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(Deemed to be university)

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Engineering Degree in
Information Technology

By

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**DEPARTMENT OF INFORMATION TECHNOLOGY
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SATHYABAMA

INSTITUTE OF SCIENCE AND TECHNOLOGY

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DEPARTMENT OF INFORMATION TECHNOLOGY

BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of **Harish Dharan.P (Reg. No. : 39120037)** who carried out the project entitled **“JOURNAL PUBLICATION ONLINE”**

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DECLARATION

I, **Harish Dharan.P** hereby declare that the Project Report entitled “**Journal Publiation Online**” done by me under the guidance of **Dr.Senduru.Srinivasalu.M.E., Ph.D.** at Sathyabama Institute of Science and Technology is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering degree in Information Technology

DATE: 13/11/2021

PLACE: Chennai

P.Harish Dharan
SIGNATURE OF THE CANDIDATE

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TRAINING CERTIFICATE



ABSTRACT

- Journal publications are a rich source of information: they aim to continually challenge and build new knowledge about your subject area.
- Your module handbook will identify a selection of journal publications which are useful and directly relevant to your subject.
- In your assignments it is expected that you will refer to a range of research articles to develop your discussion of the particular topic.

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CHAPTER-1

INTRODUCTION

1.1 ABOUT THE CONCEPT

A journal Publication is **a scholarly publication containing articles written by researchers, professors and other experts**. Journals focus on a specific discipline or field of study. Unlike newspapers and magazines, journals are intended for an academic or technical audience, not general readers.

Journal publication helps **to preserve your work in the permanent records of research in the field**. Adding your work to this record involves you in the active research community for a topic, helping to expand your professional network, increasing potential for collaboration and interaction with peers.

CHAPTER - 2

AIM AND SCOPE OF PRESENT INVESTIGATION

2.1 AIM

Journals Publications serve a range of purposes. A journal is meant **collect your ideas and observations on any number of things and put the happenings of each day into writing**. In this way, you are able to better remember what you did, what you thought, and what was happening when you were younger.

It builds corporate enthusiasm and supports ongoing education.

When you share your published articles internally, it makes others feel proud that they are part of an known and respected organization.

Additionally, sharing published pieces with employees helps them better understand marketplace challenges and solutions.

2.2 SCOPE

Publishing journals of research projects in peer-reviewed journals **enables the scientific and medical community to evaluate the findings themselves**. It also provides instructions so that other researchers can repeat the experiment or build on it to verify and confirm the results.

Journal publications include studies/articles/papers which are peer-reviewed. This means that any article included in a journal, has been very rigorously reviewed against strict criteria and standards by a panel of researchers or scholars in the field.

- Journal publications are a rich source of information: they aim to continually challenge and build new knowledge about your subject area.
- Your module handbook will identify a selection of journal publications which are useful and directly relevant to your subject.

In your assignments it is expected that you will refer to a range of research articles to develop your discussion of the particular topic.

CHAPTER 3

EXPERIMENTAL OR MATERIALS AND METHODS

3.1 SOFTWARE REQUIREMENT

- Windows 10 or above
- Node JS
- Angular CLI
- Database

3.1.1 Windows 10 or above

Windows 10 is a Microsoft operating system for personal computers, tablets, embedded devices and internet of things devices.

Microsoft released Windows 10 in July 2015 as a follow-up to Windows 8. The company has said it will update Windows 10 in perpetuity rather than release a new, full-fledged operating system as a successor.

3.1.2 Node JS

As an asynchronous event-driven JavaScript runtime, Node.js is designed to build scalable network applications. In the following "hello world" example, many connections can be handled concurrently. Upon each connection, the callback is fired, but if there is no work to be done, Node.js will sleep.

This is in contrast to today's more common concurrency model, in which OS threads are employed. Thread-based networking is relatively inefficient and very difficult to use. Furthermore, users of Node.js are free from worries of dead-locking the process, since there are no locks. Almost no function in Node.js directly performs I/O, so the process never blocks except when the I/O is performed using

synchronous methods of Node.js standard library. Because nothing blocks, scalable systems are very reasonable to develop in Node.js.

If some of this language is unfamiliar, there is a full article on [Blocking vs. Non-Blocking](#).

Node.js is similar in design to, and influenced by, systems like Ruby's [Event Machine](#) and Python's [Twisted](#). Node.js takes the event model a bit further. It presents an [event loop](#) as a runtime construct instead of as a library. In other systems, there is always a blocking call to start the event-loop. Typically, behavior is defined through callbacks at the beginning of a script, and at the end a server is started through a blocking call like `EventMachine::run()`. In Node.js, there is no such start-the-event-loop call. Node.js simply enters the event loop after executing the input script. Node.js exits the event loop when there are no more callbacks to perform. This behavior is like browser JavaScript — the event loop is hidden from the user.

HTTP is a first-class citizen in Node.js, designed with streaming and low latency in mind. This makes Node.js well suited for the foundation of a web library or framework.

Node.js being designed without threads doesn't mean you can't take advantage of multiple cores in your environment. Child processes can be spawned by using our `child_process.fork()` API, and are designed to be easy to communicate with. Built upon that same interface is the `cluster` module, which allows you to share sockets between processes to enable load balancing over your cores.



3.1.3 Angular CLI

This topic can help you understand Angular: what Angular is, what advantages it provides, and what you might expect as you start to build your applications.

Angular is a development platform, built on [TypeScript](#). As a platform, Angular includes:

A component-based framework for building scalable web applications

A collection of well-integrated libraries that cover a wide variety of features, including routing, forms management, client-server communication, and more

A suite of developer tools to help you develop, build, test, and update your code

With Angular, you're taking advantage of a platform that can scale from single-developer projects to enterprise-level applications. Angular is designed to make updating as straightforward as possible, so take advantage of the latest developments with a minimum of effort. Best of all, the Angular ecosystem consists

of a diverse group of over 1.7 million developers, library authors, and content creators.

This section explains the core ideas behind Angular. Understanding these ideas can help you design and build your applications more effectively.

Components

Components are the building blocks that compose an application. A component includes a TypeScript class with a `@Component()` decorator, an HTML template, and styles. The `@Component()` decorator specifies the following Angular-specific information:

A CSS selector that defines how the component is used in a template. HTML elements in your template that match this selector become instances of the component.

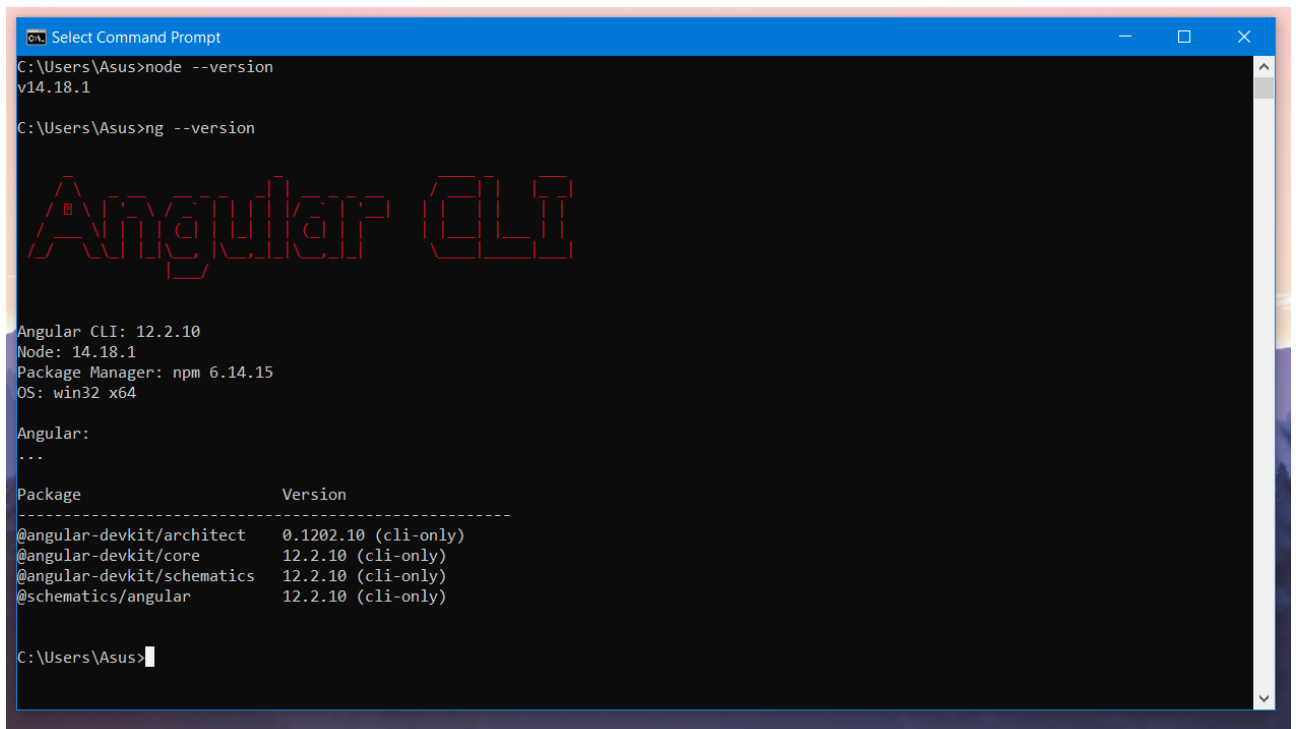
An HTML template that instructs Angular how to render the component.

An optional set of CSS styles that define the appearance of the template's HTML elements.

Templates

Every component has an HTML template that declares how that component renders. You define this template either inline or by file path.

Angular extends HTML with additional syntax that lets you insert dynamic values from your component. Angular automatically updates the rendered DOM when your component's state changes. One application of this feature is inserting dynamic text, as shown in the following example.



```

C:\Users\Asus>node --version
v14.18.1

C:\Users\Asus>ng --version

Angular CLI
Angular CLI: 12.2.10
Node: 14.18.1
Package Manager: npm 6.14.15
OS: win32 x64

Angular:
...

Package      Version
-----
@angular-devkit/architect    0.1202.10 (cli-only)
@angular-devkit/core         12.2.10 (cli-only)
@angular-devkit/schematics   12.2.10 (cli-only)
@schematics/angular          12.2.10 (cli-only)

C:\Users\Asus>
```

3.2 HARDWARE REQUIREMENT

- Hard Disk
- RAM – 1 GB
- Processor – Dual Core or Above
- Mouse
- Keyboard
- Monitor

3.2.1 Hard Disk

A hard disk or fixed disk, is an electro-mechanical data storage device that uses magnetic storage to store and retrieve digital information using one or more rigid rapidly rotating disks (platters) coated with magnetic material.

During the mid-1990s the typical hard disk drive for a PC had a capacity of about 1 gigabyte. As of January 2019, desktop hard disk drives typically had a capacity of 1 to 6 terabytes, with the largest-capacity drives reaching 15 terabytes

3.2.2 RAM

Random access memory (RAM) is a type of data storage used in computers that is generally located on the motherboard. This type of memory is volatile and all information that was stored in RAM is lost when the computer is turned off.

The RAM chip may be individually mounted on the motherboard or in sets of several chips on a small board connected to the motherboard. Older memory types were in the form of chips called dual in-line package (DIP). Although DIP chips are still used today, the majority of memory is in the form of a module, a narrow printed circuit board attached to a connector on the motherboard. The three main memory circuit boards types containing chips are: RIMMs (Rambus in-line memory modules), DIMMs (dual in-line memory modules) and SIMMs (single in-line memory modules). Most motherboards today use DIMMs. Sometimes, people get confused about the difference between memory and storage, in part because both can be measured in megabytes (MB), gigabytes (GB) and terabytes (TB).

By contrast, storage is slower, but it can retain data when the device is powered down. So, for example, if a document has been saved to a hard drive prior to a power outage or system crash, the user will still be able to retrieve it when the system is back up and running.

3.2.3 Processor

A processor is an integrated electronic circuit that performs the calculations that run a computer. A processor performs arithmetical, logical, input/output (I/O) and other basic instructions that are passed from an operating system (OS). Most other processes are dependent on the operations of a processor.

Dual core is a CPU that has two distinct processors that work simultaneously in the same integrated circuit. This type of processor can function as efficiently as a single processor but can perform operations up to twice as quickly.

3.2.4 Mouse

A mouse is a small handheld input device that controls a computer screen's cursor or pointer in conjunction with the way it is moved on a flat surface. The mouse term name

originates from its likeness to a small, corded and elliptical shaped device that looks like a mouse tail.

Some mouse devices have integrated features, such as extra buttons that may be programmed and assigned with different commands.

Because the mouse reduces the use of a keyboard, its invention and continuous innovation is considered one of the most important breakthroughs in computer ergonomics.

3.2.5 Keyboard

A computer keyboard is an input device used to enter characters and functions into the computer system by pressing buttons, or keys. It is the primary device used to enter text. A keyboard typically contains keys for individual letters, numbers and special characters, as well as keys for specific functions. A keyboard is connected to a computer system using a cable or a wireless connection.

A computer keyboard is an input device used to enter characters and functions into the computer system by pressing buttons, or keys. It is the primary device used to enter text. A keyboard typically contains keys for individual letters, numbers and special characters, as well as keys for specific functions.

3.2.6 Monitor

A computer monitor is an electronic device that shows pictures for computers. Monitors often look similar to televisions. The main difference between a monitor and a television is that a monitor does not have a television tuner to change channels. Monitors often have higher display resolution than televisions.

The advent of display technology has paved the way for the continuous evolution of the monitor, whether it's for computers, television, mobile devices or any device that has a display. The current contenders for top-tier technology being used for display devices includes Super LCD 3 (SLCD3) and Super AMOLED. It should be noted that LED displays are actually just a kind of LCD display that use LED lights as backlight illumination.

CHAPTER 4

TESTING

4.1 System Testing

Quality assurance is an important step in software engineering. This overlaps with all the phases of development right from the requirement analysis. This quality requirement of the software system must be clearly extracted during the requirement analysis and all the subsequent phases should be made biased to that, the final testing will become trivial and less expensive. There are number of quality parameters like correctness, accuracy, reliability, robustness, efficiency, effectiveness, reusability, maintainability etc.. The state of requirement of each of these parameters will vary depending upon the name and domain of the application. The testing should be done at the end of all development steps. Even though the final testing and verification are inevitable for better life and functionality of the software. The different software testing approaches and methods like white box testing and black box testing. The major phases in testing are design of test plan, setting up test case and test candidate and test procedure, testing and correction. This is a cycle process and the software will circulate through all the steps till it attends the required quality. The testing is carried in the following steps.

4.2 Unit testing

Unit testing focuses verification effort on the smallest unit of software design the module. Using the details design description as a guide, important control paths are tested to uncover errors within boundary of the boundary of the module. The relative complexity of tests and the errors detected as a result is limited by the constrained scope established for unit testing.

Unit testing is normally considered an adjacent to coding steps. After source level code has been developed, reviewed, and verified for correct syntax, unit test case design begins. A review of design information provides guidance for establishing test

cases that are likely to uncover error in each case of the categories discussed above. Each test case should be coupled with a set of expected results.

4.3 Integration testing

Integration testing is systematic technique for constructing the program structure while at the same time conducting test to uncover error associated with interfacing .The objective is to take unit tested modules and build a program structure that has been dictated by design.

There is often a tendency to attempt no incremental integration; that is to construct the program using a “big bang “approach. The entire modules are combined in advance. The entire program is tested as whole and chaoses usually result! A set of error is encountered. Correction is difficult because the isolation of cause is complicated by the vast expanse of entire program. Once errors are corrected, new ones appear and process continues in a seemingly endless loop.

CHAPTER 5

RESULT AND DISCUSSION, PERFORMANCE ANALYSIS

5.1 Result & Discussion

Journal publication helps to preserve your work in the permanent records of research in the field.

Adding your work to this record involves you in the active research community for a topic, helping to expand your professional network, increasing potential for collaboration and interaction with peer.

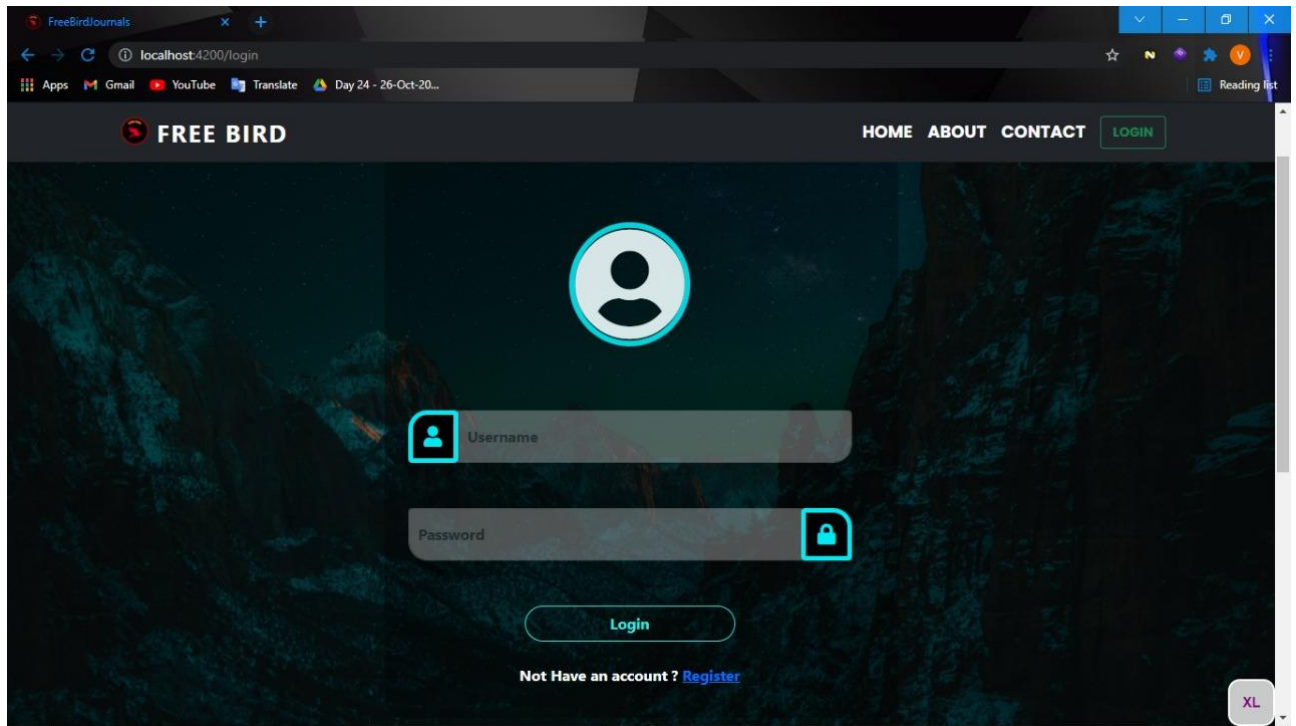
5.2 RECOMMENDATION

The Journal Publications meets a lot of expectations but would perform better if the following recommendations and suggestions are considered:

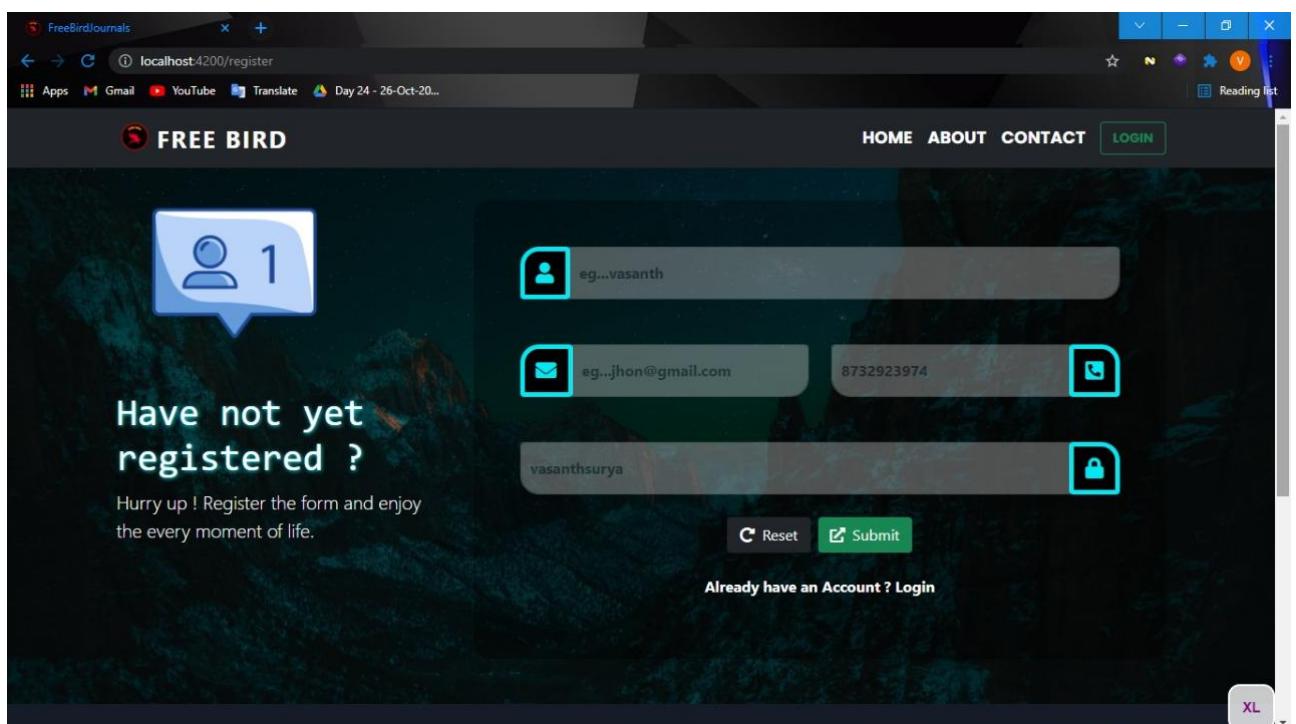
- i. System testing and maintenance should be performed regularly to avoid sudden system failures.
- ii. Updates and other modifications should be introduced with prior notice to users.
- iii. A course administrator should be employed that can manage the interactions between the donors, beneficiaries & administrators on one side and technicians on the other. This will aid ensure that proper support is provided for the system.

5.3 SCREENSHOTS

5.3.1 INPUT (Log-in page)



5.3.2 REGISTER PAGE



SUMMARY AND CONCLUSIONS

Journal Publishing is the **process of presenting a focused overview of a completed research study** that is published in a peer-reviewed, scholarly source. A journal article summary provides potential readers with a short descriptive commentary, giving them some insight into the article's focus.

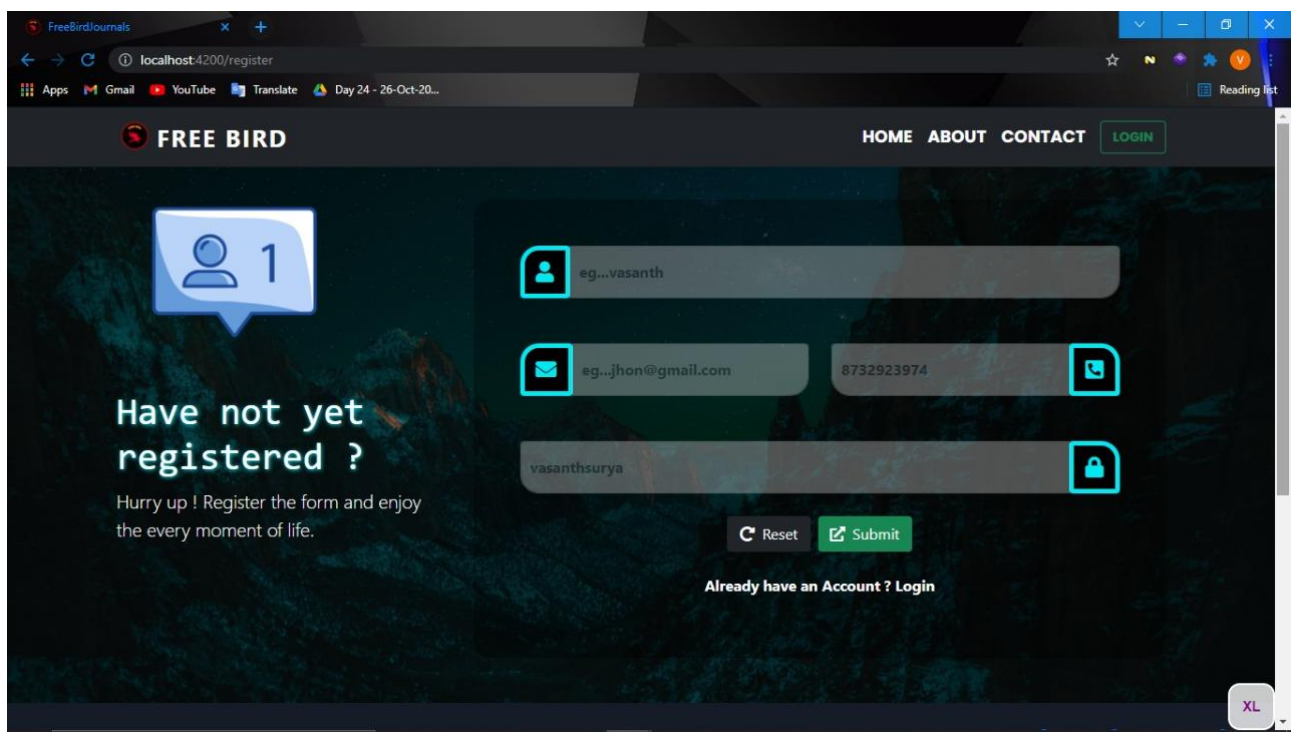
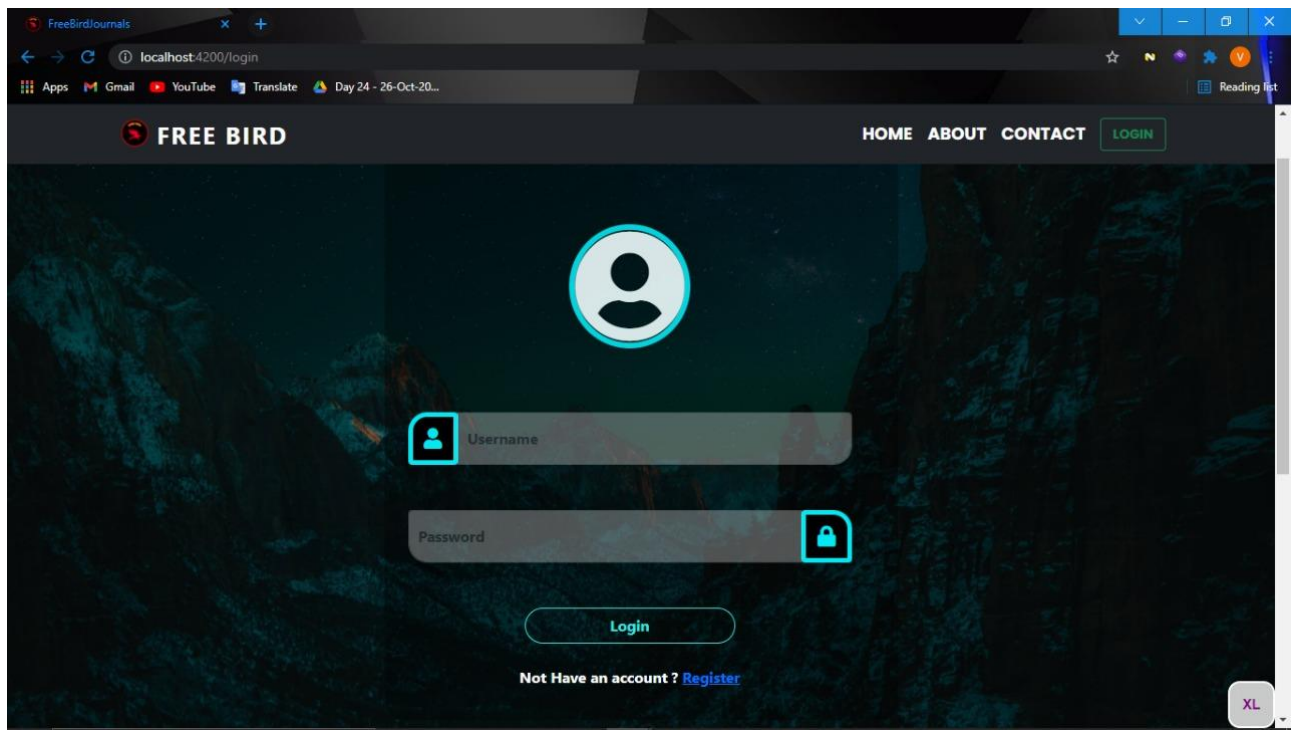
The system is highly user friendly and is well efficient to ease interactions with the users of the system. Reports generate with live data are proved to be informative and also helpful in making important decisions. The system is tested and implemented with high degree of accuracy.

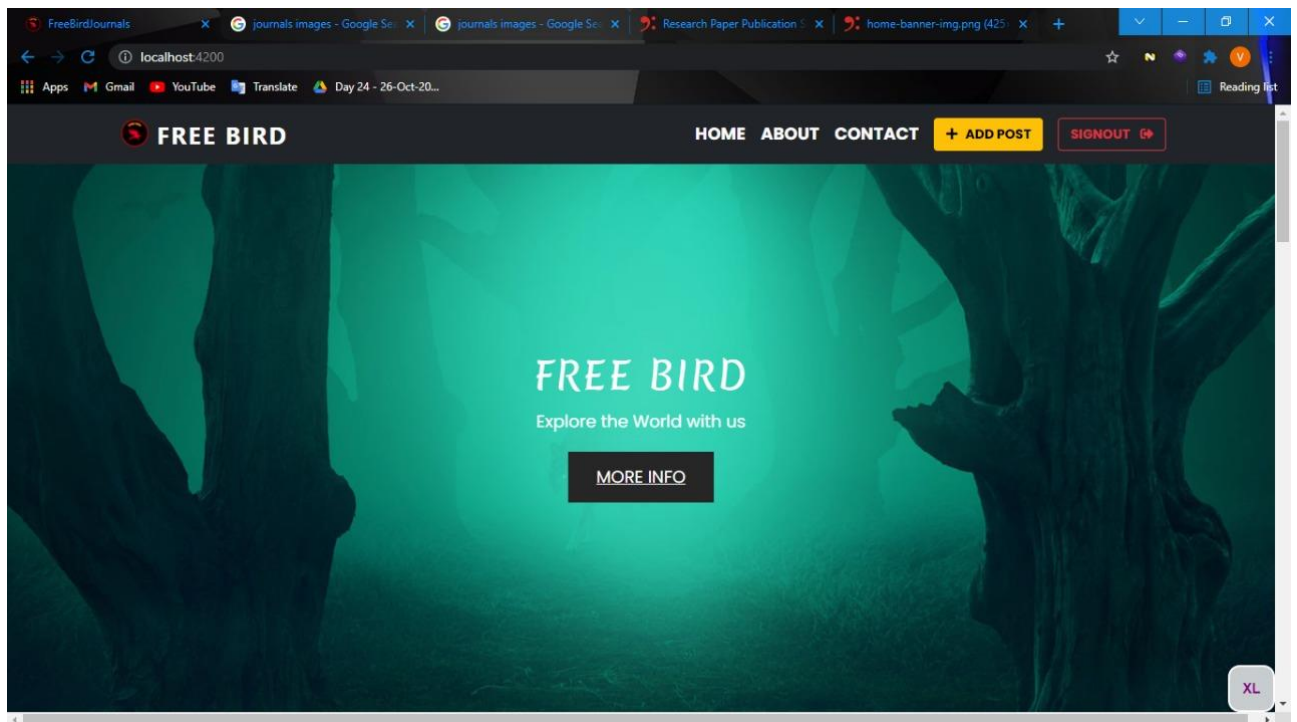
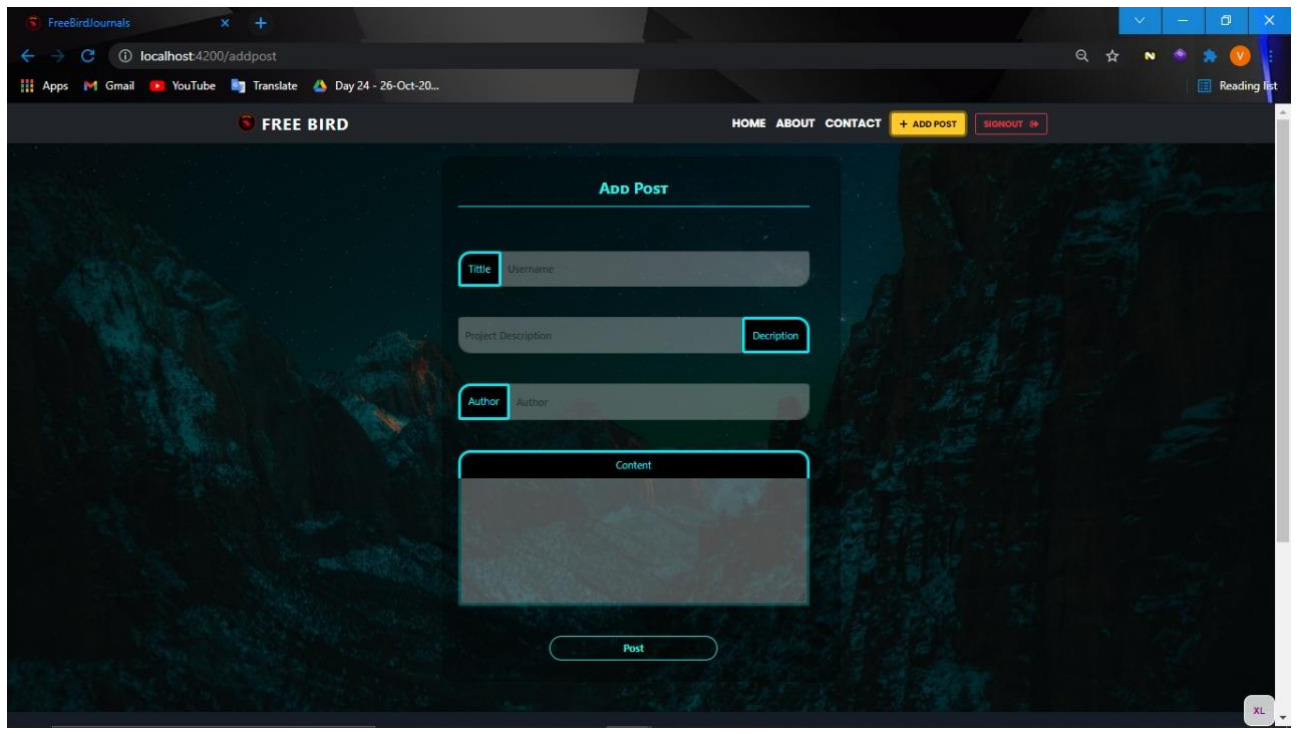
The system is done with an insight into the necessary modification that may require in the future. Hence the system can be maintained successfully, without much rework.

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SAMPLE SCREENS





FREE BIRD				
HOME ABOUT CONTACT + ADD POST SIGNOUT				
#	Title	Post Id	Author	Operations
1	Reaction Chemistry & Engineering	618eba27be353d19503b34f1	surya	Edit Delete
2	Environmental Science: Advances	618ebbd2be353d19503b34f2	vasanth	Edit Delete
3	The Best Travel Journals to Bring on Your Next Adventure	618ebdb6be353d19503b34f3	alan	Edit Delete
4	DIGITAL HEALTH	618ebfcede353d19503b34f4	jhon khan	Edit Delete
5	The International Journal of Robotics Research	618ec0eabe353d19503b34f5	jason	Edit Delete
6	Surgical Innovation	618ec199be353d19503b34f6	silver stallon	Edit Delete
7	International Journal of Space Structures	618ec201be353d19503b34f7	dwayne jhonson	Edit Delete
8	Earthquake Spectra	618ec4bcbe353d19503b34f8	jack	Edit Delete
9	Waste Management & Research	618ec51dbe353d19503b34f9	will smith	Edit Delete