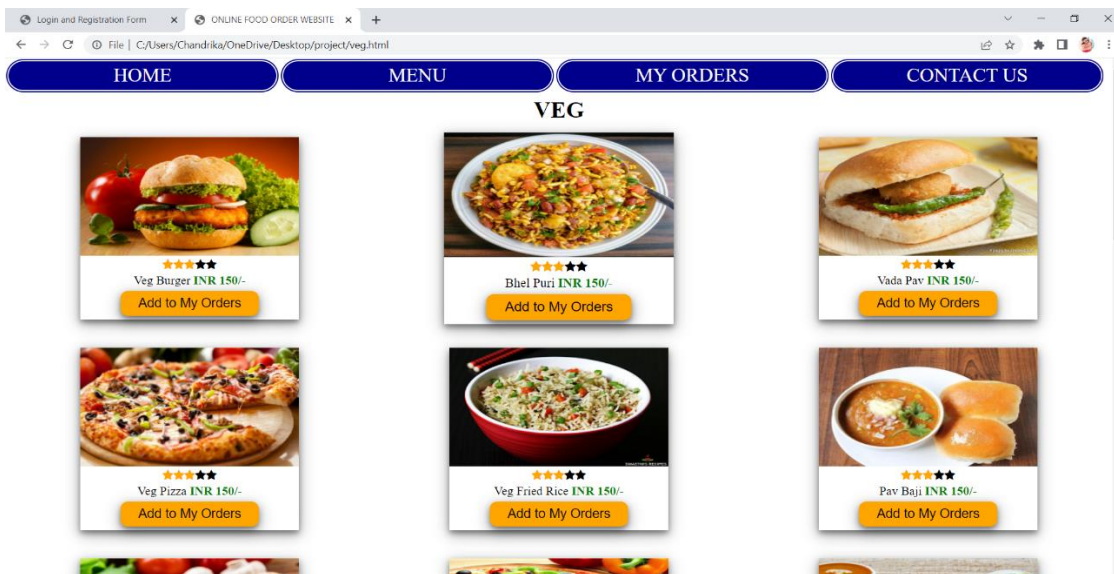In the my orders page, the items till now selected by the user will be displayed. If we want to add some more items or if we want to delete some items from the selected items, we simply move to the back using the add more button and modify the number of items in particular and we can proceed. If we are ok with the selected items, then click the next button.
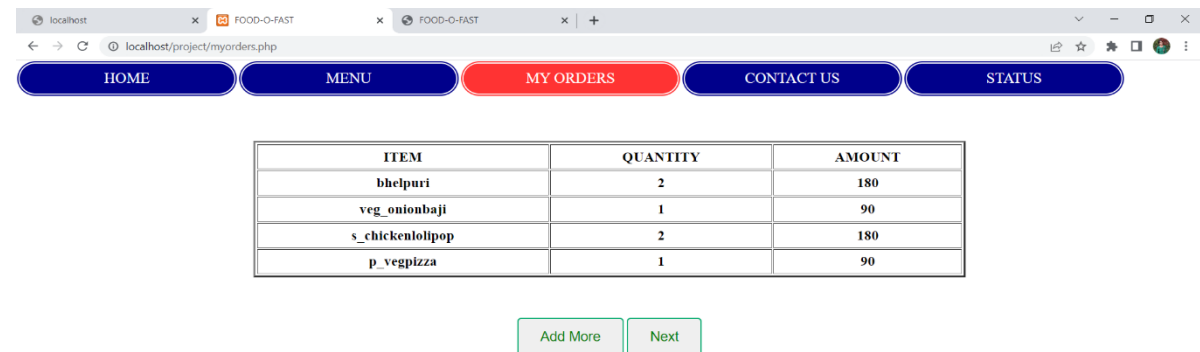
Fig 5.11 My orders page

5.2.2.9 Order confirmation page

Here in the order confirmation page we will get the items we selected and the details of the person who wants to pick the order. By default the details will be filled with login data, if someone wants to pick the items they can give their details in order confirmation page. Still if we have any modifications in our order we can use the previous button to modify our items or else we can click confirm button to confirm our order.
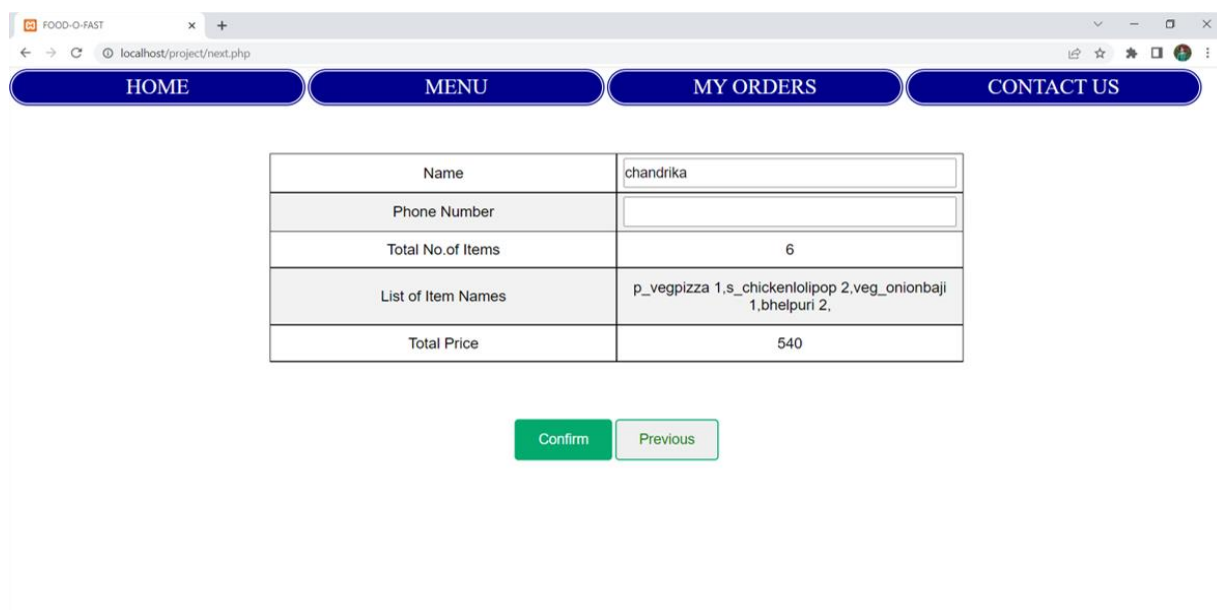
Fig 5.12 Order confirmation page

5.2.2.10 Order status page

Here in the order status page, the orders till now we made are displayed along with their status. The status is like in progress, ready to pick, order cancelled. Each status states that

In Progress : Admin till now visited your order.

Ready to pick : The order is taken by the admin and your order is ready you can pick it.

Order Cancelled : It means the order is cancelled by the admin because of his reasons like not available or item is not ready etc.

Fig 5.13 Order status page

5.2.11 Contact us page

Here in the contact us page the details of admin like admin name, mobile number, g-mail are provided. If the user has any query he/she can contact the admin to ask his/her queries and get clarity.
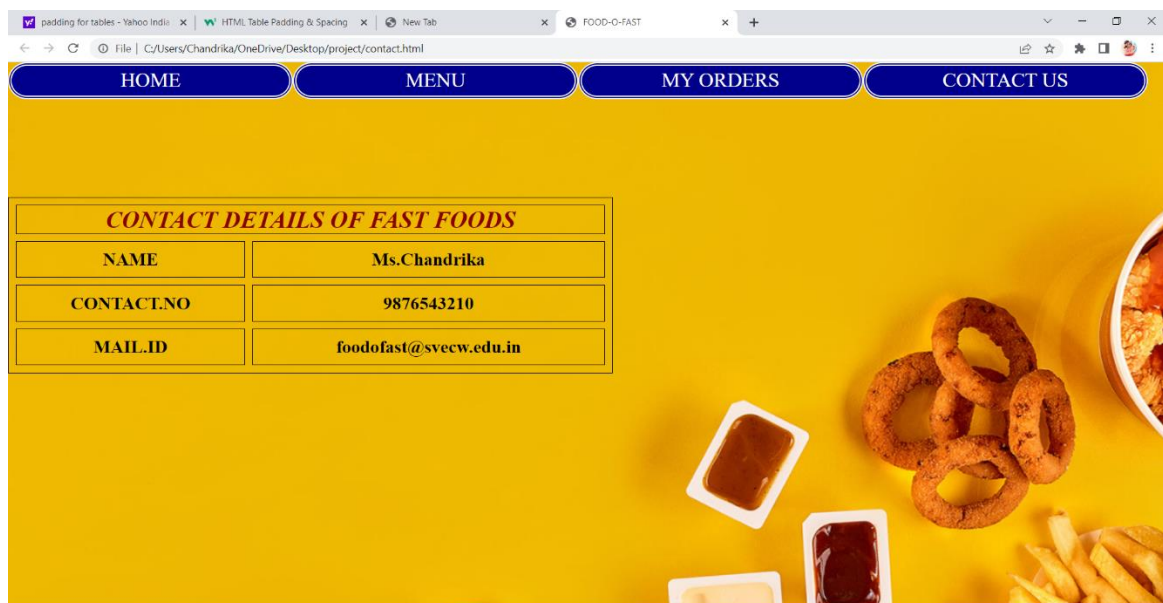
Fig 5.14 Contact us page

5.3 Database relations

We have used XAMPP for backend development. In this, We have created a database called "Project". The relations that are required for Food-O-Fast. The ordering system is created under this project named database.

Here we have created 4 relations. They are:

1. admin

2. items

3. register

4. Status

5.3.1 Admin relation

This relation is used to store the details of admin and some particular employees belonging to the restaurant. This relationship includes the attributes like Username, Email id, password, phone number.

The description of the relation is as follows :

+ Options

Field	Type	Null	Key	Default	Extra
email	varchar(255)	NO		NULL	
username	varchar(255)	NO		NULL	
password	varchar(50)	NO		NULL	
phone	varchar(12)	NO		NULL	
id	int(25)	NO	PRI	NULL	auto_increment

Table – 1 Admin Table

5.3.2 Register relation

This relation is used to store the details of the customers who wanted to order food through our website. This relations includes the attributes like Username, Email id, password, phone number.

The description of the relation is as follows :

Field	Type	Null	Key	Default	Extra
username	varchar(255)	NO		NULL	
email	varchar(255)	NO		NULL	
password	varchar(50)	NO		NULL	
phone	int(10)	NO		NULL	
id	int(25)	NO	PRI	NULL	auto_increment

Table – 2 Register Table

5.3.3 Items relation

This relation is used to store the items that are available in our web site. This relation includes the attributes like email, items.

The description of the relation is as follows :

Field	Type	Null	Key	Default	Extra
email	Varchar(255)	NO		NULL	
items	Varchar(255)	NO		NULL	
id	int(255)	NO	PRI	NULL	
Price	int(255)	NO		NULL	

Table - 3 Items table

5.3.4 Status relation

This relation is used to store the order details of the customers. This relation includes the attributes like id, track, email, name, phone, cost, quantity, items, date and time.

The description of the relation is as follows :

Field	Type	Null	Key	Default	Extra
id	int(25)	NO	PRI	NULL	auto_increment
track	varchar(25)	NO		NULL	
email	varchar(255)	NO		NULL	
name	varchar(255)	NO		NULL	
phone	int(12)	NO		NULL	
cost	int(12)	NO		NULL	
quantity	int(25)	NO		NULL	
items	varchar(255)	NO		NULL	
datetime	timestamp	NO		current_timestamp()	

Table – 4 Status Table

TESTING

6. Testing

6.1 Introduction to software testing

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, subassemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of tests. Each test type addresses a specific testing requirement.

6.2 Types of System Testing

Manual testing

Manual testing is the process of testing the software by hand to learn more about it, to find what is and isn't working.This usually includes verifying all the features specified in requirements documents, but often also includes the testers trying the software with the perspective of their end users in mind. Manual test plans vary from fully scripted test cases, giving testers detailed steps and expected results, through to high-level guides that steer exploratory testing sessions.

Automation Testing:

Automation testing is the process of testing the software using an automation tool to find the defects. In this process, testers execute the test scripts and generate the test results automatically by using automation tools. Some of the famous automation testing tools for functional testing include Selenium and Katalon Studio.

6.3 Testing Approaches:

Black-box Testing

In Black-box testing, a tester doesn't have any information about the internal working of the software system. Black box testing is a high level of testing that focuses on the behavior of the software. It involves testing from an external or end-user perspective. Black box testing can be applied to virtually every level of software testing: unit, integration, system, and acceptance.

White-box Testing

White-box Testing is a testing technique which checks the internal functioning of the system. In this method, testing is based on coverage of code statements, branches, paths or conditions. White-Box testing is considered as low-level testing. It is also called glass box, transparent box, clear box or code base testing. The white-box Testing method

assumes that the path of the logic in a unit or program is known.

Grey-box Testing

Grey box is the combination of both White Box and Black Box Testing. The tester who works on this type of testing needs to have access to design documents. This helps to create better test cases in this process.

6.4 Testing Levels:

6.4.1 Unit Texting

Unit testing focuses verification effort on the smallest unit of Software design that is the module. Unit testing exercises specific paths in a module's control structure to ensure complete coverage and maximum error detection. This test focuses on each module individually, ensuring that it functions properly as a unit. Hence, the naming is Unit Testing.

During this testing, each module is tested individually and the module interfaces are verified for the consistency with design specification. All important processing path are tested for the expected results. All error handling paths are also tested.

6.4.2 Integration Testing

Integration testing addresses the issues associated with the dual problems of verification and program construction. After the software has been integrated a set of high order tests are conducted. The main objective in this testing process is to take unit tested modules and build a program structure that has been dictated by design.

The following are the types of Integration Testing:

Top Down Integration

This method is an incremental approach to the construction of program structure. Modules are integrated by moving downward through the control hierarchy, beginning with the main program module. The module subordinates to the main program module are incorporated into the structure in either a depth first or breadth first manner. In this method, the software is tested from the main module and individual stubs are replaced when the test proceeds downwards.

Bottom-up Integration

This method begins the construction and testing with the modules at the lowest level in the program structure. Since the modules are integrated from the bottom up, processing required for modules subordinate to a given level is always available and the need for stubs is eliminated. The bottom up integration strategy may be implemented with the following steps:

- The low-level modules are combined into clusters into clusters that perform a specific Software sub-function.

- A driver (i.e.) the control program for testing is written to coordinate test case input and output.
- The cluster is tested.
- Drivers are removed and clusters are combined moving upward in the program structure

The bottom up approaches test each module individually and then each module is integrated with a main module and tested for functionality.

6.4.3 System Testing

System testing is the first level in which the complete application is tested as a whole. The goal at this level is to evaluate whether the system has complied with all of the outlined requirements and to see that it meets Quality Standards. System testing is undertaken by independent testers who haven't played a role in developing the program. This testing is performed in an environment that closely mirrors production. System Testing is very important because it verifies that the application meets the technical, functional, and business requirements that were set by the customer.

6.4.4 User Acceptance Testing

User Acceptance of a system is the key factor for the success of any system. The system under consideration is tested for user acceptance by constantly keeping in touch with the prospective system users at the time of developing and making changes wherever required. The system developed provides a friendly user interface that can easily be understood even by a person who is new to the system.

6.5 TEST CASES:

1.If the admin tries to register with an email-id which is not the domain mail id ,then a warning message will be displayed on the screen as shown in the image.

fig:6.1 Test case1

2.If the admin tries to login with domain email id then there will be no error pop-up and he can register.

3. The same will happen to the user also. If he tries to login with an email other than the domain mail he will also get the same pop-up as shown in the figure.
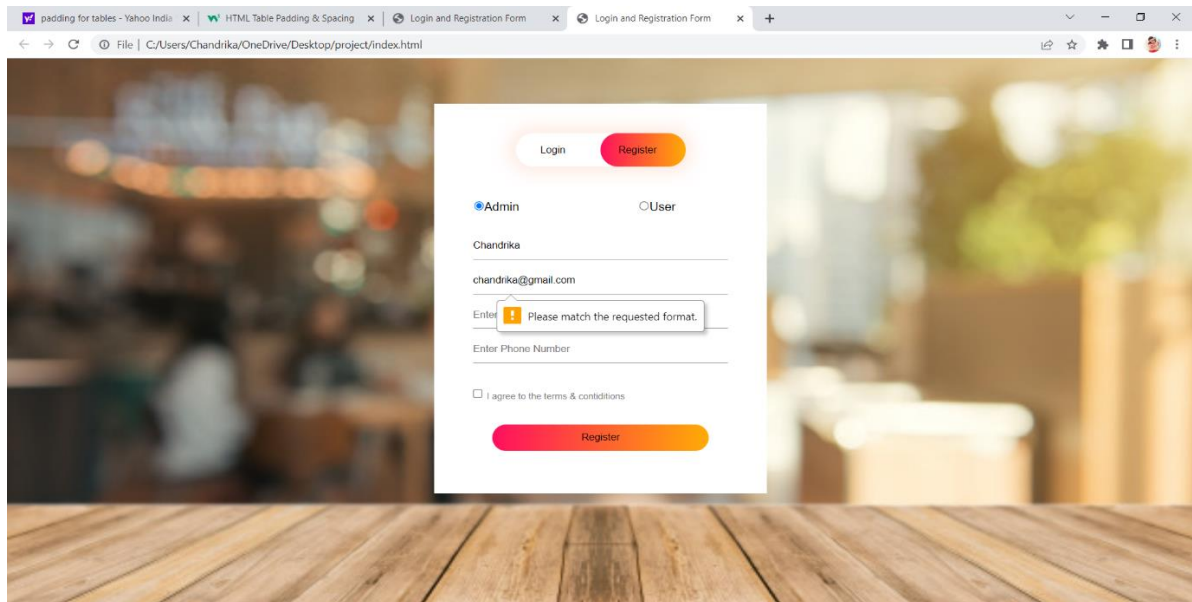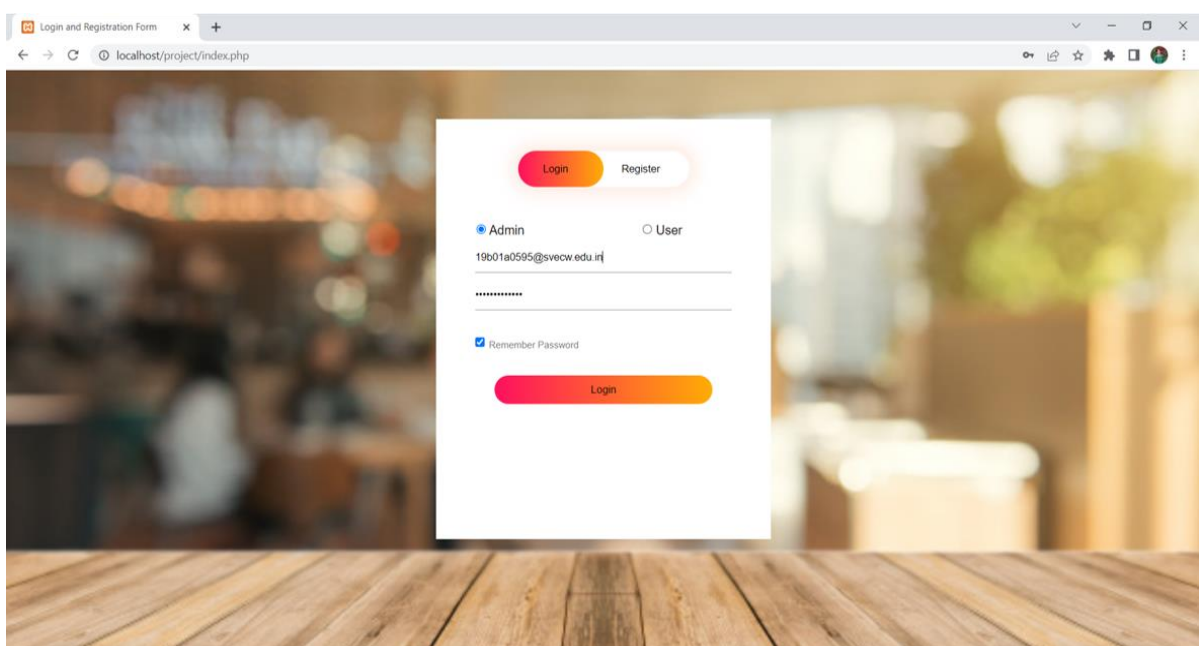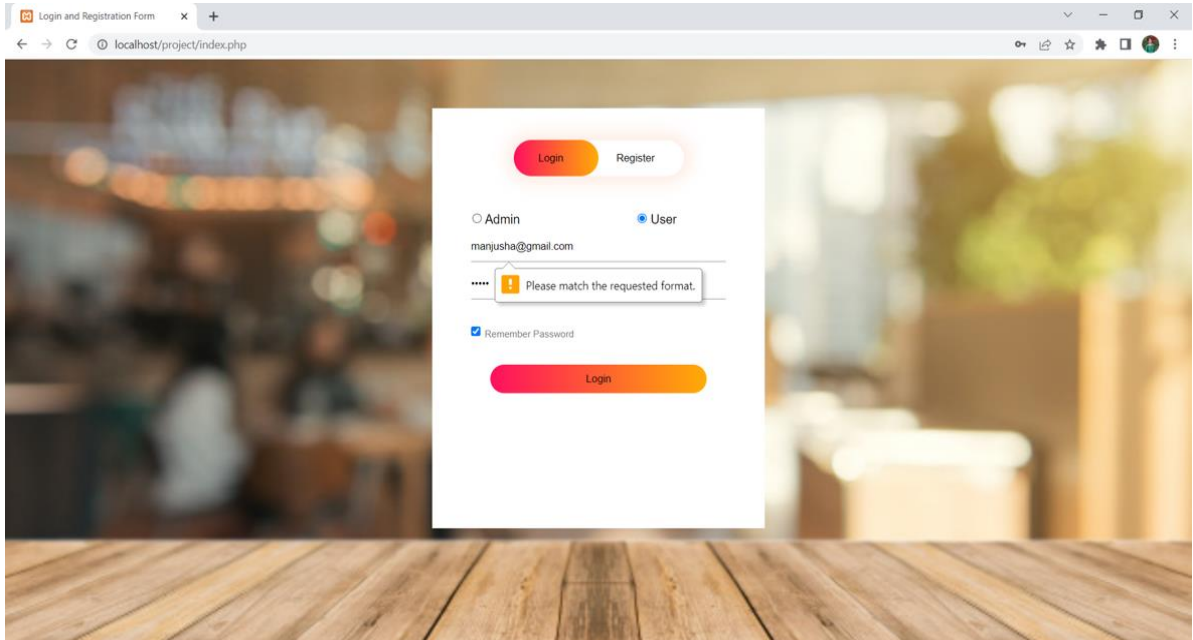

fig:6.3 Test case3

4. If the user tries to login with domain email id then there will be no error pop-up and he can register.
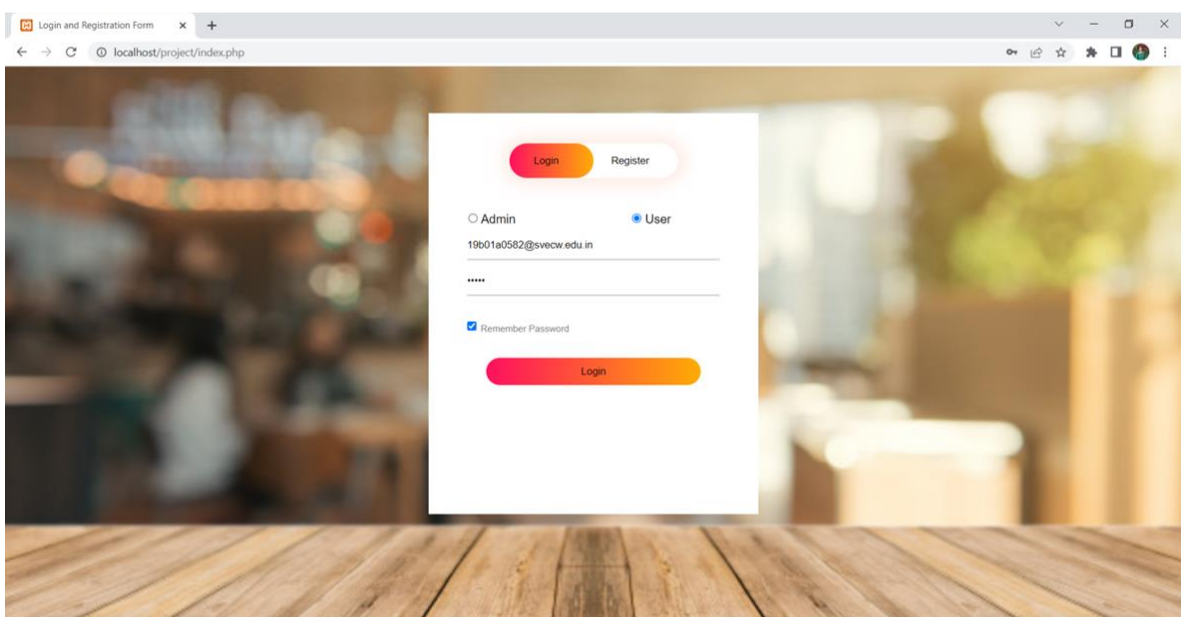

fig:6.3 Test case4

CONCLUSION

7. CONCLUSION

By using our project customers can make an order for the food and avoid the hassles of waiting for the order. Once the customer selects the required food item the admin will be able to see the results on the screen and start processing the food. The advantage is that in a crowded areas as there will be chances that the admin is overloaded with orders and they are unable to meet the requirements of the customer in a satisfactory manner. This also helps the restaurant owners develop healthy customer relationships by providing reasonably good services. It helps users to get information regarding the menu and make orders easily. This System will help the administrator also to properly manage the orders of the customers and help in growth without creating any hassle.

The system also enables the restaurant to know the items available in real time and make changes to their food and beverage inventory based on the orders placed and the orders completed.

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APPENDIX

9. APPENDIX

9.1 HTML:

HTML stands for Hyper Text Markup Language. HTML is the standard markup language for

Web pages. HTML elements are the building blocks of HTML pages. HTML elements are represented by <> tags .

The HyperText Markup Language, or HTML is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript. Inclusion of CSS defines the look and layout of 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. Tags such as <img /> and <input /> directly introduce content into the page. Other tags such as <p> surround and provide information about document text and may include other tags as

sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

9.2 CSS:

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language 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.

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.

The CSS specifications are maintained by the World Wide Web Consortium (W3C). Internet media type (MIME type) text/css is registered for use with CSS by RFC 2318 (March 1998). The W3C operates a free CSS validation service for CSS documents. In addition to HTML, other markup languages support the use of CSS including XHTML, plain XML, SVG, and XUL.

9.3 PHP

PHP is an open-source, interpreted, and object-oriented scripting language that can be executed at the server-side. PHP is well suited for web development. Therefore, it is used to develop web applications (an application that executes on the server and generates the dynamic page.).

PHP started out as a small open source project that evolved as more and more people found out how useful it was. Rasmus Lerdorf unleashed the first version of PHP way back in 1994.

PHP is a MUST for students and working professionals to become a great Software Engineer specially when they are working in Web Development Domain. I will list down some of the key advantages of learning PHP:

- PHP is a recursive acronym for "PHP: Hypertext Preprocessor".
- PHP is a server-side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites.
- It is integrated with a number of popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server.
- PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the Unix side. The MySQL server, once started, executes even very complex queries with huge result sets in record-setting time.
- PHP supports a large number of major protocols such as POP3, IMAP, and LDAP. PHP4 added support for Java and distributed object architectures (COM and CORBA), making n-tier development a possibility for the first time.

9.4 Xampp:

XAMPP is a free open source software that provides an easy way
for web designers and developers to install the components to
run PHP-based software like WordPress, Drupal, Joomla, and others
on Windows 10, Linux, and macOS.
If you are a web developer or trying to get into blogging, XAMPP
Will save you time and frustration manually installing and configuring
Apache, MySQL, PHP, and Perl to create a testing environment on your
device.

INSTALLATION OF XAMPP :

To download and install XAMPP on Windows 10, use these steps:

1.   Open Apache Friends website.
2.   Click the Download button for the Windows version of XAMPP and save the file on
     your computer.
3.   Double-click the downloaded file to launch the installer.
4.   Click the OK button.
5.   Click the Next button.
6.   XAMPP offers various components that you can install, such as MySQL,
     phpMyAdmin, PHP, Apache, and more
7.   Click the Next button.
8.   Use the default installed location. (Or choose another folder to install the software
     in the "Select a folder" field.)
9.   Click the Next button.
10. Select the language for the XAMPP Control Panel.
11. Click the Next button.
12. Clear the Learn more about Bitnami for XAMPP option.
13. Click the Next button.
14. Click the Next button again.
15. Click the Allow access button to allow the app through the Windows Firewall (if
      applicable).
16. Click the Finish button.

Once you complete the steps, the XAMPP Control Panel will launch, and you can begin
the web server environment configuration.
You need to save your project files in xampp htdocs folder to run them in local host

9.4.1 Xampp phpMyAdmin

phpMyAdmin is a free and open source software that lets you handle the administration of MySQL over the web. phpMyAdmin is written in PHP and has gained a lot of popularity in terms of web-based MySQL management solution. You can perform operations on MySQL via phpMyAdmin user interface while you can still directly execute SQL queries. And it lets you carry out operations like editing, creating, dropping, amend MySQL database, alter fields, tables, indexes, etc. In fact, which user should be given what privileges, you can manage that too. phpMyAdmin has huge multi-language community support.

Create Database using phpMyAdmin Xampp

1. Start the XAMPP control panel through the "Run as administrator" option.
2. XAMPP Control Panel will appear on the screen and click on the 'Start' button parallel to MySQL and Apache server.
3. Parallel to MySQL in the Actions column, click on the 'Admin' button. And this will open a page whose URL will be http://localhost/phpmyadmin. However, you can directly open this page simply by entering this URL in the browser.
4. click on the Database tab. Now you should see the option to Create a Database and input field to enter the database name. Write the database name and hit the 'Create' button.

   From the list of tables, you can view your database. You are free to use this database wherever you like with default settings. By default the HostName is 'localhost', MySQL user is 'root' and have no password.
5. Now give the table name and no. of columns and click on Go button to create a table.
6. Give attribute names, type and length/value and click on save button to save the table.