Making a website with SBRSY HTML code for web development

Sudipta Kaibartya[1], Brishti Sil[2], Rumki Ghosh[3], Sathi Ghosh[4], Younus Mondal[5]
[1,5] *CITA, Kusumgrambazar Youth Computer Training Centre, Kusumgram, West Bengal-713422*
[2,3,4] *DITA, Kusumgrambazar Youth Computer Training Centre, Kusumgram, West Bengal-713422*

***Abstract*— Image identification is a key component of today's artificial intelligence applications, which significantly affect sectors including healthcare, retail, and security. In this study, Google's JSAAN Teachable Machine is used to create a predictive model for image recognition. The article provides instructions for creating a model for photo identification, outlines the core concepts of the Teachable Machine, and assesses the model's performance on prediction tests. We show experimental results based on a generated dataset and evaluate the model's accuracy, utility, and real-world applicability.**

***Index Terms*— Applications of artificial intelligence, machine learning, teachable machines, image recognition, and prediction models**

I. INTRODUCTION

Image recognition, which enables computers to understand and assess visual information, is a crucial component of artificial intelligence (AI). It used to take a lot of coding, processing power, and machine learning framework expertise to create such models. However, Google's JSAAN Teachable Machine simplifies this process and makes it possible for non-experts to create machine learning models with its user-friendly interface. Examining the creation of an effective image recognition prediction model with JSAAN Teachable Machine is the aim of this project. Using transfer learning and its pre-trained neural network capabilities, we analyze how effectively it recognizes and predicts image classes.

II. OVERVIEW

HTML is a markup language that uses tags to organise information. Its fundamental components include the Doctype Declaration, a root element for the entire document, a head section for metadata, and a body section for viewable content including headers and links.

III. METHODOLOGIES

3.1 Determine the website's objective whether it's an informational, portfolio, or blog—while preparing the necessary text, images, and links for the content.

3.2 Creating the HTML Document The fundamental actions consist of: Configuring the structure of HTML:

``{html \!DOCTYPE html>
<html lang="en">
<head> \meta charset="UTF-8"> \meta name="viewport" content="width=device-width, initial-scale=1.0"> This is a sample website.
</head>
<body> \header>
<h1>
</title>Greetings from my website.
</h1>
</header> \nav> \a href="#about">Concerning /a> Make contactSection id="about">
<h2>
 \/nav>About Me
This is an example of an HTML-based website.My Website </section> \footer> © 2025
</body>
</footer>
</html> ```

3.3 If multimedia is present, Video: `<video controls><source src="video.mp4" type="video/mp4"></video>` - Images: `\img src="image.jpg" alt="Description">` 3.4 The use of CSS and JavaScript improves Although this essay

mostly focusses on HTML, CSS improves visual appeal and JavaScript provides interaction.

IV. FINAL RESULTS

HTML continues to be a crucial component of web development and is widely utilised at the fundamental phase. Developers need to understand its architecture and features. Future studies could focus on how to integrate HTML with modern frameworks and tools to enhance online user experiences.

VI. IMPLEMENTATIONS OF THE SOLUTION

More sophisticated online applications are made possible by HTML5's integration of cutting-edge technologies like geolocation APIs, the canvas element for graphics, and enhanced multimedia capabilities.

VII. ACKNOWLEDGMENT

We want to sincerely thank Mr. Utsav Chakraborty for his invaluable counsel during this attempt. Additionally, we thank the Kusumgrambazar Youth Computer Training Centre for supplying the necessary materials.and assisting us with our trials till the project's effective completion.

REFERENCES

[1] HTML Living Standard, W3C (2024). From https://html.spec.whatwg.org, which was retrieved
[2] Developer Network Mozilla. (2024). Hypertext Markup Language, or HTML Origin: https://developer.mozilla.org Accessed J. Duckett (2014)
[3] Create and construct websites using HTML and CSS.