1. **Introduction**

* **Project Profile**

**Project Name :** E-Mentoring System

**Organization :** Shree Ramakrishna Institute of Computer Science

and Applied Science

**Developed By :** Patil Utkarsh

**Project Guide :** Shagufta Khan

**Operating System :** Window 10

**Front End :** HTML, CSS, JavaScript, Ajax

**Back End :** ASP.NET, C#.NET, ADO.NET, SQL Server

1. **System Introduction**

**2.1 System Definition, Objective and Scope**

* The Objective is to develop an Online Mentoring System to promote and encourage students to actively participate in the academic activities like submit assignment given by faculty.
* My project replaces the conventional and inconvenient method of clearing doubts in classes which involves the mentor and student to be physically present at the same time
* In this context arises the importance of our project. This project bridges the existing gap between mentor and students due to the time constraints.
  1. **Hardware and software requirements**
* Hardware : Intel based system
* RAM : 1GB(Min)
* Operating system : Windows
* Technology : ASP.NET, ADO.NET
* Front End : HTML, CSS, JavaScript, AJAX
* Back End : SQL Server
* Database : SQL

1. **Requirement analysis and Modelling**

**3.1 Expected working of system**

* In the proposed system, we intend to develop a web-based application providing the necessary services and online training to empower students.
* Students are assigned frequencies automatically based on the marks obtained by them.
* The registered teachers can post assignments for each grade and value them.
* The registered students can post queries or doubts online and get their responses from the mentors.
* The students should post their answers for the assignments given to them within the specified date.