

GROUP MEDIA FOR MUTUAL INTERACTION

Submitted in partial fulfillment of the requirements for
the award of
Bachelor of Engineering degree in Computer Science and Engineering

By

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
SCHOOL OF COMPUTING

SATHYABAMA

INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)

Accredited with Grade "A" by NAAC | 12B Status by UGC

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March - 2021



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BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of Mr. Vivian Xavier P (17SCS8103) who have done the Project work as a team who carried out the project entitled "Group Media for Mutual Interaction" under my supervision from November 2020 to March 2021.

Ms. Yogitha. R, M.E., Ph.d.

Internal Guide

Head of the Department

Submitted for Viva voce Examination held on

Internal Examiner

External Examiner

DECLARATION

I Vivian Xavier P (17SCS8103) hereby declare that the Project Report entitled “Group Media for Mutual Interaction” done by me under the guidance of Dr. /Prof./ Mr./Ms. (Internal) and _____(External) at Sathyabama Institute of Science & Technology is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering degree in ____ .

DATE:

PLACE:

SIGNATURE OF THE CANDIDATE

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ABSTRACT

The main goal of any educational portal is to provide meaningful and useful material. But in modern day sites the content is vast, finding the necessary aids can be difficult and time consuming. Some may not have the necessary indices to find them. Sites can be sorted in terms of keywords or tags, this may not necessarily be the efficient way as key terms can be of different topics. To address this problem we propose the method of grouping based on content which enables students to easily find the necessary materials or aid. It also facilitates interactivity between them and upload any useful content. Using the proposed method saves time and is efficient in finding and categorizing the data. It is prominent to the users that they can access the preferred content whenever and wherever possible.

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CHAPTER 1

INTRODUCTION

1. INTRODUCTION

Online Networking – It's the way the 21st century communicates now. Social Networking is the grouping of individuals into specific groups, like small communities. Social Networking Websites are popular because people like to meet new people who share a similar interest in what they find interesting. Social Networking is the mapping and measuring of relationships and flows between people, groups, organizations, computers and URL's and other connected information/knowledge entities.

The nodes in a network provide visual knowledge and analysis of human relationships. A online portal for knowledge is a huge project comprising of various features like user profiles, groups, posts and various other applications to enhance the overall look and feel of the website. However, in this project I am working on a few essential features of a website alone such as Users, User Groups and Posts.

Profiles maintain the identity of a user like username, email and password. Groups contain many users who can share their thoughts, ideas and facts inside them which can be seen only by the members of the group. Posts are the information that the user decides to share in the groups they are in.

1.1 RESEARCH AND SIGNIFICANCE

The primary purpose of the proposed system i.e. "Group Media for Mutual Interaction" is to help users in such a way that they can get all the necessary aid/materials or information for their queries. The proposed system not only provides the necessary materials but also connects them to other users who can help the users with queries. This method could be very important and profitable to society as people cannot always be in person to help them. This way they get information on the go thus saving time, resources and energy.

- This helps in creating a space for users of similar needs or interests so that they can promote their content.
- By the concept of creating user profiles and groups and posts we get members to be interactive and choose what they would like to see.

- Each of the applications in the website has its own model and type of 2 information that it receives mapped out to URL's and commands that it should be supplying to.

Furthermore it has forms which collects the data and stores them for the user. This information can be created and deleted as per the decision of the admin. In this system we have used MySQL to hold a database of all the posts, groups, members and other data to keep record of. The backend of this project is done with JavaScript and the UI is made using HTML, CSS and Bootstrap. In order to have a certain amount of security there will be an admin who can see all the activity of the group and can later censor the content or take necessary action.

The user first needs to register themselves and login to the website to access its content and interact with it. The website then shows them the available groups to which they can join. Once their request is approved by the admin they are allowed to post in the said group.

1.2 PROBLEM STATEMENT

To create a website for users to create groups and post their views or interests to other users of similar interests. Also to make sure they have secure access to their accounts the passwords and mappings are encrypted. By that way users can find and meet people across the globe to collaborate or show their findings either academic or any field they wish to spread across the website. Furthermore they can also post and delete their posts at any point of time as they please. They can also reference users by their username.

CHAPTER 2

LITERATURE SURVEY

2.1 LITERATURE SURVEY

1. An online portal for collaborative learning and teaching for power engineering education (2004) by S. Suryanarayanan & E. Kyriakides says that it provides a web-based portal for educational purposes as the internet is developing to a educational & multimedia tool.

2. The design of University students' innovative undertaking practical website platform (2009) by Delin Sun says that it provides a omni-directional platform for the students which helps them practice. Its target client also includes the teachers as even they may use it for their gain of knowledge and education.

3. Reverse Engineering and Software Products Reuse to Teach Collaborative Web Portals: A Case Study With Final-Year Computer Science Students (2009) by Fuensanta Medina-Dominguez; Maria-Isabel Sanchez-Segura; Arturo Mora-Soto; Antonio Amescua says that collaborative web applications do not follow a software design. This paper provides a strategy for teaching collaborative web portals.

4. Finding Credible Information Sources in Social Networks Based on Content and Social Structure (2011) by Kevin R. Caini, Bongwon Suh & Peter L. Priolli says that user do not know where to find credible information sources.

5. Studying User Footprints in Different Online Social Networks (2012) by Anshu Malhotra, Luam Totti, Wagner Meira Jr., Ponnurangam Kumaraguru, Virgílio Almeida says that all users of social networks create a digital footprint for themselves to which we can personalize or customize their experience.

6. Twitter bootstrap and AngularJS: Frontend frameworks to expedite science gateway development (2013) by Viknes Balasubramanee, Chathuri Wimalasena, Raminder Singh, Marlon Pierce says that gateway developers

spend more time on designing and developing the look than the technology, but bootstrap saves that time for better styles and easy maintenance.

7. Mining Social Media Data for Understanding Students' Learning Experiences (2014) by Xin Chen, Mihaela Vorvoreanu & Krishna Madhavan says that informal communication among students helps us to find their struggles, with their interactions we can find their problems and help them.

8. Mining Social Media for Knowledge Discovery (2015) by Neil Y. Yen, Uyen Trang Nguyen & Jong Hyuk Park says that user want to learn on the go. Therefore high quality materials are not always available and give them practical applications.

9. Design and Application of Employment Education Online Platform for College Students (2015) by Ou Bin & Huang Junguan says that to make employment easier it breaks down employment based on key technology and then sub divides them based on expertise.

10. Social Media Recommender Systems: Review and Open Research Issues (2018) by Anitha Anandhan, Liyana Shuib, Maizatul Akmar Ismail & Ghulam Mujtaba says that a Social Media website enables people to connect with other of same like mindedness and builds a community.

11. Adding and Segmenting Educational Videos: Experiences of Teacher Users in an Educational Portal (2019) by Paulo Renato Soares Borges & Ismar Frango Silveira says that educational portals are sources that provide students various learning objects such as educational videos. But those videos are time consuming and unproductive. Therefore an architecture of an educational semantic portal is being implemented.

2.2 OVERVIEW OF PLATFORM

2.2.1 HTML

HTML (Hyper Text Markup Language) is used to the front end of the web page. HTML elements are used to build the various features and functionalities of the web page. It can also be attached with other technologies such as CSS, JavaScript, etc., to add more functionality and views. Elements of a web page can only be rendered or viewed finally if they are defined or declared in the HTML document. HTML works using tags for various elements, tags have a opening and closing tag with the exception of a few tags which do not require a closing tag. These tags are used to define text boxes, hyperlinks, lists, buttons, images, etc. It also has six different types of heading tags (<h1>,<h2>,...,<h6>) all of varying sizes, <h1> has the highest size for texts while <h6> being the least.

2.2.2 Bootstrap

Bootstrap is a web framework that helps to simplify the development of web pages (as opposed to web apps) by providing simple, clean and a minimalistic look. The main purpose of adding bootstrap to this web project is to utilize Bootstrap's choices of various fonts, size, colors and layout to that project. Once introduced to a project, Bootstrap provides basic style definitions to all the HTML elements present. The result is a uniform appearance for texts, tables and form elements across all types of web browsers. In addition to this, developers can take use of CSS classes defined in Bootstrap to further customize the appearance of the contents of the webpage. For example, Bootstrap has a feature for light- and dark-colored tables, more prominent pull quotes, page headings, and text with a highlight. Bootstrap also has several JavaScript components in the form of jQuery plugins. They provide additional UI elements such as tooltips, dialog boxes, forms and carousels. All Bootstrap component consists of an HTML structure, CSS declarations of their own and in some cases the necessary JavaScript code. They also extend the functionality of a few existing interface elements by including for example an auto-complete function for input fields.

Bootstrap is used to add styling to the page to make the interface simple and user friendly. We use make containers to center the content as different devices have varying screen sizes. Bootstrap also gives a neat look for the web page as its elements have been predefined. We use the container class to align

the elements in the middle and use buttons of the larger class to be used. It is used in all the web pages of the website to be styled.

2.2.3 JavaScript

JavaScript is one of the core technologies used in Web Development alongside HTML & CSS. It was created in December 4, 1995 by Brendan Eich. JS helps in creating interactive web pages and a very important part of web applications. It is mainly used for back-end development of web pages, i.e. Client-side web page behaviour. Almost all browsers have their own JS engine to execute the JS commands.

JS supports all types of programming styles such as event-driven, imperative and functional. It also includes various API's to work with dates, texts, regular expressions, etc. JS also has some security concerns as it can provide scripts that have to be run on the client machine. The web engines try to reduce the risk by only allowing JS scripts that are web related to be executed. Another would be restricting the access to data sent from one site to another such as usernames, passwords and cookies. JS is often misunderstood as Java, both of these languages are closely related to each other but are not the same. JS was designed to be closely related to Java commands and keywords.

2.3 LITERATURE REVIEW

The Web-based social networking services make it possible to connect people who share interests and activities across political, economic and geographical borders. Through e-mail and instant messaging, online communities are created where a gift economy and reciprocal altruism are encouraged through cooperation. Information is suited to a gifted economy, as information is a nontrivial good and can be gifted at practically no cost. Several websites already have been tapping into the power of social networking models for philanthropy. Such models provide a means for connecting otherwise fragmented industries and small organizations without the resources to reach a broader audience with interested users.

CHAPTER 3

METHODOLOGY

3.1 EXISITING SYSTEM

Many sites which provide such features only allow to upload images or videos or any form of text. Most of the materials uploaded in such sites do not have the option to download or view them before downloading. Users may also be restricted from interacting with the platform. These materials can also be time consuming and few of these platforms aren't always device friendly.

3.2 AIM OF THE PROJECT

In proposed system we present a personalized-website system, a system that makes use of user profiles and representations based on their usernames in order to tailor a personalized experience for their ideas in a creative space. Proposed system is based on Bootstrap forms and JavaScript applications. The first step of approach is extracting features information from the user such as name, e-mail address and password. Then build their profile for the proposed system. Then show them the groups available, if none of them suit their needs provide the ability to create a group which could lead into a community in the future. Then allow them to share their views to other users of said group.

3.3 PROPOSED SYSTEM

This application is solely created for the purpose of knowledge sharing. Unlike other sites where users can communicate with each other in private, this website does not allow such activities as the only way to communicate with others is through the groups available. Therefore any communication is visible to all members of the group.

Members can view the uploaded documents or files as it has the built-in feature to view them without downloading. The uploaded files are saved in the host machine and can be downloaded anytime by the users of the group.

A user can join multiple groups and post their content or queries. Users have access to all the content uploaded in the group especially study material. Posters about various events and activities can also be shared in the respective group. If a group for a particular topic is not available, users have the option to create a new group based on their desired topic.

3.4 SYSTEM MODULARITY

3.4.1 User Creation

Any information provided by the user can be used as a data source for user profiles. Using the information provided by the user the system can identify the user and grant the required permissions for them. Once the user has given a username it checks if there are any other users with the same username to make sure there is no repetition so that each user is unique. It contains a model which specifies each field that is needed such as, Username, E-mail Address and Password.

3.4.2 Grouping

These are the specific spaces or communities created for users. The groups model contains only a few fields and options. Users once authenticated can join and leave as per their desire. It contains a form which keeps track of users and their posts and member count. This is achieved by using separate models for each group. Users are allowed to this phase only after verification of their data.

3.4.3 Group Creation

The users who are able to see the groups available also have an option to create their own group. This option is created by models which allows them to create infinite number of groups so each user can find their own group of interest or similar views.

3.4.4 Posts

The most important part of the website is the posts. Each user can post any number of ideas or queries as they wish in the groups they are in. This can be

viewed by all members of the group. Users also have an option to delete their posts if require, the admin also has the option to do this thus giving a sense of oversight over the groups and posts.

3.5 SYSTEM IMPLEMENTATION

3.5.1 Overview

The fundamental idea of the project is to make a product that would offer new aspects of learning. We wanted to create a tool that fits in the modern age and is secure, but still stays in the concept of studying. Following are the different modules of the proposed system.

3.5.2 Modules

The website is divided into separately named modules that are used to integrate the proposed system. Modularity is the attribute of software that allows a program to be intellectually manageable.

3.5.2.1 Login Module

The login module authenticates the user and identifies them according to their username and password. The main aim of the module is to prevent spam from bots and random scripts. The module contains a bootstrap form in which users enter their login credentials to enter the website.

3.5.2.2 Registration Module

This module helps new users to get registered to the search engine. They can create their own unique login by entering their own username, email and password. These data is stored in a database that can be updated even later on. It also makes sure no user can have the same username as another so that each user is unique.

3.5.2.3 Groups Module

The groups page shows the user all the groups available, the user can join the group of their interest. If they wish to start their own group they can do so by 7 pressing the 'Create Group' icon. This would lead them to a page which asks them

for the name of the group to be created and a description of the group. They user is also shown the number of posts and members in each group.

3.5.2.4 Posts Module

The posts module is allows users to share their ideas or views to a group. Once the user enters this page they can enter what they would like to post and then asked to which group this has to be posted. Users can also add the necessary files/materials along with their posts.

3.6 REQUIREMENTS

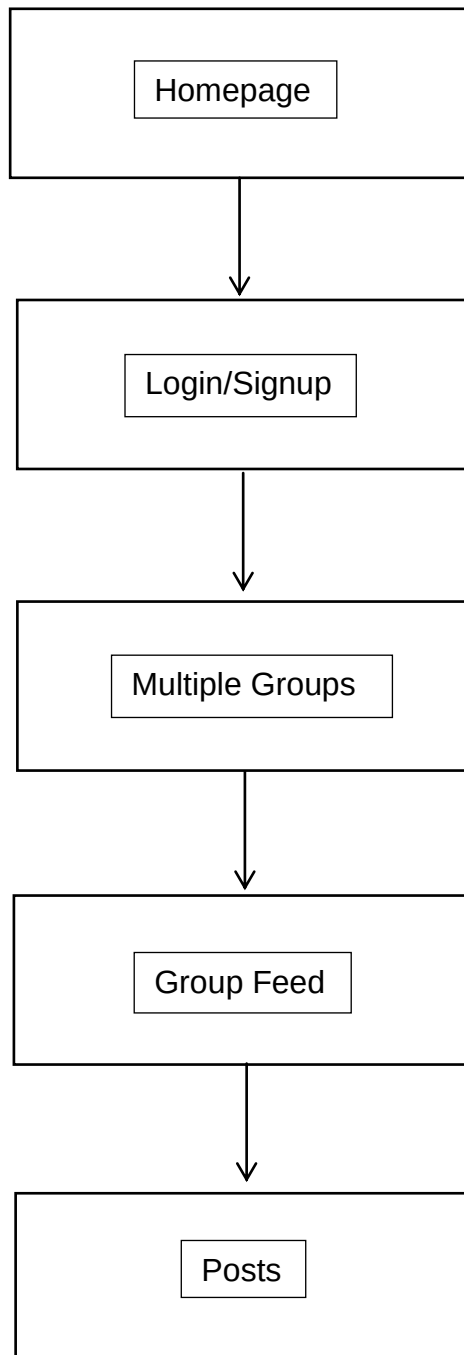
3.6.1 Hardware

- 1 GB RAM
- 2 Ghz Processor
- Internet Connectivity

3.6.2 Software

- Windows OS
- HTML
- CSS
- Bootstrap
- JavaScript
- Tomcat Server
- MySQL
- Browsers such as Chrome, Firefox, Opera, Safari, etc.

3.7 SYSTEM ARCHITECTURE



CHAPTER 4

RESULT AND DISCUSSION

As a result this website can act as multimedia source between the users and act as a communication platform. users can interact with others in various groups and discussion can be made among them. It's a media website with a social content platform.

4.1 USER REGISTRATION

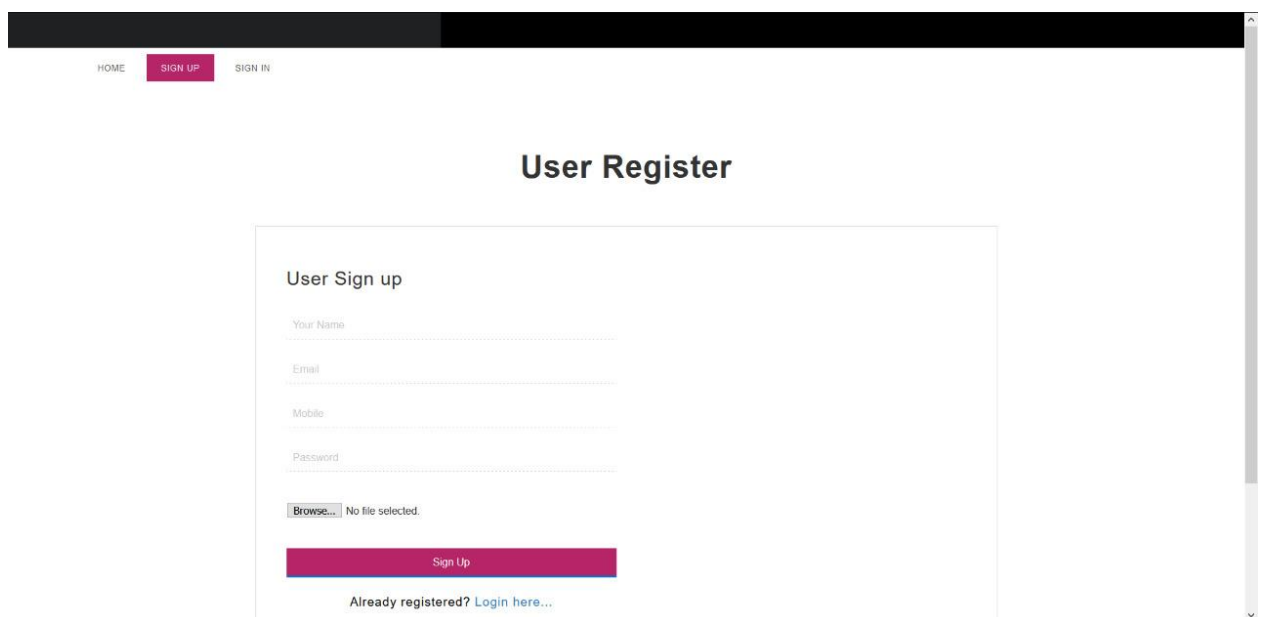
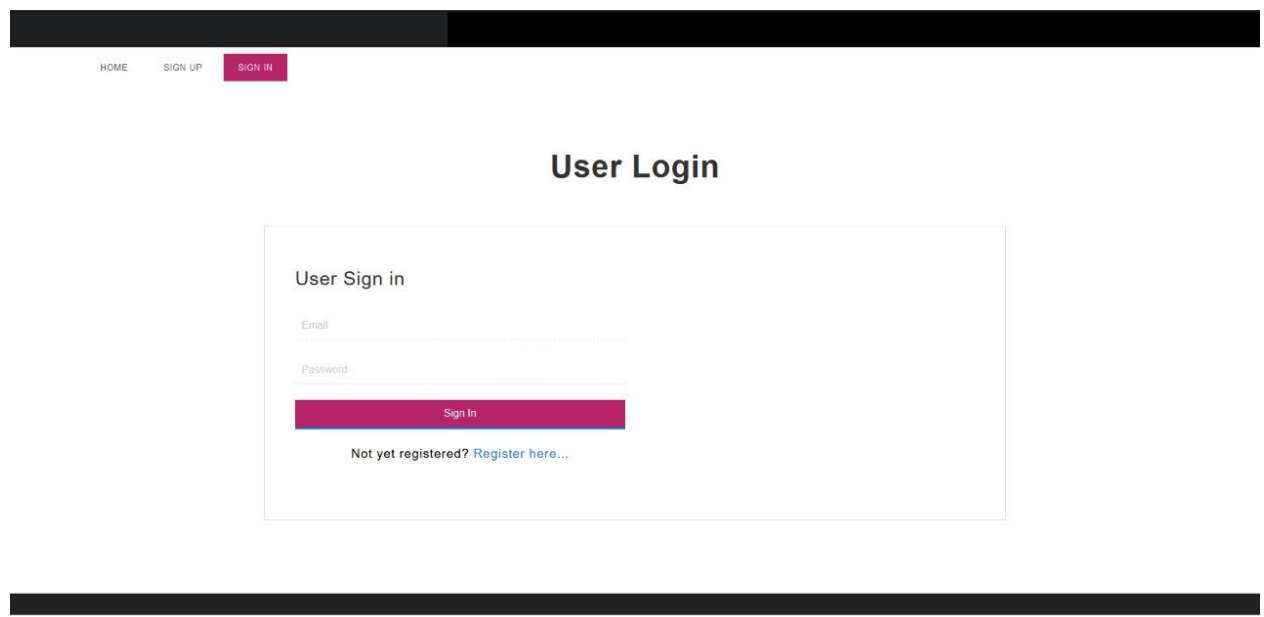
The image is a screenshot of a web application's user registration page. At the top, there is a black navigation bar with three links: 'HOME', 'SIGN UP' (highlighted in pink), and 'SIGN IN'. Below the navigation bar, the page has a white background. In the center, the title 'User Register' is displayed in a bold, black font. Below the title, there is a white rectangular box with a thin border. Inside this box, the heading 'User Sign up' is followed by four input fields: 'Your Name', 'Email', 'Mobile', and 'Password'. Below these fields is a file upload section with a 'Browse...' button and the text 'No file selected.'. At the bottom of the box is a large pink 'Sign Up' button. Below the button, there is a link that says 'Already registered? Login here...'. The entire page is framed by a thin black border on the right and bottom.

Fig 4.1: User Registration

The Fig 4.1 shows that the user has to register first if he or she is new in this website. Users are registered using their Name/Register number, Email ID, Mobile Number and Profile photo can be uploaded by the user based on their choice. After successful registration. They log in and start using the groups in the website. There is a option for the already registered user as a user cannot create multiple accounts using same ID and it is strictly restricted. Spam users are monitored and removed from the group.

4.2 LOGIN PAGE



The image shows a web application's login page. At the top, there is a dark navigation bar with three links: 'HOME', 'SIGN UP', and 'SIGN IN'. The 'SIGN IN' link is highlighted in a pink box. Below the navigation bar, the page has a light gray background. In the center, there is a white box with a thin gray border. Inside this box, the text 'User Sign in' is displayed. Below this text are two input fields: 'Email' and 'Password'. A pink 'Sign In' button is positioned below the password field. At the bottom of the white box, there is a link that says 'Not yet registered? Register here...'. The entire page is framed by a dark border at the top and bottom.

Fig 4.2 Login page

The Fig 4.2 is the log-in page which generally is the entry or authentication of every secured website. This website can be logged in by both admin and the user. The admin can log-in to check the working of the portal and to maintain the database. Each group has their own admin and a main admin to maintain the overall database. This section checks the authentication and if the log in credentials is correct then the user can log in and starting interacting with others. This page will appear once the user or the admin make a log-in into the portal. It is the frontend of the project or it can also be termed as user interface. The admin provides the required security to the users so that the data does not get deleted or leaked. This module keeps the whole system secure and it does not allow any unauthorized users to access the system. User with proper registration ID can only be allowed to access the group inside the website.

4.3 GROUPS

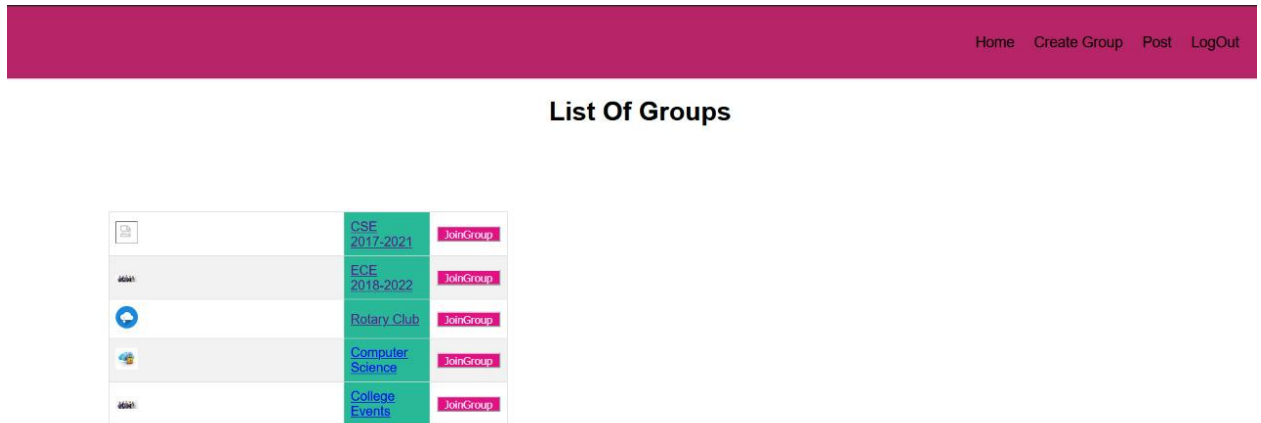


Fig 4.3 Groups

Multiple groups are created for users. Each group has their own respective name and the users can join the group they want with the permission of admin of the respective group. A new group can be created by the admin for various purposes and users are allowed to join those group based on choice of access to groups provided by the admin. The user also have the access of permission to leave their respective group whenever they feel necessary. Groups are identified by the respective name and profile photo provided by the admin. Each group are listed and sorted on based on the time of creation. List of available and accessible groups are displayed in the page once the user logs in using their respective ID and starts can starting interacting in their respective groups. once they join in a particular group user can view they can experience the full potential of this interactive media website.

4.4 POSTS

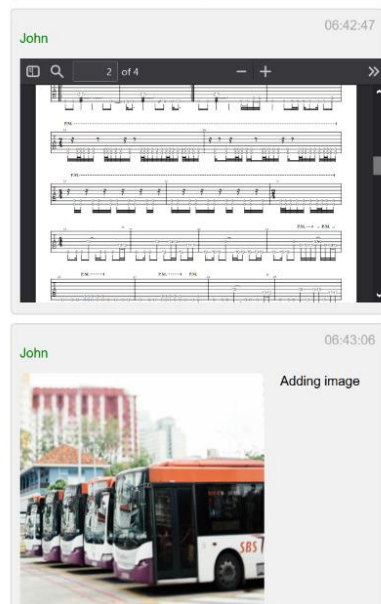


Fig 4.4 Posts

Once the user joins the group they can start messaging between the members in the respective group and can share their ideas and knowledge between them as it is the main purpose of this website for the users who shares such things. Image can be uploaded in the group by the users and medial files such as video files can also be uploaded and most importantly documents and files can be uploaded in group by the user. The above Fig 5.4 represents the image posted by one of user in the group and members in the group can view and download them in their respective system. Spam content are strictly neglected in every group admin can delete any unwanted messages that are send by the members in the group, if the particular member persist to continue the same repeatedly that particular member will be kicked out of that group by the admin.

CHAPTER 5

CONCLUSION AND FUTURE WORK

5.1 CONCLUSION

This is a platform where we describe an approach of a website for an interactive and mutual knowledge sharing experience. This allows users to upload all types of content whichever they may deem necessary. It also allows them to easily access the content in the group and then access them later on whenever needed, group messages can be shared among other users and events can be posted through the specified group and let users access them eventually. Users can easily find their own content in the relevant groups as they are created as per requirement of the specified topic and contain posts or content regarding it. At the current stage it is not possible for once person or organization to help the queries of people, therefore having users interact with each other and help each other out is a very effective way. Therefore this way we provide them with all these features to help this method be used effectively with ease.

5.2 FUTURE WORK

This website can be further updated in the future based on user preference and the user interface can be changed accordingly. As it is an interactive website for students various and different types of groups can be created in future based on upcoming timeline and latest feed during the respective time. Inactive groups are neglected from the website based on the user active status, so that the storage and ease of accessing various groups can be managed easily. The portal is secured and users no need to worry about the security and the confidentiality of the files and documents they upload in the groups as it is monitored by the respective admin of the group. We can also add multiple files and latest feature in the existing system so that the user don't face any difficulties and can work on the website efficiently.

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SOURCE CODE

```
<!DOCTYPE html>
<html>

<head>
  <title>Crypt Cloud Users</title>
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <meta charset="utf-8">
  <meta name="keywords" content="Demesne a Responsive web template,
Bootstrap Web Templates, Flat Web Templates, Android Compatible web
template,
Smartphone Compatible web template, free webdesigns for Nokia, Samsung, LG,
SonyEricsson, Motorola web design" />


  <script type="application/x-javascript">
    addEventListener("load", function () {
      setTimeout(hideURLbar, 0);
    }, false);

    function hideURLbar() {
      window.scrollTo(0, 1);
    }
  </script>
  <link href="css/bootstrap.css" rel='stylesheet' type='text/css' />
  <link href="css/easy-responsive-tabs.css" rel='stylesheet' type='text/css' />
  <link href="css/style.css" rel='stylesheet' type='text/css' />
  <link href="css/font-awesome.css" rel="stylesheet">
</head>

<body>
  <!--Header-->
  <div class="header" id="home">
```

```

<!--/top-bar-->
<div class="top-bar_w3layouts">
    <div class="top-logo_info_agileits">

        <div>

            <div class="clearfix"></div>
        </div>
        <div class="clearfix"></div>
    </div>
    <div class="header-nav">
        <div class="inner-nav_wthree">
            <nav class="navbar navbar-default">
                <!-- Brand and toggle get grouped for
better mobile display -->
                <div class="navbar-header">
                    <button
                        type="button"
                        class="navbar-toggle collapsed" data-toggle="collapse" data-target="#bs-example-
navbar-collapse-1">
                        <span class="sr-
only">Toggle navigation</span>
                        <span class="icon-
bar"></span>
                        <span class="icon-
bar"></span>
                        <span class="icon-
bar"></span>
                    </button>
                </div>
                <!-- Collect the nav links, forms, and other
content for toggling -->
                <div class="collapse navbar-collapse nav-
wil" id="bs-example-navbar-collapse-1">
                    <nav>

```

```

        <ul class="nav navbar-nav">
            <li><a
href="index.jsp" class="active">Home</a></li>

            <li><a
href="register.jsp">Sign Up</a></li>
            <%--
class="dropdown">--%>
            <%--
                                <a
href="services.html"    class="dropdown-toggle"    data-toggle="dropdown">Drop
Down <b class="fa fa-angle-down"></b></a>--%>
            <%--
                                <ul
class="dropdown-menu">--%>
            <%--
                                <li><a
href="services.html">Services</a></li>--%>
            <%--
                                <li><a
href="error.html">Events</a></li>--%>
            <%--
                                <li
class="divider"></li>--%>
            <%--
                                <li><a
href="elements.html">Elements</a></li>--%>
            <%----%>
            <%----%>
            <%--
                                </ul>--%>
            <%--
                                </li>--%>
            <li><a
href="login.jsp">Sign In</a></li>

        </ul>
    </nav>

</div>
</nav>
<%--
<div class="search">--%>
<%--
    <div class="cd-main-header">--%>

```



```

        </div>
        <div class="clearfix"> </div>
    </div>
    <!--//Slider-->
</div>
<!-- /about -->


<!-- copyright -->


<!-- //copyright -->


<!-- js -->
<script type="text/javascript" src="js/jquery-2.2.3.min.js"></script>
<!-- //js -->
<!--search-bar-->
<script src="js/main.js"></script>
<!--//search-bar-->
<!-- stats -->
<script src="js/jquery.waypoints.min.js"></script>
<script src="js/jquery.countup.js"></script>
<script>
    $('.counter').countUp();
</script>
<!-- //stats -->


<script src="js/responsiveslides.min.js"></script>
<script>
    $(function () {
        $("#slider4").responsiveSlides({
            auto: true,
            pager: true,

```

```

        nav: true,
        speed: 1000,
        namespace: "callbacks",
        before: function () {
            $('.events').append("<li>before event fired.</li>");
        },
        after: function () {
            $('.events').append("<li>after event fired.</li>");
        }
    });
});
</script>
<!-- script for responsive tabs -->
<script src="js/easy-responsive-tabs.js"></script>
<script>
    $(document).ready(function () {
        $('#horizontalTab').easyResponsiveTabs({
            type: 'default', //Types: default, vertical, accordion
            width: 'auto', //auto or any width like 600px
            fit: true, // 100% fit in a container
            closed: 'accordion', // Start closed if in accordion view
            activate: function (event) { // Callback function if tab is
switched
                var $tab = $(this);
                var $info = $('#tabInfo');
                var $name = $('span', $info);
                $name.text($tab.text());
                $info.show();
            }
        });
        $('#verticalTab').easyResponsiveTabs({
            type: 'vertical',
            width: 'auto',
            fit: true

```

```

        });
    });
</script>
<!--// script for responsive tabs -->
<!-- start-smoth-scrolling -->
<script type="text/javascript" src="js/move-top.js"></script>
<script type="text/javascript" src="js/easing.js"></script>
<script type="text/javascript">
    jQuery(document).ready(function ($) {
        $(".scroll").click(function (event) {
            event.preventDefault();
            $('html,body').animate({
                scrollTop: $(this.hash).offset().top
            }, 900);
        });
    });
</script>
<!-- start-smoth-scrolling -->

<script type="text/javascript">
    $(document).ready(function () {
        /*
                                var defaults = {
                                    containerID:
'containerID', // fading element id
                                containerHoverID: 'containerHoverID', // fading element hover id
                                scrollSpeed:
1200,
                                easingType:
'linear'
                                };
        */

```

```

        $.UItoTop({
            easingType: 'easeOutQuart'
        });

    });
</script>
<a href="#" id="toTop" style="display: block;"> <span id="toTopHover"
style="opacity: 1;"> </span></a>
<script type="text/javascript" src="js/bootstrap-3.1.1.min.js"></script>

</body>

</html>

```