



สื่อการเรียนการสอนออนไลน์ เรื่อง หลักการใช้ Tenses

E-learning online for How to use Tenses

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This project is Partial Fulfillment of the Requirement for Graduate Diploma
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Business Computing Major
Attawit Commercial Technology College
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Name of Project (in Thai): ศึกษาการเรียนการสอนออนไลน์ เรื่อง หลักการใช้ Tenses

Name of Project (in English): E-learning online for How to use Tenses

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Team prepared

21 January 2020

Abstract

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Committee Members :

Advisors : Ms. Ohmar Thwin

Co-advisor : Ms. Thitirut Naiyapat

Department : Business Computer

Institution : Attawit Commercial Technology College

.....

Abstract

The purpose of this E-Learning online for How to use Tenses to teach about English, Verb, Grammar, how to use Tense and other English knowledge. The learners can learn about English knowledge. The learners can evaluate their knowledge by taking the tests who register and login to do the test.

This website for E-Learning online How to use Tenses has been developed with Adobe Dreamweaver CC together with designed the website by Adobe Photoshop CC.

This website was written in English. This website can improve English skill and it is helpful for your real live communication in English.

ntroduction

This project provides guidelines to people who interested in developing an E-learning website. The website has been developed by using Adobe Dreamweaver CC and Adobe Photoshop CC.

There are twelve chapters and twelve units in each chapter. In each chapter, there are explanations about usage of grammar as well. There is a pre-test which involved the mixed knowledge from all twelve chapters and there are post-tests for each chapter.

The developers hope that this website will be useful for the learners who interested in Verb of English and who wants to Practice the skills to speak English. The website makes the learners to be convenient as they can learn the lesson from anywhere and at any time they want.

Team prepared

20 January 2020

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Chapter 1

Introduction

1.1 Background and Information

Electronic learning or E-Learning is Teaching style Which uses content transfer via electronic devices Whether it is a computer, an internet network or via television and use various forms of information presentation Which may be in the form of learning that we are familiar with, such as computer-assisted instruction teaching on the website etc

We therefore have an idea to develop about online teaching materials related to the use of English. that helps learners and those interested to study the principles of using English correctly the online teaching materials will be made for those who are able to understand the principles of using English more. and still can learn to learn by themselves study at any time which can help enhance learning and may be used as additional teaching media for teachers including those interested various teaching and learning systems in online, since the content, registration, data collection Interaction between instructors and learners such as email, bulletin boards, chat rooms, etc. which will have a database system that supports content management which will facilitate the learners, teachers, manufacturers and system administrators

From the foregoing, the organizers realized the importance of learning English and developing the learning system using technology to be a part that helps learners gain new knowledge from the website the organizers consider the ability to meet the needs of those who study and those who are interested.

1.2 The Project's Objectives

1. For learning English teaching media about the principles of using Tense
2. For give recipients an opportunity to develop more knowledge
3. For know the pattern Website procedures and principles
4. For know the pattern Website procedures and principles
5. For easy and quick access to lessons

1.3 Scope of the Study

1. Login and membership system
2. There is a system for designing websites, Banner, Logo and Menu.
3. There is a system for dividing content into lessons.
4. There is a system to create links on the website.
5. Have a test system before class and after study
6. Have the name of the applicant in the database.

1.4 The benefits expected to be received

1. Developed a website for teaching English language materials on the principle of using Tense.
2. Improving knowledge from visiting websites to increase
3. Get knowledge about the format Website procedures and principles
4. Get a website that learns from outside learning.
5. Get a website that users can learn at any time.

1.5 Gantt Chart

List term 1	June 62				July 62				August 62				September 62				Date
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	
Student project training		↔															11 -12 JUN 62
Proposed project topic (Chapter 1)		↔															14 JUN 62
Announcement of topic results			↔														17 JUN 62
Proposed project topic			↔														19 JUN 62
Announcement of topic results				↔													21 JUN 62
Register online topics, present a joint advisor.			↔														18 - 30 JUN 62
Send document Chapter 2					↔												8-14 JUL 62
Send document Chapter 3						↔											18-31 JUL 62
Examination presentation of project topics										↔							17 AUG 62
Announcement of test results											↔						22 AUG 62
Send progress 50%													↔				9-15 SEP 62
Send progress 60%															↔		16-22 SEP 62
Send progress 70%																↔	23-30 SEP 62
List term 2	November 62				December 62				January 63				February 63				Date
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	
Send progress 90%	↔																1-8 NOV 62
Send progress 100%		↔															9-13 NOV 62
Project presentation exam			↔														7 DEC 62
Announcement of test results						↔											11 DEC 62
Send document Chapter 4										↔							6-19 JAN 62
Send document Chapter 5											↔						20-26 JAN 62
Send budget for the project												↔					26-30 JAN 62
Send a CD, book													↔				1-20 EB 62

1.6 Tools used to develop the program

1. Adobe Dreamweaver CS6 is used for creating websites.
2. Adobe Photoshop CS6 is used for editing images.
3. Microsoft Access 2010 is used to store member information.
4. Adobe Flash CS6 is used to design the banner of the website.

1.7 Expected Budget

No.	The List	Quantity	Price (Bath)
1	Paper A4	1 Rim	120
2	Printing Ink	4 Bottle	400
3	Binding Values	1 book	250
4	CDs	1 CDs	40
5	Printer	1 Machine	1,990
Total			2,800

Table 1.2 Expect the budget to complete the Project

Chapter 2

The System and Related Theory

2.1 Flowchart current work system.

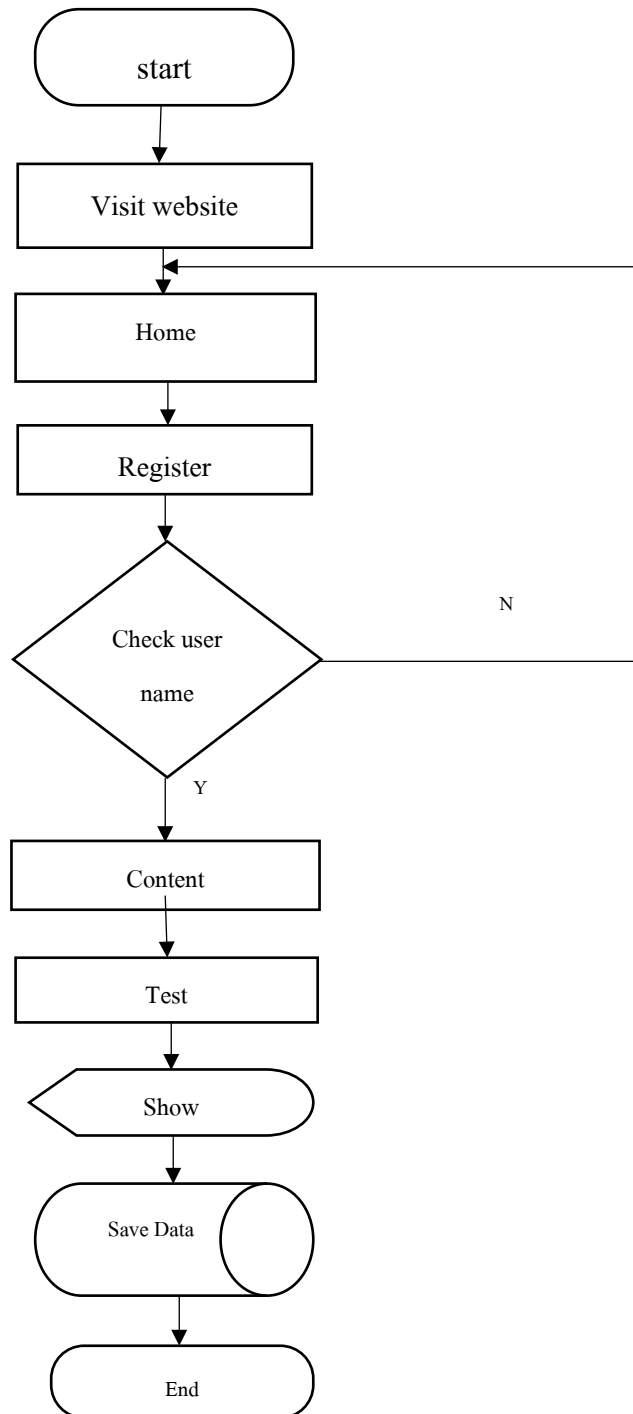


Fig 2.1 Flowchart current work system.

Current work system

Electronic learning or E-Learning is Teaching style Which uses content transfer via electronic devices whether it is a computer ur an internet network or via television and use various forms of information presentation which may be in the form of learning that we are familiar with, such as computer-assisted instruction teaching on the website etc

We therefore have an idea to develop about online teaching materials related to the use of English. that helps learners and those interested to study the principles of using English correctly the online teaching materials will be made for those who are able to understand the principles of using English more. and still can learn by themselves study at any time which can help enhance learning and may be used as additional teaching media for teachers including those interested various teaching and learning systems in online, since there are the content, registration, data collection Interaction between instructors and learners such as email, bulletin boards, chat rooms, etc. which will have a database system that supports content management which will facilitate the learners, teachers, manufacturers and system administrators

From the foregoing, the organizers realized the importance of learning English and developing the learning system using technology to be a part that helps learners gain new knowledge from the website the organizers consider the ability to meet the needs of those who study and those who are interested.

2.2 Problems that occur in the current work system

Education and learning through the internet system currently has disadvantages as follows.

1. Currently, more and more people who are interested in e-learning, do not like to study from the information in the book more..
2. Currently, books about learning that has a relatively high price and not enough content.
3. In the past, learning had to be learned only in books, making it very difficult to learn.
4. At present, the new generation of young people are using more technology to make reading books more interesting.

2.3 Analysis and new system requirements

1. Start the job, log in to log in.
2. Check if the user name and password are correct.
3. If not, please log in to the new system.
4. Make a test before studying
- 5 learn vocabulary
6. Join E-learning lessons
7. Do the test after study
8. Test record
9. Show test scores
10. End of work

2.4 Theories and related work systems

Design related to the website.

The website is a very popular medium on the internet. Which the website is the media that is in control of the complete user, that is, the user can decide which website to view and which website to choose. need therefore make users do not tolerate the obstacles and problems caused by website design mistakes if the user Saw that the website being viewed was not useful to him or do not understand how this website will be used he was able to Change to see other websites quickly because there are many websites today and still have websites that happen every day, users have more choices. and can compare the quality of various websites themselves

when talking about building a website, many people may think of using a web-based program like Dreamweaver to organize web pages. and use Photoshop program to create graphics for decorating but In fact, such work is only part of the web development process. all sites only

because if you want a website that meets the objectives and is successful, it will there must be good preparation and a website that is beautifully designed with convenient use would get more attention from users than websites that look chaotic there is a lot of information but can't find anything. It also takes time to display each page for too long all of these problems are the result of poor website design. website is therefore an important process in creating a website to impress users. Causing him to return to the original website In the future, in addition to having good website development, it is useful. Must also consider competition with other websites with

Elements of website design.

Website design for efficiency And able to attract people's attention well Must have complete website elements including

1. Simplicity, easy to understand

Good website design Must focus on simplicity primarily By choosing to present only what you really want to present in a variety of formats Which may be color, graphics, animation or characters Importantly, there must be a presentation that doesn't look too cluttered. In order not to cause a feeling of clutter Or create boredom Annoying to those who visit the website.

2. Consistency is not confusing

Should design the website with consistency Is to have a graphic style, color scheme, and various decorations for each page on the website to be similar And in the same direction throughout the website As an example of a general website that will notice that every page of that website Will emphasize the decoration in all the same style Each is only a presentation of each page.

3. Create outstanding unique

Website design to be able to convey the purpose of the website presentation Must have a unique and distinctive feature for the website To be able to reflect the nature of the organization as much as possible By creating such a identity, it may use color combinations, images, letters or graphics. In addition, it depends on whether Is the official website? In order to design the most appropriate.

4. Content must be complete

Content is the most important thing of creating a website. Because of what makes people interested And always keep track of those websites Is content that is complete and interesting In addition, there must be improvements. Develop content on the web to be up-to-date. Including information must be as accurate as possible.

5. Easy navigation system

Navigation system As a signpost for users No confusion while using the website The navigation design must be focused on simplicity, ease of use and easy understanding. Importantly, there must be a consistent placement position in order to look the same way. Makes users or viewers feel impressed And easier to remember the website For those who use graphics in navigation systems Will have to choose graphics that can communicate well.

6. Quality of the website

A good website must have quality. Both what is visible on the website Whether it is graphics, type of characters, pictures or colors used Content that is displayed Which if the website has quality, it will create credibility And is a highlight that makes most people interested Therefore do not neglect the quality.

7. Ease of access

The website should provide convenience to users. That is, it must be displayed in all operating systems Whether it is a web browser, notebook computer or mobile phone Importantly, there must be a resolution of the display and can be used without problems as well.

8. The stability of the design

Website design should be stable in design. By creating a website with the same pattern And carefully compiled content Make the web reliable And looks quality Help create a good impression for the user.

9. Stability of work

The working system on the website must be designed and developed continuously and the system design must always be rigorously checked. Will be resolved immediately. In addition, modern design has been improved.

Website structure

Website structure design is a sequence planning. Content of the website Into categories To create a structure in the layout of all web pages Like a map That makes the whole structure of the website visible Helping website developers not get lost Website structure The main aim is To make visitors Can find information on the web page systematically Which is considered an important step That can create success for those who are responsible for the design and development of the website (Webmaster), designing the structure or organizing of clear information Subdivide the content into different parts that are related to one another Will help make it easy to use and easy To read the contents of the website user

1 Sort structure

Is a simple structure that is most commonly used because it is easy to organize information systems. Popular information Organized with a structure like this, usually in a sequence of time, such as alphabetical order, encyclopedia index, or glossary. This structure Suitable for small websites Content is not complicated, using links (Link) to each page, the direction of access to the content (Navigation) within the website will be carried out in a straight line manner with the forward-back button as the main tool to determine the direction.



Fig 2.2 Sort structure

2. The hierarchical structure

Hierarchical structure Commonly used with complex web data In order to be able to access information more easily by dividing the content into sections And a small detail is presented Making it easier for me to understand the content structure By having the homepage as the starting point And the only point that will lead to the linking of content from top to bottom.



Fig 2.3 Hierarchical structure.

3. Table structure

Table structure Is a complex website design structure But there is a certain degree of flexibility In order for users to be able to access various content more easily, this type of design will link the content in each section. Enabling users to change directions Or can determine the direction of entering content on their own Therefore do not waste time It also makes the website more modern.



Fig 2.4 Table structure.

4. Spider web structure

Spider web structure Is a very popular structure Because it has the most flexibility All pages are linked to each other. Makes it easy to access pages that you want And have more freedom In addition, it can link well to external websites.



Fig 2.5 Spider web structure.

Website structure design

Classification And content order Then make a site structure map which will allow us to know what content is available on the website And how each page is linked

a good website structure will help viewers not confuse and quickly find the information they need. Should not be too deep in order because the user is bored first Than to find the desired page The most popular 2 types are

1. Organize the structure according to the content group.
2. Organizing user-based structure.

Important components on the page

On the page There are 3 important components that need to be included:

1. Head of the page (Header)

Is at the top of the page and is the most important part Which must be able to attract viewers to feel like following the content on the website Which most often have a graphic image to look beautiful The main important thing is the logo, website name and main menu that can link to content on various web pages.

2. Body parts (Body)

In the middle of the page By displaying information about the content on the web roughly Which will contain text, graphics, tables, data or video And if there is a group-specific menu, it will be organized on this page as well And most importantly, the content in this section should be concise, easy to understand, using simple and orderly font styles.

3. Footer

At the bottom of the page Which may or may not be This section shows various information. Additions such as messages that represent copyright Website owner information Contact methods and recommendations About the use of the website correctly, etc.

Application theory

1. Adobe Photoshop CS5

Photo shop is an Adobe family program that is used to decorate photos and graphics. Effectively Whether it is publications, magazines and multimedia work It can also retouching, decorating images and creating images. Which is becoming very popular now We can use Photoshop to decorate images, add effects to images and text. Making black and white images Making photos as paintings Bringing together images, retouch, decorating images We can learn how to use this Adobe Photoshop program by ourselves. You can easily edit images, decorate images in different formats easily. And what is indispensable is Entering text in the image as well And because Adobe Photoshop has developed programs continuously Therefore we need to study various commands to understand, but more importantly, when you learn to use commands in old versions You can still apply to the new version.

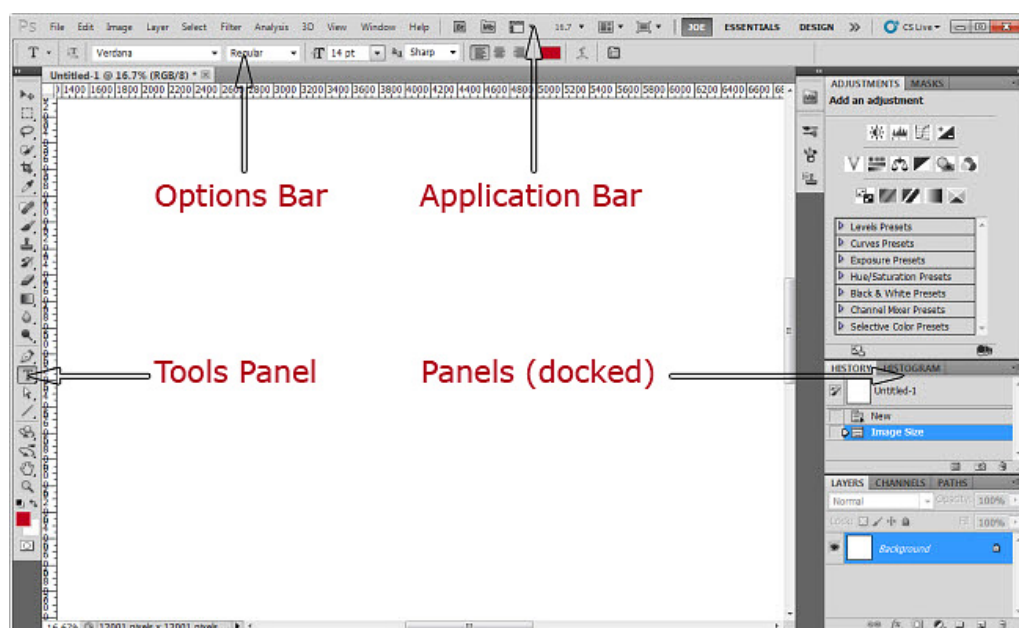


Fig 2.6 Adobe Photoshop CS5 window.

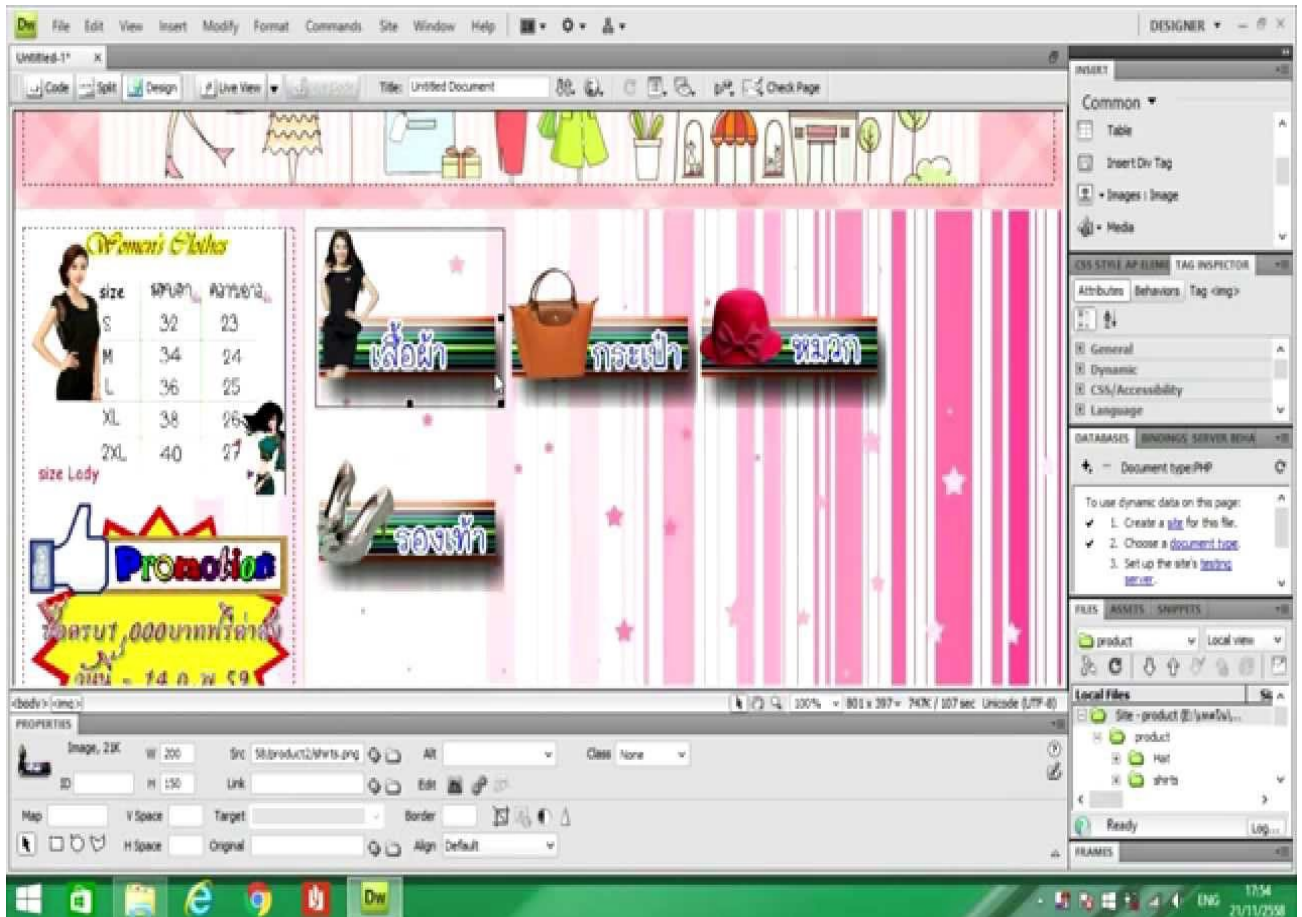
Components of Adobe Photoshop CS5

1. Application Bar is a tool bar that stores frequently used command buttons, such as opening programs, bridge rotates the work area, zoom-in, zoom in, arrange the image window. And composition of tools according to the use area work (Workspace)
2. Menu Bar is a collection of commands used for retrieving commands to manage image files or decorate images.
3. Options Bar is used to adjust the settings of various tools. The settings in the options bar will change according to the tools used.
4. Toolbox is a tool used to store basic tools in the program, can run sub-tools by clicking the triangle in the bottom corner.
5. Title Bar is the section that displays the image file name that is currently active. For Adobe Photoshop CS6, the title bar is arranged in tabs.
6. Status Bar (Status Bar) is a section that displays image-related features, such as percentage of zoom, image file expansion, image file size, etc.
7. The working area is used to create graphics. By opening the image file to edit on the work area Or draw a new image on the work area
8. Panel: used for manipulating images By separating into categories such as color selection panel Panels for adjusting brightness, etc. Each panel has different functions and uses. You can choose to open or close the panel from the Window command menu. Examples of popular panels.

2. Adobe Dreamweaver CS5

Adobe Dreamweaver is a program used to create and develop websites that have always been popular. Because it has features that are easy to use Users can arrange the elements of the webpage as needed, so those who have never created a website before can learn how to use this program.

Fig 2.7 Adobe Dreamweaver CS5 window.



Components of Adobe Dreamweaver CS5

1. Application bar is an application bar Consists of application bar, consisting of.
2. Menu bar is a combination of all the commands of Dreamweaver that are used to manage web page files.
3. Workspace is a button to change the workspace view (Workspace). You can choose which style you want to use. In Adobe Dreamweaver CS6, there are 11 options available.
4. Toolbar is a toolbar that is used to include commands that need to be used on a regular basis to enable / disable. The tool bars consist of a toolbar.
5. The Insert panel is a panel that collects a group of commands that are used to create and insert various objects. It is divided into groups. For easy use Example of active command group.
6. Panel Group is a small window panel That collects tools into groups according to their duties For specific use You can open or close the operation panel by clicking the Window command menu and clicking Select. Preferred panel.
7. Document Area is the area for creating web pages. Enter content And web page elements such as graphics, multimedia systems and codes that can be displayed in 3 different views: Code View, Split View and Design View.
8. Status bar is a bar at the bottom of the operation window. Used to display additional information about the status Working on the currently running web page, such as displaying and selecting HTML tags, adjusting the display size Window size determination File size and loading time And displaying the language code of the webpage Active.
9. Panel Property is a panel located at the bottom of the program screen. Is the most frequently used part For use in customizing details and editing features such as size, position or color, etc. This panel will change according to the object selected for use on the webpage. Example properties panel.

PHP theory

PHP was born in 1994 by American programmer Rasmus Lerdorf, inventing tools for his personal web development. Using the advantages of C and Perl, called the Personal Home Page, and creating a interface with a database called Form Interpreter (FI), including two parts called PHP / FI, which is the starting point of PHP. Visited his website and liked it, so he asked to use the code and used it to develop it in the form of Open Source after having become more popular within 3 years. There are websites that use PHP / FI in contacting the database and showing Result Dynamic and more than 50000 sites

PHP2 (now called PHP / FI) during 1995-1997 Dealing with forms, data generated from HTML language, and supports contact with the mSQL database management program, making PHP start to be used more quickly And began to support more PHP applications. By the end of 1996, PHP was deployed around 15,000 websites worldwide and increased Later, another 3 people who helped develop Stig Bakken, responsible for the ability to contact Oracle, Shane Caraveo was responsible for PHP on Window 9x / NT, and Jim Winstead was responsible for detecting various defects. And changed the name to Professional Home Page in version 2

PHP3 came out during the month of June 1997 from 1999 to the eyes of programmers. The feature is that it supports both Windows 95/98 / ME / NT, Linux and Web server operating systems like IIS, PWS, Apache, OmniHTTPd. It supports a variety of database systems such as SQL Server, MySQL, mSQL, Oracle, Informix, ODBC

PHP4 since 1999 - 2007, which has added a lot of functions to work more easily. Zend, which has Zeev and Andi Gutmans, co-founded (<http://www.zend.com>). This version is a compile script. In this version of the page, it will be embed the script interpreter. Currently, there are more than 5,100,000 PHP users. Worldwide, developers have set up a new PHP name, PHP: Hypertext Preprocessor, which means that it has a proficient performance for hi. Vertex

HTML theory

The HTML language is based on the GSL language (SGML stands for Standard Generalized Markup Language), which is a language that is specific to the type of computer. Values and Documentation (DTD: Document Type Definition) in 1990 (Tim. 1990), Tim Berners-Lee of the Center for Laboratory Physics Europe (CERN: Conseil Européen Pour La Recherche Nucleaire) located in Geneva Switzerland Has determined that To create a media that scientists can publish their work And can be used 24 hours a day and create computer languages that support local languages That does not depend on the system of the computer (Platform) or any network system, then has spread out, so this system has named that is known as World Wide Web to date.

1990 (1991). The internet was born and raised. Along with many computer languages and protocols to support The rapid growth of the Internet One of the computer languages and protocols is HTML. And even though the World Wide Web is just a part One of the internet But highly popular and fast. The Http protocol, a subset of the TCP / IP protocol, was developed to support HTML language. Which is used to store documents on the World Wide Web has been developed and used widely Thus creating standards in determining different versions

HTML 1.0 was born in 1993 (1993). Tim Berners-Lee and Dave Raggett have assigned HTML documents. That is developed must not make the document that is not readable "Any standard must not make exiting documents (As Far As Possible)

HTML 2.0 was born in 1995 (1995) developed by IETF (International Engineering Task ForceX), which aims to enable the display of web browsers in general use. Accepted as a complete standard However, Netscape and Microsoft companies add new commands. Into their own program To allow page designers to use other functions In addition to HTML 2.0

HTML 3.0 was born in 1995 (1995). The HTML language was developed with the ability to increase by adding work to the table. Adjust the text around the image and show the complex parts well. As well as allowing the web browser to go back and look at the previous pages that had previously been viewed better than HTML 2.0 or called the "Backward" button

HTML 3.2 was born in 1996 (1996). There are additional elements and attributes that can work with many web browsers.

HTML 4.0 was born in 1997 (1997). The increasing demand of designers makes the W3C organization agree to apply. With the ability to use new commands Helps the page designer Can control the document format Improving work efficiency with CSS (CSS stands for Cascading Style

Sheets). Embedding objects of extra programs to display Pictures and sounds Form creation Can be improved and used in conjunction with the scripting language, which is to write short statements called various scripts to allow web pages to interact with More users By the script written Must be inserted in the HTML language, but the web browser must support the HTML 4.0 function with the ability to manipulate the object model.

Color theory

Color means the impact on the eyes to be seen as a color that affects psychology. Is the power to create the intensity of light that emotions and feelings Seeing the color from the eyes, the eye will send the feeling to the brain, causing various feelings according to the influence of color, such as refreshing, hot, excited, sad. The color is very meaningful because the artist wants to use color as a medium to impress the work of Art and reflect that impression to the viewer of the human beings associated with various colors at all times because everything that is around is all different colors. So many Color is something that should be studied for self-interest and Creator of painting works because The color of the story is a science, so understanding science. The color will achieve more work. If you do not understand the color reasonably well If studying the color is good enough The art will be very complete.



Fig 2.8 The picture shows the color cycle caused by mixing the colors together.

The color circuit is the color that is produced by mixing in pairs, starting from 3 colors and then creating a new color until the complete cycle. All 12 colors will be divided into 3 colors.

Color Step 1 is red, yellow, blue.

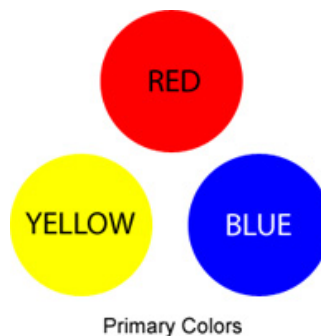


Fig 2.9 Primary colors.

The second color is the color caused by the 1st color or the color of the mother in the same ratio. Will create 3 new colors, including red, mixed with yellow, orange, red mixed with blue, purple, yellow mixed with blue, green.

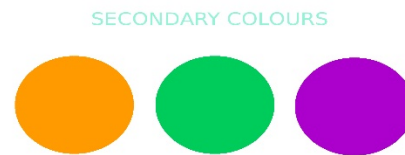


Fig 2.10 Secondary Colors.

The third color is the color caused by the color. Step 1 is mixed with the second color in the same ratio. The other 6 colors are

Red, mixed with orange, orange, red, red and purple, purple, yellow, mixed with green Get green, yellow, blue mixed with green Get green, blue, blue, mixed with purple, purple, blue, yellow mixed with orange, orange, yellow.



Fig 2.11 Intermediate Colors.

The fourth color can be obtained by mixing the colors that are opposite of the color circuit. If mixed in equal proportions, will be black or dark gray.

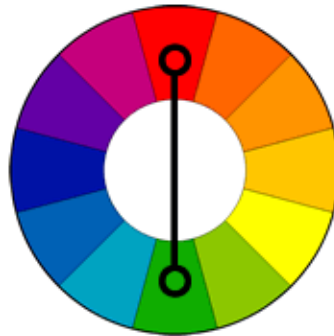


Fig 2.12 The opposite color (Complementary Colors)

But if mixed in unequal proportions, it will get a darker color such as

75% orange, mixed with blue 25%. Can get a dark orange color that is similar to brown.

75% blue, mixed with 25% orange.

75% reddish-purple, mixed with yellowish green, 25% will get a purple mole.

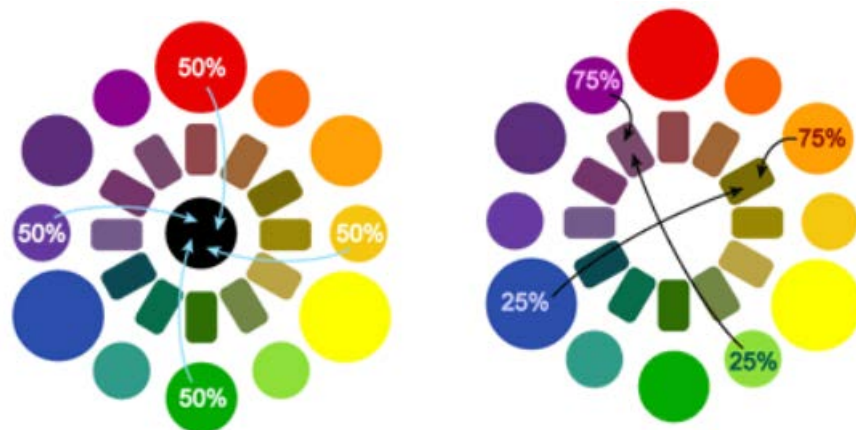


Fig 2.13 Color combinations in unequal proportions.

In addition, the color circuit also allows us to divide the color into two large groups: warm colors and cool tones, with cool colors giving a calm, cool feeling. Warm colors provide a warm, excited feeling.

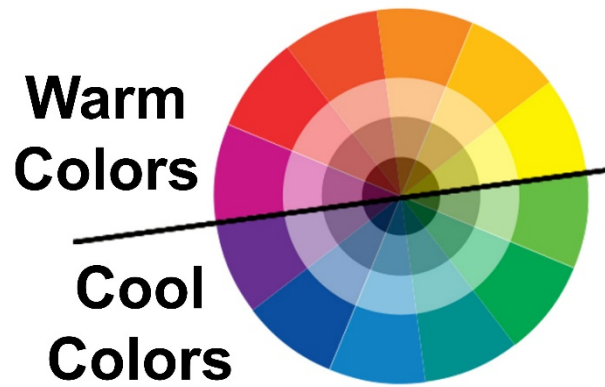


Fig 2.14 Warm colors and Cool tones.

Color intensity

Caused by the true color is the color caused by mixing in the color circuit Is the primary color that is mixed according to the rules and is not mixed with medium or other colors. It has the highest intensity Or the strongest Is the true value of the undiluted color When these colors In the midst of other colors that are mixed or darkened, darkened or changed The true color will show the strength of the color that appears clearly, which will create a focus on the work like this, like bougainvillea, fresh pink or fuchsia, which is surrounded by green leafy bougainvillea or flares. The bright spot in the festive season, contrasting with the dark, dull colors of the night cloth.

Value of color

Is the use of color by having different weight values at different levels and with many colors, if one color is Will look like monochrome Using the weight of the color Will cause harmony The distance is shallow, deep, if there are many weight values, the color will be more harmonious, but if there are only 1 - 2 levels apart Will make a difference.

Color sense

Different colors often have different meanings in many cultures and even Western societies. The meaning of different colors has changed over time. But in the United States, researchers have discovered the accuracy that each color is associated with the human emotions as follows.

Color	Feeling
 Red	Giving the feeling of Passionate, aggressive, important.
 Orange	Give the feeling of Playful, energetic, cheap.
 Yellow	Give the feeling of Happy, friendly, warning.
 Green	Give the feeling of Natural, stable, prosperous.
 Blue	Give the feeling of Serene, trustworthy, inviting.
 Purple	Give the feeling of Luxurious, mysterious, romantic.
 Pink	Give the feeling of Feminine, young, innocent.
 Brown	Give the feeling of Earthy, sturdy, rustic.
 Black	Give the feeling of Powerful, sophisticated, edgy.
 White	Give the feeling of Clean, virtuous, healthy.

Figure 2.15 Sense of color

Color and design

Using color and work out Where is the designer's aim? To create interest Excitement to viewers In order to reach the desired destination The main uses are as follows.

1. The use of a single caste The meaning of the tone is the color group that is divided into two colors of the wheel, warm tone, which consists of yellow, orange, red, purple. These colors give influence. The feeling of excitement and excitement is considered a hot caste.

Cool tone consists of yellow, green, blue, purple. These colors look cool, giving a calm feeling (yellow and purple can be used in both castes)

Using each color should use the same caste color in all images. Because it will make the image of unity (unity) harmonious, motivated to be very conformable

2. The use of different color castes The general principle is to use the ratio of 80% to 20% of the color castes. If using 80% hot color color, the caste color is 20% cold, etc. This use creates the focus of the viewer. Should not use the same ratio because it will not make any color that is not attractive.

3. Using opposite colors The opposite color will give a strong contrast. Create dominance And can be very stimulating, but if not used properly or is not suitable or used too many colors Will cause the blurred vision, conflict, should use the opposite color in the ratio of 80% to 20%, or if there are equal areas that need to be used, bring white or black to add to the line to separate from each other or Another way is to reduce the freshness of the opposite color to tarnish. The opposite color has 6 pairs, namely

Yellow in contrast to purple

Red in contrast to green

Blue opposite to orange

Yellow-green, opposite to the magenta color

Yellow orange, opposite to purple-blue

Red orange color, opposite the blue green



Fig 2.16 opposite color or double color.

Color perception

Perception of human colors Caused by vision by using the eye as an exposed organ Eyes will respond to various light colors, especially light. From the sun and from the light making it visible by starting from the reflected light from the object through the eye The intensity of the light affects the color and sharpness of the object. If the light intensity is normal Will make the object visible clearly But if the light intensity is low or dark, it will make the object not clear or blurry. Education about The sensitivity of perception of human colors appears to be human senses. More sensitive to red, green and purple color recognition than other colors As for the perception of children about color, most children will prefer images that are more clean, bright, black and white. And like the image that is The color group is more hot than the cold color (Kosum Saijai, 1997). The eyes of normal people can distinguish different colors correctly, but if they see that color Is another color that is distorted, called color blindness, such as seeing red objects Is a color other than red, indicating that red blindness, if seen blue, is distorted Showing that blue blindness, for example, color blindness is a visual impairment Any person with color blindness will be a barrier to certain types of work, such as art, design, driving, driving a plane. Science work etc.

Program AppServ

AppServ program generator

For this AppServ program, there is no support from government agencies. Or any private or independent organization, but the AppServ program is born from inspiration from a friend of a developer who has started studying PHP and MySQL databases and has problems every time to install Than can be installed, it takes at least 3 hours, sometimes not possible. And every time the installer is unable to come to ask for help from the developer on a regular basis every time Therefore the developer has created a program that is convenient to install so that the friends of the developer can use it immediately. Without having to come up with a headache with complicated installation anymore During the first distribution The developer has distributed on the website in English. Foreign users are interested and have a lot of use. And at present, more in the Thai website section In the future, developers will create websites that can support all languages. And reach all users around the world.

AppServ program developer history

For the developer, he lived in Thailand, named Panupong Panyadee, nickname apples, born on 14 August 1980, graduated with a bachelor's degree from Rajabhat Institute Chiang Mai Faculty of Science and Technology Computer Science Special experience and expertise in the areas of Linux Security, Linux Network, Network Security, Network Admin, PHP Programming, MySQL Database, Linux / Unix Hacking System, Web Design, etc. The operating system that chooses to use Desktop, select Windows. / Network only select Debian GNU / Linux

Definition of AppServ program

AppServ is a program that brings together many Open Source Software.

With the main package as follows

- Apache
- PHP
- MySQL
- phpMyAdmin

AppServ differences in each version

AppServ has divided the version into 2 parts:

2.5.x is the version that brings new packages especially for use. Suitable for developers who need a new system Or want to test Try the new function. Which may not have the stability of the system 100% because the package from the developer is still in the testing phase Try to find errors.

2.4.x is the main version of the package that is stable. Suitable for those who want stability of the system without focusing on using new functions.

Database programming theory

Database program Is a program or software that helps manage information or items that are in the database Whether storing, retrieving, updating data The database program will help users find information quickly. Which database program There are many common uses such as Access, FoxPro, Mysql, Oracle, SQL, Sever etc. Each program has different capabilities. Some programs are easy to use but will limit the scope of use or use with small databases. Some programs are more difficult to use. But will be able to work more or use with a large database Therefore would like to mention some popular database programs.

Dbase is another database program. The usage is similar to the FoxPro program. The data or reports contained in the files on the Dbase can be processed in Word Processor and even Excel can read the .DBF file. Created by the Dbase program as well.

Access is a very popular program at the moment. Especially in small and medium sized database systems Can create a form that needs to browse the data in the database The main data from the data already recorded in the database. Will be able to search or browse information from any field The display may be displayed on the screen. Or can be sent out via the printer. In addition,

Access also has a data security system. By setting a password to protect the security of data in the system as well.

FoxPro is a database program that has a lot of users. Because it is easy to use, both the method of calling from the FoxPro menu and applying the program Programs written with FoxPro can be used with Dbase. The commands and functions in Dbase can be used on FoxPro. In addition, FoxPro also provides tools for writing programs, such as creating reports. Programs written with FoxPro can be converted into .EXE files as well as other language programs and can be used with other computers without the need for the FoxPro structure on the device.

The Oracle program, Oracle means Object-Relational Database Management System (ORDBMS), is capable of working in both Rational formats and some of the properties of Object Oriented are products from Oracle and also the world's first commercial RDBMS. Oracle is also Database Sever level RDBMS with outstanding capabilities in database management With reliable and Rollback Segment technology that can handle data in the event of a system failure Or the system is unable to service With Rollback Segment technology, it will manage Instance Recovery data without causing any damage due to system failure.

Microsoft SQL Server program is another Database Sever level RDBMS that is most popular in modern times. And is considered the first Microsoft software that uses .NET technology. It is a technology that allows us to present information to be used on Windows applications or through the Internet network. In general, MS-SQL Server will work. In conjunction with the Windows2000, 2003 Server operating system in order to use MS-SQL Server as a database for making systems Client / Server

The importance of database processing from data collection as a database will result in the following benefits:

1. Can reduce data duplication. Storing the same type of information that causes redundancy, so the data is stored in the database Will reduce the problem of duplication of data The database management system (DBMS) will help control duplication. Because the database management system will know at all times where there is redundancy.

2. Avoid data conflicts If the same type of data has been collected for many places and the same information has been updated But not fully updated anywhere where data is stored, it will cause problems of the same type of information May have different values in each location where the data is stored Therefore causing a conflict of information (Inconsistency)

3. Can share information The database will collect data together. Therefore, if the user wants to use the data in the database that comes from various data files, it is easy to do.

4. Able to maintain data reliability. Sometimes it is found that storing data in the database may have errors such as from the input of the wrong input data, which is entered from one number to another. Especially in cases where many users have to share information from the database If any one user corrects the wrong information, it will cause others to be affected as well. In the database management system (DBMS), you can enter rules to control errors that occur.

5. Can set the same standard of information. Collecting data together in a database will enable the standardization of data as well as various standards for storing data in the same manner. Such as determining the writing style, date in day / month / year or year / month / day. There will be people who manage the database that we call Database administrators (Database Administrator: DBA) define standards

6. Can set the data security system. Security system now. To prevent unauthorized users from using Or come to see some information in the system Database administrators will be able to determine the level of data usage of each user as appropriate.

7. Data independence In the database, there is a database manager that acts as a link to the database. Programs may not need to have a data structure every time. Therefore, editing information sometimes Therefore may only be used with programs that use changed data For programs that do not use such information Will be free from change

Basic principles in instructional design

In the design of teaching and learning, there are basic principles that instructional designers should consider in order to help design the quality of teaching as follows (Gagné, Wager, Golas, & Keller, 2005, pp. 2-3; Smith & Ragan, 1999, p.18)

Taking into account the learning outcome of learners is an important goal. Teaching and learning design aims to promote the learning process. More than the teaching process Instructional designers must consider the learning results clearly and use it as a guideline for choosing the teaching process. Teaching activities that help learners achieve effective learning outcomes.

Considering factors that affect learning, including facilitating learning for learners when using teaching quality Attitude and learning ability of learners These factors should be considered in the design of teaching and learning.

Know how to apply the principles of teaching and learning, teaching methods, teaching styles To suit the age of the learner and the content To enable learners to be enthusiastic in learning and engaging in both physical and Intelligence and mind in teaching and learning activities

Use various methods and media Instructional designers should use media that helps learning to be effective. Consistent with learning objectives And differences in student learning which will help learners become more interested and enthusiastic about learning

With continuous development Quality teaching and learning should be developed continuously, starting from the actual implementation plan and applying the results and suggestions from the learners to improve teaching and learning to be more quality. This continuous development will Making teaching and learning quality

There are assessments covering both the teaching and learning process and student evaluation. In order to use the assessment results to develop teaching and learning to be more effective, efficient and more interesting. Should not only be intended to know the learner's learning results But should obtain information that is used to develop learners to achieve learning objectives

The teaching and learning elements are related. Teaching elements Such as learning objectives Teaching activities And evaluation Should have a consistent relationship And suitable for learners and learning contexts Allowing learners to achieve learning objectives that require basic principles in the design of teaching and learning As mentioned above, this is a general guideline for teaching and learning designers who have started working in this field and have applied it to the teaching conditions and context.

Teaching and learning design patterns (instructional design model)

Instructional designers will use teaching and learning design patterns. (instructional design model) is a tool or guideline for working to describe the elements of work or relationship of those elements to those involved or the team to understand the work process and to monitor the operation. The instructional design model that is the basis of the system-based teaching and learning design that is very popular here, is the common model of instructional design. design) This format is developed from the concept of Mager (Mager, 1975, p.2) that has set the basic questions for instructional designers who must find the answers as follows.

- 1) Where are we going? (What are the goals of teaching and learning)
- 2) How can we achieve the goal? (What is strategy and medium)
- 3) How do we know that the goal has been achieved? (What is the assessment tool? How do we evaluate and improve teaching materials?)

From the above questions, it is defined as an activity that must be performed in the process of designing the teaching and learning into 3 steps which are related as follows:

Step 1 Analysis of teaching and learning To set goals to go What the assessor should analyze is the environment or learning contexts, the learner and the learning task, or what the learner should know and should do.

Step 2 Teaching and learning design In order to answer the question of how we can reach the goal, this step is where the instructional designer must consider the media and various learning activities used to create experiences for the learner. In addition, consideration must be given to Priority of the presentation of activities and class management, for example, how to arrange for students to learn, such as studying in large groups, subgroups or individual classes, etc. This step is a step that designers must consider to implement How to teach.

Step 3 Assessment of teaching and learning In order to answer the question of how to know how to reach the goal, this step is an assessment of both teaching and learning results. The evaluation can be divided into 2 phases: assessment during progress or formative evaluation and summative evaluation, which is assessed after the completion of the operation. The progress assessment is intended to use information to improve teaching and learning. The summary evaluation is intended to determine the results of the operation and determine the outcome of how the goals are achieved.

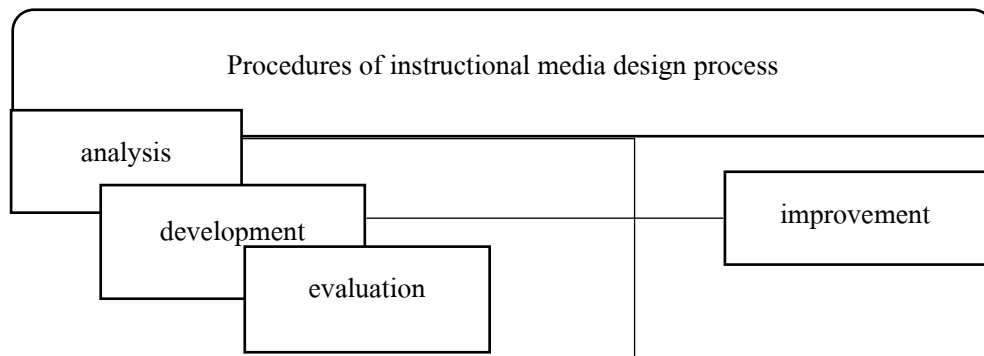


Fig 2.18 Steps of instructional media design.

ADDIE model

ADDIE model design consists of 5 operational activities, namely analysis, design, develop, implement and evaluation (evaluate) which, when considered well, looks like a systematic problem-solving process Starting from analyzing, analyzing, presenting, solving problems (design), preparing, solving problems, developing experiments, solving problems (implement) and finally evaluate the way to solve problems whether successful or not evaluate. This form of ADDIE is a form that can be applied in the design of teaching and learning in a wide range of topics. People used in media design Teaching materials, such as learning package design, program-based lesson design, etc., and used in the design of teaching and learning at the regional level Is the education system in the community and the design of teaching and learning at the classroom level to improve the learning outcomes of students in various areas

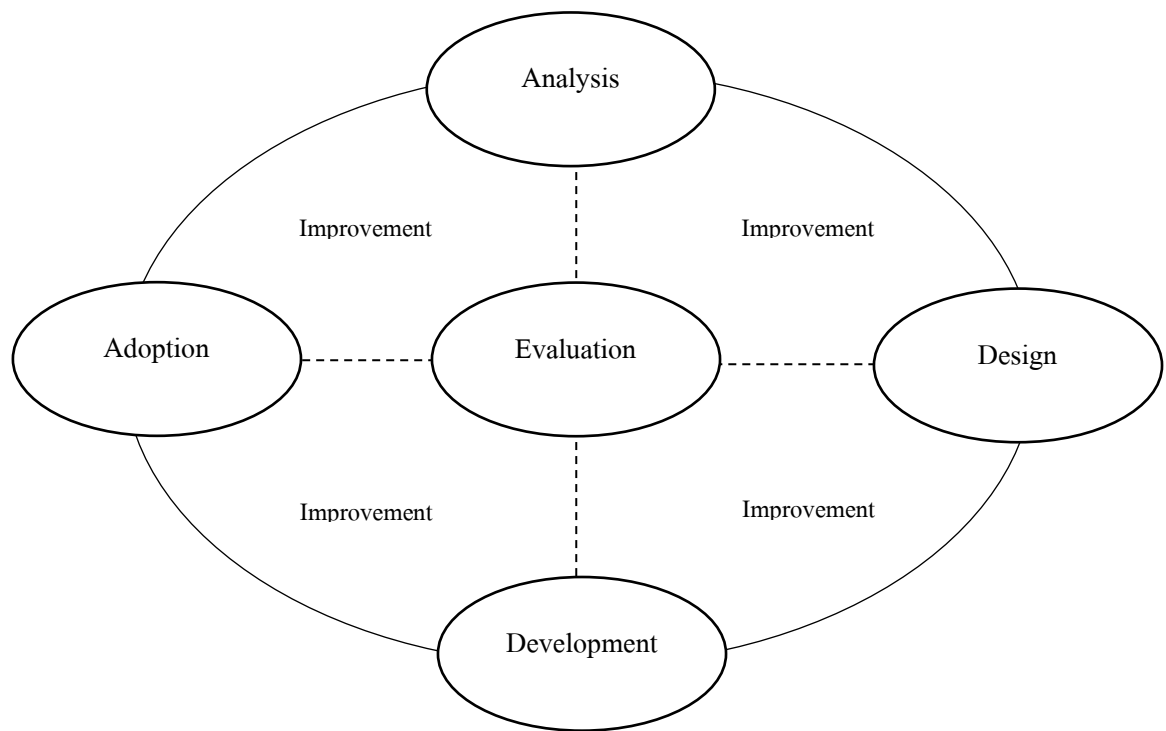


Fig 2.19 Activity components.

Activities that must be performed in each step of the design of teaching and learning according to the model of ADDIE model are as follows.

Step 1: Analyzing activities performed at this stage are

- 1) Analysis of problems and needs in teaching or training.
- 2) Analysis of environmental systems and organizational conditions To consider resources and obstacles.
- 3) Study of characteristics of population groups.
- 4) Analysis of goals and objectives as learning in a manner such as learning content Learning skills Or learning that is a specific requirement.

Step 2: Designing activities that perform at this stage are

- 1) Targeting Objectives that can be observed, measured.
- 2) Ranking of goals and objectives for easy learning and practice.
- 3) Planning, evaluation, learning and practice.
- 4) Consideration of instructional strategies to suit the content Grouping of students' activities in various ways in groups and individuals.
- 5) Selection of instructional media.

Step 3 Development of activities that perform at this stage are

- 1) Creating media / activities or teaching programs as designed
- 2) Test (try out) media / activities or teaching programs with target groups
- 3) Improving media / activities or teaching programs

Step 4: Implementation of activities performed at this stage are

- 1) Publishing media / activities or teaching programs created such as installation, maintenance of media Training for teachers to know how to use media / activities or teaching programs that are created. Providing advice and supervision in the use of media / activities or teaching programs
- 2) Assistance Encourage teachers to accept the media / activities or teaching programs that are created and use the media.

Step 5 Evaluation of activities performed at this stage are

- 1) Creating tools to assess media / activities or teaching programs according to the stated objectives.
- 2) Try-out tests, media / activities or teaching programs and evaluation tools with samples To diagnose learning outcomes caused by learners And gather information about the successes and failures in using the instructional programs created by friends To improve.
- 3) Assessment after Use media / activities or teaching programs to use with groups Demographics, design patterns, Dick and Carey's instructional design model.

5.Database

Is the source that is used to collect data that is in the same file format. Including the need to have a data dictionary to provide a description of the structure of the database And because the data stored must have a relationship with each other, enabling retrieval, editing (modified), updating the data structure (update), and sorting (sort) more easily by the actions mentioned above Requires application software for managing databases The database system consists of 3 main components: database (database), database management system and people.

Database System

Is a system that collects various related information together in a systematic way. There is a clear correlation between various data in the database. It consists of multiple data files containing data. Relate together in a systematic manner and allow users to use and maintain, protect these data Effectively With software that is like a mediator between users and programs related to the use of a database, called a database management system or DBMS (data base management system) that

helps users access information easily, conveniently and efficiently Access to user information may be the creation of a database. Database editing Or asking questions to get information The user does not need to know about the details within the database structure.

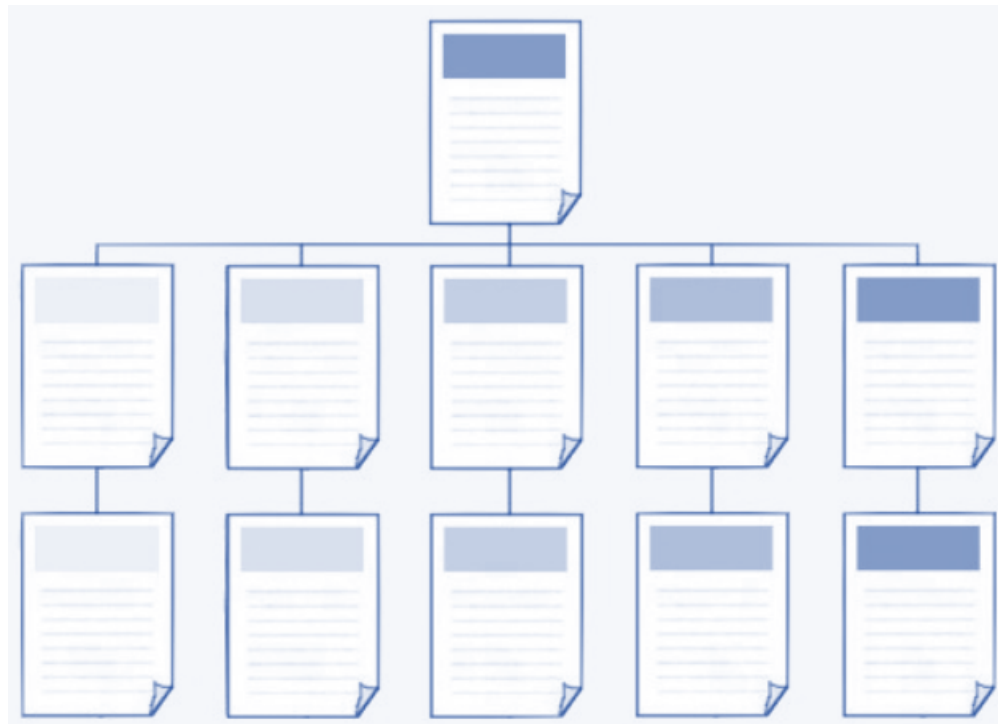


Fig 2.20 hierarchical data system structure.

Due to the widespread use of database systems like this When we apply to the information on the website, it will make users understand the structure of complex information on the website easily and quickly. Which is considered a structure that is suitable for the information on the web, because every day the web will always start from the home page first. And then divided into sub-sections and with a hierarchical arrangement from top to bottom Allowing you to quickly define the scope of content within the website By starting from defining the main topic of the data And then choose to use the data system pattern (Organizational Scheme) that best suits your data.

Principles of hierarchical data system structure design

1. Each group of information should be clearly separated. There is no part or duplicate in the form of a type of information system. You have a duty to balance or not include items in a particular group.
2. Considering the width and depth of the database system structure Here refers to the number of items available in each layer. Depth information refers to the number of layers of data in the structure. If the data structure is very narrow and deep Users have to click many times to access what they need. on the other hand If the database structure is very broad and shallow Users will have to face a large number of items in each menu.

Data stream symbol

Diagram showing data flow (data flow diagram: DFD)





Symbol	Symbol Name
	Source Destination : Symbol of things outside the system
	Process : Evaluation symbol
	Data Store : Data collection symbol
	Data Flow : Data flow symbol

Table 2.21 shows the symbol of the data stream system.

Is a system analyst tool that helps to understand the work processes of each unit, which is aware of the data transmission, coordination between activities in the operation, which is a model of the system, showing the flow of information, both Input And the output between the system and the source, as well as the destination of the data transmission, which may be a person department or

another system, depending on the work system and operation Coordinating within that system In addition, it helps to know the need for information and defects (problems) in the original work system for use in the design of new system operations (Data Flow Diagram (DFD) as images showing changes in data while flowing through the work process. DFD is the structure of the information system that communicates the work system in the form of a relationship between the data stream and the DFD process within DFD. We understand the components of Understand the use of information in each process. And the data resulting from the process work, which the structure starts from a high level, which shows the parts that are outside the system.

This part is important because it is the part that tells the system where the information is received. And where are the results and where the results are sent? The deeper levels of DFD do not show what is outside of the system. Will place the source of information on the left hand side of the DFD and the external part that receives the results of the system will be on the right In order to be in the form of data streams from left to right, but in many cases we will place the appropriate internal data and results Which may be above the process or under the process. The second-level DFD (Low-Level Data Flow Diagram) is the part that displays the subsystem from the DFD mentioned above, also known as the parent level. When the mother level is unable to display all the details, it is necessary to break out the sub-level to show that processing according to the working procedure more clearly.

Definition of data structures

Data structure is the relationship between the data in that structure, including the process of managing data in a structure or preparing a data collection form in memory, in a systematic way, instead of the data in the form. The correct form As well as the process of accessing information in the structure to be effective

Structure or characteristics of data sets used in computer systems Caused by bringing various types of data together until becoming a structure Data management in the internal computer memory To have a relationship within the data group to have a clear format or specification for determining qualifications To create relationships within the data group Which has many forms such as ARRAY, LINK-LIST, STACK, QUEUE, TREE etc.

Information Architecture In the process of developing a website that is going to be studied, the following is based on the principles of data structure system called Information Architecture in many parts, from the first step to the step of the structure. Final Architecture Plan, which is a very important process that will make the website achieve its goals.

Information system structure, considering what website should have information and work by creating a structure map before developing a web page. By starting with the target of the website and the target user group, then consider the necessary content and usage and then group it into a system. Then it's time to design the data structure on the page to be ready to continue to design graphics and look.

Data structures, algorithms and theories involved in data structure design.

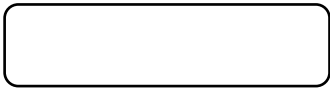

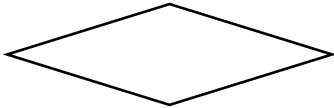




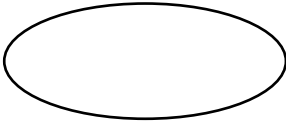
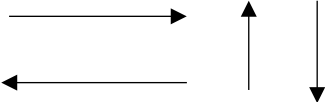
Symbol	Name	Meaning
	Termination	Symbol for beginning and end
	Process	Process symbols such as declarations, variables, additions, etc.
	Decision	Condition symbol
	Data	Symbols communicate with users by receiving information and displaying information.
	Manual Input	Symbols for receiving information from users
	Display	Display symbol on the screen
	Predefined Process	Sub-operation symbol or sub-function
	Connect	Connection point symbol
	Arrow	Operation route symbol

Table 2.22 Using symbols in database design

2.5 Implementing computer systems in use

1. Use computers to decorate pictures, make websites, using Adobe Photoshop CS6.
2. Use computers to create websites using Adobe Dreamweaver CS6.
3. Put the computer in the use of Banner and Logo.
4. Use the computer to find information on the internet.
5. Use the computer to write PHP language as a website development language.
6. Put the computer in storage And create the Sever AppServ 2.5.10 program database.

Chapter 3

Computer system design

3.1 Work system design (Flow Chart)

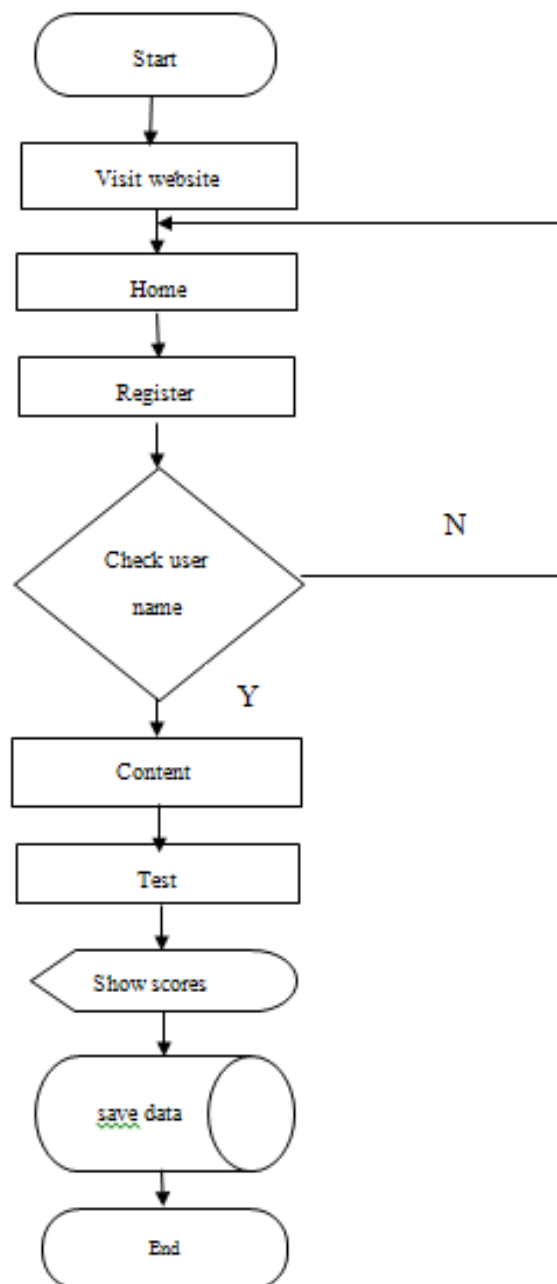


Fig. 3.1 Flowchart current work system

Flow Chart (subscription page)

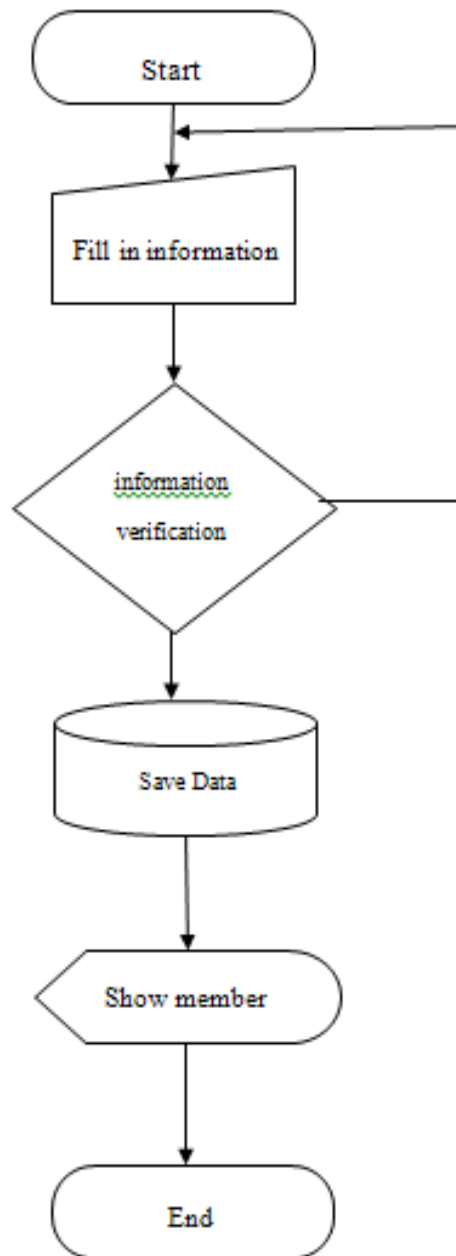


Fig. 3.2 Flow Chart Member

Flow Chart Login page

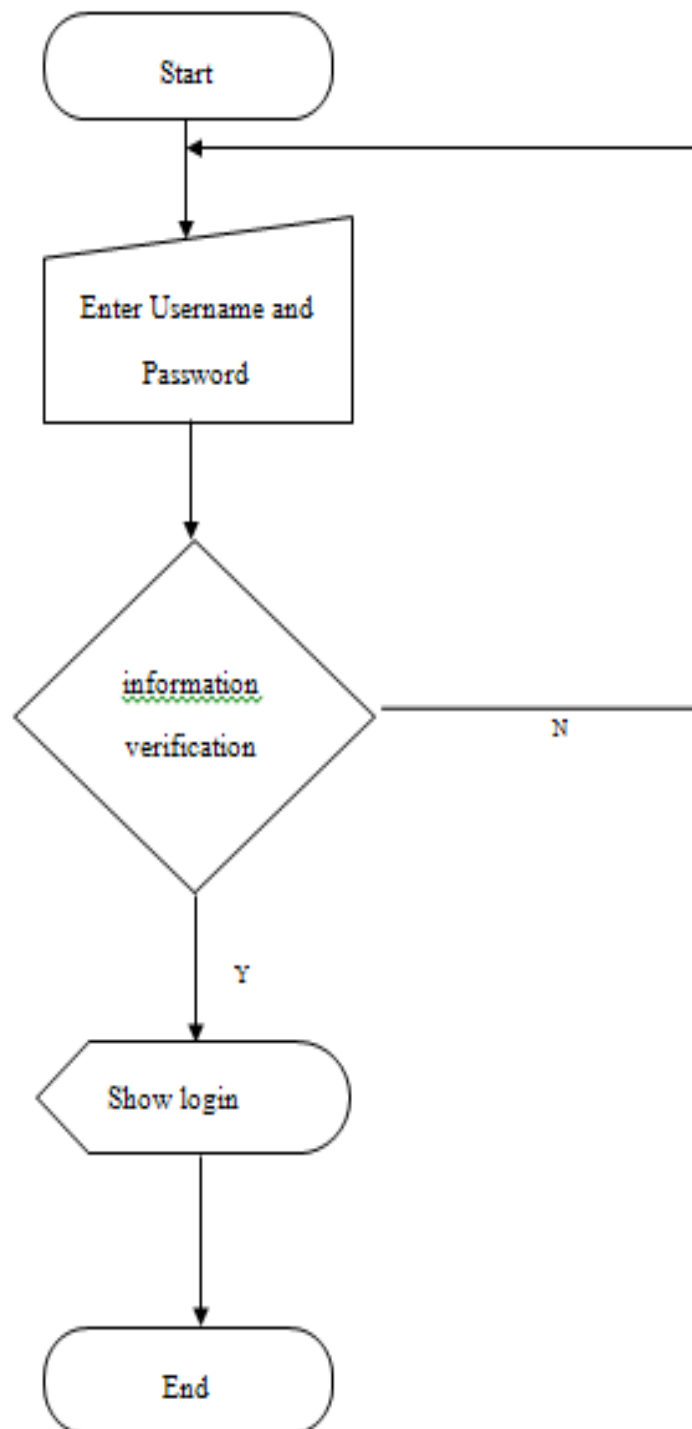


Fig. 3.3 Flow Chart Login page

Flow Chart Lesson

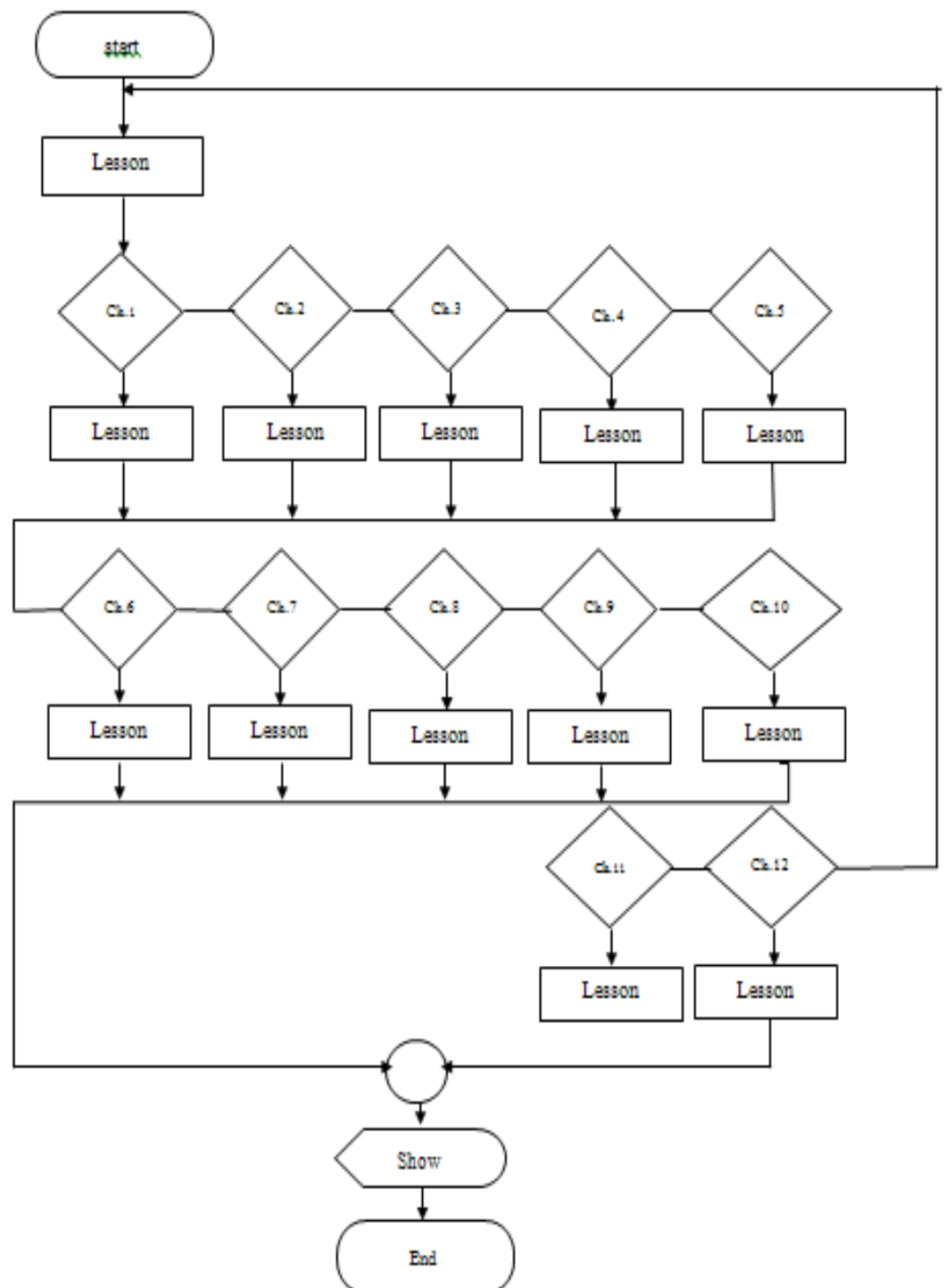


Fig. 3.4 Flow Chart Lesson page

Flow Chart Test

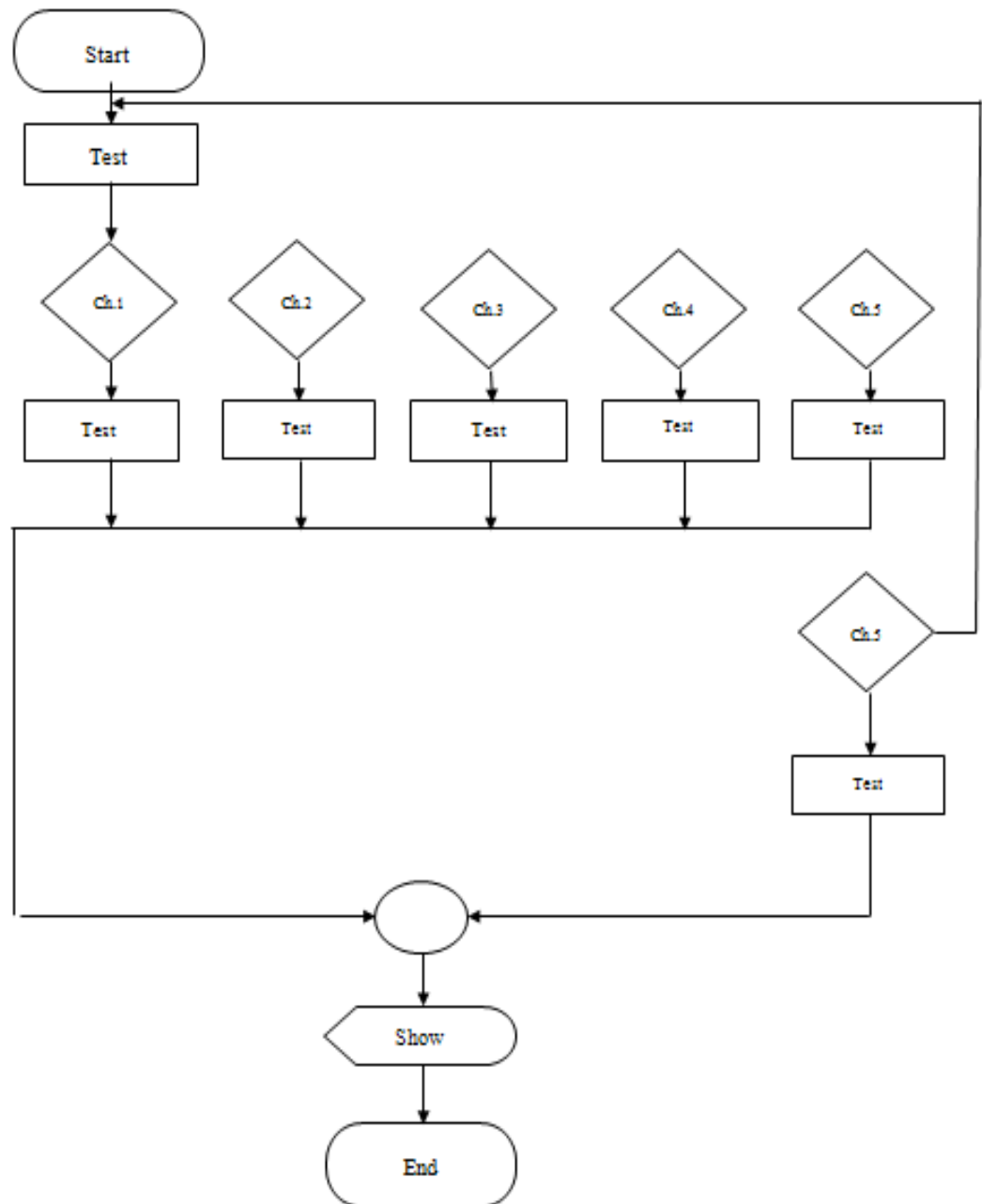


Fig. 3.5 Flow chart Test

Context diagram design (Context Diagram)

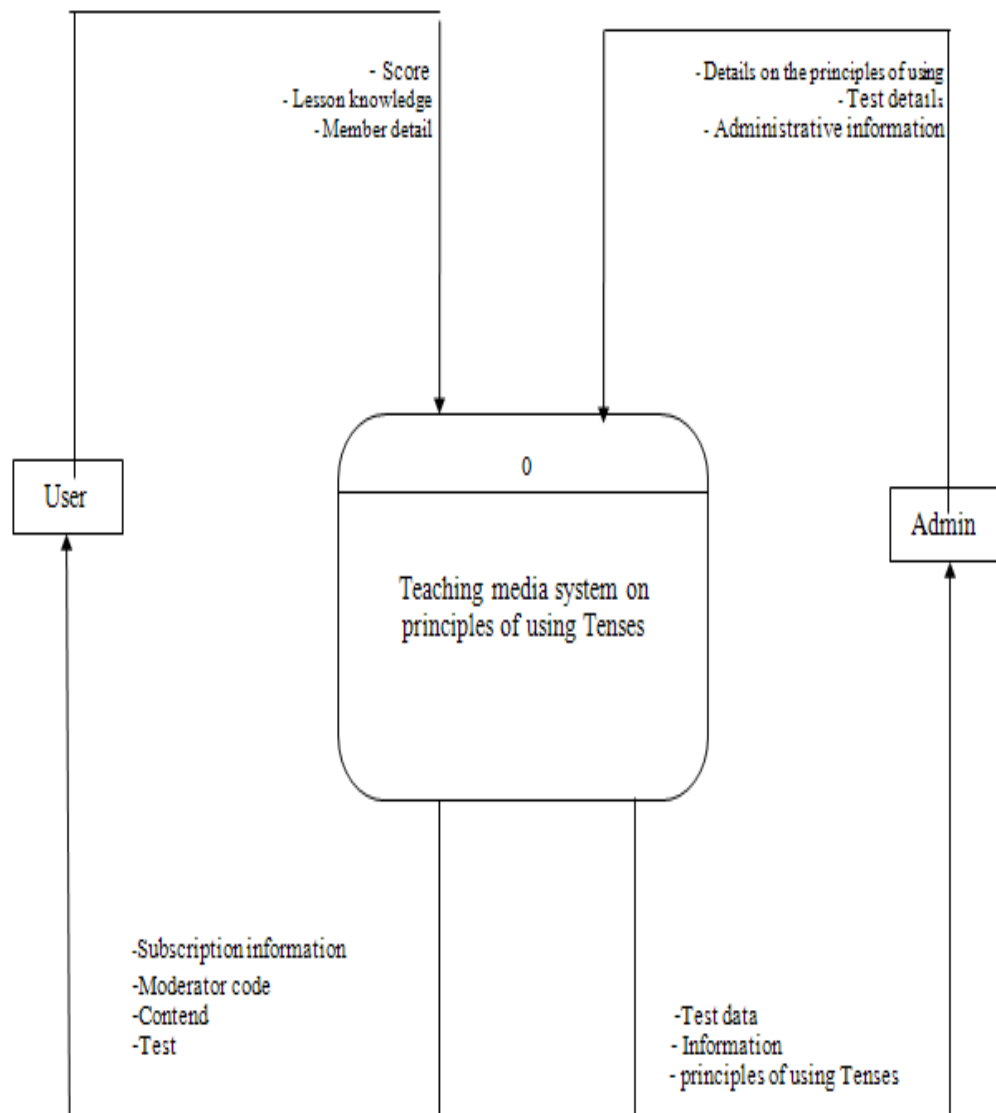


Fig. 3.6 Context Diagram

Data Flow Diagram Level 1

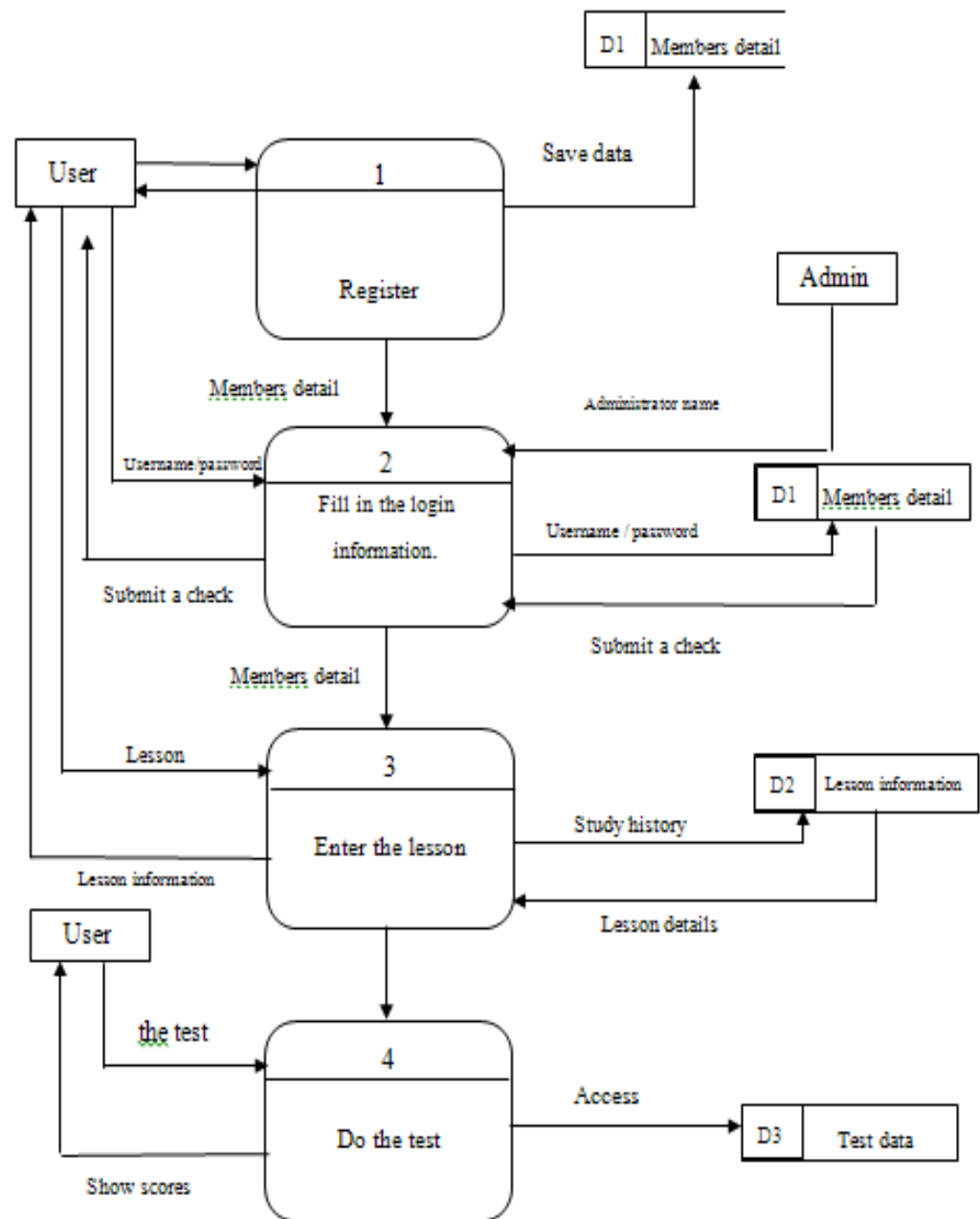


Fig. .3.7 Data Flow Diagram Level 1

Data Flow Diagrams Level 1 Process 1

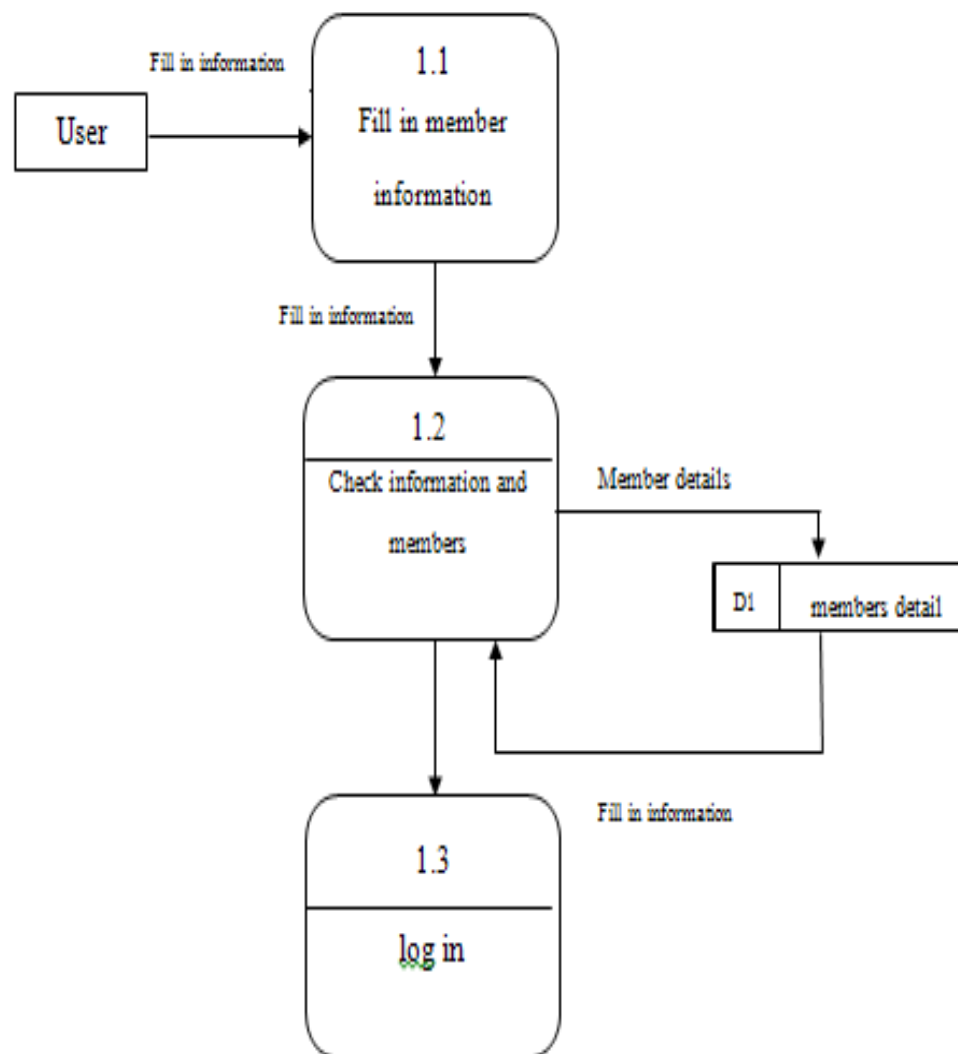


Fig. 3.8 Data Flow Diagrams Level 1 Process 1

Data Flow Diagram Level 1 Process 2

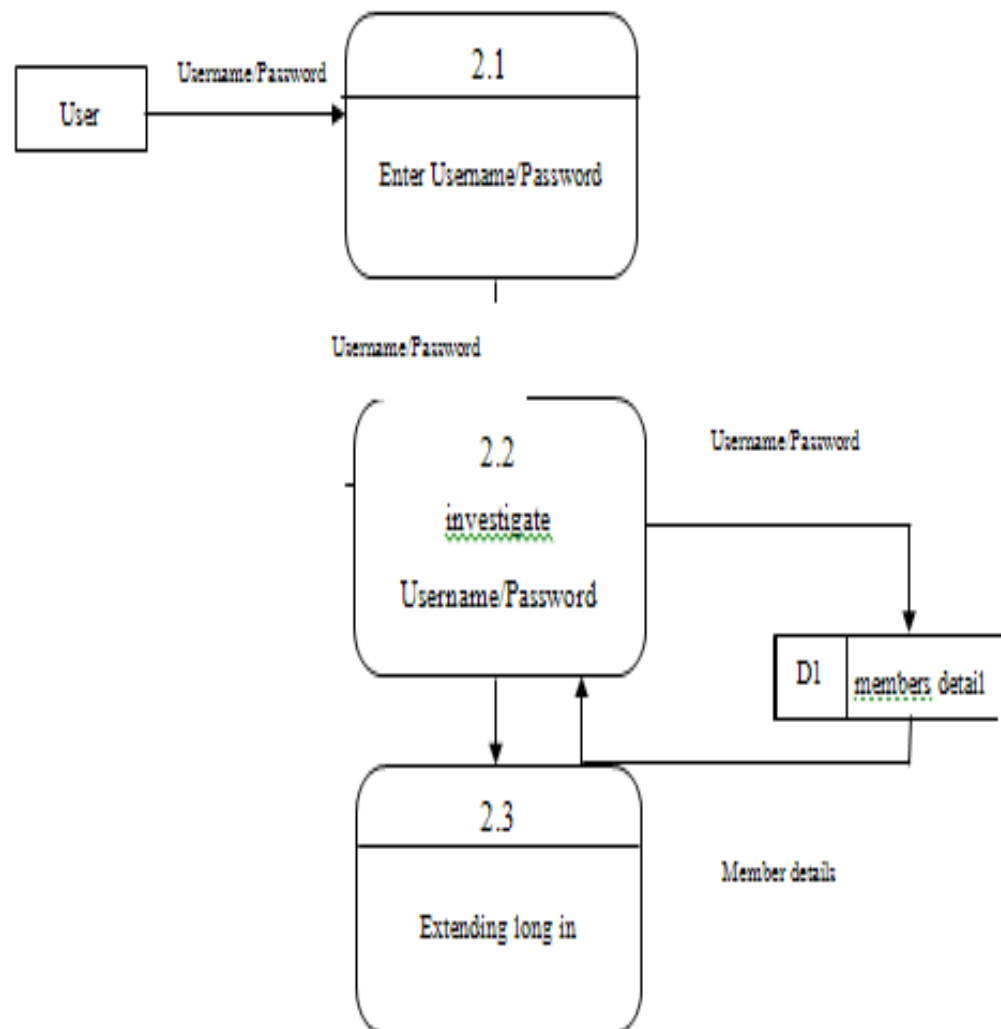


Fig. 3.9 Data Flow Diagrams Level 1 Process 2

Data Flow Diagram Level 1 Process 3

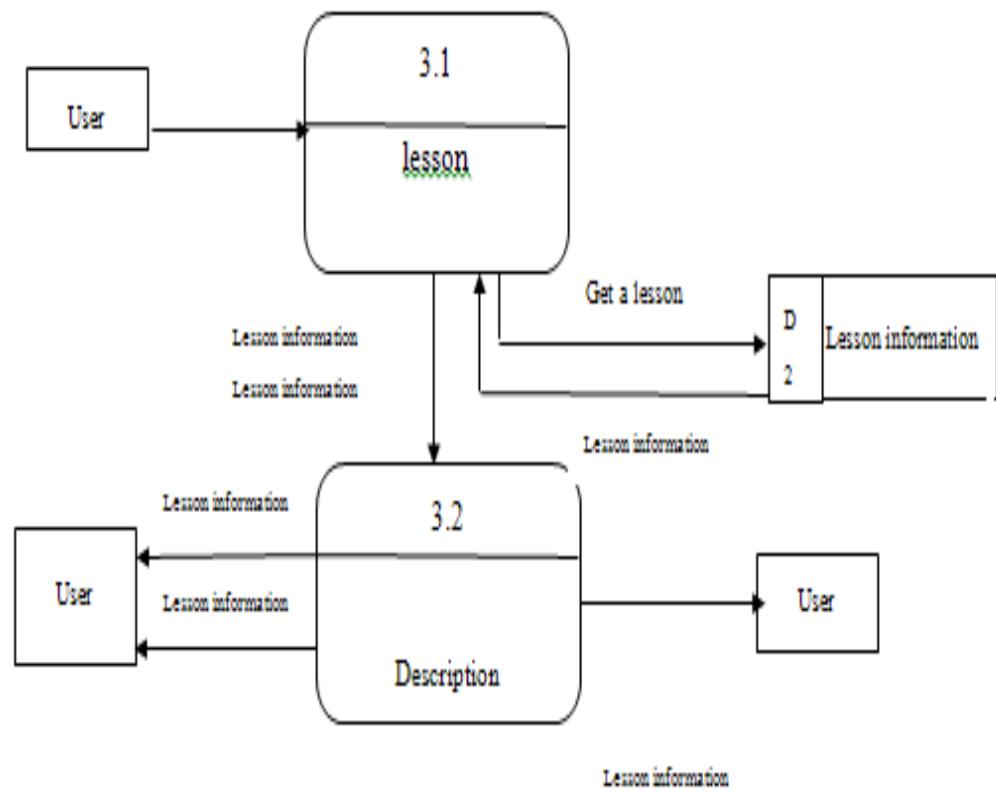


Fig. 3.10 Data Flow Diagram Level 1 Process 3

Data Flow Diagram Level 1 Process 4

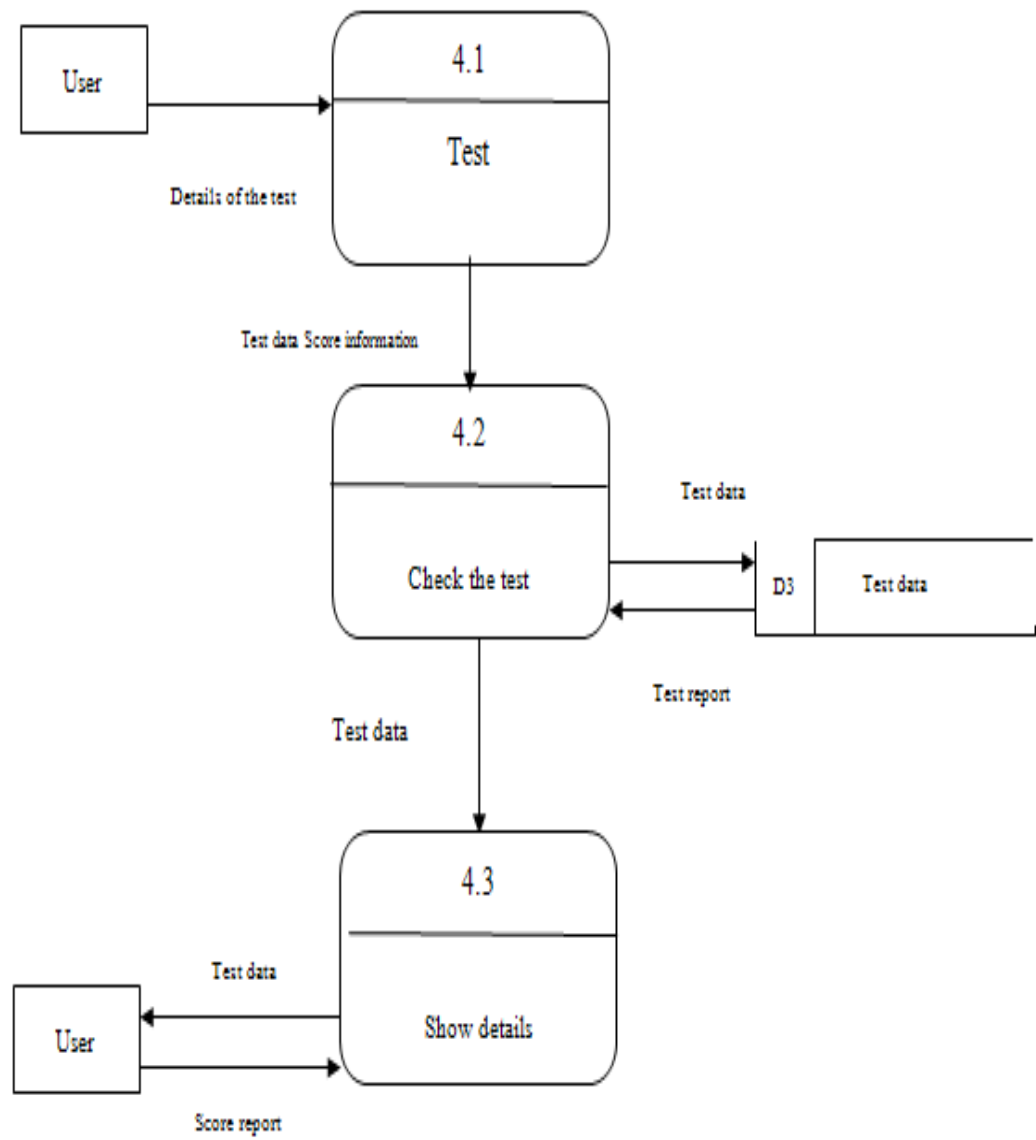


Fig. 3.11 Data Flow Diagram Level 1 Process 4

3.3 Design of data relationship diagram (Entity Relationship Diagram)

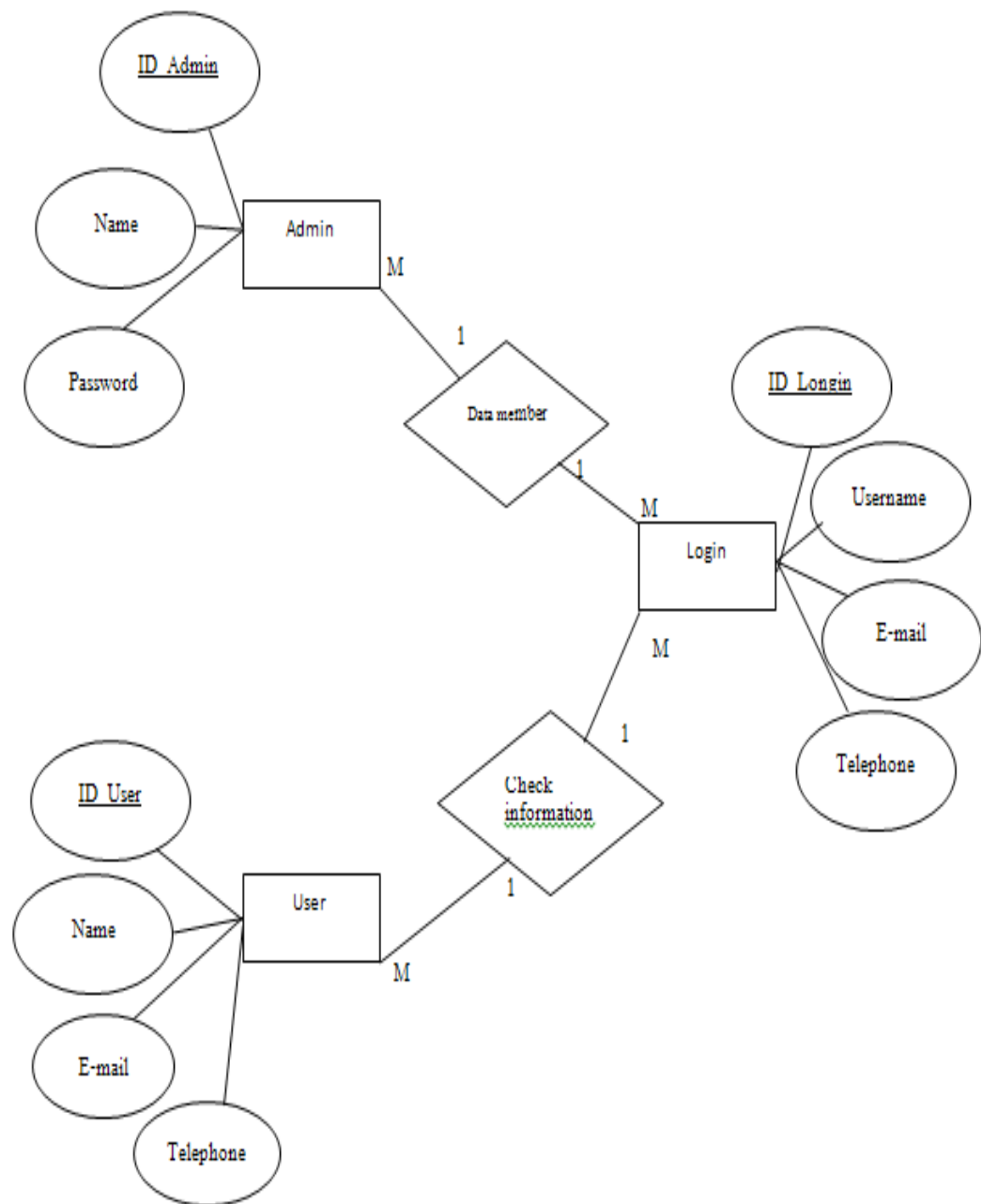


Fig. 3.12 Diagram design E-R Diagram

3.4 Data Dictionary

The Table shows member database (User)

No.	Attribute Name	Attribute Description	Type	Size	Key	Reference Taber
1	User_ID	The code User_ID	Text	5	PK	User
2	Name	Name-surname	Varehar	5		
3	E-mail	Email	Varehar	50		
4	Telephone	Tel.	Varehar	10		
5	Address	Address	Varehar	50		

Tale 3.1 The Table showing member database (User)

The table shows the login database. (Login)

No.	Attribute Name	Attribute Description	Type	Size	Key	Reference Taber
1	ID_Longin	Login code	Text	5	PK	
2	Username	The name used to login	Varchar	10	FK	User
3	E-mail	E-mail	Varchar	50		
4	Telephone	Tel.	Varchar	10		

Table 3.2 The table shows the login database. (Login)

The table shows The database of Admin

No.	Attribute Name	Attribute Description	Type	Size	Key	Reference Taber
1	ID_Admin	Score code	Text	5	PK	
2	Name	Scores	Varchar	50		
3	Password	member code	Text	20	PK	User

Table 3.5 The table shows the database of Admin

3.5 Design Sit Map

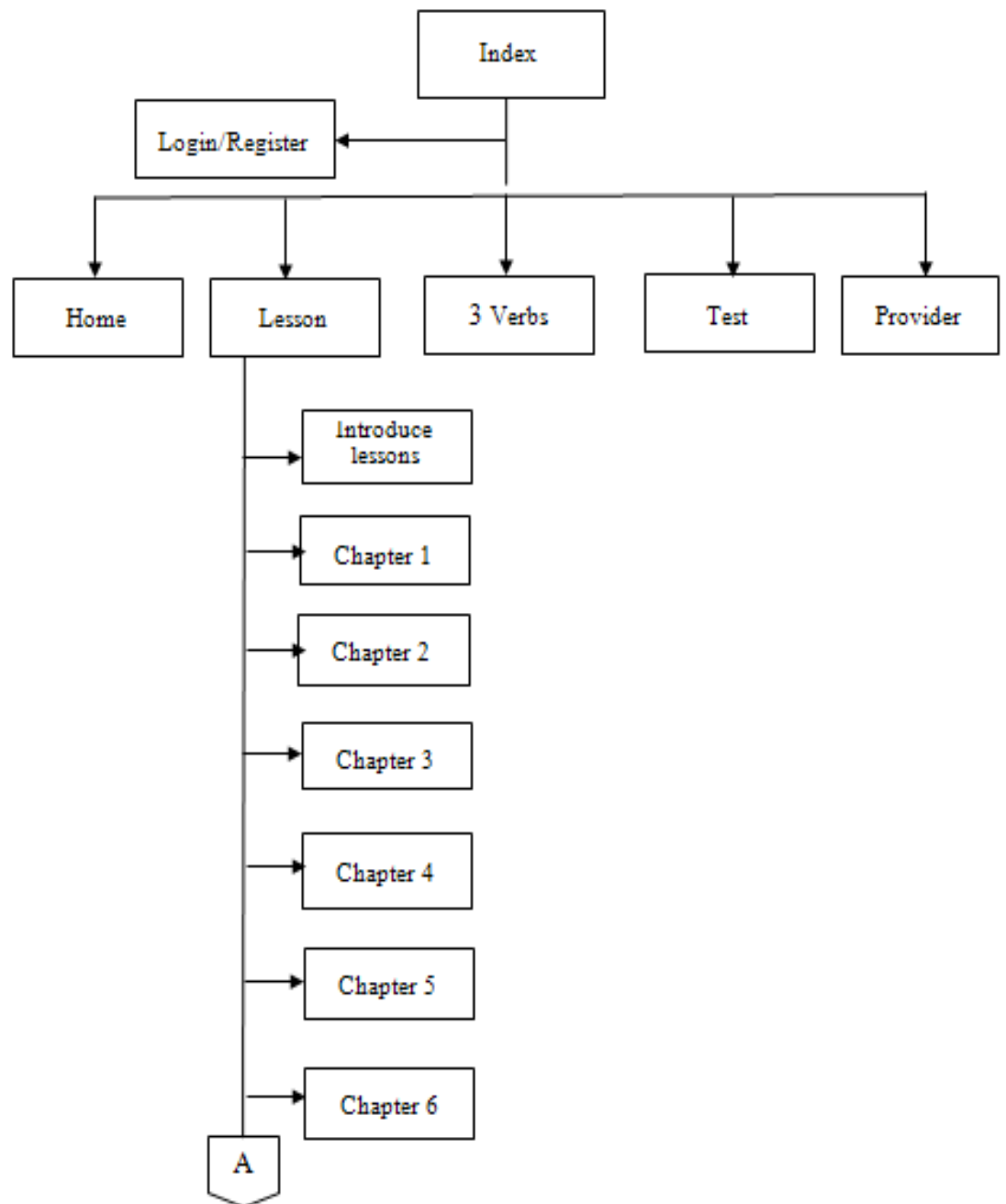


Fig. 3.13 Website structure design (site map)

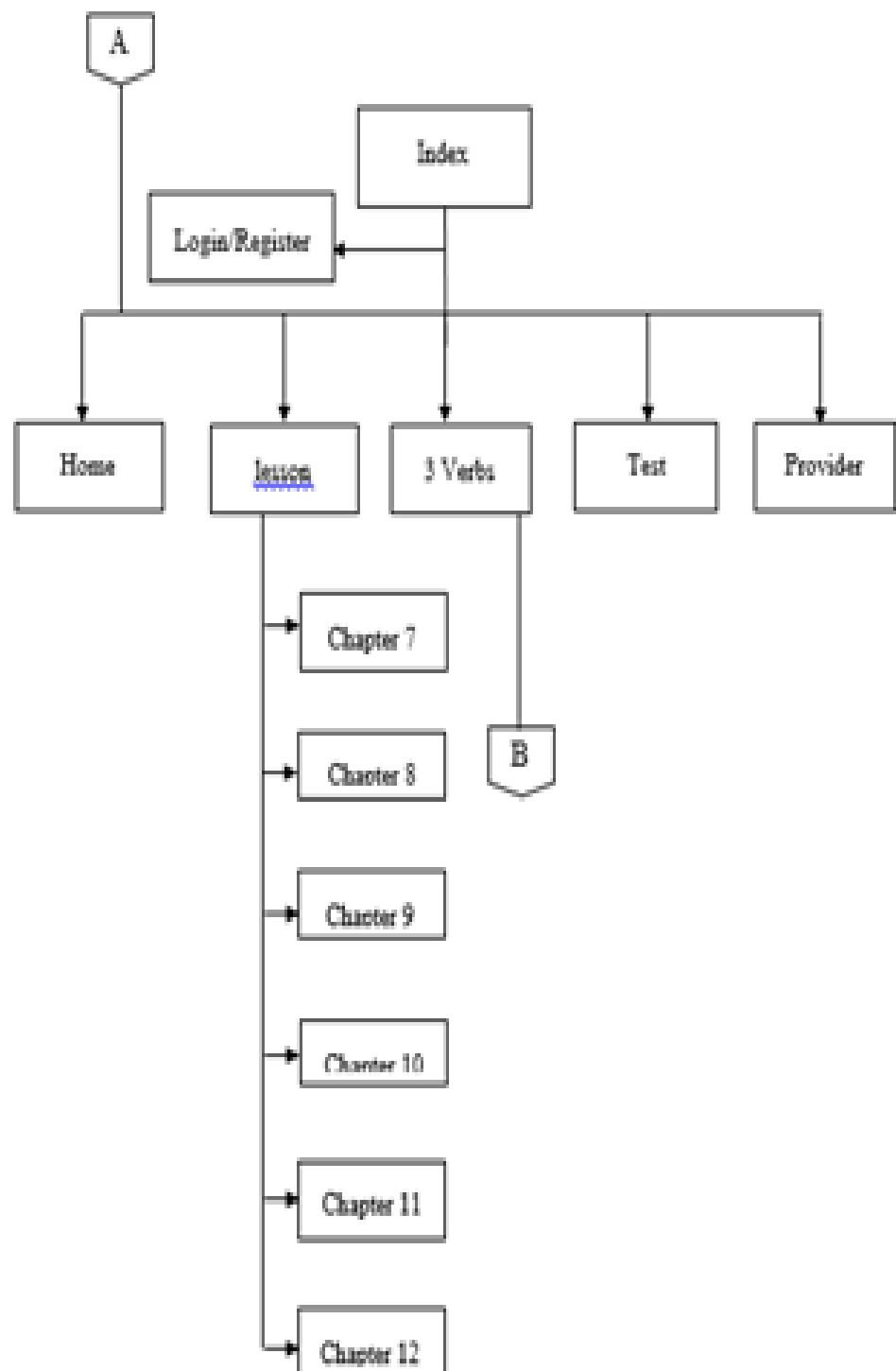


Fig. 3.14 Website structure design (site map) next

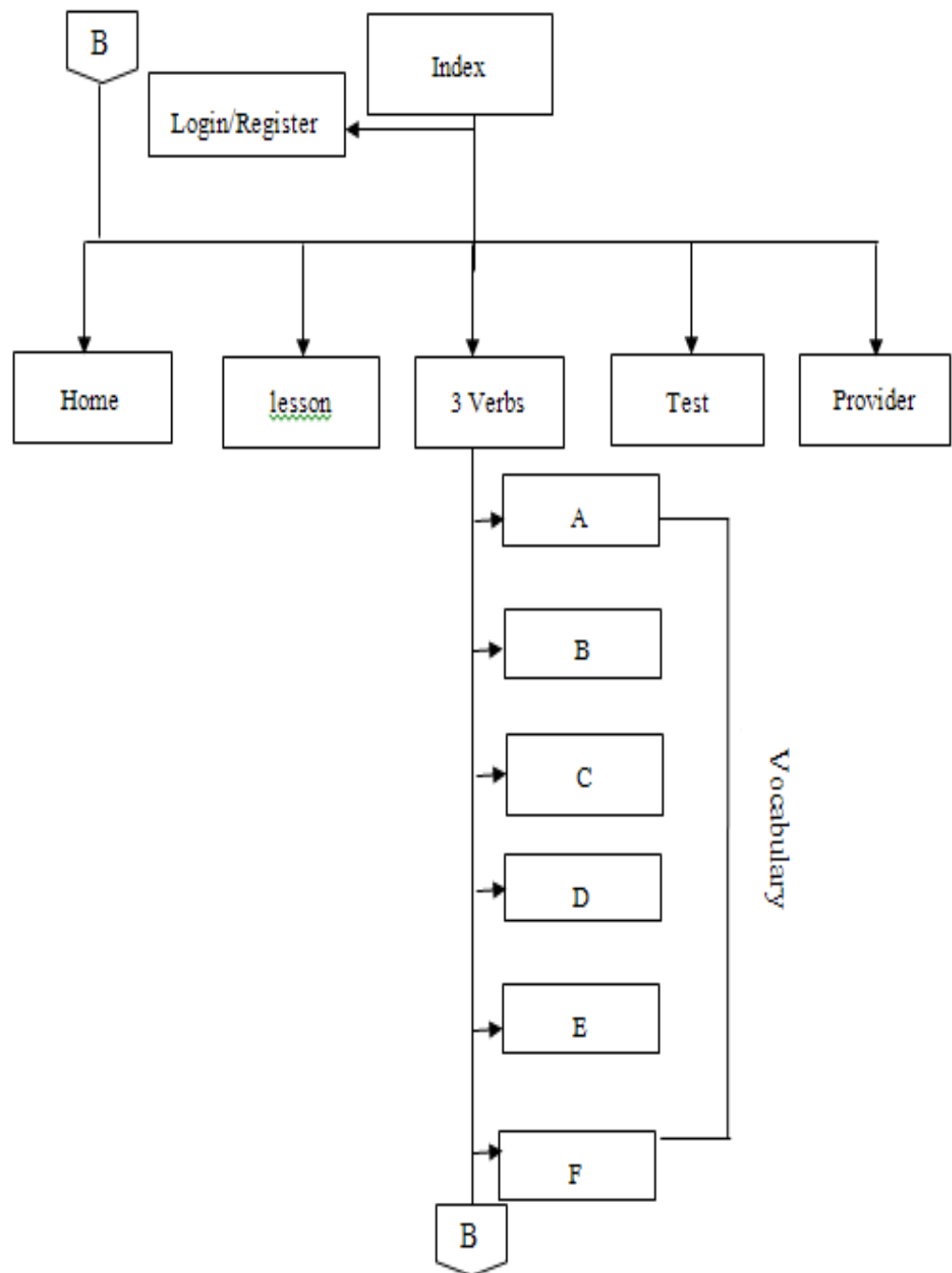


Fig. 3.15 Website structure design (site map) next

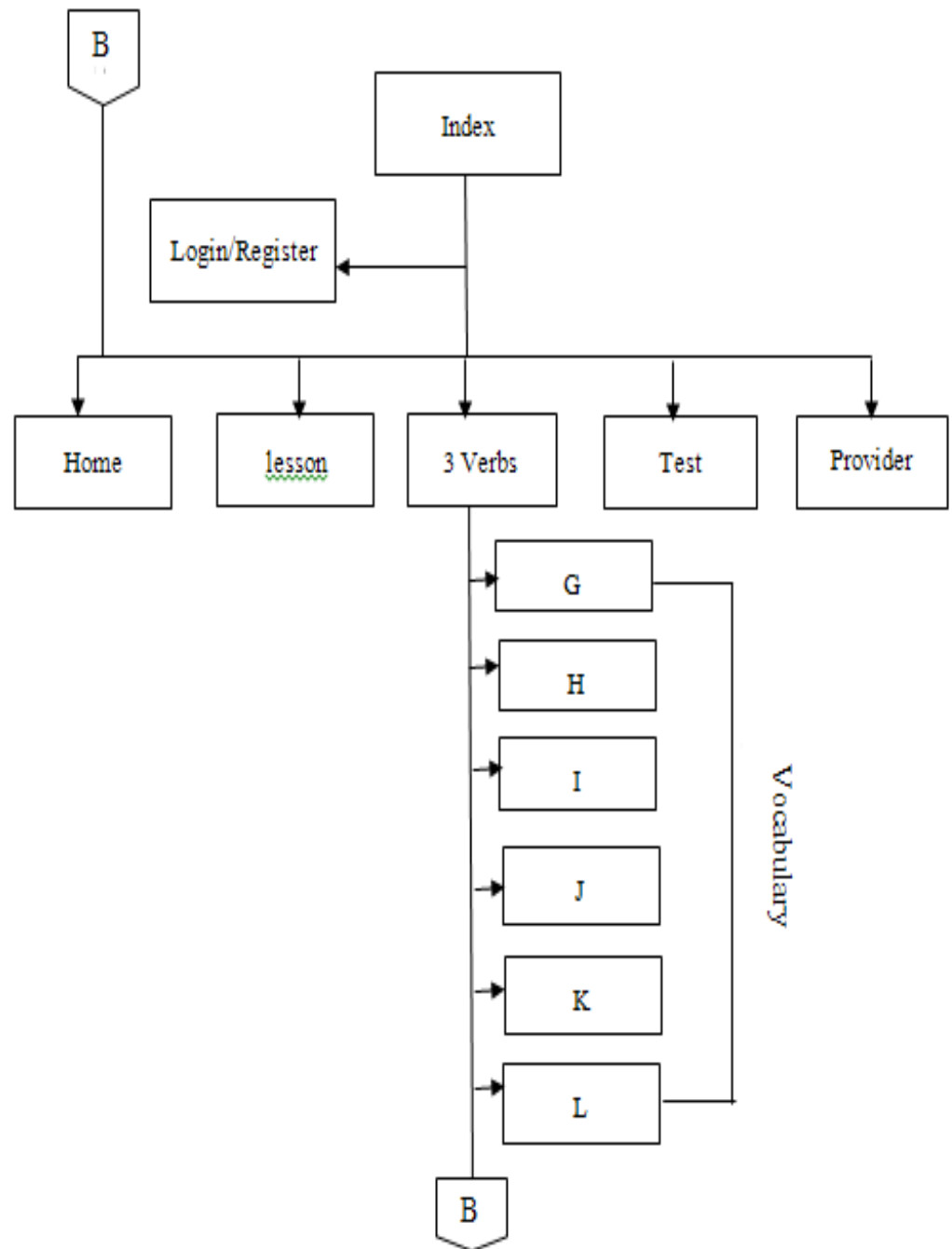


Fig. 3.16 Website structure design (site map) next

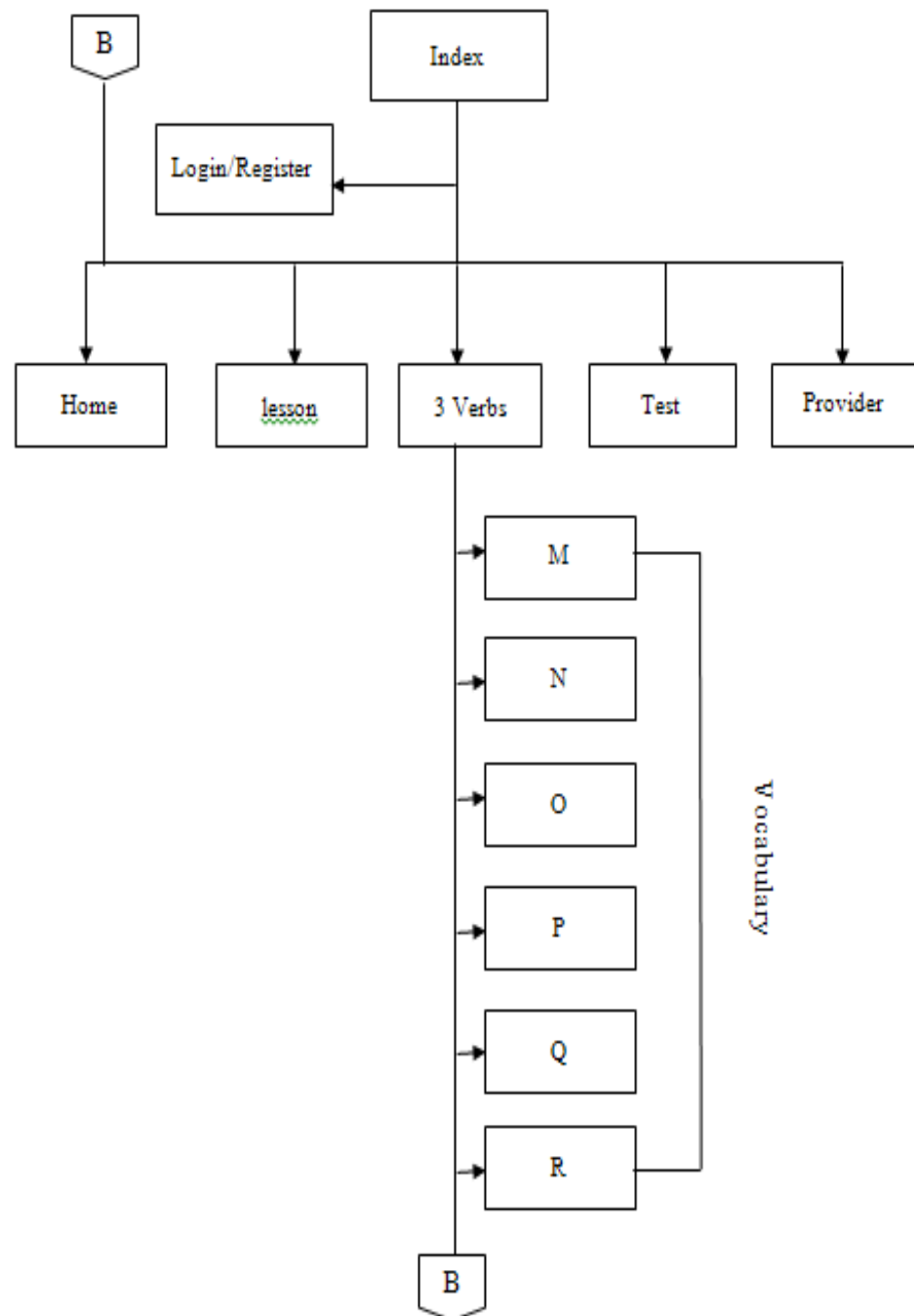


Fig. 3.17 Website structure design (site map) next

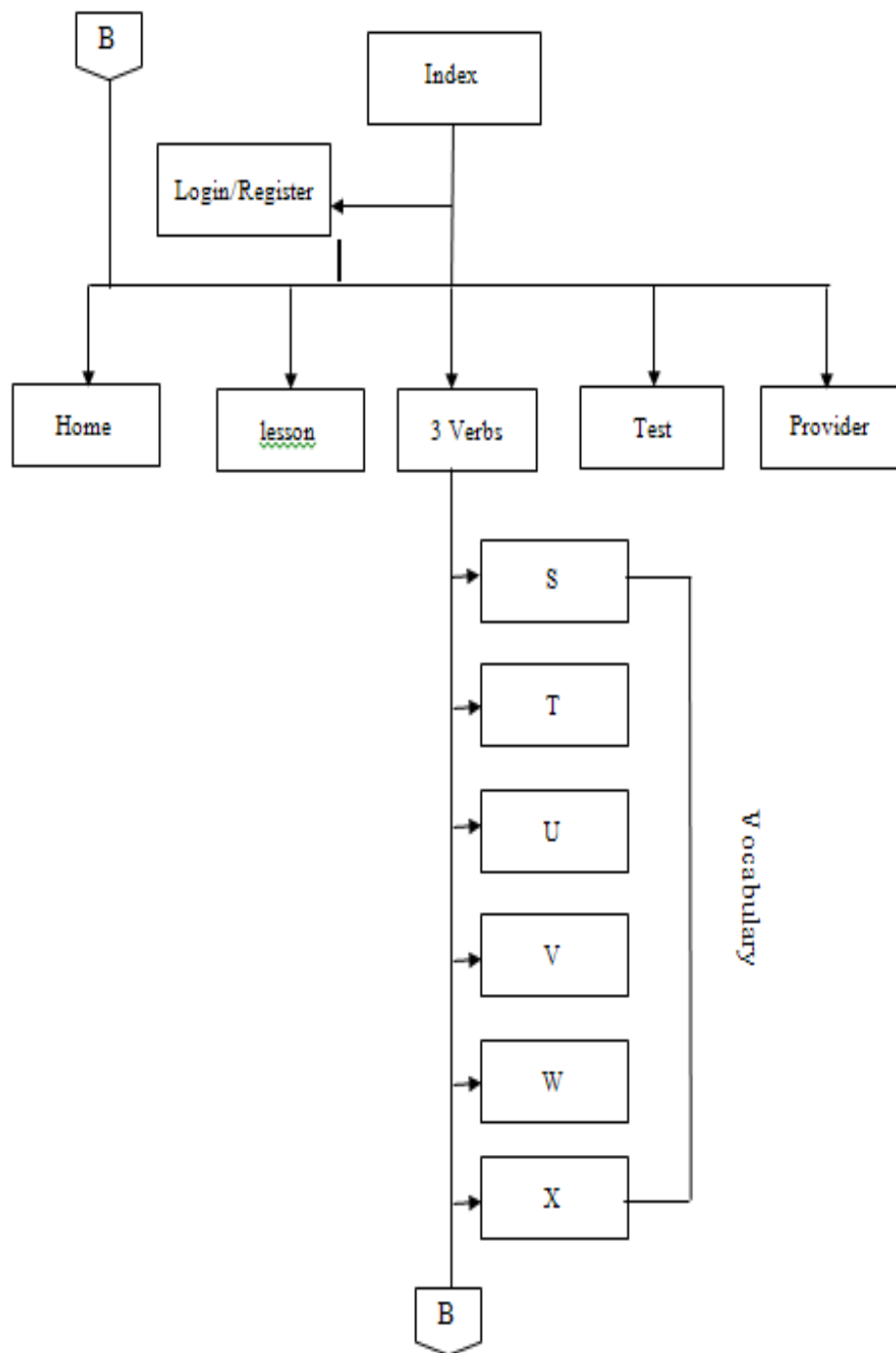


Fig. 3.18 Website structure design (site map)next

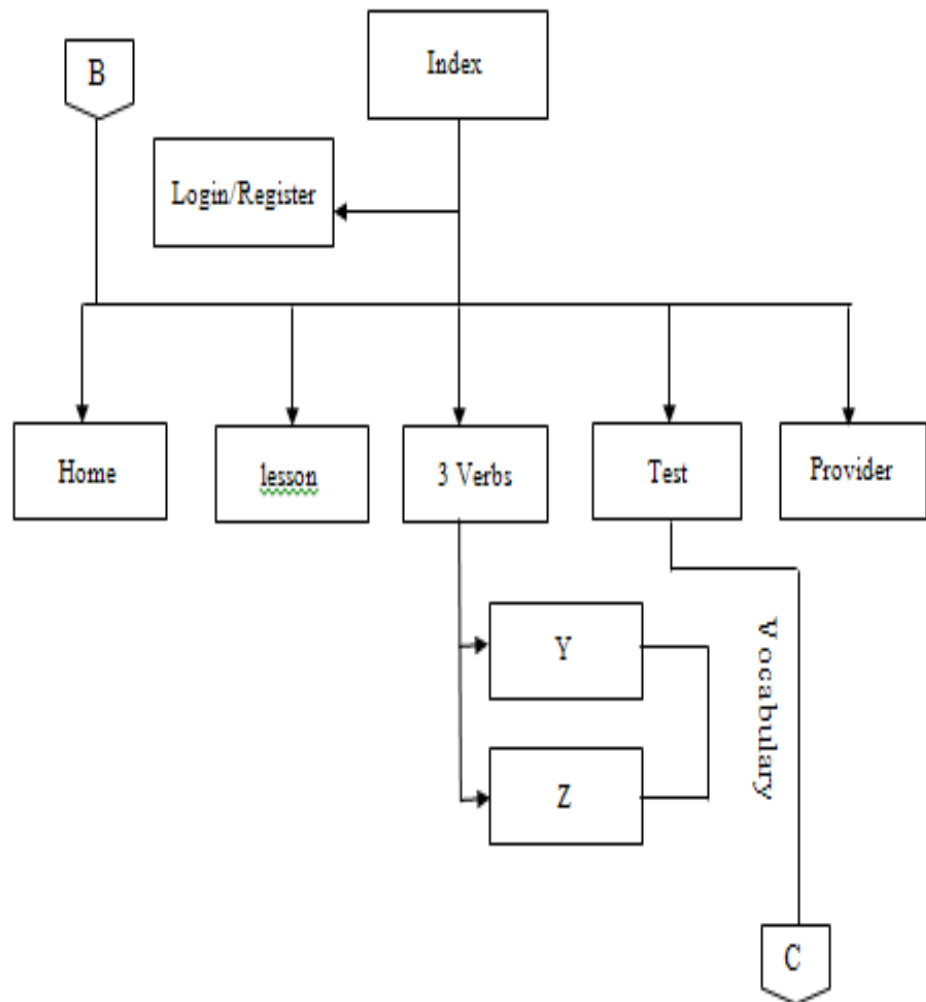


Fig.3.19 Website structure design (site map) next

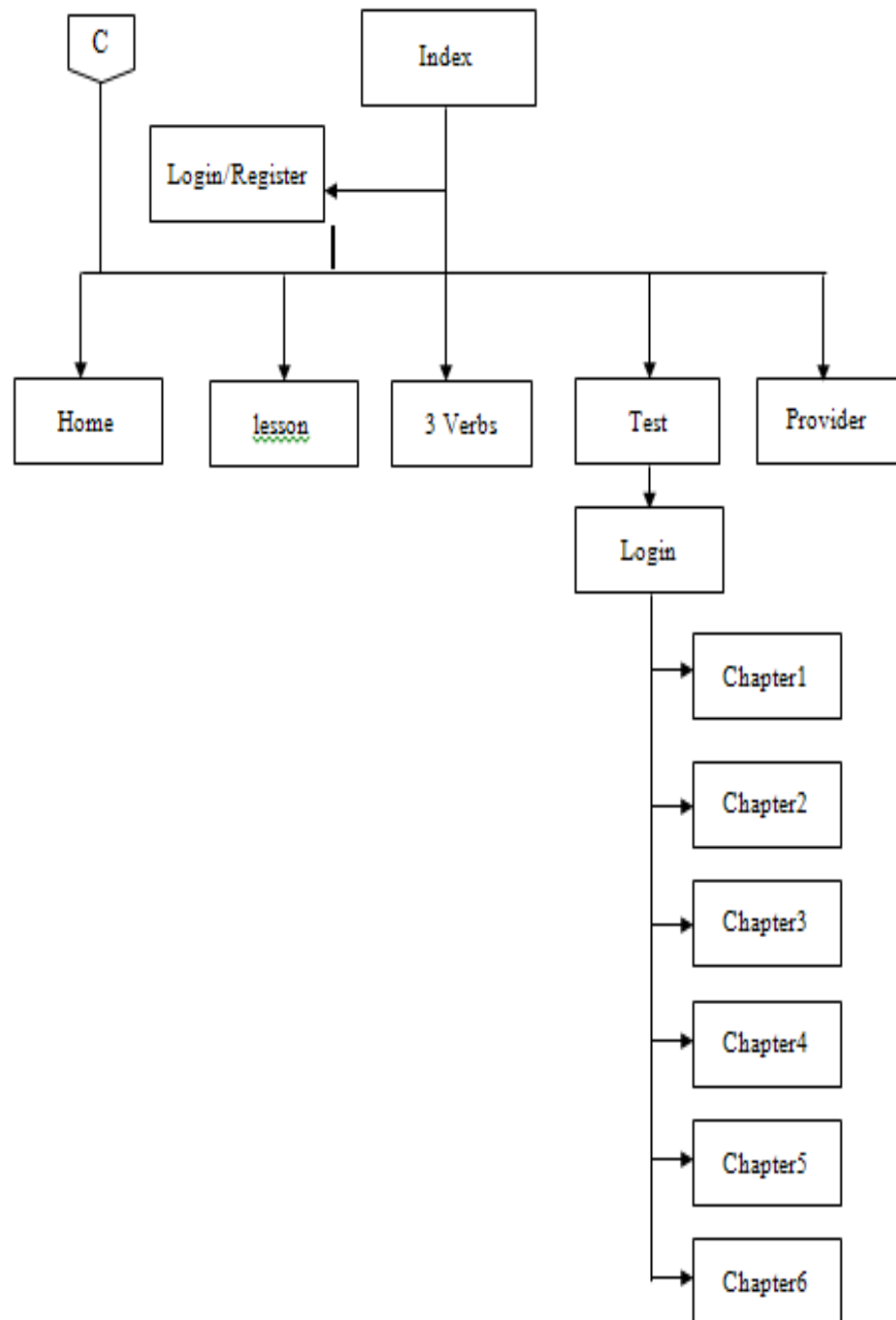


Fig. 3.20 Website structure design (site map)

การออกแบบ Sitemap และ Story Board

Story Board

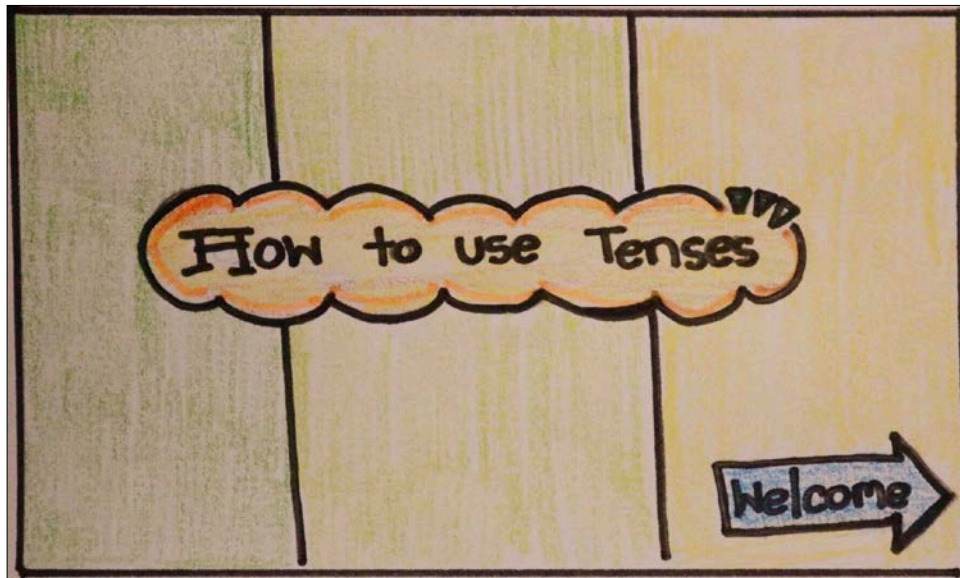


Fig. 3.1 index



Fig. 3.2 Logo

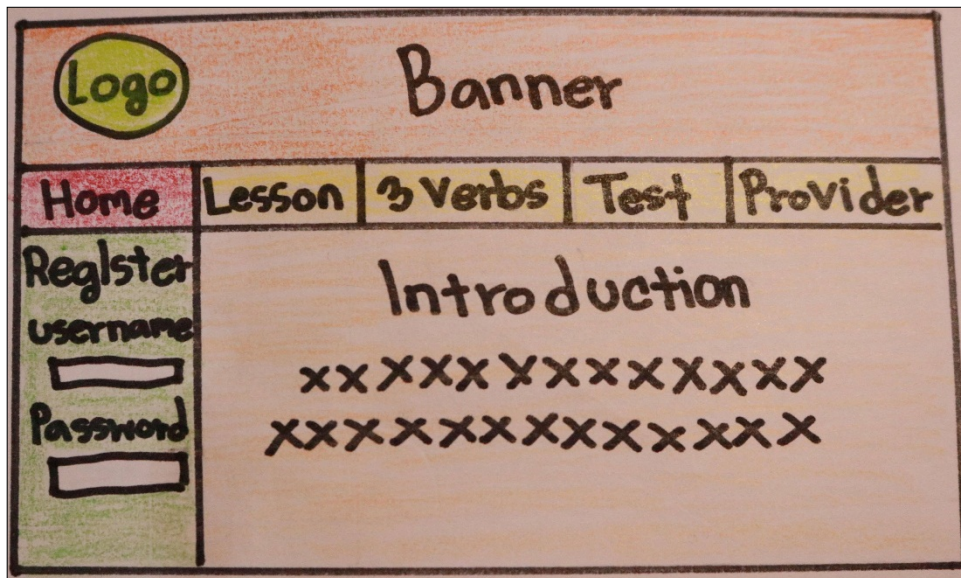


Fig. 3.3 Home

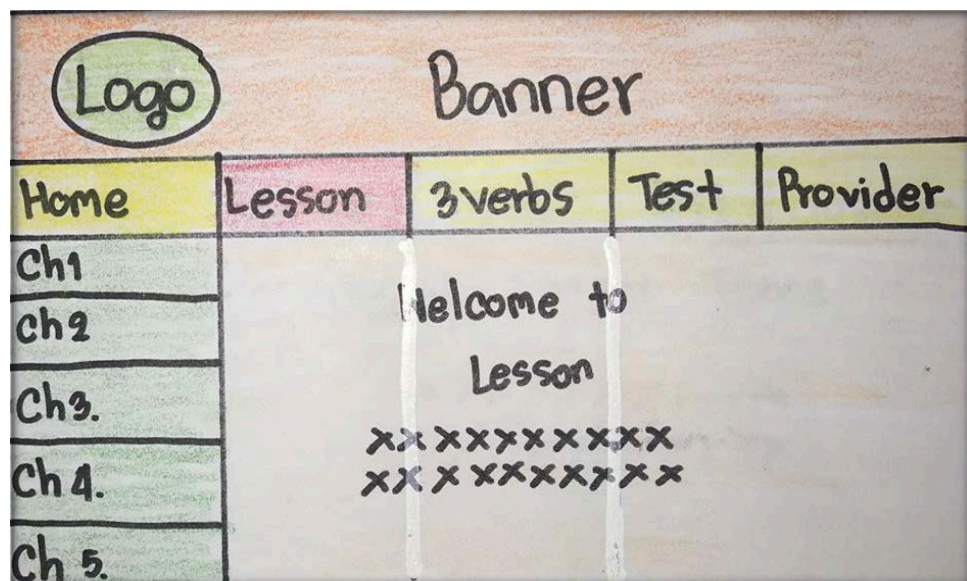


Fig. 3.4 Lesson (Welcome to Lesson)

<div> <div>Logo</div> <div>Banner</div> </div>				
Home	Lesson	3verbs	Test	Provider
Chapter 1	<div>Present Simple Tense</div> <div> XXXXXXXXXX XXXXXXXXXX </div>			
Chapter 2				
Chapter 3				
Chapter 4				
Chapter 5				
Chapter 6				
Chapter 7				
Chapter 8				

Fig. 3.5 Chapter 1 (Present Simple Tense)

<div> <div>Logo</div> <div>Banner</div> </div>				
Home	Lesson	3verbs	Test	Provider
Chapter 1	<div>Present Continuous Tense</div> <div> XXXXXX XXXXXX </div>			
Chapter 2				
Chapter 3				
Chapter 4				
Chapter 5				
Chapter 6				

Fig. 3.6 Chapter 2 (Present Continuous Tense)

Logo	Banner			
Home	Lesson	3verbs	Test	Provider
Chapter 1	Present Perfect Tense XXXXXXXX XXXXXXXX			
Chapter 2				
Chapter 3				
Chapter 4				
Chapter 5				
Chapter 6				

Fig. 3.7 Chapter 3 (Present Prefect Tense)

Logo	Banner			
Home	Lesson	3verbs	Test	Provider
Chapter 1	Present Perfect Continuous Tense XXXXXXXXXX XXXXXXXXXX			
Chapter 2				
Chapter 3				
Chapter 4				
Chapter 5				
Chapter 6				

Fig. 3.8 Chapter 4 (Present Prefect Continuous Tense)

Logo	Banner			
Home	Lesson	3verbs	Test	Provider
Chapter 1	Past Simple Tense xxxxxx xxxxxx			
Chapter 2				
Chapter 3				
Chapter 4				
Chapter 5				
Chapter 6				

Fig. 3.9 Chapter 5 (Past Simple Tense)

Logo	Banner			
Home	Lesson	3verbs	Test	Provider
Chapter 1	Past Continuous Tense xxxxxx xxxxxx			
Chapter 2				
Chapter 3				
Chapter 4				
Chapter 5				
Chapter 6				

Fig. 3.10 Chapter 6 (Past Continuous Tense)

Logo	Banner			
Home	Lesson	3verbs	Test	Provider
Chapter 7	Past Perfect Tense xxx x x x x x x x x x x x x x x x x x			
Chapter 8				
Chapter 9				
Chapter 10				
Chapter 11				
Chapter 12				

Fig. 3.11 Chapter 7 (Past Perfect Tense)

Logo	Banner			
Home	Lesson	3verbs	Test	Provider
Chapter 7	Past Perfect Continuous Tense x x x x x x x x x x x x x x x x			
Chapter 8				
Chapter 9				
Chapter 10				
Chapter 11				
Chapter 12				

Fig. 3.12 Chapter 8 (Past Perfect Continuous Tense)

<div> <div>Logo</div> <div>Banner</div> </div>				
Home	Lesson	3verbs	Test	Provider
Chapter 7	<div>Future Simple Tense</div> <div> <div>xx x x x</div> <div>x x x x x</div> </div>			
Chapter 8				
Chapter 9				
Chapter 10				
Chapter 11				
Chapter 12				

Fig. 3.13 Chapter 9 (Future Simple Tense)

<div> <div>Logo</div> <div>Banner</div> </div>				
Home	Lesson	3verbs	Test	Provider
Chapter 7	<div>Future continuous Tense</div> <div> <div>x x x x x x</div> <div>x x x x x x</div> </div>			
Chapter 8				
Chapter 9				
Chapter 10				
Chapter 11				
Chapter 12				

Fig. 3.14 Chapter 10 (Future Continuous Tense)



Fig. 3.15 Chapter 11 (Future Perfect Tense)

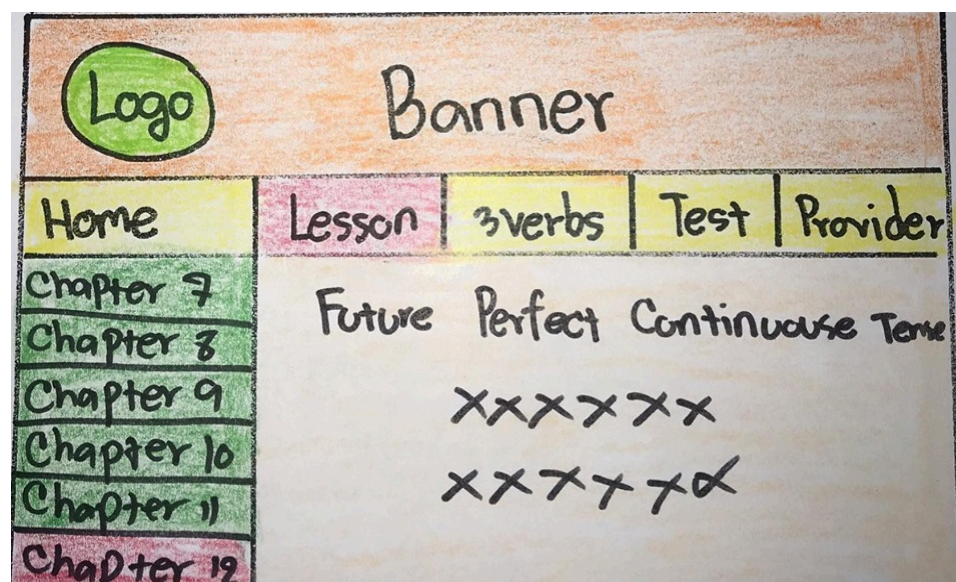


Fig. 3.16 Chapter 12 (Future Perfect Continuous Tense)

Logo Banner

Home	Lesson	3verbs	Test	Provider
------	--------	--------	------	----------

A-Z ▼

3verbs

V1	V2	V3
x	x	x
x	x	x
x	x	x

Fig. 3.17 Verbs 3

Logo Banner

Home	Lesson	3verbs	Test	Provider
------	--------	--------	------	----------

Chapter 1
Chapter 2
Chapter 3
Chapter 4
Chapter 5
Chapter 6

Register

Username

Password

Fig. 3.18 Test

<div>Logo</div> <div>Banner</div>	
Home	Lesson 3verbs Test Provider
Chapter 1	<div>id <input type="text"/></div> <div>Password <input type="password"/></div> <div>Login Register</div>
Chapter 2	
Chapter 3	
Chapter 4	
Chapter 5	
Chapter 6	

Fig. 3. 19 Test (Login screen)

<div>Logo</div> <div>Banner</div>	
Home	Lesson 3verbs Test Provider
Chapter 1	<div>About to Us</div> <div> <div>xxxx</div> <div>xxx</div> </div>
Chapter 2	
Chapter 3	
Chapter 4	
Chapter 5	
Chapter 6	

Fig. 3. 20 Page showing the organizer page

3.7 Data import (Input Data)

1. Import design (Input Data)

1.1 Index

1.2 Register

- Register
- login
- Enter the website as a visitor.

1.3 Home

1.3.1 Introduction

1.4 Choose a lesson

1.4.1 Chapter 1

1.4.2 Chapter 2

1.4.3 Chapter 3

1.4.4 Chapter 4

1.4.5 Chapter 5

1.4.6 Chapter 6

1.4.7 Chapter 7

1.4.8 Chapter 8

1.4.9 Chapter 9

1.4.10 Chapter 10

1.4.11 Chapter 11

1.4.12 Chapter 12

1.5 Choose a test

- Quiz after lesson 1
- Quiz after lesson 2
- Quiz after lesson 3
- Quiz after lesson 4
- Quiz after lesson 5

- Quiz after lesson 6

1.6 Provider

Data Output

1. Computer screen with the complete form of the website in each page
2. The printer is in the preparation of project documents.
3. Projectors are for the project presentations.

Chapter 4

Database System for Car Parking Service

4.1 Tools and Equipment used

1. Notebook
2. Mouse
3. Personal Computer
4. Printer
5. Keyboard
6. Monitor

4.2 The Programs used in the Development

1. Adobe Dreamweaver CS6 was used for creating the web to create to web design.
2. Adobe Photoshop CS6 was used for creating the animated pictures.
3. Appserv 127.0.0.1 was used for creating the database.
4. Microsoft Office Word 2010 was used for creating the make documents.
5. Microsoft Office PowerPoint 2010 was used for creating the presentations.

4.3 How to install the program

Dreamweaver CS6

1. Open the Adobe Dreamweaver CS6 folder.

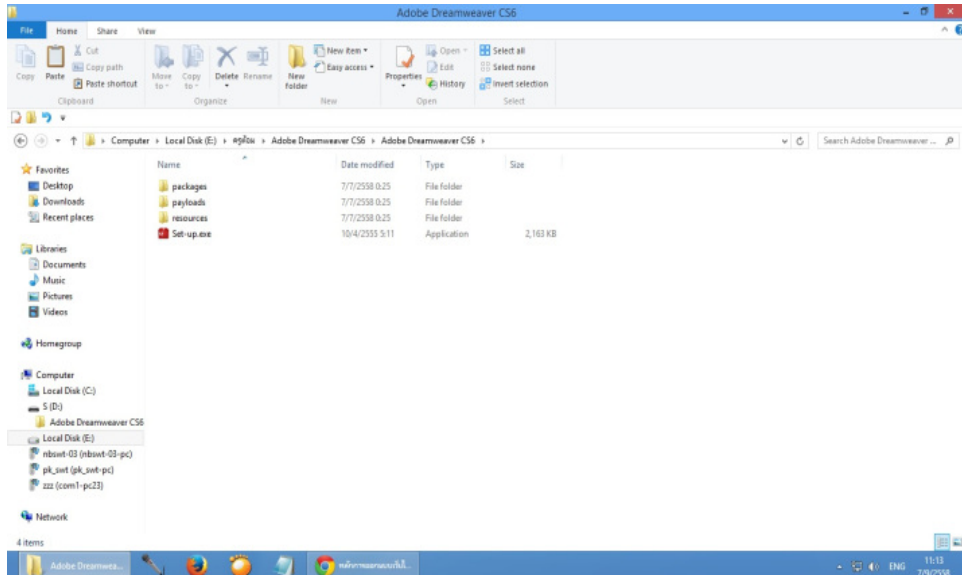


Fig. 4.1 Folder of Dreamweaver

2. Double click the Set-up.exe file and the program will notify you to restart. We choose Ignore to proceed as in the picture.

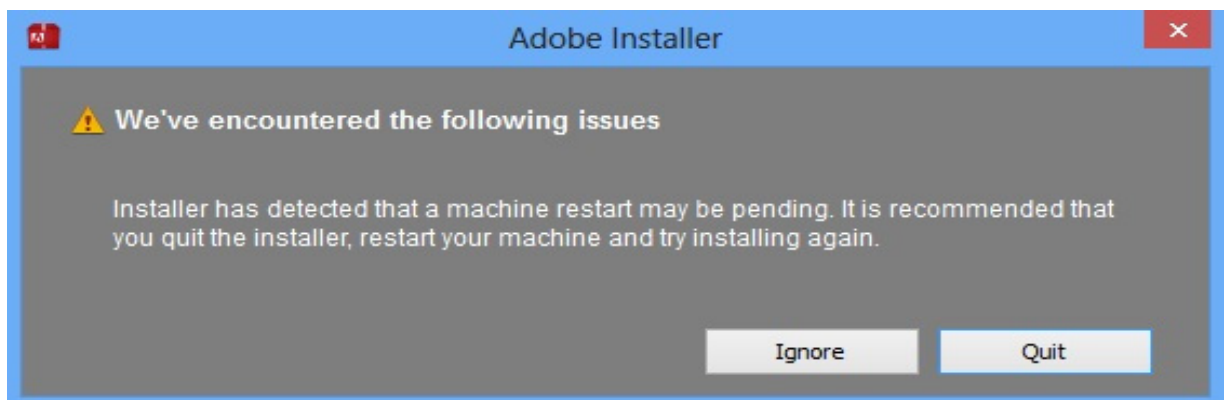


Fig. 4.2 Adobe installer

3. The program will check before installing the program.

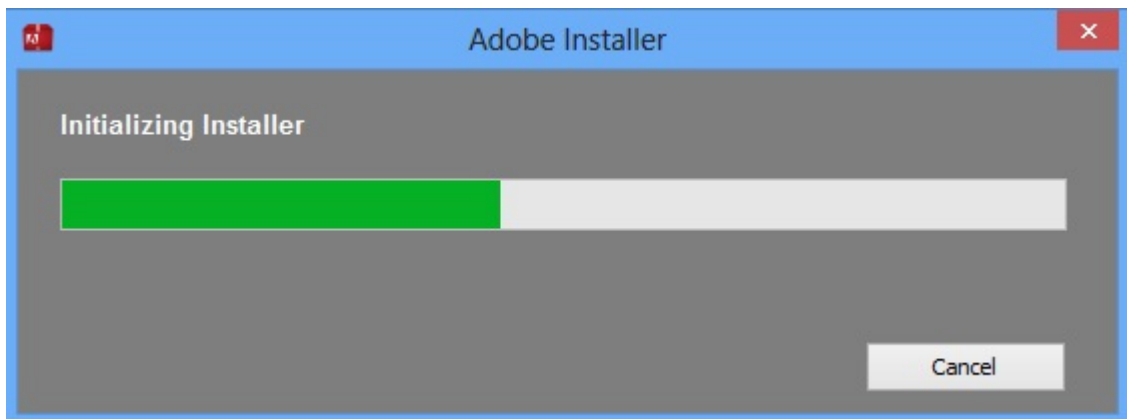


Fig. 4.3 Waiting

4. When the program has finished checking Will be taken to the screen to install the program for us, click Accept

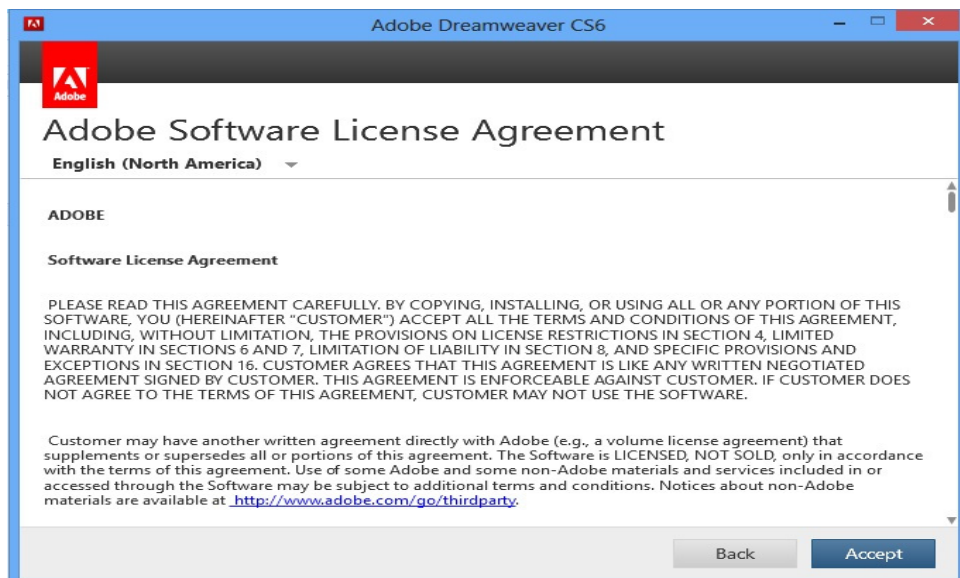


Fig. 4.4 License Agreement

4. Enter the Serial Number and click the Next button.



Fig. 4.5 Serial Number

5. Will enter the program options page, select Installs

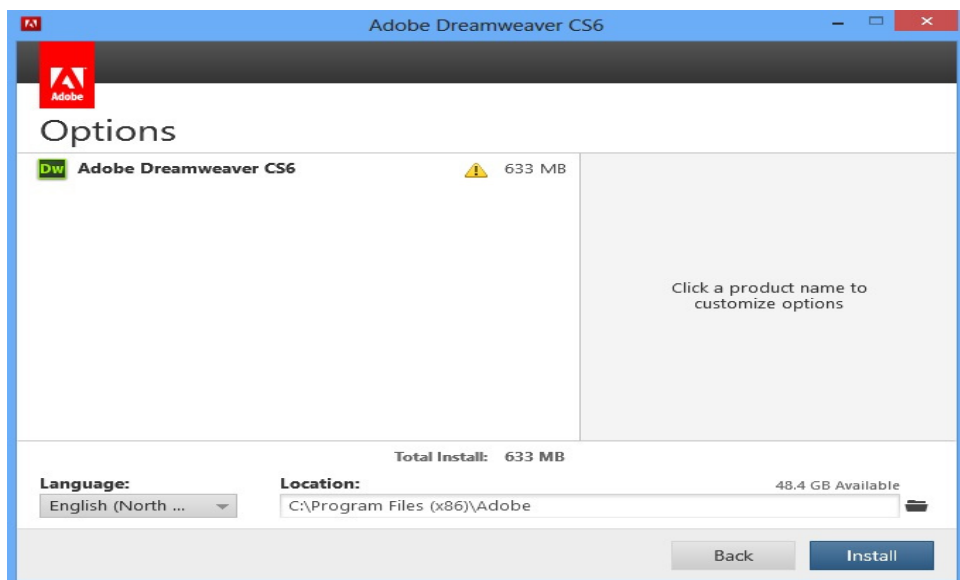


Fig. 4.6 Select Options

7. Wait for the program to finish installing.

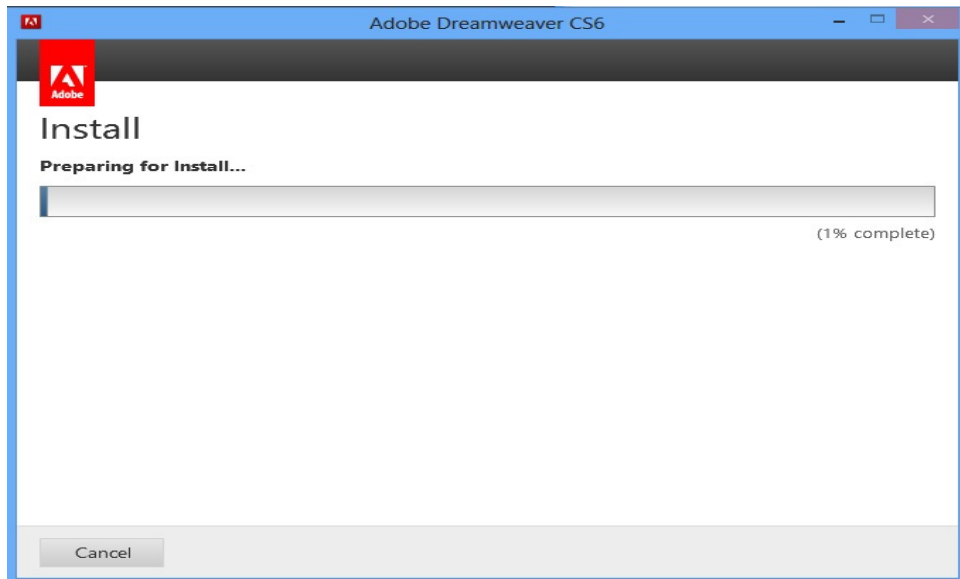


Fig. 4.7 Preparing for install

8. When the installation is complete, the screen will appear. As we click click Close.

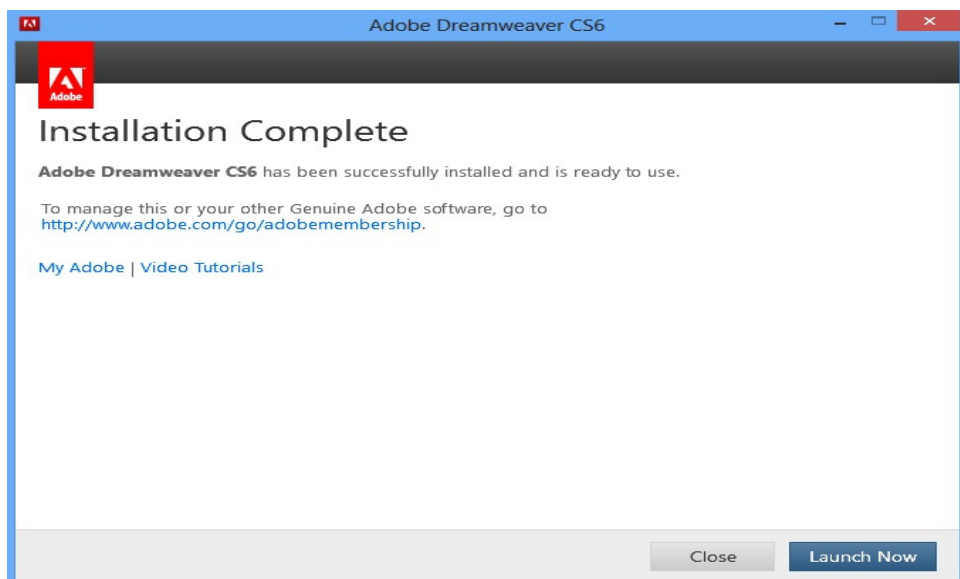


Fig. 4.8 installation Complete

The process of opening Adobe Dreamweaver CS6.

1. For Windows7, open Dreamweaver by going to the Start menu> All Programs> Adobe Dreamweaver CS6.

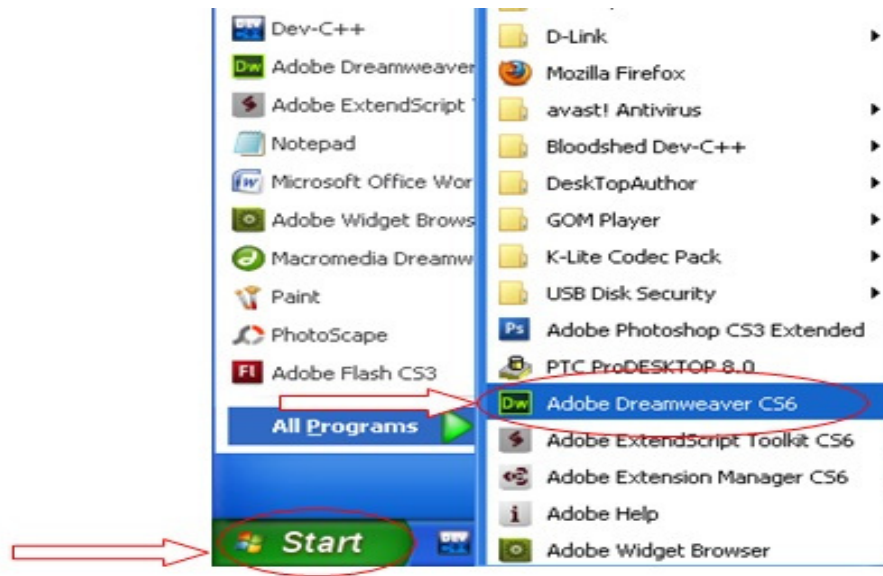


Fig. 4.9 How to enter the Dreamweaver

2. For Windows8, open Dreamweaver by going to Start Menu> Apps> Adobe Dreamweaver CS6.

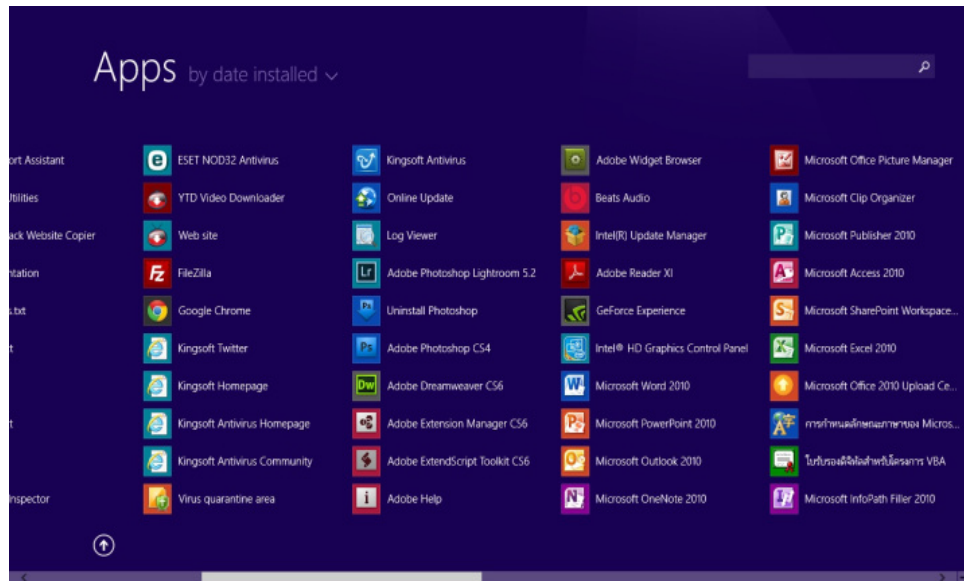


Fig. 4.10 For Windows 8

3. When opening the program for the first time You'll see the screen as shown. Click Select All >> OK.

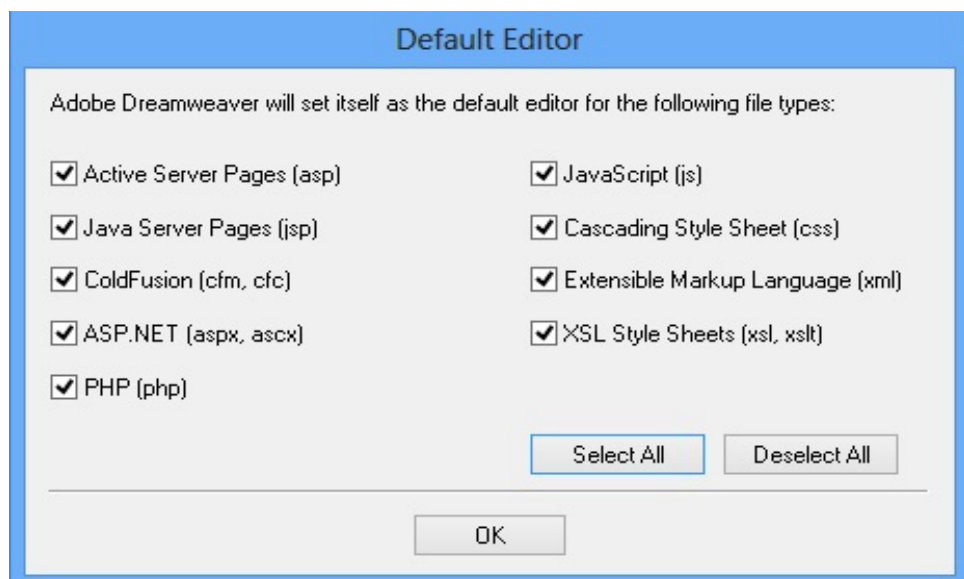


Fig. 4.11 Default Editor

4. And then will enter the Welcome Screen as in the picture

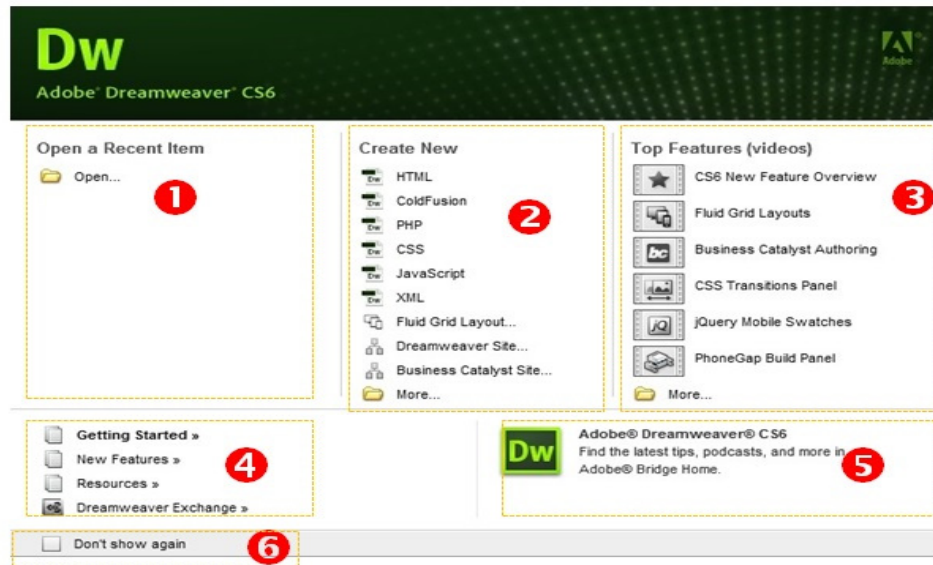


Fig 4.12 Welcome Screen

- **Welcome Screen** is a tool to help select the initial steps for using the program. The options are divided into groups as shown.
- **Number 1** Open a Recent Item Open the file used to use. By clicking on the list of names that are displayed (In order from most recently opened or click Open to open other files)
- **Number 2** Create New. Create a new file. Clicking HTML will create a basic webpage, but clicking another topic will create a webpage or file of that type.
- **Number 3** Top Features (videos) are shortcuts for accessing the program's details and techniques through the Adobe website.
- **Number 4**, open the program instructions
- **Number 5**. Download the program or view information on the Adobe website.
- **Number 6** Click this option if you do not want to display the Welcome Screen again

next

time.

4.4 How to install Appserv.

Prepare the program for installation.

Download the AppServ program from the website <http://www.appserv.org>. By choosing the version you want to install between versions 2.4.x and 2.5.x

Which the difference of these 2 versions is

2.4.x is the version that brings the package that is stable mainly Suitable for those who want the stability of the system.

By not focusing on using the new functions

2.5.x is the version that brings new packages especially for use Suitable for developers who need new systems.

Or want to test Try out the new functions. Which may not be 100% stable of the system

Because the package from the developer Still in the testing phase Try to find the error.

Steps to install AppServ

1. Double click the file. appserv-win32-x.x.x.exe To complete the installation Will appear on the screen.



Fig. 4.13 Setup Wizard

2. Enter the program terms of use. AppServ is distributed in the GNU License. If the installer

Read various conditions finished If accepting the conditions, click Next to proceed with the installation. But if not accepting the conditions Click Cancel to exit the AppServ installation.

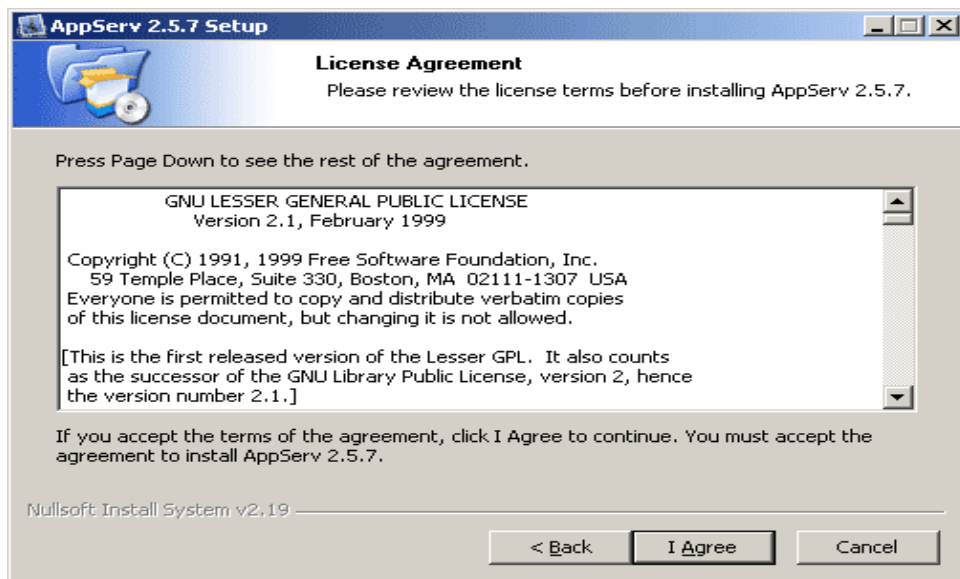


Fig. 4.14 License Agreement

3. Enter the step to select the destination you want to install. By default, the installation destination will be C: AppServ. If you want to change the destination, click Browse and select the desired destination When the destination is selected. Click Next to proceed to the next installation process.

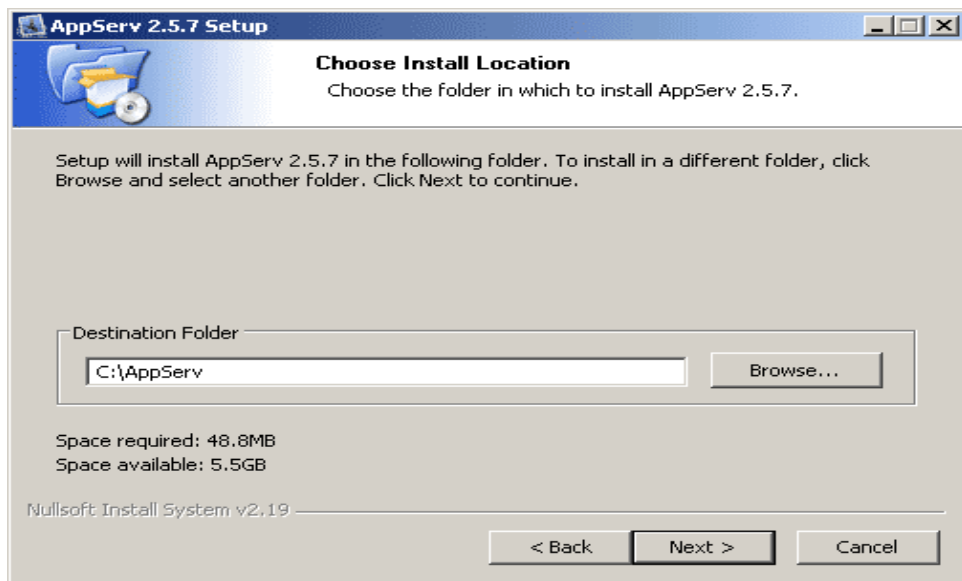


Fig. 4.15 Choose install Location

4. Select the Package Components you want to install. By default, will choose to install every package, but if the userWant to select specific packages, can choose according to the desired item. The details of each package are as follows
 - Apache HTTP Server is a program that makes a Web Server.
 - MySQL Database is a program that acts as a Database Server.
 - PHP Hypertext Preprocessor is a program that performs the processing of PHP language.
 - phpMyAdmin is a program used to manage MySQL databases through websites.
- When the package has been selected, click Next to proceed to the installation process.

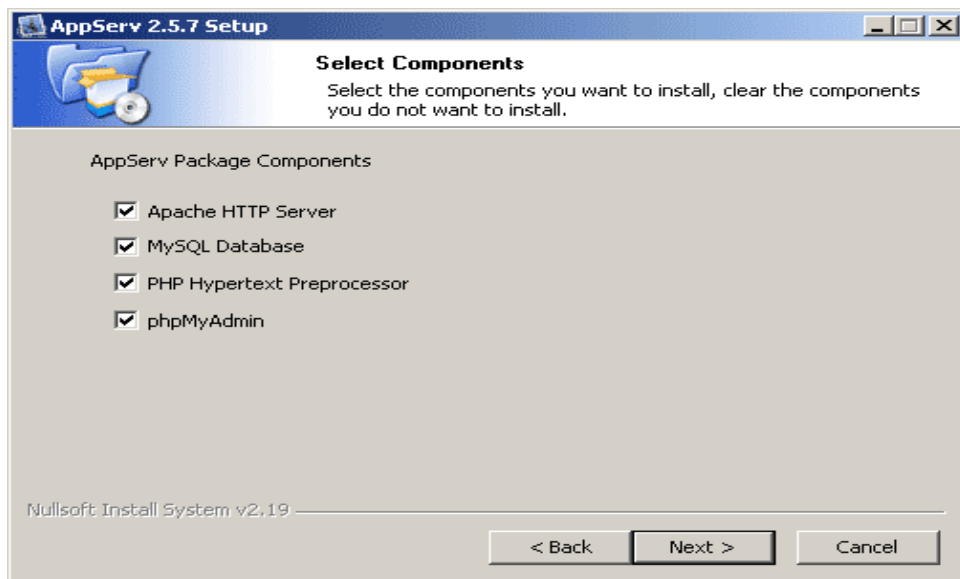


Fig. 4.16 Select Components

5. There are 3 parts of Apache Web Server configuration as shown in figure 5, which are

Server Name is the field for entering your Web Server name such as `www.appserv.org`.

Admin Email is a box for entering information. Admin email, such as `root@appserv.org`

HTTP Port is a port for specifying the port to use for Apache Web Server. Generally, Protocol HTTP Will have a base value of 80. If you want to avoid using Port 80, you can edit it.

If there is a change in the Port for accessing the Web Server every time you use the website

It is also necessary to specify the Port number. For example, if you choose to use Port 99 for every website use, you must use `http://www.appserv.org:99` In order to be able to access

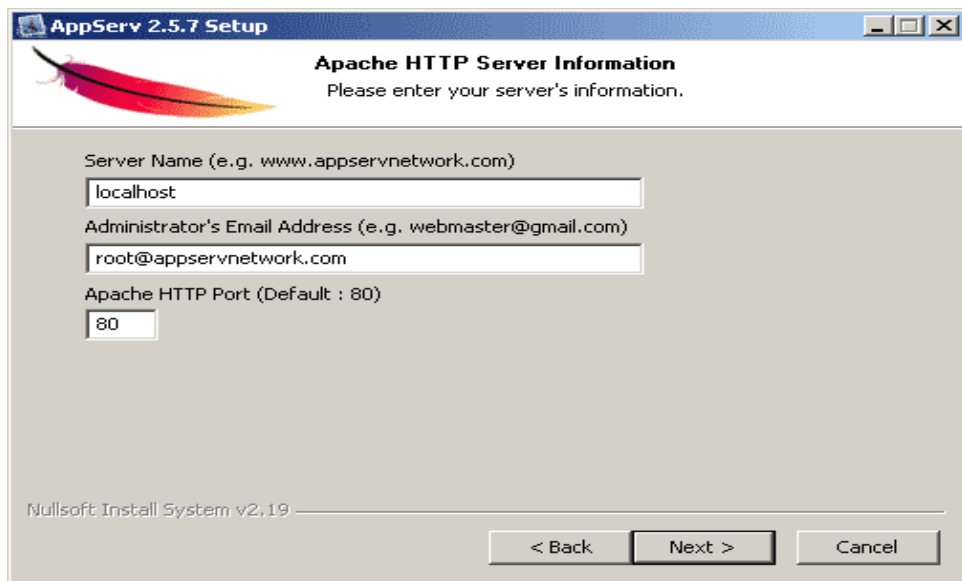


Fig. 4.17 enter your Server's Information

6. Configure the strength of the MySQL database. There are all 3 parts as in Figure 6:

Root password The root password used by the root or system administrator. Every time the database is used as an administrator, specify the user root.

Character sets used to configure the language system used to store databases, sort databases, import databases, export databases, contact database, old passwords

If you have a problem using the old version of the PHP API

The error was encountered. The client does not support the authentication protocol requested by the server. consider upgrading MySQL client

Choose Old Password to avoid this problem.

Enable MyISAM. If you want to use the database in the MyISAM format, select this section as well.

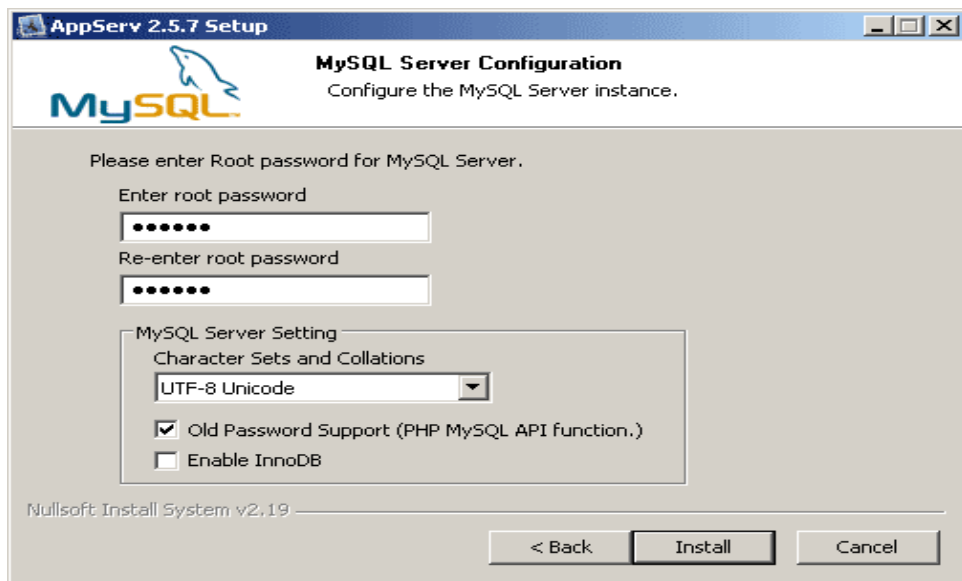


Fig. 4.18 Enter Password

7. End the AppServ installation process. For this last step, there will be a choice whether to instruct Apache and MySQL to run.

Immediately or not, then press the Finish button to finish installing the AppServ program.



Fig. 4.19 Complete installation

4.5 The Step to Use the System



Fig. 4.20 Index Page

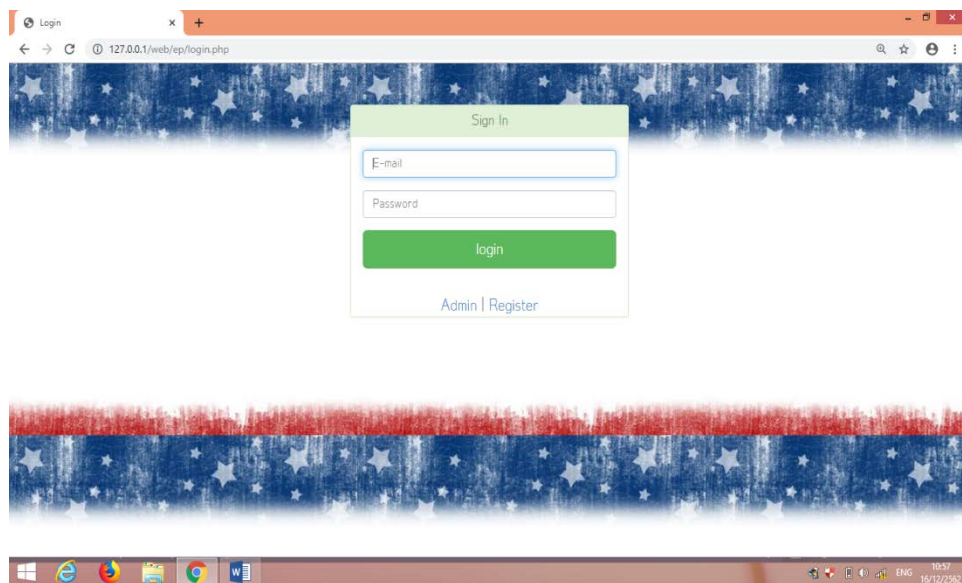


Fig. 4.21 Login Page

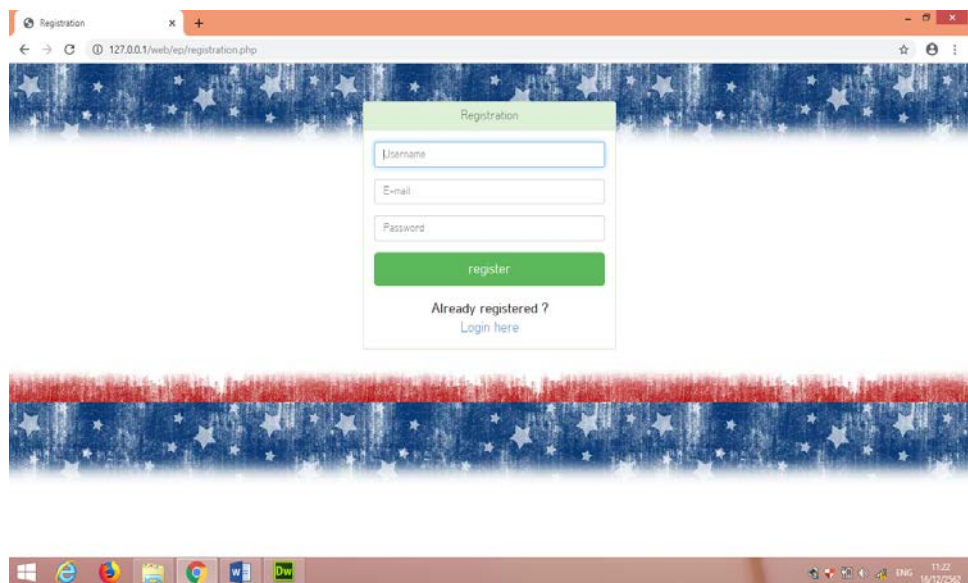


Fig. 4.22 Register Page



Fig. 4.23 Home Page.



Fig. 4.24 Lesson Page



Fig. 4.25 Present Simple Tenses Page



Fig. 4.26 Past Simple Tense Page



Fig. 4.27 Future Simple Tense Page



Fig. 4.28 Present Continuous Tense Page

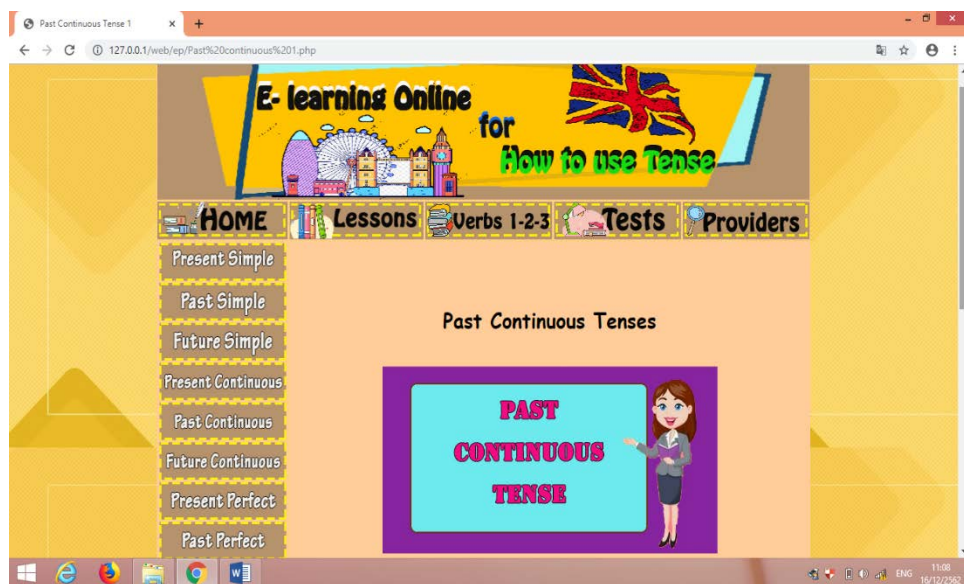


Fig. 4.29 Past Continuous Tense Page



Fig. 4.30 Future Continuous Tenses Page

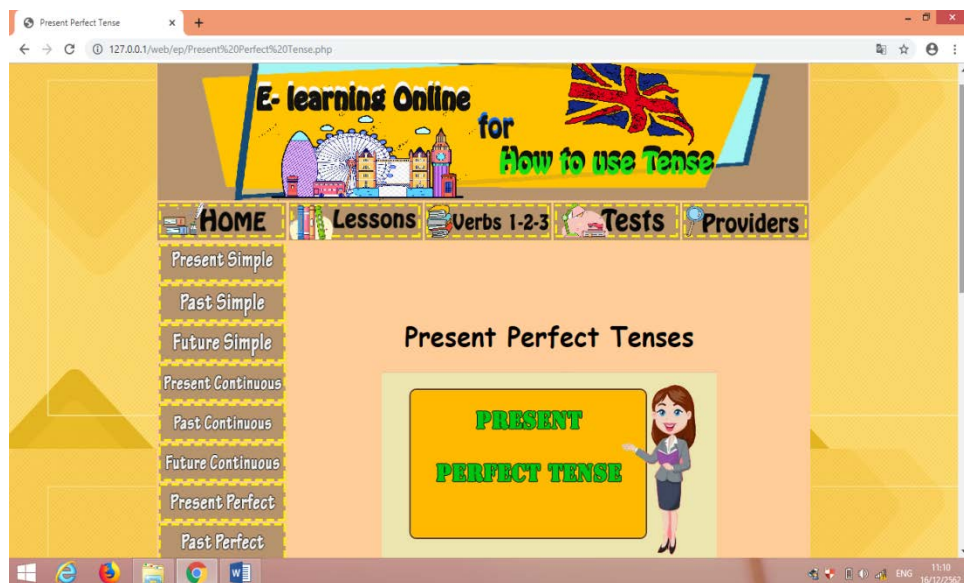


Fig. 4.31 Present Perfect Tenses Page



Fig. 4.32 Past Perfect Tenses Page

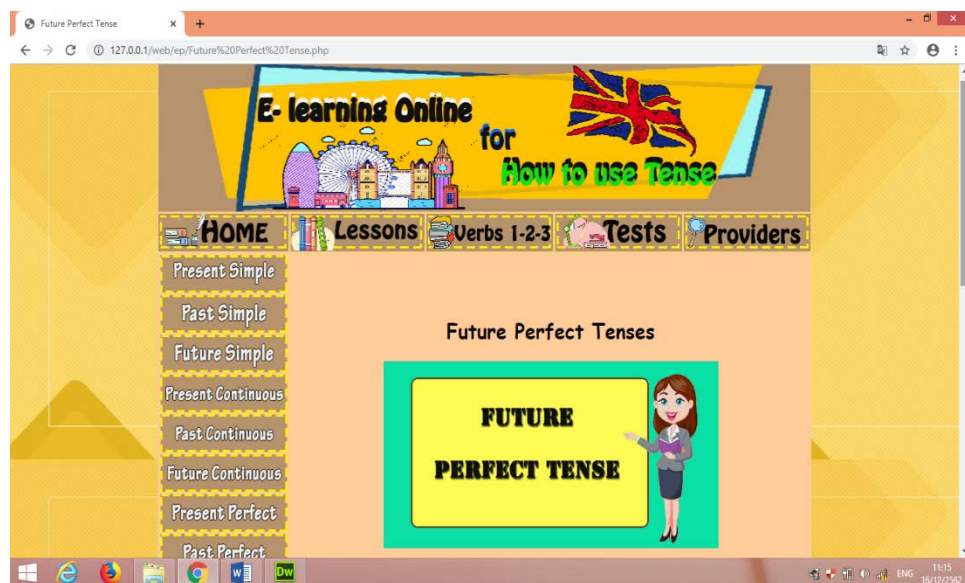


Fig. 4.33 Future Perfect Tenses Page



Fig. 4.34 Present Perfect Continuous Tenses Page

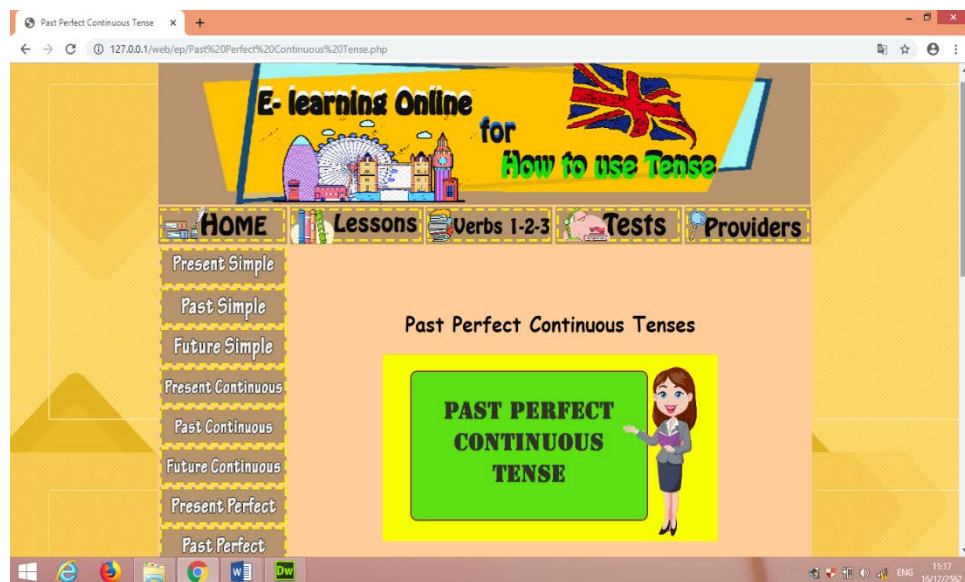


Fig. 4.35 Past Perfect Continuous Tenses Page

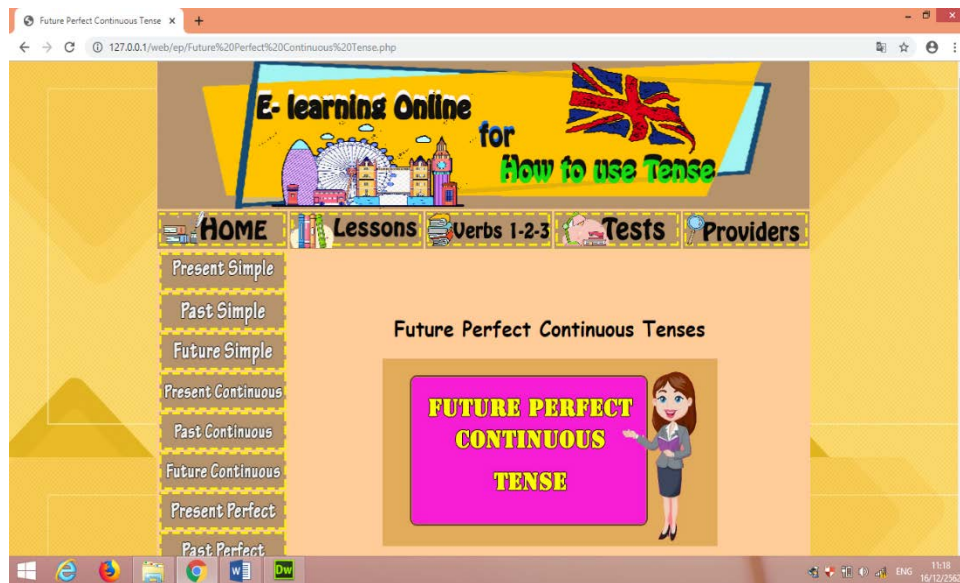


Fig. 4.36 Future Perfect Continuous Tenses Page.



Fig. 4.37 Verbs 1-2-3 Page

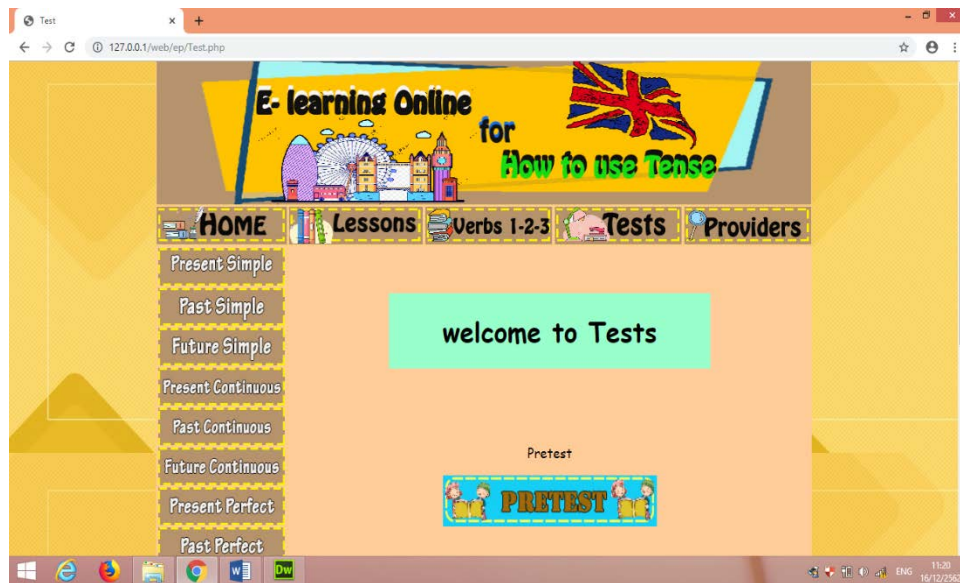


Fig. 4.38 Tests Page

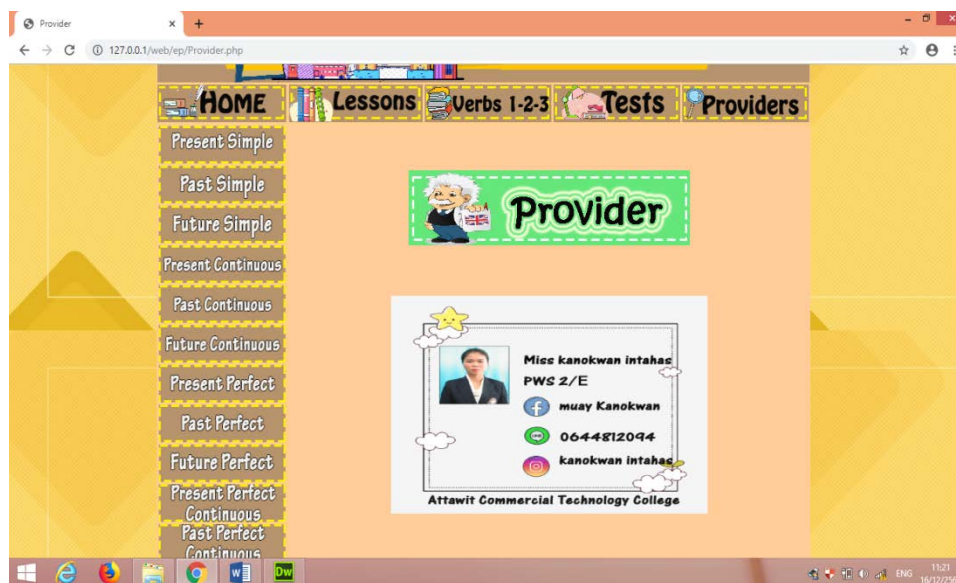


Fig. 4.39 Provider Page



Fig. 4.40 Foot Page

Chapter 5

Summary of the Project

5.1 Summary of the Project

1. This Project is E-learning about English for Fun.
2. Use Dreamweaver and Photoshop to develop the E-learning Web.
3. There are pre-test to evaluate the learners knowledge before learning and post-test to evaluate the learners knowledge after learning.
4. The learners will have a lot of knowledge from our E-learning How to use Tenses such Lesson , 3Verbs , Test etc.
5. Get a website that those who are interested can test their knowledge and understanding.

5.2 Summary of program size

At	Name file	Size file	Annotation
1	Index.php	1KB	Website homepage
2	Home.php	3KB	Website main page
3	Registration.php	4KB	Membership page
4	Login.php	3KB	Login page
5	Welcome.php	3KB	Login page
6	Provider.php	4KB	Author page
7	Verds3.php	12KB	3 part verbs content 1
8	Verds3-2.php	11KB	3 part verbs content 2
9	Verds3-3.php	11KB	3 part verbs content 3
10	Verds3-4.php	11KB	3 part verbs content 4

Table 5.1 Show program size.

At	Name file	Size file	Annotation
11	Lesson.php	4KB	Lesson page
12	Present Simple Tense 1.php	5KB	Content page Present Simple Tense1
13	Present Simple Tense 2.php	10KB	Content page Present Simple Tense2
14	Past Simple 1.php	6KB	Content page Past Simple 1
15	Past Simple 2.php	10KB	Content page Past Simple 2
16	Past Simple 3.php	9KB	Content page Past Simple 3
17	Future Simple Tense1.php	6KB	Content page Future Simple Tense1
18	Future Simple Tense2.php	9KB	Content page Future Simple Tense2
19	Future Simple Tense3.php	7KB	Content page Future Simple Tense3
20	Present Continuous 1.php	7KB	Content page Present Continuous1
21	Present Continuous 2.php	8KB	Content page Present Continuous2
22	Present Continuous 3.php	8KB	Content page Present Continuous3
23	Past continuous 1.php	5KB	Content page Past continuous 1
24	Past continuous 2.php	8KB	Content page Past continuous 2
25	Past continuous 3.php	6KB	Content page Past continuous 3
26	Future Continuous.php	6KB	Content page Future Continuous
27	Present Perfect Tense.php	6KB	Content page Present Perfect Tense
28	Past Perfect Tense.php	6KB	Content page Past Perfect Tense
29	Future Perfect Tense.php	6KB	Content page Future Perfect Tense
30	Present Perfect Continuous Tense.php	6KB	Content page Present Perfect Continuous Tense
31	Past Perfect Continuous Tense.php	6KB	Content page Past Perfect Continuous Tense
32	Future Perfect Continuous Tense.php	6KB	Content page Future Perfect Continuous Tense
33	Test.php	5KB	Test page
34	Test1.php	11KB	Test page1
35	Test1show.php	8KB	Test page show

Table 5.1 Show program size

5.1.2 Summary of mistakes in system design

1. Banner does not correspond to the lesson.
2. The structure of some programs is not appropriate to look at the content.
3. The program background is too smooth. Makes it look uninteresting therefore need to add new patterns

5.1.3 Summary of errors in the program

1. The code has a problem. Cannot run.
2. Pictures on the website are not displayed. Need to find a new picture to edit.
3. Site font Small, large, unequal.
4. Program files like Link alternately.
5. Database connection successful but cannot run.

5.3 Problems and obstacles in operations

1. The computer is malfunctioning. The screen freezes. Must use the Note Book to work instead.
2. New version of Adobe Dreamweaver CC 2018 is not working properly. We had to use the old version of CS6.
3. Not matching job break time among group members causing the program to be finished slowly according to the plan schedule.

5.4 Actual Time Schedule

List	June 2019				July 2019				August 2019				September 2019				Date
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	
Project Title Approval Round 1		↔	↔														10 - 14 June 2019
Submit Chapter 1			↔	↔													21 - 26 June 2019
Submit Chapter 2							↔	↔									15 - 18 July 2019
Submit Chapter 3								↔	↔								22 - 26 July 2019
Submit document and PowerPoint (Chapter 1 -3)										↔	↔						15 - 16 August 2019
Submit progress 50%														↔	↔	↔	9 - 13 September 2019
Submit progress 60%															↔	↔	24 - 26 September 2019
List	November 2019				December 2019				January 2020				February 2020				Date
	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	
Submit progress 80%	↔	↔															4 - 8 November 2019
Submit progress 100%		↔	↔														12 - 15 November 2019
Submit document and Project program			↔	↔													15 - 16 November 2019
Submit Chapter 4					↔	↔	↔										2 - 16 December 2019
Submit Chapter 5						↔	↔	↔									11-16 December 2019
Submit the complete Project							↔	↔									16 - 20 December 2019
Submit CD									↔	↔	↔						6 - 10 January 2020
Purchase for Report Book										↔	↔	↔					13 - 17 January 2020

Table 5.2 Actual Time schedule

↔ Planning operation
↔ Actual working time

5.5 Actual Budgets

No.	The list	Quantity	Price(Bath)
1	Copy paper A4 80 GSM.	2 box	240
2	Printer Toner Black, Red, Blue, Yellow	1 bottles	340
3	Binding values	1 book	250
4	Setting CD box	1 box	50
Total			880

Table 5.3 Actual budget to complete the project

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Appendix

- ATC.01 Project Title Approval
- ATC.02 Request Permission to be a Project Committee Member
- ATC.03 Progress Project Presentation
- ATC.04 Progressive Report of Project
- ATC.05 Record of Submitting Document and program
- ATC.06 Requesting permission from advisors to create documents

Biography

Miss. Kanokwan intahas (Muay) was born on 15 September 1997,
Finished vocational education from Attawit Commercial Technology College
And now studying in higher vocational school, English Program,
Major in business Computing at Attawit Commercial Technology College
Home address: 8/84 Phisan Suvarnabhumi Bang Sao Tong
Samut Prakan 10570
Telephone on.:0644812094
E-mail : muaypp1997@gmail.com



Miss Apassara Kason (Faii) was born on 7 October 1999,
Finished vocational education from Attawit Commercial Technology, College
And now studying in higher vocational school, English Program,
Major in business Computing at Attawit Commercial Technology, College
Home address 3/94 Bang Na Expressway Community,
Bang Na, Sukhumvit Soi 70/2 Bangkok 10260
Telephone on.: 0902615187
E-mail : faillovebtob@gmail.com





ATC. 01

Project Title Approval

Major in Business Computing

Attawit Commercial Technology College

June 14, 2019

Subject: Project title Approval

To: The committee member

Group Members: 1. Ms. Kanokwan Intahas Student Code 36892 Level EP.2

2. Ms. Apassara Kason Student Code 37621 Level EP.2

We are developing the computer system with E-learning

Thai Name: สื่อการเรียนการสอนออนไลน์ เรื่อง หลักการใช้ Tenses

English Name: E-learning online for How to use Tenses

Advisor: Mrs. Ohmar Thwin

We would like to request your approval for our project's tile.

Please kindly check and approve.

Signature.....Students

(Ms. Kanokwan Intahas)

Group Leader

☐ Approve ☐ Not Approve

The Board of Committee Members.....

.....

Signature.....

Committee Member

Signature.....

Committee Member

**ATC. 02**

Request Permission to be a Project Co-Advisor

Major in Business Computing

Attawit Commercial Technology College

June 25, 2019

Subject: Request Permission to be a Project Co-Advisor.

To: Ms. Thitirut Naiyapat

Group Members: 1. Ms. Kanokwan Intahas Student Code 36892 Level 2/E

2. Ms. Apassara Kason Student Code 37621 Level 2/E

We would like to invite Ms. Thitirut Naiyapat to be a project committee member of our group.

We will develop the system with Animation named as “E-learning online for How to use Tenses ”.

We have also attached the documents regarding the project's topic. Please kindly determine and allow.

Signature.....Student

(Ms. Kanokwan Intahas)

Signature.....Student

(Ms. Apassara Kason)

Signature.....Co-Advisor

(Ms. Thitirut Naiyapat)



ATC. 03

Progress Project Presentation

Major in Business Computing

Attawit Commercial Technology College

November 16, 2019

Subject: Progress Project Presentation to defend the project related to business computing system

To: Committee members of Board

Group Members

- | | | |
|-----------------|---------|-------------------------------|
| 1. Ms. Kanokwan | Intahas | Student Code: 36892 Level EP2 |
| 2. Ms. Apassara | Kason | Student Code: 37621 Level EP2 |

We would like to make the project of E-Learning

Thai Name: สื่อการเรียนการสอนออนไลน์ เรื่อง หลักการใช้ Tenses

English Name: E-learning online for How to use Tenses

Committee Members: Mrs. Ohmar Thwin

Mrs. Thitirat Naiyapa

With attached materials to materials to evaluate the project.

- | | |
|--|-------|
| <input checked="" type="checkbox"/> Software | 1 Set |
| <input checked="" type="checkbox"/> Document (Chapter1-3) | 1 Set |

Please kindly check and approve.

Signature.....Student

(Ms. Kanokwan Intahas)

Group Leader



ATC. 04

Project progress Report to Advisor and Co-Advisor

สื่อการเรียนการสอนออนไลน์ เรื่อง หลักการใช้ Tenses

E-learning online for How to use Tenses

Advisor: Mrs. Ohmar Thwin

Co-Advisor: Ms. Thitirut Naiyapat

No.	Job Description	DD/MM/YY	Advisor	Co-Advisor
Semester 1/2019				
1	Proposed project topic and Chapter1/...../.....		
2	Chapter 1 documents/...../.....		
3	Chapter 2 documents/...../.....		
4	Chapter 3 documents/...../.....		
5	Send documents and PowerPoint presentation and make the progress presentation/...../.....		
6	50% progress of the system/...../.....		
7	60% progress of the system/...../.....		
8	80% progress of the system/...../.....		
Semester 2/2019				
9	100% progress of the system/...../.....		
10	Send documents and PowerPoint presentation and make the final presentation to defend the project/...../.....		
11	Chapter 4 documents/...../.....		
12	Chapter 5 documents/...../.....		
13	Submit the completed document/...../.....		
14	Submit CD/...../.....		
15	Payment for binding report/...../.....		

**ATC.05**

Record of Submitting Documents and Program

Major in Business Computing

Attawit Commercial Technology College

Page 2

Group Members:	1. Ms. Kanokwan	Intahas	Student Code	36892	Level 2/E
	2. Ms. Apassara	Kason	Student Code	37621	Level 2/E

Project Category: E-learning

Name of Project: E-learning online for How to use Tenses

Advisor: Mrs.Ohmar Thwins

Co-Advisor: Ms. Thitirut Naiyapat

[illegible]

**ATC. 05**

Record of Submitting Documents and Program

Major in Business Computing

Attawit Commercial Technology College

Page 1

Group Members:	1. Ms kanokwan	Intahas	Student Code 36892	Level 2/E
	2. Ms. Apassara	Kason	Student Code 37621	Level 2/E

Project Category: E-learning

Name of Project: E-learning online for How to use Tenses

Advisor: Mrs.Ohmar Thwins

Co-Advisor: Ms. Thitirut Naiyapat

[illegible]



ATC. 06

Requesting permission from advisors to create documents

Major in Business Computing

Attawit Commercial Technology College

February 10, 2020

Subject: Requesting permission from the advisor to make a joint document, chapter 4-5

To: Ms. Thitirut Naiyapat

Group Members: 1. Ms. Kanokwan Intahas Student Code 36892 Level EP.2
2. Ms. Apassara Kason Student Code 37621 Level EP.2

Wishing to request permission to prepare the doctoral documents chapter 4 and chapter 5 because the program has been completed according to its objectives

Please kindly determine and allow.

Signature.....Student

(Ms. Kanokwan Intahas)

Signature.....Student

(Ms. Apassara Kason)

Signature..... Co-Advisor

(Ms. Thitirut Naiyapat)