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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 laddered 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

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

Sanjalika Water Park is definitely an ultimate and out of the world source of entertainment. Decorated by mermaids, other statues, the Sanjalika Water park has largest cave and swimming pool area of modern technology a kind of place for thrills and fun. At Sanjalika Water park there is lot of water rides which are very exciting and thrilling. You need to develop a website of 'SANJALIKA WATER PARK'.

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 Home page should be the welcome page, also booking and timing must be shown.
3) Other link such as "Park Information", Rides and slides", Gallery, Food zone, Facilities, Location Map, Contact us, About us must be included in the application.
4) The name of each slide with its description and image must be added in the website
5) Navigation must be smooth throughout the project.
6) Also Images must be properly defined with alt attribute
7) Color Combination must be professional.
8) Each link must be defined.
9) Inner navigation must also be smooth.
10) Booking feature can be added.
11) Download as pdf or doc file for information can be added.

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