Online Learning Platform Project

# 1. Central Idea

Creating an interactive online learning platform.

# 2. Project Objectives

- Development of a learning platform: The platform will provide easy access to courses and lessons, offering a smooth learning experience for both instructors and students.  
 - User interaction: The platform allows seamless interaction between instructors and students, enabling efficient course management.  
 - Progress tracking: Students will have the ability to track their learning progress in a structured manner.  
 - Instructor tools: Instructors can create and manage courses and lessons, provide assignments.  
 - User-friendly experience: The platform will be simple, intuitive, and visually appealing to ensure an engaging learning experience for all users.

# 3. Project Goals

- Complete development of the client-side interface.  
 - Complete development of the instructor interface.  
 - Develop an integrative interface for interaction between students and instructors.  
 - Provide a simple and straightforward user interface for registration, course enrollment, and lesson tracking.  
 - Fast response times.  
 - Ensure platform security.

# 4. System Requirements - (Software Requirements)

## Functional Requirements

- Registration and login: Users will be able to create an account and log in via email or Google/Facebook accounts.  
 - Course management: Instructors can create and manage courses, define detailed course information, resources, and assignments.  
 - Course enrollment: Students can browse available courses, enroll, and track progress.

## Non-Functional Requirements

- Performance and reliability: The platform must be stable with quick response times and minimal errors.  
 - Security: Advanced security mechanisms, such strong authentication protocols and more  
 - Accessibility: The platform will be accessible to all users, including individuals with disabilities.

# 5.Use Case

- Actors: Student, Instructor, System  
 - Precondition: The user is registered and logged in to the platform.  
 - Basic Flow:  
 1. The instructor creates a new course and adds lessons.  
 2. The student browses available courses and enrolls in a course.  
 3. The student accesses course lessons, watches videos, and completes assignments.  
 4. The student tracks progress through their dashboard.  
 - Alternative Flow:  
 1. If a student is already enrolled in a course, they cannot enroll again.