Smile Connect Web Development

Harish kumar Pal[*1], Kuldeep[*2], Kajal Gupta[*3], Manshi Chauhan[*4]
[*5]Prof. (Dr.) Rajesh Kumar
[*1234]AKTU, Department of Computer Science & Engineering, IIMT College of Engineering, Greater Noida, Uttar Pradesh, India.
[*5]Department of Computer Science & Engineering, IIMT College of Engineering, Greater Noida, Uttar Pradesh, India.

ABSTRACT: The purpose of the Online Dental clinic site is to automate the existing manual system by the help of computerised equipment and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with. Online Dental clinic sites, as described above, can lead to error free, secure, reliable and fast management systems. It can assist the user to concentrate on their other activities rather than concentrating on the record keeping. Thus it will help organisations in better utilisation of resources. The organisation can maintain computerised records without redundant entries. That means that one need not be distracted by information that is not relevant, while being able to reach the information. The aim is to automate its existing manual system by the help of computerised equipment and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. Basically the project describes how to manage for good performance and better services for the clients.

1. INTRODUCTION

Web development is the work involved in developing a web site for the Internet (World Wide Web) or an intranet(a private network).Web development can range from developing a simple single static page plain text to complex web-based internet applications(web apps),electronic businesses, and social network services. A more comprehensive list of tasks to which web development commonly refers, may include web engineering, web design web Content development, client-side/server-side scripting web server and e-commerce development.

The application is reduced as much as possible to avoid errors while entering the data. It also provides an error message while entering invalid data. No formal knowledge is needed for the user to use this system.

Thus by this all it proves it is user-friendly. Thus it will help organisations in better utilisation of resources.

Every organisation, whether big or small, has challenges to overcome, therefore we design exclusive employee management systems that are adapted to your managerial requirements. This is designed to assist in strategic planning, and will help you ensure that your organisation is equipped with the right level of information and details for your future goals.

Also, for those busy executives who are always on the go, our systems come with remote access features, which will allow you to manage your workforce anytime, at all times. These systems will ultimately allow you to better manage resources

2. OBJECTIVE

Understand the principles of creating an effective web page, including an in-depth consideration of information architecture.

Become familiar with graphic design principles that relate to web design and learn how to implement theories into practice.

- Develop skills in analysing the usability of a web site.
- Understand how to plan and conduct user research related to web usability.

- Learn the language of the web: HTML and CSS.
- Learn CSS grid layout.
- Learn techniques of responsive web design, including media queries.

3. MODULES

- **HOME PAGE :** Used for showing all the information of all pages in a small section.

- **OUR TEAM :** Used for showing all the details of team members they have and their specialities.

- **SERVICE :** Used for showing what kind of service they provide and brief information of their services.

- **ABOUT SERVICE**
  - **FAQ :** Used for frequently asking questions by the customer and clearing the doubts.

- **CONTACT US :** Used by customers, they contact through emails, phone numbers, addresses.

4. SOFTWARE REQUIREMENT SPECIFICATION

The Software Requirements Specification is produced at the culmination of the analysis task. The

function and performance allocated to software as part of system engineering are refined by establishing a complete information description, a detailed functional and behavioural description, an indication of performance requirements and design constraints, appropriate validation criteria, and other data pertinent to requirements.

System requirements

• System needs to store information about new entries of users..

• System needs to help the internal staff to keep information of users

Category and find them as per various queries.

• Systems need to maintain a quantity record.

• System needs to keep a record of ID details.

• System needs to update and delete the record.

• System also needs a search area.

• It also needs a security system to prevent data breach.

Hardware Requirements

A Personal Computer with

•2GB RAM

•2GHz Processor

•Internet Connection Broadband

5. FEASIBILITY STUDY

All projects are feasible - given unlimited resources and infinite time. Feasibility study includes consideration of all the possible ways to provide a solution to the given problem. The proposed solution should satisfy all the user requirements and should be flexible enough so that future changes can be easily done
based on the future upcoming requirements.

A. Economical Feasibility

This is a very important aspect to be considered while developing a
project. We decided the technology based on minimum possible cost
factor.

• All hardware and software cost has to be borne by the organisation.

• Overall we have estimated that the benefits the organisation is going
to receive from the proposed system will surely overcome the initial
costs and the later on running cost for the system.

B. Technical Feasibility

This included the study of function, performance and constraints that
may affect the ability to achieve an acceptable system. For this
feasibility study, we studied complete functionality to be provided in the
system, as described in the System Requirement Specification (SRS),
and checked if everything was possible using different type of frontend
and backend platforms.

C. Operational Feasibility

No doubt the proposed system is fully GUI based that is very user
friendly and all inputs to be taken all self-explanatory even to a layman.
Besides, a proper training has been conducted to let know the essence
of the system to the users so that they feel comfortable with new
system. As far our study is concerned the clients are comfortable and
happy as the system has cut down their loads and doing.

6. SYSTEM DESIGN

In this phase, a logical system is built which fulfils the given
requirements. Design phase of software development deals with
transforming the clients requirements into a logically working system.
Normally, design is performed in the following in the following two steps:

1. Primary Design Phase

In this phase, the system is designed at block level. The blocks are created on the basis of analysis done in the problem identification phase. Different blocks are created for different functions; emphasis is put on minimising the information flow between blocks. Thus, all activities which require more interaction are kept in one block.

2. Secondary Design Phase:

In the secondary phase the detailed design of every block is performed.

Tasks involved in the design process are the Following:

1. Design various blocks for overall system processes.
2. Design smaller, compact and workable modules in each block.
3. Design various database structures.
4. Specify details of programs to achieve desired functionality.
5. Design the form of inputs, and outputs of the system.
6. Perform documentation of the design.
7. System reviews.

7. USER INTERFACE DESIGN

User Interface Design is concerned with the dialogue between a user and the computer. It is concerned with everything from starting the system or logging into the system to the eventual presentation of desired inputs and outputs. The overall flow of screens and a message is called a dialogue.

The following steps are various guidelines for User Interface Design:

1. The system user should always be aware of what to do next.
2. The screen should be formatted so that various types of information, instructions and messages always appear in the same general display area.
3. Message, instructions or information should be displayed long
enough to allow the system user to read them.
4. Use display attributes sparingly.
5. Default values for fields and answers to be entered by the user
should be specified.
6. A user should not be allowed to proceed without correcting an
Error.
7. The system user should never get an operating system message
or fatal error

8. CONCLUSION

Our project is only a humble venture to satisfy the needs to manage their project work. Several user-friendly coding have also been adopted. This package shall prove to be a powerful package in satisfying all the requirements of the school. The objective of software planning is to provide a framework that enables the manager to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

In the end it is concluded that we have made effort on following
points...

• A description of the background and context of the project and its relation to work already done in the area.
• Made a statement of the aims and objectives of the project.
• The description of Purpose, Scope, and applicability.
• We define the problem on which we are working in the project.
• We describe the requirement Specifications of the system and the actions that can be done on these things.
• We understand the problem domain and produce a model of the system, which describes operations that can be performed on the system.
• We included features and operations in detail, including screen layouts.
• We designed user interfaces and security issues related to the system.
• Finally the system is implemented and tested according to test cases.

REFERENCES

• Learn from W3School and Youtube tutorials.
• Google for problem solving.
• Database Programming with MongoDB