

PROJECT REPORT

1. INTRODUCTION

1.1 OVER VIEW

Vijay educational center as well as teaching are improving for students mental health and physical health. Well experienced teachers in our educational center. We have a big playground and well trained P.E.T teachers. We have created for students future and teaching for students make with our future. Well space class rooms .we have laboratory, social & cultural events connected. We have a good nature environment place's for students create a new invention ideas. We create or making a best students and a perfect person for society.

1.2 PURPOSE:

They various types of syllabus for students future and research for any think for we learn for the library we have get the big and silent for study. we provide for the we provide for the transportation and good water supplies for the education center . We make the perfect person or man in front of society. We have thinking for innovative ways to make new invention. We have they are improving for students well fare and they have created to genius person for mingle to the society lessons .

2. PROBLEM DEFINITION & DESIGN THINKING

2.1 Empathy map:



Says

What have we heard them say?
What can we imagine them saying?



Thinks

What are their wants, needs, hopes, and dreams?
What other thoughts might influence their behavior?



developed
for
students
education

high tech
structured
class
rooms

well
experienced
teachers

we have to
weekly
wise tests

we have a
big play
ground

challenges
with in
education &
teaching

We have to
motivate the
students
future

The
transport
facility

The
atmosphere
is a relate
nature

A good
water
facility

we can a full
percentage of
education

To cater to
different
student
learning style



Does

What behavior have we observed?
What can we imagine them doing?



Feels

What are their fears, frustrations, and anxieties?
What other feelings might influence their behavior?

2.2 Ideation & Brainstorm map:

Brainstorm & idea prioritization

Use this template in your own brainstorming sessions so your team can unleash their imagination and start shaping concepts even if you're not sitting in the same room.

- 10 minutes to prepare
- 15 minutes to collaborate
- 20 minutes to present

Before you collaborate

A little bit of preparation goes a long way with this session. Here's what you need to do to get going.

- 10 minutes

Define your problem statement

What problem are you trying to solve? Frame your problem as a clear, specific statement. This will be the basis of your brainstorm.

- 10 minutes

Example: [Our problem is why education center]

Key values of brainstorming

- Be creative
- Be open-minded
- Be curious
- Be collaborative
- Be respectful
- Be honest

Brainstorm

Write down any ideas that come to mind that address your problem statement.

- 10 minutes

Person 1	Person 2	Person 3	Person 4
Well experienced teachers & weekly wise tests	High tech infrastructure in class rooms & a space full	A big play ground & we have to create good players	

Group ideas

Take turns sharing your ideas while clustering similar or related ideas as you go. Once all sticky notes have been grouped, give each cluster a sentence like label. If a cluster is bigger than six sticky notes, try and see if you can break it up into smaller sub-groups.

- 20 minutes

Prioritize

Your team should all be on the same page about what's important moving forward. Place your ideas on this grid to determine which ideas are important and which are feasible.

- 20 minutes

Importance

Feasibility

time is usually 9 o'clock

After you collaborate

You can export the final ideas as a PDF or PPT to share with members of your company who might find it helpful.

Quick and easy

- Export to PDF
- Export to PPT

Keep moving forward

- Export to PDF
- Export to PPT

Export to PDF

Export to PPT

Next steps suggested!

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3.RESULTS.

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Journal Report

Basis: Accrual

From 01/09/2023 To 30/09/2023

		Debit	Credit
28/09/2023 - Payments Made 01 (Mega Stationary Mart)			
Accounts Payable		1,18,000.00	0.00
Petty Cash		0.00	1,18,000.00
		1,18,000.00	1,18,000.00
28/09/2023 - Bill 02 (Mega Stationary Mart)			
Cost of Goods Sold		10,000.00	0.00
Input CGST		900.00	0.00
Input SGST		900.00	0.00
Accounts Payable		0.00	11,800.00
		11,800.00	11,800.00
28/09/2023 - Invoice INV-000001 (Knowledge Foundation Pvt Ltd)			
Accounts Receivable		23,60,000.00	0.00
Output CGST		0.00	1,80,000.00
Output SGST		0.00	1,80,000.00
Sales		0.00	20,00,000.00
		23,60,000.00	23,60,000.00
28/09/2023 - Invoice INV-000002 (Growmore careers)			
Accounts Receivable		2,95,000.00	0.00
Output CGST		0.00	22,500.00
Output SGST		0.00	22,500.00
Sales		0.00	2,50,000.00
		2,95,000.00	2,95,000.00
28/09/2023 - Journal 1			
Salaries and Employee Wages		10,00,000.00	0.00
Salary payable		0.00	10,00,000.00
		10,00,000.00	10,00,000.00
28/09/2023 - Payments Made 02 (Mega Stationary Mart)			
Accounts Payable		11,800.00	0.00
Prepaid Expenses		0.00	11,800.00
		11,800.00	11,800.00

**Amount is displayed in your base currency INR

EduConnect Learning Center

Profit and Loss

Basis: Accrual

From 01/09/2023 To 30/09/2023

Account	Account Code	Total
Operating Income		
Sales		22,50,000.00
Total for Operating Income		22,50,000.00
Cost of Goods Sold		
Cost of Goods Sold		10,000.00
Total for Cost of Goods Sold		10,000.00
Gross Profit		22,40,000.00
Operating Expense		
Salaries and Employee Wages		10,00,000.00
Total for Operating Expense		10,00,000.00
Operating Profit		12,40,000.00
Non Operating Income		
Total for Non Operating Income		0.00
Non Operating Expense		
Total for Non Operating Expense		0.00
Net Profit/Loss		12,40,000.00

**Amount is displayed in your base currency INR

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Balance Sheet

Basis: Accrual

As of 28/09/2023

Account	Account Code	Total
Assets		
Current Assets		
Cash		
Petty Cash		-1,23,900.00
Total for Cash		-1,23,900.00
Bank		
ICICI Bank-001		11,24,000.00
Total for Bank		11,24,000.00
Accounts Receivable		26,55,000.00
Other current assets		
Prepaid Expenses		1,06,200.00
Input Tax Credits		0.00
Input CGST		19,350.00
Input SGST		19,350.00
Total for Input Tax Credits		38,700.00
Total for Other current assets		1,44,900.00
Total for Current Assets		38,00,000.00
Total for Assets		38,00,000.00
Liabilities & Equities		
Liabilities		
Current Liabilities		
Unearned Revenue		23,60,000.00
GST Payable		0.00
Output CGST		2,02,500.00
Output SGST		2,02,500.00
Total for GST Payable		4,05,000.00
Total for Current Liabilities		27,65,000.00
Total for Liabilities		27,65,000.00
Equities		

Summary of Outward Supplies (GSTR-1)

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From 2023-09-01 To 2023-09-30

Description	IGST Amount	CGST Amount	SGST Amount	Invoice Total
Taxable outward supplies made to registered persons (including UIN-holders)	₹0.00	₹1,80,000.00	₹1,80,000.00	₹23,60,000.00
Taxable outward inter-State supplies to un-registered persons where the invoice value is more than Rs 2.5 lakh	₹0.00			₹0.00
Zero rated supplies and Deemed Exports	₹0.00	₹0.00	₹0.00	₹0.00
Taxable outward supplies to consumer	₹0.00	₹22,500.00	₹22,500.00	₹2,95,000.00
Nil rated, Exempted and non GST outward supplies				₹0.00
Details of Credit/Debit Notes and Refund Voucher	₹0.00	₹0.00	₹0.00	₹0.00
Details of Credit/Debit Notes and Refund Voucher (Unregistered)	₹0.00	₹0.00	₹0.00	₹0.00
Consolidated Statement of Advances Received	₹0.00	₹0.00	₹0.00	₹0.00
Tax already paid (on advance receipt) on invoices issued in the current period	₹0.00	₹0.00	₹0.00	₹0.00
HSN-wise summary of outward supplies	₹0.00	₹2,02,500.00	₹2,02,500.00	₹26,55,000.00

EduConnect Learning Center

A/R Aging Summary

As of 28/09/2023

Customer Name	Current	1 - 15 Days	16 - 30 Days	31 - 45 Days	> 45 Days	Total	Total (FCY)
Growmore careers	₹2,95,000.00	₹0.00	₹0.00	₹0.00	₹0.00	₹2,95,000.00	₹2,95,000.00
Knowledge Foundation Pvt Ltd	₹23,60,000.00	₹0.00	₹0.00	₹0.00	₹0.00	₹23,60,000.00	₹23,60,000.00
TOTAL	₹26,55,000.00	₹0.00	₹0.00	₹0.00	₹0.00	₹26,55,000.00	

4. ADVANTAGES

- **WELL EXPERIENCED TEACHERS AND COLLEAGUES.**
- **TRANSPORTATION FACILITIES.**
- **A BIG PLAYGROUND.**
- **LABORATORY FACILITIES.**
- **A GOOD WATER AND NATURE ENVIRONMENT.**

5. DISADVANTAGE

- **LOCATION IS LONG .**
- **NOT FREE WIFI CAMPUS.**
- **NOT RECOMMENDATION.**
- **WE HAVE STUDY FOR NIGHT STUDY CONDUCTED FOR LATE LEARNERS.**
- **WE HAVE VERY STRICT.**

6. APPLICATIONS.

- *We have created for students future and teaching for students make with our future. Well space class rooms .we have laboratory, social &cultural events contected. We have a good nature environment place's for students create a new invention idea's.*

7. CONCLUSION.

- *They above the project has been successfully completed.*
- *By the project we have learning a lot.*
- *By this project we can use the accounting software.*
- *We have learn for technical from this zoho books projects.*
- *It was work efficiently.*

8. FUTURE SCOPE

- **EDUCATION IS SERVICES DEPARTMENT IS MAKE A NEW SYLLABUS SYSTEM.**
- **DIGITAL LEARNING CENTER.**
- **MORE TECHNOLOGY IS MAKE DIGITAL LEARNING.**