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Introduction

The thirst for learning, upgrading technical skills and applying the concepts in real life environment at a fast pace is what the industry demands from IT professionals today. However busy work schedules, far-flung locations, unavailability of convenient time-slots pose as major barriers when it comes to applying the concepts into realism. And hence the need to look out for alternative means of implementation in the form of ladder approach.

The above truly pose as constraints especially for our students too! With their busy schedules, it is indeed difficult for our students to keep up with the genuine and constant need for integrated application which can be seen live especially so in the field of IT education where technology can change on the spur of a moment. *Well, technology does come to our rescue at such times!!*

Keeping the above in mind and in tune with our constant endeavour to use Technology in our training model, we at Aptech have thought of revolutionizing the way our students learn and implement the concepts using tools themselves by providing a *live and synchronous eProject learning environment!*

So what is this eProject?

eProject is a step-by-step learning environment that closely simulates the classroom and Lab based learning environment into actual implementation. It is a project implementation at your fingertips!! An electronic, live juncture on the machine that allows you to

- Practice step by step i.e. ladder approach.
- Build a larger more robust application.
- Usage of certain utilities in applications designed by user.
- Single program to unified code leading to a complete application.
- Learn implementation of concepts in a phased manner.
- Enhance skills and add value.
- Work on real life projects.
- Give a real life scenario and help to create applications more complicated and useful.
- Mentoring through email support.

The students at the centre are expected to complete this eProject and send complete project along with the documentation to eprojects@aptech.ac.in

Looking forward to a positive response from your end!!

Objectives of the project

The Objective of this program is to give a sample project to work on real life projects. These applications help you build a larger more robust application.

The objective is not to teach you JavaScript/Dreamweaver but to provide you with a real life scenario and help you create basic applications using the tools.

You can revise the chapters before you start with the project.

This project is meant for students who have completed the module of **HTML5**. These programs should be done in the Lab sessions with assistance of the faculty if required.

It is very essential that a student has a clear understanding of the subject. Students should go through the project and solve the assignments as per requirements given.

Kindly get back @ eprojects@aptech.ac.in in case of any doubts regarding the application or its objectives.

Problem Statement

The 'CARVAN' is largest online car market. It caters to needs of everyone, be it a family, business or individuals. This initiative is aimed towards providing information and details about CAR's to buyers.

The site provides details and specifications of various models offered by the companies. It also provide pictures and images to have a better look.

'CARVAN' is looking to restructure the entire website to provide information and also connect with prospective customers.

The website is to be developed for the Windows Platform using HTML5, JavaScript and Geolocation. The site should work well in all leading browsers including Chrome, IE, Firefox etc.

Requirement Specification:

The Web site is to be created based on the following requirements.

- 1) The Home Page should be created making use of Frames with a suitable logo
- 2) The site should display a menu with following categories:
 - About Us
 - Brands
 - Range of Cars
 - PreOwned Cars
 - Contact Us
- 3) 'Brands' should contains details about various brands/companies and sub-menu with Car Models for each brand/company should be provided.
- 4) 'Range of Cars' menu option should provide details in terms of 'Small Car', 'SEDAN', 'VAN', 'JEEPS' etc.
- 5) 'PreOwned' menu option should provide details about the characters in the parks and a small story should be associated to them.
- 6) 'About Us' should provide details of the company and past and upcoming events.
- 7) There should be a "Contact Us" page which will have the Address of the Company which is as follows and the mail address which when clicked will invoke the local mail client from where they can send an email. Address of the Company should be displayed using GeoLocation API (eg. GoogleMaps).

Hardware/ Software Requirements

Hardware

- A minimum computer system that will help you access all the tools in the courses is a Pentium 166 or better
- 64 Megabytes of RAM or better

Software

- Notepad/HTML editor
- Dreamweaver
- IE 5.0/ Netscape 6.0