



MASS MAIL DISPATCHER

A Writing Project Presented

to:

EXPOSYS DATA LABS

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ABSTRACT

Dispatchers are responsible for monitoring all of the communications within a specific geographic area. Public safety dispatchers are responsible for all emergency communications that occur within the jurisdiction of their department. These workers receive and document incoming calls, transmit messages to appropriate personnel, and keep logs of the daily activities of their personnel. Public safety dispatchers usually work in a police station, a fire station, or a hospital. Other dispatchers work in centralized communication centers associated with their specific company or service.

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INTRODUCTION

What is mass mail dispatcher?

Dispatchers of all kinds work with multiple communications systems depending on their function. These systems can include but not limited to telephones, radios, computers and computer-aided dispatch programs, video surveillance cameras, and ground-to-aircraft messaging systems such as ACARS. As a result of sitting for long periods and using such equipment, dispatchers can develop eye strain and back problems. Many dispatchers must also work irregular hours to provide 24-hour service, which includes night, weekend, and holiday hours.

Public safety dispatchers are usually the first point of contact between emergency services and the public. When receiving incoming calls for help, these dispatchers must ascertain the nature, location, and extent of the emergency. Callers requesting emergency assistance are often in a state of heightened emotional distress, which can make it difficult to obtain the information needed to handle the call appropriately. The working conditions of a public safety dispatcher may be particularly stressful compared to others because handling a call incorrectly may delay or misdirect emergency personnel, which could result in serious injury or even death.

Human error can also produce deadly results for other types of dispatchers. A train dispatcher in Spain was found guilty of negligent homicide for a head-on train collision that occurred in June 2003. Nineteen people died and forty-eight were

injured in a crash where the dispatcher allowed a passenger train to leave a station when a freight train was approaching the station on the same line.

Employment as a dispatcher does not usually require a level of education higher than a high school diploma, but many that work in the field hold liberal arts degrees. Employers prefer candidates with computer and clerical skills, communication skills, and the ability to work fast under pressure.

Candidates for employment as public safety dispatchers may be required to pass written, oral, or performance tests and are governed by state or local regulations. Public safety dispatchers may also have to obtain certifications and attend additional training before or after they are employed by state or local governments to dispatch for police, fire, or emergency medical services. The level of training required for these dispatchers is typically the most extensive in comparison to other dispatch positions.

A standard certification requirement for public safety dispatchers is Terminal Operator certification for access to the US Federal Bureau of Investigation (FBI) National Crime Information Center (NCIC) database system. Access to this database system often allows additional access to the statelevel system comparable to NCIC which allows public safety dispatchers to access motor vehicle registration and drivers license information as well as wants or warrants by various law enforcement agencies both state wide and national. In addition to certifications, specialized training is also required or appropriated to public safety dispatchers. As public safety dispatchers are the first contact made between

the public and emergency services, public safety dispatchers need to be able to extract a vast array of information out of the caller. Such specialized training for 911 dispatchers can include: suicide intervention, hostage negotiation, bomb threats, tactical dispatching (for SWAT teams), domestic violence and domestic and foreign terrorism countermeasures. Many are also trained as Emergency Medical Dispatchers, able to give first aid instructions to victims or families prior to EMS arrival.

According to the NSSC 266,000 people were employed as dispatchers in 2004. In addition, it is expected that a number of current dispatchers will either transfer to other occupations or leave the labour force, which will result in an increase of openings.

Existing Method

Some of the alternatives for developing a web application are: Elastic mail

Elastic mail is a full-service platform for email marketing. This tool automatically helps you to avoid duplicate addresses. It has an advanced algorithm that allows you to find invalid emails.

Features:

- It enables you to schedule numerous campaigns with various settings according to send time, scheduling, and more.
- This tool provides detailed statistics.
- You can scale to more than 100 million emails per month.
- It has a drag and drops editor to modify the template quickly.
- You can easily connect and via HTTP (Hypertext Transfer Protocol) API.

senderblue

senderblue is a SaaS solution for email marketing automation. It helps you to manage your customer using your current CRM. You can use this tool to set up the design, engagement, and delivery of transactional messages.

Mass mail software application that enables you to automatically send emails. It helps you to solve mail marketing tasks like searching messages, lists management, and monitoring result.

Mail marketer

Mail marketer is application that enables you to send bulk emails with ease. This program can automate your follow-up tasks depend on your events. It offers real-time reports which contain details of mail open frequency, number of click, bounce rate, etc.

ZeptoMail

Zeptomail is a highly reliable and secure bulk email service that instantly delivers all-important emails. It offers high-speed delivery and great inbox placement. You can migrate to ZeptoMail in a simple configuration with SMTP.

Proposed Method with Architecture

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 browser receive HTML documents from a webserver 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.

In 1980, physicist Tim Berners-Lee ,a contractor at CERN, proposed and prototyped ENQUIRE, a system for CERN researchers to use and share documents. In 1989, BernersLee wrote a memo proposing an INTERNET -based hypertext system. Berners-Lee specified HTML and wrote the browser and server software in late 1990. That year, Berners-Lee and CERN data systems engineer Robert Cailiau collaborated on a joint request for funding, but the project was not formally adopted by CERN. In his personal notes from 1990 he listed "some of the many areas in which hypertext is used" and put an encyclopedia first.

The first publicly available description of HTML was a document called "HTML tags", first mentioned on the Internet

by Tim Berners-Lee in late 1991. It describes 18 elements comprising the initial, relatively simple design of HTML.

Except for the hyperlink tag, these were strongly influenced by SGML guid, an in-house Standard Generalised Markup Language (SGML)-based documentation format at CERN. Eleven of these elements still exist in HTML 4.

HTML is a markup language that we browsers use to interpret and compose text, images, and other material into visual or audible web pages. Default characteristics for every item of HTML markup are defined in the browser, and these characteristics can be altered or enhanced by the web page designer's additional use of CSS. Many of the text elements are found in the 1988 ISO technical report TR

9537 *Techniques for using SGML*, which in turn covers the features of early text formatting languages such as that used by the RUNOFF command developed in the early 1960s for the CTSS (Compatible Time-Sharing System) operating system: these formatting commands were derived from the commands used by typesetters to manually format documents. However, the SGML concept of generalized markup is based on elements (nested annotated ranges with attributes) rather than merely print effects, with also the separation of structure and markup; HTML has been progressively moved in this direction with CSS.

Berners-Lee considered HTML to be an application of SGML. It was formally defined as such by the [Internet Engineering Task Force](#) (IETF) with the mid-1993 publication of the first proposal for an HTML specification, the "Hypertext Markup Language (HTML)" Internet Draft by Berners-Lee and [Dan Connolly](#), which included an SGML [Document type definition](#) to define the grammar. The draft expired after six months, but was notable for its acknowledgment of the [NCSA](#)

[Mosaic](#) browser's custom tag for embedding in-line images, reflecting the IETF's philosophy of basing standards on successful prototypes. Similarly, [Dave Raggett](#)'s competing Internet-Draft, "HTML+ (Hypertext Markup Format)", from late 1993, suggested standardizing already-implemented features like tables and fill-out forms.

After the HTML and HTML+ drafts expired in early 1994, the IETF created an HTML Working Group, which in 1995 completed "HTML 2.0", the first HTML specification intended to be treated as a standard against which future implementations should be based.

Further development under the auspices of the IETF was stalled by competing interests. Since 1996, the HTML specifications have been maintained, with input from commercial software vendors, by the [World Wide Web Consortium](#) (W3C). However, in 2000, HTML also became an international standard ([ISO/IEC](#) 15445:2000). HTML 4.01 was published in late 1999, with further errata published through 2001. In 2004, development began on HTML5 in the [Web Hypertext Application Technology Working Group](#) (WHATWG), which became a joint deliverable with the W3C in 2008, and completed and standardized on 28 October 2014.

```
!DOCTYPE html>
<html>
  <head>
    <title>This is a title</title>
  </head>
  <body>
    <div>
      <p>Hello world!</p>
    </div>
  </body>
</html>
```

From a JavaScript perspective, the main thing to understand from this diagram is that `html` gives web developers an abstraction from the complexities from the complex internals beneath. The codecs and protocols used by WebRTC do a huge amount of work to make real-time communication possible, even over unreliable networks.

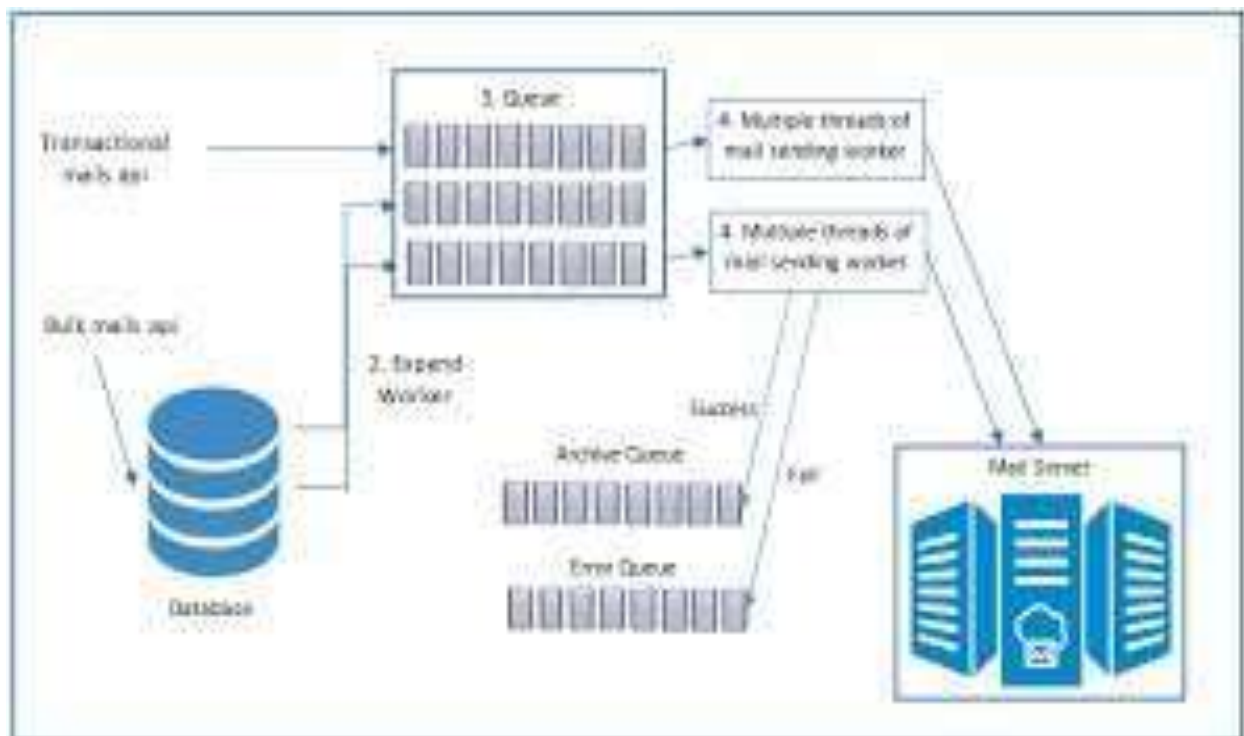
Methodology

Main Concept – WebRTC

Semantic HTML is a way of writing HTML that emphasizes the meaning of the encoded information over its presentation (look). HTML has included semantic markup from its inception, but has also included presentational markup, such as ``, `<i>` and `<center>` tags. There are also the semantically neutral [span and div](#) tags. Since the late 1990s, when [Cascading Style Sheets](#) were beginning to work in most browsers, web authors have been encouraged to avoid the use of presentational HTML markup with a view to the [separation of presentation and content](#).

In a 2001 discussion of the [Semantic Web](#), [Tim BernersLee](#) and others gave examples of ways in which intelligent software "agents" may one day automatically crawl the web and find, filter and correlate previously unrelated, published

facts for the benefit of human users. Such agents are not commonplace even now, but some of the ideas of [Web 2.0](#), [mashups](#) and [price comparison websites](#) may be coming close. The main difference between these web application hybrids and Berners-Lee's semantic agents lies in the fact that the current [aggregation](#) and hybridization of information is usually designed in by [web developers](#), who already know the web locations and the [API semantics](#) of the specific data they wish to mash, compare and combine.



Technologies Used

- **JavaScript:**

JavaScript is a cross-platform, object-oriented scripting language used to make webpages interactive (e.g., having complex animations, clickable buttons, popup menus, etc.). There are also more advanced server side versions of JavaScript such as Node.js, which allow you to add more functionality to a website than

downloading files (such as realtime collaboration between multiple computers). Inside a host environment (for example, a web browser), JavaScript can be connected to the objects of its environment to provide programmatic control over them.

- **HTML:**

HTML (Hypertext Markup Language) is the code that is used to structure a web page and its content. For example, content could be structured within a set of paragraphs, a list of bulleted points, or using images and data tables.

Logic:

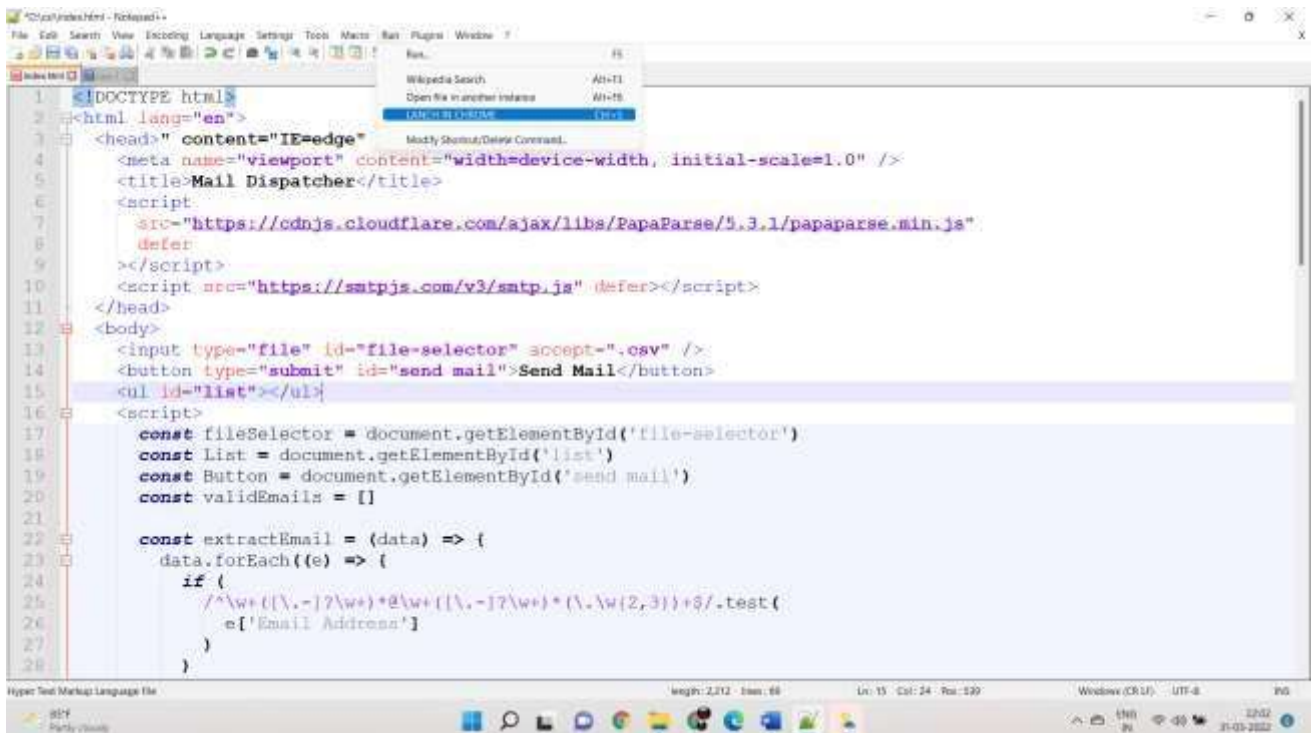


At first step, user uploads a csv file with bulk of mails and then it will filter some mails .

In second step , enter your message and body then send it to all recipients.

Implementation

1. At first we have to click on run(to execute the code):



```
1 <!DOCTYPE html>
2 <html lang="en">
3   <head>
4     <meta content="IE=edge" />
5     <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6     <title>Mail Dispatcher</title>
7     <script
8       src="https://cdnjs.cloudflare.com/ajax/libs/PapaParse/5.3.1/papaparse.min.js"
9       defer
10    ></script>
11    <script src="https://smtpjs.com/v3/smtp.js" defer></script>
12  </head>
13  <body>
14    <input type="file" id="file-selector" accept=".csv" />
15    <button type="submit" id="send mail">Send Mail</button>
16    <ul id="list"></ul>
17    <script>
18      const fileSelector = document.getElementById('file-selector')
19      const List = document.getElementById('list')
20      const Button = document.getElementById('send mail')
21      const validEmails = []
22
23      const extractEmail = (data) => {
24        data.forEach((e) => {
25          if (
26            /^([a-zA-Z0-9_-]+@([a-zA-Z0-9_-]+)\.([a-zA-Z0-9_-]+))$/i.test(
27              e
28            )
29          ) {
30            validEmails.push(e)
31          }
32        })
33      }
34
35      fileSelector.addEventListener('change', () => {
36        const file = fileSelector.files[0]
37        const reader = new FileReader()
38        reader.onload = () => {
39          const csv = reader.result
40          const data = Papa.parse(csv, { header: true })
41          extractEmail(data.data)
42        }
43        reader.readAsText(file)
44      })
45
46      Button.addEventListener('click', () => {
47        const email = validEmails.join(',')
48        const message = document.getElementById('message').value
49        const body = document.getElementById('body').value
50        const recipients = document.getElementById('recipients').value
51        const subject = document.getElementById('subject').value
52        const to = email ? email : recipients
53        const emailData = {
54          to,
55          subject,
56          message,
57          body,
58        }
59        Email.send(emailData)
60      })
61    </script>
62  </body>
63</html>
```

2. Browser will be opened directed to the localhost



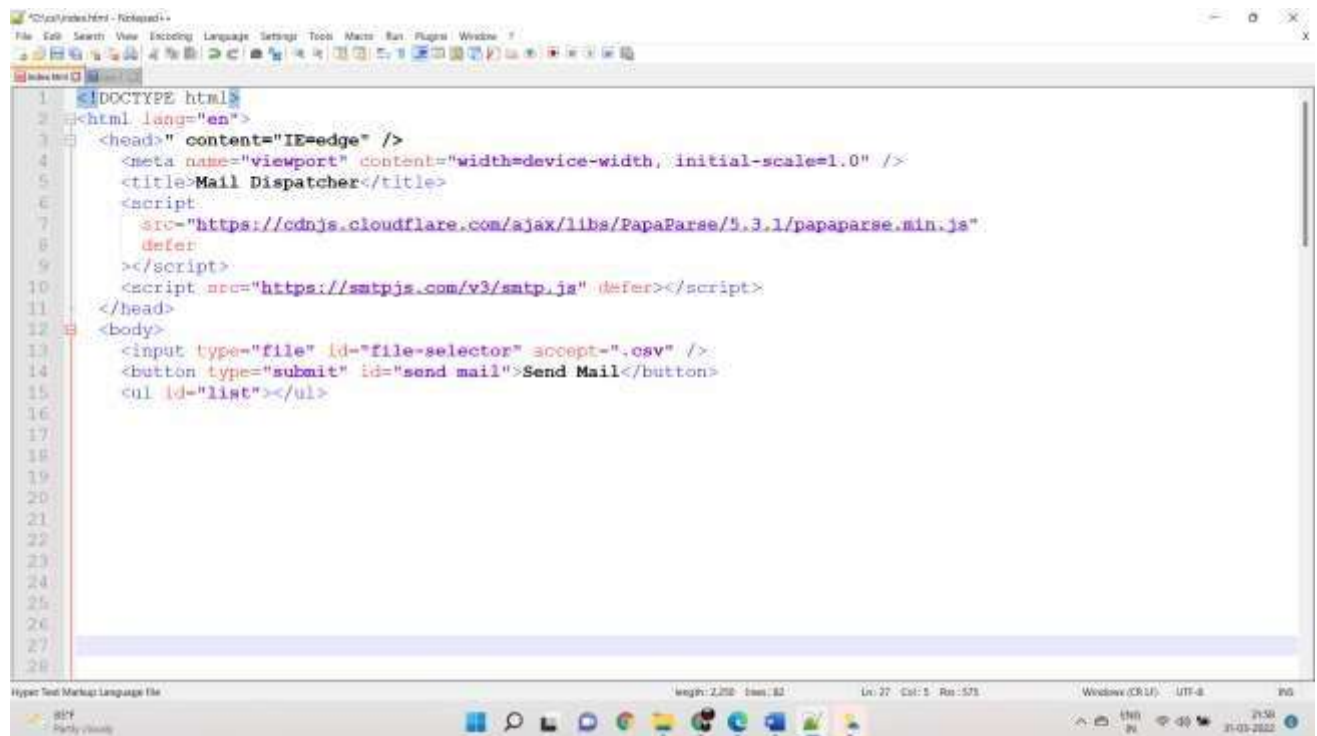
3. Upload a csv file with bulk of mails.



4. Send mail to all recipients.

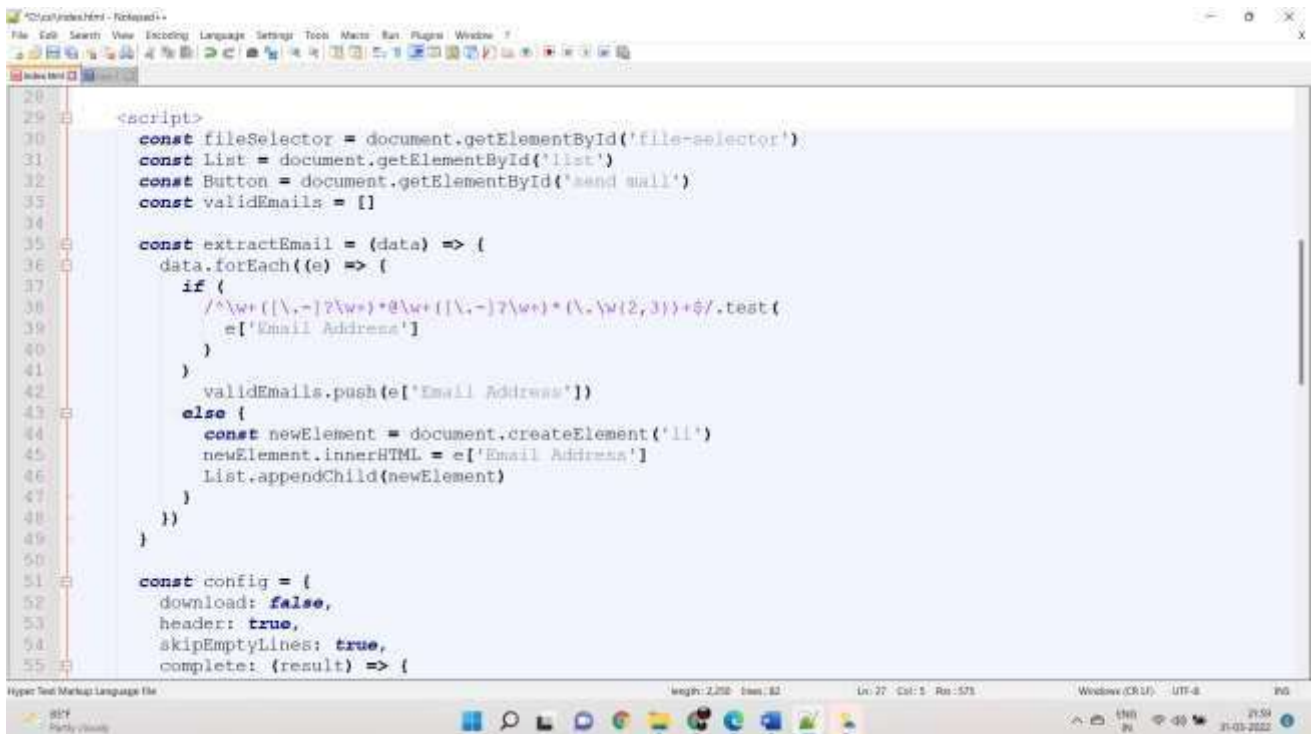
Here are some main pieces of codes:

○ Index.html



```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta name="viewport" content="width=device-width, initial-scale=1.0" />
6   <title>Mail Dispatcher</title>
7   <script
8     src="https://cdnjs.cloudflare.com/ajax/libs/PapaParse/5.3.1/papaparse.min.js"
9     defer>
10  </script>
11   <script src="https://smtpjs.com/v3/smtp.js" defer></script>
12 </head>
13 <body>
14   <input type="file" id="file-selector" accept=".csv" />
15   <button type="submit" id="send mail">Send Mail</button>
16   <ul id="list"></ul>
17
18
19
20
21
22
23
24
25
26
27
28
```

○ main.javascript



```
29 <script>
30   const fileSelector = document.getElementById('file-selector');
31   const List = document.getElementById('list');
32   const Button = document.getElementById('send mail');
33   const validEmails = [];
34
35   const extractEmail = (data) => {
36     data.forEach((e) => {
37       if (
38         /^[^\s@]+@[^\s@]+\.[^\s@]+$/i.test(
39           e['Email Address']
40         )
41       ) {
42         validEmails.push(e['Email Address']);
43       } else {
44         const newElement = document.createElement('li');
45         newElement.innerHTML = e['Email Address'];
46         List.appendChild(newElement);
47       }
48     });
49   };
50
51   const config = {
52     download: false,
53     header: true,
54     skipEmptyLines: true,
55     complete: (result) => {
```

Conclusion

Mass mailing is the process of sending the same email to a large group of contacts at one time. It repeats your company's message and helps you stay top of mind with prospects, clients, or anyone else you do business with. It's also commonly referred to as an "email blast."

A report by McKinsey suggests that emails are 40 times more effective than social media in persuading new customers. This stat is further empowered by the fact that in 2020 alone, around 306.4 billion emails were sent and received daily.

Mass email marketing (also known as bulk email) means creating one message for a list of subscribers, whether it be 10 or 10,000, regardless of consideration for the interests of that diverse group.