SIX WEEKS INDUSTRIAL TRAINING

REPORT

ON

“Online Clothes Shopping”

CHANDIGARH

INDO GLOBAL COLLEGE

OF ENGINEERING, ABHIPUR

Submitted in the partial

FULFILLMENT OF THE REQUIREMENTS

For the award of the degree of

BACHELOR OF TECHNOLOGY

IN

COMPUTER SCIENCE

Submitted To:-	**Submitted By:-**
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ACKNOWLEDGEMENT

It is great pleasure to present this report on the project named “ONLINE CLOTHES SHOPPING ” undertaken by me as part of my B. Tech (CSE) curriculum.

I am thankful to PTU and IGCE ABHIPUR for offering me such a wonderful challenging opportunity and I express my deepest thanks to all coordinators, of IGCE ABHIPUR for providing all the possible help and assistance and their constant encouragement.

It is a pleasure that we find ourselves penning down these lines to express our sincere thanks to the people who helped us along the way in completing our project. We find inadequate words to express our sincere gratitude towards them.

First and foremost we would like to express our gratitude towards our training guide **Mr. kamal garg** for placing complete faith and confidence in our ability to carry out this project and for providing us her time, inspiration, encouragement, help, valuable guidance, constructive criticism and constant interest. She took personal interest in spite of numerous commitments and busy schedule to help us complete this project. Without the sincere and honest guidance of our respected project guide we would have not been to reach the present stage.

We are also thankful to Mr. Preetkamal Singh (Coordinator) for their support in guiding us and giving us the right direction every time we need.

ABSTRACT

This is a project report on “**ONLINE CLOTHES SHOPPING**”. During the making/developing of this project we explored new ideas and functionality behind the working of a notepad.

This project is the output of our planning, schedule, programming skill and the hard work, and this report reflects our steps taken at various levels of programming skill, planning and schedule.

We have learnt a lot during this project and liked the improvement in our testing skills and deep concept related to these kinds of projects.

Our project is **ONLINE CLOTHES SHOPPING**. This is a web based application which helps people to find and buy latest mobiles with different functionalities on internet. It is useful in the way that it makes an easier way to buy mobiles online.

In this application we have basically 2 modules. The first module includes the customer module.

The customer have to register for any enquiry related to clothes. The unregistered person can’t access this application. The registered customer can view details of mobiles and he can buy the mobile of his choice and need. He has to pay the price of mobile.

The admin module contains the access of admin on the application. The admin can change everything in the application. He have the ability to add, delete, update any information regarding the clothes.

PREFACE

Learning comes from doing. To learn something one has to go through Practical conditions. Recognizing this fact, the University has made it essential for **Computer Science and Engineering** **(CSE)** students to undergo Industrial Training for six weeks. During this period, the student learns about the functioning of the organization and the actual business environment. Also this training helps the student how to implement the theoretical knowledge into practical life, in our day to day life. This project report was prepared during the training period in the month of Jan – June.

During this period, an effort was made to understand **Online Clothes Shopping** and to finish the project work assigned to us. This report lays special emphasis on the operational work, tasks and projects carried out during the training period.

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ORGANIZATION OVERVIEW

Company Profile

The cms Development Center has got state of art of the infrastructure and communication links:

- High speed Internet
- Secured FTP Sites for Data Interchange
- Our own secure dedicated servers hosted at US data center
- Fax and email at all locations
- International Private Leased Circuit (IPLC) to the client site
- Firewall security
- User level internet access control system
- Over 100,000 sq. ft. of air-conditioned space
- Locations fully equipped with latest software and hardware
- Video and audio conferencing capabilities
- 100% power backup

PROJECT DESCRIPTION

In today's busy world, people don't have time for their personal needs. And the technology is so fast that anyone can do anything by just sitting in a room. The internet is the way that helps a person in all aspects. If someone wish to buy and view things, he can buy online with the help of internet.

Today there are very least organizations which are manual. Everything is going to be computerized and online whether it is banking, advertising or shopping. We are trying to help people to make their life easier by proving online clothes shopping.

In this we have introduced many modules like admin module and customer module. The customer have to register for any enquiry related to clothes. The unregistered person can't access this application. The registered customer can view details of clothes and he can buy of his choice and need. He has to pay the price of cloth.

The admin module contains the access of admin on the application. The admin can change everything in the application. He has the ability to add, delete, update any information regarding the clothes.

The project's home page includes the registration link. The registered users can login to their account for their queries or buy new clothes. And the unregistered users have first to register. The registration can be done by following the sign up link .

COMPONENTS OF THE PROJECTS

- **How to Login**

  In this module, the user will enter his username and password to view and buy latest products. There will be 2 types of users Administrator/Customer

- **How to be a member of this application**

  In this site, the candidate can join this application , if he is not a member yet by pressing sign up link .User should provide some details that are asked to join.

- **How to view the mobile details**

  Any cloth can be searched by selecting the model no. which the user wish to view or buy.

- **How to give order**

  First the user has to login,and then he will visit the view products page. There he will select the cloth he wants to buy and then he will click on show products detail .There he can purchase that cloth.

- **How to pay money**

  The user can pay through debit or credit cards.

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REQUIREMENT ANALYSIS

Hardware Requirements

Number	Description
1	Intel core ,WIN xp/7/vista
2	320 MB RAM

Software Requirements

Number	Description
1	Windows XP –7
2	Php 5.1
3	MySQL
4	IIS server/ WAMPSERVER
5	HTML/Dhtml/Ajax/JavaScript/Css/ flash 8

MODULES

Login Module –In this module user can enter the application by providing username and password and start shopping.

Admin Module – Admin can add, modify and delete the latest varities of clothes.

Join Module – In this module user can become a part of the site by providing some necessary information for example first name, last name, password, confirm password, email and other details.

Shopping Module – The customer can view and buy latest varities of clothes.

Administrator – **Can add, modify, and delete the cloth details.**

INTRODUCTION TO TOOLS

FRONT-END/BACK-END

Front-End: **Web Pages using PHP, HTML, and JavaScript.**

Back-End: **MYSQL**

Front End:

- **HTML** –It is used to generate web page. HTML, an initialism of Hypertext Markup Language, is the predominant markup language for web pages. It provides a means to describe the structure of text-based information in a document — by denoting certain text as headings, paragraphs, lists, and so on.

- **JAVASCRIPT** – It is used for checking User information before sending to JavaScript is a scripting language most often used for client-side web development. It is a dynamic, weakly typed, prototype-based language with first-class functions. Currently, "JavaScript" is an implementation of the ECMAScript standard.

- **PHP-** Php is a technology that lets you mix regular, static HTML with dynamically-generated HTML. Many Web pages that are built by CGI programs are mostly static, with the dynamic part limited to a few small locations. But most CGI variations, including servlets, make you generate the entire page via your program, even though most of it is always the same.

Backend:

- **My SQL** is a relational database management system (RDBMS) which has more than 6 million installations. MySQL stands for "My Structured Query Language". The program runs as a server providing multi-user access to a number of databases.
- **IIS SERVER /**WAMP- Apache is a web container, or application server developed at the Apache Software Foundation (ASF).It adds tools for configuration and management but can also be configured by editing configuration files that are normally XML-formatted. Apache includes its own internal HTTP server.

WHY PHP?

PHP is a widely used, general-purpose scripting language that was originally designed for web development, to produce dynamic web pages. It can be embedded into HTML and generally runs on a web server, which needs to be configured to process PHP code and create web page content from it. It can be deployed on most web servers and on almost every operating system and platform free of charge. PHP is installed on over 20 million websites and 1 million web servers.

PHP was originally created by Rasmus Lerdorf in 1994 and has been in continuous development ever since. The main implementation of PHP is now produced by **The PHP Group** and serves as the *de facto* standard for PHP as there is no formal specification. PHP is free software released under the PHP License, which is incompatible with the GNU General Public License (GPL) because of restrictions on the use of the term *PHP*.

PHP has evolved to include a command line interface capability and can also be used in standalone graphical applications.

HISTORY

PHP originally stood for Personal Home Page. It began in 1994 as a set of Common Gateway Interface binaries written in the C programming language by the Danish/Greenlandic programmer Rasmus Lerdorf. Lerdorf initially created these Personal Home Page Tools to replace a small set of Perl scripts he had been using to maintain his personal homepage. The tools were used to perform tasks such as displaying his résumé and recording how much traffic his page was receiving. He combined these binaries with his Form Interpreter to create PHP/FI, which had more functionality. PHP/FI included a larger implementation for the C programming language and could communicate with databases, enabling the building of simple, dynamic web applications. Lerdorf released PHP publicly on June 8, 1995 to accelerate bug location and improve the code. This release was named PHP version 2 and already had the basic functionality that PHP has today. This included Perl-like variables, form handling, and the ability to embed HTML. The syntax was similar to Perl but was more limited, simpler, and less consistent.

Zeev Suraski and Andi Gutmans, two developers at the Technion IIT, rewrote the parser in 1997 and formed the base of PHP 3, changing the language's name to the recursive initialism *PHP: Hypertext Preprocessor*. The development team officially released PHP/FI 2 in November 1997 after months of beta testing. Afterwards, public testing of PHP 3 began, and the official launch came in June 1998. Suraski and Gutmans then started a new rewrite of PHP's core, producing the Zend Engine in 1999. They also founded Zend Technologies in Ramat Gan, Israel.

On May 22, 2000, PHP 4, powered by the Zend Engine 1.0, was released. As of August, 2008 this branch is up to version 4.4.9. PHP 4 is no longer under development nor will any security updates be released. On July 13, 2004, PHP 5 was released, powered by the new Zend Engine II. PHP 5 included new features such as improved support for object-oriented programming, the PHP Data Objects extension (which defines a lightweight and consistent interface for accessing databases), and numerous performance enhancements. In 2008, PHP 5 became the only stable version under development. Late static binding has been missing from PHP and has been added in version 5.3. PHP 6 is under development alongside PHP 5. Major changes include the removal of register_globals magic quotes, and safe mode. The reason for the removals was that register_globals had given way to security holes, and magic quotes had an unpredictable nature, and was best avoided. Instead, to escape characters, magic quotes may be substituted with the addslashes () function, or more appropriately an escape mechanism specific to the database vendor itself like mysql_real_escape_string () for MySQL. Functions that will be removed in PHP 6 have been deprecated in PHP 5.3 and will produce a warning if used.

Many high-profile open-source projects ceased to support PHP 4 in new code as of February 5, 2008, because of the GoPHP5 initiative, provided by a consortium of PHP developers promoting the transition from PHP 4 to PHP 5.

PHP currently does not have native support for Unicode or multibyte strings; Unicode support will be included in PHP 6 and will allow strings as well as class, method and function names to contain non-ASCII characters.

It runs in both 32-bit and 64-bit environments, but on Windows the only official distribution is 32-bit, requiring Windows 32-bit compatibility mode to be enabled while using IIS in a 64-bit Windows environment. As of PHP 5.3.0, experimental x64 bit versions are available.

Usage

PHP is a general-purpose scripting language that is especially suited for web development. PHP generally runs on a web server. Any PHP code in a requested file is executed by the PHP runtime, usually to create dynamic web page content. It can also be used for command-line scripting and client-side GUI applications. PHP can be deployed on most web servers, many operating systems and platforms, and can be used with many relational database management systems. It is available free of charge, and the PHP Group provides the complete source code for users to build, customize and extend for their own use.

PHP primarily acts as a filter, taking input from a file or stream containing text and/or PHP instructions and outputs another stream of data; most commonly the output will be HTML. Since PHP 4, the PHP parser compiles input to produce bytecode for processing by the Zend Engine, giving improved performance over its interpreter predecessor.Originally designed to create dynamic web pages, PHP now focuses mainly on server-side scripting, and it is similar to other server-side scripting languages that provide dynamic content from a web server to a client, such as Microsoft's Active Server Pages, Sun Microsystems' JavaServer Pages, and mod_perl. PHP has also attracted the development of many frameworks that provide building blocks and a design structure to promote rapid application development (RAD). Some of these include CakePHP, Symphony, CodeIgniter, and Zend Framework, offering features similar to other web application frameworks.

The LAMP and WAMP architectures have become popular in the web industry as a way of deploying web applications. PHP is commonly used as the *P* in this bundle alongside Linux, Apache and MySQL, although the *P* may also refer to Python or Perl.

As of April 2007, over 20 million Internet domains were hosted on servers with PHP installed, and mod_php was recorded as the most popular Apache module. Significant websites are written in PHP including the user-facing portion of Facebook, Wikipedia (Media Wiki), Yahoo!, My Yearbook, Digg, Joomla, WordPress, YouTube, Drupal and Tagged.

Speed optimization

As with many scripting languages, PHP scripts are normally kept as human-readable source code, even on production web servers. In this case, PHP scripts will be compiled at runtime by the PHP engine, which increases their execution speed. PHP scripts are able to be compiled before runtime using PHP compilers as with other programming languages such as C (the language PHP and its extensions are written in).

Code optimizers aim to reduce the computational complexity of the compiled code by reducing its size and making other changes that can reduce the execution time with the overall goal of improving performance. The nature of the PHP compiler is such that there are often opportunities for code optimization, and an example of a code optimizer is the Zend Optimizer PHP extension.

Another approach for reducing overhead for high load PHP servers is using PHP accelerators. These can offer significant performance gains by catching the compiled form of a PHP script in shared memory to avoid the overhead of parsing and compiling the code every time the script runs. A PHP accelerator will be built into PHP 6.

Security

The National Vulnerability Database stores all vulnerabilities found in computer software. The overall proportion of PHP-related vulnerabilities on the database amounted to: 20% in 2004, 28% in 2005, 43% in 2006, 36% in 2007, and 35% in 2008. Most of these PHP-related vulnerabilities can be exploited remotely: they allow hackers to steal or destroy data from data sources linked to the webserver (such as an SQL database), send spam or contribute to DOS attacks using malware, which itself can be installed on the vulnerable servers.

These vulnerabilities are caused mostly by not following best practice programming rules: technical security flaws of the language itself or of its core libraries are not frequent (23 in 2008, about 1% of the total). Recognizing that programmers cannot be trusted, some languages include taint checking to detect automatically the lack of input validation which induces many issues.

Syntax

Syntax-highlighted PHP code embedded within HTML

PHP only parses code within its delimiters. Anything outside its delimiters is sent directly to the output and is not processed by PHP. The most common delimiters are <?php to open and ?> to close PHP sections. <script language="php"> and </script> delimiters are also available, as are the shortened forms <? or <?= (which is used to echo back a string or variable) and ?> as well as ASP-style short forms <% or <%= and %>. While short delimiters are used, they make script files less portable as their purpose can be disabled in the PHP configuration, and so they are discouraged. The purpose of all these delimiters is to separate PHP code from non-PHP code, including HTML.

The first form of delimiters, <?php and ?>, in XHTML and other XML documents, creates correctly formed XML 'processing instructions'. This means that the resulting mixture of PHP code and other markup in the server-side file is well-formed XML.

Variables are prefixed with a dollar symbol and a type does not need to be specified in advance. Unlike function and class names, variable names are case sensitive. Both double-quoted ("") and heredoc strings allow the ability to embed a variable's value into the string. PHP treats newlines as whitespace in the manner of a free-form language (except when inside string quotes), and statements are terminated by a semicolon. PHP has three types of comment syntax: /* */ marks block and inline comments; // as well as # are used for one-line comments. The echo statement is one of several facilities PHP provides to output text (e.g. to a web browser).

In terms of keywords and language syntax, PHP is similar to most high level languages that follow the C style syntax. *If* conditions, *for* and *while* loops, and function returns are similar in syntax to languages such as C, C++, Java and Perl.

Data types

PHP stores whole numbers in a platform-dependent range. This range is typically that of 32-bit signed integers. Unsigned integers are converted to signed values in certain situations; this behavior is different from other programming languages. Integer variables can be assigned using decimal (positive and negative), octal, and hexadecimal notations. Floating point numbers are also stored in a platform-specific range. They can be specified using floating point notation, or two forms of scientific notation. PHP has a native Boolean type that is similar to the native Boolean types in Java and C++. Using the Boolean type conversion rules, non-zero values are interpreted as true and zero as false, as in Perl and C++. The null data type represents a variable that has no value. The only value in the null data type is *NULL*. Variables of the "resource" type represent references to resources from external sources. These are typically created by functions from a particular extension, and can only be processed by functions from the same extension; examples include file, image, and database resources. Arrays can contain elements of any type that PHP can handle, including resources, objects, and even other arrays. Order is preserved in lists of values and in hashes with both keys and values, and the two can be intermingled. PHP also supports strings, which can be used with single quotes, double quotes, or heredoc syntax.

The Standard PHP Library (SPL) attempts to solve standard problems and implements efficient data access interfaces and classes.

Functions

PHP has hundreds of base functions and thousands more via extensions. These functions are well documented on the PHP site, however, the built-in library has a wide variety of naming conventions and inconsistencies. PHP currently has no functions for thread programming, although it does support multiprocess programming on POSIX systems.

5.2 and earlier

Functions are not first-class functions and can only be referenced by their name, directly or dynamically by a variable containing the name of the function. User-defined functions can be created at any time without being prototyped. Functions can be defined inside code blocks, permitting a run-time decision as to whether or not a function should be defined. Function calls must use parentheses, with the exception of zero argument class constructor functions called with the PHP new operator, where parentheses are optional. PHP supports quasi-anonymous functions through the create_function() function, although they are not true anonymous functions because anonymous functions are nameless, but functions can only be referenced by name, or indirectly through a variable $function name(); in PHP.

5.3 and newer

PHP gained support for closures. True anonymous functions are supported using the following syntax:

```
function getAdder($x)

{
    return function ($y) use ($x) {
        return $x + $y;
    };
 }


$adder = getAdder(8);

echo $adder(2); // prints "10"
```

Here, getAdder() function creates a closure using parameter $x (keyword "use" forces getting variable from context), which takes additional argument $y and returns it to the caller. Such a function can be stored, given as the parameter to other functions, etc. For more details see Lambda functions and closures RFC.

Objects

Basic object-oriented programming functionality was added in PHP 3 and improved in PHP 4. Object handling was completely rewritten for PHP 5, expanding the feature set and enhancing performance. In previous versions of PHP, objects were handled like primitive types. The drawback of this method was that the whole object was copied when a variable was assigned or passed as a parameter to a method. In the new approach, objects are referenced by handle, and not by value. PHP 5 introduced private and protected member variables and methods, along with abstract classes and final classes as well as abstract methods and final methods. It also introduced a standard way of declaring constructors and destructors, similar to that of other object-oriented languages such as C++, and a standard exception handling model. Furthermore, PHP 5 added interfaces and allowed for multiple interfaces to be implemented. There are special interfaces that allow objects to interact with the runtime system. Objects implementing Array Access can be used with array syntax and objects implementing Iterator or IteratorAggregate can be used with the for each language construct. There is no virtual table feature in the engine, so static variables are bound with a name instead of a reference at compile time.

If the developer creates a copy of an object using the reserved word *clone*, the Zend engine will check if a __clone() method has been defined or not. If not, it will call a default __clone() which will copy the object's properties. If a __clone() method is defined, then it will be responsible for setting the necessary properties in the created object. For convenience, the engine will supply a function that imports the properties of the source object, so that the programmer can start with a byvalue replica of the source object and only override properties that need to be changed.

RESOURCES

PHP includes free and open source libraries with the core build. PHP is a fundamentally Internet-aware system with modules built in for accessing FTP servers, many database servers, embedded SQL libraries such as embedded PostgreSQL, MySQL and SQLite, LDAP servers, and others. Many functions familiar to C programmers such as those in the stdio family are available in the standard PHP build. PHP has traditionally used features such as "magic_quotes_gpc" and "magic_quotes_runtime" which attempt to escape apostrophes (') and quotes (") in strings in the assumption that they will be used in databases, to prevent SQL injection attacks. This leads to confusion over which data is escaped and which is not, and to problems when data is not in fact used as input to a database and when the escaping used is not completely correct. To make code portable between servers which do and do not use magic quotes, developers can preface their code with a script to reverse the effect of magic quotes when it is applied.

PHP allows developers to write extensions in C to add functionality to the PHP language. These can then be compiled into PHP or loaded dynamically at runtime. Extensions have been written to add support for the Windows API, process management on Unix-like operating systems, multibyte strings (Unicode), cURL, and several popular compression formats. Some more unusual features include integration with Internet Relay Chat, dynamic generation of images and Adobe Flash content, and even speech synthesis. The PHP Extension Community Library (PECL) project is a repository for extensions to the PHP language.Zend provides a certification exam for programmers to become certified PHP developers.

MYSQL

MySQL is a relational database management system (RDBMS) which has more than 6 million installations. MySQL stands for "My Structured Query Language".

The program runs as a server providing multi-user access to a number of databases.

The project's source code is available under terms of the GNU General Public License, as well as under a variety of proprietary agreements. MySQL is owned and sponsored by a single for-profit firm, the Swedish company MySQL AB, now a subsidiary of Sun Microsystems, which holds the copyright to most of the codebase.

MySQL is commonly used by free software projects which require a full-featured database management system, such as WordPress, phpBB and other software built on the LAMP software stack. It is also used in very high-scale World Wide Web products including Google and Facebook.

Uses MySQL is used in web applications and acts as the database component of the LAMP software stack. Its popularity for use with web applications is closely tied to the popularity of PHP, which is often combined with MySQL. Several high-traffic web sites (including Flickr, Facebook, Wikipedia, Google (though not for searches), Nokia, Auctionmarts and YouTube) use MySQL for data storage and logging of user data.

PLATFORMS AND INTERFACES

The MySQL Administrator in Linux

MySQL is written in C and C++. The SQL parser uses yacc and a home-brewed lexer, sql_lex.cc

MySQL works on many different system platforms, including AIX, BSDi, FreeBSD, HP-UX, i5/OS, Linux, Mac OS X, NetBSD, Novell NetWare, OpenBSD, OpenSolaris, eComStation, OS/2 Warp, QNX, IRIX, Solaris, Symbian, SunOS, SCO OpenServer, SCO UnixWare, Sanos, Tru64 and Microsoft Windows. A port of MySQL to OpenVMS is also available.

Libraries for accessing MySQL databases are available in all major programming languages with language-specific APIs. In addition, an ODBC interface called MyODBC allows additional programming languages that support the ODBC interface to communicate with a MySQL database, such as ASP or ColdFusion. The MySQL server and official libraries are mostly implemented in ANSI C/ANSI C++.

To administer MySQL databases one can use the included command-line tool (commands: MySQL and mysqladmin).

Also downloadable from the MySQL site are GUI administration tools: *MySQL Administrator*, *MySQL Migration Toolkit* and *MySQL Query Browser*. The GUI tools are now included in one package called *MySQL GUI Tools*.

In addition to the above-mentioned tools developed by MySQL AB, there are several other commercial and non-commercial tools available. Examples include Navicat Free Lite Edition or SQLyog Community Edition, they are free desktop based GUI tools, and phpMyAdmin, a free Web-based administration interface implemented in PHP.

Features

As of April 2009[update], MySQL offers MySQL 5.1 in two different variants: the MySQL Community Server and Enterprise Server. They have a common code base and include the following features:

- A broad subset of ANSI SQL 99, as well as extensions
- Cross-platform support
- Stored procedures
- Triggers
- Cursors
- Updatable Views
- True Varchar support
- INFORMATION_SCHEMA
- Strict mode
- X/Open XA distributed transaction processing (DTP) support; two phase commit as part of this, using Oracle's InnoDB engine
- Independent storage engines (MyISAM for read speed, InnoDB for transactions and referential integrity, MySQL Archive for storing historical data in little space)
- Transactions with the InnoDB, BDB and Cluster storage engines; savepoints with InnoDB

- SSL support
- Query caching
- Sub-SELECTs (i.e. nested SELECTs)
- Replication with one master per slave, many slaves per master, no automatic support for multiple masters per slave.
- Full-text indexing and searching using MyISAM engine
- Embedded database library
- Partial Unicode support (UTF-8 sequences longer than 3 bytes are not supported; UCS-2 encoded strings are also limited to the BMP)
- Partial ACID compliance (only full compliance when using the non-default storage engines InnoDB, BDB and Cluster)
- Shared-nothing clustering through MySQL Cluster

The MySQL Enterprise Server is released once per month and the sources can be obtained either from MySQL's customer-only Enterprise site or from MySQL's Bazaar repository, both under the GPL license. The MySQL Community Server is published on an unspecified schedule under the GPL and contains all bug fixes that were shipped with the last MySQL Enterprise Server release. Binaries are no longer provided by MySQL for every release of the Community Server.

- Replication support (i.e. Master-Master Replication & Master-Slave Replication)

Distinguishing features

The following features are implemented by MySQL but not by some other RDBMS software:

- Multiple storage engines, allowing one to choose the one that is most effective for each table in the application (in MySQL 5.0, storage engines must be compiled in; in MySQL 5.1, storage engines can be dynamically loaded at run time):
    - Partner-developed storage engines (InnoDB, solidDB, NitroEDB, Infobright (formerly Brighthouse), Infobright (Open Source))
    - Community-developed storage engines (memcached, httpd, PBXT)
    - Custom storage engines

Server compilation type

There are 3 types of MySQL Server Compilations for Enterprise and Community users:

- Standard: The MySQL-Standard binaries are recommended for most users, and include the InnoDB storage engine.
- Max: (not MaxDB, which is a cooperation with SAP AG) is mysqld-max Extended MySQL Server. The MySQL-Max binaries include additional features that may not have been as extensively tested or are not required for general usage.
- The MySQL-Debug binaries have been compiled with extra debug information, and are not intended for production use, because the included debugging code may cause reduced performance.

Beginning with MySQL 5.1, MySQL AB has stopped providing these different package variants. There will only be one MySQL server package, which includes a mysqld binary with all functionality and storage engines enabled. Instead of providing a separate debug package, a server binary with extended debugging information is also included in the standard package.

History

Milestones in MySQL development include:

- MySQL was originally developed by Michael Widenius and David Axmark beginning in 1994
- MySQL was first released internally on 23 May 1995
- Windows version was released on 8 January 1998 for Windows 95 and NT
- Version 3.23: beta from June 2000, production release January 2001
- Version 4.0: beta from August 2002, production release March 2003 (unions)
- Version 4.01: beta from August 2003, Jyoti adopts MySQL for database tracking
- Version 4.1: beta from June 2004, production release October 2004 (R-trees and B-trees, subqueries, prepared statements)
- Version 5.0: beta from March 2005, production release October 2005 (cursors, stored procedures, triggers, views, XA transactions)
- Sun Microsystems acquired MySQL AB on 26 February 2008.

- Version 5.1: production release 27 November 2008 (event scheduler, partitioning, plugin API, row-based replication, server log tables)

Future releases

The MySQL 6 roadmap outlines support for:

- Referential integrity and Foreign key support for all storage engines is targeted for release in MySQL 6.1 (although it has been present since version 3.23.44 for InnoDB).
- Support for supplementary Unicode characters, beyond the 65,536 characters of the Basic Multilingual Plane (BMP) is announced for MySQL 6.0.
- A new storage engine is also in the works, called Falcon. A preview of Falcon is available on MySQL's website.

Support for parallelization is also part of the roadmap for future versions.

Support and licensing

Via MySQL Enterprise MySQL AB offers support itself, including a 24/7 service with 30-minute response time, the support team has direct access to the developers as necessary to handle problems. In addition it hosts forums and mailing lists, employees and other users are often available in several IRC channels providing assistance.

Buyers of MySQL Enterprise have access to binaries and software that is certified for their particular operating system, and access to monthly binary updates with the latest bug fixes. Several levels of Enterprise membership are available, with varying response times and features ranging from how to and emergency support through server performance tuning and system architecture advice. The MySQL Network Monitoring and Advisory Service monitoring tool for database servers is available only to MySQL Enterprise customers.

MySQL Server is available as free software under the GNU General Public License (GPL), and the MySQL Enterprise subscriptions include a GPL version of the server, with a traditional proprietary version available on request at no additional cost for cases where the intended use is incompatible with the GPL.

Both the MySQL server software itself and the client libraries are distributed under a dual-licensing format. Users may choose the GPL, which MySQL has extended with a FLOSS License Exception. It allows Software licensed under other OSI-compliant Open Source licenses, which are not compatible to the GPL, to link against the MySQL client libraries.

Customers that do not wish to be bound to the terms of the GPL may choose to purchase a proprietary license.

Like many open-source programs, the name "MySQL" is trademarked and may only be used with the trademark holder's permission.

MySQL recently (2008) released version 5.1 with 20 known crashing and wrong result bugs in addition to the 35 present in version 5.0. Critical bugs sometimes do not get fixed for long periods of time. An example was a critical bug which was reported in 2003 and eventually patched six years later in an alpha release.

MySQL shows poor performance when used for data warehousing; this is partly due to inability to utilize multiple CPU cores for processing a single query.

MySQL does not offer a single table type ("storage engine") offering all features; the two most common types, MyISAM and InnoDB, do not completely overlap in their feature sets.

Previous versions of MySQL did not support many standard SQL features, with the manual claiming that they were unnecessary or would hurt performance. Even now, MySQL has many limitations that other RDBMS software (e.g. PostgreSQL) do not, such as the inability to refer to a temporary table twice in one query and extremely poor subselect performance.

The developer of the Federated Storage Engine states that "The Federated Storage Engine is a proof-of-concept storage engine", though it was included and turned on by default in the main distributions of MySQL version 5.0. Some of the short-comings are documented in the "MySQL Federated Tables: The Missing Manual".

Competition

In October 2005, Oracle Corporation acquired Innobase OY, the Finnish company that developed the InnoDB storage engine that allows MySQL to provide such functionality as transactions and foreign keys. A press release by Oracle that was issued after the acquisition, mentioned that the contracts that make the company's software available to MySQL AB would be due for renewal (and presumably renegotiation) sometime in 2006. During the MySQL Users Conference in April 2006, MySQL issued a press release which confirmed that MySQL and Innobase OY agreed to a "multi-year" extension of their licensing agreement. In February

2006, Oracle Corporation acquired Sleepycat Software, makers of the Berkeley DB, a database engine onto which another MySQL storage engine was built.

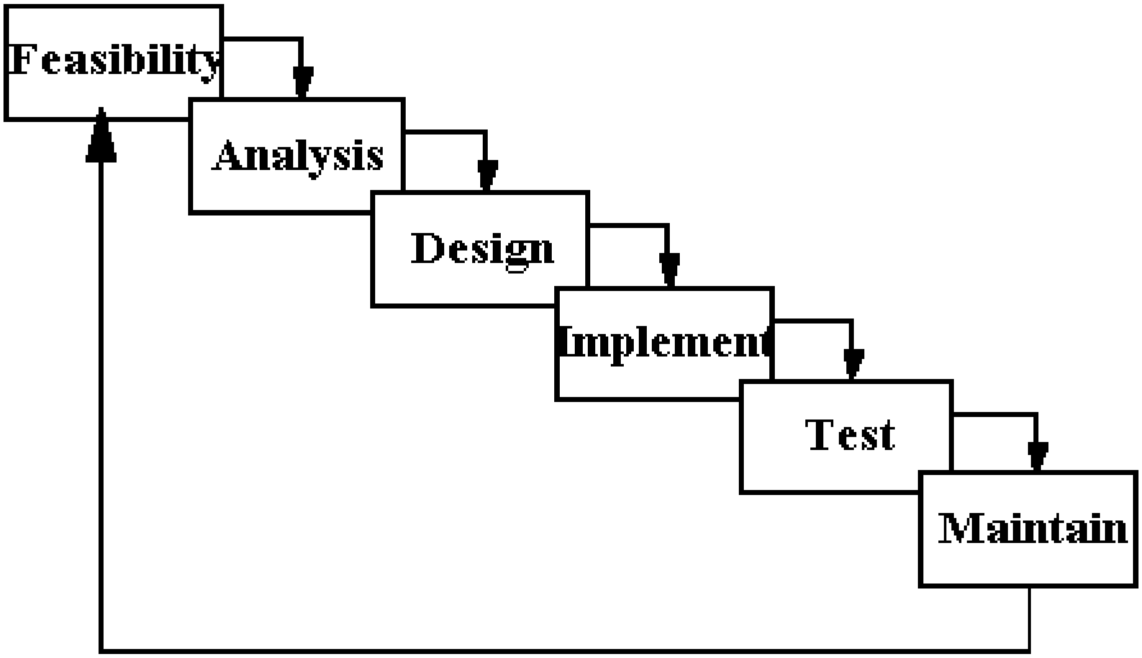
In April 2009, Oracle Corporation entered into an agreement to purchase Sun Microsystems, current owners of the MySQL intellectual property. Although the deal was unanimously approved by Sun's board of directors, it is anticipated to close this summer, subject to Sun stockholder approval, certain regulatory approvals and customary closing conditions.

Microsoft Front Page

Microsoft Front Page, code-named *Quartz*, is a WYSIWYG HTML editor and general web design program by Microsoft. It is part of the Expression Studio suite. Expression Web edits web pages using XML, CSS 2.1, ASP.NET 2.0, XHTML, XSLT and JavaScript. It requires the .NET Framework 2.0 to operate. Microsoft SharePoint Designer provides related Microsoft technology. It offers Visual Studio support for ASP.NET applications. It has some legacy support for classic ASP. Expression Web uses its own standards-based rendering engine which is different from Internet Explorer's Trident engine. Microsoft Expression Web provides the ability to install add-ins from third-party developers, extending its capabilities.

SYSTEM DEVELPOMENT LIFE CYCLE (SDLC)

The Systems Development Life Cycle **(SDLC)** is a conceptual model used in project management that describes the stages involved in an information system development project from an initial feasibility study through maintenance of the completed application. Various SDLC methodologies have been developed to guide the processes involved including the waterfall model (the original SDLC method). Documentation is crucial regardless of the type of model chosen or devised for any application, and is usually done in parallel with the development process. Some methods work better for specific types of projects, but in the final analysis, the most important factor for the success of a project may be how closely particular plan was followed.



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PROBLEM ANALYSIS

Applications

The main applications of the On Line Placement System is the ability of the website to properly show enroll the artists and manage information about them. The administrator has the ability to change ,modify, view and delete the various details regarding the users and arts. The users have the ability to log in and post their queries and download arts.

Challenges

The challenges mainly lie in detecting attacks like viruses, hacking and also in the implementation of firewall. A virus can enter the system and can disrupt the working of the website. Hacking can be done by some people who want to access some restricted sections of the website (e.g. administrator's area) and to modify or taper some aspects of the website.

Scanning attacks may yield:

(i) The method used by viruses to enter the system.

(ii) The types of database allowed through a firewall.

(iii) The paths or ways used by hackers to enter the system

(iv) The loopholes remaining in the system (or website) which are used by attackers.

(v) The server from where the viruses or hackers are gaining access to the system.

(vi) The types of viruses able to affect the website.

And with the implementation of firewall and other security mechanisms that are designed for it, the On Line Placement System Website safe and secure.

REQUIREMENT ANALYSIS

Goal of Thesis

The goal of our thesis is to develop a website that can be used as an enrollment website with the features of interaction and problem solving. The whole project will be based on PHP with MYSQL as the database with certain security constraints added to it.

Our aim is also to implement the Administrator part in to the project so that the server or administrator himself can view, add, delete and modify.

A. Administrator

He has to see whether the website is working properly and whether the details available in the system are relevant and correct. He can view, add, modify, delete details.

B. Database

The database keeps all the records of all the users i.e. name,course, phone no.,dob, city, country,etc. For creating such records it takes the help of tables which is created in the MYSQL. The tables can have infinite entries of all the registered users as well as administrators.

C. Clients

Our aim will also to provide efficient way by which client can enter to see his profile, ask questions to his teacher and download softwares.

D. Security Constraints

There need to be certain constraints which have to be implemented on the database as well as on the administrator in order to work properly the whole system, such as declaring the primary key, or such constraints in order to keep the database work properly.

Some of such constraints are as follows:

1. Each user has a field called username which can be used to differentiate between different users.

2. The administrator has his own password known to no one else to access a unique page.

3. Only the administrator has the right to delete, modify users and questions.

4. Administrator has to first login to get access to myaccount part and modify some data available in the website.

5. A new user cannot have same username and password as of some already registered user.

6.When user or administrator click on logout the session of the user ends and he has to again login using his/her username and password to access the same functionality.

7. Checks are implemented so that the mandatory fields are filled by users when the user is entering some information in the system.

8. Latest firewalls and other antivirus and anti hacking modules are to be used with the website so as to protect the website from external attacks.

FEASIBILTY STUDY

From the inception of ideas for software system, until it is implemented and delivered to customer and even after that the system undergoes gradual developments and evaluations.

The software is said to have life cycle composed of several phases.

At the feasibility stage, it is desirable that two or three different configuration will be pursed that satisfy the key technical requirement but which represent different level of ambition and cost.

Feasibility is the determination of whether or not a project is worth doing. A feasibility study is carried out select a best system that mate performance requirements.

The data collected during primary investigation examines system feasibilities that is likelihood that the system will be beneficial to the organization. Four tests for feasibility study are as follows:-

- **Technical Feasibility:** This is concerned with specifying equipment and software that w ill successfully satisfy the use considerably, but might include
    - The feasibility to produce output in a given time because system is fast enough to handle multiple users.
    - Response time under certain circumstances and ability to process a certain volume of transaction of a particular speed.
    - Feasibility to communicate data to distant location.
- **Economical Feasibility:** Economic analysis is the most frequently used technique used for evaluating the effectiveness of a proposed system. More commonly known as cost/benefit analysis the procedure is to determine the benefits and savings that are expected from a proposed system and compared them with cost. Though the cost of installing the system may

appear high, it is one time investment. The resulting benefits is that automation results in turnaround time. The resulting cost/benefit ratio is favorable.

- **Operational Feasibility:** It is mainly related to human organizational as social aspects. The points to be considered are - The system interface is standard, user friendly and provides extensive help. Hence no special training is not required.
- **Social Feasibility:** Social feasibility is determination of whether a proposed project will be acceptable to people or not, So this project is totally Social and Feasible

SYSTEM ANALYSIS

The Analysis model:

The analysis model must achieve three primary objectives:

- To describe what the customer requires.
- To establish the basis for the enhancement of a software design.
- To define a set of requirements that can be validated once the software is completely enhanced. The main elements of the analysis model are briefly described below.
- At the core of the model lies the ***data dictionary***, which is a repository that contains descriptions of all the data objects consumed or produced by the software .Three different diagrams surround the core.
- The **entity relation diagram** depicts relationships between data objects.

- The **data flow diagram** provides an indication of how the data is transformed as they move through the system.
- The **state transition diagram** indicates how the system behaves as a consequence of external events.

DESIGN PHASE

The design phase involves converting the informational, functional, and network requirements identified during the initiation and planning phases into unified design specifications that developers use to script programs during the development phase. Program designs are constructed in various ways. Using a top-down approach, designers first identify and link major program components and interfaces, then expand design layouts as they identify and link smaller subsystems and connections. Using a bottom-up approach, designers first identify and link minor program components and interfaces, then expand design layouts as they identify and link larger systems and connections.

Contemporary design techniques often use prototyping tools that build mock-up designs of items such as application screens, database layouts, and system architectures. End users, designers, developers, database managers, and network administrators should review and refine the prototyped designs in an iterative process until they agree on an acceptable design.

Designers should carefully document completed designs. Detailed documentation enhances a programmer’s ability to develop programs and modify them after they are placed in production. The documentation also helps management ensure final programs are consistent with original goals and specifications. Organizations should create initial testing, conversion, implementation, and training plans during the design phase. Additionally, they should draft user, operator, and maintenance manuals.

For design of the website project:

1. First Database has to be designed which can be used to handle all the requirements of the users.
2. The basic structure of the website has to be designed.
3. The main template to be used for the website is designed.

DATA FLOW DIAGRAM

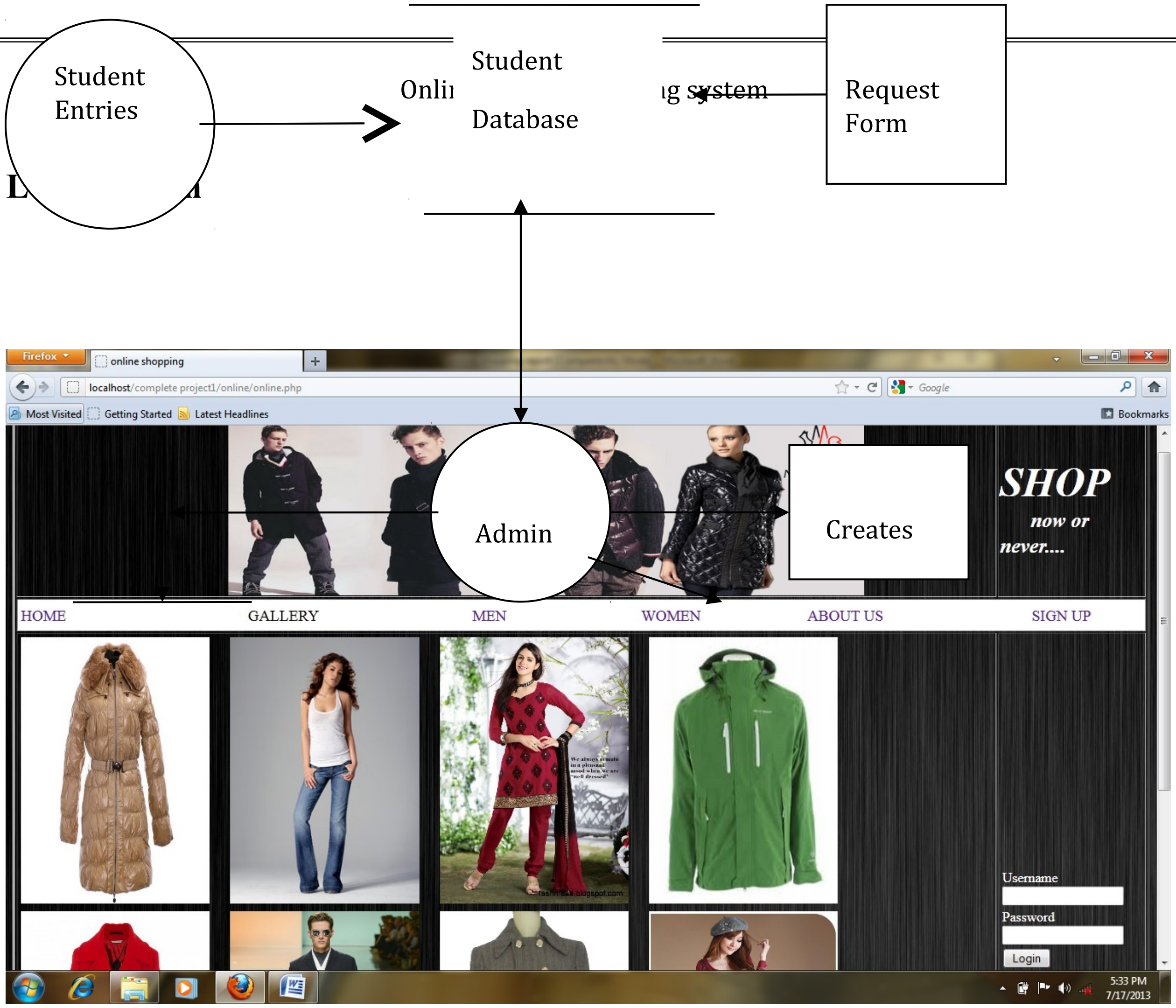
DATA FLOW DIAGRAM OF

ONLINE PLACEMENT CELL MANAGEMENT SYSTEM

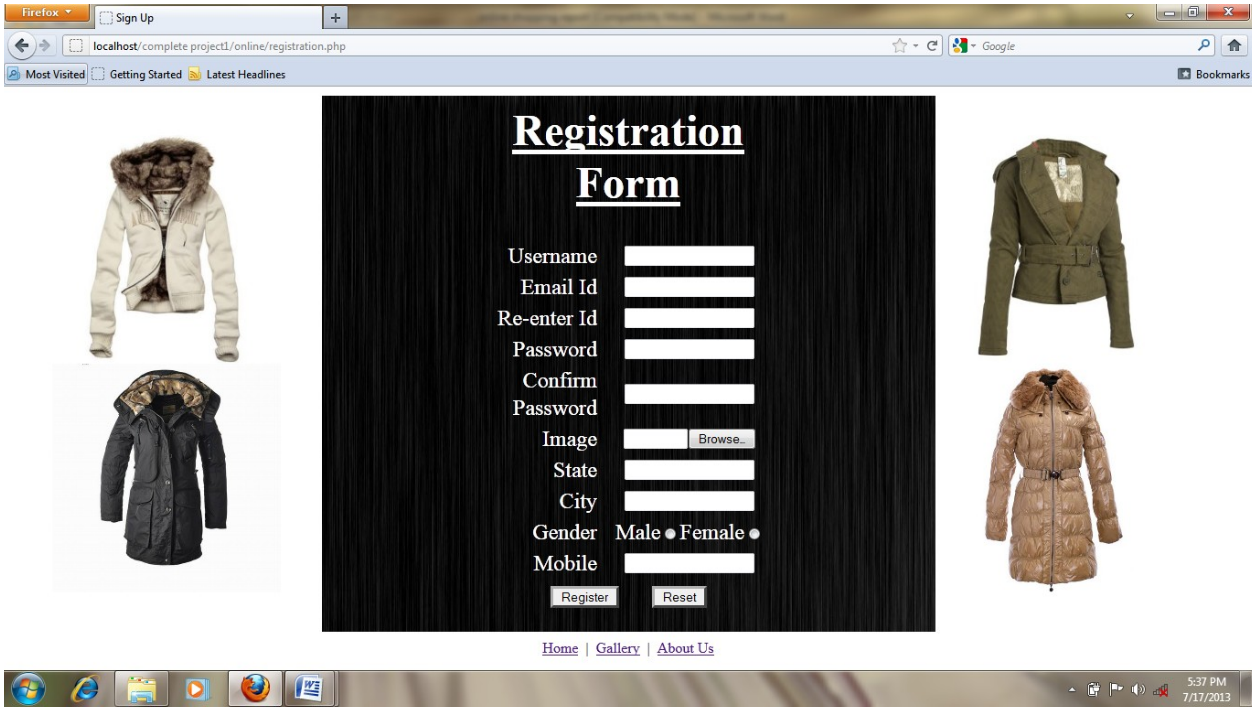
ScreenShots

Onli ig system

L n



Sign up Screen



Registration Form

Username

Email Id

Re-enter Id

Password

Confirm Password

Image

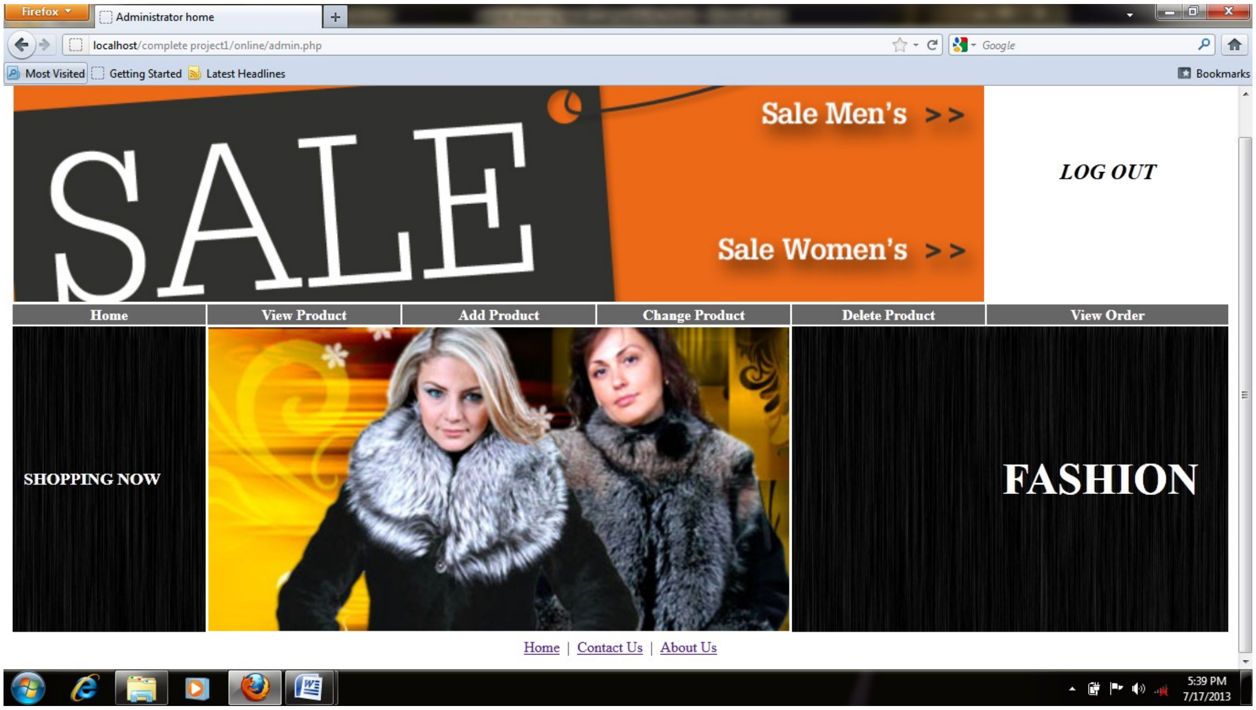
State

City

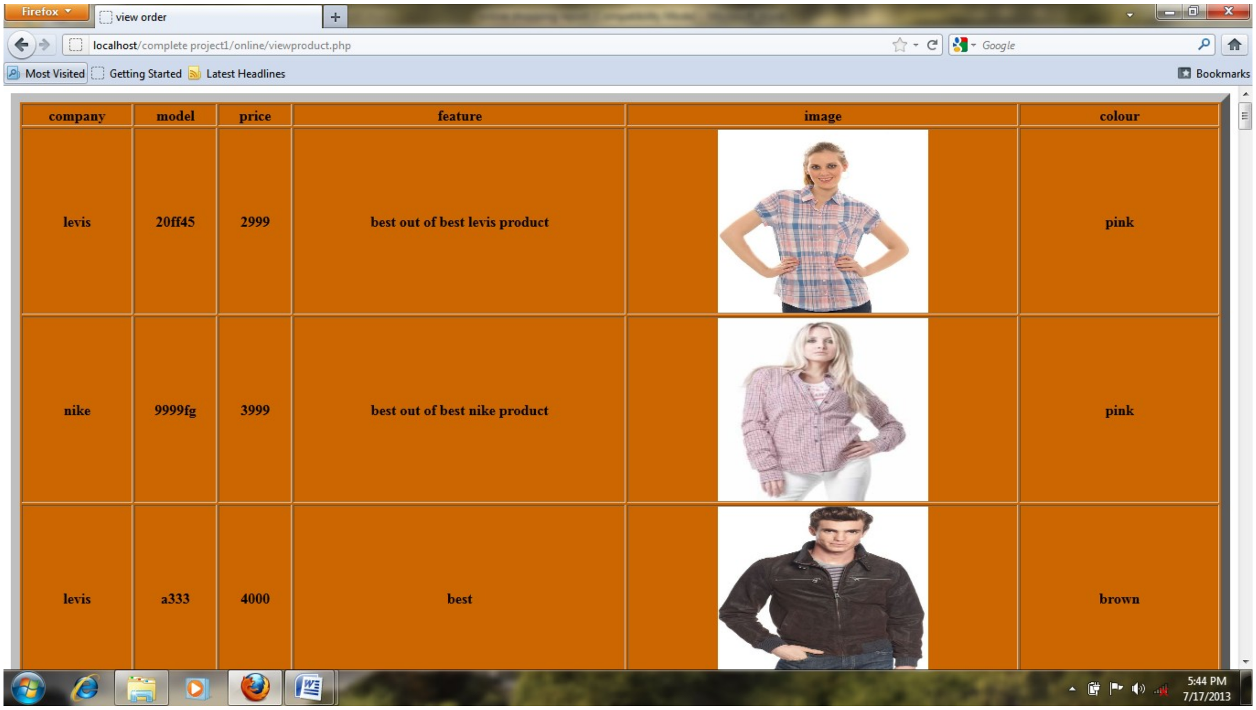
Gender Male ● Female ●

Mobile

Admin screen

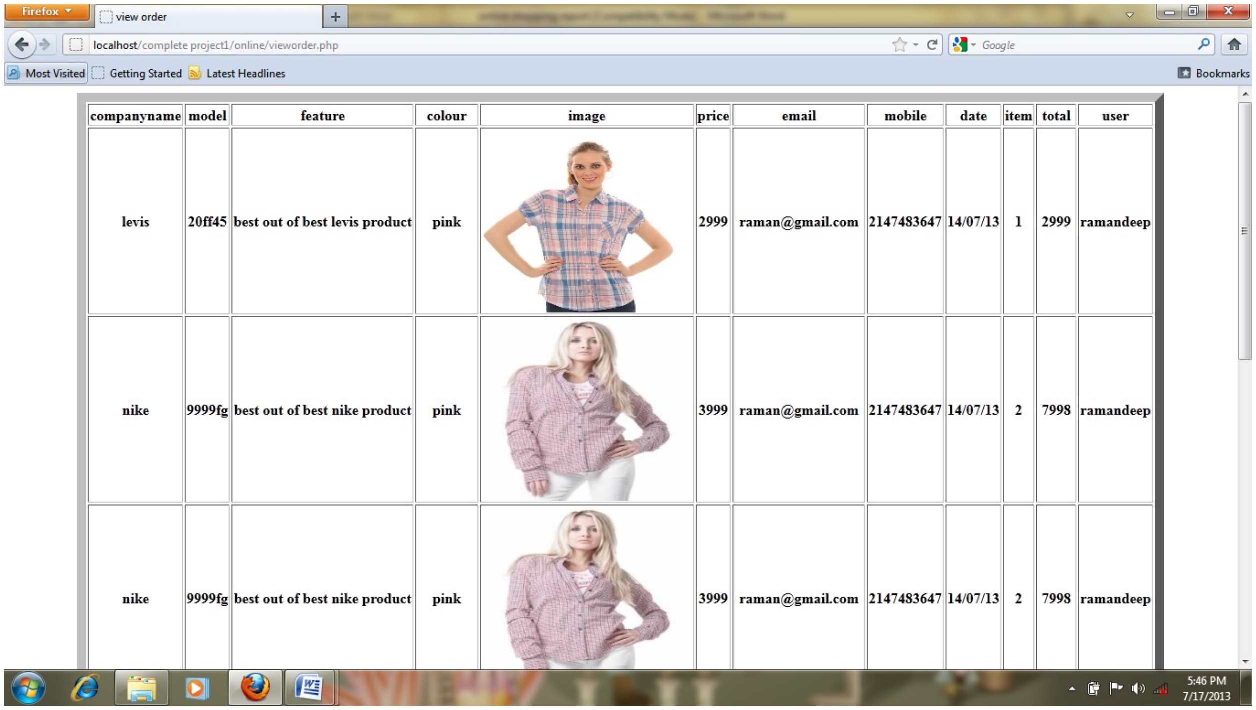

Firefox
Administrator home
localhost/complete project1/online/admin.php
Google
Most Visited
Getting Started
Latest Headlines
Bookmarks
SALE
Sale Men's > >
Sale Women's > >
LOG OUT
Home
View Product
Add Product
Change Product
Delete Product
View Order
SHOPPING NOW
FASHION
Home | Contact Us | About Us
5:39 PM
7/17/2013

View Product screen of Admin



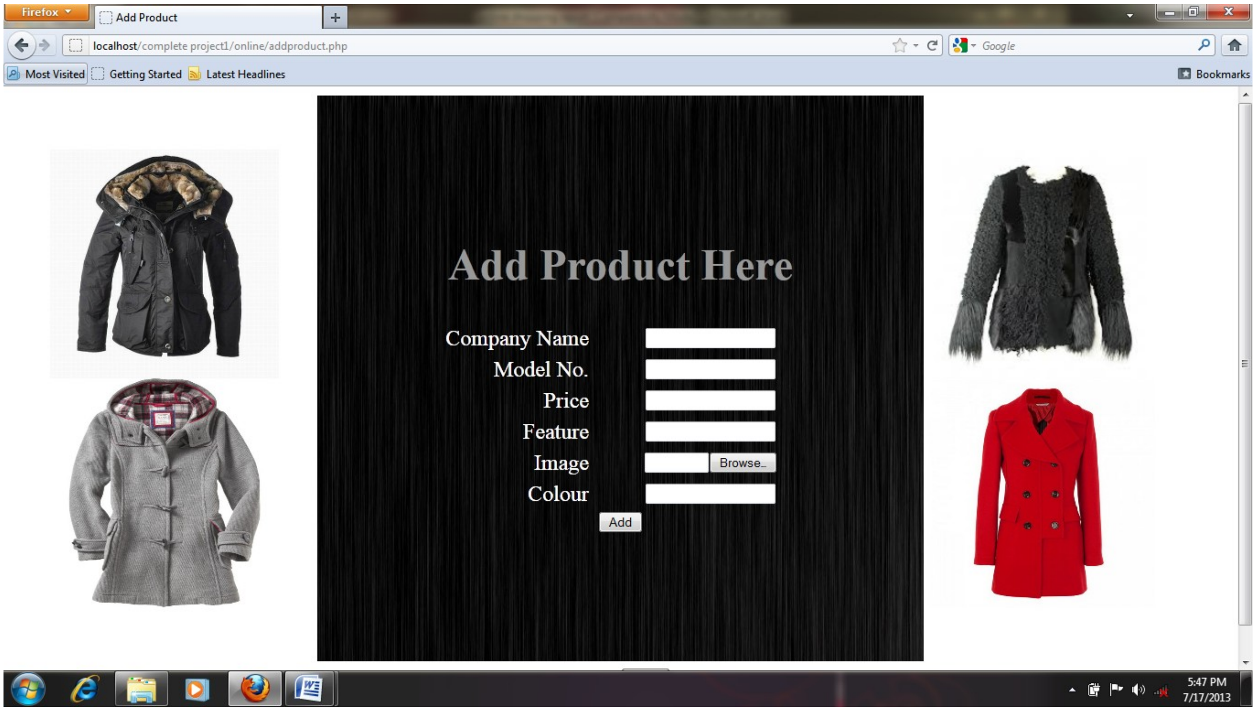
company	model	price	feature	image	colour
levis	20ff45	2999	best out of best levis product		pink
nike	9999fg	3999	best out of best nike product		pink
levis	a333	4000	best		brown

View order screen of Admin



companyname	model	feature	colour	image	price	email	mobile	date	item	total	user
levis	20ff45	best out of best levis product	pink		2999	raman@gmail.com	2147483647	14/07/13	1	2999	ramandeep
nike	9999fg	best out of best nike product	pink		3999	raman@gmail.com	2147483647	14/07/13	2	7998	ramandeep
nike	9999fg	best out of best nike product	pink		3999	raman@gmail.com	2147483647	14/07/13	2	7998	ramandeep

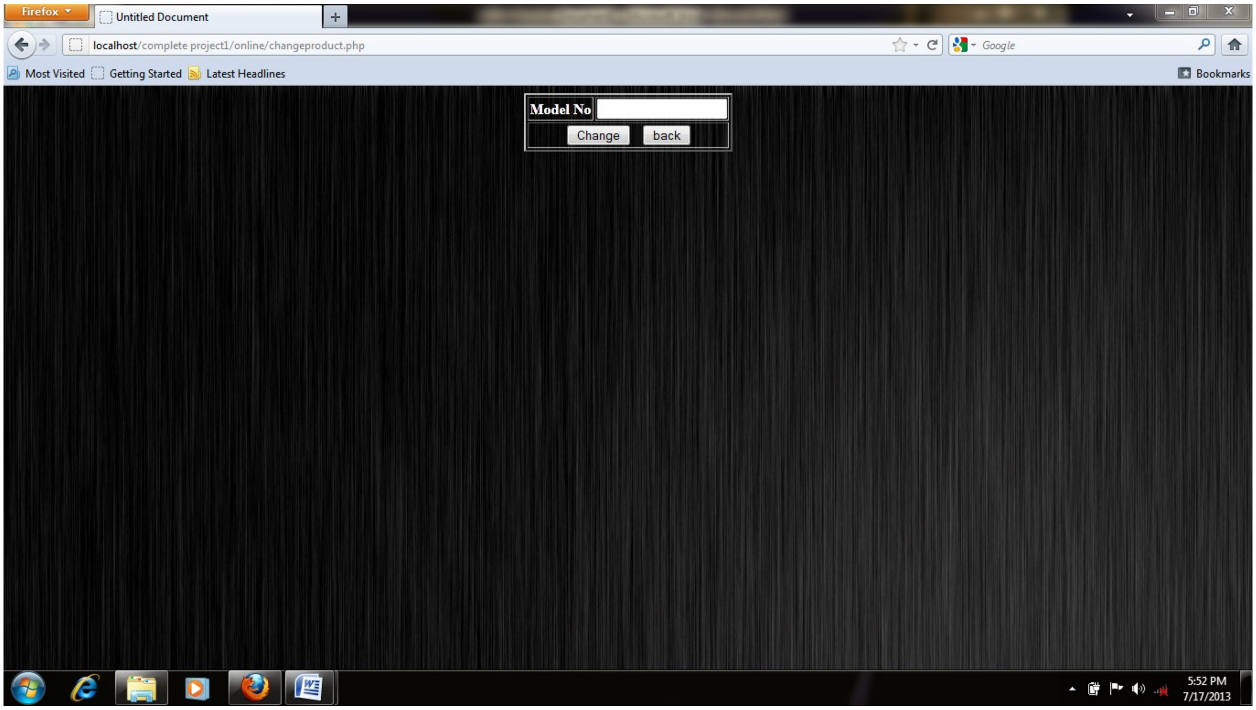
Add Product screen of Admin



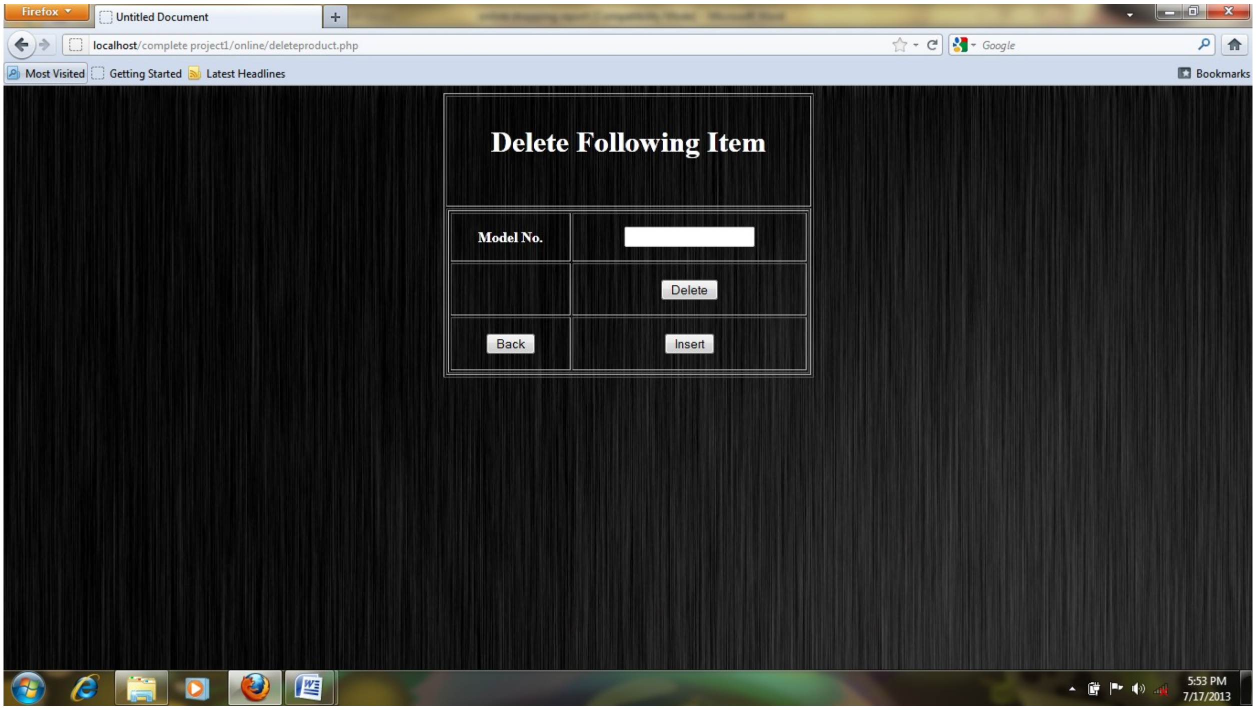
Add Product Here

Company Name
Model No.
Price
Feature
Image Browse..
Colour
Add

Change Product screen of Admin



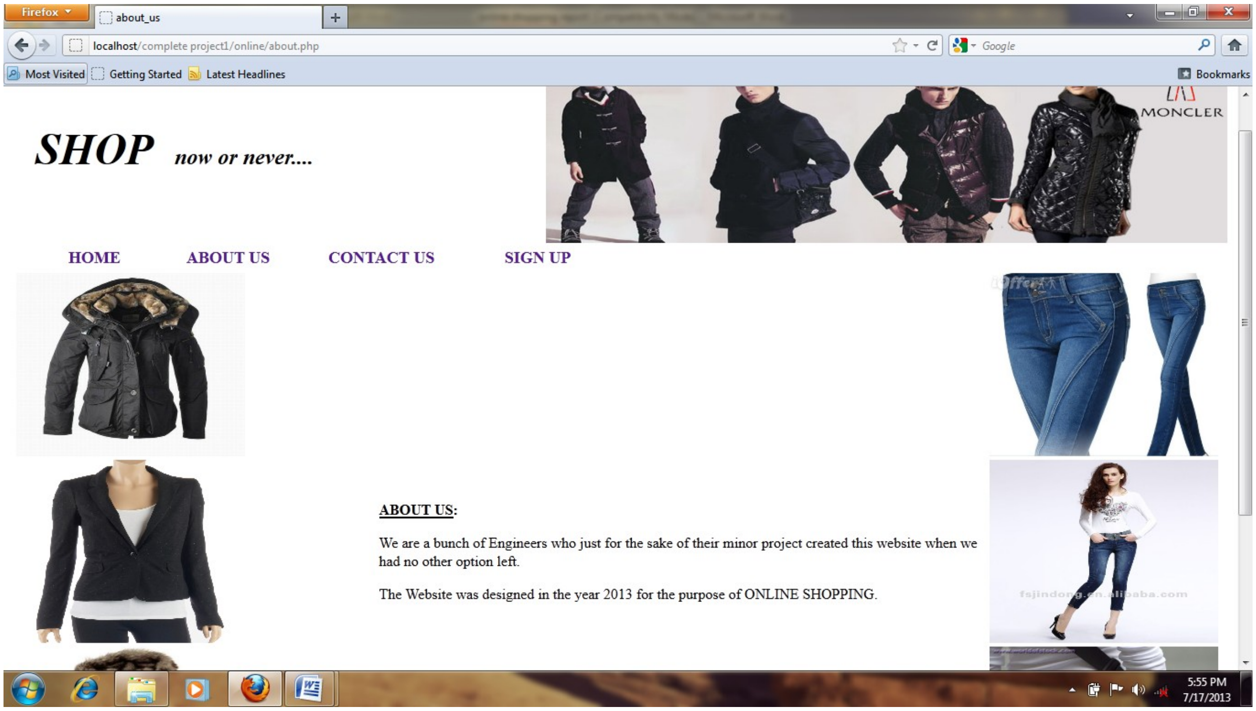
Delete Product screen of Admin



Delete Following Item

Model No.

About Us screen



SHOP *now or never....*

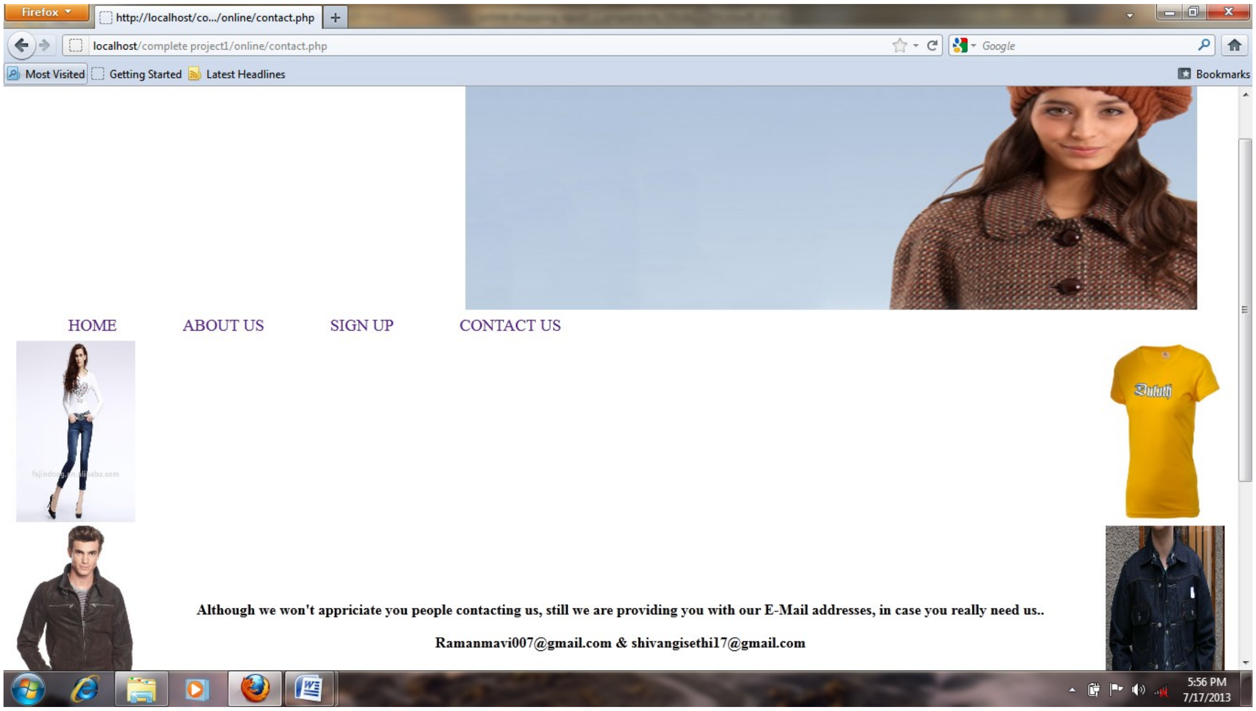
HOME ABOUT US CONTACT US SIGN UP

ABOUT US:

We are a bunch of Engineers who just for the sake of their minor project created this website when we had no other option left.

The Website was designed in the year 2013 for the purpose of ONLINE SHOPPING.

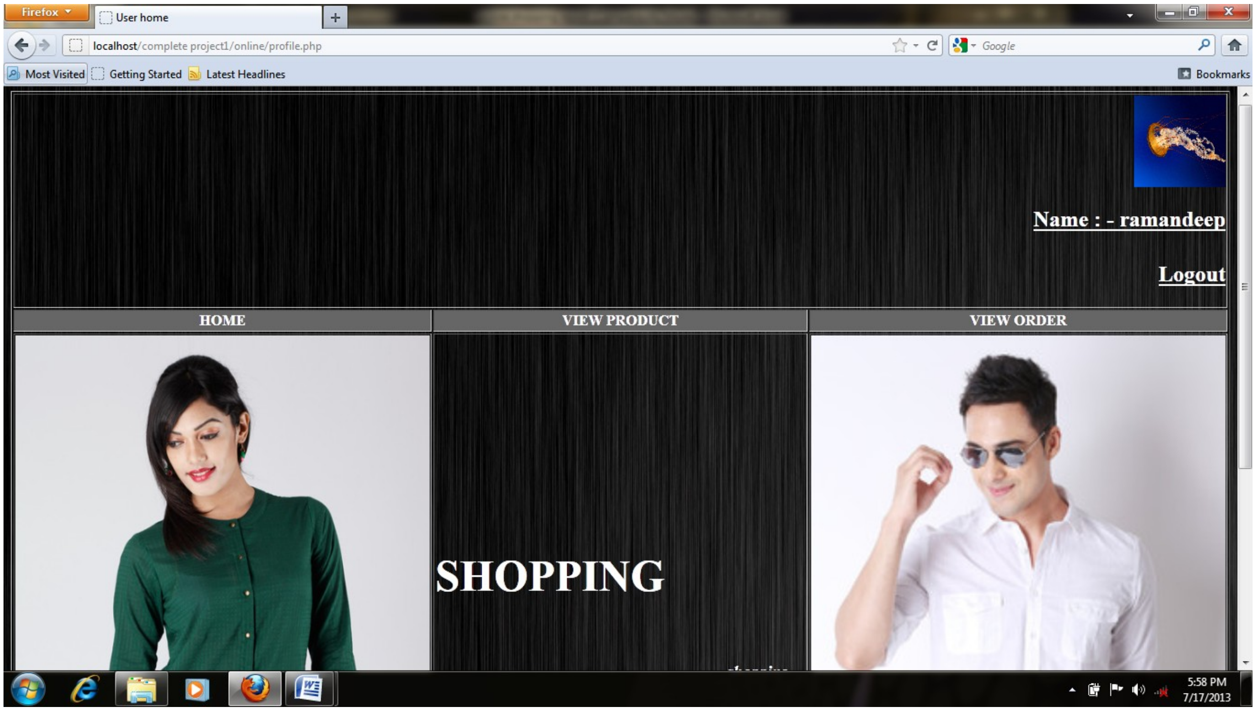
Contact Us screen



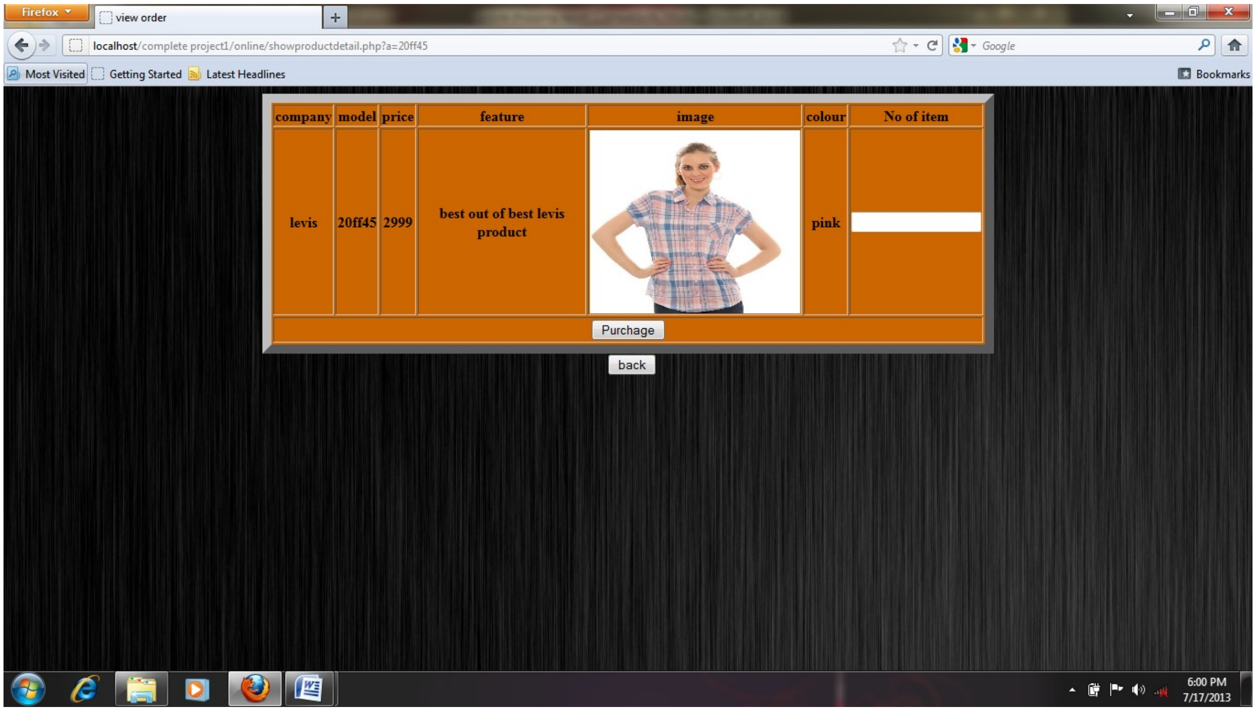
Although we won't appriciate you people contacting us, still we are providing you with our E-Mail addresses, in case you really need us..

Ramanmavi007@gmail.com & shivangisethi17@gmail.com

User's Profile screen

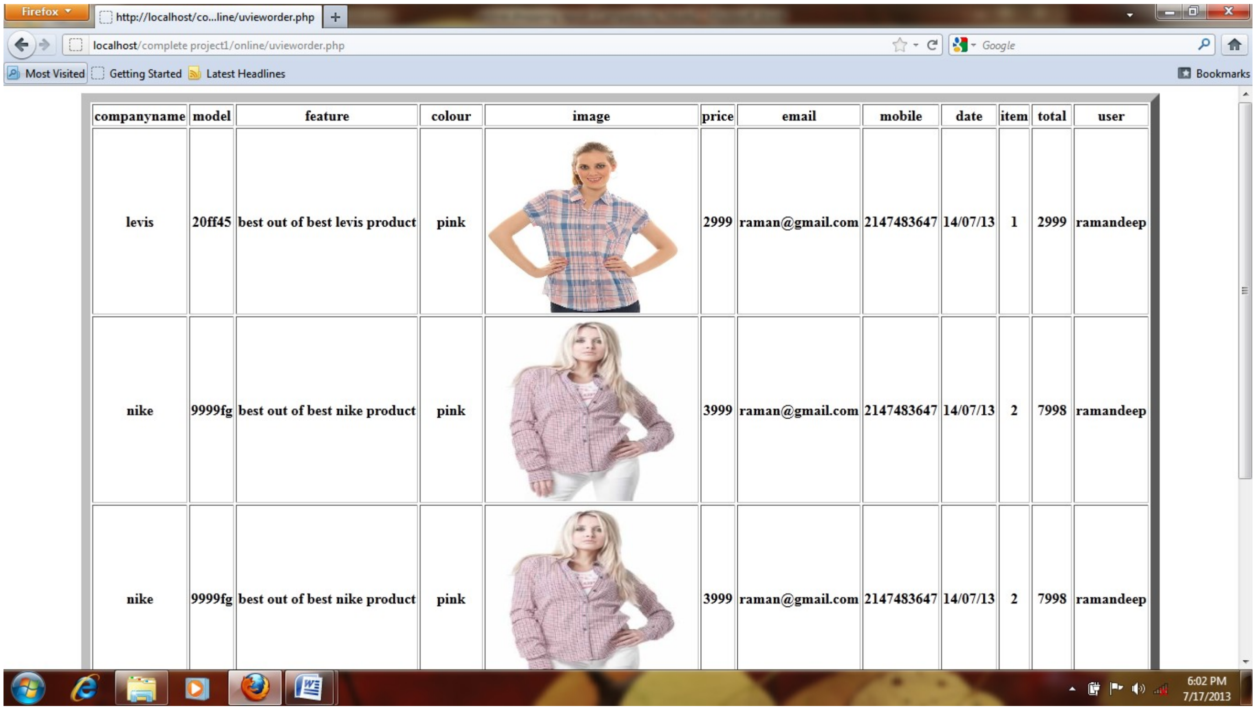


Show product detail screen of User



company	model	price	feature	image	colour	No of item
levis	20ff45	2999	best out of best levis product		pink	

User's View Order screen

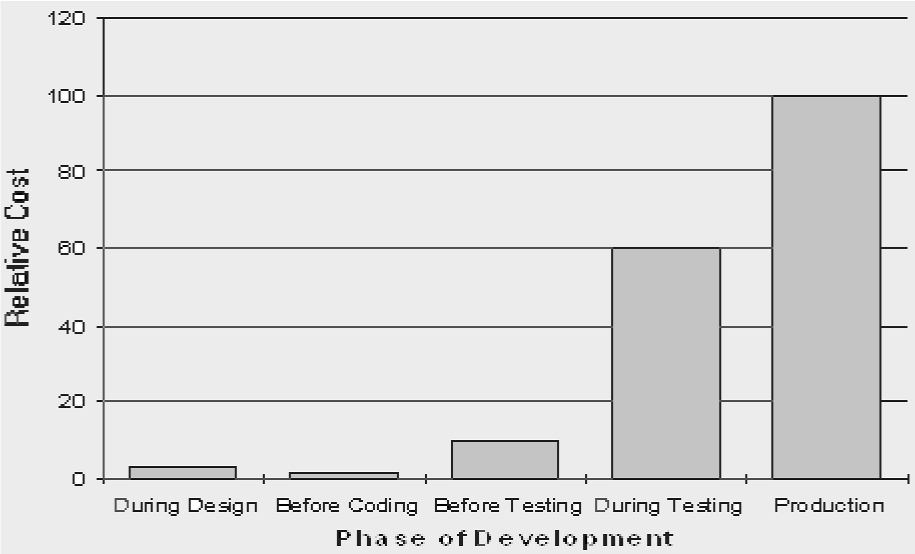

Firefox
http://localhost/co...line/uvieworder.php
localhost/complete project1/online/uvieworder.php
Google
Most Visited
Getting Started
Latest Headlines
Bookmarks
6:02 PM
7/17/2013

companyname	model	feature	colour	image	price	email	mobile	date	item	total	user
levis	20ff45	best out of best levis product	pink		2999	raman@gmail.com	2147483647	14/07/13	1	2999	ramandeep
nike	9999fg	best out of best nike product	pink		3999	raman@gmail.com	2147483647	14/07/13	2	7998	ramandeep
nike	9999fg	best out of best nike product	pink		3999	raman@gmail.com	2147483647	14/07/13	2	7998	ramandeep

TESTING

Software testing

Software testing is the process used to measure the quality of developed computer software. Usually, quality is constrained to such topics as correctness, completeness, security, but can also include more technical requirements as described under the ISO standard ISO 9126, such as capability, reliability, efficiency, portability, maintainability, compatibility, and usability. Testing is a process of technical investigation, performed on behalf of stakeholders, that is intended to reveal quality-related information about the product with respect to the context in which it is intended to operate .



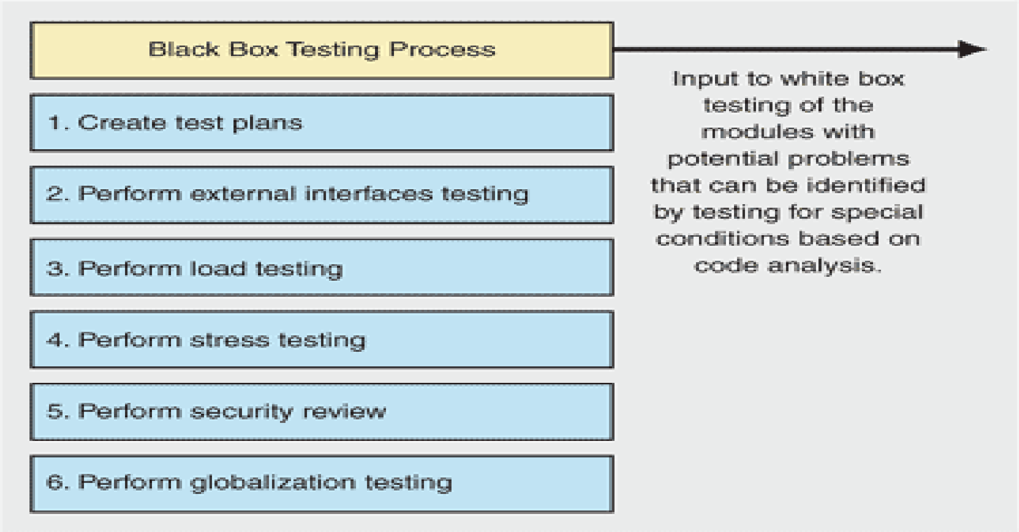
White box, black box, and grey box testing

White box and black box testing are terms used to describe the point of view that a test engineer takes when designing test cases. **Black box** testing treats the software as a black-box without any understanding as to how the internals behave. Thus, the tester inputs data and only sees the output from the test object. This level of testing usually requires thorough test cases to be provided to the tester who then can simply verify that for a given input, the output value (or behavior), is the same as the expected value specified in the test case.

White box testing, however, is when the tester has access to the internal data structures, code, and algorithms. For this reason, unit testing and debugging can be classified as white-box testing and it usually requires writing code, or at a minimum, stepping through it, and thus requires more skill than the black-box tester. If the software in test is an interface or API of any sort, white-box testing is almost always required.

In recent years the term grey box testing has come into common usage. This involves having access to internal data structures and algorithms for purposes of designing the test cases, but testing at the user, or black-box level. Manipulating input data and formatting output do not qualify as grey-box because the input and output are clearly outside of the black-box we are calling the software under test. This is particularly important when conducting integration testing between two modules of code written by two different developers, where only the interfaces are exposed for test.

Grey box testing could be used in the context of testing a client-server environment when the tester has control over the input, inspects the value in a SQL database, and the output value, and then compares all three (the input, sql value, and output), to determine if the data got corrupt on the database insertion or retrieval.


Black Box Testing Process
1. Create test plans
2. Perform external interfaces testing
3. Perform load testing
4. Perform stress testing
5. Perform security review
6. Perform globalization testing
Input to white box testing of the modules with potential problems that can be identified by testing for special conditions based on code analysis.

Verification and Validation

Software testing is used in association with verification and validation (V&V). *Verification* is the checking of or testing of items, including software, for conformance and consistency with an associated specification. Software testing is just one kind of verification, which also uses techniques such as reviews, inspections, and walkthroughs. *Validation* is the process of checking what has been specified is what the user actually wanted.

- Verification: Have we built the software right? (i.e. does it match the specification).
- Validation: Have we built the right software? (i.e. Is this what the customer wants?)

Level of testing

- **Unit testing** tests the minimal software component, or module. Each unit (basic component) of the software is tested to verify that the detailed design for the unit has been correctly implemented. In an Object-oriented environment, this is usually at the class level, and the minimal unit tests include the constructors and destructors.
- **Integration testing** exposes defects in the interfaces and interaction between integrated components (modules). Progressively larger groups of tested software components corresponding to elements of the architectural design are integrated and tested until the software works as a system.
- **Functional testing** tests at any level (class, module, interface, or system) for proper functionality as defined in the specification.
- **System testing** tests a completely integrated system to verify that it meets its requirements.
- **System integration testing** verifies that a system is integrated to any external or third party systems defined in the system requirements.
- **Acceptance testing** can be conducted by the end-user, customer, or client to validate whether or not to accept the product. Acceptance testing may be performed as part of the hand-off process between any two phases of development.

  - ***Alpha testing*** is simulated or actual operational testing by potential users/customers or an independent test team at the developers' site. Alpha testing is often employed for off-the-shelf software as a form of internal acceptance testing, before the software goes to beta testing.
  - ***Beta testing*** comes after alpha testing. Versions of the software, known as beta versions, are released to a limited audience outside of the company. The software is released to groups of people so that further testing can ensure the product has few faults or bugs. Sometimes, beta versions are made available to the open public to increase the feedback field to a maximal number of future users.

It should be noted that although both Alpha and Beta are referred to as testing it is in fact use immersion. The rigors that are applied are often unsystematic and many of the basic tenets of testing process are not used. The Alpha and Beta period provides insight into environmental and utilization conditions that can impact the software.

After modifying software, either for a change in functionality or to fix defects, a regression test re-runs previously passing tests on the modified software to ensure that the modifications haven't unintentionally caused a *regression* of previous functionality. Regression testing can be performed at any or all of the above test levels. These regression tests are often automated.

SMOKE TESTING

Smoke testing is a term used in plumbing, woodwind repair, electronics, and computer software development. It refers to the first test made after repairs or first assembly to provide some assurance that the system under test will not catastrophically fail. After a *smoke test* proves that the pipes will not leak, the keys seal properly, the circuit will not burn, or the software will not crash outright, the assembly is ready for more stressful testing.

- In plumbing, a *smoke test* forces actual smoke through newly plumbed pipes to find leaks, before water is allowed to flow through the pipes.
- In woodwind instrument repair, a smoke test involves plugging one end of an instrument and blowing smoke into the other to test for leaks. (This test is no longer in common use)
- In electronics, a *smoke testing* is the first time a circuit is attached to power, which will sometimes produce actual smoke if a design or wiring mistake has been made.
- In computer programming and software testing, *smoke testing* is a preliminary to further testing, which should reveal simple failures severe enough to reject a prospective software release. In this case, the smoke is metaphorical.

IMPLEMENTATION PHASE

The implementation phase involves installing approved applications into production environments. Primary tasks include announcing the implementation schedule, training end users, and installing the product. Additionally, organizations should input and verify data, configure and test system and security parameters, and conduct post-implementation reviews. Management should circulate implementation schedules to all affected parties and should notify users of any implementation responsibilities.

After organizations install a product, pre-existing data is manually input or electronically transferred to a new system. Verifying the accuracy of the input data and security configurations is a critical part of the implementation process. Organizations often run a new system in parallel with an old system until they verify the accuracy and reliability of the new system. Employees should document any programming, procedural, or configuration changes made during the verification process.

For implementation of the website project:

1. The website can be installed on a computer or a server which has PHP and MYSQL installed in it.

2. The owners of the website are to be properly trained to use all the features of the website, giving details of each features of the website.

3. To show the accuracy of the website and conformance of the website to the requirements of the owners or users of the website.

TEST PLAN

The testing phase requires organizations to complete various tests to ensure the accuracy of programmed code, the inclusion of expected functionality, and the interoperability of applications and other network components. Thorough testing is critical to ensuring systems meet organizational and end-user requirements. Test plans created during initial project phases enhance an organization's ability to create detailed tests.

A bottom-up approach tests smaller components first and progressively adds and tests additional components and systems. A top-down approach first tests major components and connections and progressively tests smaller components and connections.

Bottom-up tests often begin with functional (requirements based) testing. Functional tests should ensure that expected functional, security, and internal control features are present and operating properly. Testers then complete integration and end-to-end testing to ensure application and system components interact properly. Users then conduct acceptance tests to ensure systems meet defined acceptance criteria. Organizations should review and complete user, operator, and maintenance manuals during the testing phase. Additionally, they should finalize conversion, implementation, and training plans.

For testing of the website:

1. All the features of the website are tested by running each function available in the website.

2. The results of the tests conducted on the website are analyzed properly.Only after getting satisfactory results of testing the website can be uploaded on the network i.e. internet.

MAINTENANCE

The maintenance phase involves making changes to hardware, software, and documentation to support its operational effectiveness. It includes making changes to improve a system's performance, correct problems, enhance security, or address user requirements. To ensure modifications do not disrupt operations or degrade a system's performance or security, organizations should establish appropriate change management standards and procedures. Routine changes are not as complex as major modifications and can usually be implemented in the normal course of business. Routine change controls should include procedures for requesting, evaluating, approving, testing, installing, and documenting software modifications.Maintaining accurate, up-to-date hardware and software inventories is a critical part of all change management processes. Management should carefully document all modifications to ensure accurate system inventories. Management should coordinate all technology related changes through an oversight committee and assign an appropriate party responsibility for administering software patch management programs. Quality assurance, security, audit, regulatory compliance, network, and end-user personnel should be appropriately included in change management processes. Risk and security review should be done whenever a system modification is implemented to ensure controls remain in place.

For maintenance of the website:

1. The database has to be updated regularly according to new available information.
2. Redundant and false information must be removed from the database.
3. Newer version of PHP and MYSQL can be used for up gradation of website and to improve the overall performance of the system.

FUTURE ENHANCEMENTS

We can have a Website that will cover whole India giving details of Arts created by persons.

The On Line Placement System website will have the prominent features including:

- Providing online Placement Record through our site.
- Providing personalized inbox to the user.
- Providing video conferencing with the Artists
- Providing links to news which will elaborate more information about them.
- Providing Ajax technology refreshing In our website.

Conclusions

We have successfully implemented the site ‘On Line Clothes Shopping System’. With the help of various links and tools, we have been able to provide a site which is live and running on the web. We have been successful in our attempt to take care of the needs of both the customers as well as the administrator. Finally we hope that this will go a long way in popularizing the organization and making it’s work of enrollment, keeping track of Artist’s Arts, problem solving, etc much more efficient.

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