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# Web Applications for JJ Pyrotechnics

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**ABSTRACT:** This website which enables consumers to place online purchases for cracker items and offerings from a business that accepts orders from both online and walk-in clients. In response to a submission time, the system validates the consumer's submission of an order of purchase for the item. This website is primarily intended for online product purchases made from the comfort of your own home. Over the course of its development, the Internet has greatly improved. The internet has become a highly important medium for reaching out to enormous numbers of people in the recent past. It has the capacity and speed to quickly and effectively disseminate information. Customers these days don't have time to visit stores and buy those items they required them. This is an incredible opportunity to use the website to purchase such products online. Customers can browse a wide variety of products and their prices on the websites that feature a multitude of product-related topics for purchase. The advantage of using e-banking is that customers may pay for their purchases in a variety of ways; all they have to do is select the one that best suits their needs. Following the customer's selection, the materials are shipped to the address they specified on the websites. In order to complete a purchase, the customer must create a login by providing after learning a little more about them, they signed onto the website. The administrator has access to all customer information that has been purchased, as well as information about shipments, sales, delivery locations, payment information, and customer reviews pertaining to this benefit. In order to increase their growth and notoriety in the business market, all stores and businesses in this generation that offer goods, products, or other items should provide these kinds of perks.

**KEYWORDS:** E-Commerce, orders, purchases, payments, delivery, products.

## I. INTRODUCTION

The emergence of e-commerce has revolutionized the way that people buy firecrackers, combining the thrill of customary festivities with the ease of online buying. This essay examines the development and enhancement of an online store dedicated to selling firecrackers, stressing the significance of a safe, user-friendly website, successful digital marketing techniques, and adherence to safety laws. Fireworks brands can increase consumer interaction and reach a broader audience by leveraging the power of the internet and targeted advertising. This introduction prepares readers for a thorough examination of creative solutions and best practices for creating profitable online store selling fireworks crackers that offers customers a smooth and delightful buying experience.

### 1.1 REVIEW:

The crackers website offers a colorful and intuitive way to buy a large selection of crackers for different events. Users may easily navigate the website and explore various categories and goods thanks to its user-friendly design. Together with excellent photos and thorough product descriptions, the aesthetically pleasing arrangement makes for a more enjoyable shopping experience and inspires trust in potential customers. Additionally, including user evaluations and ratings fosters customer trust and offers insightful information. The website's incorporation of safe payment methods and a quick checkout procedure guarantees a seamless transaction experience, improving consumer happiness overall. All things considered, the crackers website skillfully blends usability and design to produce an entertaining and trustworthy online shopping experience for cracker lovers.

### 1.2 PROBLEM DESCRIPTION:

Numerous issues with the crackers website impair both its usability and efficacy. Problems with navigation, such as complicated layouts, make it more difficult for users to locate things quickly. Users that browse on tablets or smartphones have limited accessibility due to the absence of mobile responsiveness. User happiness and SEO rankings

are negatively impacted by inadequate loading speeds during busy periods. Problems with inventory management, like delays in product availability, can result in unhappy customers and lost sales. Finally, a difficult checkout procedure raises the risk of cart cancellation and revenue loss. Improving the functionality and user experience of the website requires addressing these issues.

### **1.3 GOAL:**

The main objective of the crackers webpage is to offer clients who want to buy crackers for different occasions a smooth and delightful purchasing experience. Assuring simple navigation, responsiveness on mobile devices, quick loading times, and open inventory management are all part of this. In order to build consumer faith and trust, the website attempts to provide a large selection of superior products together with thorough product descriptions and customer evaluations. The ultimate objective is to maximize user happiness and website performance, which will boost revenue and foster client loyalty.

## **II. PROPOSED SYSTEM**

The suggested system's primary goals are to decrease the amount of labor required by humans, shorten maintenance intervals, and improve system usability, efficiency, accuracy, and processing speed.

### **2.1 ADVANTAGES OF PROPOSED SYSTEMS:**

- When compared to the current system, it lowers investment and maintenance costs.
- Errors are prevented by a methodical approach.
- Because the technology is online, it allows auctions to be held from any location where the administrator is traveling.
- It is feasible to establish auctions as a global phenomenon.
- Acquiring additional clients gets increasingly simpler.
- It is feasible to advertise; all customer information can be tracked; searching for products is simple when comparing the current ones.
- Buying the goods we utilize Function to Add to Cart

## **III. MODULES**

### **1. Home Page**

- Admin Login
- Product Details
- Supplier Details

### **2. New Customer Registration**

- Customer Details

### **3. Customer Login**

- Customer login Details

### **4. Purchase Product**

- Product Details

### **5. Add Review**

- Product Review

### **3.1 MODULES DESCRIPTION:**

#### **1. HOME PAGE**

When a browser for the internet is launched or the "home" button is clicked, the Homepage loads immediately. Customers are cordially invited to visit the Cracker webpage for products and other items to purchase



from our home page. The majority of personal or poorly known websites' homepages begin with a greeting and some site information.

### **1.1 ADMIN LOGIN**

Only the Administrator uses the Admin Module. Product administrators use this module to add new products, change the rates of existing products, and other things. Product details are crucial for sales because customers know what they want to buy when they see it, so product administrators should give customers all the information they need to make an informed decision

### **1.2 VIEW PRODUCTS**

Admin can access several product types in this module, including product numbers, quantities, prices, and purchase dates.

### **1.3 VIEW REVIEW**

Details are kept in a review table and can be viewed in this module along with user reviews of the product. Product reviews can be viewed by the admin and user.

## **2. CUSTOMER LOGIN**

### **1. NEW CUSTOMER REGISTRATION**

Utilized to enter customer data for visitors to the business. Customer information such as ID, name, address, phone number, email address, password, and reset password are contained in this module.

### **2. CUSTOMER LOGIN**

In order to log in, consumers must first provide their username and password. The customer can examine all available products, their details, and make purchases after logging in successfully. Customers may learn about the characteristics and other specifics of the product with great help from pictures and table representation.

### **3. VIEW PRODUCTS**

This module is used to acquire different types of products that customers from different locations need. It includes information such as product number, quantity, price, and purchase date.

### **4. PURCHASE TABLE**

Displays the Products and associated information that the Customer has purchased online. The purchased items can also be added to or canceled by the customer from buying table. Information about the product, including its name, code, amount of each item, the overall number of products, price per item, product discounts, and total price.

### **5. ADD REVIEW**

The user can contribute a review about a product after placing an order, and the review table stores the reviewer's details. The product reviews are visible to the admin and user.

## **IV. HARDWARE SPECIFICATIONS**

PROCESSOR	:	Intel i3 Processor 2.5GHZ
HARD DISK CAPACITY	:	400 GB
MONITOR	:	15 "SAMTRON MONITOR
INTERNAL MEMORY CA	:	4 GB
KEYBOARD	:	LOGITECH OF 104 KEYS
CPU CLOCK	:	1.08 GHz
MOUSE	:	LOGITECH MOUSE

## **V. SOFTWARE SPECIFICATION**

OPERATING SYSTEM	:	WINDOWS 7
FRONT END	:	PHP
BACK END	:	MYSQL

## 5.1 SOFTWARE ENVIRONMENT

### PHP:

PHP stands for Preprocessor Hypertext. PHP programs are executed by Microsoft IIS or the Apache server. The Apache server and PHP are free. PHP coding is quite simple. The most popular server-side programming language is PHP. Scripts for PHP and HTML are contained in PHP files. The extensions "php", "php3", "php4", or "phtml" are used for PHP files.

### USING PHP:

- Produce dynamic web sites. PHP has the ability to show different material to various users or at various points of the day.
- Handle the HTML forms' contents. The information provided in an HTML form can be retrieved and responded to using PHP.
- Has the ability to make database-driven WebPages. From a database like MySQL, a PHP program can add fresh information or retrieve already-existing data.

### WORKING OF PHP:

A standard HTML page with extra functionality included is called a PHP file. PHP includes HTML tags that a web browser can parse and display, just like any other regular HTML file. PHP can be used for anything that is typically placed in an HTML file, such as server side scripts, Java applications, blinking text, and so on. Nonetheless, PHP is distinct due to three key characteristics.

- PHP comes with a number of built-in objects and server side scripts.

### HTML:

The Standard for Generic Markup Language (SGML), which was accepted as a global standard in 1986, is used in HTML applications. Hyper documents can be interchanged by encoding them using SGML. Document markup systems can also be properly described using SGML, another meta language. In actuality, HTML defines a language that characterizes the interconnectedness and structure of a WWW hyper page using SGML.

### DATABASE:

Like a phone book, a database is basically a collection of frequently accessed data. The MySQL database contains a variety of objects, including forms, tables, and queries.

### TABLES:

Similar data sets are gathered and stored in MySQL tables. Although each table may have a distinct layout and primarily different content, they must all be contained in a single database file. We might have an information file named "video store," for example, holding member-named tables, tapes, reservations, and other items. Since these tables are frequently combined to generate reports that aid in filling out on-screen forms, they are kept in a single database file.

### RELATIONAL DATABASE:

A relational database is MySQL. There are three key ways that relational database systems, such as Access, can assist us in managing information.

- Minimize redundancy
- Promote information exchange
- Maintain data accuracy.

### FIELDS:

A table's fields are locations where we store discrete pieces of data.

### DESIGN AND DEVELOPMENT:

A new system is created using a "how to" method known as system design. System design is divided into two stages. They are - Design logic - Design physics

- Reviewing the current physical system, logical design creates input and output requirements, modifies security and control standards, and more.

- The physical system's components, plans, implementation, test, and implementation strategy are all mapped out in the physical design.

#### DESIGN PROCESS:

The process of transforming the user-oriented is called input design. into a format that is computer-based. Encouraging rational, error-free data entering is the aim of the input design. The input design controls mistakes in the input data. The system output's quality is determined by the input's quality.

Every data entry panel is interactive, allowing the user to input data directly in accordance with the messages that are displayed. Additionally, the user can enter data directly in accordance with the prompted prompts. Additionally, users have the option of choosing a suitable response from an array of values. This will lessen the amount of errors that would otherwise probably occur if the user themselves were to enter them.

Among the most crucial stages of system design is input design. The practice of planning and designing input into a system to obtain the information needed from users while removing unnecessary data is known as input design. The goal of the design of input is to guarantee the highest levels of accuracy while also making sure that the user can access and understand the input. The component of the overall system design that needs the greatest consideration is the input design. Inaccuracies in the data entering the system will be amplified by the processing and output.

The following goals are taken into account during input design:

- Input processing nature.
- The completeness and flexibility of the validation rules.
- Managing the properties in the incoming papers.
- Screen layout to guarantee precision and effectiveness of the input connection with files.
- Controls, batching, validation processes, and error handling are all important aspects of thoughtful input design.

Features in input design have the power to either guarantee system dependability and generate results based on correct data, or they have the potential to produce inaccurate data.

#### DATA FLOW DIAGRAM (DFD):

Drawing a diagram of the data flow is the first phase (DFD). Larry Constantine created the DFD first as a graphical means of communicating system needs. The goal of a DFD, commonly referred to as a "bubble chart," is to make system requirements more clear and to pinpoint significant changes that will be included into system design programs. Thus, it is the point at which the needs specifications are functionally broken down to the most basic level throughout the design phase. A DFD is made up of several bubbles connected by the system's data flows.

Data flow diagrams are meant to act as a conceptual bridge between system engineers and users. The diagrams are:

- Logical representations, modeling
- Graphical, reducing hundreds of words
- Instead of using physical models to demonstrate HOW a system operates, this approach
- Hierarchical, allowing systems to be viewed at any degree of detail
- Jargon-free, facilitating user comprehension and evaluation.

To have a model of a system that is widely understood is the aim of data flow diagramming. The foundation of organized systems analysis is the diagrams. Other structured systems analysis tools, such data structure diagrams, dictionaries for data, and procedure-representing techniques like choice tables, choice trees, and structured English, assist data flow diagrams.

#### OUTPUT DESIGN:

The system output is available as printed copies or on a screen. The goal of output design is to convey the information that users have processed. The reports are produced in accordance with user requirements. The reports must be produced at the proper levels. The outputs of our project are produced as HTML pages using ASP. Because of how user-friendly the website's output is constructed, this will typically be through a screen.

#### CODE DESIGN:

The primary goal of code architecture is to obtain greater performance and error-free quality while making the coding simpler. The script is set up so that each column's validation manager is visible and the internal processes have greater

importance. The variables are coded such that anyone who isn't the package developer may comprehend why they are there.

The project is built so that the majority of field validation is done client side, which is going to be more efficient and reduce server burden.

#### **DATABASE DESIGN:**

The construction of tables which are saved as files in a physical database is part of the database design process. They exist independently. Every table is made up of rows and columns, where each row may be seen as a record containing related data and each column can be seen as a field containing the same sort of data. Additionally, some positions in the table are structured to allow for null values.

The project's database is constructed with values maintained in a normalized fashion and without redundancy.

#### **DEVELOPMENT APPROACH:**

##### **TOP DOWN APPROACH:**

The new system is significant since it has an improved user interface and is easy to use for users. Both the security issue and the issues with the manual system might be resolved by it.

The incremental technique to building the program structure is known as the top-down approach in software development. Starting with the primary control module, components are integrated by progressing via the control hierarchy. The structure incorporates subordinate control modules into the primary control modules either in a depth-first or breadth-first fashion.

There are five major steps involved in implementing the top-down method.

1. There are five modules that make up the main software module, all of which are managed by the primary control module.
2. Predicted on the top-down approach real components are added to the designated subordinate stubs one at a time.
3. When each component is merged, tests are carried out.

#### **TESTING AND IMPLEMENTATION**

##### **SYSTEM TESTING**

It is the act of testing software with the goal of identifying and, eventually, fixing bugs. Because web-based systems and applications are network-based and compatible with a wide range of operating system browsers, hardware platforms, and communication protocols, this basic idea does not alter for web apps. Therefore, one of the biggest challenges for web apps is error searching.

##### **TESTING ISSUES:**

1. Client GUI should be considered.
2. Target environment and platform considerations
3. Distributed database considerations
4. Distributed processing consideration

##### **TESTING AND METHODOLOGIES**

System evaluation is the stage of implementation that aims to make sure, prior to the start of live operation, that the system functions precisely and effectively as expected. It attests to the cohesiveness of the entire set of programs. A test plan comprising multiple essential tasks and procedures for conducting program, string, system, and user acceptability testing is necessary for system testing. The successful adoption of a new system depends on the newly designed package being implemented.

An essential step in the creation of software is testing. When a system test is implemented, it should serve as both an opportunity to verify that everything is accurate and to demonstrate to the customers that the system functions as intended. In the process of developing software, it makes up the most portion of the technical effort.

The step of development known as testing verifies the code in comparison to the functional requirements. In order to accomplish the system's objectives, testing is essential. Finding mistakes is the aim of testing. A number of test steps, including unit, integration, validation, and system tests, were prepared and carried out in order to achieve this goal.

Testing units

As a result of the specific testing of each software, any errors are identified and fixed. For the purpose of unit testing, sample data are provided. The outcomes of the unit tests are documented for future use. Unit testing involves testing the program's functions, constraints, and unit validation.

Unit testing is the process of verifying that modifications made to an existing or fresh initiative are functioning. It is done during programming to ensure that every module is operational in a satisfactory manner. For instance, we click the submit icon on the registration form once we have filled in every field. All of the form's data are evaluated when the submit button is clicked. Entries to the database won't be added until after validation.

The series of tests carried out by a single person before a unit is integrated into a larger system is known as unit testing. Here is an illustration of the situation:

Unit testing, integration testing, debugging, and coding

The four types of tests that a developer will usually run on a unit of code

1. A functional examination
2. Evaluation of performance
3. Stress Exam
4. Examination of structure

In a functional test, the code is run with nominal input values, boundary values, and special values when the expected outcomes are known.

Testing uses put and response times as well as the program's use of the device to determine how much time is spent executing each section of the unit program.

Sensitivity testing is a type of stress testing where, under the same circumstances, an extremely narrow range of information contained in a limit of valid data may result in severe, even incorrect, processing or significant performance deterioration.

The goal of structured testing is to exercise a program's internal logic and navigate pathways. "Black box" testing refers to functional testing, stress testing, performance testing, and "white box" testing refers to structure testing.

#### **TESTING RESULTS:**

Every test ought to be able to be linked to the needs of the client. Testing will gradually go from focusing on programs to Complete testing is not feasible. Testing that has a chance of discovering faults should be conducted for greater effectiveness.

The characteristics of an effective test are as follows:

1. There is a chance that an accurate test will identify errors.
2. "Best of breeds" should be a decent test to use.
3. A decent test that is neither very easy nor difficult

#### **QUALITY ASSURANCE:**

The management tasks of reporting and auditing make up quality assurance. Giving management the data entries they need to know about the good's quality in order to acquire understanding and assurance that the production quality is fulfilling expectations is the aim of quality assurance.

Quality assurance is necessary as organizations place a greater emphasis on quality. to play a crucial role in the creation of the information system. Checks must be made at various stages of the development process to guarantee that the finished product satisfies the initial user requirements.

As a result, quality control becomes crucial to the development process. The manufacturing standard (IEEE 1993) has it. By validation and verification carried out at key points in the development process, the quality control process is incorporated into the traditional development cycle procedures for system development. Establishing and overseeing a system for quality control inside the development process is one of the management's objectives.

1. System validation against requirements is one of the things that quality assurance causes.



2. Verification of design documentation and the system itself for flaws.

3. Usability quality assurance.

#### **QUALITY ASSURANCE GOALS:**

- Correctness: The degree to which the application satisfies user goals and system requirements
- Reliability: The extent to which the framework consistently carries out its intended tasks
- Efficiency: The quantity of computer power needed for a program to carry out a task.
- Usability: The work involved in becoming familiar with and using a system
- Maintainability: The ability to identify and fix program errors
- Testability: In order to make sure a software is operating correctly, testing was necessary.
- Portability: The ease with which a program can be moved across different hardware configurations.
- Precision: The necessary place in input, editing, computation, and output.

#### **SECURITY TECHNOLOGIES AND POLICIES:**

Every system that is created needs to be safe from potential threats and secured. At several levels, security mechanisms are in place to stop unwanted access to databases. Users are supplied with password protection and easy steps to alter the unauthorized access. The user can participate in the auction after entering his password and user name and having it authenticated. Otherwise, if the user is new, they must register before placing an order. After registering, they must give authentication via JPG files (such as a copy of a voter identity card or a ration card). In order to ensure that order information are shielded from unwanted access, a multi-layered security architecture including firewalls, filters, routers, encryption, and digital validation must be guaranteed in real time for this project.

#### **SYSTEM IMPLEMENTATION:**

The project's implementation phase is when the conceptual framework is transformed into a functional system. The most important phase is implementing the new system successfully and instilling trust in the user that it will function properly throughout the implementation phase. This step consists of:

- Using sample data to test a developed program error detection and rectification; determining if the system satisfies user requirements.
- Adapting as needed to user preferences.
- Personal training for users.

#### **IMPLEMENTATION PROCEDURES:**

Compared to system design, the execution phase is less imaginative. It is possible to abandon a system design at any point before implementation, however doing so gets harder once it enters the design stage. Procedural flowcharts, data layouts, and a feasible plan for converting the proposed design into an operational design are included in the implementation phase's final report.

#### **USER TRAINING:**

Its purpose is to get users ready for system conversion and testing. There are multiple ways to follow the users that they are:

- 1) User guide
- 2) Assistance displays
- 3) Demonstrations of training.

##### 1) User guide:

The user may receive a document that summarizes the key features of the software and system. The purpose of user training is to get users ready for system testing and convening. The user may receive a document that summarizes the key features of the software and system.

1. Go to the http page.
2. In the address bar, type the file's name together with the URL index.php.
3. After opening Index.php, the current user enters their login credentials.
4. Press the button to submit.

##### 2) Assistance displays:

This features that are currently included in all software packages, particularly when a menu is used. From the menu, the user chooses the "Help" option. The system successfully provides the details or descriptions that users need.

### 3) Instructional demonstration:

A training demonstration is an additional component of user training. User training is greatly enhanced by in-person, live demonstrations.

### OPERATIONAL DEMONSTRATION:

Documentation is a communication tool that sets the project's performance and design standards. Descriptive information that illustrates how to use and/or operate a system is called documentation. To participate in the auction, the user must input their password and user name, if they have one. If not, the user must register if they are a new one. Documentation is a communication tool that sets design and performance standards for project phases. Descriptive information that illustrates how the system is used and/or operates is called documentation.

### 1) Tools for documentation:

Tools for desktop publishing and document creation assist almost all facets of software development. The majority of software development companies invest a significant amount of time in creating documentation, and the process is frequently quite wasteful. It's not utilize unconventional for a documentation-focused software development project. Because of this, documentation tools offer a significant chance to boost output.

### 2) Reorganizing the document:

The process of creating a document takes far too long. We will make do using what we have if the system functions. Sometimes, this is the best course of action. Documents for hundreds of software applications cannot be recreated. We need to update the documentation, but our resources are limited. It might not be required to redo an application in its entirety. Instead, the extensively documented parts of the system are the ones that are currently changing. Given the system's importance to the business, all documentation has to be updated. Reducing documentation to bare minimum is a wise move even in this situation.

### SYSTEM MAINTENANCE:

As crucial as it is for programmers and analysts to carry out or identify with the maintenance, maintenance is essentially the execution of the review plan. This is due to a combination of professional and psychological factors. Maintaining programs takes up a lot more time for analysts and programmers than actually building them. Fifty to eighty percent of the development of a system is maintenance. It costs a lot to maintain. Audits of software modifications and maintenance management are two strategies to lower maintenance expenses. The first type of maintenance is perfective maintenance.

Corrective maintenance: Modifications made to the structure in order to enhance functionality or boost efficiency. Preventive maintenance refers to system modifications done in order to avert future issues. Future adjustments are possible, so our project can change.

## VI. RESULTS

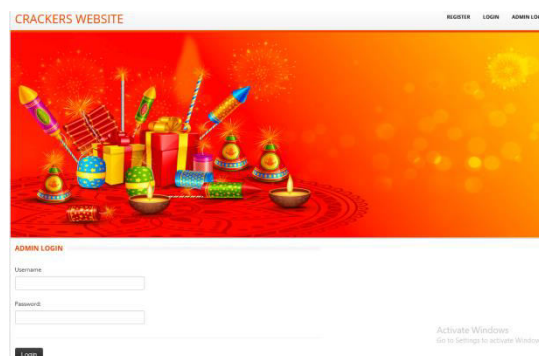
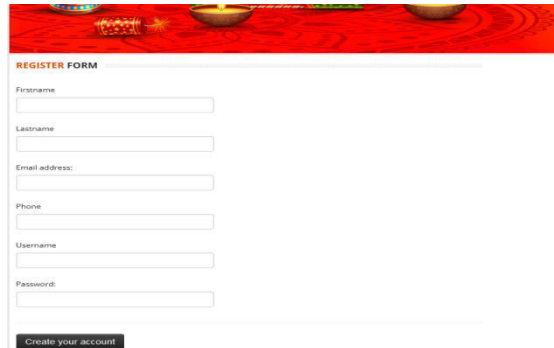


Figure 1.1 admin login



**REGISTER FORM**

Firstname:

Lastname:

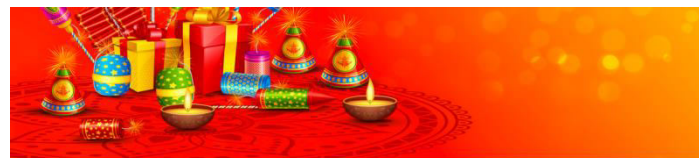
Email address:

Phone:

Username:

Password:

**Figure 1.2 Register form**



**View Order Details**

Order id	Order date	Customer name	Product name	Price Per unit	Qty sold	Total Amount	Status
	2024-03-29	ram	4 LAKSHMI CRACKERS	30	5	150	Delivered

**Update Order status**

Status:

**Figure 1.3 Order details**

Product image	Product name	Price	Qty	View Review
	4 LAKSHMI CRACKERS	30	<input type="text"/>	<a href="#">View Review</a>

**Payment Details**

Shipping Address:

Phone number:

Card number:

Expiry date:

CVV number:

**Figure 1.4 payment**

**VII. CONCLUSION**

The web application is designed to handle things purchased through e-commerce. The goal of e-commerce shop development is to figure out how to run an e-commerce business effectively so that people can make money from it or simply avoid problems; this includes figuring out how things should be done in shopping malls, what goes into them, what comes out of them, and how to keep track of the goods that are sorted or available there. Since the application tracks everything automatically, the management won't encounter any issues because reports are generated based on daily, monthly, and weekly shopping turnover, among other metrics. It's the simple route to do your shopping from home. Thus, you don't need to buy your e-commerce item in a single day. We simply bring it to your house. To shop with us, users of our websites only need to create an account. We post the newest designs, discounted materials, and entire sale e-commerce products there on our website. They However, everyone is busy these days. They can spend the

entire day shopping for their entire family, so they don't need to set aside time for this. However, the network offers the option to order anything you want and have it delivered to your house. Therefore, everyone enjoys shopping on the Craker website. It has all the amenities, including simple money credit options from credit/master cards, quick shopping, can make your own decisions based on pricing, availability of all branded including designed materials, and most importantly door delivery.

The goal of this project is to create a sales marketing tracking system for online e-commerce product retailers. Using this approach, you can save a lot of time while buying online goods. A completely automated system handles this. In this way, the seller has complete assistance in persuading. We can sell and buy e-commerce things more quickly with this approach.

### **VIII. FUTURE WORK**

Comparing this method to manually selling purchasing systems, its scope is much greater. The corporate world might make use of this procedure. The user who lives in different places can use it. When buying an e-commerce product, customers are not subject to any restrictions. An program that is web-based is able to used from any location. Ownership is not required when buying an online goods.

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- 2) Web Development with PHP and MySQL (4th Edition)
- 3) Visual QuickPro Guide: PHP 6 and MySQL 5. for Movable Web Sites
- 4) The Third Edition of Starting PHP and MySQL: From Beginner to Professional
- 5) Useful PHP Web 2.0 Applications

### **WEBSITES:**

1. Tutorial.php at <http://php.net/manual/en>
2. A website called [Guru99.com/PHP-Tutorions.html](http://Guru99.com/PHP-Tutorions.html)
3. The website <https://www.w3schools.com/php/default.asp>
4. php/php.html on <https://www.homeandlearn.co.uk>
5. The beginning-php track at <https://teamtreehouse.com>





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