DAYANANDA SAGAR COLLEGE OF ENGINEERING



MASTER OF COMPUTER APPLICATIONS

PROJECT SYNOPSIS–2021

**E-LEARNING MANAGEMENT SYSTEM**

# SUBMITTED TO

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## INRODUCTION

E-Learning is an alternative to a traditional classroom learning experience and is often referred to as “online learning,” “remote learning,” “virtual learning,” “mobile learning,” “digital learning,” or “distance education.”

E-Learning Management System, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping.

## PROBLEM STATEMENT

## With the advent in technology and with the perpetual increase in the strength of the students and the number of departments in the educational institutions, it is laborious to exchange the study materials between the students and the faculties.

## The main objective of the E-Learning is to help the students get over the traditional methods of learning and make them accustomed to the internet where the notes for their respective subjects are easily available. It provides an automation procedure of studying the notes online. The implementation of this project helps both the students and the teachers.

## E-Learning is an inexpensive, efficient and comfortable way for students to easily access notes and an easier alternative to study for exams.

## OBJECTIVES

### The Major Goals Of eLearning

There are certain goals when it comes to eLearning and some of these are to:

* Enhance the quality of learning and teaching
* Meet the learning style or needs of students
* Improve the efficiency and effectiveness

Improve user-accessibility and time flexibility to engage learners in the learning process.

## SCOPE

* The main purpose of education is to achieve upward mobility. Online courses certification programs have been able to provide inexpensive education to the masses and also save time, energy and money.
* Big Data professionals are in great demand by top technological conglomerates. Mid and Senior level managers can enrol in online courses offering specialization in Big Data to climb up the corporate ladder quickly.
* [Digital marketing](https://talentedge.com/learn-digital-marketing) is fast emerging as a top-tier career choice. People who can exhibit creativity and who want to embark on a self-made career can take advantage of [certified online courses](https://talentedge.com/).

## PURPOSE

 The purpose of e-learning is to allow people to learn for personal accomplishment or to earn a professional degree, without physically attending a traditional university or academic setting. Applied for all levels of schooling from grade school to graduate degrees, e-learning is versatile enough to accommodate all learning styles.

# Modules

**Home Module:** In the home module, it gives detailed information about what the application is all about. Here users can view the main header of the page, which gives links to other modules. For the user, it gives the registering option. Show the popular courses on the E-learn web page. The user can view the student feedback and also share his feedback.

**Login Module:** The Login module helps the user to login to their account. A user must register with the system to avail the services and access the information. A user can register by giving the needed credentials and, after the registration   user needs to login to his account.

**Services Module:** Used for managing the details of course. Here the subject details are displayed. The course model shows information about the type of course. Course-related videos are shown here. Users can take the quiz here.

**Teacher Module:** This module is used to manage the teacher's information. Teachers' information is shown to the user and give the linkedin link to the user.

**Contact module:** This module assists in obtaining questions for the user. Here the user needs to enter the required data into the field.

## TECHNOLOGYUSED

1. HardwareTechnology

|  |  |
| --- | --- |
| Monitor/Screendisplay | TFTScreen(1366\*768) |
| Processor | I3orhigherprocessers |
| HDD | Minimumof 5GB |
| RAM | 4GB |

1. SoftwareTechnology

|  |  |
| --- | --- |
| Language-Version | HTML, CSS, Java script |
| OS | Windows |
| IDE | NetBeans |

## 8.Limitations of existing system

There may be many software to serve E-learning services. These are very complex and requires skilled computer workers to handle it and they are not flexible to use.

And it tells the organization to whether this project is worth the time and resource put into it. And its profitable or not.

**9.Future scope :**

This project has a very vast scape in the future. This project can be implemented in organizations along with additional features.

* Increasing the accuracy of the model by training it with large number of data sets.
* Developing a stand-alone application for different platforms including all the features.
* Implementing resource efficient algorithms and methods to reduce the resource usage.
* Developing a user friendly graphical Developing a user-friendly graphics