<E-Learning Resource Management>
Software Requirements Specification

Version <1.0>

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MENTOR:

Ms. Astha Joshi

(Dept. of Information Technology)

COORDINATOR:

Dr. Priyanka Yadav

(Dept. of Information Technology)

SUBMITTED BY:

Aashi Kushwah (21ESKIT001)

Akshita Bhatnagar (21ESKIT012)

Avishi Vijay (21ESKIT027)

DEPARTMENT OF INFORMATION TECHNOLOGY

SWAMI KESHWANAND INSTITUTE OF TECHNOLOGY,MANAGEMENT & GRAMOTHAN

Ramnagaria (Jagatpura), Jaipur – 302017

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1.Introduction

E-Learning Resource Management refers to the systematic organization, storage, and distribution of digital educational resources within an online learning environment. With the rapid growth of e-learning, institutions and organizations need efficient systems to manage diverse educational materials such as e-books, videos, presentations, quizzes, and interactive modules. This system ensures that learners, educators, and administrators have easy access to high-quality resources, enhancing the overall learning experience.

The primary goal of an E-Learning Resource Management system is to centralize learning materials and provide seamless access based on user roles and permissions. It helps streamline the process of uploading, categorizing, and delivering content while offering tools for tracking learner progress and performance. Additionally, such systems often integrate with Learning Management Systems (LMS), enabling institutions to provide a holistic learning experience.

Overall, E-Learning Resource Management is an essential component of modern education, promoting flexibility, efficiency, and accessibility in learning environments. It supports the evolving needs of educators and learners, ensuring continuous improvement in educational quality.

Purpose

The purpose of this Software Requirements Specification (SRS) is to define the complete set of requirements for the **E-Learning Resource Management System**. This system is designed to streamline the organization, storage, and distribution of digital learning resources within educational and corporate environments. By providing a centralized platform, the system enhances the accessibility and usability of various educational materials, such as e-books, videos, quizzes, and interactive content.

This SRS aims to fully describe the external behavior of the system, including its functional and non-functional requirements. Functional requirements outline the system’s core capabilities, such as resource categorization, user authentication, role-based access control, and progress tracking. Non-functional requirements specify performance metrics, security standards, and usability expectations, ensuring the system operates efficiently under varying conditions.

Additionally, the SRS highlights design constraints, such as compatibility with existing Learning Management Systems (LMS), scalability to support increasing user loads, and compliance with data protection regulations. The document also addresses other critical factors, including system reliability, maintainability, and user interface design principles

Scope

The E-Learning Resource Management System (ERM) described in this SRS is a comprehensive software solution aimed at organizing, managing, and delivering digital educational resources to users within an online learning environment. The system's primary focus is on enhancing the accessibility, usability, and efficiency of managing various types of learning materials, including text-based content, videos, interactive modules, quizzes, and other multimedia resources.
This system is intended for educational institutions, corporate training environments, and online course providers who need to store, categorize, and distribute resources while maintaining centralized control over user access and engagement. The key features of the system include content management, role-based user access, resource tracking, reporting, and integration with existing Learning Management Systems (LMS).

The software is associated with several use case models, such as:

- **User Registration and Authentication**: Allows students, educators, and administrators to register, log in, and manage their accounts.
- **Resource Management**: Enables educators and administrators to upload, categorize, and manage digital resources.
- **User Access Control**: Ensures that users can only access resources according to their role (e.g., student, teacher, admin).

Tracking and Analytics: Monitors user progress, engagement, and performance

Definitions, Acronyms and Abbreviations

This section provides definitions of key terms, acronyms, and abbreviations used throughout this Software Requirements Specification (SRS) to ensure clarity and proper interpretation of the document.

Definitions:

- **E-Learning Resource Management System (ERM)**: A software system designed to organize, manage, and deliver digital educational resources (e.g., e-books, videos, quizzes) to users in an online learning environment.
- **Learning Management System (LMS)**: A software platform that provides a centralized location for managing and delivering e-learning courses and content, often integrated with the E-Learning Resource Management System.
- **Resource**: Any educational content such as text documents, images, videos, quizzes, or other multimedia that can be used for learning.
- **User Role**: The classification of users in the system based on their responsibilities. Common roles include Student, Teacher, and Administrator.
- **Authentication**: The process of verifying the identity of a user accessing the system.
- **Authorization**: The process of granting or denying access to specific resources or

features based on the user's role.

- **Analytics and Tracking**: Features of the system used to monitor and report on user progress, engagement, and performance.

Acronyms and Abbreviations:

- **SRS**: Software Requirements Specification
- **ERM**: E-Learning Resource Management System
- **LMS**: Learning Management System
- **UI**: User Interface
- **API**: Application Programming Interface
- **DB**: Database
- **SSO**: Single Sign-On (a user authentication process)
- **CSV**: Comma-Separated Values (a format for storing data)

References

1.4 References

[1] https://www.techtarget.com/searchcio/definition/learning-management-system

[2] https://www.scribd.com/document/465000318/Literature-Review-on-LMS

[3] https://www.ispringsolutions.com/blog/lms-requirements/

Technologies to be used

The development of the E-Learning Resource Management System will leverage a combination of front-end, back-end, and database technologies, along with machine learning frameworks to enhance system functionality. Below is a brief overview of the technologies to be utilized:

- Front-End Technologies - HTML (HyperText Markup Language)
- Used for structuring the content of web pages. - CSS (Cascading Style Sheets)
- Used for styling and layout of the user interface to ensure a responsive and visually appealing design - JavaScript
- Back-End Technologies - Node.js
- Database - MySQL

Overview

This Software Requirements Specification (SRS) document is organized into several sections,

each detailing specific aspects of the **E-Learning Resource Management System**. The SRS aims to provide a comprehensive and clear description of the system's requirements, ensuring that all stakeholders—developers, testers, administrators, and end-users—have a thorough understanding of the project's scope and objectives.
The document is organized as follows:

Section 2: System Overview

This section provides a high-level description of the **E-Learning Resource Management System**, its main functionalities, and its intended users. It outlines the core features and the system's primary objectives, giving a broad understanding of its purpose.

Section 3: Functional Requirements

This section details the specific functional capabilities of the system, such as content management, user authentication, role-based access control, and tracking of learner progress. Each function is described with clear inputs, processes, and outputs.

Section 4: Non-Functional Requirements

This section defines the non-functional aspects of the system, such as performance, scalability, security, and usability requirements. It sets expectations for how the system should operate under different conditions, ensuring optimal performance and user experience.

Section 5: System Models
This section presents diagrams and models that visually represent the architecture, workflows, and interactions within the system. Use case diagrams, data flow diagrams, and entity-relationship diagrams are included to illustrate how the system components interact and function.

Section 6: Appendices
This section includes any additional information relevant to the project, such as glossary terms, references, or other supporting documents. It may also contain detailed technical specifications or implementation notes that provide further clarification for the development team.

2. Literature survey

The **Literature Survey** section explores existing research, technologies, systems, and methodologies that are relevant to the **E-Learning Resource Management System**. It includes a review of related work, identifies knowledge gaps, provides a comparative analysis of existing solutions, and summarizes key findings.

2.1 Review of Related Work

E-learning has grown significantly in recent years, leading to a wide variety of platforms and

tools designed to manage and deliver educational resources. This section reviews some of the key platforms and technologies used in the e-learning domain:

- **Moodle**: Moodle is an open-source Learning Management System (LMS) that supports the creation and management of online courses, resources, and assessments. While it offers many features for managing content, its flexibility can be a double-edged sword, as customizations often require technical expertise, and it lacks integrated analytics for user performance tracking.
- **Canvas LMS**: Canvas is a widely-used cloud-based LMS that facilitates content management, communication, and assessment. It is known for its user-friendly interface and strong integration capabilities. However, Canvas' resource management capabilities are limited in terms of advanced content curation and personalized learning paths, which are essential for large-scale e-learning systems.
- **Blackboard**: Blackboard is a commercial e-learning platform that integrates resource management with other learning tools such as discussions, tests, and assignments. Despite its extensive features, it faces criticism for its complex user interface and the high cost of licenses. Additionally, it is not as agile or customizable as open-source solutions.
- **Adaptive Learning Systems**: Recent studies on adaptive learning focus on using data-driven approaches to personalize content delivery based on learner behavior and progress. For instance, **Knewton** and **Smart Sparrow** provide adaptive learning platforms that adjust learning content based on user performance. These systems are complex and require sophisticated algorithms to be effective.

Learning Resource Repositories: Research into digital libraries and content management systems highlights the growing need for advanced search, categorization, and metadata systems. Platforms like DSpace and OpenEdX store vast amounts of educational content and integrate various multimedia Review of Related Work

2.2 Knowledge gaps

While there are many established e-learning systems, several knowledge gaps remain in the field, which this project aims to address:

- **Personalization and Adaptivity**: While adaptive learning has gained traction, there is still a lack of effective systems that can provide fully personalized learning paths. Many systems focus on static content delivery rather than adjusting to real-time learning needs and preferences.
- **Real-time Analytics**: Many existing platforms provide basic analytics (e.g., course completion rates, grades), but real-time performance tracking and personalized feedback are still underdeveloped. A more sophisticated system could leverage AI to monitor

learner progress and provide actionable insights.

- **Content Management Integration**: Resource management often exists separately from performance tracking, making it difficult for instructors and administrators to correlate resource usage with learner outcomes. An integrated system that allows seamless management of resources and analytics could improve decision-making and learning outcomes.
- **Scalability of Cloud-Based Systems**: As e-learning grows, scalability becomes an issue. While cloud solutions like AWS and Azure provide scaling capabilities, not all e-learning systems are designed to handle the increasing volume of resources, users, and interactions, especially in large educational institutions or organizations with diverse needs.
- **User Experience**: Many e-learning platforms struggle to maintain a user-friendly interface while providing powerful resource management features. Balancing the complexity of advanced functionalities with ease of use remains a challenge.

2.3 Comparative Analysis

A comparative analysis of existing e-learning systems and resource management technologies helps to identify the strengths and weaknesses of different approaches:

Key Observations:

- **Moodle** offers flexibility through customization but lacks built-in adaptive learning and advanced analytics.
- **Canvas** excels in ease of use and integration but has limited personalization and resource management features.
- **Blackboard** provides a comprehensive suite but suffers from high costs and user interface complexity.
- **Adaptive Learning Systems** lead in personalization and analytics but are complex to implement and require significant resources to develop.
- **Resource Repositories** focus on content storage and management but fail to provide deep integration with performance tracking or personalized learning paths.

2.4 Summary

The **Literature Survey** reveals a growing body of work in e-learning and resource management systems, with several platforms addressing specific aspects of the domain. While platforms like **Moodle**, **Canvas**, and **Blackboard** provide useful tools for content management and user

engagement, many lack advanced features like personalized learning paths, real-time analytics, and seamless resource performance integration. The gaps identified in personalization, scalability, and analytics present significant opportunities for improving e-learning resource management systems. The review also highlights the need for systems that balance complexity with ease of use, offering both robust functionality and an intuitive user experience.

By addressing these knowledge gaps and building on the strengths of existing systems, the **E-Learning Resource Management System** aims to provide an integrated, scalable, and user-friendly solution that enhances both the management of learning resources and the learner experience

3.Specific Requirements

This section outlines the detailed requirements for the E-Learning Resource Management System. These requirements serve as the foundation for the design, development, and testing phases of the project.

3.1 Functional Requirement

Functional requirements describe the core functionalities of the system:

- User Registration and Authentication: Users (students, teachers, administrators) can register, log in, and manage their accounts.
- Role-Based Access Control: Access to resources and features is determined by user roles.
- Resource Management: Educators and administrators can upload, categorize, and manage educational content.
- Search and Filter: Users can search for resources using keywords or apply filters based on categories or topics.
- Progress Tracking and Reporting: The system tracks learner progress and provides detailed reports.
- Machine Learning Recommendations: Personalized resource recommendations based on user behavior and performance.

3.2 Non Functional Requirements

Non-functional requirements define the system's quality attributes:

- Performance: The system must handle up to 10,000 concurrent users with minimal latency (< 2 seconds).
- Scalability: Should scale dynamically to support increasing numbers of users and resources.
- Security: Implements data encryption, secure login (OAuth 2.0, SSO), and compliance with GDPR.
- Usability: Ensures a user-friendly interface that complies with WCAG 2.1 accessibility standards.

3.3 Hardware Requirements

- Server Requirements:
    - Processor: Intel Xeon or equivalent
    - RAM: 16 GB minimum
    - Storage: SSD with 1TB capacity
    - Network: High-speed Internet connection
- Client Requirements:
    - Device: Desktop, laptop, tablet, or smartphone
    - Browser: Latest versions of Chrome, Firefox, or Safari

3.4 Software Requirements

- Operating System: Linux (for server), Windows/Linux/Mac (for clients)
- Database: MySQL
- Back-End: Node.js, Python
- Front-End: HTML, CSS, JavaScript
- Machine Learning Libraries: Scikit-learn, Keras, PyTorch
- Version Control: Git

3.5 Agile Methodology

The project will follow Agile development practices, including:

- Sprint Cycles: Two-week sprints to deliver incremental improvements.
- Daily Stand-ups: Team sync-ups to track progress.
- Backlog Management: Prioritization of tasks in the product backlog.
- Continuous Integration/Continuous Deployment (CI/CD): Automated testing and deployment pipelines.

3.6 Business Process Model

The business process model for the system includes:

- Content Creation: Educators upload and organize resources.
- Resource Consumption: Students access and interact with content.
- Feedback Loop: Data from user interactions feed into analytics to refine recommendations.

3.7 Supplementary Requirements

- Localization: The system supports multiple languages.
- Audit Trails: Tracks user actions for accountability.
- Offline Access: Limited offline functionality for pre-downloaded resources.
- Notifications: Email and in-app notifications for updates and reminders.

4.System Architecture

The E-Learning Resource Management System is designed using a modular, scalable architecture to support seamless interaction between users and system components. This section outlines the structural design, emphasizing the client-server model and communication interfaces. The architecture ensures efficient resource management, secure data handling, and smooth user interactions.

4.1 Client-Server Architecture

The system follows a client-server architecture, distributing responsibilities between the client-side (user interface) and server-side (business logic and data handling).

Client-Side:

- Built with HTML, CSS, and JavaScript, the client-side ensures a responsive and user-friendly interface.
- Users interact with the system through a web browser or mobile app, performing actions such as resource browsing, searching, and progress tracking.

Server-Side:

- Developed using Node.js for handling asynchronous operations efficiently.
- Business logic, user authentication, and resource management are managed on the server.
- Python is used for advanced data analytics and machine learning functionalities.

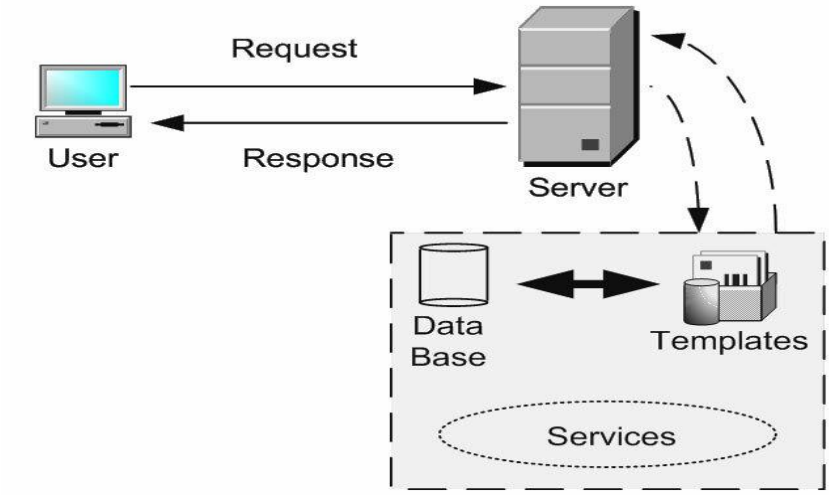
Data Flow:

- When a user performs an action (e.g., searching for a resource), the client sends a request to the server via HTTP/HTTPS.
- The server processes the request, retrieves the required data from the MySQL database, and sends the response back to the client.

Diagram (Conceptual Overview):

- [Client] → [Server] → [Database]
- [Client] ← [Server] ← [Database]

Client-Server Architecture



4.2 Communication Interfaces

The system employs several communication protocols and interfaces to ensure smooth data exchange:

- HTTP/HTTPS: Used for secure communication between the client and server, ensuring data integrity and security during transmission.
- RESTful APIs: The server exposes RESTful APIs for various operations, such as fetching resources, updating user progress, and managing content.
- WebSocket (Optional): For real-time features like live notifications and instant updates.
- Database Communication: The server communicates with the MySQL database using secure connections to fetch and store data.
- Third-Party Integrations: The system can integrate with external services (e.g., payment gateways or cloud storage) using APIs for additional functionalities.

- Authentication: Implements OAuth 2.0 or SSO for secure and efficient user authentication across systems.

5. Design and Implementation

This section provides a high-level overview of the **E-Learning Resource Management System** to give context to the specific requirements in Section 3. It covers factors such as product features, user characteristics, data flow, and system dependencies that influence the design and implementation of the system.

5.1 Product Features

The **E-Learning Resource Management System** offers a range of key features:

- **User Account Management**: Provides role-based access for students, teachers, and administrators to manage their profiles, login, and permissions.
- **Resource Management**: Teachers and administrators can upload, organize, and categorize learning materials (e.g., videos, documents, quizzes).
- **Search and Filters**: Users can search for educational resources and apply filters such as subject, difficulty, or media type.
- **Analytics and Reporting**: Generates detailed reports on user performance, resource usage, and learning progress.
- **Personalized Recommendations**: Machine learning algorithms recommend resources based on user activity and preferences.
- **Real-Time Updates**: Provides live notifications and updates regarding new content or system changes.
- **Scalability**: The system is designed to scale with increasing users, resources, and data volume, supporting up to 10,000 concurrent users.

5.2 Data Flow diagram

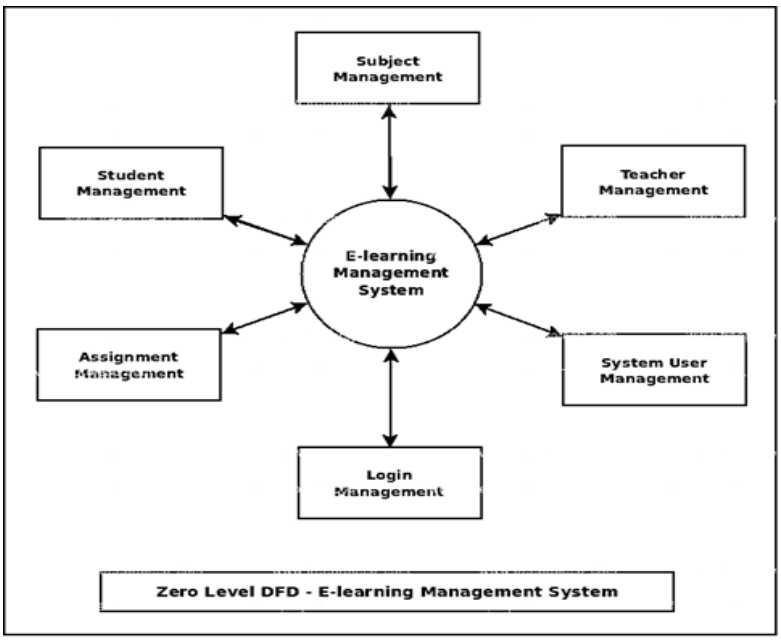


Figure 1:- Zero Level DFD

Figure 2 – First Level DFD

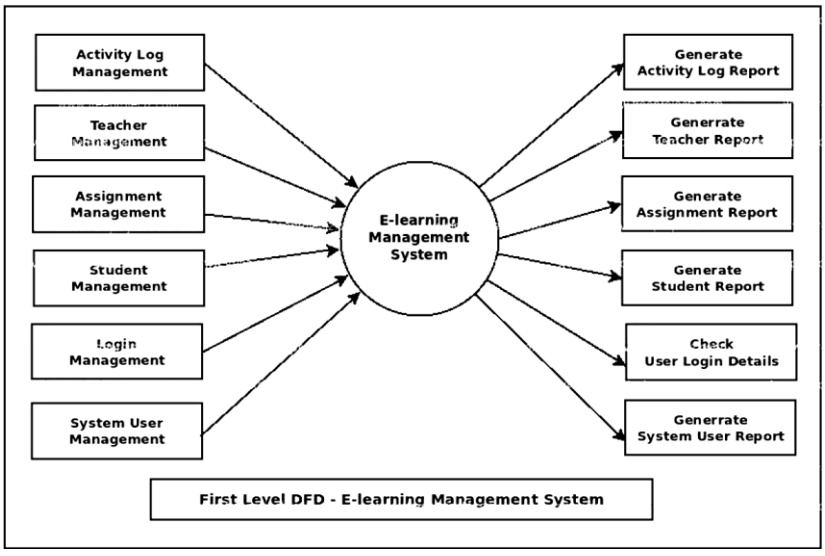
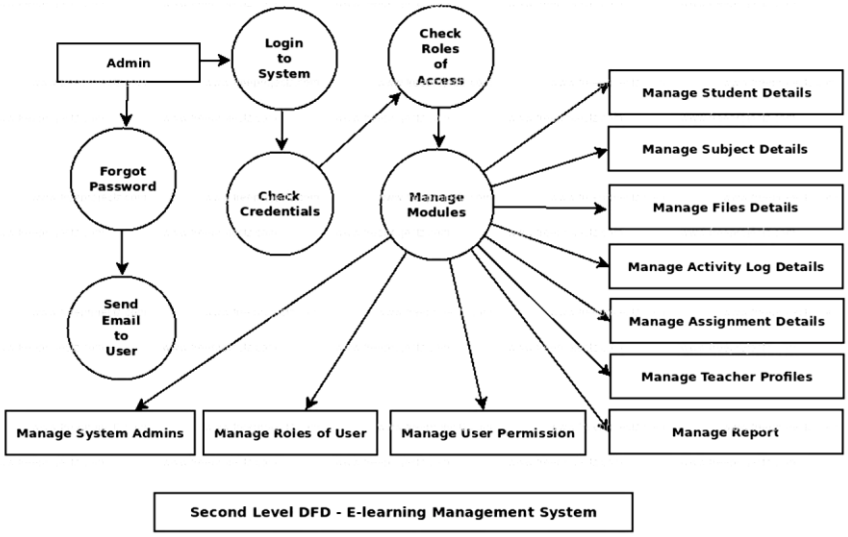
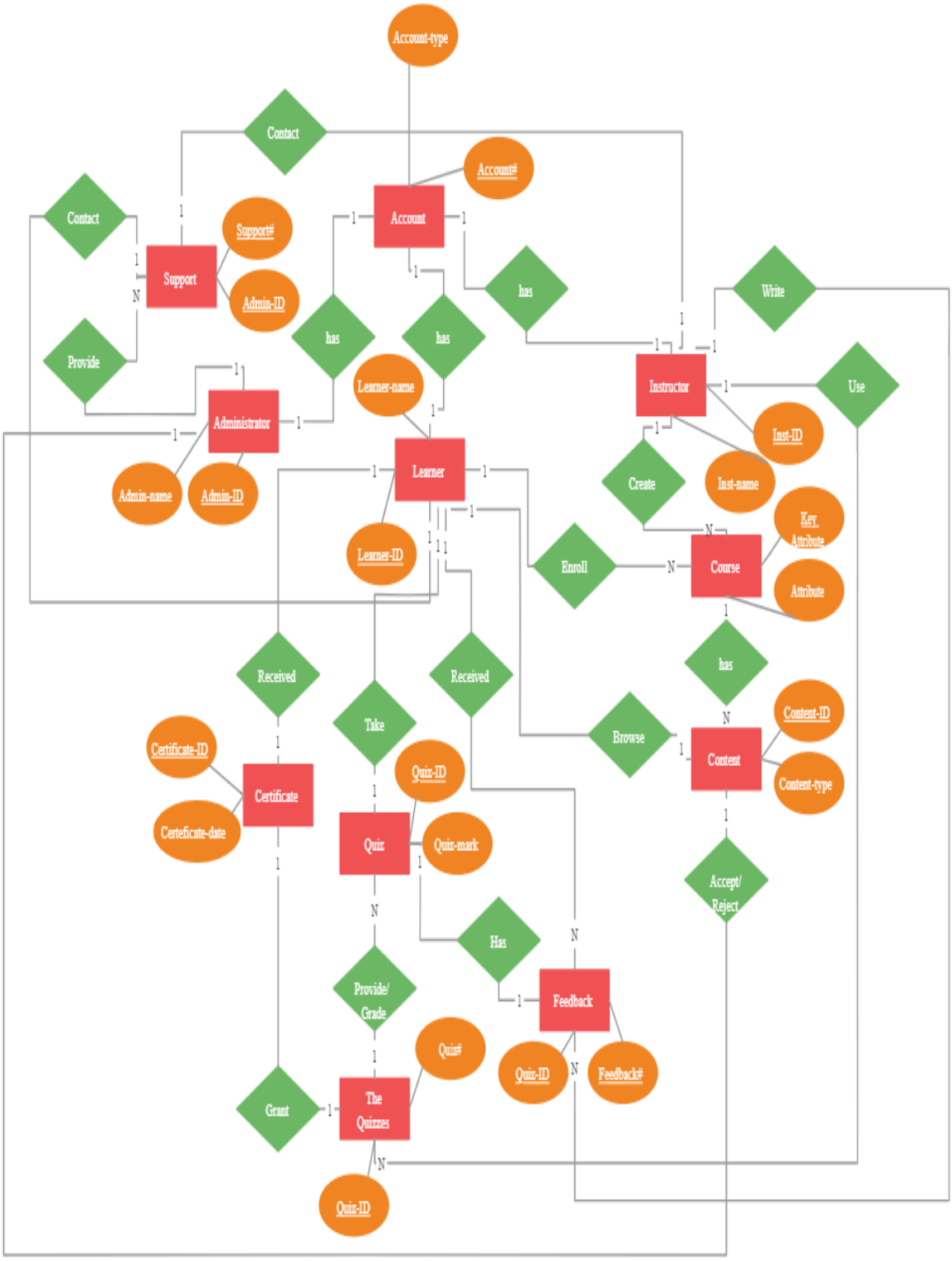


Figure 3:- Second Level DFD

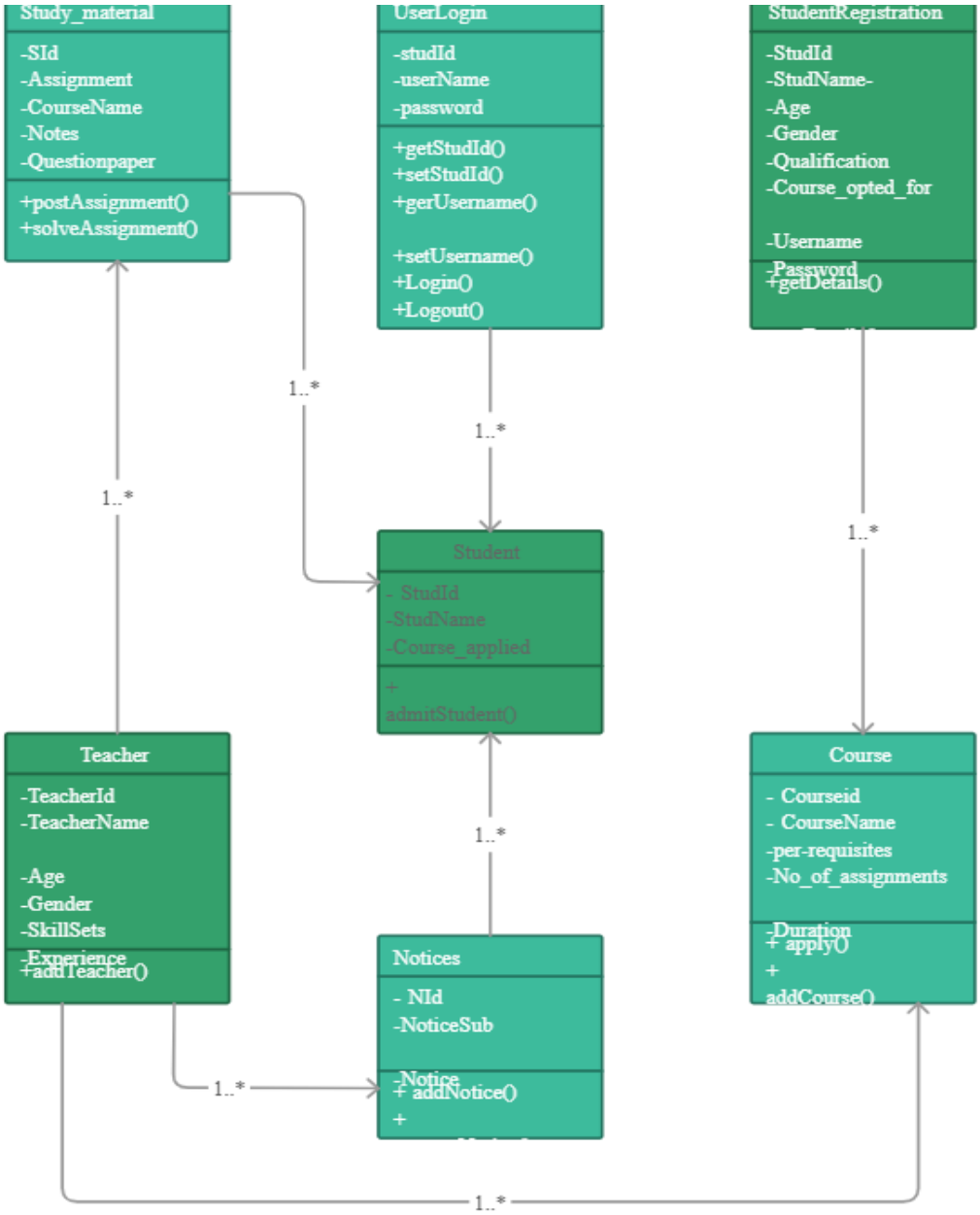


5.3 ER Diagram



5.4 Class Diagram

Figure 4 – Class Diagram for E -learning resource management



5.5 Use-Case Model

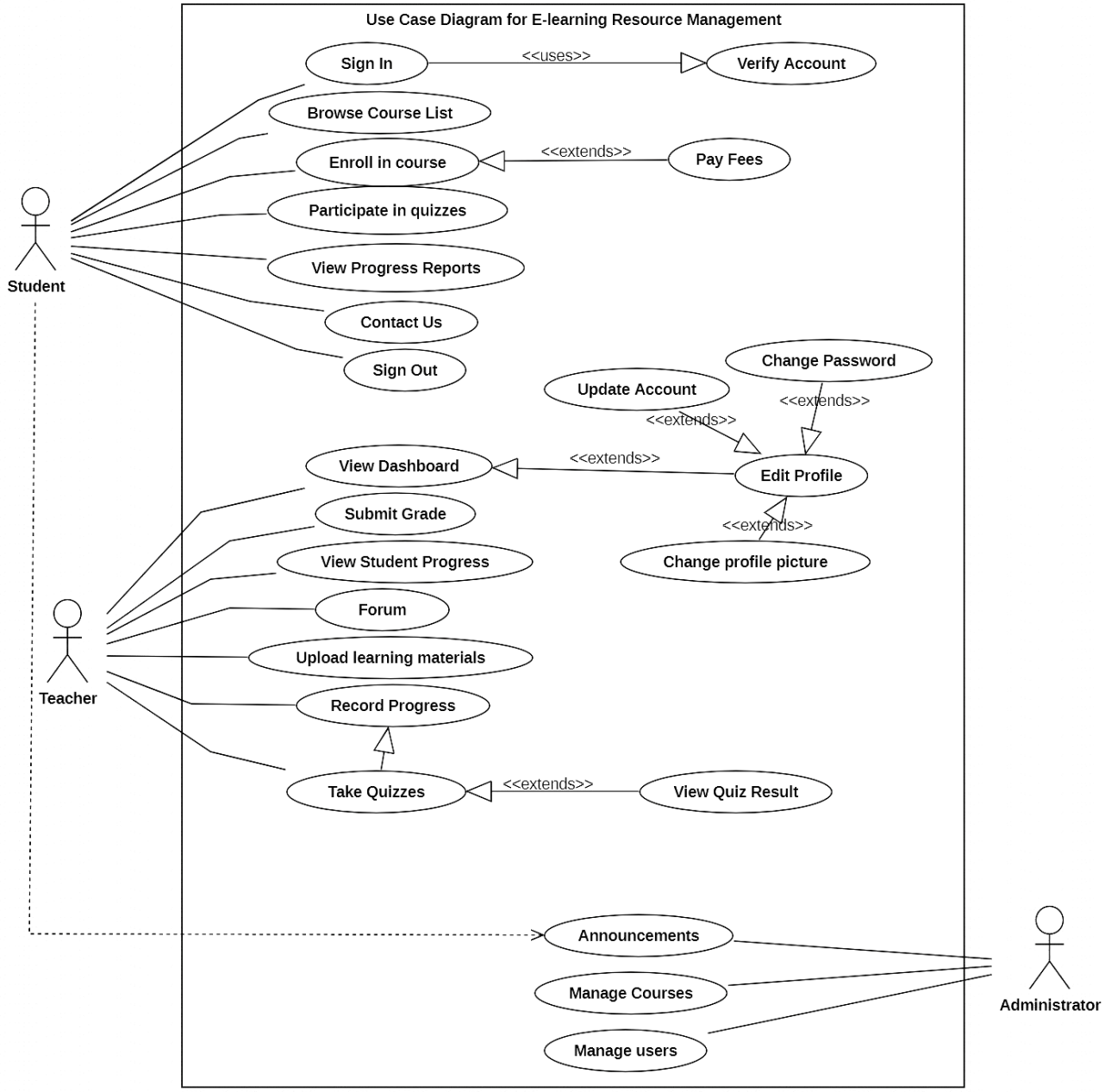


Figure 5 – Use case diagram for e-learning resource management

5.6 Behaviors Diagrams

5.6.1 Sequence Diagram

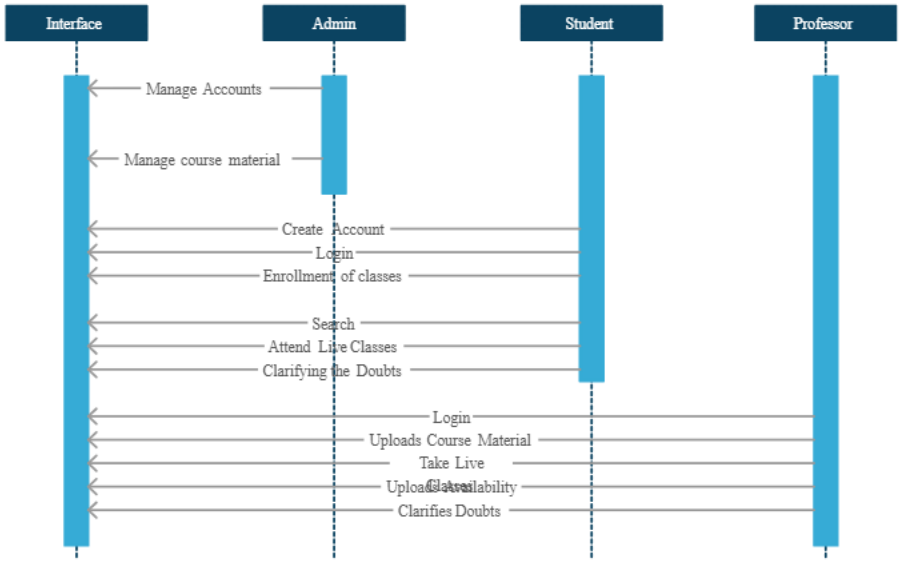


Figure 6 – Sequence Diagram for E – learning resource management

5.7 Assumptions and Dependencies

- Technical Feasibility: The system assumes that all technologies, such as Node.js, Python, MySQL, and machine learning frameworks (e.g., Keras, PyTorch), are compatible and available for use.
- Third-Party Services: Assumes successful integration with external services like payment gateways, cloud storage, and external APIs for additional functionality.
- Internet Connectivity: Requires stable internet connectivity for cloud-based storage and real-time updates.
- User Base: Assumes a diverse user base with varying technical skill levels and access to modern devices (laptops, tablets, smartphones).
- Scalability: The system's infrastructure must support scaling based on user demand, particularly during peak usage times, without performance degradation.
- Legal Compliance: Assumes adherence to relevant data protection regulations, such as GDPR for user data privacy.

6. Supporting Information

6.1 List Of Figures

7 Conclusion and Future Scope

1.Conclusion

E-learning resource management is pivotal in addressing the evolving educational needs of students, educators, and institutions. By effectively organizing, delivering, and tracking learning materials, it enhances accessibility, fosters personalized learning experiences, and promotes efficient resource utilization. Such systems support diverse learning styles, empower educators

with data-driven insights, and reduce logistical challenges associated with traditional learning methods. With its ability to integrate advanced technologies like cloud computing, artificial intelligence, and analytics, e-learning resource management is reshaping the education landscape, ensuring quality education is accessible to a broader audience.

1. **Future Scope**

The future of e-learning resource management is promising, driven by continuous technological advancements and the growing demand for digital education solutions. Key future directions include:

2. **AI-Driven Personalization**: Leveraging artificial intelligence to deliver hyper-personalized learning paths based on individual preferences, performance, and learning speed.
3. **Gamification and Interactivity**: Increasing engagement through gamified learning experiences and interactive content delivery.
4. **Blockchain for Certification**: Implementing blockchain technology to secure and authenticate learner credentials and certificates.
5. **Global Accessibility**: Expanding access to e-learning resources in remote and underprivileged areas by overcoming infrastructure limitations.
6. **Integration with Emerging Technologies**: Incorporating virtual reality (VR) and augmented reality (AR) for immersive learning experiences.
7. **Advanced Analytics**: Utilizing big data and machine learning for predictive analytics to identify trends, improve resource allocation, and enhance learning outcomes.
8. **Scalable Systems**: Building systems that can seamlessly handle the demands of growing user bases, especially in regions with increasing digital literacy.

8 Concerns / Queries / Doubts if any:

1. **Data Privacy and Security**:
    - How will sensitive student and teacher information be protected?
    - What encryption methods will be used for secure data transmission?
    - How will we ensure compliance with data protection regulations like GDPR or CCPA?
2. **Scalability**:
    - Will the system handle an increasing number of users effectively?
    - Are there provisions to scale up storage and computational resources as user demands grow?
3. **User Accessibility**:
    - Is the platform designed to be inclusive and accessible for users with disabilities (e.g., support for screen readers or keyboard navigation)?
    - How will we handle varying levels of digital literacy among users?
4. **AI and Recommendation Systems**:

- How effective will the recommendation algorithms be in personalizing content for learners?
- What if the recommendations are biased or irrelevant?