Web Based Tool for Creating Responsive Website

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DHAKA, BANGLADESH
SEPTEMBER 2021

APPROVAL

This Project titled "**Web Based Tool for Creating Responsive Website**", submitted by Munna Islam, Id No: 172-15-10120 and Salim Sadman Sakib, Id No: 172-15-9754 to the Department of Computer Science and Engineering, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 09/09/21.

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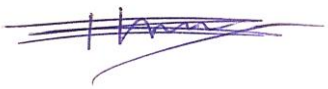

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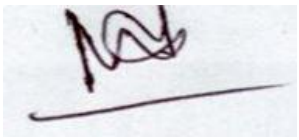

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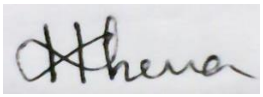

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DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Md. Azizul Hakim, Senior Lecturer, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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ACKNOWLEDGEMENT

First we express our heartiest thanks and gratefulness to almighty God for His divine blessing makes us possible to complete the final year project/internship successfully.

We really grateful and wish our profound our indebtedness to **Md. Azizul Hakim, Senior Lecturer,** Department of CSE Daffodil International University, Dhaka. Deep Knowledge & keen interest of our supervisor in the field of *"Web Development"* to carry out this project. His endless patience, scholarly guidance ,continual encouragement , constant and energetic supervision, constructive criticism , valuable advice ,reading many inferior draft and correcting them at all stage have made it possible to complete this project.

We would like to express our heartiest gratitude to **Prof. Dr. Touhid Bhuiyan**, and **Head, Department of CSE**, for his kind help to finish our project and also to other faculty member and the staff of CSE department of Daffodil International University.

We would like to thank our entire course mate in Daffodil International University, who took part in this discuss while completing the course work.

Finally, we must acknowledge with due respect the constant support and patients of our parents.

ABSTRACT

This is a website based tool which helps the developers with their web development. In recent time if we look at every single website, we will see that all websites are fully responsive. Responsive is a kind of approach that creates dynamic changes to the appearance of a website, depending on the screen size and orientation of the device which are being used to view it. We do that normally in CSS coding by using media query or one can call it the breakpoint. So depending on every device screen size, we have to write different CSS code every time. For doing that in such a way, it's too much time consuming process which increase the development time and also make the developers feel stressful. For solve this problem, we have planned for making a website based tool where we have taken a base screen size and all others devices screen size and we have written our codes based on that, where the developers will just give the CSS code which they have written for one base screen size and then our tool will convert their required CSS code for different screen sizes effectively which helps the developers to reduce huge amount of their development time.

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CHAPTER 1
INTRODUCTION

1.1 Introduction

In present times if we look at every website we will see that every website is responsive so what does the word ‘responsive’ means we have to keep a clear knowledge of that. Responsive website composition is a way to deal with building a site that considers the various sorts of gadgets that a guest may use to get to the webpage. Responsive website composition changes how content on a page is shown by the elements of the gadget's screen. This is in direct difference with non-responsive website composition, which keeps up with similar properties paying little heed to what size screen is being utilized.

An illustration of a non-responsive website architecture page is one that peruses well on work area programs however has exceptionally little, unintelligible content on cell phones, regularly due to having an excessive number of sections or pictures that are too enormous to even think about fitting inside a cell phone's restricted viewport show width. With responsive website architecture, web engineers don't need to zero in on explicit showcase sizes; rather, their responsive web code is intended to consequently adjust to a scope of show sizes.

1.2 Motivation

Responsive website architecture is significant for various reasons fundamentally revolved around client experience and webpage execution. To start with, it makes text and pictures simpler to peruse/see for somebody utilizing a cell phone or tablet since the screen is more modest than a standard work station. This is particularly significant in light of the fact that versatile perusing keeps on moving vertically, and a critical segment of most site traffic is driven by online media joins. Responsive plan is additionally useful for clients who may be seeing a consolidated work area program window or a split-screen see.

It additionally motions toward web crawlers that the page is enhanced for any review insight, which supports SEO execution. Keeping that in mind, Google reported in 2015 that portable responsiveness would turn into a vital factor in deciding web search tool rankings, successfully reprioritizing responsive plan as a basic segment of a site's key exhibition pointers.

1.3 Objectives

Responsive web architecture comprises of the accompanying three primary segments:

- Adaptable designs – Using an adaptable matrix to make the site format that will progressively resize to any width.

- Media queries – An augmentation to media types while focusing on and including styles. Media questions permit originators to indicate various styles for explicit program and gadget conditions.

- Adaptable media – Makes media (pictures, video and different configurations) versatile, by changing the size of the media as the size of the viewport changes.

An assortment of responsive plan procedures can be used to make responsive sites. Most regularly, web designers will set major and minor width breakpoints dependent on viewport labels and CSS media questions. Then, at that point, code is added across the site to make an advanced substance format dependent on the presentation sizes between the set breakpoints.

Another key to responsive website architecture is utilizing relative qualities however much as could reasonably be expected instead of fixed characteristics like width. This empowers content to scale in size dependent on the gadget and stage the per user is utilizing at that point. Both of these strategies can likewise be cultivated by utilizing an essential format or subject that upholds responsive plan.

1.4 Expected Outcome

To make responsive website we use media query in the CSS section which also calls breakpoint.

That allows browser to fit in different screen size but that process is too much stressful and also time consuming process because we have to write several codes for different screen sizes and also we have to make a huge calculation for do that we have to calculate different sections based on base screen size with is really time consuming and stressful for a developer.

To make all the things easy for a developer we have made this tool which will helps the developers when they will build up responsive website it will reduce a huge amount of time and stress for a developer, By using this tool developer will just write only base section media query code and copy will copy that in our tool and our tool calculate what will be the other screen sizes media query CSS code for the website here the developers no need to do any types of calculations that will be really too much helpful for a developer.

CHAPTER 2
BACKGROUND

2.1 Introduction

Around the last part of the 2000s, website specialists confronted some new difficulties when cell phones began to rule. A blast of various gadgets hit the market, with the original iPhone driving the way. Website specialists were strolling through a computerized minefield of cross-similarity issues when it came time to building sites. They needed to manage irregularities with window width, screen goal, distinctive info gadgets, and various different characteristics that consumed a huge chunk of time to fix.

This was acceptable cash on the off chance that you were getting paid hourly, however inefficient and wasteful as far as creation.

Because of this issue, the open source local area of programmers and fashioners got together to make a bunch of principles to accomplish better cross similarity. Those norms helped formed best industry rehearses, which incorporate responsive plan. All things considered, these strategies and determinations are known as responsive website architecture.

2.2 Related Works

- Web design
- Simple Mathematical Logic
- Different screen sizes CSS calculation

2.3 Comparative Studies

One of the contrasts between more seasoned style and responsive website composition is the arrangement of the layouts utilized. In the old style website architecture approach, the limits of the associations among the parts are characterized on a layout of fixed size

though in responsive website composition, these breaking focuses are characterized by adaptable proportions consequently focusing on smoothness in display. Responsive website architecture layouts are molded like elastic and take the state of the screen on which they will be shown. The use of the interactive media showed is additionally unique. As questions are reestablished on various estimated screens, this cycle is completed in understanding progressively. Because of this methodology, coherence and smoothness of the showed parts is given. Instances of responsive web layouts are shown in figure 2.3.1 and 2.3.2.

Figure 2.3.1: Responsive Web Design Template

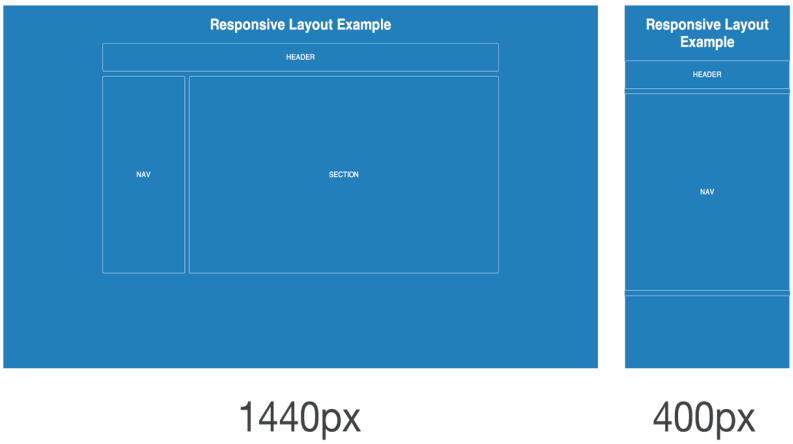

Figure 2.3.2: Responsive Web Design Template

2.4 Responsive Web Design Formula

While setting up a layout, there is a recipe for delivering adaptability and discovering side spaces and fillings with relative numbers. The elements of the objective part are determined by the section it is situated in. In this recipe, to track down the fundamental proportion, the width of the objective segment is separated by the width of the section it is situated in. For instance, in a screen of 1000 pixels, assuming left also, right sections are characterized as 25% and 75%, separately, these portions will be seen as 250 pixels and 750 pixels. The adjustment of the elements of the screen will prompt a powerful reestablishment in the estimation of the components of these fragments.

SIZE OF THE TARGET COMPONENT/SIZE OF THE SEGMENT IT ISLOCATED IN = RESIZING RATIO.

2.5 Responsive Typograph

The real explanation that responsive typography is utilized is to empower an expansion in the simplicity of perusing material composed on sites regardless of the distinctions in gadgets. The gadget might be any of the portable gadgets or a work station. One of the points that should be remembered is the distance between the client's eyes and the gadget being used. On the off chance that the distance is expanded, the size of the text styles ought to be expanded. The amplification interaction is mind boggling and troublesome on the grounds that there are four CSS estimation units that empower the size of the text styles to be augmented. A choice must be made in regards to which unit ought to be utilized. Some estimation units accommodate congruity on cell phones while other estimation units accommodate congruity on work areas. Hence conversations and scrutinizes keep with respect to where they ought to be utilized. Essential data has been given beneath in regards to CSS estimation units which empower development of textual styles.

(a) "Px" is the name of every single point on the screen of any gadget. Px is the primary unit which empowers the idea of goal to be shaped. Great outcomes can be accomplished at certain goal esteems. Notwithstanding how undesirable pictures might

be shaped when goal esteems are changed. It lessens the adaptability of a picture and isn't suitable for the responsive website architecture approach.

(b) "Em" is the unit of the text dimension of composed material utilized in sites. It is adaptable. One em is equivalent to the text dimension characterized for a layout. For instance, a text dimension characterized for a layout as 12 pt is equivalent to 1 em, comparatively 2 em is equivalent to 24 pt. This estimation unit is utilized broadly in light of the fact that it is versatile furthermore, can be utilized in cell phones.

(c) "Pt" is the text style estimation unit generally utilized in printed mixed media. Pt is equivalent to one of 72 pieces of an inch. Since the pt estimation unit is a decent length similarly as the px estimation unit is, it isn't versatile.

(d) The "%" sign is equivalent to the em estimation unit except for one distinction. The distinction is that while the em estimation unit develops straightly, the % unit fills in squares. This circumstance here and there prompts results that architects don't need. At the point when these specialized properties are remembered, the em estimation unit is the unit most broadly utilized by planners. It is additionally the estimation unit which yields the most unsurprising outcomes.

The % estimation unit is utilized by planners, who have a more grounded handle of this current unit's conduct, when they are planning more readable sites. The other two estimation units are for the most part utilized by less experienced architects and this declines the adaptability of the site under design.

2.6 Scope of the Problem

This tool will help developers in creating responsive website and make easy to use for developers to use this tool at the time of creating any website. We have done that for a selected code editor. Our selected editor is visual studio code editor only code from this editor will support in our tool. If we take that from any other side without add it in visual studio code that will not work in this tool that is also a problem so there is a huge

scope for other developers to work with that how it can be use from other code editor that's how it will be more easier for developers because different developers use different editors so that will give them more comfort.

2.7 Responsive Web Design Challenges

- Handling navigation bar
- Use media query for different screen sizes
- Maintain browser compatibility
- Development time is also a big issue
- Stressful
- Needs a huge numbers of calculation for every sections.

There are so many obstacles to build up a fully responsive website. The developer has to write media query for different screen size and also have to calculate how will be the different section based on different screen size that is really a time taking process and too much stressful for any developer. For making things easier for the developers we have making this tool that will helps them from above all obstacles.

CHAPTER 3

DESIGN SPECIFICATIONS

3.1 Front End Design

A frontend fashioner (who may likewise pass by UI engineer, customer side designer, UI engineer, plan engineer, frontend modeler, creator/engineer, Prototype, unicorn, or Bo Jackson) lives in a kind of limbo between universes:

- They comprehend UX standards and best practices, however may not invest their energy directing exploration, making streams, and arranging situations

- They have a sharp eye for feel, however may not invest their energy pouring over textual style pairings, contrasting shading ranges, or making delineations and symbols.

- They can compose JavaScript, however may not invest their energy composing application-level code, wiring up middleware, or investigating.

- They comprehend the significance of backend advancement, however may not invest their energy composing backend rationale, turning up workers, load testing, and so forth.

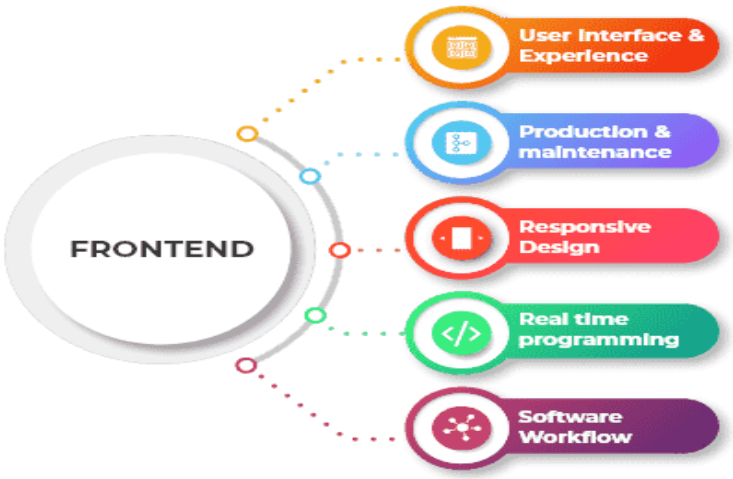

Figure 3.1.1: Front-End-Design

Basically for doing front-end design needs HTML, CSS, javascript, jQuery languages

In this project for making this tool for developers we have used these 4 languages also for doing our front-end –design.

HTML: HTML is an abbreviation which represents Hyper Text Markup Language which is utilized for making website pages and web applications.

Hyper Text: Hyper Text basically signifies "Text within Text." A book encapsulates a connection, is a hypertext. At whatever point you click on a connection which carries you to another site page, you have tapped on a hypertext. Hyper Text is an approach to connect at least two website pages (HTML reports) with one another.

Markup language: A markup language is a code that is utilized to apply design and arranging shows to a book archive. Markup language makes text more intelligent and dynamic. It can transform text into pictures, tables, joins, and so on

Web Page: A page is an archive which is usually written in HTML and interpreted by an internet browser. A website page can be distinguished by entering a URL. A Web page can be of the static or dynamic sort. With the assistance of HTML no one but, we can make static pages.

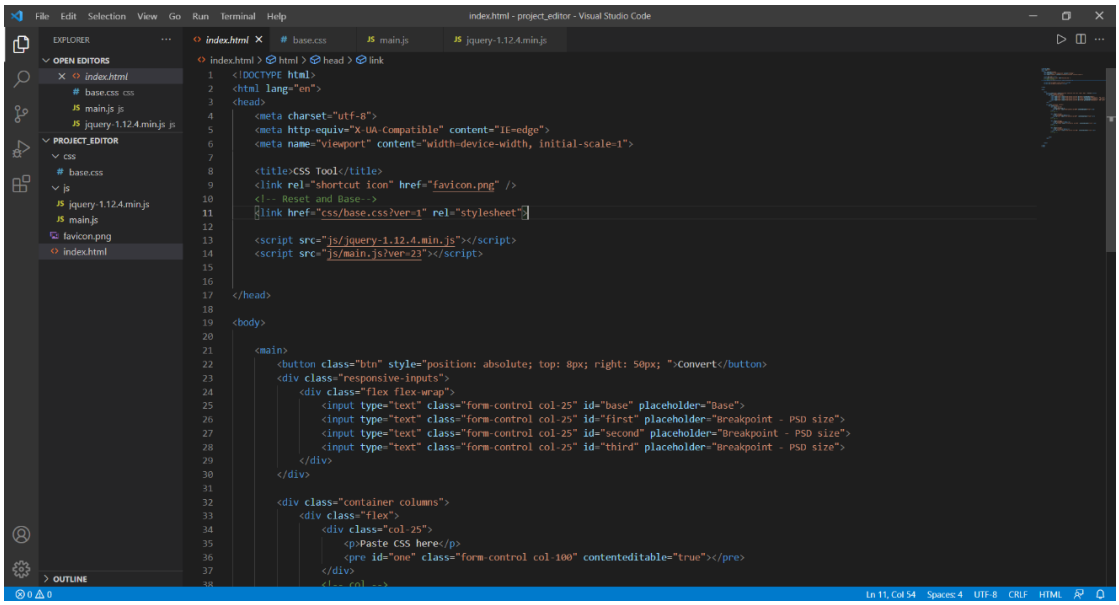

Figure 3.1.2: Html Section

Browsers get HTML records from a web worker or from neighborhood stockpiling and renders the archives into sight and sound website pages. HTML portrays the construction of a page semantically and initially included prompts for the presence of the report.

HTML components are the structure squares of HTML pages. With HTML builds, pictures and different articles, for example, intelligent structures might be inserted into the delivered page. HTML gives a way to make organized records by indicating underlying semantics for text like headings, passages, records, connections, cites and different things.

CSS: CSS (Cascading Style Sheets), affectionately alluded to as CSS, is a straightforward plan language planned to work on the way toward making site pages satisfactory.

CSS handles the look and feel some portion of a page. Utilizing CSS, you can handle the shade of the content, the style of text styles, the dispersing between sections, how segments are measured and spread out, what foundation pictures or tones are utilized, format designs, variations in show for various gadgets and screen estimates just as an assortment of different impacts.

CSS is not difficult to learn and see yet it gives amazing power over the introduction of a HTML archive. Most ordinarily, CSS is joined with the markup dialects HTML or XHTML.

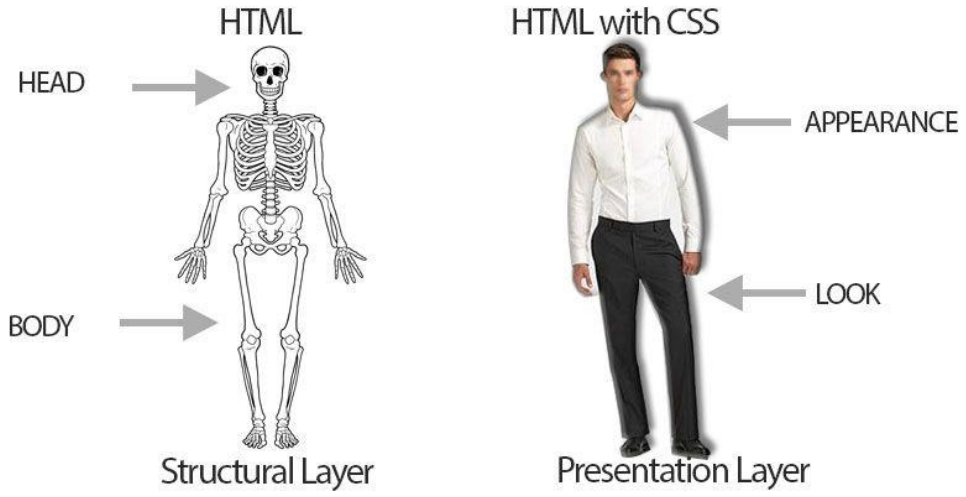

Figure 3.1.3: CSS Introduction

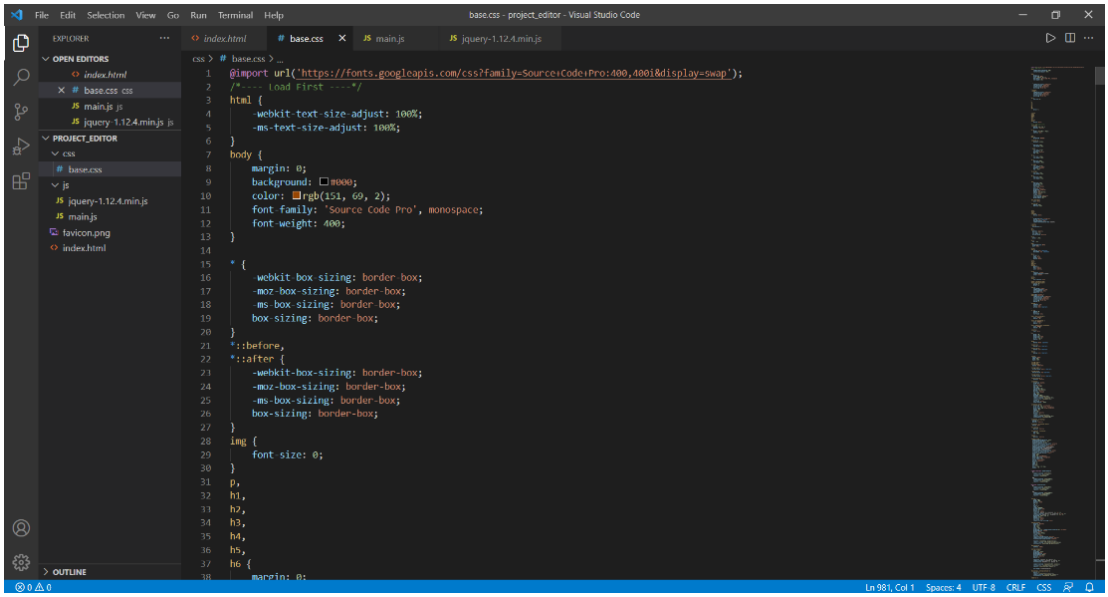

Figure 3.1.4: CSS Section

JAVASCRIPT: JavaScript is a powerful computer programming language. It is lightweight and most usually utilized as a piece of website pages, whose executions permit customer side content to connect with the client and make dynamic pages. It is a deciphered programming language with object-arranged capabilities.

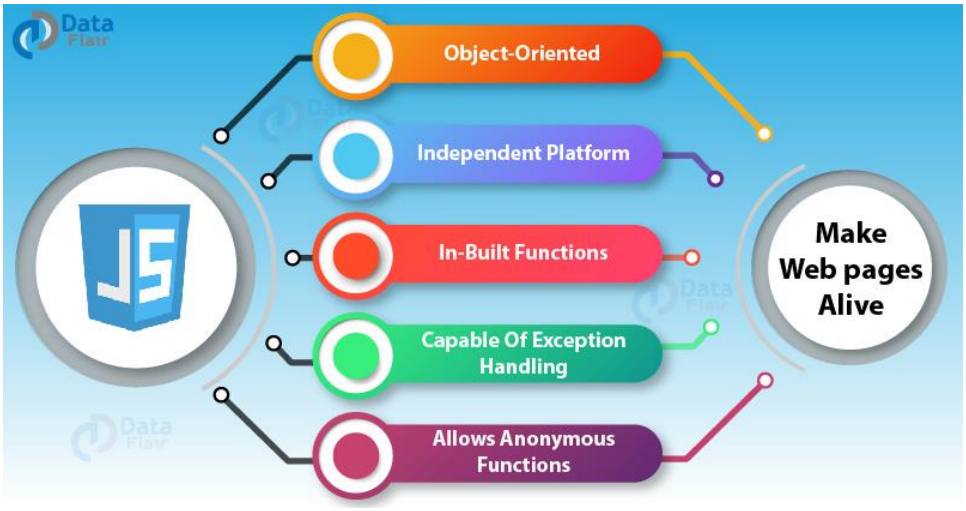

Figure 3.1.5: javascript Introduction

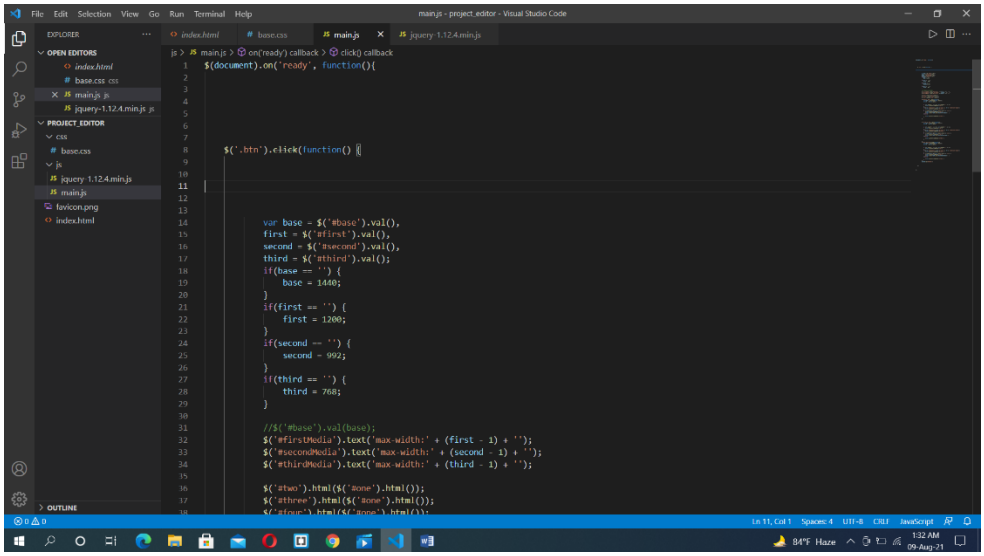

Figure 3.1.6: javascript section

3.2 Flexible Multimedia Components

Hyper Text Markup Language (HTML) pages and CSS Technologies are immediately transferred by browsers. However page substance don't comprise exclusively of text data. Regular numerous different media are transferred to the WWW (WorldWideWeb). For instance, more than 300 million photos are transferred to Facebook Daily. Practically all sites use media. The presence of immense quantities of media segments hinders the way toward transferring site pages. Anyway expanding the band width and taking care of this issue thusly still represents a extraordinary framework issue. Along these lines, all media segments ought to be compacted and have a particular proportion. This is the means by which it ought to be introduced to the end clients.

Today practically all advanced cells have screens with DPI (Dots Per Inch) properties. The most developed models have FHD (Full High-Definition) goal. However FHD isn't even the most famous goal for work area screens. Perusing writings on these sorts of screens is very simple for the client on the grounds that the external edges of the segments and letters are not fine cut. Anyway images and pictures seem obscured at the point when they are augmented to screen size. This issue emerges with cell phones as well as with work area and portable PCs.

There are a few options in contrast to moving toward this issue. The primary option is to utilize photos that are bigger than required for the standard screen. Later on, the photo will be found in a balanced proportion on FHD screens and in a more modest proportion on standard screens. For instance, on the Apple Inc. official site, all realistic records are double the width and stature of ordinary PC screens. Of course this methodology ought to be taken care of with incredible alert since the present circumstance builds the data size and worker load. By and by, different creators ought to use Apple's methodology for certain photos that are in their web composition. This methodology builds the speculation cost however on the other hand gives simplicity of utilization, visual quality and high goal support. Another arrangement that ought to be adjusted is to stay away from the utilization of cell designs any place conceivable, including SVG (Scalable

Vector Graphics) with versatile help. The present circumstance prompts the need of utilizing vector protests straightforwardly on site pages. When utilizing this methodology, clients not just see excellent pictures, they will likewise be absolved from a lot of information traffic since vector picture sizes are a lot more modest than cell pictures.

3.3 Interaction Design and UX

User experience Design is the way toward upgrading client fulfillment with an item by improving the convenience, openness, and delight gave in the collaboration the product. The practice of planning intuitive unique products, conditions, frameworks, and administrations." While the computerized side of this assertion is true, association configuration is likewise valuable while making physical (non-computerized) products, exploring how a client may associate with it. Association configuration is an appropriate way that notices the association between a framework and its client. Then again, client experience centers around the general experience plan between a client furthermore, an application. In our application, administrator can add brand, classification, and item instructive subtleties from the administrator dashboard.

3.4 Implementation Requirements

To implement our tool we don’t need much more things. This is a short but it’s a technical and important project for the developers that can help them.

By doing this project we have need a browser here we have used visual studio code editor where we have done our code for making this tool and we have to need a medium sharp knowledge in HTML,CSS, JAVASCRIPT, JQUERY in these four languages to implement this developer tool.

CHAPTER 4

IMPLEMENTATION AND TESTING

4.1 Implementation of Front-End-Design

Only the front-end configuration is noticeable to client. Client associate with front end so we attempted our best to make this alluring and dependable to client. It likewise tender, easy to understand and helpful to utilize.

Here figure 4.1 is our final outcome after run our project.

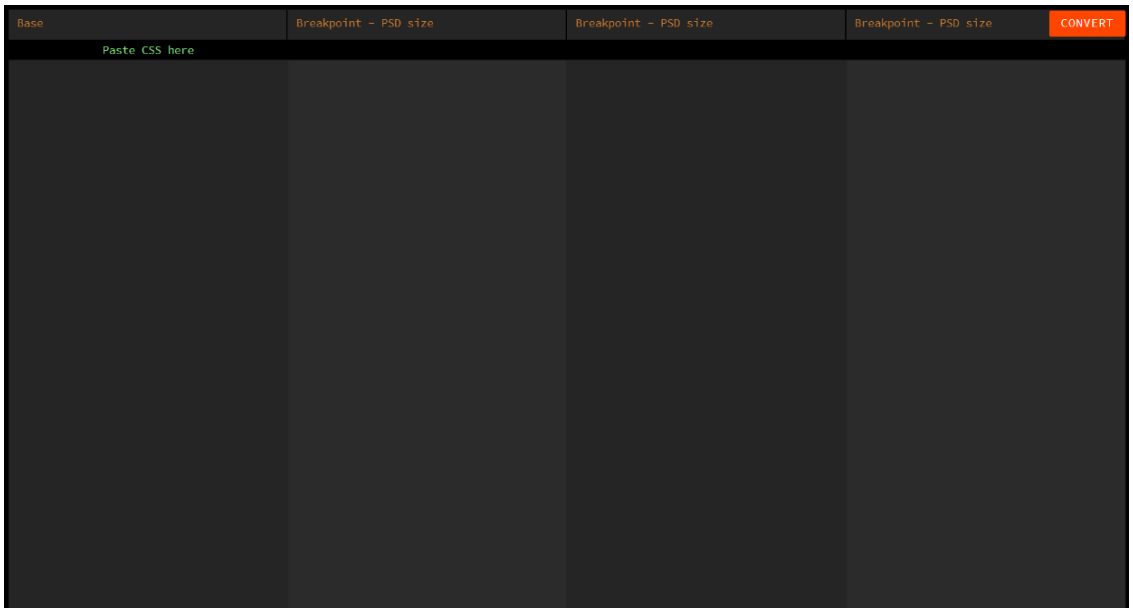

Figure 4.1.1: Project after run

Here we have kept a base screen size and 3 different screen sizes convert options from our base screen size codes based on our giving base screen size CSS code.

Now let’s see how our tool will works -

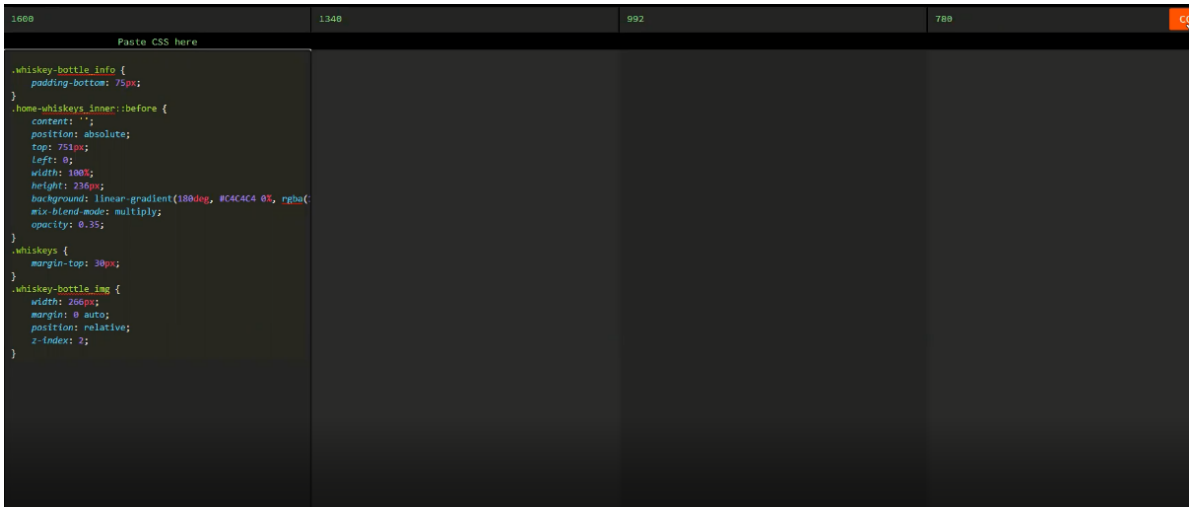

Figure 4.1.2: Implementing CSS code into website

Here we have copied CSS code from a browser and then we paste it in our visual studio code editor. After that we again copied that code from our editor and pasted it in the tooltip. Then we set a base screen size for this CSS code and also set 3 different screen sizes in which screen sizes we want to convert our CSS code. In there we have given our base screen size 1400px and our other 3 screen sizes are 1200px, 992px, 768px that means every section screen size what we have given under that sizes the code will work for.

After giving our expected screen sizes in which sizes we want to convert our given CSS code we will simply click on the convert button on the right side corner. After clicking there we will get following outcome which is given in figure 4.1.2

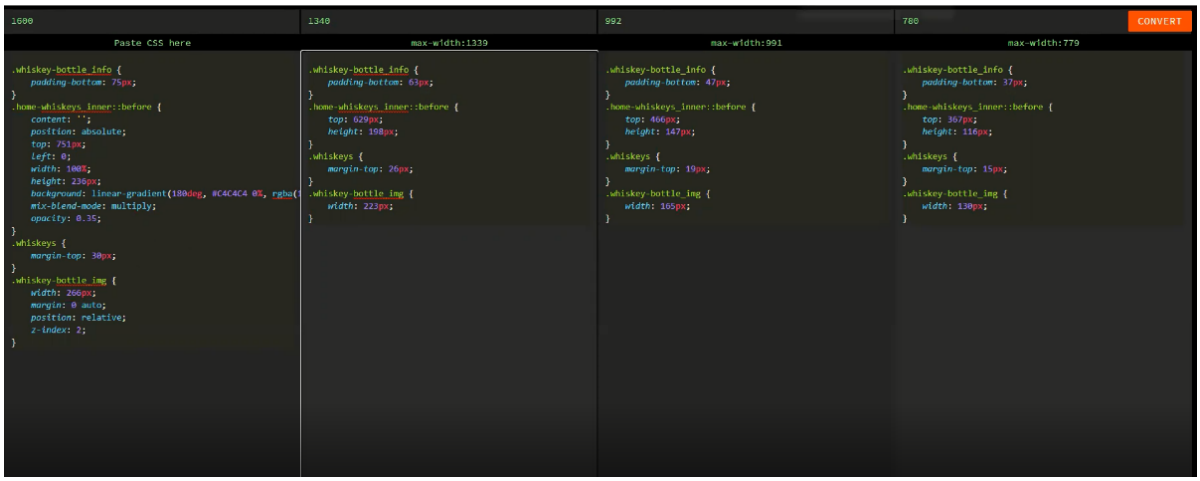

Figure 4.1.3: Converting CSS code for different screen sizes

Here if we look we can see that our tool have calculated CSS code for 3 different screen sizes based on base screen size CSS code and the value are all accurate and exact.

Here in base screen we paste CSS code where there are many values those values no need to convert for different screen sizes. They all will be same for different screen sizes for creating responsive website. Our tool is much smart they just ignore the values what we don't required at all.

There's need a lots of calculation for a developer to calculate every sections value that's too much time consuming process and much stressful and painful for a developer and also it will increase the development time but using this tool it will be much more easier and friendly for developers like that which is shown in figure 4.1.2, 4.1.3.

4.2 Implementation of Interaction

Our tool is made for the developers for giving them smoothness to use media query during creating websites. Thus, it's vital that it ought to be extremely intelligent with the developers. We make our framework very much intuitive for our tool user. We carry out better responsive UI in our tool. Its gives better experience. We make our tool without any problem usable that give better user experience. We execute effectively justifiable button, symbol, structure by their needs. Along these lines, this tool effectively executes all provisions that can give better user communication. Furthermore, our tool is particularly intelligent to user.

4.3 Limitations

- Developers must have to use visual studio code editor.
- Developers have to take their CSS code first in visual studio if they do their code in other editor after that from there they have to copy that CSS code again and then have to paste the code in the tool to get different screen sizes CSS code from one base screen sizes code.

CHAPTER 5
CONCLUSION AND FUTURE SCOPE

5.1 Conclusion

In recent times you can't imagine a professional website without fully responsive. Every single website is fully responsive. For making websites responsive the developers have to use media query for different screen sizes we know that but for doing that individually for different screen sizes there's need a huge calculations in every sections that's too much painful and stressful and time consuming process for a developer. For making things easier and comfortable we have made this tool where a developer just write code for base screen size and after that they will just paste their base screen size CSS code in our tool and after that the tool will convert CSS code for different screen sizes based on our base screen size CSS code. There the developers no need to any types of calculation for doing website responsive that's will be much more easier and user friendly for the developers as I think.

5.2 Scope for Further Developments

We had wanted to do that our tool will calculate all the CSS code which is not only copied from Visual studio code editor but also all types of code editor but due to time and some limitations we can't able to do that for making our tool all code editor supported we just only can do our work for visual studio code editor. Though there's not a big deal for any developer to use different types of editor it just a matter of around 20-30minutes time to make them familiar with any types of code editor.

But it would be best if we would make our tool any types of code editor supported but we can't so there's a future scope for doing that what we can't able to do in current time.

APENDIX

From Fall-2020 we have started our journey for making this tool for the developers. We had to learn more about HTML, CSS, Javascript, jQuery to achieve our goal of completing the project. During this period of time we have faced many obstacles & problems but in the end we are able to make our target fulfill and in near future we will try to do better by improving this tool which will make the developers lot more easier from now. We will also try to add more useful features in our website which will make this project more useful to the developers and make their Coding life more pleasant and enjoyable.

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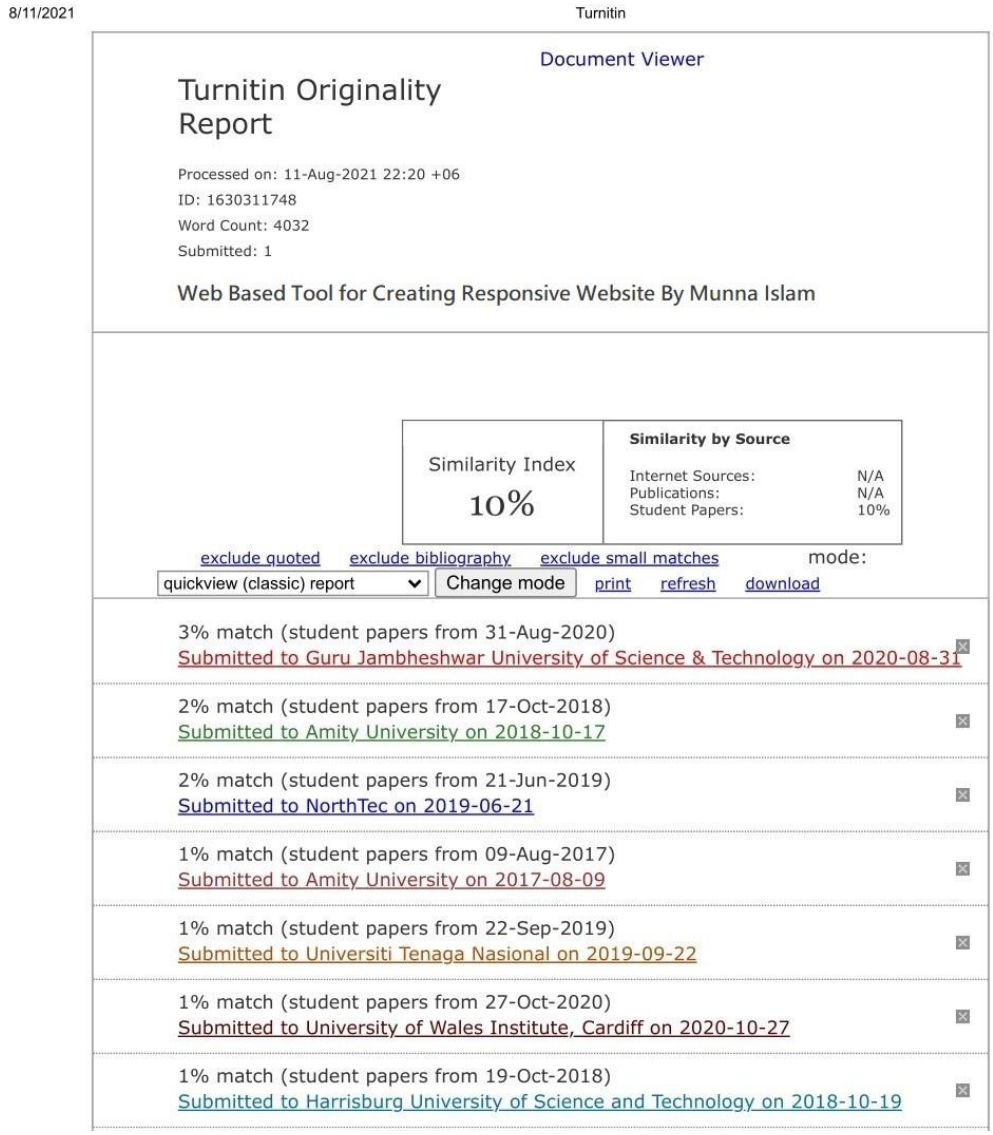

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