



**Institute of Information Technology
Jahangirnagar University**

IT-3100 : Semester Project and Viva

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Date: 28th September, 2021

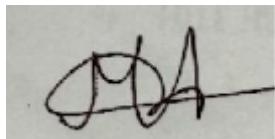
DECLARATION

This report is submitted to the Institute of Information Technology, Jahangirnagar University, Savar, Dhaka in partial fulfillment of the requirements for having the B.Sc.(Hons) degree in IT. This is also needed to certify that the project work is under the Third Year First Semester course “IT-3100: Project+Viva”. So, we are here declaring that this project report has not been submitted elsewhere for the requirement of any kind of degree, diploma or publication.

Name	Class ID
Sumaiya Binte Shahid	1769
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ACCEPTANCE

This project report is submitted to the Institute of Information Technology, Savar, Dhaka in partial fulfillment of the requirements for having the B.Sc. (Hons.) degree in Information Technology.



Mehrin Anannya
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ACKNOWLEDGEMENT

We would like to thank the Almighty for giving us the opportunity to complete this task. We express our sincere gratitude to all of them who provided insight and expertise that greatly assisted the research, although they may not agree with the interpretations/conclusions of this paper. We thank Mehrin Anannya mam, Lecturer of Institute of Information Technology, Jahangirnagar University, for supervising our project and relentlessly sharing her pearls of wisdom. Our acknowledgement is meant to express our sincere gratitude to all those people who have been associated with this project and have helped us with it by sharing their experiences and valuable opinions through which we received the required information crucial for our project.

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Chapter 1: Introduction

1.1 Motivations

The main motivation of this project is to develop an informative and facilitating research based website using HTML,CSS, SQL, Bootstrap and PHP. Research is not just for students and academics but for all professionals and non-professionals alike. Our website carries specific information required for research in the Computer Science field. It will help the aspiring researchers to achieve important data of a particular topic and scholars as well. By building this website, we can develop our skill too. The knowledge obtained in this process can be applied later in the career to develop any similar kind of project on a large scale.

1.2 Objectives

By developing this we will be able to –

- Develop our skills in HTML,CSS ,SQL, Bootstrap and PHP.
- Provide a platform which will help the researchers to collect constructive information.
- Give tribute to the scholars.
- Be introduced with some more technological systems.

Chapter 2: Review of Languages and Framework

The basic languages we used here are HTML,CSS, PHP, SQL and Bootstrap. Characteristics of these languages are given below:

2.1:HyperText Markup Language(HTML)

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. 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. HTML elements are delineated by *tags*, written using angle brackets. Browsers do not display the HTML tags, but use them to interpret the content of the page.

2.2:Cascading Style Sheets(CSS)

CSS is the language for describing the presentation of Web pages, including colors, layout, and fonts. It allows one to adapt the presentation to different types of devices, such as large screens, small screens, or printers. CSS is independent of HTML and can be used with any XML-based markup language.

Some of the advantages of using CSS are:

- Easier to maintain and update.
- Greater consistency in design.
- More formatting options.
- Lightweight code.
- Faster download times.
- Search engine optimization benefits.

2.3:Hypertext Preprocessor(PHP)

PHP is an intuitive, server side scripting language. ... PHP consists of a scripting language and an interpreter. Like other scripting languages, PHP enables web developers to define the behavior and logic they need in a web page. These scripts are embedded into the HTML documents that are served by the web server.

PHP consists of a scripting language and an interpreter. Like other scripting languages, PHP enables web developers to define the behavior and logic they need in a web page. These scripts are embedded into the HTML documents that are served by the web server. The interpreter takes the form of a module that integrates into the web server, converting the scripts into commands the computer then executes to achieve the results defined in the script by the web developer.

Some of the advantages of using PHP are:

- It's easy to learn and use
- It's open source (and therefore free!)
- It's versatile
- It enjoys strong community support
- It's fast and secure
- It is well connected with databases

2.4:JavaScript

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

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

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

2.4:MySQL

MySQL is an open-source relational database management system (RDBMS). A relational database organizes data into one or more data tables in which data types may be related to each other; these relations help structure the data. SQL is a language programmers use to create, modify and extract data from the relational database, as well as control user access to

the database. In addition to relational databases and SQL, an RDBMS like MySQL works with an operating system to implement a relational database in a computer's storage system, manages users, allows for network access and facilitates testing database integrity and creation of backups.

MySQL has stand-alone clients that allow users to interact directly with a MySQL database using SQL, but more often, MySQL is used with other programs to implement applications that need relational database capability.

2.5:Bootstrap

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation, and other interface components.

Bootstrap is an HTML, CSS & JS Library that focuses on simplifying the development of informative web pages (as opposed to web apps). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. The result is a uniform appearance for prose, tables and form elements across web browsers. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-colored tables, page headings, more prominent pull quotes, and text with a highlight.

Chapter 3: Web Development Environment

3.1:Visual Studio Code

Visual Studio Code is a code editor made by Microsoft for Windows, Linux and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality.

Visual Studio Code is a streamlined code editor with support for development operations like debugging, task running, and version control. It aims to provide just the tools a developer needs for a quick code-build-debug cycle and leaves more complex workflows to fuller featured IDEs, such as Visual Studio IDE.

3.2:Git

Git is software for tracking changes in any set of files, usually used for coordinating work among programmers collaboratively developing source code during software development. Its goals include speed, data integrity, and support for distributed, non-linear workflows (thousands of parallel branches running on different systems).

Git was created by Linus Torvalds in 2005 for development of the Linux kernel, with other kernel developers contributing to its initial development. As with most other distributed version control systems, and unlike most client-server systems, every Git directory on every computer is a full-fledged repository with complete history and full version-tracking abilities, independent of network access or a central server. Git is free and open-source software distributed under GNU General Public License Version 2.

3.3:XAMPP

XAMPP is a free and open-source cross-platform web server solution stack package developed by Apache Friends, consisting mainly of the Apache HTTP Server, MariaDB database, and interpreters for scripts written in the PHP and Perl programming languages. Since most actual web server deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server possible.

XAMPP's ease of deployment means a WAMP or LAMP stack can be installed quickly and simply on an operating system by a developer, with the advantage that common add-in applications such as WordPress and Joomla! can also be installed with similar ease using Bitnami.

Chapter 4 : Methodology

4.1:Analysis

In the beginning we discussed several ideas to implement in this course with our Project Supervisor . We scheduled several meetings to discuss ideas and technologies for this project. We had several candidate projects to implement. We finalised the idea of building a dedicated website for Computer Science Research with the help of our supervisor. There were already many websites regarding our topics but each of them was specialised in certain aspects like : Research Paper centric website : ResearchGate , Information Related Website : Wikipedia , Blogs : Medium. We aim to unify this website's information in a single place where students can get necessary information with ease and fast.

In Analysis stage we initially identified:

- Target audience requirements
- Technologies to be used
- Necessity and Importance of proposed website
- Future Growth Probability

We adopted Agile Principal and Scrum Development Methodology for the development of this project .

Some of the Agile principle:

- People and cooperation are more important than processes and tools
- The working product is more important than documentation
- Readiness for change is more important than following the original plan

Scrum is an agile development methodology based on the Agile philosophy.

In Scrum, it's the team that decides how a task should be implemented, the documentation and specification writing is being omitted Again, time is boxed into sprints (1-2 weeks). As soon as a sprint is over, a team must present a ready product. The Scrum team is being overseen (not controlled!) by a Scrum Master. The Scrum Master is a kind of a coach that helps the development team to deliver the high-quality product. The Scrum Master is not allowed to give direct tasks to the Scrum team members. A Sprint is accompanied by daily Scrum meetings, where all the team members plus the Scrum Master and the PO gather to discuss what has been already done and how they can empower the delivery. The sprint ended up with a retrospective: team members, the Scrum Master and the PO talk on the outcomes, what'd been done and what hadn't, and how the next sprint can be more successful.

4.2:Design

As a part of the design process, it is essential to carefully and tastefully apply visual elements such as the logo and brand colors and page structure.

We selected a dual tone theme for the colors of the website . They were : Dark Blue and White.

Our team initially created prototypes for the website on google docs with boxes, lines and text. The prototype was a static image consisting of building blocks of different pages and their alignment and positions. We showed the proposed prototype to our supervisor . Our supervisor made some suggestions on the prototype and then we finalised our design.

4.3:Implementation

To implement this project, we have used several languages and frameworks such as HTML, CSS, JavaScript, PHP, MySQL. These tools helped us to build the website efficiently and structurally. We used -

- HTML,CSS,Bootstrap, JavaScript for the Front-End of our website.
- PHP for the Backend
- MySQL for the Database
- VS Code , WAMP , XAMPP for development tools.

4.4:Testing

We used Apache Web server for testing our developed website . We followed the below checklist for testing our website:

- Find out the Small Errors.
 - Content must be engaging, easy to read with exact font size, and bullet points.
 - Pictures on web pages must be optimized with alt text.
 - Ensure audio, and video files are functioning properly.
- Check Alignment , Position , Size , Spacing , Padding of every element
- Verify the Navigation Process
 - Menus, buttons or Links to different pages on your site should be easily visible and consistent on all webpages
- Check Browser Compatibility
- Test the Content - Content should be legible with no spelling or grammatical errors.
- Validate HTML and CSS
- Database Testing:
 - Test if any errors are shown while executing queries
 - Data Integrity is maintained while creating, updating or deleting data in the database.
 - Check response time of queries.

Chapter 5: Visual Demonstration of our Website

The screenshot shows the homepage of CSWiki. At the top, there is a dark blue header bar with the CSWiki logo (a stylized 'C' and 'S' intertwined) and the text "CSWIKI - EST. 2021 -". To the right of the logo are "Log In" and "Sign Up" buttons. Below the header is a navigation bar with links for "Home", "About", "Blog", and "Tributes". The main content area features a large, scenic image of a sunset over mountains. Overlaid on this image is a quote in a white box: "Computer Science is a science of abstraction -creating the right model for a problem and devising the appropriate mechanizable techniques to solve it." attributed to Alfred Aho. Below the quote is the source "quotationly". On the left and right sides of the main content area are large blue arrows pointing left and right, respectively, suggesting a scrollable or navigable feature. Below the main content area, there is a section titled "Popular Blogs!" featuring three blog cards:

- OOP**
Object Oriented Programming
History 2018-11-01
The Forgotten History of OOP
Eric Elliott [Read full blog](#)
- COMPUTER SCIENCE**
The challenge 2020-11-01
Tackling the Challenges of CS
Leah Hoffmann [Read full blog](#)
- AI**
History 2020-01-04
AI Began in 1912
Herbert Bruderer [Read full blog](#)

Image :Home Page

"Search specific research papers by authors or research subject!"

Search for Topics..	
Name	Topics
A Proposal for the Dartmouth Summer Research Project on Artificial Intelligence	Artificial intelligence
Applications of circumscription to formalizing common-sense knowledge	Artificial intelligence
LISP I programmer's manual	Lisp Programming Language
LISP 1.5 programmer's manual	Lisp Programming Language

Search for Author..	
Papers	Authors
A Proposal for the Dartmouth Summer Research Project on Artificial Intelligence	John McCarthy. ML Minsky. N Rochester. CE Shannon.
Applications of circumscription to formalizing common-sense knowledge	John McCarthy.
LISP I programmer's manual	John McCarthy.
LISP 1.5 programmer's manual	John McCarthy.

"Pioneers of Computer Science!"

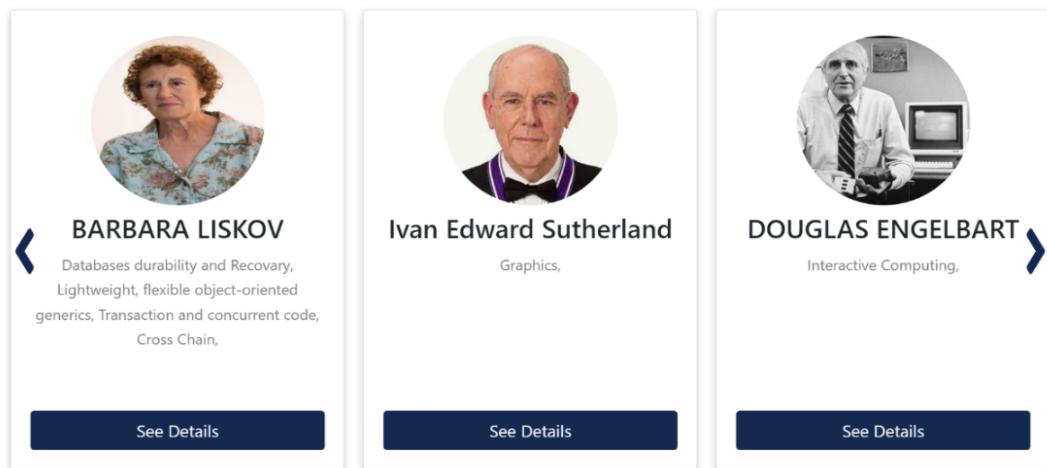


Image :Home Page (Part 2)



[Log In](#)
[Sign Up](#)

[Home](#)
[About](#)
[Blog](#)
[Tributes](#)

About

CSWiki brings together computing educators, researchers, and professionals to inspire dialogue, share resources, and address the field's challenges. Research 101 strengthens the profession's collective voice through strong leadership, promotion of the highest standards, and recognition of technical excellence. It supports the professional growth of its members by providing opportunities for life-long learning, career development, and professional networking.

Why CSWiki?

Our site provides an organised set of ideas on research. Beginners may get help from it. A collection of curated and hosted full-text publications from select publishers will ease the path of research. Different types of blogs, journals, papers are decorated alphabetically which may generate productivity. It depends on the research but generally; because a scientist will first come up with a theory, then he and everyone else will do everything in their power to prove it wrong. If, after sometimes hundreds or thousands of tests, the theory stands true, it becomes widely accepted as reliable.

Frequently Asked Questions

What is research study? ^

A research study is a defined effort by doctors and scientists to investigate a research question. This effort includes the functions of study design, implementation, measurement and reporting.

Who pays for research? ▼

What do I need to know before I decide to participate? ▼

How can I join a research registry? ▼

How do I know if the study is right for me? ▼



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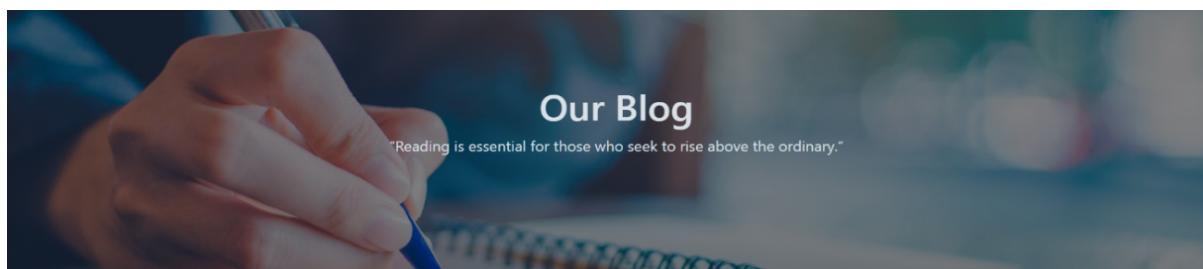
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"Try searching specific research papers by specific authors or even research subject!"

Topic Title Author

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Education
2012-09-18
What is Research?

Jonathan O'Donnell

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History
2018-11-01
The Forgotten History of OOP

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The challenge
2020-11-01
Tackling the Challenges of CS

Leah Hoffmann

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History
2020-01-04
AI Began in 1912

Herbert Bruderer

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Education
2021-09-09
Starting the Research Process

Lorainne

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The Challenge
2020-07-16
Ten Challenges of Data Science

Orit Hazzan

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Comparative analysis
2020-06-09
Is CS Suitable for Distance Learning?

Orit Hazzan

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Education
2021-01-27
First-Year Research Sources

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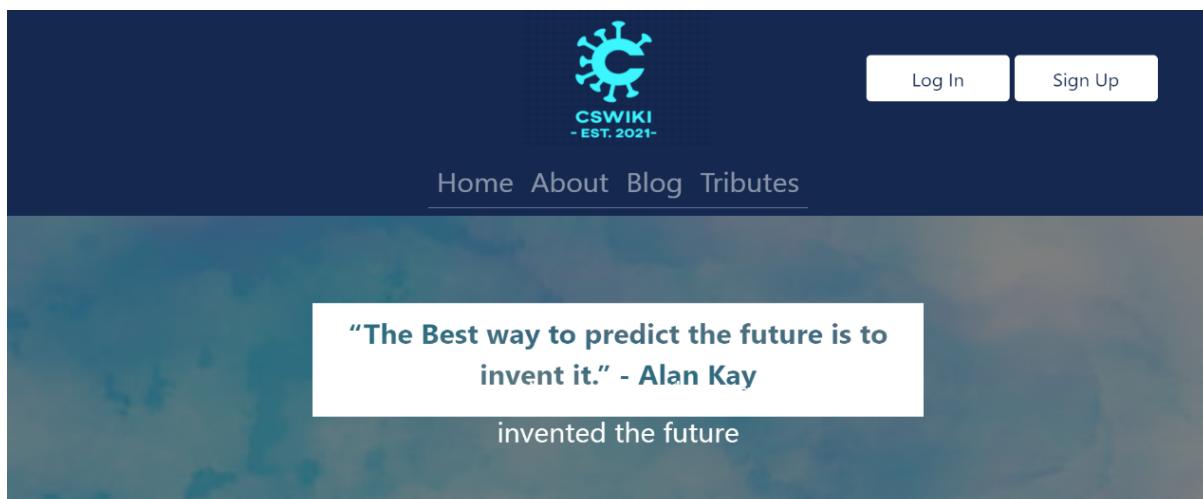


Comparative Analysis
2021-03-15
AI or Intelligence Augmentation for Education?

Jeremy Roschelle

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Image :Blog Page



"Try searching specific pioneer using name."

Search

John McCarthy
Artificial intelligence, Lisp Programming Language, Linked data on the Web, Semantic web to social machines,
Stanford University
[See Details](#)

Tim Berners Lee
Linked data on the Web,
Massachusetts Institute of Technology
[See Details](#)

LESLIE LAMPORT
Semantic web to social machines, Distribute3d System,
Microsoft Research in California
[See Details](#)

BARBARA LISKOV
Databases durability and Recovery, Lightweight, flexible object-oriented generics, Transaction and concurrent code, Cross Chain,
Institute Professor at the Massachusetts Institute of Technology
[See Details](#)

Ivan Edward Sutherland
Graphics,
Professor of Computer Science at California Institute of Technology
[See Details](#)

DOUGLAS ENGELBART
Interactive Computing,
Stanford Research Institute
[See Details](#)

Image :Tribute Page



CSWIKI
- EST. 2021 -

Log In Sign Up

Home About Blog Tributes

Sign Up As User

Or join with

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<input type="checkbox"/> I will accept terms and condition
Submit



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Journals	Author	Dhanmondi
User		Dhaka
Collection		Bangladesh

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Image :Sign Up Page

The screenshot shows the login page of a website called CSWiki. The header features a logo with a stylized 'C' and 'S' intertwined, followed by the text 'CSWIKI' and '-EST. 2021-'. There are 'Log In' and 'Sign Up' buttons. Below the header is a navigation bar with links for Home, About, Blog, and Tributes. The main content area is a white box titled 'Log In' containing fields for 'Username' and 'Password', a note about password sharing, and a 'LOG IN' button. Below the button is a link to 'CREATE YOUR ACCOUNT'.

Home About Blog Tributes

Log In

Username

Password

We'll never share your password with anyone else.

LOG IN

CREATE YOUR ACCOUNT ➔

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Image :Login Page


CSWIKI
- EST. 2021 -

Urbana Rishat Log out

Home About Blog Tributes

Urbana Rishat

Do you wanna add a new blog?



All blogs written by Urbana Rishat

Education

2021-01-28

What you should do as a researcher?

Urbana Rishat

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Following:



LESLIE LAMPORT

Semantic web to social machines,
Distribute3d System,

[Microsoft Research in California](#)

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Ivan Edward Sutherland

Graphics,

[Professor of Computer Science at
California Institute of Technology](#)

[See Details](#)

Saved blogs:



Comparative analysis

2020-06-09

Is CS Suitable for Distance Learning?

Orit Hazzan

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Image :User Profile



CSWIKI
- EST. 2021-

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Write a Blog!

Blog Title

Topic Date

 YYYY-MM-DD

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Lisp

Name	Topics
LISP I programmer's manual	Lisp Programming Language
LISP 1.5 programmer's manual	Lisp Programming Language

leslie

Papers	Authors
Time, clocks, and the ordering of events in a distributed system	LESLIE LAMPORT. Schwartz.
The part-time parliament	LESLIE LAMPORT. Dijkstra. Bernstein.
A new solution of Dijkstra's concurrent programming problem	Schwartz. LESLIE LAMPORT.

Image :Search For Paper

Log In Sign Up

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AI Began in 1912

Herbert Bruderer

2020-01-04

A workshop held in 1956 at Dartmouth College, Hanover, NH, is usually considered the beginning of artificial intelligence. Participants included John McCarthy and Marvin Minsky. Alan Turing and Konrad Zuse, who already dealt with this topic in the 1940s, are also mentioned as the founders of this discipline.

For decades, machine chess was considered the highlight of artificial intelligence. It was not until 1997 that IBM's Deep Blue program was able to beat then-world chess champion Garry Kasparov. Today, programs such as AlphaGo zero and AlphaZero from Deepmind (Google) master much more difficult games using artificial neural networks. If one takes chess as a yardstick for artificial intelligence, however, this branch of research begins much earlier, at the latest in 1912 with the chess automaton of the Spaniard Leonardo Torres Quevedo (cf. Fig. 1). In the chess-playing Turk (1769) of Wolfgang von Kempelen, a human player was hidden.

Torres Quevedo showed his electromechanical chess machine (*El ajedrecista, chess player*), developed from 1912, in the machine laboratory of the Sorbonne University in Paris in 1914. The endgame machine was able to checkmate the king of a human opponent with a rook and king.

In 1951, Norbert Wiener played against the second model (1922) at the Paris computer conference, see. The Austrian computer scientist Heinz Zemanek, who played against this chess machine at the Brussels World Fair in 1958, described it as a historical automaton that was far ahead of its time. According to Zemanek, Torres Quevedo designed a very clever six-part algorithm for the end game, which was implemented using levers, gears, and relays.

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Image :Article Page



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John McCarthy

Artificial intelligence, Lisp
Programming Language,
Linked data on the Web,
Semantic web to social
machines,

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Biography:

Biography

Birth: 4 September 1927, Boston, Massachusetts

Death: 24 October 2011, Stanford, California

Education: BS mathematics, California Institute of Technology (1948); PhD mathematics, Princeton University (1951)

Additional Info: His father, John Patrick McCarthy, was an Irish Catholic who became a labor organizer and later the Business Manager of the Daily Worker, a national newspaper owned by the Communist Party USA. His mother, Ida Glatt, was a Lithuanian Jewish immigrant who worked for a wire service, then for the Daily Worker and finally as a social worker. McCarthy considered himself an atheist. McCarthy showed an early aptitude for mathematics; during his teens he taught himself college mathematics by studying the textbooks used at the nearby California Institute of Technology (Caltech). As a result, he was able to skip the first two years of mathematics at Caltech.^[8] McCarthy was suspended from Caltech for failure to attend physical education courses. From 1978 to 1986, McCarthy developed the circumscription method of non-monotonic reasoning. McCarthy was a serious book reader, an optimist, and a staunch supporter of free speech. His best Usenet interaction is visible in rec.arts.books archives.

Experience:

- o Private,U.S.Army (1945-1946)
- o Instructor in mathematics,Princeton University (1951-1953)
- o Assistant Professor of mathematics, Stanford University (1953-1955)
- o Assistant Professor of mathematics, Dartmouth College (1955-1958)
- o Assistant Professor communication,Massachusetts Institute of Technology (1958-1962)
- o Professor of mathematics,Stanford University(1962-1965)
- o Professor of Computer Science,Stanford University(1965-2011)
- o Director of the Stanford Artificial Intelligence Laboratory(1966-1980)

Publications:

Articles

- Artificial Intelligence, Logic and Formalizing Common Sense
- What has AI in Common with Philosophy?
- The Philosophy of AI and the AI of Philosophy
- Making Robots Conscious of their Mental States
- Modality for Robots - Responses to Halpern and Wansing
- LISP - Notes on its Past and Future - 1980

Research Papers

- A Proposal for the Dartmouth Summer Research Project on Artificial Intelligence
Cited by: 1706
John McCarthy, ML Minsky, N Rochester, CE Shannon.
- Applications of circumscription to formalizing common-sense knowledge
Cited by: 1676
John McCarthy.
- LISP I programmer's manual
Cited by: 1541
John McCarthy.
- LISP 1.5 programmer's manual
Cited by: 1538
John McCarthy.
- Circumscription - a form of non-monotonic reasoning
Cited by: 3308
John McCarthy.

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Publications:

Articles

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[The Philosophy of AI and the AI of Philosophy](#)
[Making Robots Conscious of their Mental States](#)
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John McCarthy, ML Minsky, N Rochester, CE Shannon.
[Applications of circumscription to formalizing common-sense knowledge](#)
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John McCarthy.
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John McCarthy.
[LISP 1.5 programmer's manual](#)
Cited by: 1538
John McCarthy.
[Circumscription - a form of non-monotonic reasoning](#)
Cited by: 3308
John McCarthy.

Bibliometrics:

Publication Years	1962-2002
Publication Counts	11
Citation Count	336
Average Citation Per Article	31

Awards:

Year	Prize	Category
1988	Kyoto Prize	Lifetime achievement in Advanced Technology, Basic Sciences, Arts and Philosophy
1971	A.M. Turing Award	Computing Machinery
1985	Research Excellence Award of the International Conference	Artificial Intelligence
1990	National Medal of Science	Mathematical, Statistical, and Computational Sciences
2003	Benjamin Franklin Medal	Computer and Cognitive Science
2011	IEEE Intelligent Systems' AI's Hall of Fame	Significant contributions to the field of AI and intelligent systems

Related videos:

- [John McCarthy \(1927-2011\): Artificial Intelligence \(complete\) - Thinking Allowed -Jeffrey Mishlove](#)
- [John McCarthy, on Philosophy of AI \(Mini Symposium Philosophy of Information\)](#)
- [Science Lives: John McCarthy](#)
- [Oral History of John McCarthy](#)

Image : Tribute Profile (Part 2)

Chapter 6: Conclusion & Future Enhancement

6.1 Conclusion:

This project aims to bring together computing educators, researchers, and professionals to inspire dialogue, share resources, and address the field's challenges. An interlinked set of connections among authors, works, bloggers will facilitate the research procedure of researchers. Users can access an organised set of publications, articles, blogs via login. This ensures a better platform to the blogger of uploading their blogs. In short, this website assures a complete package which helps the beginners most. Besides, some scholars are given tribute through our website.

6.2 Future goal:

Our future endeavor will be:

- Develop this website with Application Programming Interface.
- Make this project more user friendly and efficient.
- Enhance this project to work on any type of data set.
- Host this website in a public domain.

Chapter 7: References

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