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Web Development of Automatic Cow Feeding Machine

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Abstract: ***A website is a collection of web pages and related content that is identified by a common domain name and published on at least one web server. Examples of notable websites are Google, Facebook, Amazon, and Wikipedia.***
All publicly accessible websites collectively constitute the World Wide Web. There are also private websites that can only be accessed on a private network, such as a company's internal website for its employees.
Websites are typically dedicated to a particular topic or purpose, such as news, education, commerce, entertainment, or social networking. Hyperlinking between web pages guides the navigation of the site, which often starts with a home page.
Users can access websites on a range of devices, including desktops, laptops, tablets, and smartphones. The app used on these devices is called a web browser. With the help of this information, we create a website for providing all of the information to the reader.

I. INTRODUCTION

Websites primarily act as a bridge between one who wants to share information and those who want to consume it. A website is an online brochure where you can advertise your business offers. It gives you a platform to reach out to a far-and-wide global customer base. If you are a blogger, you have the possibility to influence your readers. You can show all your ideas and publish them on a website. If you have a business idea, then you don't have to wait. You can straightaway open an online shop and sell your products or services online. An added advantage is that the online shop will be open 24/7 for your clients, throughout the year.
You can communicate with your customers, giving them an opportunity to express themselves. You can provide valuable customer support by having a trouble-ticket system. In our website that gives information about the project called "AUTOMIC COW FEEEDING MACHINE". In which shows all of the information related to the topic in which contains like Introduction, Analysis, Design, Outcomes, Literature Review, Preferences. which will helpful for those whose actually need this. We done this website with the help of a Html and CSS framework.

II. METHODOLOGY

We used HTML5, CSS and JAVASCRIPT for designing web page with the help of a html we give the structure part of website and also used a CSS framework for a website for looking good as well as the giving the aesthetics looks. Also used JavaScript to create dynamic and interactive web content like applications and browsers

A. HTML

HTML5 is a markup language used for structuring and presenting content on the World Wide Web. It is the fifth and Fina major HTML version that is a World Wide Web Consortium (W3C) recommendation.



The current specification is known as the HTML Living Standard. It is maintained by the Web Hypertext Application Technology Working Group (WHATWG), a consortium of the major browser vendors (Apple, Google, Mozilla, and Microsoft).HTML5 was first released in a public-facing form on 22 January 2008, with a major update and"W3C Recommendation" status in October 2014. Its goals were to improve the language with support for the latest multimedia and other new features; to keep the language both easily readable by humans and consistently understood by computers and devices such as web browsers, parsers, etc., without XHTML's rigidity; and to remain backward-compatible with older software.

HTML5 is intended to subsume not only HTML 4 but also XHTML 1 and DOM Level 2 HTML.HTML5 includes detailed processing models to encourage more interoperable implementations; it extends, improves, and rationalizes the markup available for documents and introduces markup and application programming interfaces (APIs) for complex web applications. For the same reasons, HTML5 is also a candidate for cross-platform mobile applications because it includes features designed with low-powered devices in mind. Many new syntactic features are included. To natively include and handle multimedia and graphical content, the new <video>, <audio> and <canvas> elements were added, expandable sections are natively implemented through <summary>...</summary>and <details>...</details> rather than depending on CSS or JavaScript, and support for scalable vector graphics (SVG) content and MathML for mathematical formulas was also added.

To enrich the semantic content of documents, new page structure elements such as <main>, <section>, <article>, <header>, <footer>, <aside>, <nav>, and <figure> are added. New attributes were introduced, some elements and attributes were removed, and others such as <a>, <cite>, and <menu> were changed, redefined, or standardized. The APIs and Document Object Model (DOM) are now fundamental parts of the HTML5 specification. And HTML5 also better defines the processing for any invalid documents.

B. CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML or XML (including XML dialects such as SVG, MathML or XHTML). CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility; provide more flexibility and control in the specification of presentation characteristics; enable multiple web pages to share formatting by specifying the relevant CSS in a separate.

CSS file, which reduces complexity and repetition in the structural content; and enable the .CSS file to be cached to improve the page load speed between the pages that share the file and its formatting. Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices.



CSS also has rules for alternate formatting if the content is accessed on a mobile device. The name cascading comes from the specified priority scheme to determine which style rule applies if more than one rule matches a particular element. This cascading priority scheme is predictable. The CSS specifications are maintained by the World Wide Web Consortium (W3C). Internet media type (MIME type) text/CSS is registered for use with CSS by RFC 2318 (March 1998).
The W3C operates a free CSS validation service for CSS documents. In addition to HTML, other markup languages support the use of CSS including XHTML, plain XML, SVG, and XUL.

C. JAVASCRIPT

JavaScript often abbreviated JS, is a programming language that is one of the core technologies of the World Wide Web, alongside HTML and CSS. As of 2022, 98% of websites use JavaScript on the client side for webpage behavior, often incorporating third-party libraries.
All major web browsers have a dedicated JavaScript engine to execute the code on users' devices. JavaScript is a high-level, often just-in-time compiled language that conforms to the ECMAScript standard. It has dynamic typing, prototype-based object-orientation, and first-class functions.
It is multi-paradigm, supporting event- driven, functional, and imperative programming styles. It has application programming interfaces (APIs) for working with text, dates, regular expressions, standard data structures, and the Document Object Model (DOM).
The ECMAScript standard does not include any input/output (I/O), such as networking, storage, or graphics facilities. In practice, the web browser or other runtime system provides JavaScript APIs for I/JavaScript engines were originally used only in web browsers, but are now core components of some servers and a variety of applications. The most popular runtime system for this usage is Node.js.
Although Java and JavaScript are similar in name, syntax, and respective standard libraries, the two languages are distinct and differ greatly in design.

III. CONCLUSION

With the help of a html, CSS and JavaScript we create a website which will be shows the all information about project name called "AUTOMATIC COW FEEDING MACHINE." which will be helpful for the farmers to feed his cows.

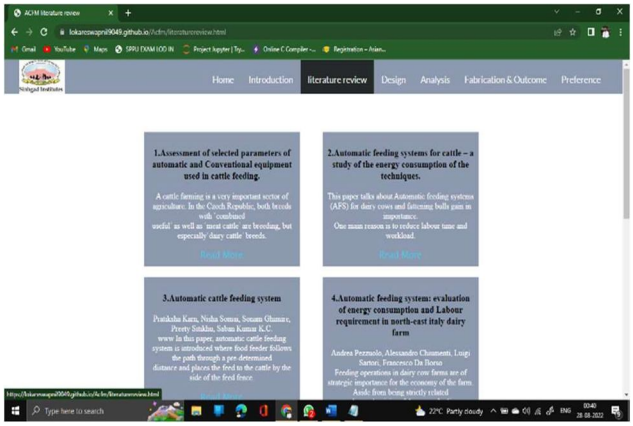
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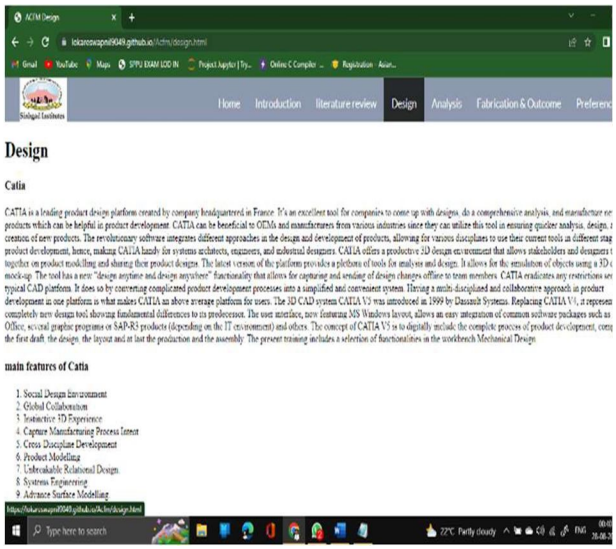
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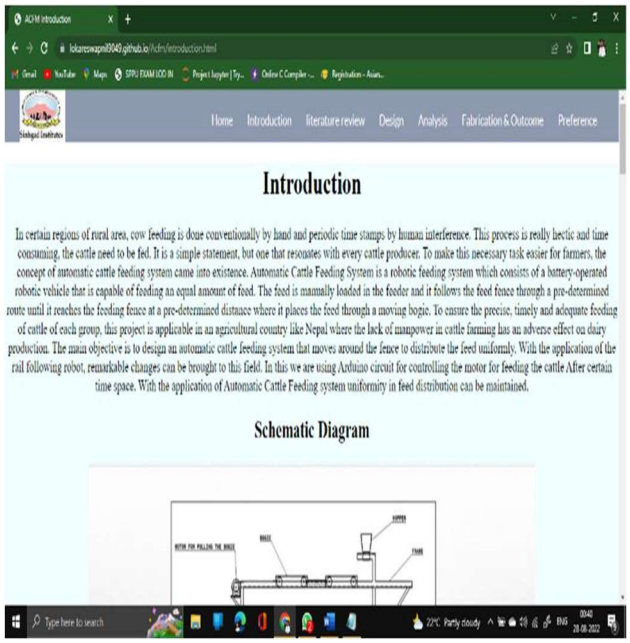
LINK FOR WEBSITE:
https://github.com/Lokareswapnil9049/A cfm.git

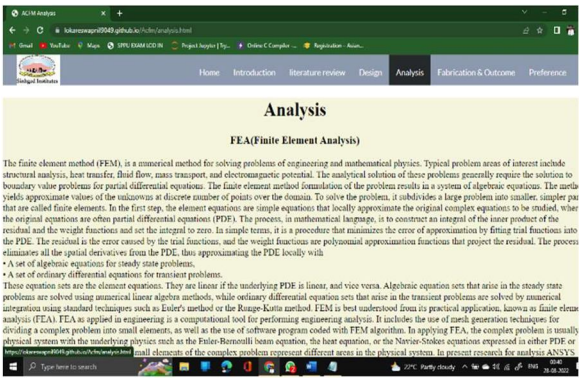
INTERFACE OF WEBSITE:

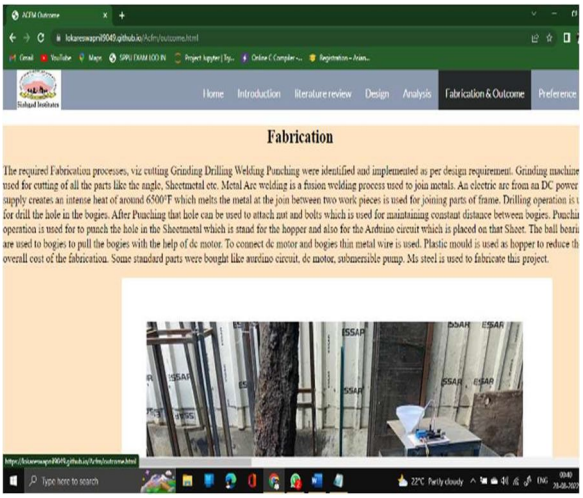


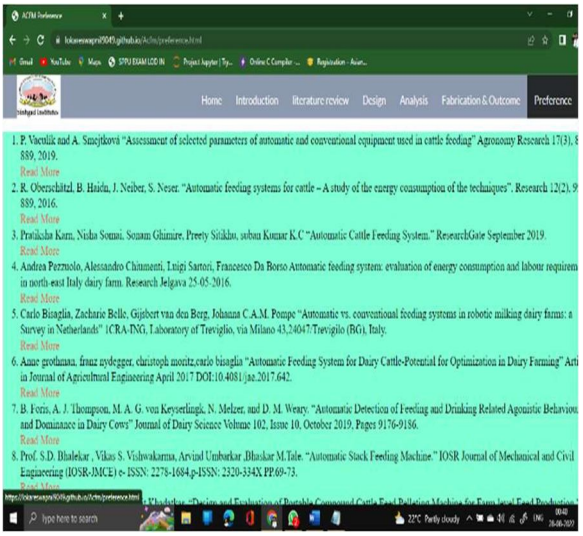

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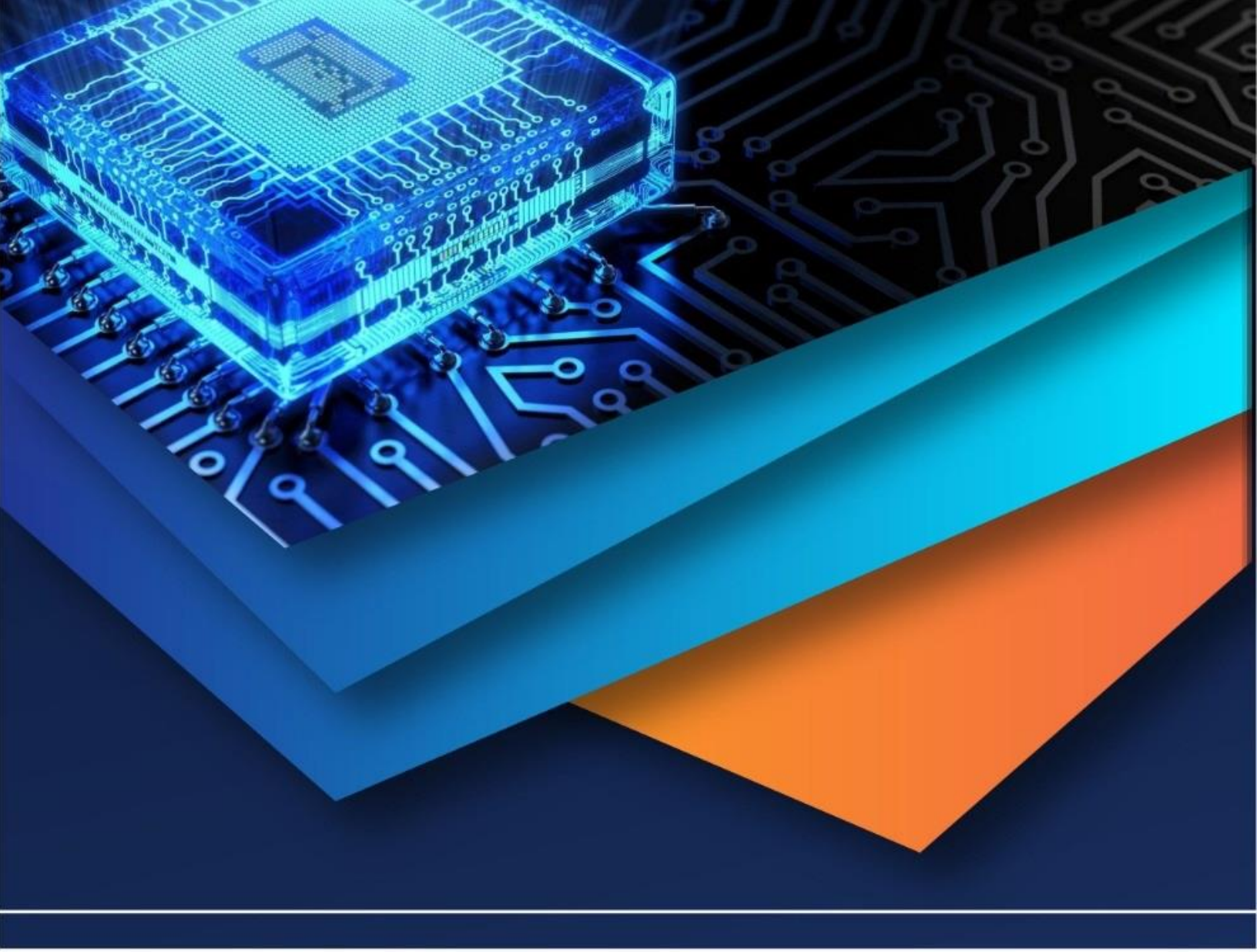

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Introduction
In certain regions of rural area, cow feeding is done conventionally by hand and periodic time stamps by human interference. This process is really hectic and time consuming, the cattle need to be fed. It is a simple statement, but one that resonates with every cattle producer. To make this necessary task easier for farmers, the concept of automatic cattle feeding system came into existence. Automatic Cattle Feeding System is a robotic feeding system which consists of a battery-operated robotic vehicle that is capable of feeding an equal amount of feed. The feed is manually loaded in the feeder and it follows the feed fence through a pre-determined route until it reaches the feeding fence at a pre-determined distance where it places the feed through a moving bogie. To ensure the precise, timely and adequate feeding of cattle of each group, this project is applicable in an agricultural country like Nepal where the lack of manpower in cattle farming has an adverse effect on dairy production. The main objective is to design an automatic cattle feeding system that moves around the fence to distribute the feed uniformly. With the application of the rail following robot, remarkable changes can be brought to this field. In this we are using Arduino circuit for controlling the motor for feeding the cattle After certain time space. With the application of Automatic Cattle Feeding system uniformity in feed distribution can be maintained.
Schematic Diagram







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