



Presented by :-Vishv Faldu (D22DCE179) Avadh Kanaiya (D22DCE180) Zeel Chauhan (D22DCE181)

CONTENT

- 11 INTRODUCTION
- 12 PROBLEM STATEMENT
- 13 CURRENT SYSTEM AND LIMITATION
- 14 SCOPE OF THE SYSTEM
- 15 REQUIREMENTS
- OF PROJECT DEFINITION AND PLANNING (GANTT CHART
- **17** SNAPSHOTS
- 18 CONCLUSION AND REFRENCES

Introduction

Welcome to our exciting journey into the world of education technology! In this software group project, we will embark on the development of a EDU ROOM that promises to revolutionize the way teachers and students interact in the digital age.





Problem Statement

In today's fast-paced and technologydriven world, traditional classroom settings are evolving rapidly. The COVID-19 pandemic has accelerated the need for effective online learning tools, but many existing solutions fall short of meeting the diverse needs of educators and learners. This presents a significant challenge for both students and teachers, as they navigate the complexities of remote or blended learning environments.

Current System & Limitation

The reporting and analytics features in Google Classroom were limited compared to some dedicated Learning Management System platforms. Educators may have found it challenging to gather in-depth insights into student performance and engagement.

To fully utilize Google Classroom, users typically needed access to other Google Workspace tools. This reliance on Google's ecosystem may not be suitable for schools or educators using other platforms.



Proposed System

The EDU ROOM enhances the communication between the teacher and students. It sets the friendly environment to share instructions, documents, point of views, assignment work, etc.

It also provides Attendence, Time Table, Student Profile, etc. via E-Governance.

It can also share the class code directly via Whatsapp.

It can also be directed to the telegram channel of faculties where all kind of material are available via link.

SCOPE OF THE SYSTEM

FACULTY:

- 1.) FACULTY CAN LOGIN
- 2.) FACULTY CAN VIEW THE BASIC INFORMATION OF THE SYSTEM SUCH AS NO. OF CLASSES CREATED, NO. OF EVENTS THAT HAS BEEN ORGANIZED, TOTAL NO. OF STUDENTS IN SYSTEM.
- 3.) FACULTY CAN CREATE CLASSROOM BY USING CODE
- 4.) FACULTY CAN MANAGE THE CLASSROOM
- 5.) FACULTY CAN DELETE THE CLASSROOM
- 6.) FACULTY CAN UPLOAD CLASSWORK IN THE CLASSROOM

SCOPE OF THE SYSTEM

- 7.) FACULTY CAN UPLOAD MATERIALS IN THE CLASSROOM AS STREAM.
- 8.) FACULTY CAN CHECK THE CLASSWORK
- 9.) FACULTY CAN VIEW THE STUDENTS THAT HAVE JOINED IN THE CLASS.
- 10.) FACULTY CAN MANAGE HIS/HER PROFILE.
- 11.) FACULTY CAN LOGOUT FROM THE SYSTEM

SCOPE OF THE SYSTEM

STUDENT:

- 1) STUDENT CAN SIGN UP
- 2) STUDENT CAN VIEW ROOM
- 3)STUDENT CAN JOIN IN THE ROOM
- 4) STUDENT CAN SUBMIT THEIR CLASSWORK
- 5) STUDENT CAN VIEW PEOPLE THAT HAVE JOINED THE CLASS
- 6) STUDENT CAN MANAGE HIS/HER PROFILE

SERVER SIDE

HARDWARE REQUIREMENT

RAM: 256 MB

HARD DISK SPACE: 5 GB OF AVAILABLE

HARD DISK

SPACE

PROCESSOR (CPU) SPEED: PENTIUM II 300-MHZ-OR-COMPATIBLE PROCESSOR

GRAPHICS CARD: VIDEO GRAPHICS ADAPTER THAT CAN SUPPORT 256 COLORS AND A RESOLUTION OF 800 BY 600 DPI

NETWORK ADAPTER: A NETWORK ADAPTER FROM THE MICROSOFT WINDOWS SERVER 2003 HARDWARE COMPATIBILITY LIST



SERVER SIDE

SOFTWARE REQUIREMENT

OPERATING SYSTEM: WINDOWS 2003 SERVER OR LINUX SERVER EDITION OR UNIX SERVER EDITION

WEB-DEVELOPMENT ENVIRONMENT:WAMP (WINDOWS PLATFORM) OR XAMPP (UNIX PLATFORM)LAMP (LINUX PLATFORM)



CLIENT SIDE

HARDWARE REQUIREMENT

RAM:128 MB

HARD DISK SPACE:1.5 GB OF AVAILABLE HARD DISK SPACE

PROCESSOR (CPU) SPEED:PENTIUM 233-MHZ-OR-COMPATIBLE PROCESSOR

GRAPHICS CARD: VIDEO ADAPTER AND MONITOR WITH SUPER VGA (800 X 600) OR HIGHER RESOLUTION

NETWORK ADAPTER: A NETWORK ADAPTER FROM THE MICROSOFT WINDOWS XP HARDWARE COMPATIBILITY LIST



CLIENT SIDE

SOFTWARE REQUIREMENT

OPERATING SYSTEM: WINDOWS XP OR LATER OR LINUX / UNIX VARIANT

BROWSER:INTERNET EXPLORER (8 OR LATER) OR GOOGLE CHROME (1.0 OR LATER) OR MOZILLA FIREFOX (1.5 OR LATER)



GANTT CHART

JUNE-JULY Task **JULY-AUG AUG-SEP** SEP **SEP-OCT PROJECT DEFINITION** REQUIREMENT GATHERING **PROJECT PLANNIG & DESINGING IMPLEMENTATION DEPLOYMENT**

SNAPSHOTS

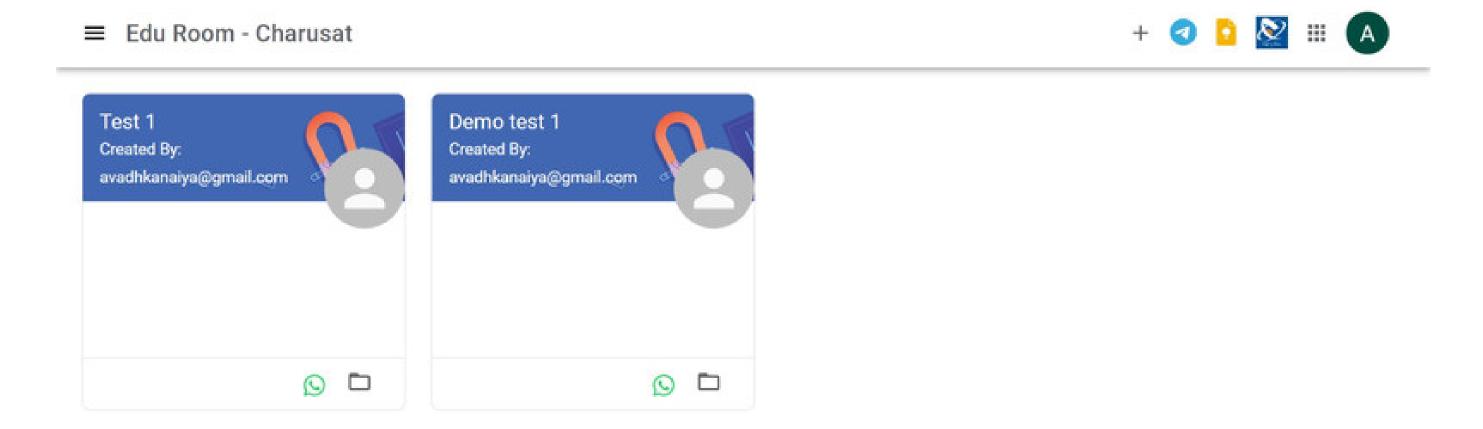
LOGIN PAGE:

EDU Room - Charusat

LOGIN NOW

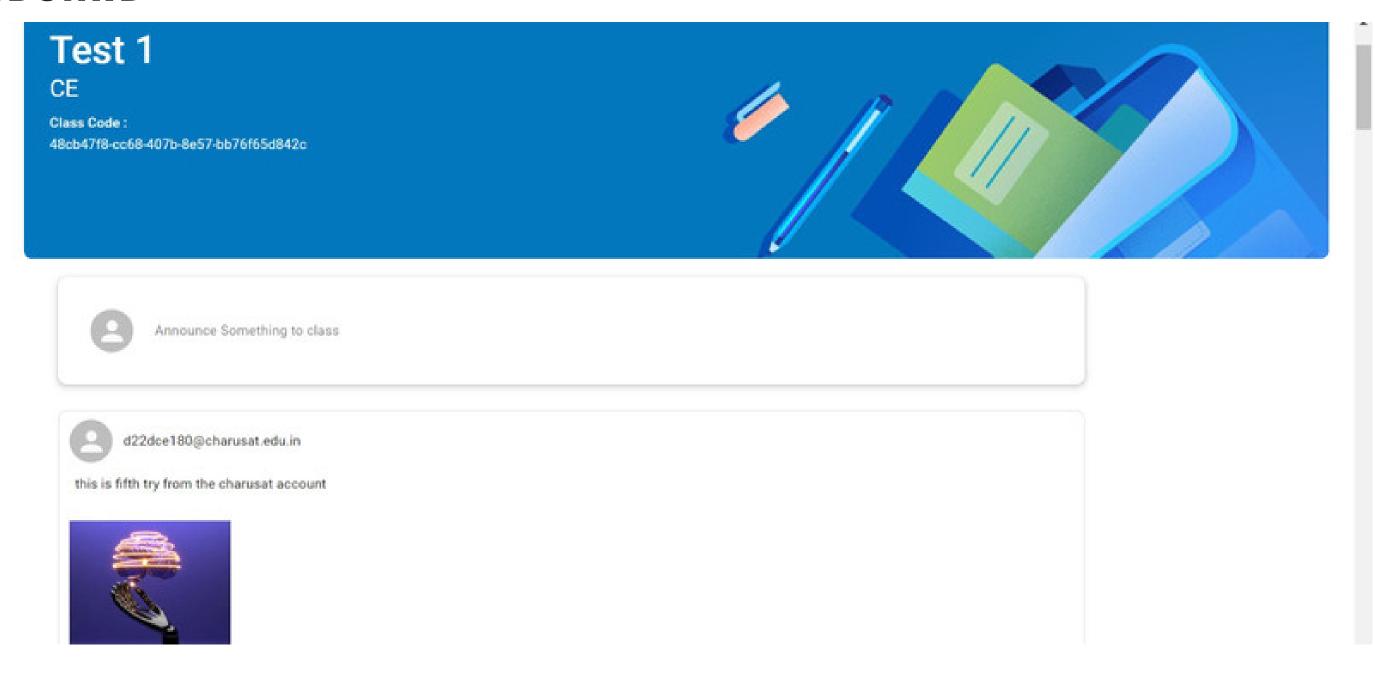
SNAPSHOTS

DASHBOARD:



SNAPSHOTS

DASHBOARD:



Future Scope

- STREAMING ONLINE CLASSES AND LECTURES
- HYBRID LEARNING ENVIRONMENTS
- DATA ANALYTICS AND FEEDBACK
- EVENT MANAGEMENT SYSTEM
- CAN VIEW UPLOADED
 PDF

CONCLUSION

Here we would like to conclude that by developing this website we came across very new and diffterent terms in react js, node js, express js and mongodb and we learn them thorougly to implement the technologies in the website. which help us to gain the knowledge about how the field work is done using these technology



Refrences

- https://www.w3schools. com/nodejs/
- https://react.dev/
- https://www.w3schools. com/REACT/DEFAULT.A SP
- https://www.w3schools. com/mongodb/
- https://expressjs.com/

THANK YOU