

Chapter 1

Introduction

Inclusion of new features on the web, this operation may involve the review of many pages and code generation that provides the functionality. With a CMS that can be as simple as including a module made by third parties, without incurring many changes in the web. The system can grow and adapt the future needs. A content management system (CMS) is a software application or set of related programs that are used to create and manage digital content. CMS are typically used for enterprise content management (ECM) and web content management (WCM). An ECM facilitates collaboration in the workplace by integrating document management, digital asset management and records retention functionalities, and providing end users with role-based access to the organization's digital assets. A WCM facilitates collaborative authoring for websites. Either way, we will give you an overview of what a CMS is and how to use one. First up, let's talk about the different types of CMS there are out there.

ERP which stands for Enterprise Resource Planning is a modular software system designed to integrate the main functional areas of a company's business processes into one integrated system. ERP software standardizes, simplifies, and integrates business processes including finance, human resources, procurement, distribution, and other departments. Though the tools, the technologies, and the well-designed solution and systems are available to support all such needs of the business, what is needed is an integrated solution out of these technologies and the systems offering enterprise-wide management support such integrated solutions is called as the Enterprise Management System (EMS). Following are the systems, which, when implemented in an integrated manner for the coordinated and cooperative function of the business, give rise to the Enterprise Management System.

1.2 Motivation:

The team consistently adds new features to benefit publishers and is designed intelligently. The front-end is designed for malleability to meet our customized requirements making Quintile a hassle-free choice for us. With content marketing being an important factor for many businesses, the ability to quickly and easily communicate with customers becomes paramount. Not too long ago, creating and updating a website was a difficult process that became an important factor in project management. The development of Build Enterprise management systems (BEMS) meant many of the common problems were resolved, enabling a business to focus more on the quality of the content. A CMS won't always be appropriate for a business, but the following benefits might make sense for your content marketing. Content from the top-down. We want to push down content from the lead content/marketing teams down to our field offices.

- i. CMS and ERP have been combined to create EMS that is (Enterprise management system).
- ii. It is a common misconception that all CMS platforms perform the same functions such as creating, editing and organizing pages and content.
- iii. We chose to invest in an intuitive interface as it enables non-technical people to make changes and update the content of the website easily, makes the user's life easier and cumulatively adds up to a substantial amount of time saving.
- iv. Flexible CMSs have a provision that enables you to create your own custom design. Moreover, it provides administrators an interface to choose / change / modify front end layout in order to suit & match their marketing & branding requirements.
- v. On the other hand, integrated systems help business owners make the right decision by collecting, analyzing, sharing and reporting important information in a timely manner.
- vi. The ability of the CRM to integrate with the existing systems or third-party applications is a very important consideration.

1.3 Aim and Objectives:

This project aims to develop a system that can handle and manage the activities involved in a CMS efficiently and reliably. The objectives are:

- i. **Capture documents digitally:** Managing an organization's content begins with the capture and importing of information into a secure digital repository.
- ii. **Store documents in a digital repository:** With robust EMS systems, organizations can easily store any business-critical document in a digital repository, allowing users to view or make edits (based on access rights) to any document in the repository.
- iii. **Retrieve documents:** Enterprise content management software helps eliminate time spent searching for information, enabling employees to answer information requests from clients, citizens and auditors immediately.
- iv. **Management System:** Drag-and-drop website/landing and enterprise management page builder.

1.4 Project Organization:

The remainder of the project is organized as the following:

Chapter 2 (Background Knowledge): Presents an overview of background knowledge and technical aspects. Background knowledge contains HTML, ASP, C# jQuery, database, ECMS Library knowledge discovery in database etc.

Chapter 3 (Related Works): In this section we discuss about any related projects.

Chapter 4 (Proposed Method): In this section we present our project methodology through the project's UML diagram, Use case diagram and the ER diagram.

Chapter 5 (Evaluation and Results): In this chapter we include our project's screenshots. There we discuss all project outcome in detail.

Chapter 6 (Conclusion): Finally the project is concluded in this chapter.

Chapter 2

Background Knowledge

2.1 Front End

2.1.1 Hypertext Markup Language (HTML)

Hypertext Markup Dialect is the standard markup dialect for archives outlined to be shown in a web browser. It can be helped by advances such as Cascading Fashion Sheets and scripting dialects such as JavaScript.

Web browsers get HTML archives from a web server or nearby capacity and render the reports into mixed media web pages. HTML portrays the structure of a web page semantically and initially included prompts for the appearance of the document.

HTML components are the building squares of HTML pages. With HTML develops, pictures and other objects such as intelligently shapes may be inserted into the rendered page. HTML gives an implied form of organized reports by signifying basic semantics for content such as headings, passages, records, joins, cites, and other things.

HTML components are depicted by labels, composed utilizing point brackets. Labels such as and specifically present substance into the page. Other labels such as encompass and give data a In this project HTML used for design the structure.HTML describes the structure and consists of a series of element, HTML elements tell the browser how to display the content. HTML used because:

1. HTML is Easy to Learn and Use
2. Supported by all Browsers
3. Simple to Edit
4. Basic of all Programming Languages

2.1.2 Cascading Style Sheets (CSS):

Cascading Fashion Sheets (CSS) could be a fashion sheet dialect utilized for portraying the introduction of a report composed in a markup dialect like HTML. CSS may be a foundation innovation of the World Wide Web, nearby HTML, and JavaScript. CSS is outlined to empower the partition of introduction and substance, counting format, colors, and textual styles. This division can make strides in substance availability, give more adaptability and control within the determination of introduction characteristics, empower numerous web pages to share organizing by indicating the significant CSS in a partitioned .css record, and decrease complexity and reiteration within the auxiliary content. Separation of designing and substance moreover makes it doable to show the same markup page in several styles for distinctive rendering strategies, such as on-screen, in print, by voice (through speech-based

browser or screen per user), and on Braille-based material gadgets. CSS moreover has rules for substitute designing in the event that the substance is gotten to on a portable device.

The title cascading comes from the desired need plot to decide which fashion run the show applies in the event that more than one run the show matches a specific component. This cascading need plot is unsurprising. The CSS details are kept up by the World Wide Web Consortium (W3C). Web media sort (Emulate sort) text/CSS is enrolled for utilization with CSS by RFC 2318 (Walk 1998).

The W3C works as a free CSS validation service for CSS documents. CSS contains a basic sentence structure and employments a number of English watchwords to indicate the names of different fashion properties. A fashion sheet comprises of a list of rules. Each run the show or rule-set comprises of one or more selectors, and an announcement block.

2.1.3 ASP.NET:

ASP.NET is a web development platform, which provides a programming model, a comprehensive software infrastructure and various services required to build up robust web applications for PC, as well as mobile devices.

ASP.NET works on top of the HTTP protocol, and uses the HTTP commands and policies to set a browser-to-server bilateral communication and cooperation.

ASP.NET is a part of Microsoft .Net platform. ASP.NET applications are compiled codes, written using the extensible and reusable components or objects present in .Net framework. These codes can use the entire hierarchy of classes in .Net framework.

The ASP.NET application codes can be written in any of the following languages:

- C#
- Visual Basic.Net
- Jscript
- J#

ASP.NET is used to produce interactive, data-driven web applications over the internet. It consists of a large number of controls such as text boxes, buttons, and labels for assembling, configuring, and manipulating code to create HTML pages.

ASP.NET is an open-source, server-side web-application framework designed for web development to produce dynamic web pages. It was developed by Microsoft to allow programmers to build dynamic web sites, applications and services.

It was first released in January 2002 with version 1.0 of the .NET Framework and is the successor to Microsoft's Active Server Pages (ASP) technology. ASP.NET is built on the Common Language Runtime (CLR), allowing programmers to write ASP.NET code using any supported .NET language. The ASP.NET SOAP extension framework allows ASP.NET components to process SOAP messages.

2.1.4 jQuery:

jQuery is an open source JavaScript library that simplifies the interactions between an HTML/CSS document, or more precisely the Document Object Model (DOM), and JavaScript.

Elaborating the terms, jQuery simplifies HTML document traversing and manipulation, browser event handling, DOM animations, Ajax interactions, and cross-browser JavaScript development.

jQuery is a lightweight, "write less, do more", JavaScript library.

The purpose of jQuery is to make it much easier to use JavaScript on your website.

jQuery takes a lot of common tasks that require many lines of JavaScript code to accomplish, and wraps them into methods that you can call with a single line of code.

jQuery also simplifies a lot of the complicated things from JavaScript, like AJAX calls and DOM manipulation.

The jQuery library contains the following features:

- HTML/DOM manipulation
- CSS manipulation
- HTML event methods
- Effects and animations
- AJAX
- Utilities

2.1.5 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 the third-most-starred project on GitHub, with more than 135,000 stars, behind only free Code Camp (almost 305,000 stars) and marginally behind Vue.js framework.

One of the main benefits of development frameworks like Bootstrap is that they can help speed up development times, while maintaining quality and consistency across the site. You no longer need to re-design every element. And you don't need to spend hours trying to get everything looking and working right across browsers, platforms, and devices. By using Bootstrap, all (most) of the hard work is done for you.

Given Bootstrap is the most popular frontend development framework on the web, this skillet could be a useful one to learn. Adding Bootstrap to your bag of tricks could help you in many ways — from building websites faster, to landing your dream job.

2.2 BACK END

2.2.1 Net Framework :

.NET is a software framework which is designed and developed by Microsoft. The first version of the .Net framework was 1.0 which came in the year 2002. In easy words, it is a virtual machine for compiling and executing programs written in different languages like C#, VB.Net etc.

It is used to develop Form-based applications, Web-based applications, and Web services. There is a variety of programming languages available on the .Net platform, VB.Net and C# being the most common ones. It is used to build applications for Windows, phone, web, etc. It provides a lot of functionalities and also supports industry standards.

.NET Framework supports more than 60 programming languages in which 11 programming languages are designed and developed by Microsoft. The remaining Non-Microsoft Languages which are supported by .NET Framework but not designed and developed by Microsoft.

11 Programming Languages which are designed and developed by Microsoft are:

- C#.NET
- VB.NET
- C++.NET
- J#.NET
- F#.NET
- JSCRIPT.NET
- WINDOWS POWERSHELL
- IRON RUBY
- IRON PYTHON
- C OMEGA
- ASML(Abstract State Machine Language)

Main Components of .NET Framework: Common Language Runtime(CLR): CLR is the basic and Virtual Machine component of the .NET Framework. It is the run-time environment in the .NET Framework that runs the codes and helps in making the development process easier by providing the various services such as remoting, thread management, type-safety, memory management, robustness, etc.. Basically, it is responsible for managing the execution of .NET programs regardless of any .NET programming language. It also helps in the management of code, as code that targets the runtime is known as the Managed Code and code doesn't target to runtime is known as Unmanaged code.

Framework Class Library(FCL): It is the collection of reusable, object-oriented class libraries and methods, etc that can be integrated with CLR. Also called the Assemblies. It is just like the header files in C/C++ and packages in the java. Installing .NET framework basically is the installation of CLR and FCL into the system. Below is the overview of .NET Framework

2.1.3 C#

C# is a general-purpose, modern and object-oriented programming language pronounced as "**C sharp**". It was developed by Microsoft led by Anders Hejlsberg and his team within the .Net initiative and was approved by the European Computer Manufacturers Association (ECMA) and International Standards Organization (ISO). C# is among the languages for Common Language Infrastructure and the current version of C# is version 7.2. C# is a lot similar to Java syntactically and is easy for the users who have knowledge of C, C++ or Java.

.Net applications are multi-platform applications and framework can be used from languages like C++, C#, Visual Basic, COBOL etc. It is designed in a manner so that other languages can use it.

C# has many other reasons for being popular and in demand. Few of the reasons are mentioned below:

1. Easy to start: C# is a high-level language so it is closer to other popular programming languages like C, C++, and Java and thus becomes easy to learn for anyone.
2. Widely used for developing Desktop and Web Application: C# is widely used for developing web applications and Desktop applications. It is one of the most popular languages that is used in professional desktop. If anyone wants to create Microsoft apps, C# is their first choice.
3. Community: The larger the community the better it is as new tools and software will be developing to make it better. C# has a large community so the developments are done to make it exist in the system and not become extinct.
4. Game Development: C# is widely used in game development and will continue to dominate. C# integrates with Microsoft and thus has a large target audience. The C# features such as Automatic Garbage Collection, interfaces, object-oriented, etc. make C# a popular game developing language.

2.2.3 JAVA SCRIPT:

JavaScript is a lightweight, interpreted programming language. It is designed for creating network-centric applications. It is complimentary to and integrated with Java. JavaScript is very easy to implement because it is integrated with HTML. It is most commonly used as part of web browsers, whose implementations allow client-side scripts to interact with the user, control the browser, communicate asynchronously, and alter the document content that is displayed. It is also being used in server-side programming, game development and the creation of desktop and mobile applications. JavaScript is a prototype-based scripting language with dynamic typing and has first-class functions. Its syntax was influenced by C. JavaScript copies many names and naming conventions from Java, but the two languages are otherwise unrelated and have very different semantics. The key design principles within JavaScript are taken from the Self and Scheme programming languages. It is a multi paradigm language, supporting object-oriented, imperative, and functional programming styles. The application of

JavaScript to use outside of web pages—for example, in PDF documents, site-specific browsers, and desktop widgets—is also significant. Newer and faster JavaScript VMs and platforms built upon them (notably Node.js) have also increased the popularity of JavaScript for server-side web applications.

2.2.4 MSSQL:

Microsoft SQL Server is a relational database management system developed by Microsoft. As a database server, it is a software product with the primary function of storing and retrieving data as requested by other software applications—which may run either on the same computer or on another computer across a network (including the Internet). Microsoft markets at least a dozen different editions of Microsoft SQL Server, aimed at different audiences and for workloads ranging from small single-machine applications to large Internet-facing applications with many concurrent users.

SQL SERVER is a relational database management system (RDBMS) developed by Microsoft. It is primarily designed and developed to compete with MySQL and Oracle database. SQL Server supports ANSI SQL, which is the standard SQL (Structured Query Language) language. However, SQL Server comes with its own implementation of the SQL language, T-SQL (Transact-SQL).

2.2.5 Internet Information Server (IIS):

In this post, we're going to take a close look at IIS (Internet Information Services). We'll look at what it does and how it works. You'll learn how to enable it on Windows. And after we've established a baseline with managing IIS using the GUI, you'll see how to work with it using the CLI. Let's get started!

An IIS web server runs on the Microsoft .NET platform on the Windows OS. While it's possible to run IIS on Linux and Macs using Mono, it's not recommended and will likely be unstable. (There are other options, which I'll present later). It's versatile and stable, and it's been widely used in production for many years. Version 10 is the most current. Once it's installed you'll see this welcome page in your browser.

The internet is good. And the internet cannot exist without web servers. But what exactly is a web server? Let's define that in the abstract so we can have some context for how IIS fills this role. A web server is a process for hosting web applications. The web server allows an application to process messages that arrive through specific TCP ports (by default). For example, the default port for HTTP traffic is 80, and the one for HTTPS is 443.

CHAPTER 3

Related Works

3.1 Kaliko CMS Library:

The purpose of this article is to introduce you to Kaliko CMS - a new open source content management system (CMS) for ASP.NET - and to get you up and running by creating your first website using the system. Besides installing the framework and implement some basic things we will also touch more advanced subjects. As a CMS it will provide a powerful and flexible framework to use when building websites. It's also quite extensible, so you won't be limited by what's included out-of-the-box. If you need a particular type of data on a page you can easily create a custom type for that property. We will return to such examples in this article. While Kaliko CMS supports both Web Forms and ASP.NET MVC this article will focus the former. If you want to use ASP.NET MVC instead of Web Forms then go to this article instead.

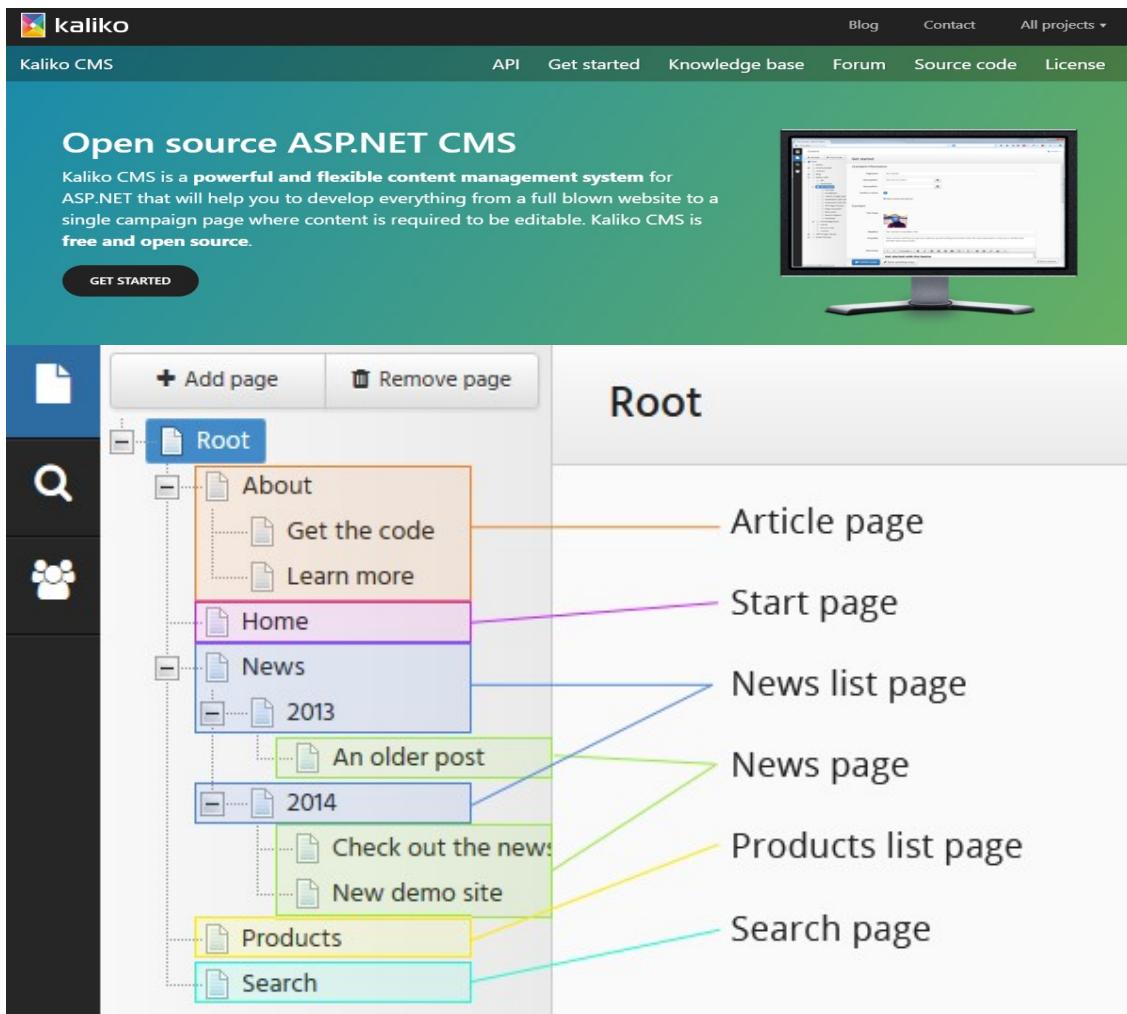


Fig. 3.1 Kaliko CMS Library

3.1 Umbraco Library:

Umbraco is an open-source content management system (CMS) platform for publishing content on the World Wide Web and intranets. It is written in C# and deployed on Microsoft based infrastructure. Since version 4.5, the whole system has been available under an MIT License. Umbraco was developed by Niels Hartvig in 2000 and released as open source software in 2004. In 2009, CMS Wire described it as one of the leading .NET-based open source CMS systems. In 2010, with 1000 downloads a day, Umbraco was in the top five most popular downloads via the Microsoft Web Platform Installer, two places below its main rival DotNetNuke, and was the 12th most downloaded application from Codeplex, six places below DotNetNuke and 13 places higher than mojoPortal.

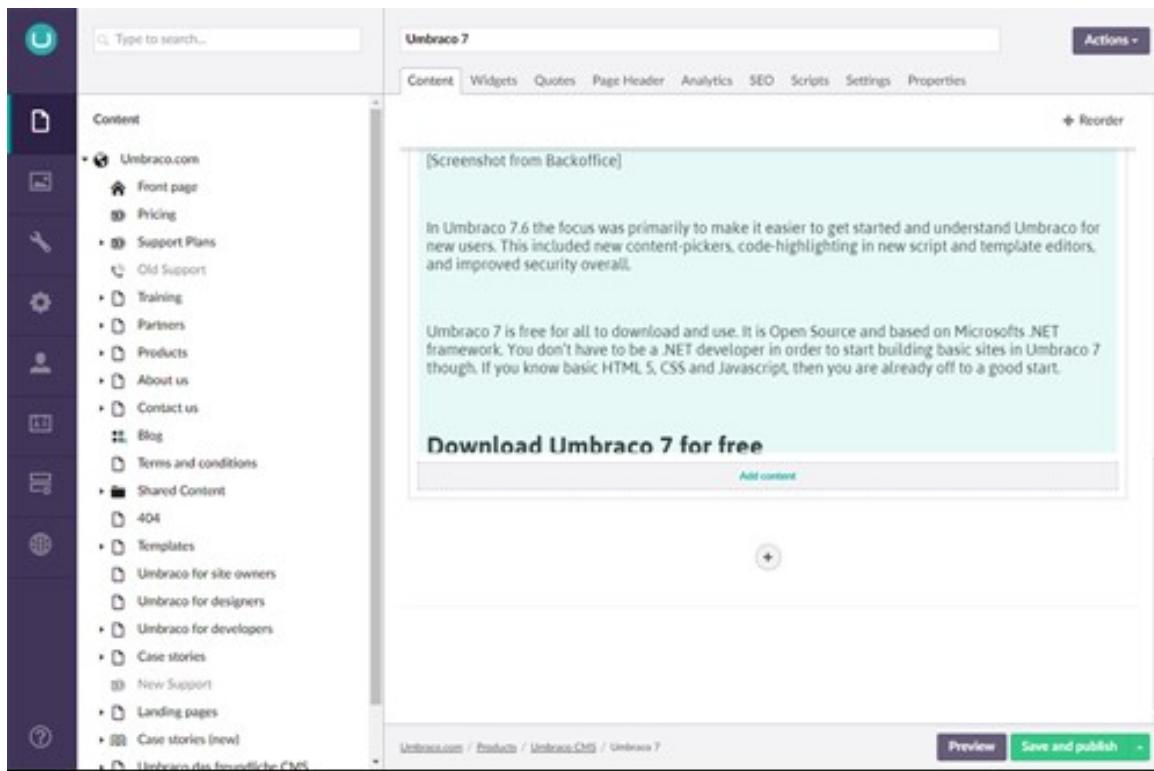


Fig 3.2 Umbraco CMS Library

3.2 Piranha CMS:

This is a **complete rewrite** of Piranha CMS for .NET Core. The goal of this rewrite is to create a version capable of targeting multiple platforms & frameworks with minimal dependencies, but still provide a flexible & high performance CMS library.

Piranha is currently built for Net Standard 2.0 and .Net Core App 3.1 and uses in its simplest form the following awesome packages:

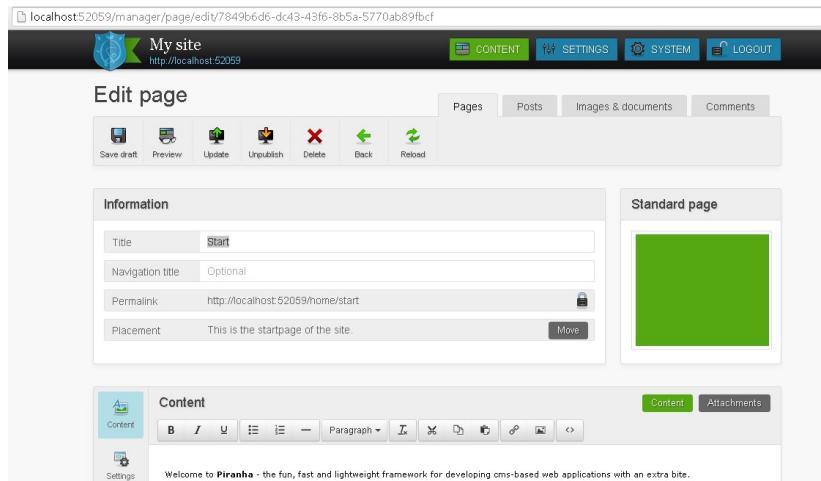


Fig 3.3 Piranha CMS

3.11 Fork CMS

Fork CMS is a free open source content management system that uses Symphony components. It combines the much needed intuitive and user friendly interface with technological innovations and powerful apps that help you create, manage and monitor your website.

A screenshot of the Fork CMS dashboard. On the left, a sidebar menu includes 'Dashboard', 'Pages' (selected), 'Modules', 'Marketing', 'Mailmotor', and 'Settings'. The main content area shows a 'Main navigation' tree with 'Home', 'Blog', 'About us' (selected), 'Location', 'About us', 'History', 'FAQ', and 'Contact'. Under 'Footer navigation', there are 'Sitemap' and 'Disclaimer'. A 'Single pages' section lists '404', 'Lorem ipsum', 'Search', 'Tags', 'Sent mailings', 'Activate', 'Forgot password', 'Reset password', 'Resend activation e-mail', 'Login', 'Register', 'Logout', and 'Profile'. In the center, a 'Pages' list shows 'About us' (selected) with the URL 'http://demo.fork-cms.com/en/about-us'. The 'Content' tab is active, showing a template 'Default' with a 'Change template' link. The page content area contains three blocks: 'Advertisement' (with an 'Add block' button), 'Top' (with a 'Widget: Search form' section and an 'Add block' button), and a large empty area. At the bottom, a footer bar shows the URL 'demo.fork-cms.com/private/en/dashboard/index'.

Fig 3.4 Fork CMS

311. Craft CMS

Choosing what CMS to use in your next development project is a critical decision for any business, large or small. In this guide, we're going to run through the potential of Craft CMS, setting up a local environment and creating a basic cat blog with an API endpoint to accompany it

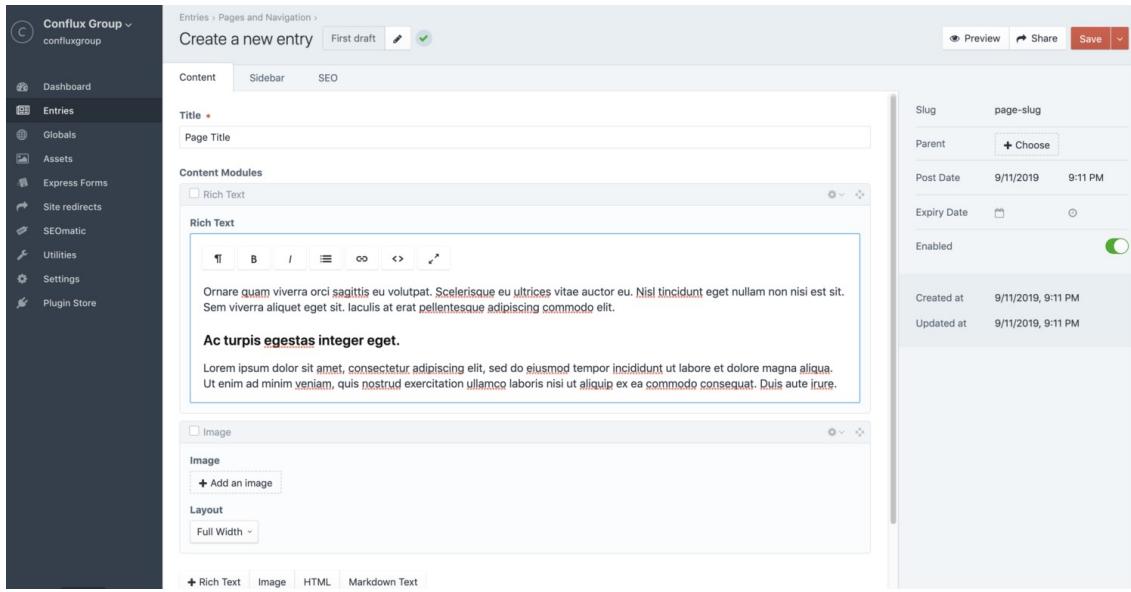


Fig 3.5 Craft CMS

Chapter 4

Project Methodology

4.1 UML Diagram of Build Enterprise management systems (BEMS)

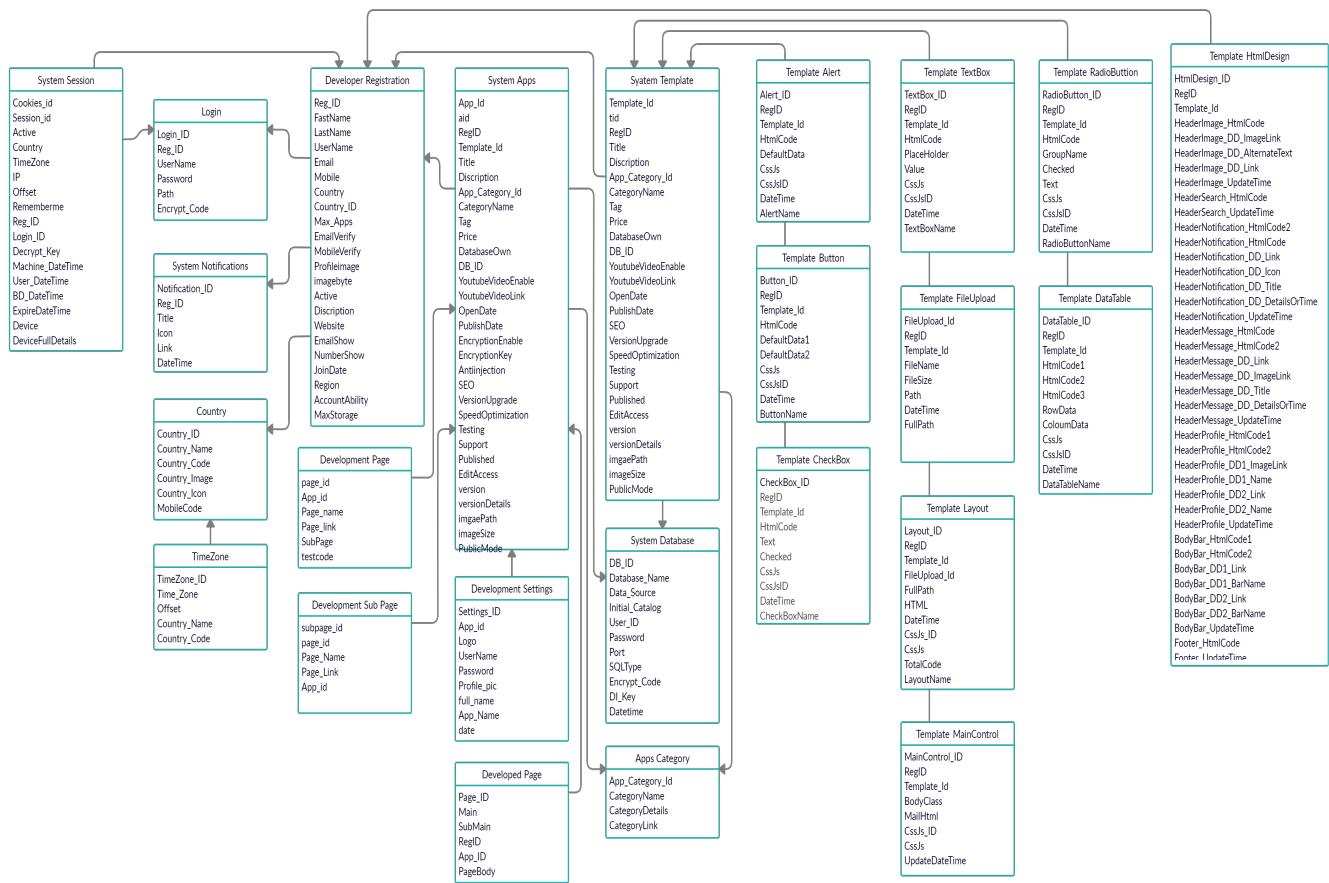


Fig 4.1 UML Diagram of Build Enterprise management systems (BEMS)

4.2 Use case Diagram of UML Diagram of Build Enterprise management systems (BEMS)

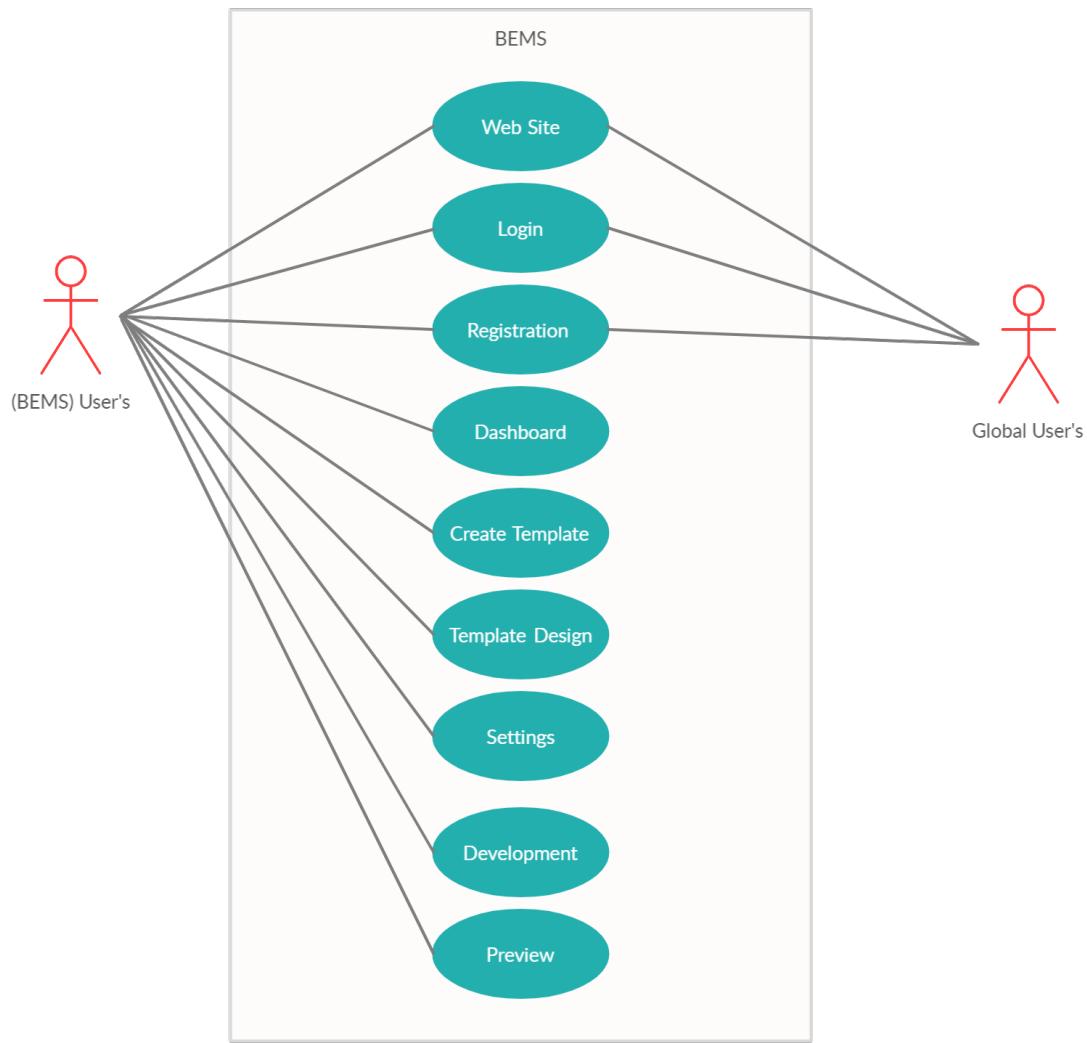


Fig 4.2 Use case Diagram of Build Enterprise management systems (BEMS)

4.3 Entity Relationship Diagram of LIBRARY MANAGEMENT SYSTEM (LMS)

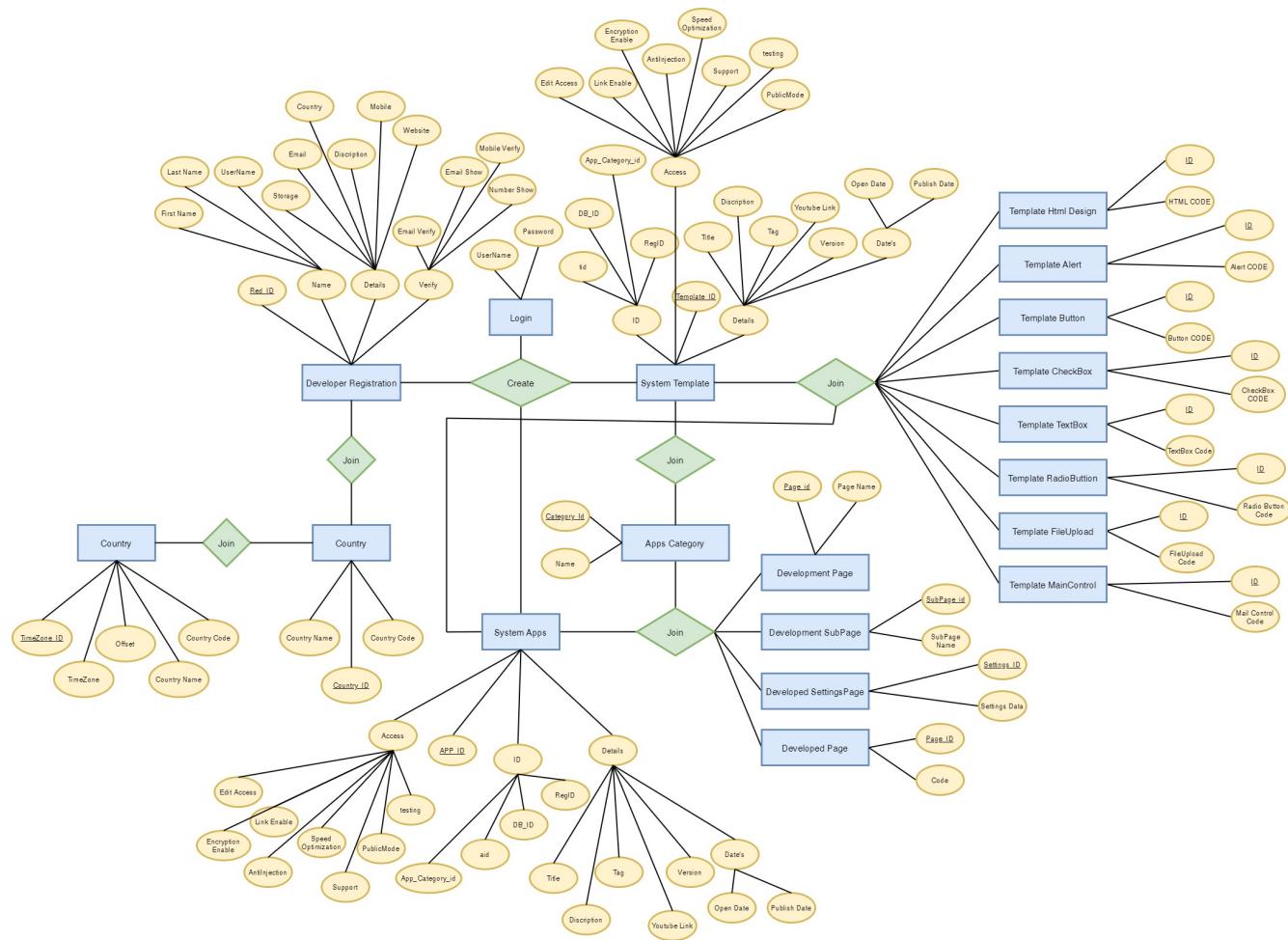


Fig 4.3 Entity Relationship Diagram of Build Enterprise management systems (BEMS)

Chapter 5

Evaluation and Results

In this chapter we illustrate our project result. The screenshots of all pages of our project are given in the below:

5.1 EMS HOME PAGE

This is the first interface of the library management system, it provides the basic page where show all information and logging or Registration to create a template and make your own development. Home page is show all basic information.



Fig 5.1 EMS HOME PAGE

5.2 Panel:-

5.2.1 Login

This is a BEMS Login page this page has new feature is you can login your username or email. You can put username or email this system will find you or not.

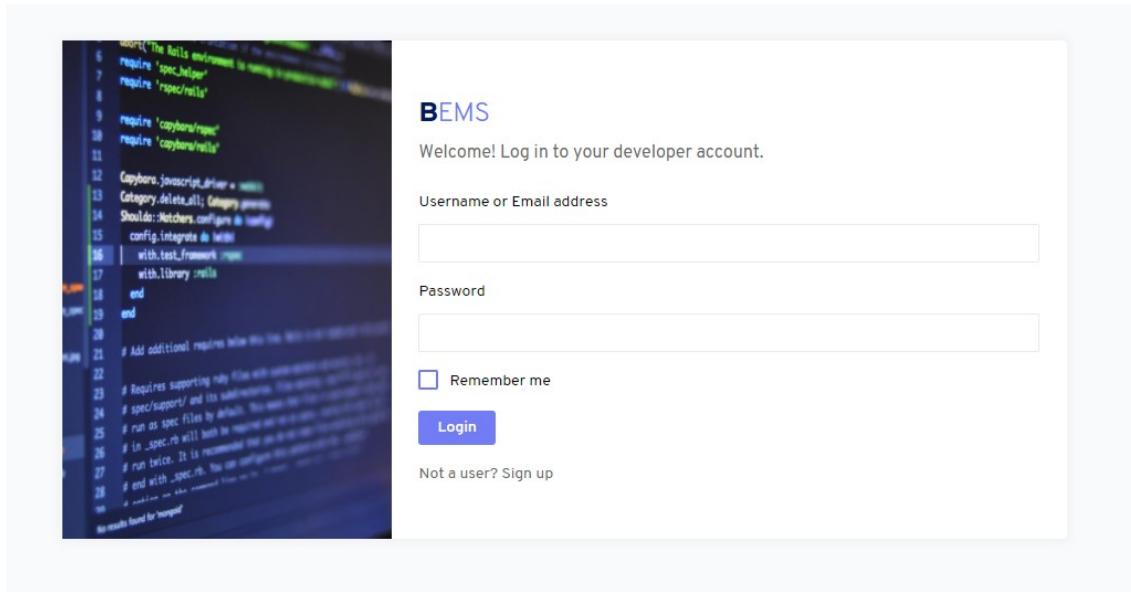


Fig 5.2.1 Login Panel

5.2.1 Registration

This panel have First, Name Last Name, Email Address, UserName , Password, Your Mobile number for OTP System. Then click sign up.

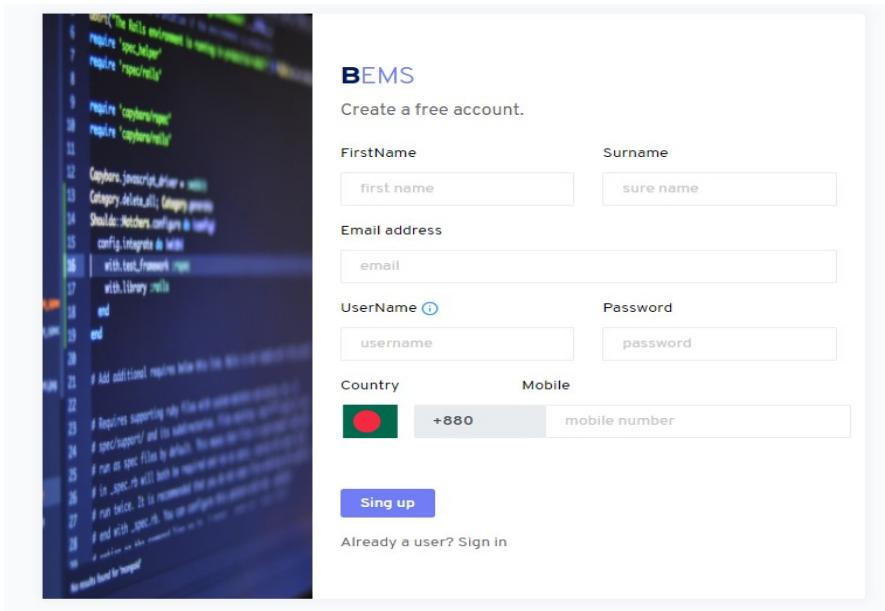


Fig 5.2.1 Registration Panel

5.3 Dashboard

A dashboard is a type of display, a form of presentation, not a specific type of information or technology. A dashboard is a visual display of the most important information needed to achieve one or more objectives; consolidated and arranged on a single screen so the information can be monitored at a glance.

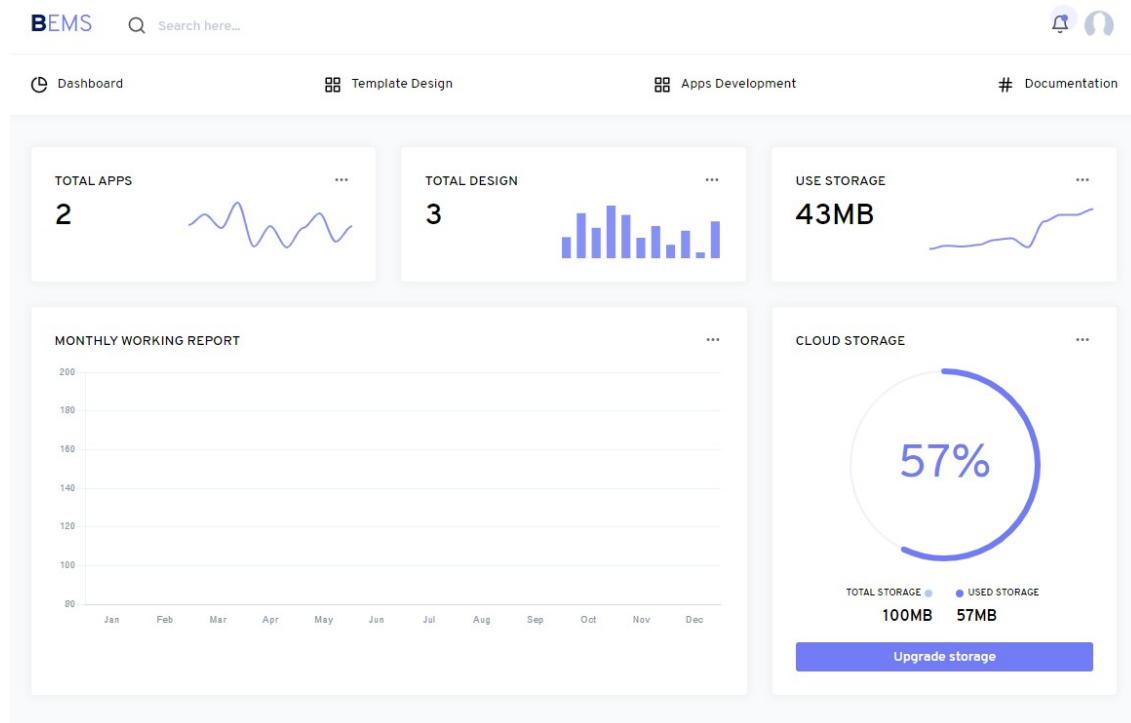


Fig 5.3 Dashboard

5.4 Template Design:-

5.4.1 Make Template

Type all Information in this field, title, description, select categories, price for selling purpose, check information's such as (youtube video link, seo, Version Upgrade, Speed Optimization, Testing, Support , Public Template, Template image, Tag)

Side there all your Template is show and you can see what template you just created. You can Edit all information's, Delete template and you can Go Template to your template you can design your own. You will see how all things are working and how many feature available there. You can see [Fig 3.4.1]

TEMPLATE DETAILS

Read the [Official Documentation](#) for a full list of instructions and other options.

Title

your template title

Description

Type description in your template...

your template description...

Category

▼

your template category please selected.

Price:

If you want to sell this template so give your price, this price will see buyer and buy it. If you not and make it free type [-]

Youtube Video Link.

SEO
Using SEO code in Template Design and if you want to learn please check [#Documentation](#)

Version Upgrade
Automatic Software Upgrade in store in template

Speed Optimization
Must be fast and speed for access in template. Speed Optimization is need to template.

Testing
Public testing and app testing is check..

Support 24/7
Buyer Support in 24/7 in Business day.

Public Template
This mode will show and view your template in public.

Template Image

No file chosen

Upload your template Image. This Image will show the main view from. The Image will be *.jpg *.jpeg *.png formats and Maximum Image size is .2mb. You must check your storage it will be limited access. The regulation you can insert * 500 x 333 or * 787 x 479 or * 639 x 426 ..

Tag

this tag will pertain to your template search in first result.

Make Template Done! (your template image upload process start)



DEMO MANAGEMENT INT THE END VERSION TH..

3 months ago
adas ded s fdesd fajst kajsfhakjsd fthkajd htkjad thkajd thkasj htkejd tekjdt hakj hakj hakj hakj kad hka kjh esdkfj shfkja fkaef ek tejtakjdf...

Edit Details
Go Template
Delete



DEMO MANAGEMENT

3 months ago
es ada sasases desdasd

Edit Details
Go Template
Delete



PERSONAL THEME

3 months ago
esas as d

Edit Details
Go Template
Delete

Fig 5.4.1 Make Template

5.4.1 Template Dashboard

The main of this Template Design or (CMS) System is You can build your own design and you don't need any programming language. All system are working as a user who can user all those things and don't need any coding skills.

All are:

Template Design	Tools Design
File upload Section	Layout
Main Control	DataTable
Html Design	Button
Css Editor	Label
Html Editor	TextBox
	RadioButton
	Checkbox

The screenshot shows the 'Template' dashboard under the CMS. On the left, there's a sidebar with 'FILE UPLOAD' and 'FILE' sections. The 'FILE UPLOAD' section contains fields for 'File Upload' (choose file), 'Path' (File/10015/), and 'Submit'. The 'FILE' section shows two files: style.css and test1.jpg. The main area has three tabs: 'CONTENT PAGE' (selected), 'ITEMS', and 'TOOLS DESIGN'. Under 'CONTENT PAGE', there are buttons for 'Layout' and 'Data Table'. Under 'ITEMS', there are buttons for 'Button', 'Label/ Alert', 'TextBox', 'Radio Button', and 'CheckBox'. The 'TOOLS DESIGN' tab is currently inactive.

Fig 5.4.2 Template Dashboard

5.5 Manu

There are 5 Manu are available such as File Upload, Main Control, Html Design, Css Editor, Html Editor.

MENU



Fig 5.5 Manu

5.5.1 File Upload

Your template file upload like *.css *.js *.png *.ico etc. It submit from single file or you can upload zip/ multiple file in file upload section. This file upload's file can use you this template.

FILE UPLOAD

Your trmplate file upload like *.css *.js *.png *.ico etc

File Upload : No file chosen

Path:

path example: assets/css/demo1/

Submit

Upload only *.zip file. Zip file will Extract All Files and Folders.

Zip File Upload : No file chosen

Zip File Upload

FILE

style.css
 test1.jpg

Fig 5.5.1 File Upload

5.5.2 Main Control

This section is Base of template section.

MAIN CONTROLS

{0} is a Header Design
{1} is a Bar Design
{2} is a Body Design
{3} is a Footer Design

<body class=" if you need any body class please type your class. " >

```
<div class="topbar">
    <div class="topbar-main">
        <div class="container-fluid">
            {0} <!-- Header Design -->
        </div>
    </div>

    <div class="navbar-custom-menu">
        <div class="container-fluid">
            <div id="navigation">
                <ul class="navigation-menu">
                    {1} <!-- Bar Design -->
                </ul>
            </div>
            <!-- end navigation -->
        </div>
        <!-- end container-fluid -->
    </div>

</div>
```

Save Main Html Delete All Css Js Files

</body>

app.js | (assets/js/)

bootstrap.min.css | (assets/css/)

Add JS

Add Css

Fig 5.5.2 Main Control

5.5.3 Html Design

There are 7 section in Html design. Header are 5 section and body and footer section.

HTML DESIGN

Section 1: **Header (image Section)**

```
<a href="{2}" class="Class1 Class2">
    <image src="{0}" AlternateText="{1}" class="Class1 Class2" />
    <!-- example: src="File/123/asset/image/logo.jpg" -->
</a>
```

Section 2: **Header (Scarch Section)**

Section 3: **Header (Notification Section)**

Section 4: **Header (Message Section)**

Section 5: **Header (Profile Section)**

Section 6: **Body (Bar Section)**

Section 7: **Footer Section**

Save All Section's
 Save Selection Section's

Save

DemoPage: **Page Control**

Editor: **Page Control**

Fig 5.5.3 Html Design

5.5.4 CSS Editor

You can Edit your Css file if you need and you can also change your color or other css things.

The screenshot shows a CSS editor interface. At the top, there are two color swatches: one set to #000000 and another to rgb(255, 255, 255). Below these are input fields for 'Css File' containing 'style.css | (assets/css/)' and an 'Upload' button. A large central area displays the CSS code:

```
/* CssPath File 1 */
@import url(https://fonts.googleapis.com/css?family=Rubik:300,400,500,700);

html {
    position: relative;
    min-height: 100%;
    background-color: #f2f5f7
}

body {
    margin: 0;
    overflow-x: hidden;
    font-size: 14px;
    background-color: #f2f5f7;
    font-family: Rubik,sans-serif;
    padding-bottom: 60px
}

.h1, .h2, .h3, .h4, .h5, .h6, h1, h2, h3, h4, h5, h6 {
    margin: 10px 0
}
```

At the bottom of the code editor are 'Save' and 'Clear' buttons.

Fig 5.5.4 CSS Editor

5.5.5 Html Editor

Your main html design doing here all information are here. This is like a CMS to make your site design perfect. Dashboard design default template are available you can change color content and more details.

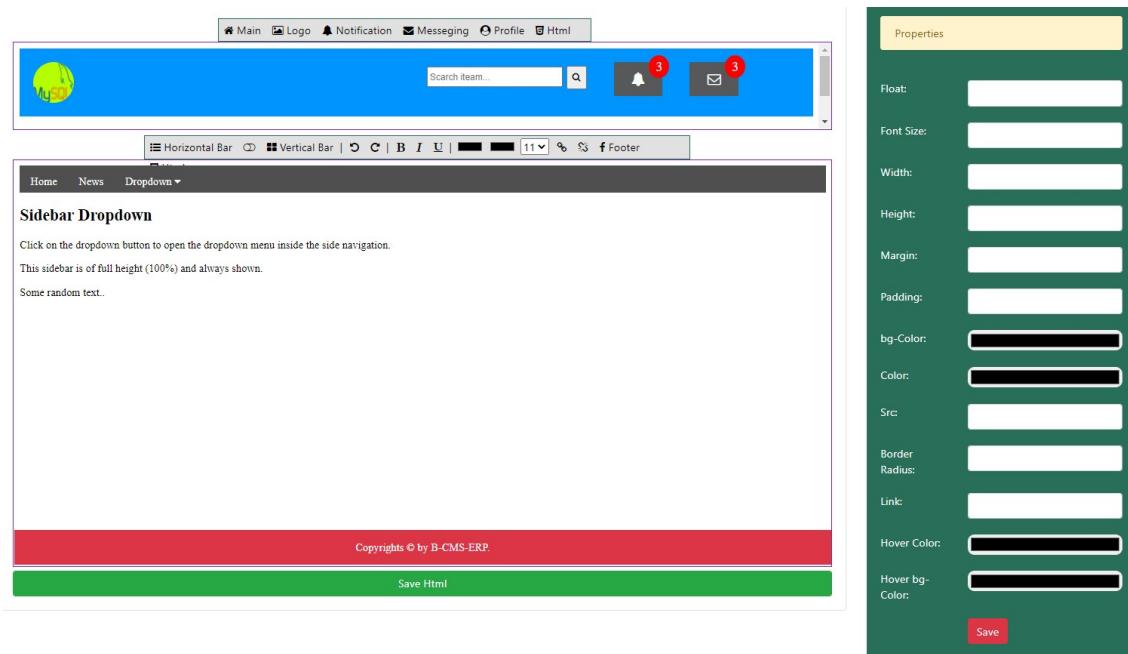


Fig 5.5.5 Html Editor

5.6 Content Page:-

5.6.1 Layout

Layout page you can add or customize any layout to easy to make apps development.

```
<div class="row">
<div class="col-md-6">
</div>
<div class="col-md-6">
</div>
```

your content type here. please follow the coding is {0} {1} {2}...{n}. your need to check this code because this code is so important to making application.

Default Data

>Select Image How many code LayoutName

user-6.jpg | (File/10003/assets/images/users/user-6.jpg) example: example: name

Add Css/Js File Save

Fig 5.6.1 Layout

5.6.2 DataTable

You can add a DataTable for view any data.

The screenshot shows a user interface for generating HTML code for a DataTable. At the top, there's a title 'DATATABLE' and a section labeled 'DataTable'. Below this is a code editor containing the following HTML template:

```
<!-- Section 1 --><div class="table-responsive">
<table id="datatable" class="table table-bordered">
<thead>
<tr>
{0}
</tr>
</thead>
        <!-- Section 2 -->
<tbody>
<tr>
{1}
</tr>
</tbody>
</table>
</div>
```

Below the code editor, a note says: "your content type here. please follow the coding is {0} {1} {2}...{n}. your need to check this code because this code is so important to making application." This note appears in three different locations: above the code editor, below the code editor, and in two separate boxes below the editor.

At the bottom of the interface, there are several input fields and buttons:

- A 'Default Data' section with two input fields: one for '(0) Table Row Data' containing 'example: imageName or image seo text' and another for '(1) Table Coloum Data' containing 'example: imageName or image seo text'.
- A 'DataTable Name' input field containing 'example: DataTable Name'.
- Two buttons at the bottom: a blue 'Add Css/Js File' button and a green 'Save' button.

Fig 5.6.2 DataTable

5.7 Items :-

5.7.1 Button

You can add a template button

The screenshot shows a user interface for creating a button. At the top left, it says "BUTTON". Below that is a "Button" section containing a code snippet:

```
<button type="button" class="button class" {1} >{0}</button>
```

Below the code is a note: "your content type here. please follow the coding is {0} {1} {2}...{n}. your need to check this code because this code is so important to making application." There are two input fields: "(0) Text/ Name" with "example: button text" and "(1) Click Option" with "example: click event". Underneath is a "Button Name" field with "example: Button Name". Another note "Default Data" is present. At the bottom are two buttons: "Add Css/Js File" (blue) and "Save" (green).

Fig 5.7.1 Button

5.7.2 Label

You can add a template label or alert.

The screenshot shows a user interface for creating a label. At the top left, it says "LABEL". Below that is a "Label / Alert" section containing a code snippet:

```
<div class="class" role="alert">{0}</div>
```

Below the code is a note: "your content type here. please follow the coding is {0} {1} {2}...{n}. your need to check this code because this code is so important to making application." There are two input fields: "(0) Text/ Name" with "example: label text" and "Label Name" with "example: Label Name". Underneath is a "Default Data" field. At the bottom are two buttons: "Add Css/Js File" (blue) and "Save" (green).

Fig 5.7.2 Label

5.7.3 TextBox

You can add a template TextBox.

TEXTBOX

TextBox Design

```
<input type="text" id="{2}" value="{1}" class="form-control" placeholder="{0}" />
```

your content type here. please follow the coding is {0} {1} {2}...{n}. your need to check this code because this code is so important to making application.

Default Data

(0) Placeholder (1) Name / Value

example: text box	example: value
-------------------	----------------

TextBox Name

example: TextBox Name

Add Css/Js File Save

Fig 5.7.3 TextBox

5.7.4 Radio Button

You can add a template Radio Button.

RADIOBUTTON

Radiobutton Design

```
<input type="radio" id="{2}" {3} name="{0}" class="class 1" /> <label class="class 2" >{1}</label>
```

your content type here. please follow the coding is {0} {1} {2}...{n}. your need to check this code because this code is so important to making application.

Default Data

(0) Group Name (1) Name

example: group name	example: name / text
---------------------	----------------------

RadioButton Name

example: RadioButton Name

Add Css/Js File Save

Fig 5.7.4 Radio Button

5.7.5 Check Box

You can add a template CheckBox.

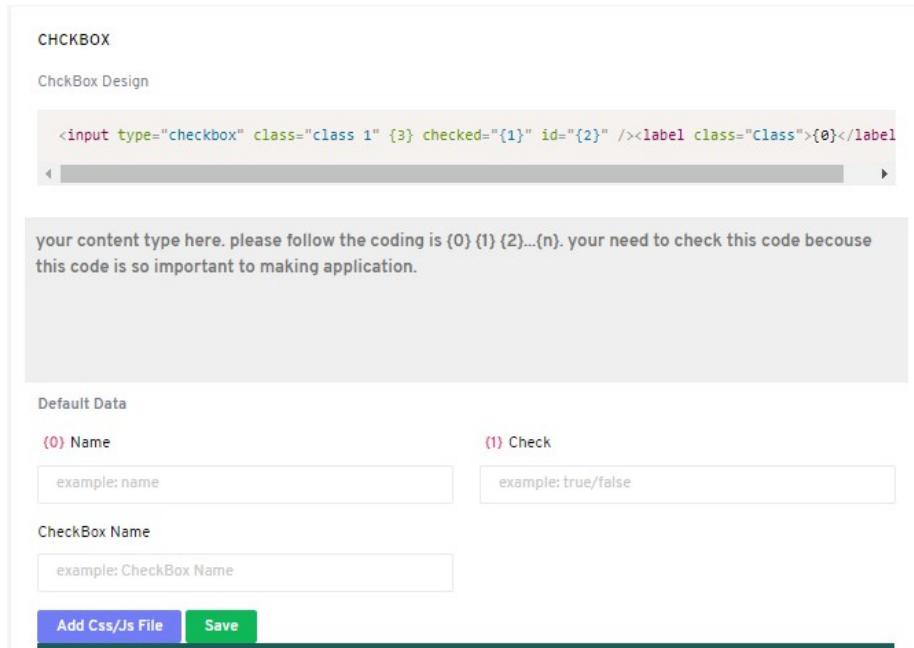


Fig 5.7.5 ChackBox

5.8 Preview Template

There are the show the all customize or cms design all are show this section to look what want to make. It will show the real theme to show design.

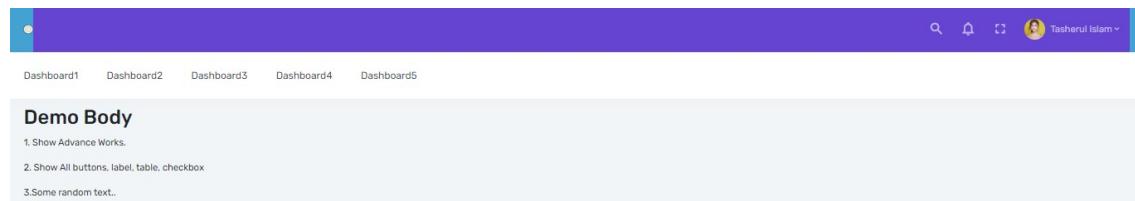


Fig 5.8 Preview Template

5.9 Make Development

5.9.1 Go Development

You should development a site to make it first. You need to fill all from to make development page and you go to the create page then you can development your site.

DEVELOPMENT DETAILS

Read the Official [#Documentation](#) for a full list of instructions and other options.

Title

your Development title

Description

your Development description...

Category

your Development category please selected.

Development

your Development category please selected.

Price :

If you want to sell this Development so give your price. this price will see buyer and buy it. If you not and make it free type (-)

Youtube Video Link

SEO

Using SEO code in Development Design and if you want to learn please check [#Documentation](#)

Version Upgrade

Automatic Software Upgrade In show in Development

Speed Optimization

Must be fast and speed *.js *.css in Development. Speed Optimization is needed in Development.

Testing

Publish testing and apps testing is checked.

Support 24/7

Buyer Support In 24/7 In Business day.

Public Development

This mode will show and view your Development in public.

Development image

No file chosen

Upload your Development image. This image will show the main view from. The image will be *.jpg *.jpeg *.png formats and Maximum image size is 2mb. You must check your storage it will be limited access. The regulation you can insert * 500 x 333 or * 787 x 479 or * 639 x 426 .

Tag

example: Development, management Development, crm Development

this tag will perform to your Development search in first result.

Make Template Done! (your template image upload process start)

DEMO MANAGEMENT ASDASD



20 days ago
asda sdas d asdasdas dasd as

Edit Details **Development** **Delete**

ASDASDASD



2 days ago
asdasd

Edit Details **Development** **Delete**

Fig 5.9.1 Go Development

5.9.2 Dashboard

There are show all pages to goto development section and you can preview the development page. All are customization to your things. You can do anything's you want to do.

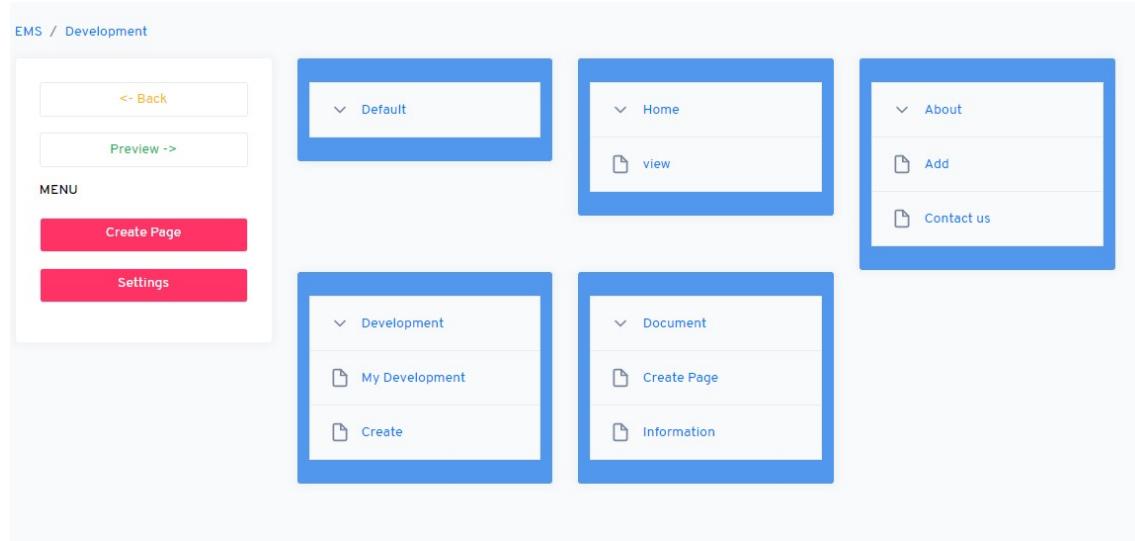


Fig 5.9.2 Dashboard

5.9.3 Create Page

There are you can add a page to you own page.

The screenshot shows a 'Create Page' interface. On the left, there is a sidebar with a 'Back' button. The main area has a table listing existing pages with columns: ID, App ID, Page Name, Page link, and Sub Page. Below this is a form with fields for 'page name' and 'page link', and a dropdown set to 'True'. A second table below shows a list of sub-pages with columns: #, ID, Page ID, Page Name, and Page Link. At the bottom, there is a row for adding a new page with fields for 'page name' and 'page link', and a dropdown set to 'True'.

ID	App ID	Page Name	Page link	Sub Page
10024	3	Default	{##}	false
10025	3	Home	{##}	true
10027	3	About	{##}	true
20025	3	Development	{##}	true
20026	3	Document	{##}	true

#	ID	Page ID	Page Name	Page Link
10009	3	Default	Default	{##}
10011	3	About	Add	{##}
10012	3	About	Contact us	{##}
10015	3	Home	view	{##}
20011	3	Development	My Development	{##}
20012	3	Development	Create	{##}
20013	3	Document	Create Page	{##}
20014	3	Document	Information	{##}
20015	3	Default	Faq	{##}

ADD Sub Page		Default	page name	page link
--------------	--	---------	-----------	-----------

Fig 5.9.3 Create Page

5.9.4 Settings

There are some information to change to your site.

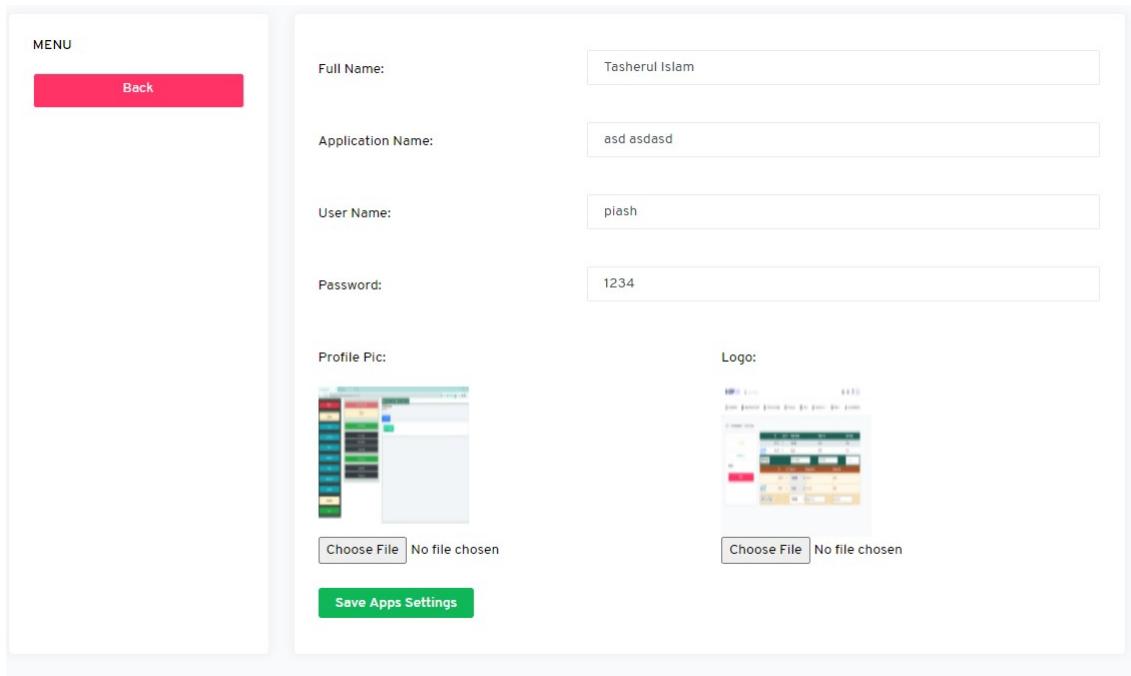


Fig 5.9.4 Settings

5.10 Development

5.10.1 Layout

This is the template design Layout.

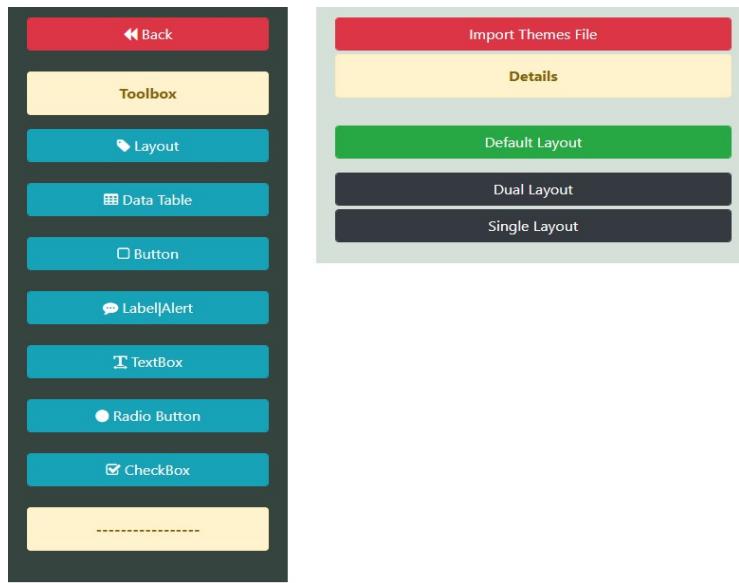


Fig 5.10.1 Layout

5.10.2 DataTable

This is the template design DataTable.

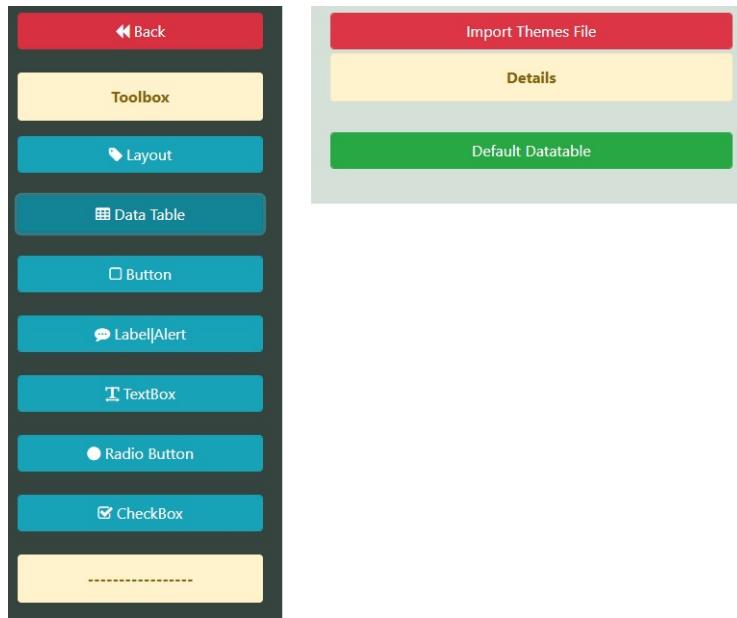


Fig 5.10.2 DataTable

5.10.3 Button

This is the template design Button.

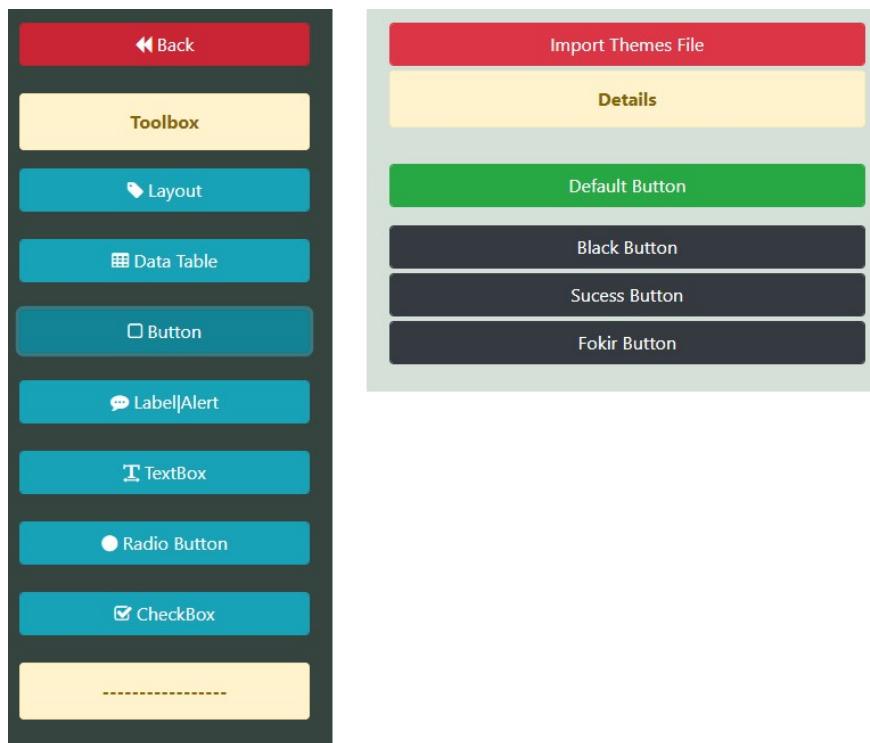


Fig 5.10.3 Button

5.10.4 Label Alert

This is the template design Label Alert.

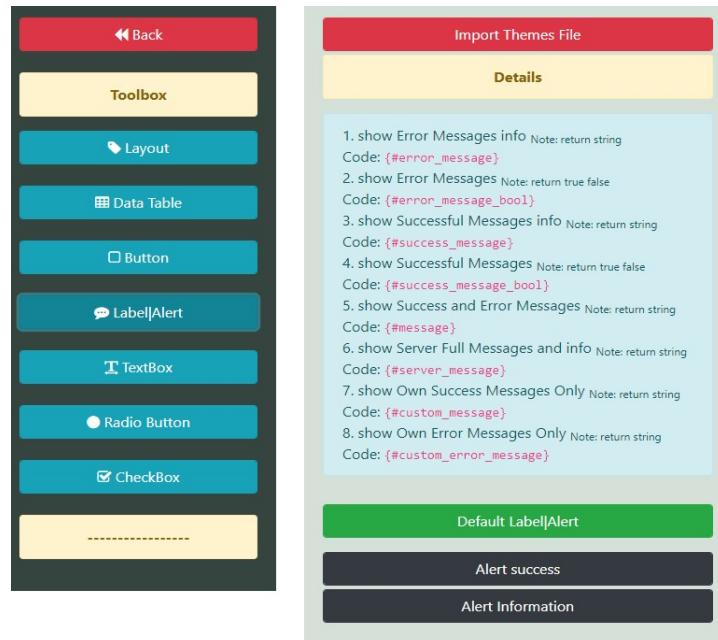


Fig 5.10.4 Label Alert

5.10.5 TextBox

This is the template design TextBox.

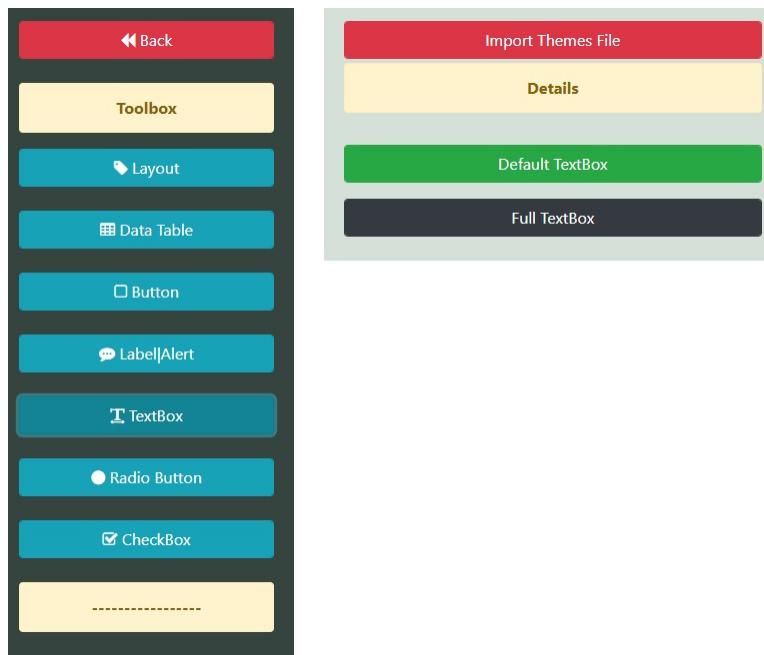


Fig 5.10.5 TextBox

5.10.6 RadioButton

This is the template design RadioButton.

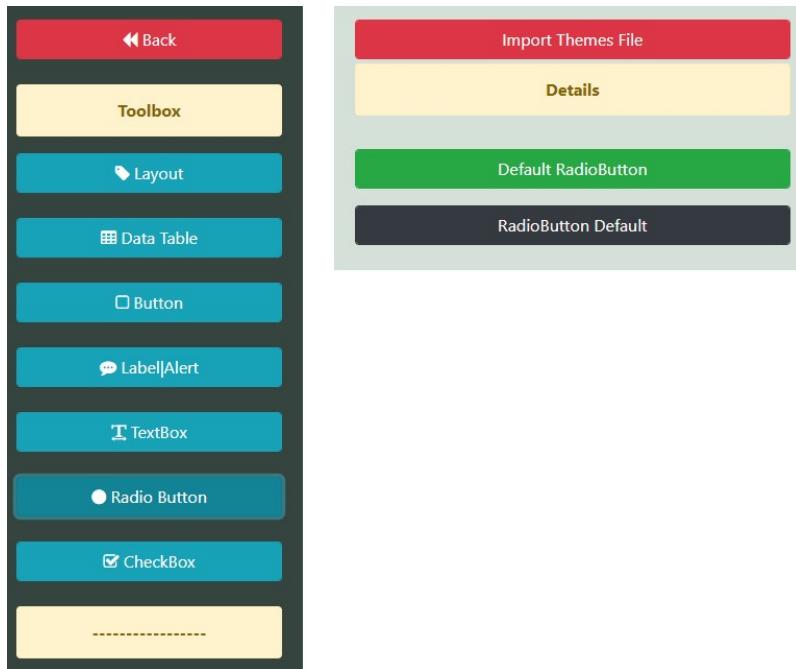


Fig 5.10.6 RadioButton

5.10.7 CheckBox

This is the template design Checkbox.

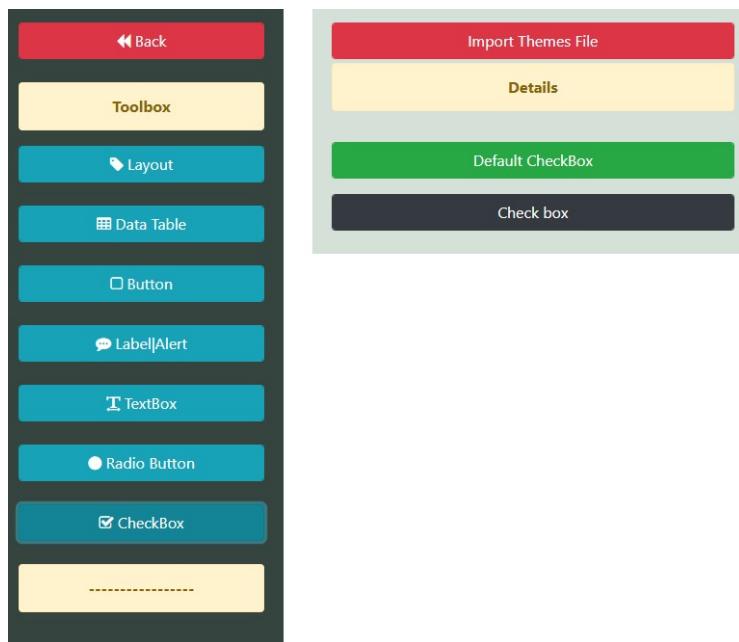


Fig 5.10.7 CheckBox

5.10.8 Body Design

This section you will design your body only. You can change it after it or you can change your template but body will stand on it.

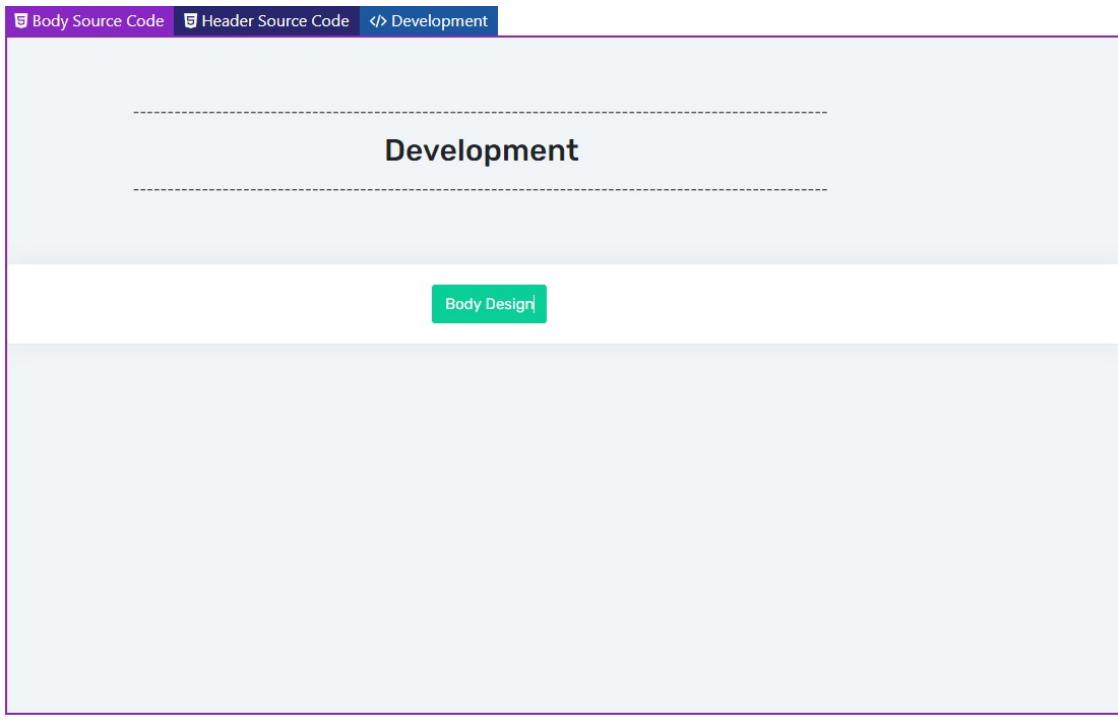


Fig 5.10.8 Body Design

5.10.9 Source Code

You can edit your source code and source code is two part.

1. Body Source Code
2. Header Source Code

A screenshot of a web-based development environment. At the top, there are three tabs: 'Body Source Code' (selected), 'Header Source Code' (highlighted with a blue bar), and '</> Development'. Below the tabs, the main area contains a large amount of HTML code. The code includes comments like ''. It features several nested div elements, some with classes like 'card' and 'card-body'. One specific line of code is highlighted with a red box: '<button type="button" class="btn btn btn-success" id="btn_as">Body Design</button>'. The entire interface is framed by a thin green border.

Fig 5.10.9.1 Body Source Code

```
<!-- HTML Head (source code) (you can find this is your only html head code)
#design by Tasherul islam
#development by tasherul islam
#NWU Thisis project -->

<link rel="stylesheet" href="https://localhost:44326/File/10003/assets/css/bootstrap.min.css">
<link rel="stylesheet" href="https://localhost:44326/File/10003/assets/css/icons.css">
<link rel="stylesheet" href="https://localhost:44326/File/10003/assets/css/style.css">
<script src="https://localhost:44326/File/10003/assets/js/app.js">
</script>
<script src="https://localhost:44326/File/10003/assets/js/bootstrap.bundle.min.js">
</script>
<script src="https://localhost:44326/File/10003/assets/js/jquery.min.js">
</script>
<script src="https://localhost:44326/File/10003/assets/js/jquery.slimscroll.min.js">
</script>
<script src="https://localhost:44326/File/10003/assets/js/waves.min.js">
</script>
```

Fig 5.10.9.2 Header Source Code

5.10.10 Real-time Development

This is a unique development things that is your field what kind of work you can select it it will show the advanced way and click development.

```
(@) Build ERP Software in CMS [Version 1.0]
(@) 2020 B-ERP-CMS. All rights reserved.
(@) create by Tasherul Islam

> system terminated
> Button -> #btn_as -> ok
> Operation -> 1 -> Data Insert -> ok
> #btn_as -> Accepted
```

Operation Button: <code>id</code>	Operations: <code>index</code>
<input type="text" value="as"/>	<input type="text" value="Data Insert"/>
Items: <code>id</code>	Process Items:
<input type="text" value="Select Items"/> <input type="button" value="→"/> <input type="button" value="X"/>	<input type="text"/>
Label or Alert : <code>show message (optional)</code>	Develop Button:
<input type="text" value="Select Items"/>	<input type="button" value="Development"/>

Fig 5.10.10 Real-Time Development

5.10.11 Publish

This is a important things is your body stature is publish it.



Fig 5.10.11 Publish

5.11 Preview

The body design and template design are combating together output is this preview section.

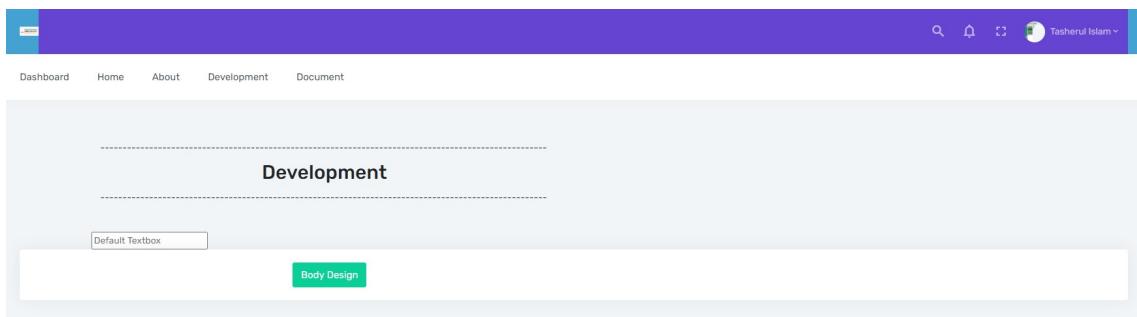


Fig 5.11 Preview

Chapter 6

Conclusion

6.1 Conclusion

The quest to make life easier and processing faster has led to computerization of various processes. Computer technology has transformed so many sectors especially the Educational sector in no small measure. Build Enterprise Management System (BEMS) have many advantages over a "handmade" internet presence. As a rule, CM systems are very easy to handle and usually require less development effort than self-programmed solutions. This helps webmasters without programming knowledge. The numerous pre-defined functions, such as catches, make it very easy to create websites, and customize them to suit the target group. Build Enterprise Management System (BEMS) can contribute to the flexible management of online and offline platforms such as websites. Here, users can edit content such as texts, images or videos and publish them. Many systems are not only open source, simplifying content publishing; they come with a large and helpful community. At the end of the day, choosing a BEMS will come down to what's right for your specific situation. It's important to remember that there is no one-size-fits-all option. Each BEMS offers a unique set of options that might benefit one institution more than the other. The features and options listed here only skim the surface of the market for this critical asset.

6.2 Limitations

There are some limitations in our project which are followings:

- i. Member Can't see others Member's Private Template or Development.
- ii. Member are use there free storage that [100MB] is store all file's and folder or image. They can't use more storage without admin approval.
- iii. Member are Limited Access to Create Template and Create Development if Members need more access to create more theme and development then need admin approval.

6.3 Future Works

For further research work to be carried out.

- i. Making more 100+ free templates to member can use no need to design there own.
- ii. Development section are design more unique to look cool and more easy to use.
- iii. This Development Sites can upload any of sites what member wants.
- iv. Making more storage to no need to limited access.
- v. Make a new Feature that is Secure Development. Member's data are more protectable to any hacker.
- vi. Make a new platform to Member can sell there own template and Development.
- vii. Make a Buyer and Seller Communication to more easy to sell.
- viii. Make a secure payment gateway system to buy sell into our own platform.
- xi. Member are free sub domain system to store there development site and show what member's are make such as there own library.
- x. Make a API Platform to more easy to use other sites low storage system (LSS).

REFERENCES

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