



Easy-Learn Education Portal University

Supervised by

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Project Name

Education Portal

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1. Project Domain

Platform for education portal.

2. Project Name and Type

• Project Name: 'Easy-Learn'.

Project Type: Education Portal Website.

3. Project Description

The project aims to create a user-friendly educational portal that multiple universities can utilize. This platform will provide an easy-to-use interface for students, offering a variety of courses, interactive content, and quizzes. The focus is on simplicity to ensure students from different universities can access educational materials effortlessly.

4. The Delivery Service for the Customer

Easy-Learn provides a user-friendly educational portal for learning and teaching. Students will gain convenient access to a wide range of educational content, interactive courses, and the flexibility to learn at their own pace. Easy-Learn also enable students to enhance their academic skills and pursue their educational goals.

5. Functional Requirements

- 5.1. Student Management (Login-Sign Up)
 - Student shall be able to create accounts.
 - The system shall have a secure login and password recovery.
- 5.2. Course Management (Manage/View Courses)
 - Admins shall be able to create and manage courses.
 - Students shall be able to view courses.
 - Admins shall be able to upload text, video, and interactive content.
- 5.3. Exercises and Grading
 - Admins shall be able to create exercises for every course.
 - The system shall automatically grade and gives feedback.
 - Students shall be able to view their performance on the course.
- 5.4. Search and Navigation
 - Students shall be able to search for courses and materials.
 - The system shall be customizable interface with quick access to courses.

6. Non-Functional Requirements

- 6.1. Performance
 - The system shall have acceptable response times for different actions.
 - The system shall handle increasing numbers of students and content.
 - The website shall be available and reliable.
- 6.2. Security
 - The system shall encrypt all sensitive data.
 - The system shall compliance with data protection regulations.



- The system shall implement role-based access control.
- The student shall authenticate themself with their given email address in the registration phase.
- 6.3. Usability
 - The website shall be easy to use and navigate for students of all skill levels.
- 6.4. Compatibility
 - The system shall be compatible with popular web browsers.
 - The system shall be compatibility with different operating systems.
- 6.5. Maintainability
 - The system shall use version control tools for code management.
 - The document shall maintain detailed documentation for the project.
- 6.6. Scalability
 - The system shall handle a growing in students base.

7. Agile Requirements

• The e-learning website will be developed using an agile methodology. This means that the requirements will be prioritized and implemented iteratively, with feedback from stakeholders being gathered throughout the development process.

8. Glossary

The following terms are used in this SRS document:

- Course: A collection of learning materials and activities on a specific topic.
- Admin: A person who creates and manage courses.
- Student: A person who interacts with the e-learning website.

9. Prioritized Requirements

The following **functional requirements** have been prioritized for the initial release of the elearning website:

- 1. Student management
- 2. Course management

The following **non-functional requirements** have been prioritized for the initial release of the elearning website:

- 1. Performance
- 2. Security
- 3. Usability

10. Assumptions and Constraints

The following assumptions and constraints apply to the e-learning website project:

- The website will be hosted on a cloud-based platform.
- The website will be developed using open-source technologies.
- The website will be initially developed for use on desktop and laptop computers.

11. Verification

The following methods will be used to verify that the e-learning website meets the requirements:



- Unit testing
- Integration testing
- System testing
- User acceptance testing

12. Diagrams

12.1. Sequence Diagram

Student Sequence Diagram

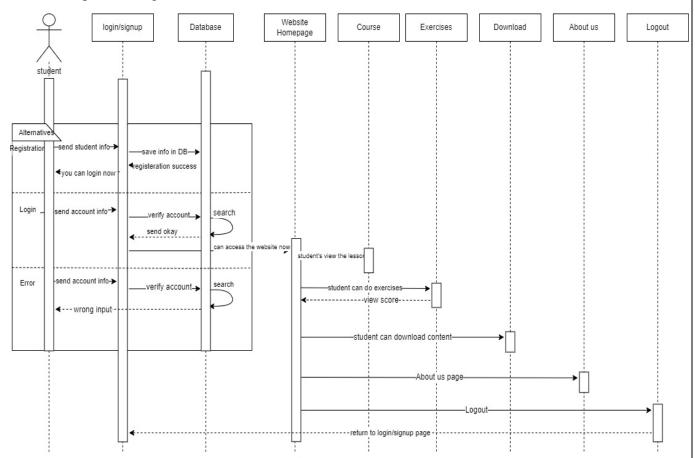


Figure 1: Student Sequence Diagram



Admin Sequence Diagram

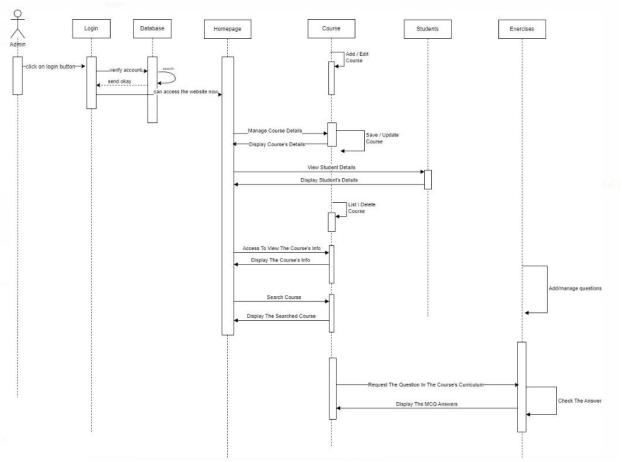


Figure 2: Admin Sequence Diagram



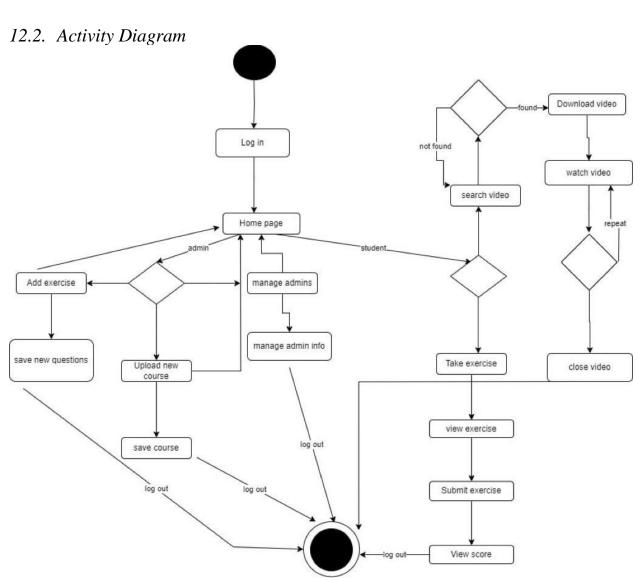


Figure 3: Activity Diagram



12.3. Class Diagram

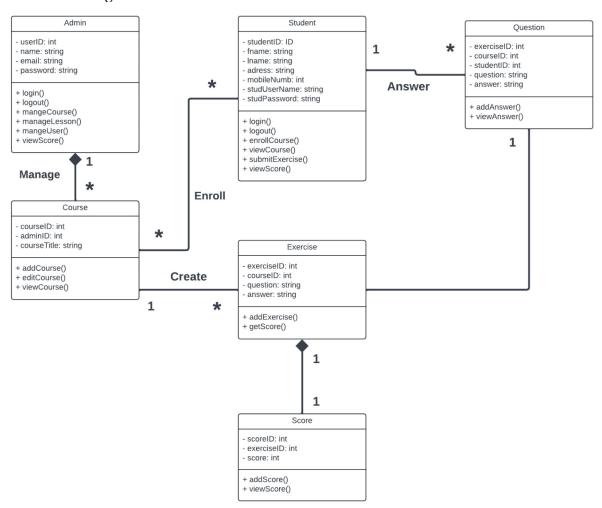
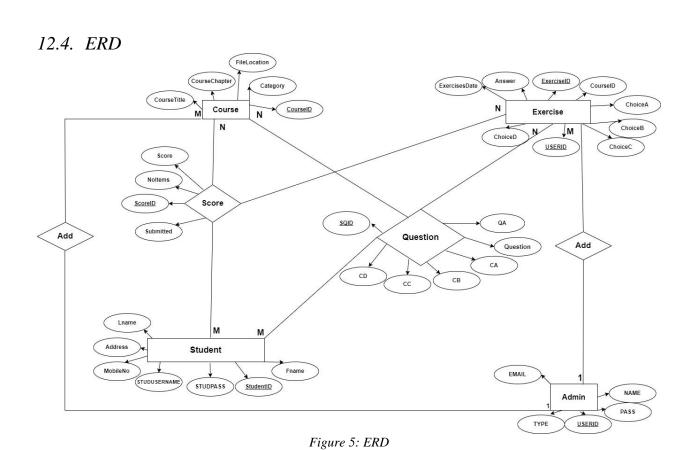


Figure 4: Class Diagram









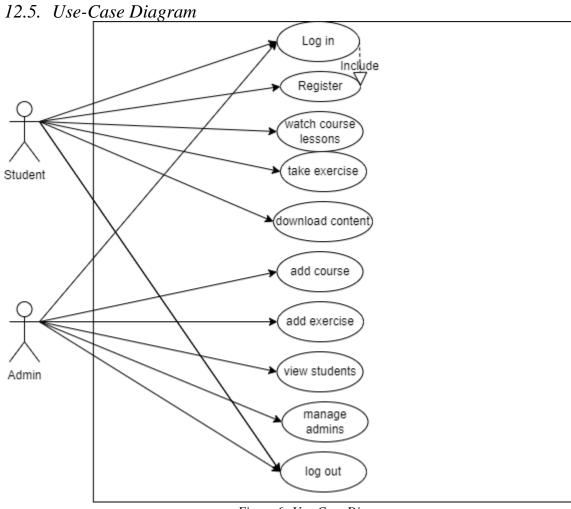


Figure 6: Use-Case Diagram

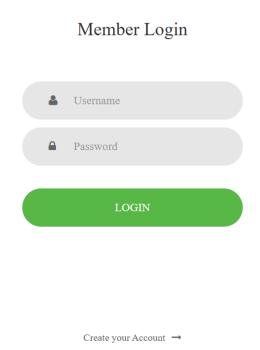
13. Interfaces

13.1. Student Interfaces

Student Login

Students can login with their username and password if they already have an account.





Student Register

Students can create new accounts.





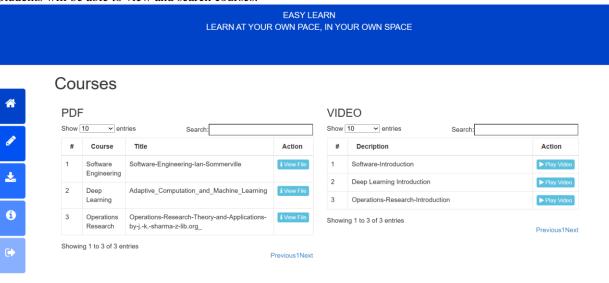
Home panel

Our Home panel includes our websites objectives and goals, and from it students can access the courses and download content.

EASY LEARN LEARN AT YOUR OWN PACE, IN YOUR OWN SPACE Mandate A user-friendly educational portal that multiple universities can utilize. This platform will provide an easy-to-use interface for students, offering a variety of courses, interactive content, and quizzes. The focus is on simplicity to ensure students from different universities can access educational materials effortlessly. Objectives **Guiding Principles** 1. Create an environment of shared leadership and responsibilities with competent Academic Freedom Responsibility administrator. 2. Provide relevant trainings and seminar to faculty, staff, and student. Academic Standards 3. Produce highly competitive graduates. Core Values 4. Conduct relevant and updated researches 5. Extend financial support and manpower for outreach activities. God-Centered Excellence Integrity 1. Globally competitive graduates Transparency and Accountability 2. Institutionalize research culture · Dedication to Quality Service 3. Responsive and sustainable extension services 4. Maximized profit of variable agro-industrial business ventures 5. Effective and efficient administration

Courses Panel

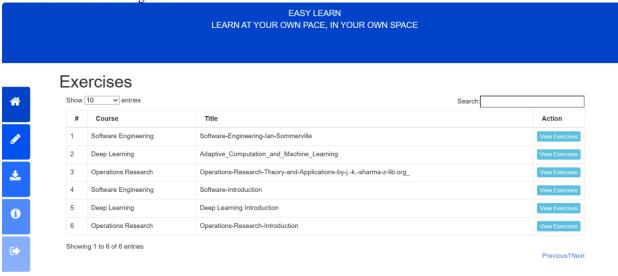
Students will be able to view and search courses.





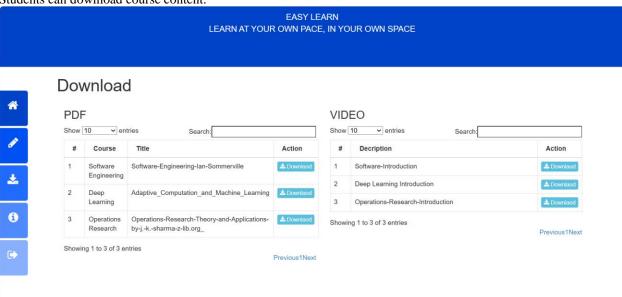
Exercises

Students will do exercises and the system automatically will grade the student's answers and gives feedback, also they will be able to view their grade.



Download

Students can download course content.





About Us

EASY LEARN LEARN AT YOUR OWN PACE, IN YOUR OWN SPACE

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About Us

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Welcome to Easy Learn, where education meets convenience and innovation. We're dedicated to revolutionizing the way you learn, making education accessible, engaging, and tailored to your unique learning style.

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At Easy Learn, we understand the challenges of traditional learning methods. That's why we've crafted a platform that breaks barriers and brings the classroom to you, wherever you are. Whether you're a student seeking to excel academically, a professional aiming to upskill, or someone passionate about continuous learning, Easy Learn is your one-stop destination.

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What sets us apart is our commitment to creating an immersive, interactive, and personalized learning experience. Our diverse range of courses spans various subjects, from mathematics and sciences to arts, business, and beyond. Each course is meticulously designed by experts, blending cutting-edge technology with pedagogical expertise to ensure maximum comprehension and retention. We believe that learning should be flexible and adaptable to your schedule. Wift Easy Learn, you have the freedom to learn at your own pace, accessing courses anytime, anywhere, and from any device. Whether it's through interactive video lectures, hands-on assignments, or collaborative discussions with fellow learners, we strive to make your learning journey enjoyable and rewarding. Moreover, our platform is designed to foster a supportive community where learners can connect, share insights, and grow tocether.

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We encourage curiosity, critical thinking, and the pursuit of knowledge without limits. Join us at Easy Learn, where education becomes an exciting adventure. Let's embark on this journey together, empowering ourselves through the boundless possibilities of learning

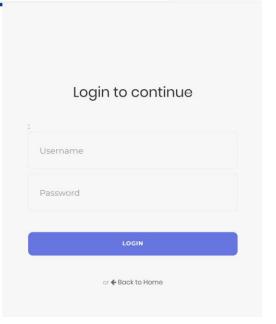
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13.2. Admin Interfaces

Admin Login

To allow admins to access his/her account, and to verify the account

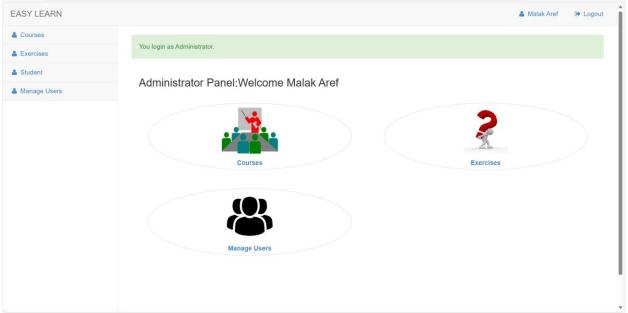






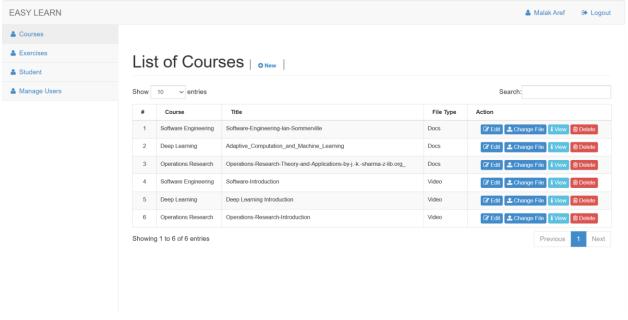
Administrator panel

Display page of the actions that the admin can do



Manage Courses

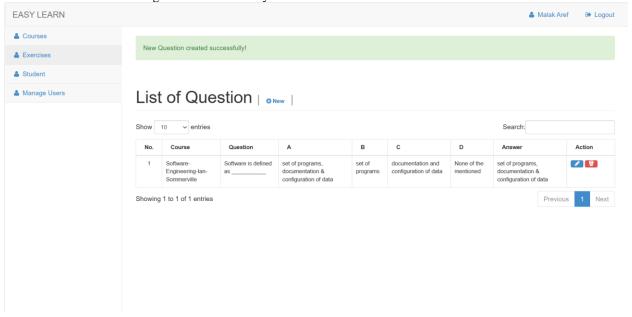
Admin here can create different type of courses. Also, he can manage, edit, delete, and change the course info.



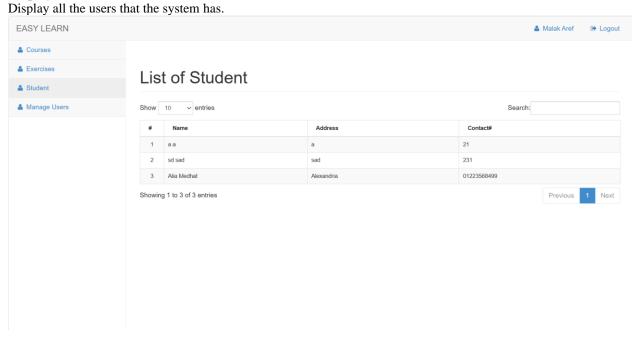


Add Exercises

Admin can create and manage exercises for every course.



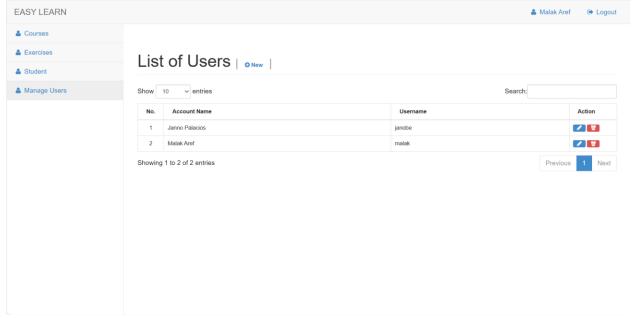
Display and search for students





Manage and add admins

Admin can add other admin and manage their info.





14. Case Testing 14.1. Search

Test Case	Test case	Test step	Test data	Expected	Actual
type	m 10 1	1.5		output	Output
Search_video	To verify the	1-Enter the	"xyz123" (an	No relevant	No relevant
	behavior of	search query	irrelevant	items	items
	the search	"xyz123"	term)	displayed in	displayed in
	functionality	(an		the search	the search
	when an	irrelevant		results.	results.
	irrelevant	term) in the			Expected
	term is	search bar.			output same
	entered.	2-Click the			as actual
		"Search"			output then
		button.			test-case is
		3-Validate if			successful.
		the search			
		results			
		contain no			
		relevant			
		items related			
		to the			
		irrelevant			
		search			
G 1 11	T 10 1	query.		D: 1 1	D: 1 1
Search_video	To verify the	Enter the	keyword	Displayed	Displayed
	search	search query		search results	search
	functionality	"keyword"		relevant to	results
	of a website	in the search		the search	relevant to
		bar.		query.	the search
		2.Click the			query.
		"Search"			Expected
		button.			output same
		Validate if			as actual
		the search			output then
		results			test-case is
		contain			successful.
		relevant			
		items related			
		to the			
		keyword			



14.2. Login

Test Case	Test case	Test step	Test data	Expected	Actual
type				output	Output
Login_1	Verification of login with valid username and password	a. Type correct username b. Type correct password c. Press on login button	a. Valid usernameb. Valid passwordc. Button clicked	Login successful	Login successful. Expected output same as actual output then test-case is successful.
Login_2	Verification of login with valid username and invalid password	a. Type correct username b. Type correct password c. Press on login button	a. Valid username b. Invalid password c. Button clicked	Invalid credentials	Invalid credentials. Expected output same as actual output then test-case is successful.
Login_3	Verification of login with invalid username and invalid password	a. Type correct username b. Type correct password c. Press on login button	a. Invalid username b. Invalid password c. Button clicked	Invalid credentials	Invalid credentials. Expected output same as actual output then test-case is successful.

15. Github Link

https://github.com/Alia24/EasyLearn-E-Learning-Platform

