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E Therapy Website

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Abstract: Today In the pandemic the whole world realizes the significance of being healthy both physically and mentally therefore, for our project we came up with the idea of building an E Therapy website. This website will provide authentic information to the end users about the essences of health care using unique methods of accupumture, needle therapy, colour therapy, smile meditation, yoga, seed therapy and many more. Site will be user-friendly along with creative UI elements like text, images, videos, GIFs etc.

E Therapy consist of multiple hyperlinks to navigate in between web pages. It will also provide means to contact the therapist or participate in the therapy sessions. Schedules, notifications, pop ups will be displayed on the website where users can Login and provide required details to book time slots for therapies.

Users will be able to communicate and interact with each other on the open forum. We as admins will be responsible to keep the website update and robust.

Keywords: XAMPP, phpmyadmin, Dreamweaver CC, HTML5, CSS3, JScript

I. INTRODUCTION

In today's world, world wide web (www) is one of the world's most powerful tool for communication. Essentially, a website is a place on the world wide web that contains combinations of webpages and related content that is identified by a unique domain name and published on the web server. Web sites are typically dedicated to a particular topic or purpose such as news, education, entertainment, social networking etc. To deliver reliable therapeutically assistance to everyone. Whether it is in person or remotely provided information will always be accurate and readily available. Websites are the most fasten growing method off communication with wider development scope in the foreseen future. This website can further be developed as a high functioning information and business platform. To create a user friendly business platform which will benefit the therapist as well as provide reliable information and assistance to common people for better heath.

II. LITERATURE SURVEY

Information communication technology (ICT) is commonly supposed and seen to have intensely effect on customer satisfaction. The web design users are increases day by day and effect satisfaction level of customer around worldwide. The main aim of this study is to establish a theoretical model for web design and customer satisfaction. Some studies highlight the area of web design and customer satisfaction. Though, in rare circumstance, the problem related to web design documented. Hence less attention or customer satisfaction area was ignored. To address this gap, three hypothesis proposed and data was collected from 535 respondents by using self-survey and simple random sampling technique used. To analyse the results PLS-SEM used, the results of current study found that web design has significant effect ICT and ICT has positive effect on customer satisfaction.[1]

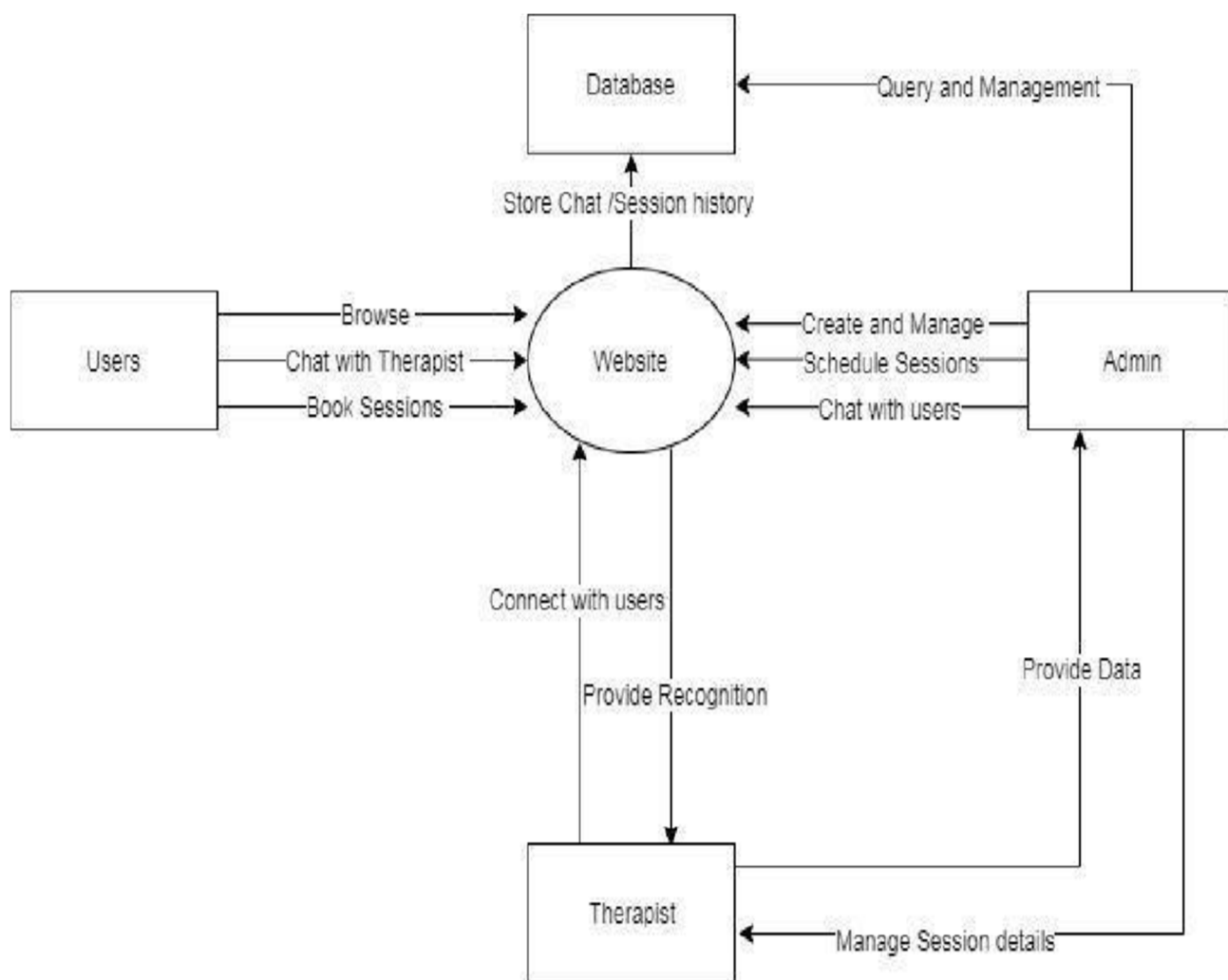
Nowadays there is a wide prevalence of various devices that can be connected online for different kind of activities, and among others, for browsing web pages. Web design is constantly changing and adjusting due to the appearance of different sizes and types of devices. Web design from the 1990s is greatly different from current web pages. The main goal of the design, is not the design itself, but to enable web content transfer on more readable and comprehensible way, no matter which device is used to present web content, desktop or hybrid computer, various mobile or wearable device.[2] Responsive web design have receive a popular attention in recent years because of they can meet a variety of internet terminals resolution. This paper will discuss how to use Media Queries, Bootstrap responsive navigation, and layout of streaming technology to achieve responsive web design. And make a rational analysis about responsive web development at the present stage. The web, based on responsive design, can adapt to the environment of browsing device automatically and independent of the device itself.[3] HTML5 is everywhere now a days that is used for forming and representing the data on the internet. It was the fifth and last elegant version of HTML which was introduced by World Wide Web Consortium (W3C).It allows web users and web developers to enhance their functionality in web development field. The older version of HTML 4.01, which came into existence in 1999, and web designing was changed a lot since then. The various versions such as HTML 4, "XHTML", "CSS" and the "HTML DOM "Level 2 are now replicated with HTML 5.

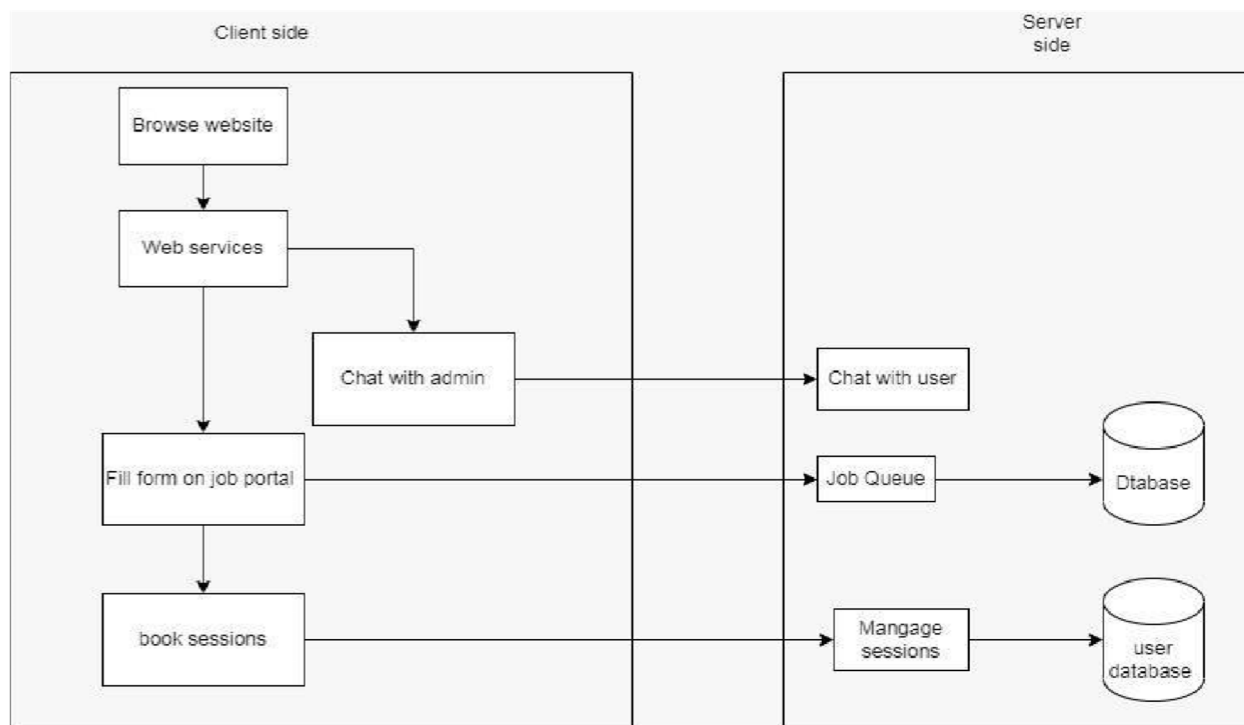
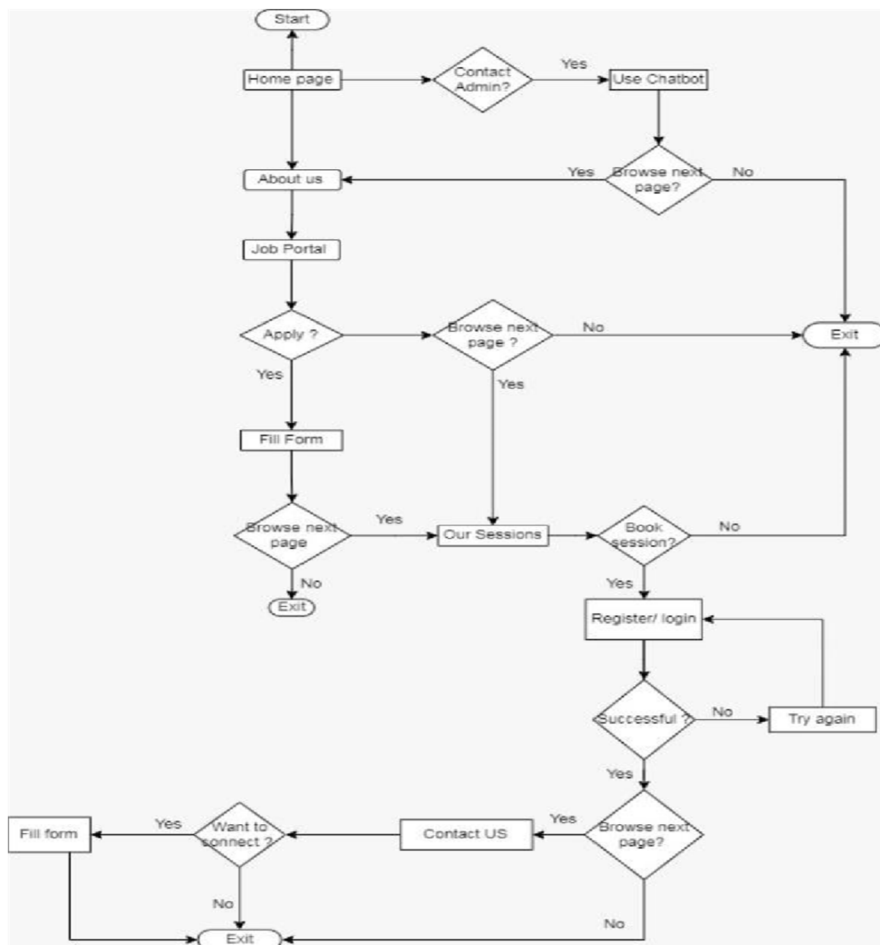
It was used to present rich content without any additional plug-ins and branded technology. The power of new HTML 5 tends to supply everything to the users from “animation to graphics” , “music to movies” and can also be used to develop difficult web applications and also” supports cross-platform.”[4]

The responsive web design solves the compatibility problems of web pages displayed at different resolutions, different platforms, and different screen sizes, and also brings high-quality experience to users. Based on the research on responsive web design, and related technologies of HTML5 and CSS3, this paper expounds the design ideas and key technologies of responsive design with a responsive enterprise website.

Response web design based on HTML5 and CSS3 has proved to be feasible and effective. Keywords- responsive design; HTML5, CSS.[5] Adobe Dreamweaver Creative Cloud includes new Cloud supported tools such as Device Preview, Bèhance and Typekit. While Adobe claims that DW CC revolutionizes the web design process, designers are not rushing to adopt it. This paper analyses how Adobe DW CC incorporated responsive design and social media tools and how designers respond to the introduction of new Cloud based technologies.[6]

III. PROCESS MODEL

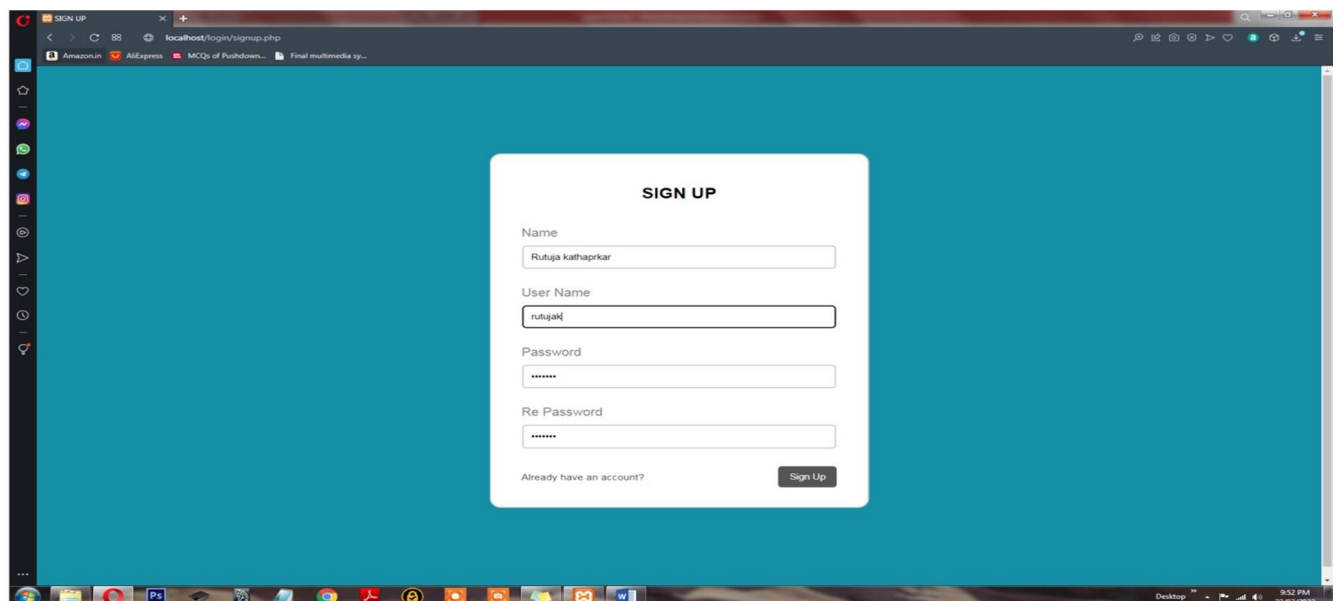
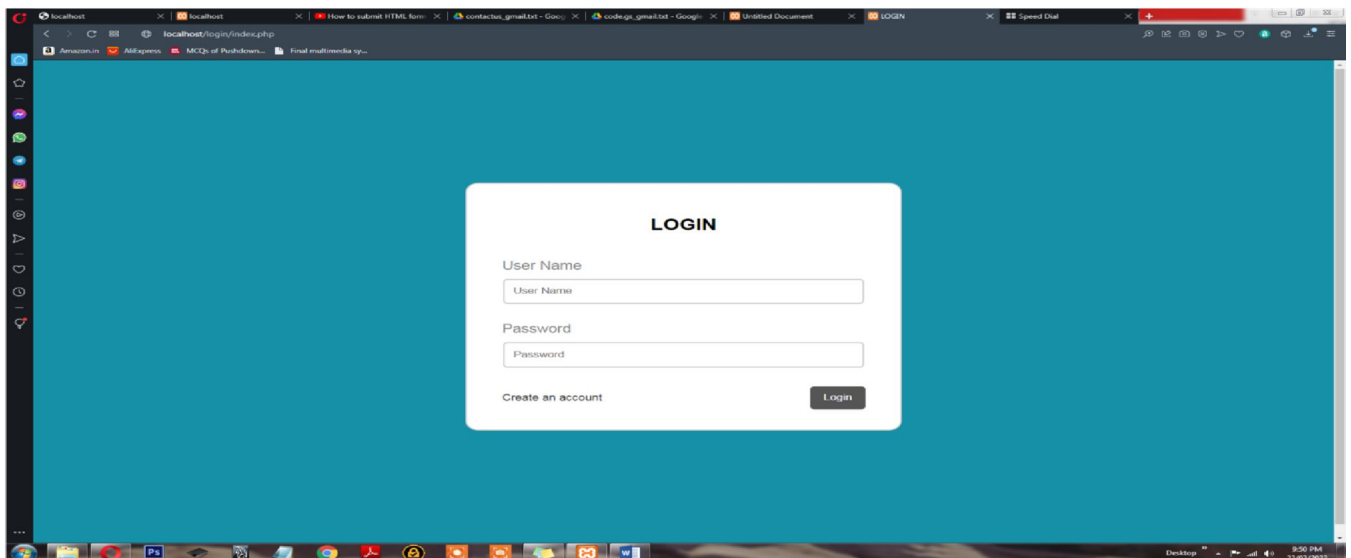


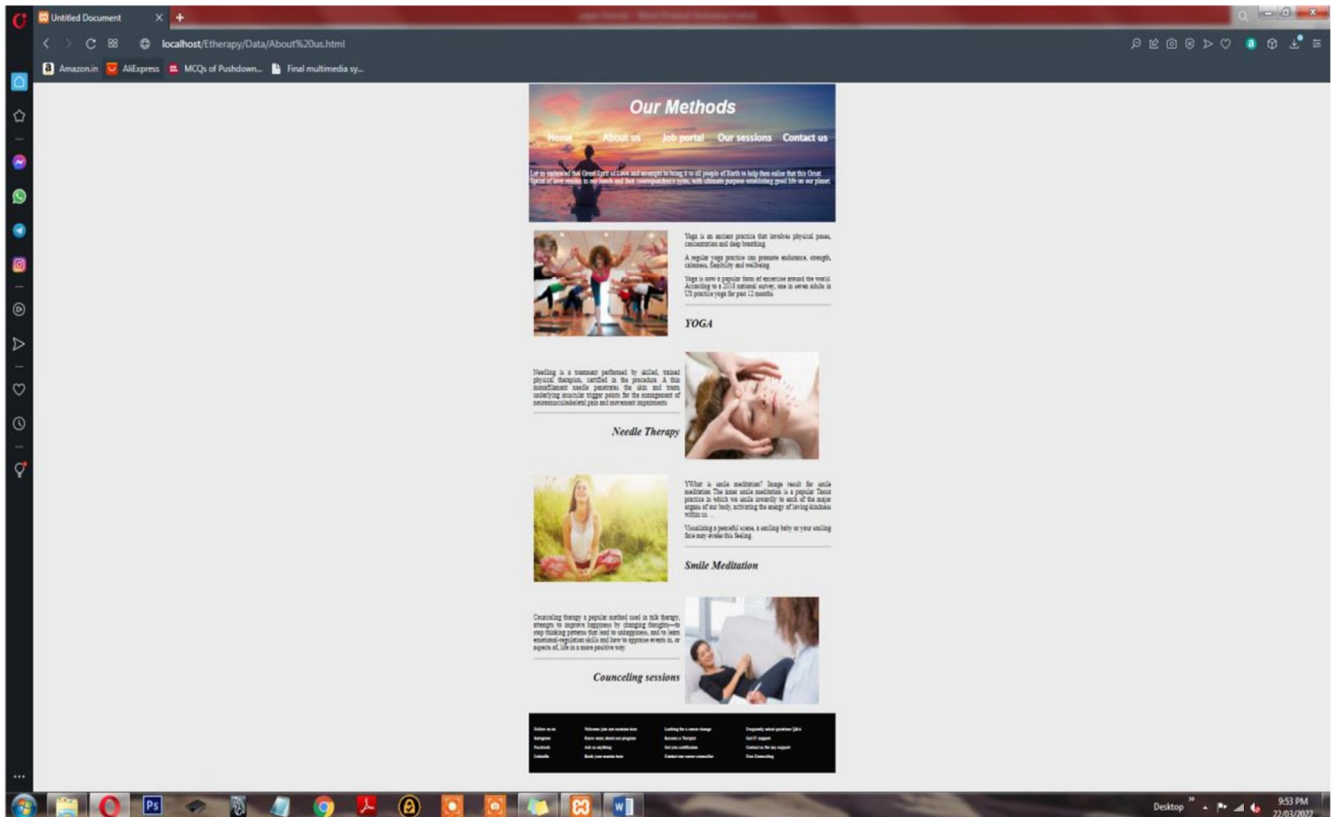
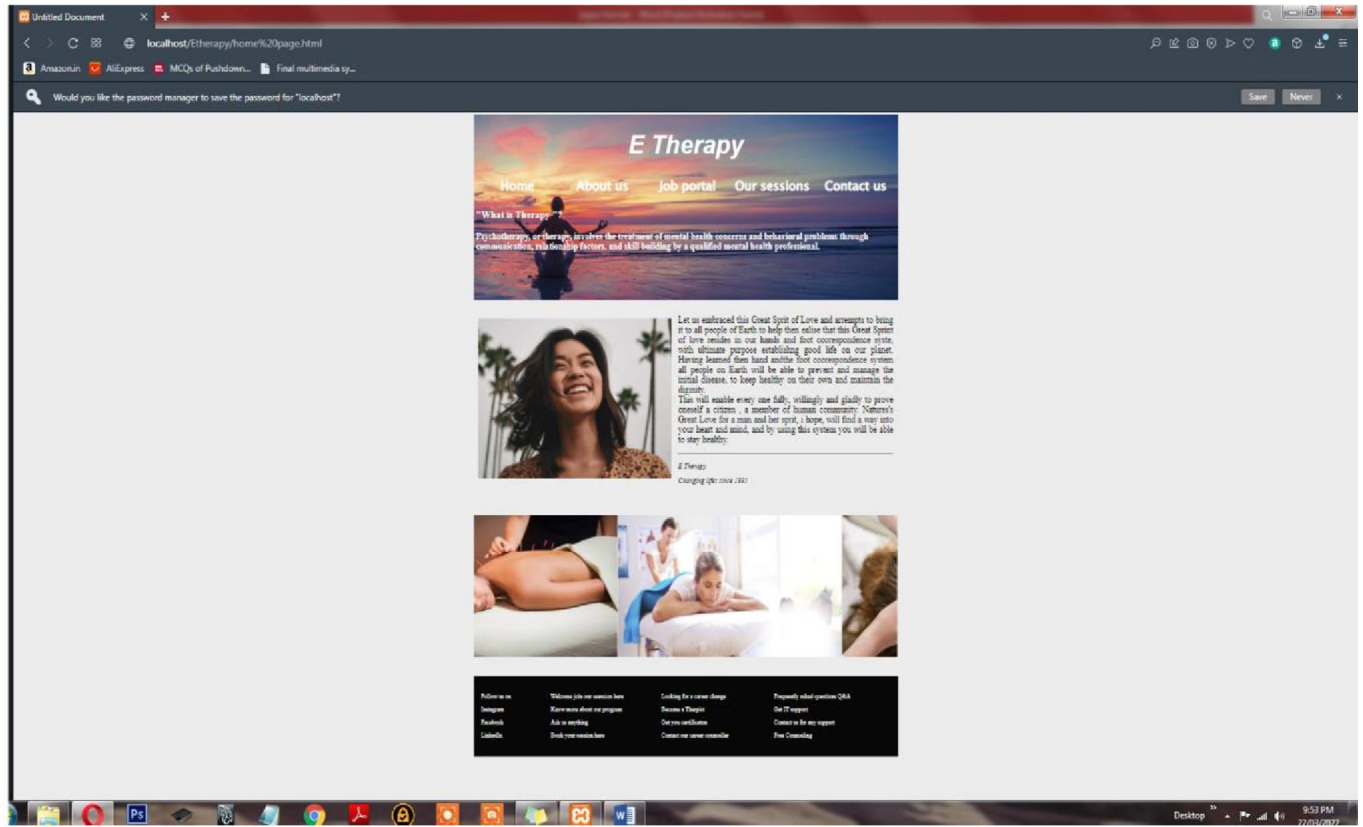


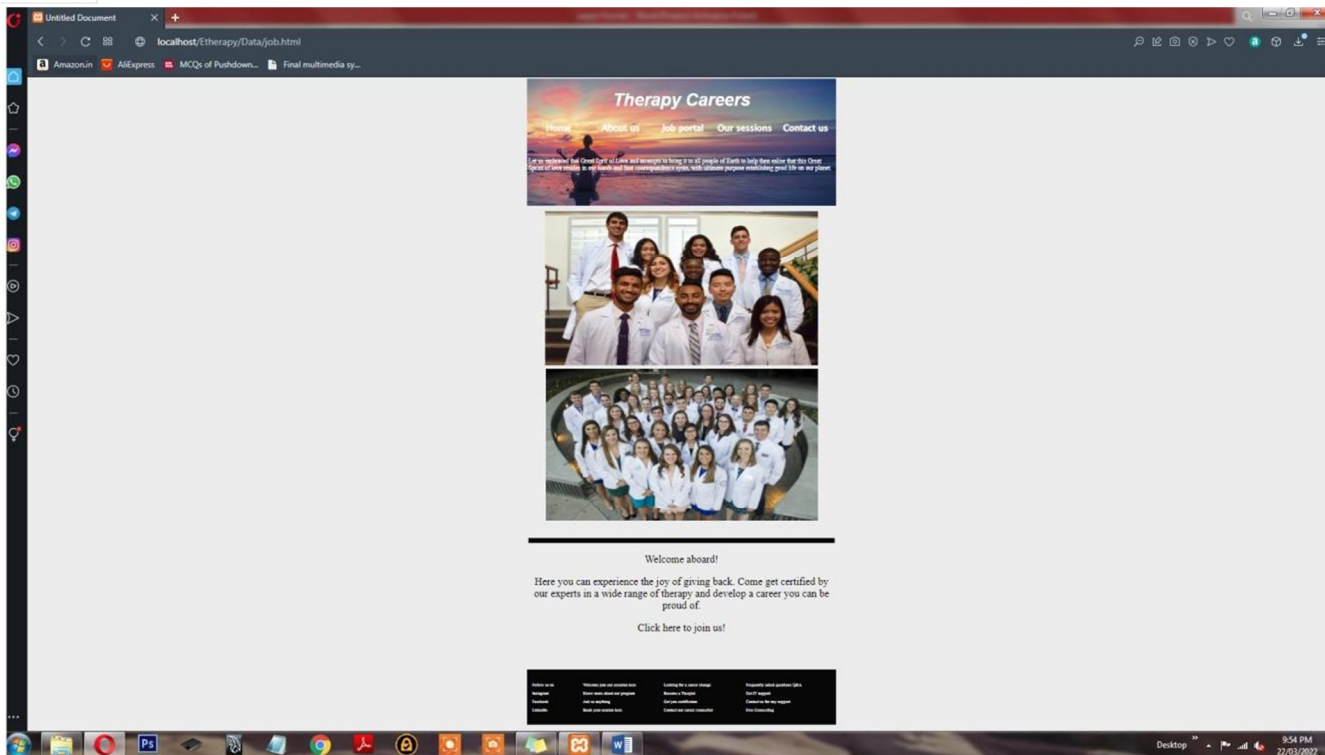
A. Architecture Diagram

For this project we have used the architectural diagram to explain the overall outline of the website workflow and the relationships, constraints, and boundaries between components. This tool provides an overall view of the physical deployment of the website and its roadmap. In this project the architecture diagram is divide into two interfaces; Client side and Server side the system commences with the user who is willing to access the website and browse through its web pages. The website provides numerous web services like data, images, graphics, buttons, icons, hyperlinks, navigation etc. The website also allows a user to interact with the website's admin or owner via a messaging method called Chabot. While navigating through the webpages, users will come across multiple forms when user can apply to apprentice for a job or to book a therapy session with the owners of the website. In this scenario the serer side of the project is responsible to capture all the data for job application and booking sessions and store the data in the database. The server side and the client side is connected with networking techniques. The client side is basically provides a Graphical User Interface (GUI) for the users to interact with. The server side represents the backend process that take place in this project. Its sole responsibility is to store data. Next this data will be used by admin for scheduling and providing adequate data to the owner of the website for further use.

IV. RESULTS







V. CONCLUSION

In recent years, with the pace of technological development, people have become more and more demanding in terms of quality of life, this project will reduce the paper work and human required to perform all the official work. This project is to create a platform where users and therapists/ doctor can access /interact efficiently with each other and provide ease and comfort to the all the users. It also aims to resolve the problems that patients have to face while taking appointments and keeping medical files. This system will also help patients to use these treatments at home by themselves. This project is extremely flexible and can be made more efficient in the future. Future Scope: This project can further be developed to accommodate an Augmented Reality and Virtual Reality (AR/VR) interaction. Advance technologies can be implemented to enable users to interact with an Artificial Intelligence and machine learning based website with enhances user experience.

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