



“IVERY”- Interior Design Website

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ABSTRACT

The complexity of Web sites are increasing and transforming into Web applications that contain business logic, interactivity, transaction handling and states. This phenomenon forces the Web developers to adapt more traditional software engineering techniques to keep the Web applications error free, maintainable, reusable, well documented etc.

Many Web developers do not use any engineering techniques at all and design mainly to create as fashionable applications as possible with no regards on the application's functionality. This results in applications that are hard to maintain and with poor functionality.

The purpose with this thesis was to see if the use of a more traditional software engineering technique, namely the Unified Modeling Language with the newly added Web Application Extension, resulted in a Web application with good design regarding the maintainability of the application .

To investigate the maintainability of an application, the maintainability was further divided into three sub criteria: extensibility, reusability and documentation. These three criteria were then applied on a case study where a Web application was designed. From the analysis of the final design, using the three criteria, the maintainability was derived.

The result of the entire investigation showed that the UML WAE had a good support for extensibility, fair support for reusability and very good support for documentation. From these results the main conclusion was derived, that the use of UML WAE resulted in good design regarding the maintainability.

However, the result is limited to our case study and the design created in that case. The result may have been different if the three criteria had been applied on a different case. Another aspect to consider is that the quality of a design is often dependent on the knowledge of the persons that carry out the design.

KEYWORDS: recovery, soccer players, muscle damage

I. INTRODUCTION

Objective of Study - We know that designing your home can seem like a daunting endeavor on many different levels. However, it doesn't need to be! Decorist has mastered online interior design to make it easy and affordable to get the home of your dreams. Whether you just need help picking out the right rug or you want to completely make

over a room (or rooms!) in your home, we're here to make the design process easier.

The advantages of our service are simple — it's faster, less expensive and more convenient to work with a DEcorist Designer Online .Think finding time to schedule face-to-face meetings with your interior designer might be difficult? Imagine being able to work with a professional designer curled up

on your sofa at the end of a long day, or in the airport while you're traveling! It's convenience that can't be beat.

Need Of Study:

According to U.S. News & World Report, certified professional web developers earn an average salary of \$64,970 nation wide. Salary shouldn't be the only factor when deciding whether or not to learn web development, but it should be taken into consideration. With the average household income in the United States being \$56,516 in 2017, average income for web developers looks pretty nice. If you're serious about learning how to code, there are several options for web dev education. You can do a CS degree, teach yourself online, or do a bootcamp. All are great options; it really depends on how quickly you want to get out into the workforce. The benefit of bootcamp is that you can know how to code, and code well, in 13 weeks. 13 weeks! It's an intense 13 weeks, but you will have people dedicated to your success in learning and finding a job throughout your bootcamp experience. Before you know it, you'll be in a career you're finally excited about!

Scope of Study:

Web designing or web development is a short term professional job oriented course. There are huge opportunities available for the students who want to work in this field. Many private and public organizations hires web designer for their online work and website development. With the rapid advent of online industry, the demand of web development professionals is increasing and this has created a huge job opportunities for the aspirants in the upcoming days.

Also an experienced person in this field can also work as a freelancer; there are many online companies which provide online projects to the individuals.

Advantages:

1. Doing It Yourself Can Be Costly

With DIY you run the risk of investing in big-ticket items that you can't always return. We've all been there and some of us have even made that mistake of walking into a store and falling in love with a piece of furniture without fully taking into consideration the size or scale. And when it gets delivered you realize — big mistake — you were way off with the scale. This scenerio can be extremely costly, especially when the piece of furniture involved is in a custom fabric or finish.

2. You'll Save Money On Designer Fees

Decorist has over 400 design professional including some of the biggest names in the interior

design industry. Our designer fees are a fraction of what you would pay for offline interior designer. With Decorist you pay a flat fee and can decide by choosing from three experience levels

3. Get A New Room In One Month Or Less

Time is of essence and there are so many scenerios where you need a room designed right away.

METHODOLOGY

Design Research Methodology:

Every design is a hypothesis but unlike scientific researches the design hypothesis are rarely expressed in

projects. Instead, they remain imbedded in the designer's mind.

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There are assumptions that design hypothesis can be made more explicit and for that at least two routes can be

identified in the design research:

1-Design evaluation: oriented towards real settings in assessing what works and what does not.

2-Theory development: focused on understanding of basic relationships and concepts.

The design evaluation reiterates the numerous techniques for the existing post-occupancy evaluations ranging

from sophisticated methodologies to simulations that provide a feedback of the design process and implementations.

The design theory or concept development is based on reviews of scholarly researches that can be used to

generate new ideas and approaches to design problems. However, the design researcher needs to know where to

look, what question to ask and how to interpret data from other fields in light of particular design context.

But, what if research became an integral part of the design practice?

The assumptions are that the benefits would be far reaching on the following:

-The increased ability to diagnose client context and needs.

-The improvement of the design solutions.

-The development of a design-centered knowledge base as a foundation for any decision-making process.

-The ability to provide clients with valid data from previous projects.

- The constant improvement of measuring criteria to decide on how data will be used.
- The planning to control pre and post design phases and the readiness to respond to possible design changes.

Basic Research Methods and Techniques in interior design:

1-**Subjective technique vs. Objective** can be based on assessment and communication methods like:

Questionnaires, Interviews, Focus groups*, etc. The subjective* techniques assess feelings, thoughts, perceptions, attitude and state of mind. While the objective* techniques by contrast exist mainly in the physical features and characteristics of objects.

2-Qualitative techniques vs. quantitative:

Qualitative techniques are based on methods used to assess subjective qualities of experience such as: Interviews

and observations. Its outcome is a verbal analysis such as: identifications of themes, concepts and issues. While quantitative techniques are based on methods directed to assign numbers to something being measured also meant to provide rating scales and categories. But, quantitative data can include both subjective and objective measures.

Communication Based Methods and Techniques in interior design:

Communication is a critical element of the entire design process especially in the schematic design phase or

the so-called comprehensive phase. Since the design concept relates to the initial client's interview that states the quantitative and qualitative goals, therefore, the success of the project directly relates to the designer's ability to

listen and to respond to the established goals. Suggested communication methods:

1-Programming and Planning Phase.

The Programming phase could also be called Info Gathering. The designer's duty is then to describe all the

services required to obtain the data, documents, and information needed to determine if the project is actually

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feasible and also to be able to begin preliminary conceptual planning and specification. The Planning of a project

is when one defines what must be done, who will do it, how long it will take, and how much it will cost. Knackstedt (1992: 337) defines the Planning phase as follows:

"Planning is establishing priorities. Planning provides a map and direction to for the activities that lead us to

achieve our goals... Planning makes decision making simpler because it provides a yardstick to measure against.

Without a plan, it is easier to fall into the habit of making no decision"...

The Planning phase is also called a responsibility-center management that acts towards setting the goals,

objectives and strategies. It is also advisable to set the location of the initial interview on the job site if possible

so that the designer can see some of the particulars and assess them and gathering all the visual clues possible.

Planning technically what to wear to the interview is also critical; clients may find it difficult to relate to the designer if he looks from a different world.

2-Presentation methods and techniques.

It is important for a client to understand something about the design business and the scope of services available.

Presentation methods required:

- Present a preliminary schematic.
- Prepare a comprehensive file.
- Discuss client's function, vision and budget.
- Use of images and words.
- Explain diagrams, organizational charts and visual concepts.
- Recommend preliminary layout solutions, construction methods and material and finally recommend furniture.
- Use of models and present perspectives.

Tools Technology Used:

Programming Language used:

Throughout this comprehensive course, we covered a massive amount of tools and technologies, including:

- Front-End WebDevelopment

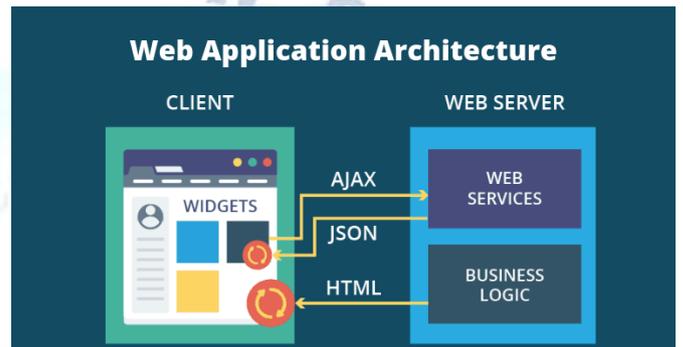
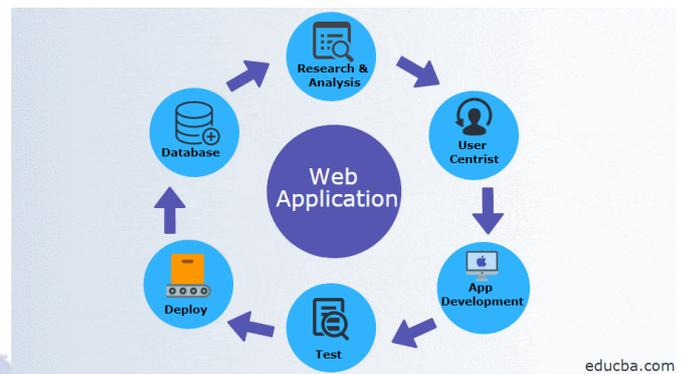
- HTML
- CSS
- Bootstrap
- Javascript
- DOM Manipulation
- jQuery
- Bash CommandLine
- Git, GitHub and VersionControl
- Backend Web Development
- Node.js
- NPM
- Express.js
- Databases
- EJS
- MongoDB
- Mongoose

WEB APPLICATIONS

When we are discussing Web applications we do not mean a static Web site like a personal homepage. Chief scientist Grady Booch on Rational Software Corporation describes a Web application as “much more dynamic, full of rich content and capable of changing the state of the business as a result of user interaction”. [Conallen]

A Web application is a site that has invoked business logic, interactivity, transaction handling and states. [Ratschiller]

The three components to achieve this are a browser, a Web server, and an application server. Often a database server is added to make the application more dynamic, see picture 2.1. [Conallen]A Web site does not ordinarily involve issues such as security and usability factors. But Web application is a security risk, crackers can redirect your traffic and take your clients credit card numbers and the like, so methods to secure the application must be applied. [Ratschiller]



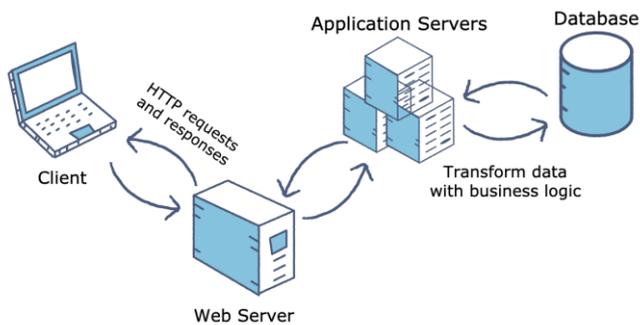
Web applications vs. Client/Server applications

Client/server describes the relationship between two computer programs, one on the client’s computer and the other one on the server, in which the clients program makes a request to the server’s program that fulfills the request. [Sullivan]

A Web application basically functions the same way, but with a browser and a Web server. Instead of using an installed and licensed client program, Web applications use a standard Web browser to connect to the server. [Greene]

In this report we define a Web application by the definition by Jim Conallen as a Client/Server software software system that has, at a minimum, a browser, a Web server, an application server and possibly also a database server.

There are however differences between a Web application and a Client/Server application. GUI, structure, navigation, protocols, speed, security, techniques etc. are issues that can differ, but although the overall differences is rather indistinct. The applications have the same architecture, the functionality is basically the same and they are used in many of the same situations. [Sullivan] [Conallen]



BACKGROUND

To find out more about what models Web developers use, or if they even use one, we conducted a minor preliminary investigation in the initial phase of our work.

We emailed and asked 24 companies that work with Web development and we got answers from ten of them. The answers varied, some of them used their own models that they had created themselves, some used models like Windows DNA, Model View or even brainstorming, but the majority did not use a model.

Why is that? It seemed to be a common opinion that there is not a need for modeling when they are only developing Web applications. Someone said that they just throw in the necessary components and make it work. Modeling was considered overkill.

This feedback from the Web developers did not match with our belief that modeling before programming software is important. Therefore, we will focus this thesis on an examination of the Unified Modeling Language (UML) and to see if it is adaptable and usable for Web application development, and if the final result using UML will be a good designed Web application.

RESULT:

1. **FRONT PAGE:** A home page is generally the main web page a visitor navigating to a website from a search engine will see, and it may also serve as a landing page to attract visitors.^{[1][2]} The home page is used to facilitate navigation to other pages on the site by providing links to prioritized and recent articles and pages, and possibly a search box.^[3] For example, a news website may present headlines and first paragraphs of top stories, with links to full articles.^[4] Meanwhile, other websites use the home

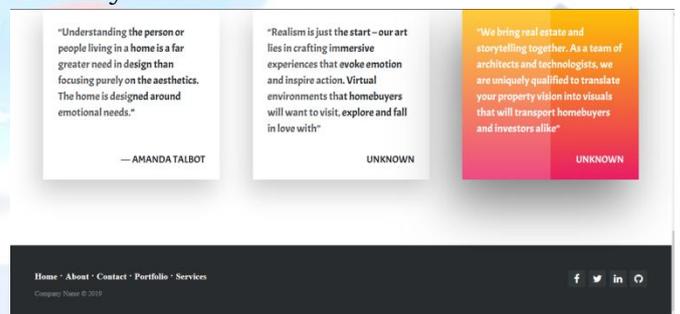


HOVER EFFECT (IMAGE GRID):



FOOTER SECTION:

The website footer is the section of content at the very bottom of a web page. It typically contains a copyright notice, link to a privacy policy, sitemap, logo, contact information, social media icons, and an email sign-up form. In short, a footer contains information that improves a website's overall usability.



page to attract users to create an account. Once they are logged in, the home page may be redirected to their profile page. This may in turn be referred to as the "personal home page."

CONCLUSION

A well-designed **website** can help you form a good impression on your prospective customers. It can also help you nurture your leads and get more conversions. But, more importantly, it provides

good user experience and helps your **website** visitors access and navigate your **website** with ease.

Interior design covers an array of topics, ranging from simple color theory to complex architectural design. These topics can be broken down further by variations through history, and the adaptations of design in different countries. Finding a topic for a research paper requires sifting through this abundance of information and limiting your paper to a very specific topic.

The goal of **interior design** is to improve the user experience by better managing the space available in the intervened environment. ... Basically, it is a way to transform the lives of people who live or enjoy a certain space, improving their quality of life in this through **design** and decoration.

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