LearnVen

E-learning Platform

A Project Report on

by

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We hereby declare that the work presented in this report entitled “LearnVen”, was carried out by Aman Dhiman and Saif Ali Khan. We have not submitted the matter embodied in this report for the award of any other degree or diploma of any other University or Institute.

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ABSTRACT

E-learning fulfils the thirst of knowledge and offers online content that can be delivered for the learner at anywhere, anytime and any age through a wide range of e-learning solution while compared with traditional learning system. It also provides the rapid access to specific knowledge and information.

An Online Learning Portal using PHP, providing students and teachers a platform for teachings and learnings.

In this platform, Teachers can post the study material for students. Students will be able to access study material subject wise as per their convenience. This platform makes learning interactive and hands on experience.

ACKNOWLEDGEMENT

I take this occasion to thank God, almighty for blessing us with his grace and taking our endeavor to a successful culmination. I extend my sincere and heartfelt thanks to our esteemed guide, **Dr**. **Sangeeta Arora**, for providing me with the right guidance and advice at the crucial junctures and for showing me the right way. I extend my sincere thanks to our respected **Head of the Department Dr. Ajay Kumar Shrivastava**, for allowing us to use the facilities available. I would like to thank the other faculty members also, at this occasion. Last but not the least, I would like to thank my friends and family for the support and encouragement they have given me during our work.

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CHAPTER 1

INTRODUCTION

E-learning Platform is a web-based learning and management system which helps students and teachers to learn and study online effectively. It reduces the time to gain knowledge to everyone. It greatly overcomes the lack of availability and converts the manual old school paperwork to a fully automated and managed online system.

E-learning Platform it's users to securely register and log in to their individual accounts and create, read, and learn according to their needs. It provides learning platform to everyone in a very secure manner. Multiple users can work in this system at the same time under centralized supervision by administrator. It is a very useful learning management system for Colleges, Schools and other Institutes to manage and share their information in an secure, efficient and effective manner. This one help to provide knowledge and learning in an effective manner.

This project has a large scope as it has the following features which help in making it easy to use, understand and modify it:

- Ease of learning
- Flexibility
- Time and cost effective.
- Efficient Accessibility
- Opportunity to Explore Diverse Cultures.
- Easy and secure user log in and registration.
- Easy password recovery through email.
- E-learning is Greener

1.2 Technology:

PHP: - PHP (recursive acronym for *PHP: Hypertext Preprocessor*) is a widely- used open-source general-purpose scripting language that is especially suited for web development and can be embedded in to HTML.

SQL: - SQL is a structured query language used for querying database.

HTML: - It is used for giving eye catching look to the website. And also providing easy to use GUI.

CSS: - CSS is cascading style sheet which is used to give designer look to HTML using the external file.

Java script: - Java script is used for client-side scripting which can help in using validation on the website and many more other functions.

1.3 Tools:

XAMPP: - XAMPP is an archetypal model of web service stacks, named as an acronym of the names of its original four open-source components: the Linux Operating System, the Apache HTTP Server, the MYSQL relational database management (RDBMS), and the PHP

Programming Language: - The XAMPP components are largely interchangeable and not limited to the original selection. As a solution stack, XAMPP is suitable for building dynamic web sites and web applications.

Quiz: User plays the quiz on appropriate language and immediately takes result. On each question user get the marks; there is no negative marking in quiz.

1.4 Focused Modules:-

Registration:

- In this, first the interested students get registered by selecting their desired username and password and by providing the necessary details.
- Then each user profile will be maintained which can be edited by the user when desired. Each person will register only one time. Details of each person along with their username and password are saved permanently in the database.

Login:

- After providing the correct username and password, the user log's in to e-Learning system's homepage. There the user can select the available subjects to further learn about them. If user enter wrong username password then they block their account temporary and after some security verification they will able to access their account.

Homepage:

- After providing the correct username and password, the user log's in to the e-Learning Systems homepage. Here at the homepage there are many choice for user to learn different languages like JAVA, Python and C++ etc.
- User can take following helps.
- Tutorials about the language.
- Playing quiz about the languages.
- Learn through notes.
- Download notes and programs.

CHAPTER 2

Literature Review

2.1 What is E-Learning?

E-learning is a type of learning conducted digitally via electronic media, typically involving the internet**.** It can be accessed via most electronic devices including a computer, laptop, tablet, or smartphone, making it a versatile and easy way for students to learn wherever they are. E-learning resources come in a variety of forms – from software programs and digital courses to interactive online platform and apps.

According to Avner and Tenczar, E-learning finally offers us the yet unprecedented chance to blaze new trails for education, to raise the quality of education, and, at the same time, to significantly and sustainably rationalize the use of resources in the key areas of education." This and all subsequent translations from German are by the author. [1].

According to K.H. Fee, Web-based learning is used nowadays as another option to face to face education. As a matter of fact, its use increases in a direct proportion with the increase of the number of students. This has made educators exert a lot of effort to help the learners to get interactive content that is full of multimedia as it has been proven that it has a significant effect on the process of learning. [2].

According to Johan, E-learning may improve access to education and training, the quality of teaching and learning and mark the need for higher institutions to maintain competitive advantage in this changing market place for students. This has led to full exploitation of IT in improving the teaching and learning process, while at the same time, delivering educational programmes to more students at a lower cost (Peled, 2000 in Hafizah and Kamil, 2009). This means e-learning may enhance quality of teaching and learning. [3].

According to conceptualizing the use of computerized systems to enable or facilitate the learning process. They identified 23 concepts that belong to the use of computers for learning purposes (e.g., online learning, virtual learning, distance education, m-learning, MOOC, learning management systems). E-learning should not be confused with the concept blended learning, which is defined as the effective integration, fusion even, of face-to-face and online learning depending on the educational need and purpose (p. 200 [5]).

According to Rodrigues et al. [6] define e-learning as an innovative web-based system based on digital technologies and other forms of educational materials whose primary goal is to provide students with a personalized, learner-centered, open, enjoyable, and interactive learning environment supporting and enhancing the learning processes.

According to Akyol, Z., & Garrison et al. [7] Early research into computer conferencing and online learning focused on whether we could create social presence in a medium that was bereft of visual cues (e.g., Gunawar-dena & McIsaac, 2003; Gunawardena & Zittle, 1997; Tu & McIsaac, 2002; Tu, 2000).While this question has essentially been answered in the affirmative, the current chal-lenge for researchers in online and blended learning has shifted to understanding cognitive presence issues (Garrison & Cleveland-Innes, 2005).

According to Bates, A. W. & Poole et al. [8] He explains the technology important in the student life. The book provides a theoretical and pedagogical foundation for helping instructors make critical decisions about the use of technology within the college curriculum. This resource discusses the relationship between knowledge, learning, teaching, and the nature of media, and shows how this information should inform the use of technology in a teaching environment. The authors introduce a decision model that is based on key criteria for selecting appropriate technologies for teaching in higher education.

According to Bonk, C. J. & Graham, C. R. (Eds.). et al. [9] The present study aimed to investigate the effect of designing a blended learning environment on achievement and deep learning of the Arabian Gulf university students in a design and presentation of instructional materials' graduate course. He explain the important the course in college and Online system, Using the right pattern of study.

According to R.M. (Rosemary M. Lehman and Simone C.O. Conceição in Motivating and Retaining Online Students: Research-Based Strategies That Work, provide a clear set of strategies instructors can use to improve online student retention. [10]

According to Conceição, S. C. O., & Lehman, R. M. et al.[11] "Managing Online Instructor Workload breaks the pattern of prior distance learning books with its research-based orientation by including a broad range of experience. This is a valuable resource to encourage greater faculty persistence and adoption."—Kathleen P. King, professor of higher education, University of South Florida, Tampa.

According to Duffy, T. M. & Kirkley, J. et al. [12] He explain about the concepts of the Centralized learning that give the edge to the student. Using some design pattern of online Learning system.

According to Dziuban, C., Hartman, J., Cavanagh, T. Moskal, P., el al [13] present the foundational research, theoretical framework, scenarios, principles, and practical guidelines for the redesign and transformation of the Online system curriculum.

According to Means, B., Toyama, Y., Murphy, R., & Baki, M. et al. [14] Educators, by their selection of traditional and online media, have complete control over this teaching, but students, in the end, are the ultimate arbiters of their own learning.

According to Palloff, Rena M., Pratt, Keith.et al. [15] Building Online Learning Communities further explores the development of virtual classroom environments that foster a sense of community and empower students to take charge of their learning to successfully achieve learning outcomes.

2.2 Objective:-

The objectives of the system are-

- To reduce manual teaching
- Reduced sharing and distribution time
- Increased reliability.
- Increased operational efficiency.
- Data security

This E-learning Management System can be readily used by non-programming personal avoiding human handled chance of error. This project is used by Three types of users

i. Students.

ii. Teachers

iii. Administrators

Students and Teachers can create their accounts and start viewing and learning with the help of this project. Everyone to acquire knowledge without any fee charges.
Administrator is must be an authorized user who will keep track of all the uploaded learning material and manage users as well through the admin panel.

New features can be added to the system as per requirements.

CHAPTER 3

Requirement Engineering

3.1 Software Requirement Specification

The software requirements specification is produced at the culmination of the analysis task. The function and performance allocated to software as part of system engineering are refined by establishing a complete information description, a detailed functional and behavioral description, an indication of performance requirements and design constraints, appropriate validation criteria, and other data pertinent to requirements.

The SRS is a specification for a specific software product, program, or set of applications that perform particular functions in a specific environment. It serves several goals depending on who is writing it. First, the SRS could be written by the client of a system. Second, the SRS could be written by a developer of the system. The two methods create entirely various situations and establish different purposes for the document altogether. The first case, SRS, is used to define the needs and expectation of the users. The second case, SRS, is written for various purposes and serves as a contract document between customer and developer.

3.2 The proposed system has following requirements

a) System needs store information about new entry of assignment.
b) System needs to help the internal staff to keep information of Student and find them as per various queries.
c) System needs to maintain quantity record.
d) System needs to update and delete the record.
e) System also needs a search area.
f) It also needs a security system to prevent.

3.3 E-R Diagram

- E-R Diagram: An entity relationship diagram (ERD), also known as an entity relationship model, is a graphical representation that depicts relationships among people, objects, places, concepts or events within an information technology (IT) system.

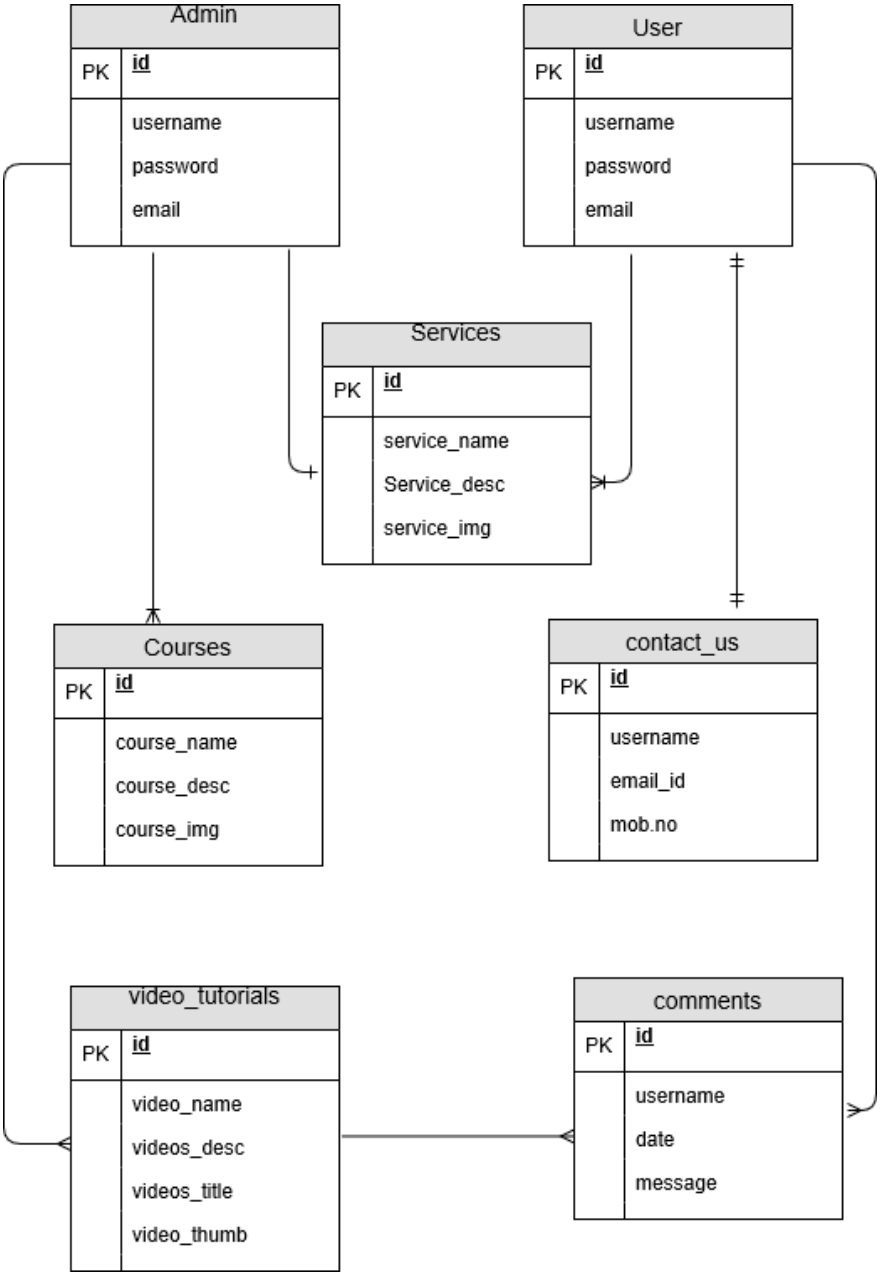


Fig. 3.1 E-R Diagram E Learning System

3.4 Use Case Diagram

- Use Case Diagram: A use case diagram can summarize the details of your system's users (also known as actors) and their interactions with the system.

E-learning (main module)

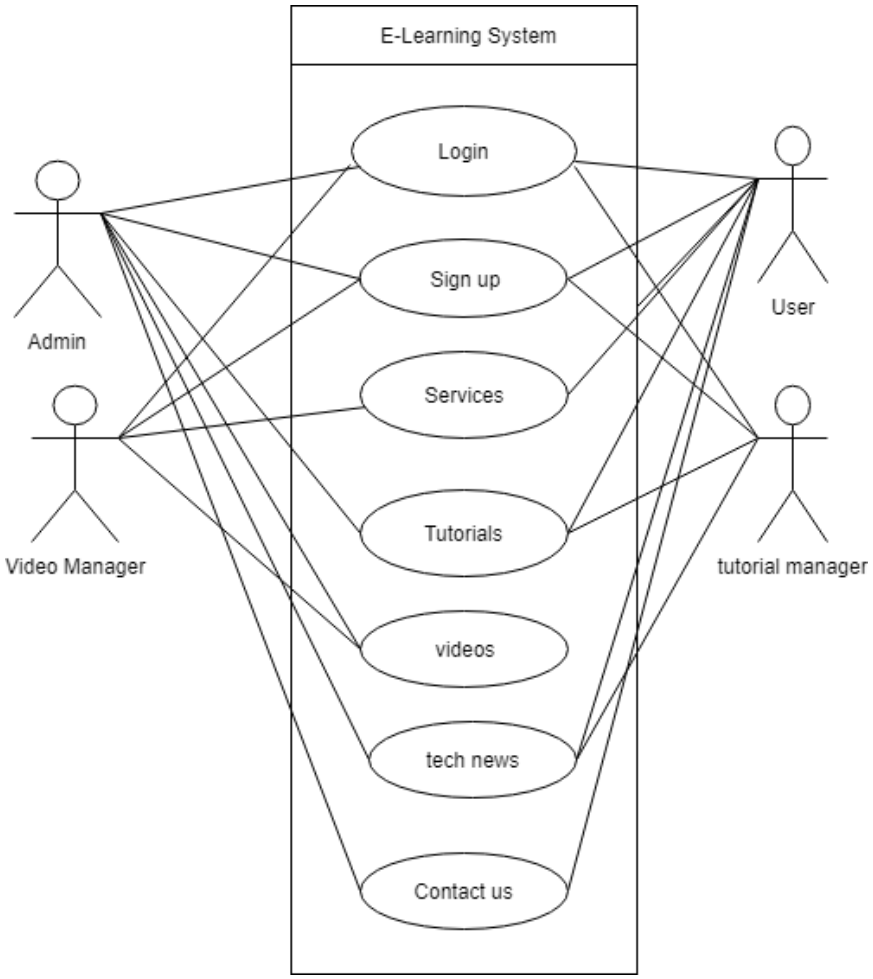


Fig 3.2 Use Case Diagram E Learning System

Users :

- Admin
- user
- tutorial manager
- video manager

3.5 MODULES DESCRIPTION

A module description provides detailed information about the module and its supported components, which is accessible in different manners. The Document module manages all types of documents and files throughout the company and may be used for Office documents, folders, software.

1. **Login :** User can login into the website
2. **Signup :** User can signup
3. **Services** : User can view service section
4. **Tutorials :** User can select any tutorials to read
5. **Videos :** User can watch videos of courses
6. **Tech news :** User can read tech news
7. **Contact us** : User can contact the website admin

3.6 Login Module

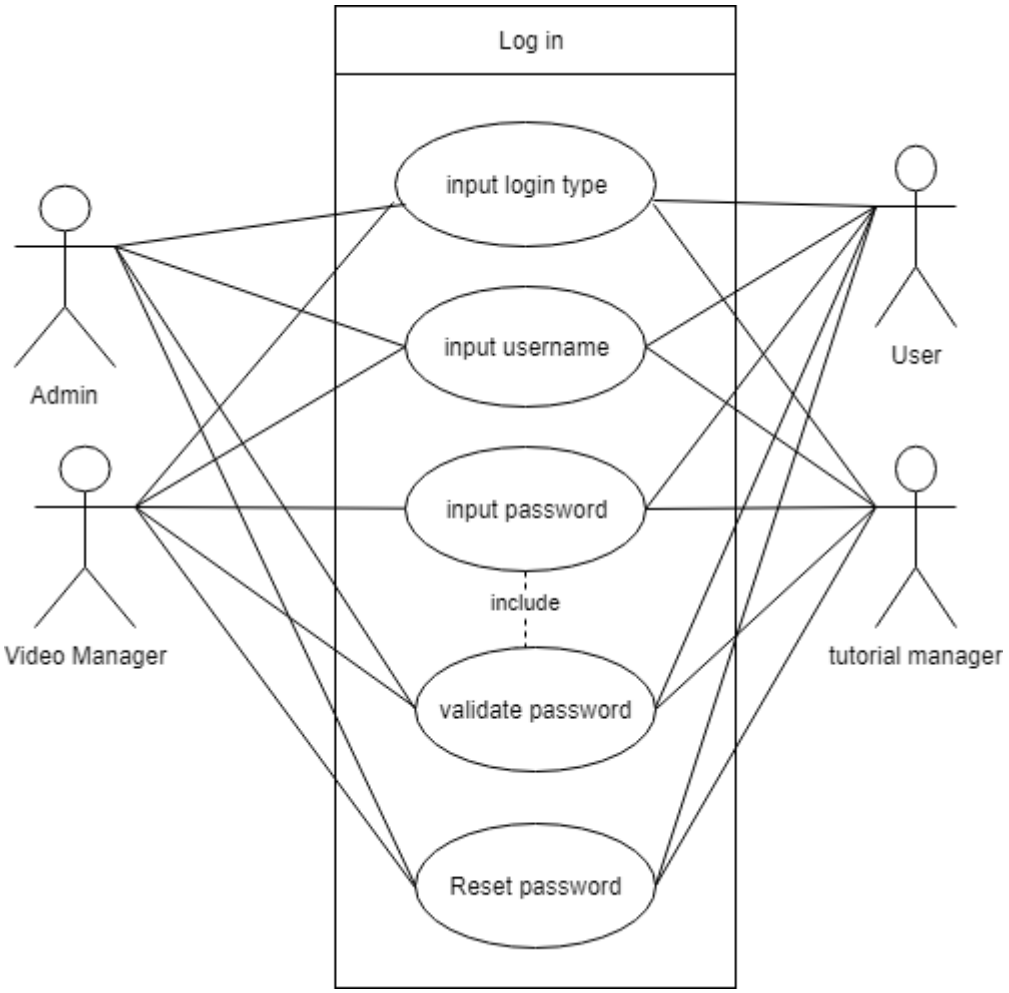


Fig 3.3 Use case Diagram of Login Module

3.7 Login Module Description

Users:

- Admin
- user
- tutorial manager
- video manager

3.8 Signup Module

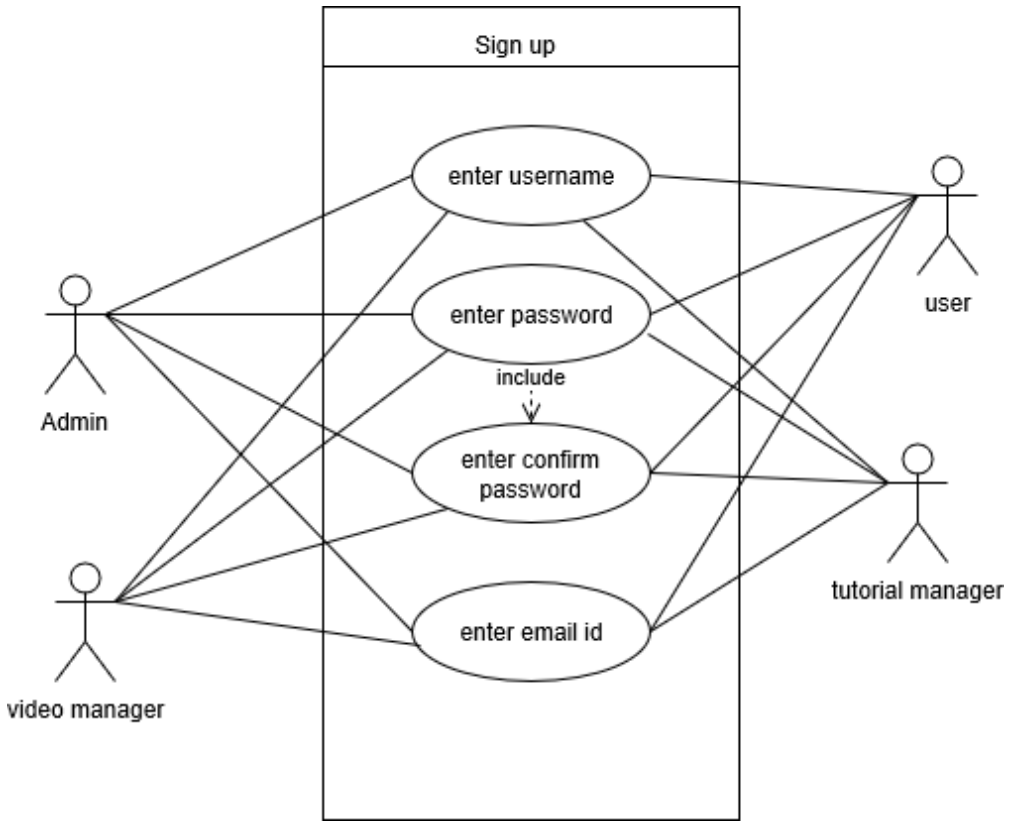


Fig 3.4 Use Case Diagram of Signup Module

3.9 Signup Module Description

Users :

- Admin
- user
- tutorial manager
- video manager

Modules Description:

1. Input username **:** user must enter username

2. Input password : user must enter password

3. Confirm password **:** user need to confirm password

4. Enter email id : user can reset password

3.10 Services M odule

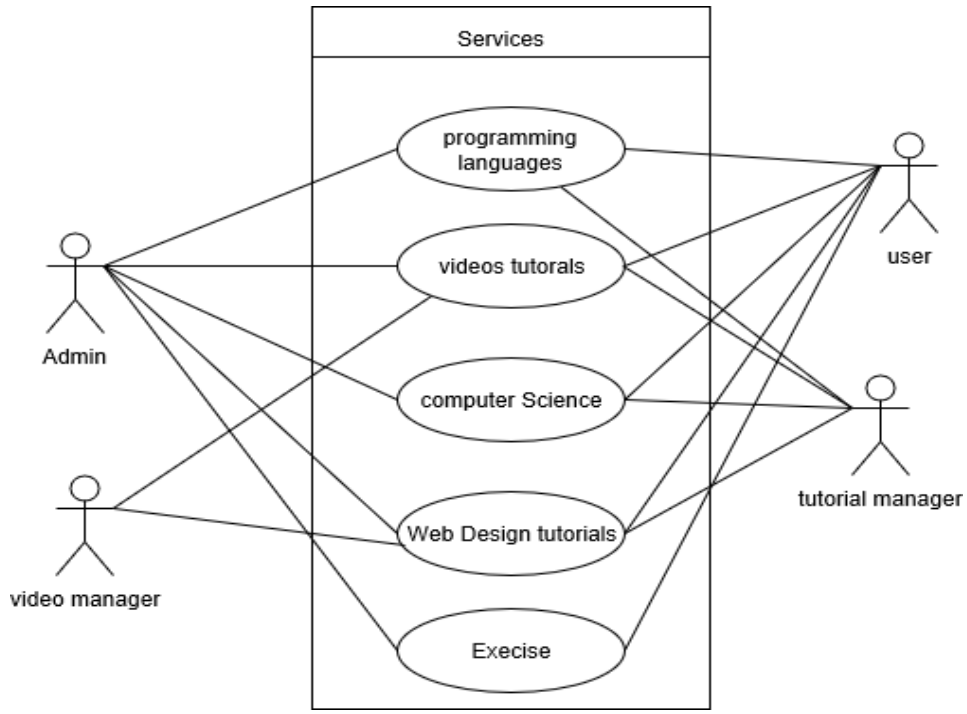


Fig 3.5 Use Case Diagram of Services Module

Users :

- Admin
- User
- Tutorial Manager
- Video Manager

Modules Description:

A module description provides detailed information about the module and its supported components, which is accessible in different manners. The Document module manages all types of documents and files throughout the company and may be used for Office documents, folders, software.

1. **Programming languages:** user can learn any programming language
2. **Video tutorials** : user can watch any video tutorials
3. **Computer science :** user can read computer science section
4. **Web design tutorials :** user can learn website designing
5. **Exercise :** user can give online mcq test

3.11 Tutorials module:

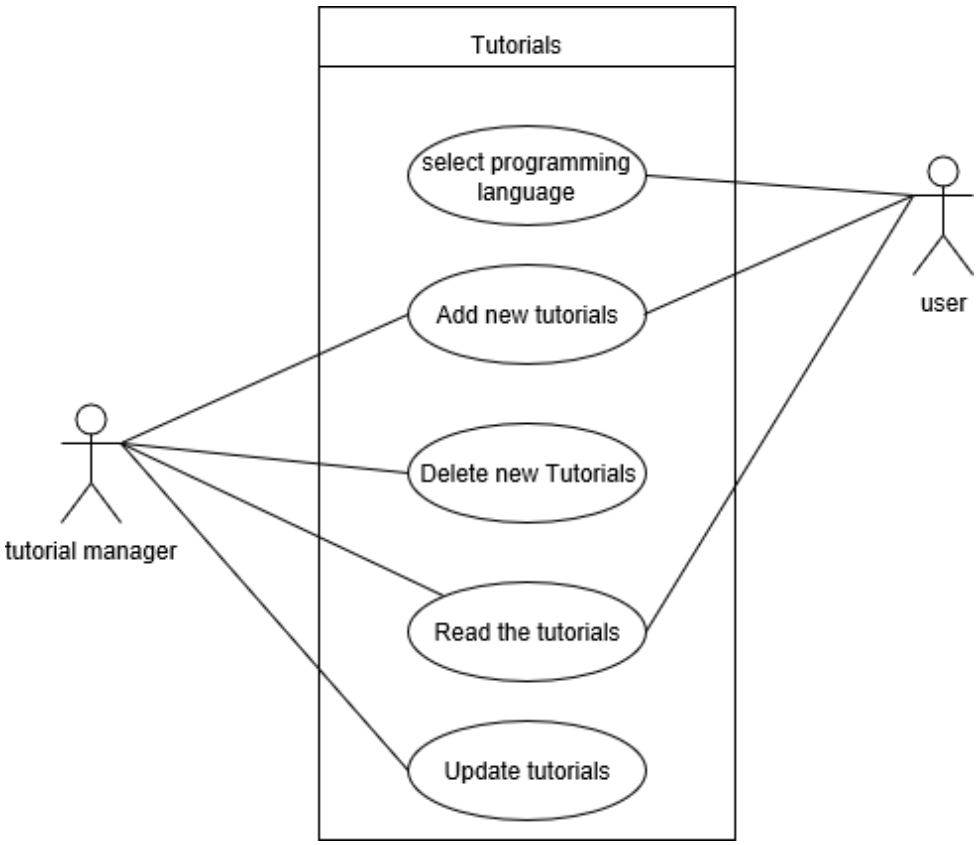


Fig 3.6 Use Case Diagram of Tutorials Module

Tutorials module description

Users:

- user
- tutorial manager

Modules Description:

1. **Select programming languages:** user can select learn any programming language to learn
2. **Add new tutorials** : tutorial manager can add new tutorials
3. **Delete tutorials :** tutorial manager can delete a tutorials
4. **Read tutorials :** user can read the tutorials
5. **Update tutorials :** tutorial manager can update a tutorial

3.12 Videos module

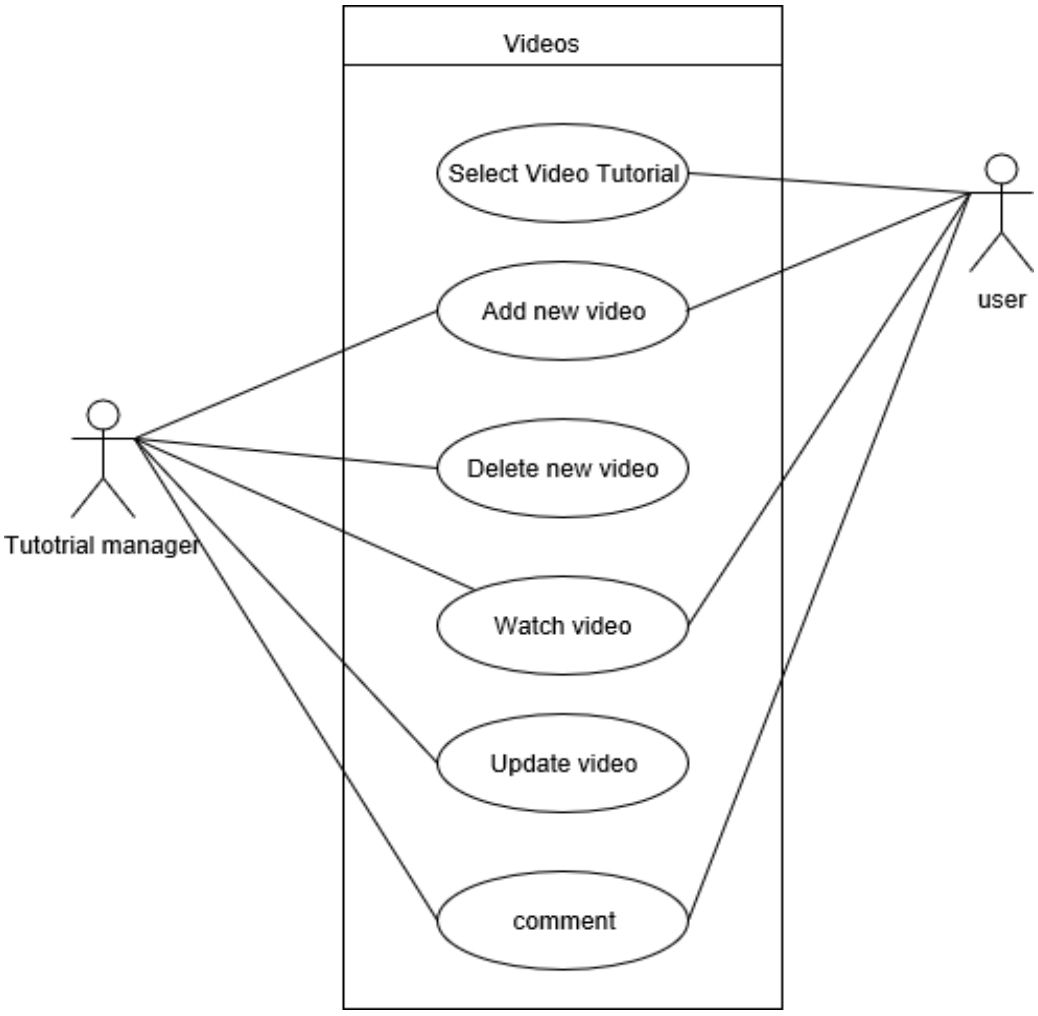


Fig 3.7 Use Case Diagram of Video modules

Videos module description

Users

- user
- tutorial manager

Modules Description:

1. **Select video tutorials:** user can select learn any video tutorials to watch
2. **Add new video** : tutorial manager can add new videos

D**elete video :** tutorial manager can delete a video

3. **Watch videos :** user can watch the videos

4. **Update video :** tutorial manager can update a videos

5. **Comment :** user can comment on a video

3.13 Tech News:

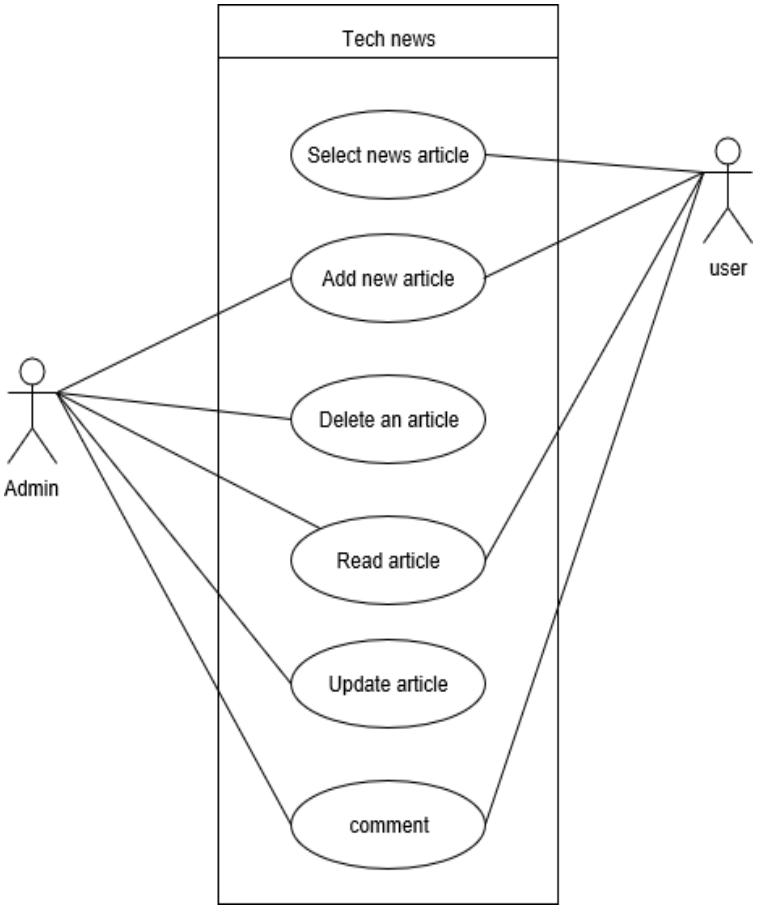


Fig 3.8 Use Case Diagram of Tech News

Tech news module Description

Users:

- user
- admin

Modules Description:

1. **Select news article:** user can select any news article
2. **Add new article** : admin can add new article
3. **Delete article :** admin can delete an article
4. **Read article :** user can read an article
5. **Update article :** admin can update an article
6. **Comment :**user can comment on a article

3.14 Contact us

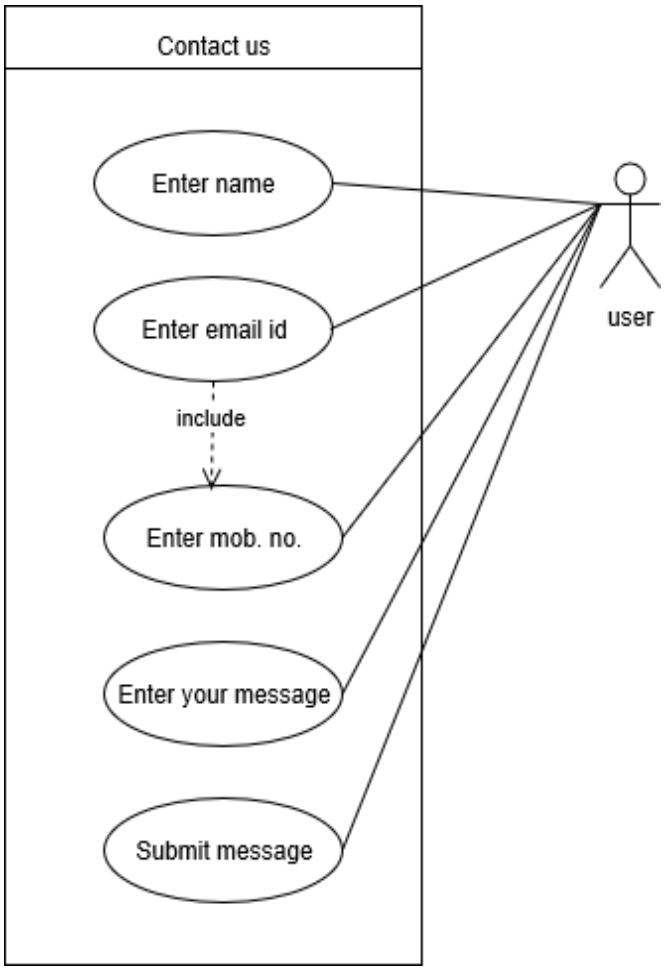


Fig 3.9 Use Case Diagram of Contact Us

Contact us Module Description

Users:

- user

Modules Description:

1. **Enter name :** user must enter his/her name
2. **Enter email id** : user must enter email id
3. **Enter mobile number :** user must enter mobile number
4. **Enter your message:** user can enter the message
5. **Submit message :** user can submit message

Event Table:

An event table stores information about changes to application tables.

The event table is a database table created by the user, generally within the same schema as the application table for which it stores events. The event table describes the type of change made to an application table, and also contains an identifier for the changed row.

To populate an event table, one or more triggers must be created. A trigger is a database construct that can run an SQL script when a predefined action occurs. For example, a trigger can insert a row in the event table when an update in the application table occurs.

3.15 Event Table:-

SR. NO	EVENT	TRIGGER	SOURCE	Activity	RESPONSE	DESTINATION
1.	Admin want to login into the system	Log in request	Admin	Validate admin username and password	Login successful orfailed	Admin
2.	Admin want to logout from the system	Log out request	Admin	Logout fromthe system	Logout successful	Admin
3.	Admin want to reset password	Reset password	Admin	Validate and reset password	Passwordreset successful	Admin
4.	Admin want to change password	Change password	Admin	Validate and change password	Password change successful	Admin
5.	User want tologin	Login request	User	Validate username and password	Login successful	User
6.	User want to logout	Logout request	User	Logout from system	Logout successful	User
7.	User want toview courses	View course	User	Retrieve data from database	Display course list	User
8.	User want toenroll for the course	Enroll course	User	Ask thedetails	Enrollment successful	User
9.	Admin want to update the course	Update course	Admin	Insert course detail and store into database	Course updated successfully	Admin
10.	Admin want to delete course	Delete course	Admin	Remove the data from database	Course deleted successfully	Admin
11.	User want to search a course	Search courses	User	Retrieve the data from database	Display the courses	User
12.	User want to view articles	View articles	User	Selection of article	Display article page	User
13.	User want to watch video	Watch videos	User	Retreive the video from youtube	Show thevideo	User
14.	Admin want toadd new video	Add videos	Admin	Insert andverify the youtube link	Add newvideo	Admin
15.	Admin want to delete a video	Delete video	Admin	Delete the video link	Video daleted	Admin

SR. NO	EVENT	TRIGGER	SOURCE	Activity	RESPONSE	DESTINATION
16.	User want to ask question	Ask question	User	Take the question	Upload the question	User and admin
17.	User want to comment on a video	Commenton video	User	Take the comment and store into database	Display the comment	User
18.	Admin want to delete a comment	Delete comments	Admin	Remove the comment from user database	Comment removed	Admin
19.	User want togive reply	Reply	user	Take the reply andstore into database	Reply added	User
20.	User want to view about us	User hits about us button	User	Display aboutus page	About usdisplay successful	User
21.	Admin want to view user details	Admin hits userdetail button	Admin	Retrieve the user data from database	Display theuser details	User
22.	Admin want to remove a user	Admin hits removeuser button	Admin	Search thedata and remove it from database	User removed	User
23.	User want to see contact us	User hits contact us button	User	Goto contactus page	Display contact us page	User

Table 3.1 Event table

3.16 Database Description

Table 3.2 Signup

Signup		
Field name	**Data type**	**Constraints**
Id	Int	Primary key, Not null and auto increment
name	Varchar	Not null
Password	Varchar	Not null
Email	Varchar	Not null

Table 3.3 Course

Course		
Field name	**Data type**	**Constraints**
Id	Int	Primary key, Not null and auto increment
Course_name	Varchar	Not null
Topic_name	Varchar	Not null
description	Varchar	Not null

Table 3.4 Programming Languages

Programming_languages		
Field name	**Data type**	**Constraints**
Id	Int	Primary key, Not null and auto increment
Language_name	Varchar	Not null
Language_image	Varchar	Not null
Language_description	Varchar	Not null

Table 3.5 Video Tutorials

Video_tutorials		
Field name	**Data type**	**Constraints**
Id	Int	Primary key, Not null and auto increment
tutorial_name	Varchar	Not null
Tutorial_image	Varchar	Not null
Tutorial_description	Varchar	Not null

Table 3.6 Watch Video

Watch_Video		
Field name	**Data type**	**Constraints**
Id	Int	Primary key, Not null and auto increment
Video_path	Varchar	Not null
Video_name	Varchar	Not null
Tutorial_name	Varchar	Not null, foreign key
Video_image	Varchar	Not null

Table 3.7 Course

Courses		
Field name	**Data type**	**Constraints**
Id	Int	Primary key,Not null and auto increment
Topic_name	Varchar	Not null, foreign key
Language_name	Varchar	Not null
description	Varchar	Not null

CHAPTER 4

Analysis & Design

4.1 System Design of E-learning System

In this phase, a logical system is built which fulfils the given requirements. Design phase of software development deals with transforming the client's requirements into a logically working system. Normally, design is performed in the following two steps:

1. Primary Design phase:

In this phase, the system is designed at block level. The blocks are created on the basis of analysis done in the problem identification phase . Different blocks are created for different functions emphasis is put on minimizing the information flow between blocks. Thus, all activities which require more interaction are kept in one block.

2. Secondary Design phase:

In this secondary phase the detailed design of every block is performed.

4.2 General Task involved in the design process are following:

A. Design various blocks for overall system process.
B. Design smaller, compact and workable modules in each block.
C. Design various database structures.
D. Specify details of programs to achieve desired functionality.
E. Design the form of inputs, and outputs of the system.
F. Perform documentation of the design.
G. System reviews

4.3 Project Category

Relational Database Management System (RDBMS): This is an RDBMS based project which is currently using MySQL for all the transaction statements. MySQL is an open source RDBMS System.

4.4 Brief introduction about RDBMS:

A relational database management system (RDBMS) is a database management system (DBMS) that is based on the relational model as invented by E.F.Codd, of IBM's San Jose Research Laboratory. Many popular databases currently in use are based on the relational database model. RDBMSs have become h predominant choice for the storage of information in new databases used for financial records, manufacturing and logistical information, personnel data, and much more since the 1980s Relational databases have often replaced legacy hierarchical databases and network databases because they are easier to understand and use. However, relational databases have been challenged by object databases which were introduced in an attempt to address the object- relational impedance mismatch in realational database, and XML databases.

CHAPTER 5

Construction

5.1 Implementation and software Specification testing

• **Detailed Design of Implementation:** This phase of the system development lifecycle refines hardware and software Specifications, establishes programming plans, trains users and implements extensive testing procedures, to evaluate design and operating specifications and/or provide the basis for further modification.

• **Technical Design:** This activity builds upon specifications produced during new system design, adding detailed technical specifications and documentation.

• **Test Specifications and Planning:** This activity prepares detailed test specifications for individual modules and programs, job streams, subsystem, and for the system as a whole.

5.2 Programming and Testing

This activity encompasses actual development, writing, and testing of program units or modules.

• User Training

This activity encompasses writing user procedure manuals, materials, conducting training programs and testing procedures.

• Acceptance Test

A final procedural review to demonstrate a system and secure user approval before a system becomes operational.

• Installation Phase

In this phase the new computerized system is installed, the conversion to new procedures is fully implemented, and the potential of the new system is explored.

• System Installation

This process of starting the actual use of a system and training user personnel in its operation.

• Review Phase

This phase evaluate the successes and failures during a systems development project and to measure the results of a new computerized Transystem in terms of benifits and savings projected at the start of the project.

• Development Recap

A review of a project immediately after completion to find success and potential problems in future work.

• Post-implementation Review

A review, conducted after a new system has been a operation for some time, to evaluate actual system performance against original expectations and projections for cost- benifit improvements. Also identifies maintanence projecs to enhance or improve a system.

5.3 THE STEPS IN THE SOFTWARE TESTING

The steps involved during Unit testing are as follows:

a) Preparation of the test cases.

b) Preparation of the possible test data with all the validation checks.

c) Complete code review of the module.

d) Actual testing done manually.

e) Modifications done for the errors found during testing.

f) Prepared the test result scripts.

The unit testing done included the testing of the following items:

1. Functionality of the entire module/forms.
2. Validations for user input.
3. Checking of the coding standards to be maintained during coding.
4. Testing the module with all the possible test data.
5. Testing of the functionality involving all type of calculations etc.
6. Commenting standard in the source file.

After completing the Unit testing of all the modules, the whole system is integrated with all its dependencies in that module. While system integration, we integrated the modules one by one and tested the system at each step. This helped in reduction of errors at the time of the system testing.

• The steps involved during System testing are as follows:

• Integration of all the modules in the system.

• Preparation of the test cases

• Preparation of the possible test data with all the validation checks.

• Actual testing done manually.

• Recording of all the reproduced errors.

• Modification done for the errors found during testing.

• Prepared the test result scripts after rectification of the errors.

5.4 The System Testing done included the testing of following items:

- Functionality of the entire system ad a whole
- User interface of the system
- Testing the dependent module together with all the possible test data scripts.
- Verification and validation testing.
- Testing the reports with all its functionality.

5.5 Existing System of a Learning Management System

In the system the exams are done only manually but in process system we have to computerize the exams using this application

- Local security of data.
- More manpower.
- Time consuming.
- Consumes large volume of pare work.
- Needs manual calculation.
- No direct role for the higher officials.

5.6 Proposed system of E-learning Management System:

The aim of proposed system is to develop a system is improved facilities. The proposed system can overcome all the limitations of the existing system. The system provides proper security and reduces the manual work.

- Security of data.
- Ensure data accuracy.
- Proper control of the higher officials.
- Minimize manual data entry.
- Minimum time needed for the various processing.
- Greater efficiency

5.7 Technology:

HTML:- The Hypertext Mark-up Language or HTML is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript.
Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.
HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as <img /> and <input /> directly introduce content into the page. Other tags such as <p> surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags but use them to interpret the content of the page.
HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), former maintainer of the HTML and current maintainer of the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.[2] A form of HTML, known as HTML5, is used to display video and audio, primarily using the <canvas> element, in collaboration with javascript.

CSS :- Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language such as HTML.[1] CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.[2]
CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts.[3] This separation can improve content accessibility; provide more flexibility and control in the specification of presentation characteristics; enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, which reduces complexity and repetition in the structural content; and enable the .css file to be cached to improve the page load speed between the pages that share the file and its formatting.

Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.

PHP: PHP is a general-purpose scripting language geared toward web development.[7] It was originally created by Danish-Canadian programmer Rasmus Lerdorf in 1994.[8] The PHP reference implementation is now produced by The PHP Group.[9] PHP originally stood for Personal Home Page,[8] but it now stands for the recursive initialism PHP: Hypertext Preprocessor. PHP code is usually processed on a web server by a PHP interpreter implemented as a module, a daemon or as a Common Gateway Interface (CGI) executable. On a web server, the result of the interpreted and executed PHP code – which may be any type of data, such as generated HTML or binary image data – would form the whole or part of an HTTP response. Various web template systems, web content management systems, and web frameworks exist which can be employed to orchestrate or facilitate the generation of that response. Additionally, PHP can be used for many programming tasks outside the web context, such as standalone graphical applications and robotic drone control. PHP code can also be directly executed from the command line.

XAPP :- XAMPP (/ˈzæmp/ or /ˈɛks.æmp/)[2] is a free and open-source cross-platform web server solution stack package developed by Apache Friends,[2] consisting mainly of the Apache HTTP Server, MariaDB database, and interpreters for scripts written in the PHP and Perl programming languages.[3][4] Since most actual web server deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server possible.

XAMPP's ease of deployment means a WAMP or LAMP stack can be installed quickly and simply on an operating system by a developer, with the advantage that common add-in applications such as WordPress and Joomla! can also be installed with similar ease using Bitnami.

VSCode: Visual Studio Code, also commonly referred to as VS Code,is a source-code editor made by Microsoft for Windows, Linux and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality.

Chapter 6

FRONTEND DESIGN

6.1 Login Screenshot

- User can login by the id and password or Through the Google, Facebook and Twitter.

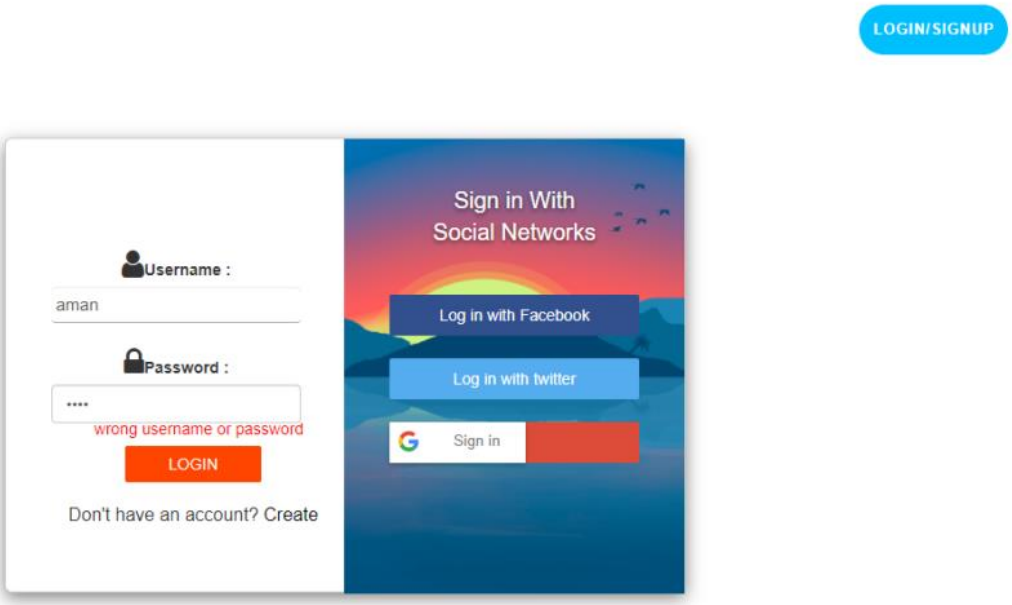
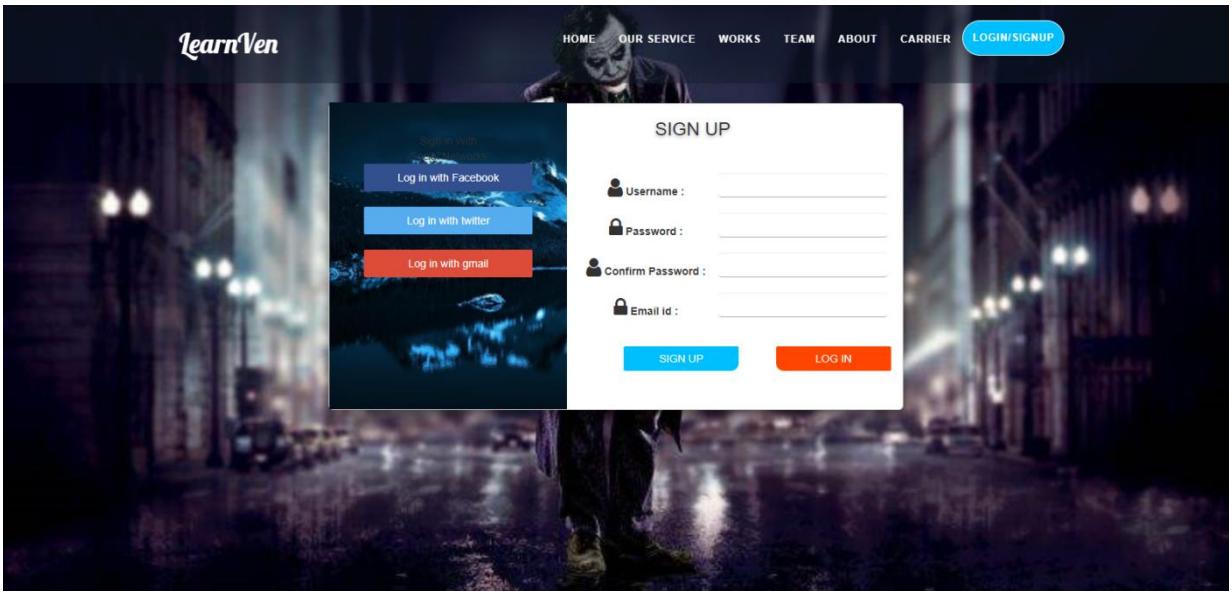


Fig. 6.1 Login

6.2 Account Sing up/ Creation of Account

- User should be created an account or sing up by Google, Facebook and Twitter before the login in this platform.

Fig. 6.2 Sing Up



6.3 Validation Screenshot

- Without right credential user can't enter into the platform
- We add the some validation to ignore or doesn't allow unauthentic user to enter

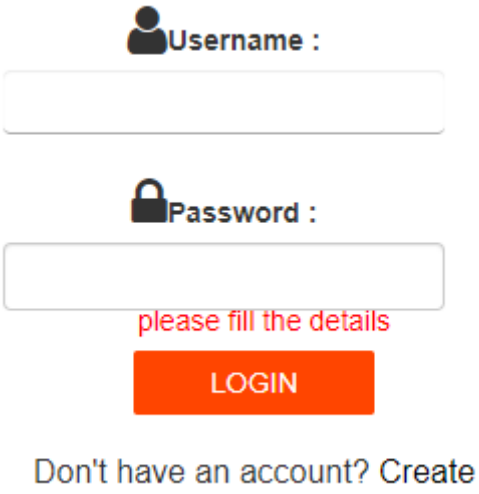


Fig. 6.3 Validation

6.4 Reuse Component Screenshot

- These are the some other Page that is use in the main display like Header, footer and so on.

6.4.1 Header Screenshot

- We design a header component to use in the different pages.

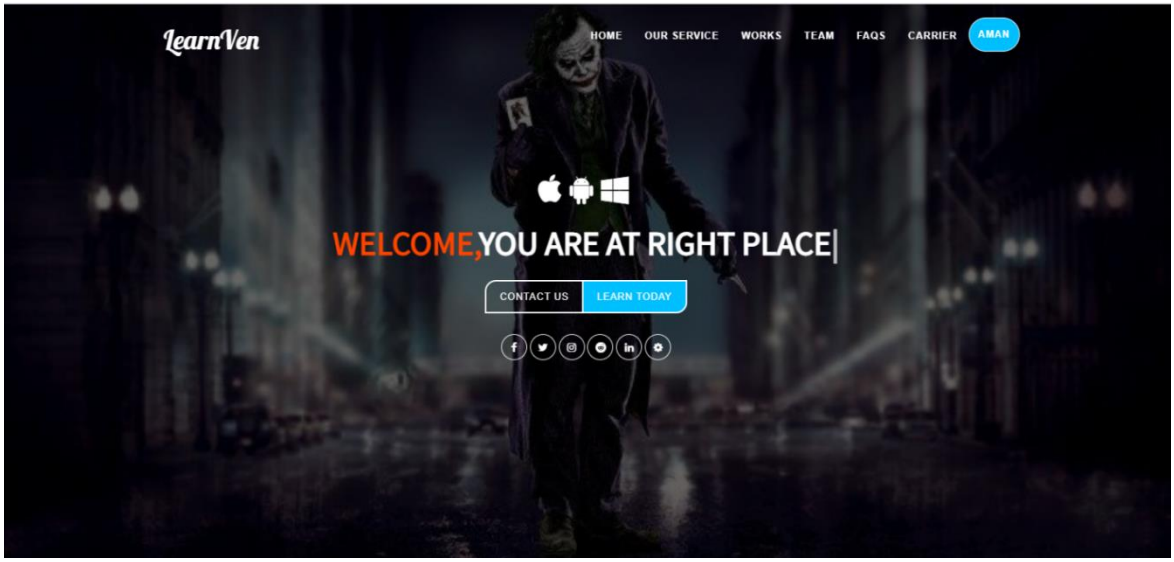


Fig. 6.4 Welcome Page and Header Component

6.4.2 Footer Screenshot

- We design a Footer component to use in the different pages.

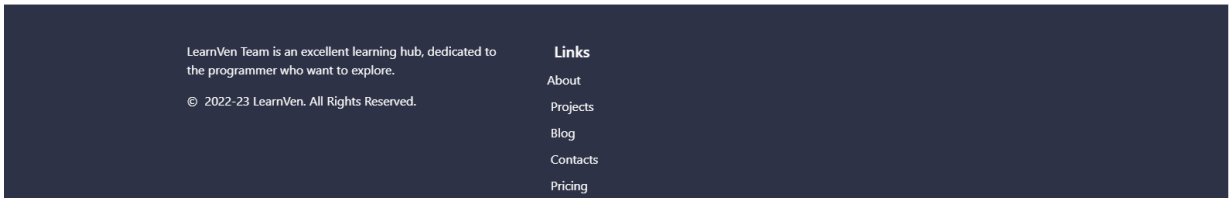


Fig. 6.5 Footer

6.4.3 Navbar Screenshot

- We design a Navbar component to use in the different pages.
- Header is also include in the navbar.

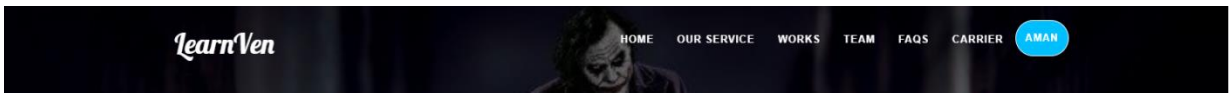


Fig. 6.6 Navbar

6.5 Coding Page Screenshot

- We use the VSCode latest version (1.67.2)*

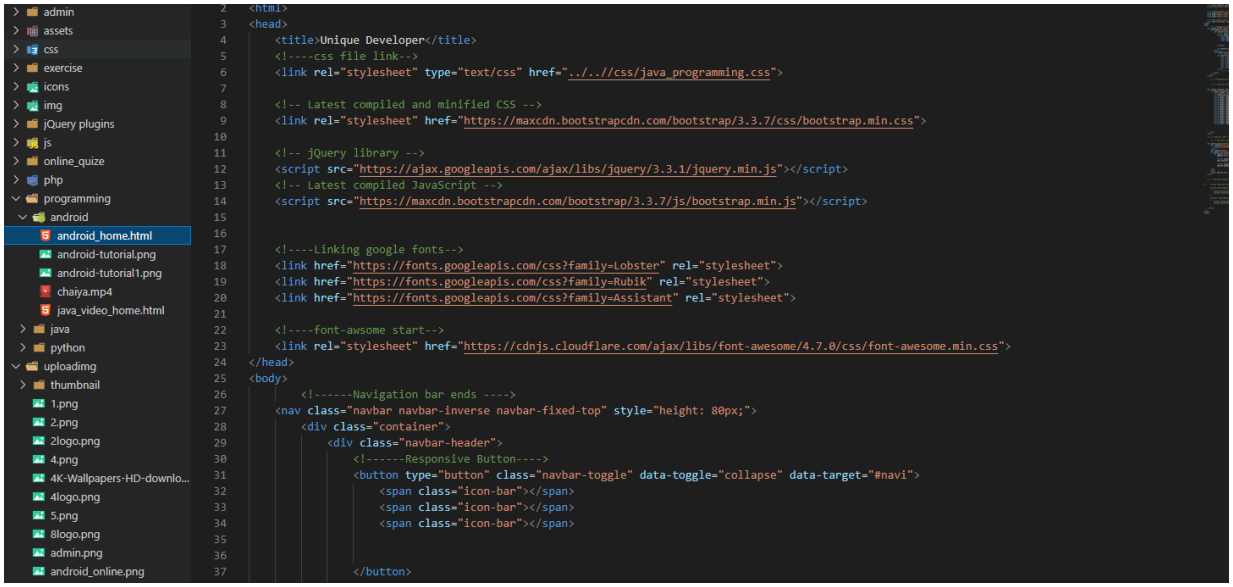


Fig. 6.7 Coding Screen

6.6 More Screenshots

6.6.1 Tutorials Page

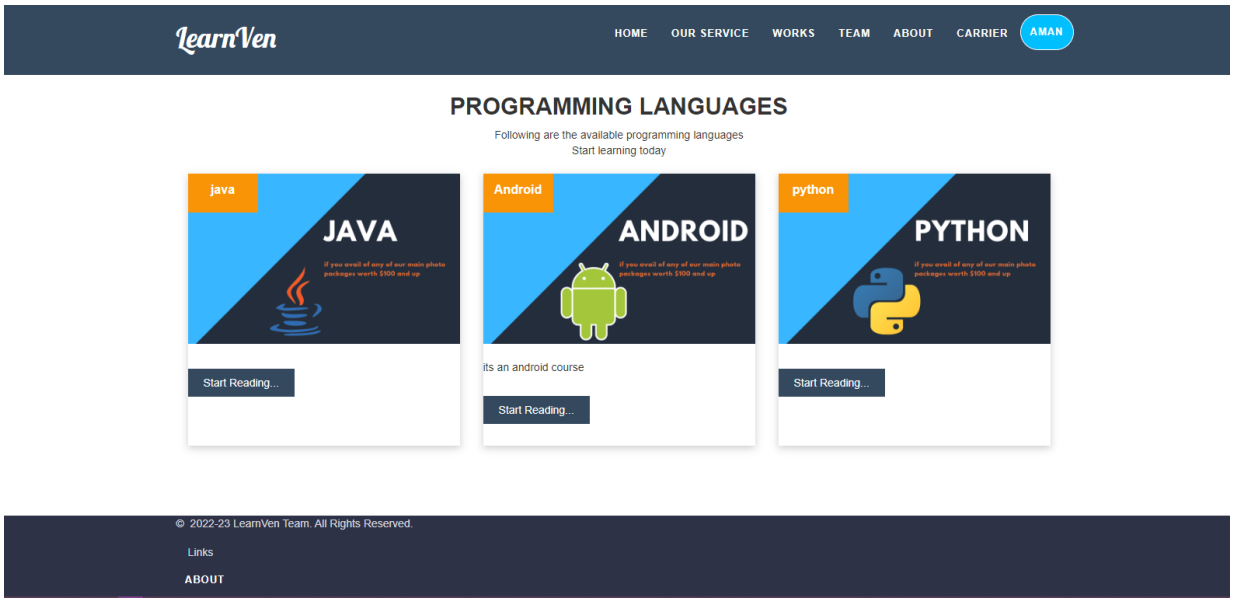


Fig. 6.8

6.6.2 Java Learning Page

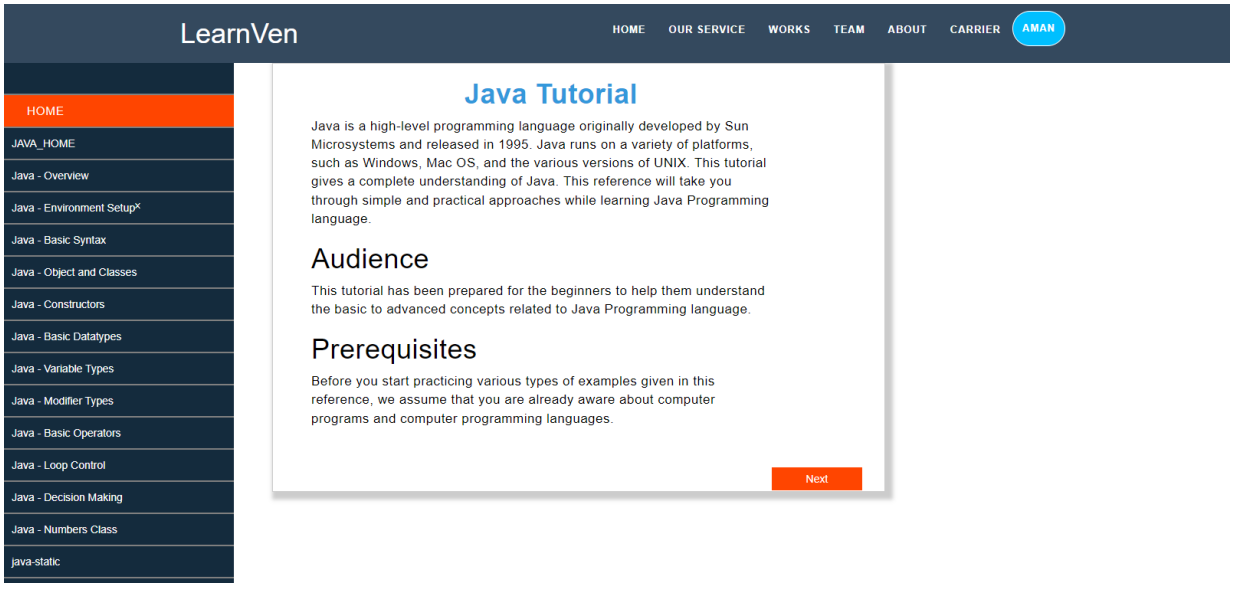


Fig 6.9

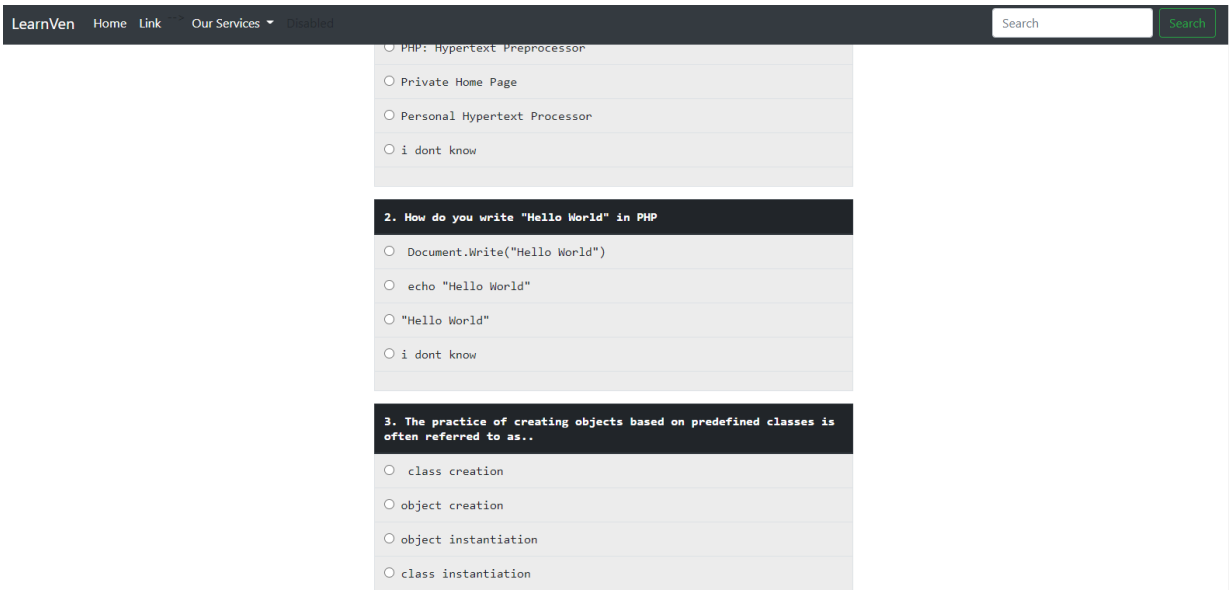


Fig 6.10

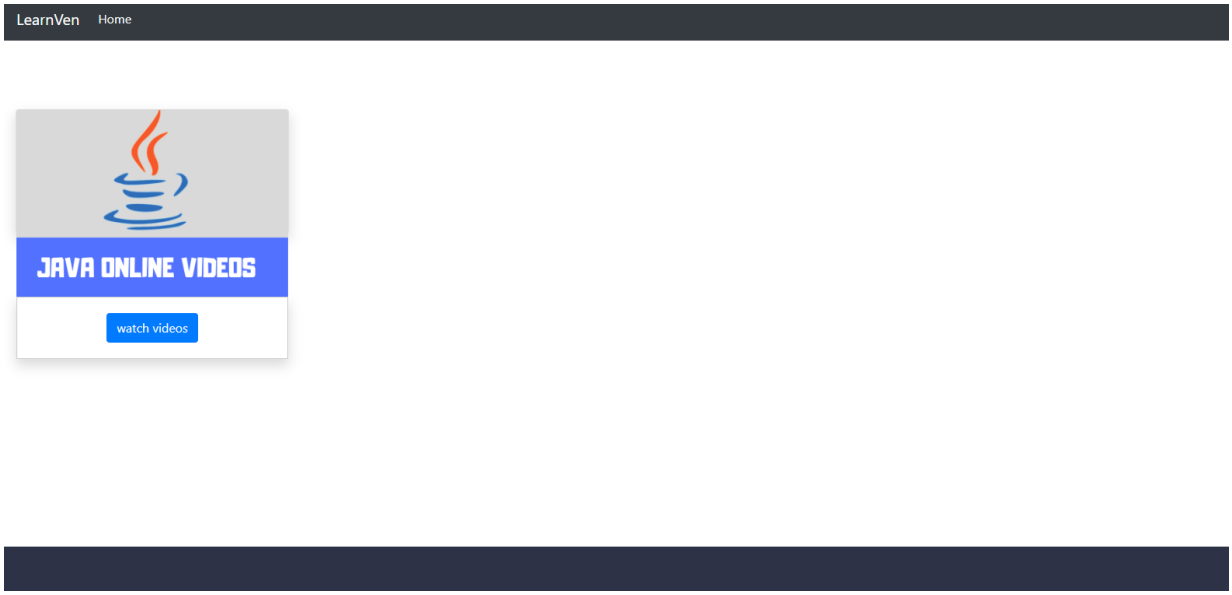


Fig. 6.11

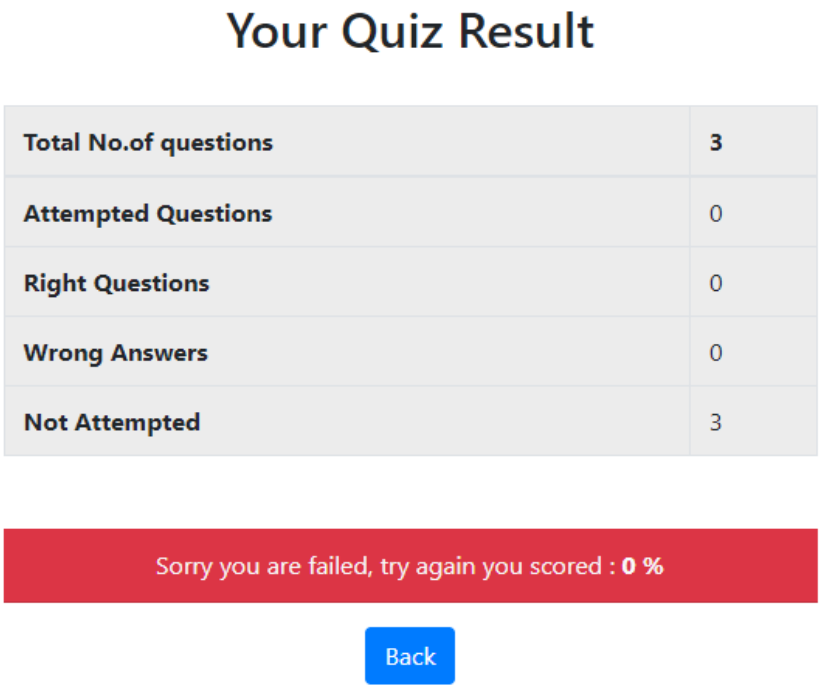

Your Quiz Result
Total No.of questions 3
Attempted Questions 0
Right Questions 0
Wrong Answers 0
Not Attempted 3
Sorry you are failed, try again you scored : 0 %
Back

Fig 6.12

CHAPTER 7

Conclusion and Future Scope

7.1 Conclusion of the project E-learning management system

Project is only a humble venture to satisfy the needs to manage their project work. several user friendly coding have also adopted. This package in satisfying all the requirements of the school. The objective of the software planning is to provide a Framework that enables the manager to make a responsible estimate made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

At the end it is concluded that we have made effort on following points:-

a) A description of the background and context of the project and its relation to work already done in the area.

b) Made statement of the aims and objectives of the project.

c) The description of purpose, scope, and applicability.

d) We & fine the problem on which we are working in the project

e) system and the actions that can be done on these things.

f) We understand the problem domain and produce a model of the system which describes operations that can be performed on the system

g) We included features and operations in details including screen layout.

h) We designed user interface and security issues related to system.

i) Finally the system is implemented and tested

7.2 Future Scope of the project:

In a nutshell it can be summarized the future scope of the project circles around maintaining information regarding:

a) We can add printer in future.

b) We can give more advance software of E-learning management system including more facilities.

c) We will host the plateform on online servers to make it accessible worldwide

d) Integrate multiple load balancers to distribute the loads of the system

e) Create the master and slave database structure to reduce the overload of the data base queries.

f) Implement the backup mechanism for taking backup of codebase and database on regular basis on different servers.

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