A
Project Report
On
" EDUHUB "

Prepared by

Mr. Jenil Navapara (23DCE071)
Mr. Dhrumil Thakar (23DCE120)
Mr. Monal Patel (23DCE087)
Mr. Nikunj Vaghasiya (23DCE123)

Under the guidance of

Assistant Prof. Khushi Patel

A Report Submitted to

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Department of Computer Engineering

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CHARUSAT
CHAROTAR UNIVERSITY OF SCIENCE AND TECHNOLOGY

CERTIFICATE

This is to certify that the report entitled **"EDUHUB"** is a bonafied work carried out by **Mr. Jenil Navapara (23DCE071)** , **Mr. Dhrumil Thakar (23DCE120) , Mr. Monal Patel (23DCE087) and Mr. Nikunj Vaghasiya (23DCE123)** under the guidance and supervision of **Assistant Prof. Khushi Patel** for the subject **CE270-Project-I** (CE) of 3rd Semester of Bachelor of Technology in **DEPSTAR** at Faculty of Technology & Engineering -CHARUSAT, Gujarat.

To the best of my knowledge and belief, this work embodies the work of candidate himself, has duly been completed, and fulfills the requirement of the ordinance relating to the B.Tech. Degree of the University and is up to the standard in respect of content, presentation and language for being referred to the examiner.

Prof. Khushi Patel
Assistant Professor
Department of Computer Engineering
DEPSTAR, CHARUSAT, Changa,
Gujarat.

Dr. Dweepna Garg
Head of Department
Department of Computer Engineering
DEPSTAR, CHARUSAT, Changa,
Gujarat.

Devang Patel Institute of Advance Technology And Research At: Changa,
Ta. Petlad, Dist. Anand, PIN: 388 421. Gujarat

DECLARATION BY THE CANDIDATE

We hereby declare that the project report entitled **"EDUHUB"** submitted by us to Devang Patel Institute of Advance Technology & Research, Changa for Partial Fulfillment of the Requirements for the **3rd** Semester Software Group **Project-I(CE270)** in Faculty of Technology and Engineering, DEPSTAR-CHARUSAT under the guidance of **Assistant Prof. Khushi patel**. I further declare that the work carried out and documented in this project report has not been submitted anywhere else either in part or in full and it is the original work, for the award of any other degree or diploma in this institute or any other institute or university.

Mr. Jenil Navapara (23DCE071)
Mr. Dhrumil Thakar (23DCE120)
Mr. Monal Patel (23DCE087)
Mr. Nikunj Vaghasiya (23DCE123)

Prof. Khushi Patel

Assistant Professor

Department of Computer Engineering,

DEPSTAR, CHARUSAT, Changa, Gujarat.

ABSTRACT

The **EduHub Online Education Project** aims to create an interactive and efficient online platform that supports modern education delivery. This project involves the development of a user-friendly website offering comprehensive features like course enrollment, tutor discovery, video lessons, and personalized learning tools. The platform is designed to cater to both students and educators, with distinct interfaces that meet their respective needs. Students can easily register for courses, watch videos, track their progress, and engage with teachers through direct communication channels. Educators, on the other hand, can manage courses, upload materials, and monitor student performance through a streamlined admin dashboard.

A key focus of the project is to ensure seamless navigation and accessibility for all users, including those with disabilities, through responsive design and compatibility with assistive technologies. The platform includes a **course search function**, allowing users to filter courses based on categories or tutors. Additionally, a **secure login and registration system** protects user data, ensuring privacy and compliance with industry standards.

The **EduHub** platform also offers interactive features like comment sections, bookmarking for favorite courses, and a **video playback system** that supports adaptive streaming to provide a smooth learning experience across various devices. Tutor profiles are enriched with ratings and feedback, allowing students to make informed decisions when selecting instructors.

ACKNOWLEDGEMENT

We, the developers of the web platform **"EduHub"**, take immense pleasure and pride in presenting this project assignment. The development of this platform has provided us with a great opportunity to explore, implement, and engage with various aspects of modern web development and emerging technologies in online education.

Behind every successful project is a network of support, encouragement, and guidance from mentors, colleagues, and friends. We would like to take this moment to express our heartfelt gratitude to all those who contributed to the successful completion of this project.

We extend our sincere thanks to our **Head of the Computer Engineering Department, Dr.** Dweepna Garg, whose leadership and support were invaluable throughout this journey.

We also express our deepest appreciation to our project guide, **Assistant Professor** Khushi Patel , for their continuous guidance, valuable insights, and motivation during the entire development process. Their expertise inspired us to work harder, embrace new technologies, and elevate the quality of our project.

Without their unwavering support and encouragement, this project would not have reached its successful completion. We are truly grateful for their belief in us and for creating an environment conducive to learning and innovation.

Thanks,
Nikunj Vaghasiya
Dhrumil Thakar
Jenil Navapara
Monal Patel

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CHAPTER 1: INTRODUCTION

1.1 PROJECT DEFINATION

- The **EduHub Online Education Project** is aimed at creating a comprehensive web platform to facilitate online learning. It provides features like course enrollment, video lectures, and tutor interactions. The project is focused on delivering a seamless and user-friendly experience for both students and educators.

1.2 OBJECTIVE

- To create a centralized learning environment where users can access educational resources at any time.
- To improve user engagement through intuitive features like progress tracking, course recommendations, and direct communication with tutors.
- To ensure user privacy by implementing secure data handling and login systems.
- To provide easy navigation and accessibility, enabling users of different skill levels to comfortably interact with the website.
- To allow teachers to efficiently manage course materials and monitor student performance through user-friendly dashboards.

1.3 TOOLS & TECHNOLOGIES

- **Editor**: Visual Studio Code
- **Development Stack**: XAMPP (Apache, MySQL, PHP)
- **Front-end Technologies**: HTML, CSS, JavaScript
- **Database**: MySQL for handling user and course data

CHAPTER 2: DESCRIPTION

The **EduHub Platform** aims to provide a well-rounded educational experience for students and teachers by integrating advanced features into a **simple, human-centric interface**. The platform will allow students to easily navigate through courses, interact with teachers, watch educational videos, and track their own progress. Teachers will have the ability to **personalize their courses**, upload course materials, and manage student interactions. EduHub is designed to be responsive, so it adapts smoothly to different screen sizes and devices, making learning accessible anytime, anywhere.

Key Features:

1. **Course Registration**: Students can browse through available courses, read course details, and easily enroll.
2. **Tutor Profiles**: Tutors can create detailed profiles that students can view before selecting a course.
3. **Secure Communication**: Students and teachers can communicate through **direct messaging** within the platform.
4. **Video Lessons**: Courses can include video tutorials that students can watch at their own pace.
5. **Bookmarks and Notes**: Students can bookmark lessons or take notes, helping them stay organized.

CHAPTER 3: SOFTWARE & HARDWARE REQUIREMENTS

3.1 SOFTWARE REQUIREMENTS

- **Browser**: Google Chrome or any modern browser
- **Server**: XAMPP or LAMP stack for local development
- **Text Editor**: Visual Studio Code or Sublime Text for coding
- **Database**: MySQL

3.2 HARDWARE REQUIREMENTS

- 8GB RAM
- Processor core i5 8th Gen

CHAPTER 4:MAJOR FUNCTIONALITY

4.1 DATABASE

- The platform uses a **relational database** to store user data, course details, and interaction logs. The database ensures that student progress is saved securely and that course data can be retrieved quickly.

4.2 HOW TO USE THE SITE?

- **Step 1**: Open the EduHub platform in a web browser.
- **Step 2**: Create an account or sign in using secure login.
- **Step 3**: Browse through available courses using the search or category filters.
- **Step 4**: Enroll in a course and access video lessons, resources, and quizzes.
- **Step 5**: Track progress, bookmark lessons, or communicate with tutors via direct messages.

CHAPTER 5:FLOW CHART

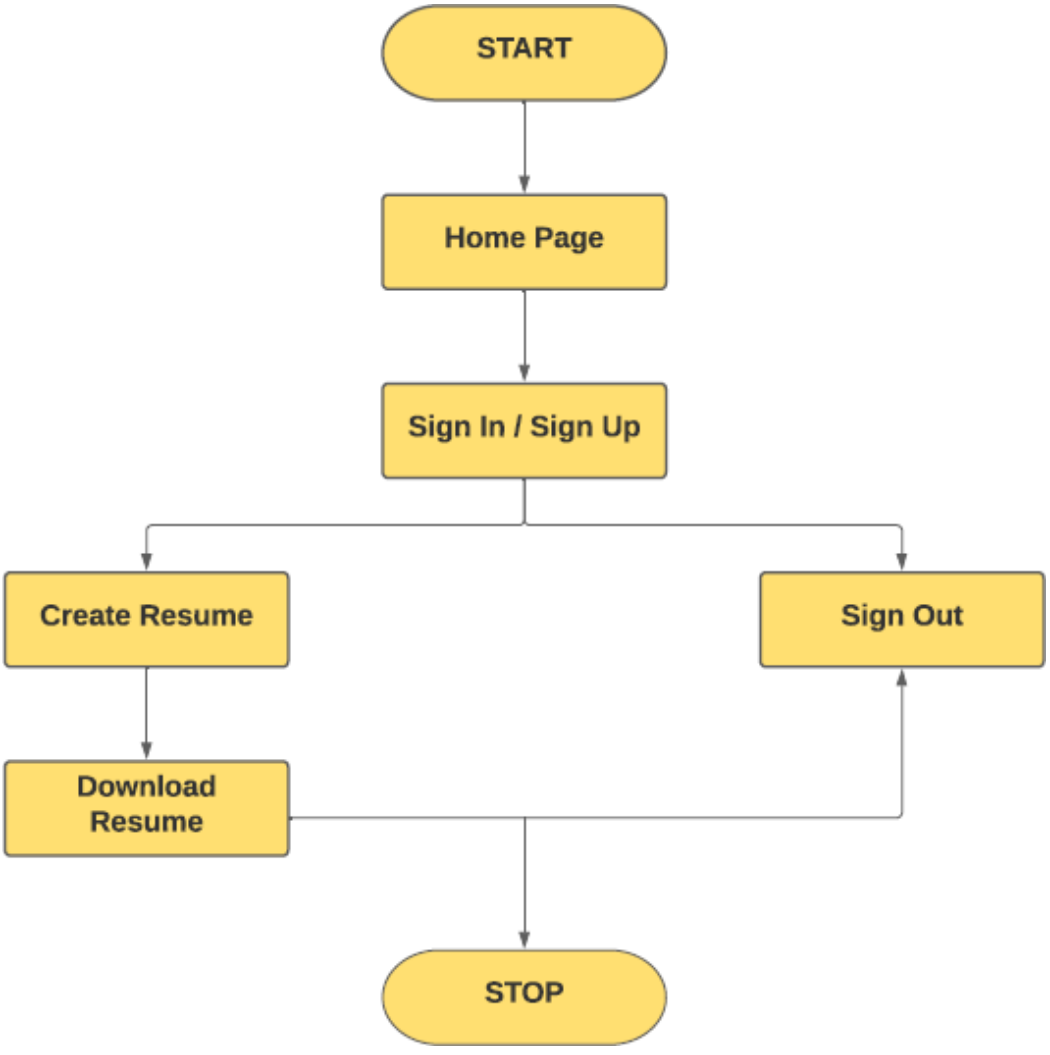


Fig 5.1 Flow Chart

CHAPTER 6:SCREENSHOTS

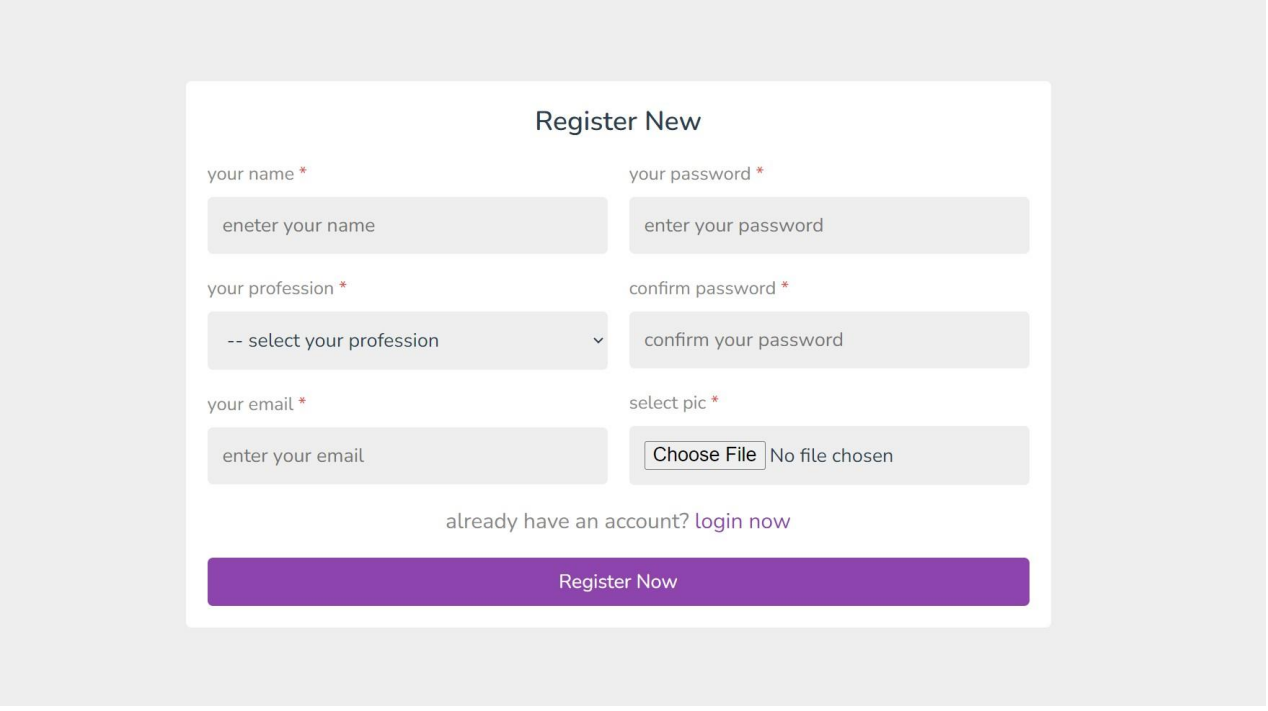


Fig 6.1 Register Page

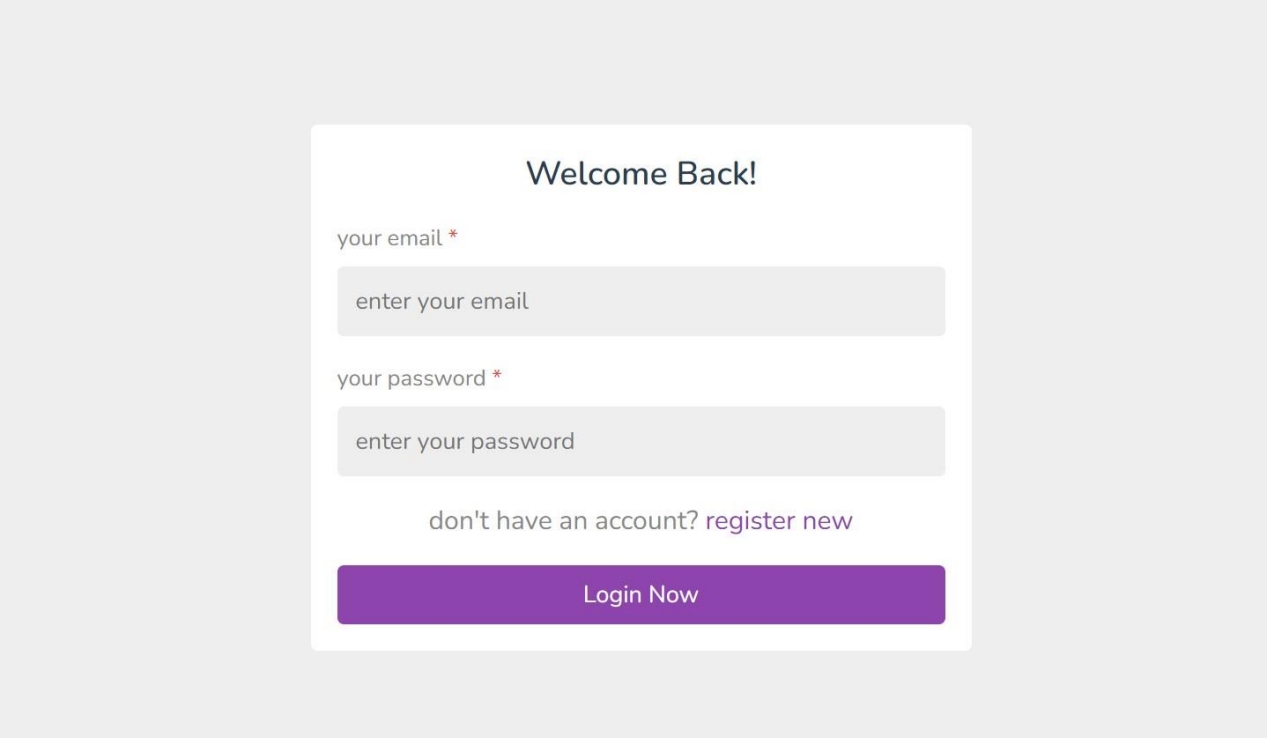


Fig 6.2 Login Pag

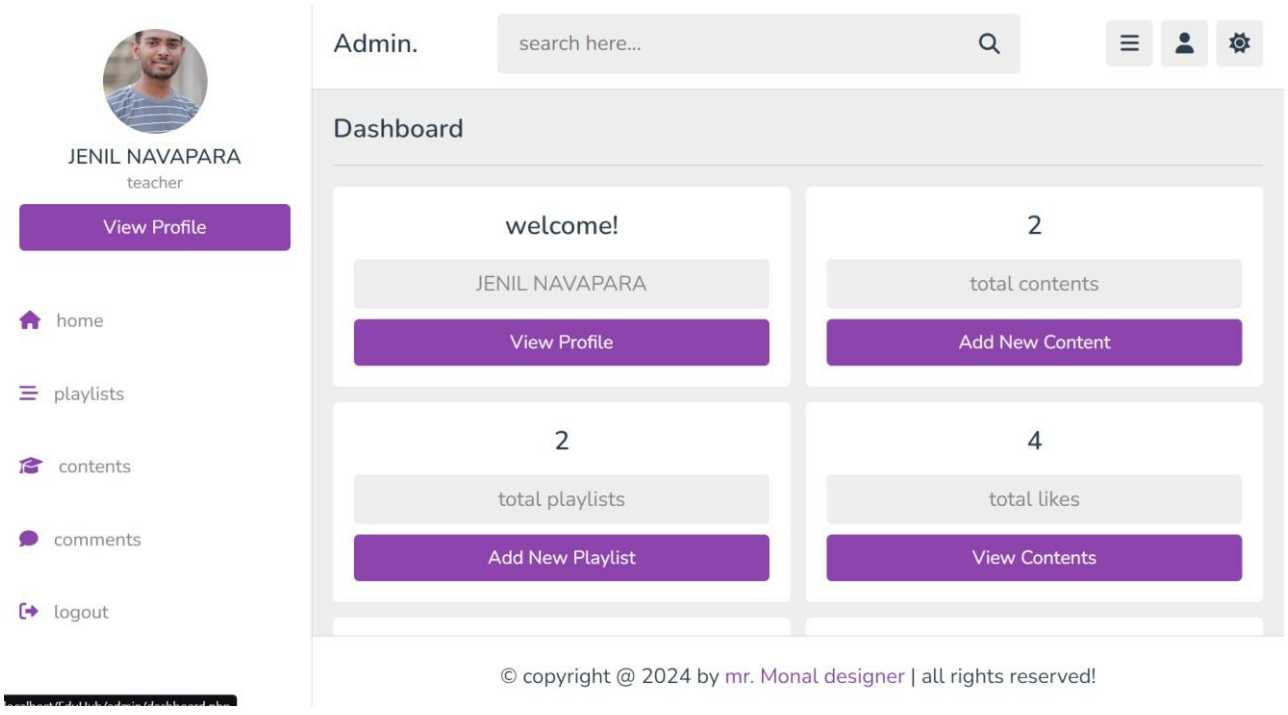


Fig 6.3 Teacher Dashboard

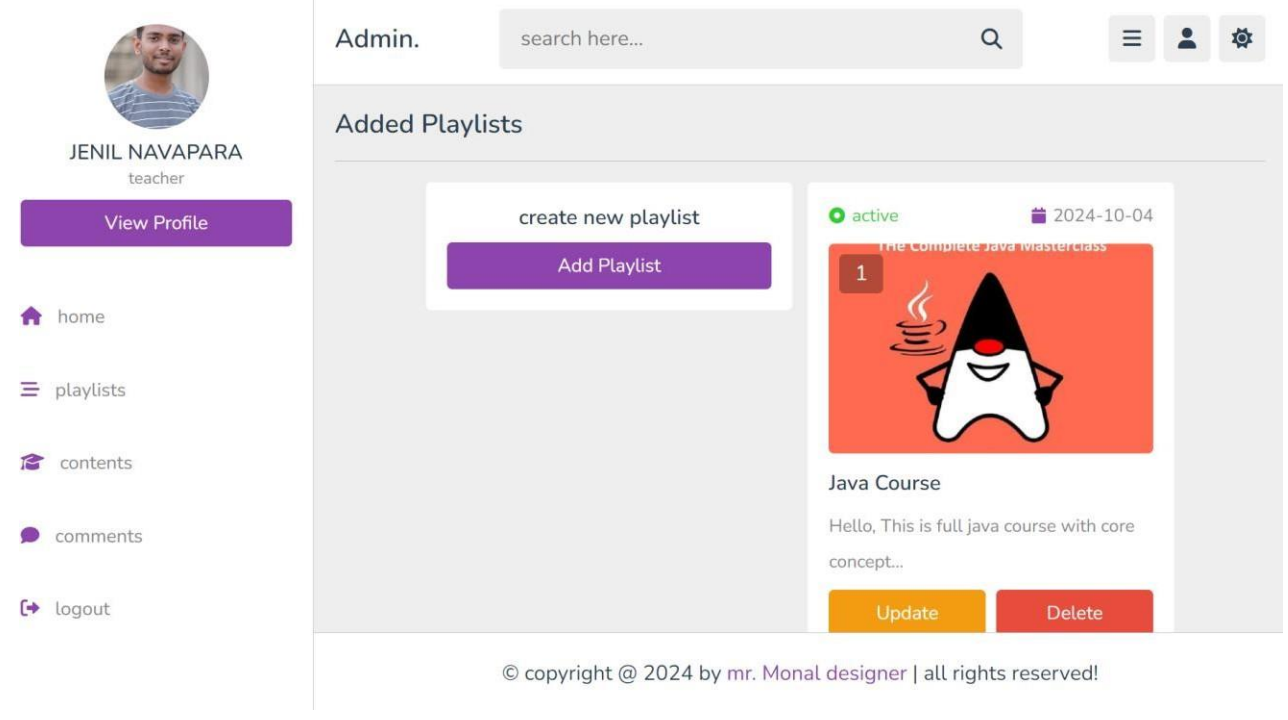


Fig 6.4 Teacher's Playlist

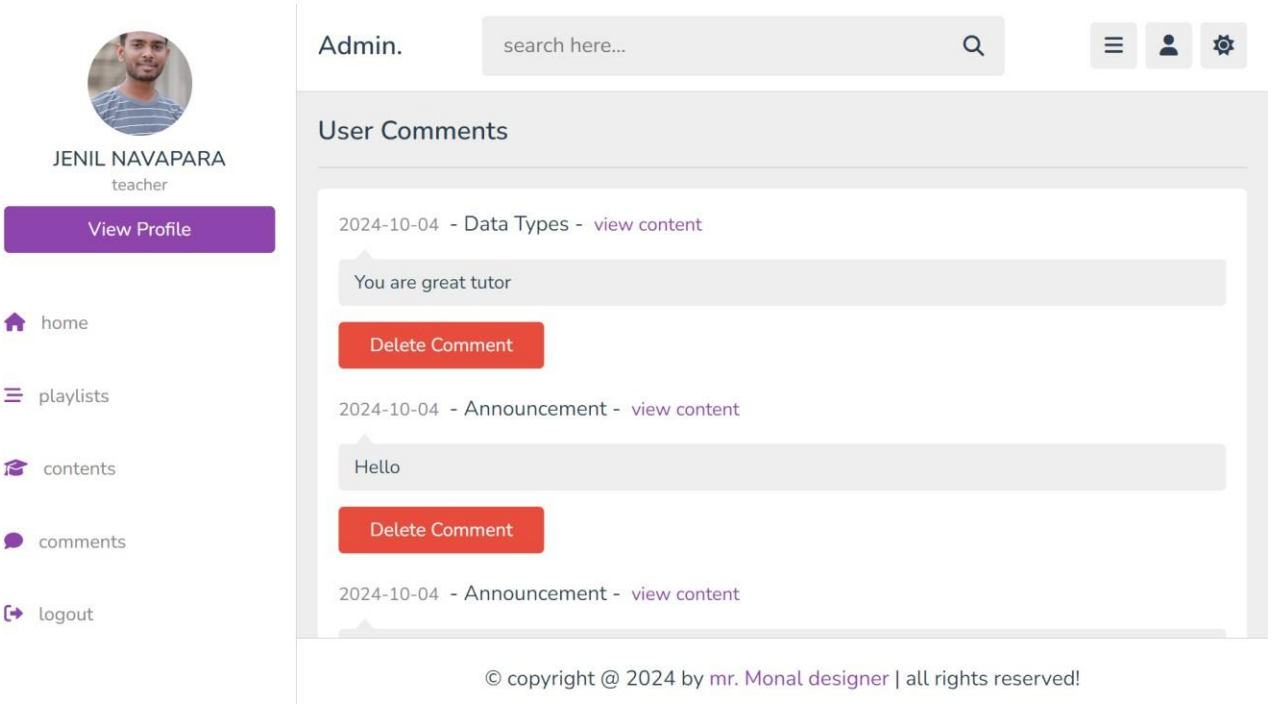
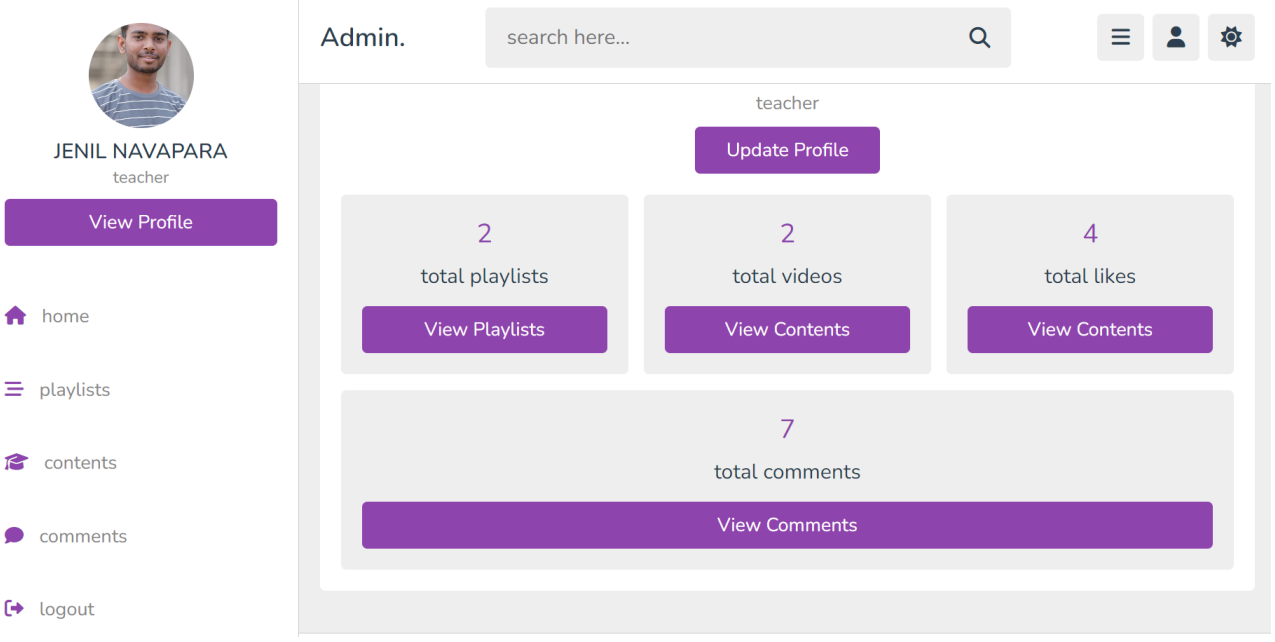


Fig 6.5 Teacher's Comment Section



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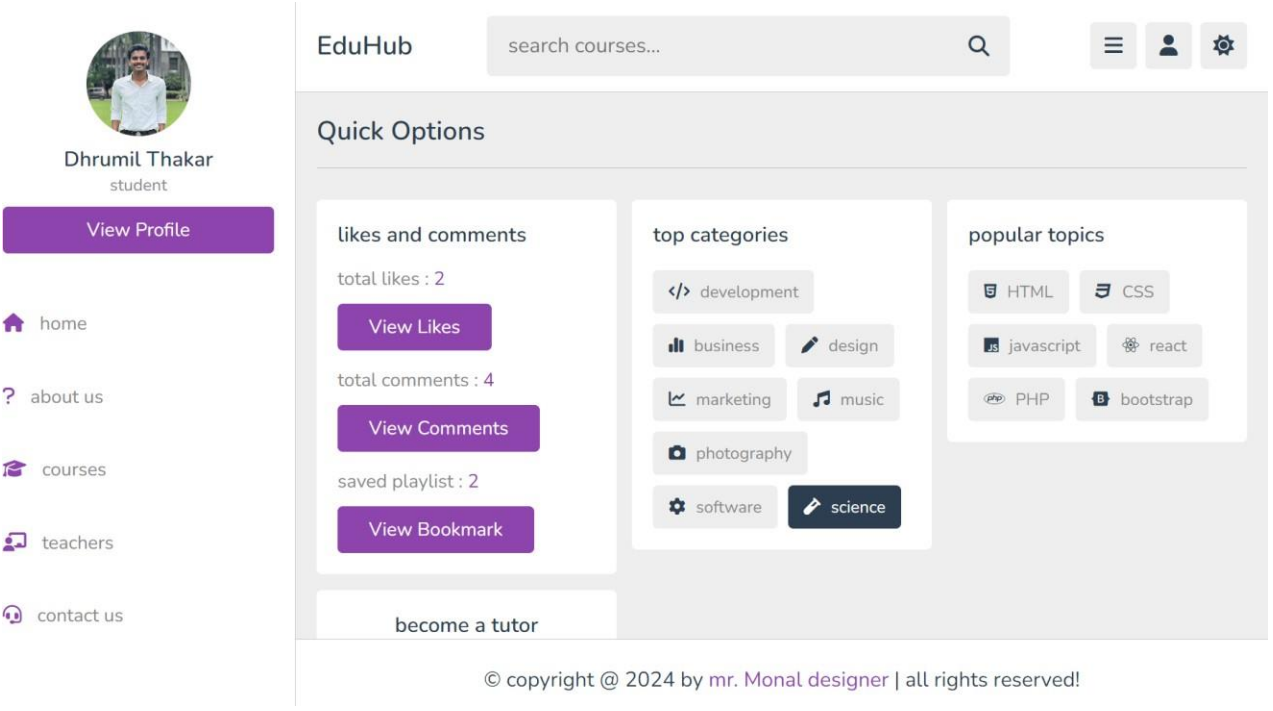

Fig 6.7 Student Dashboard

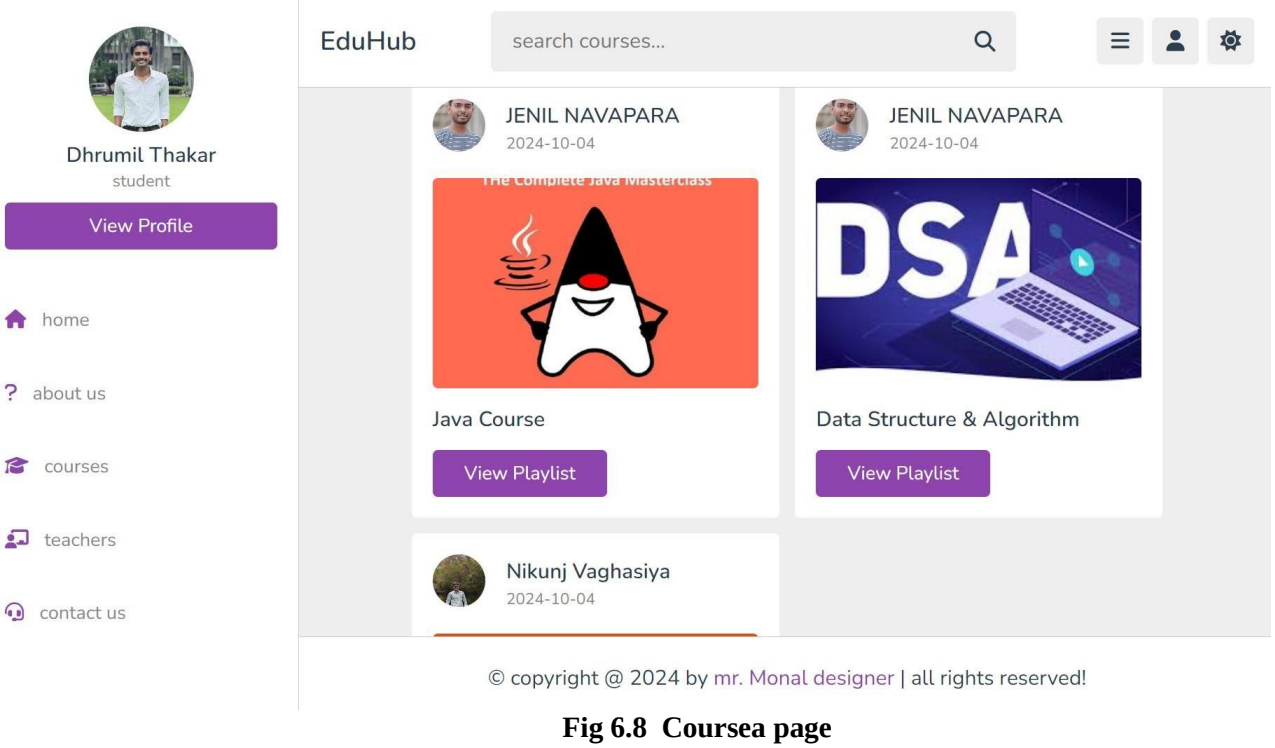

Fig 6.8 Coursea page

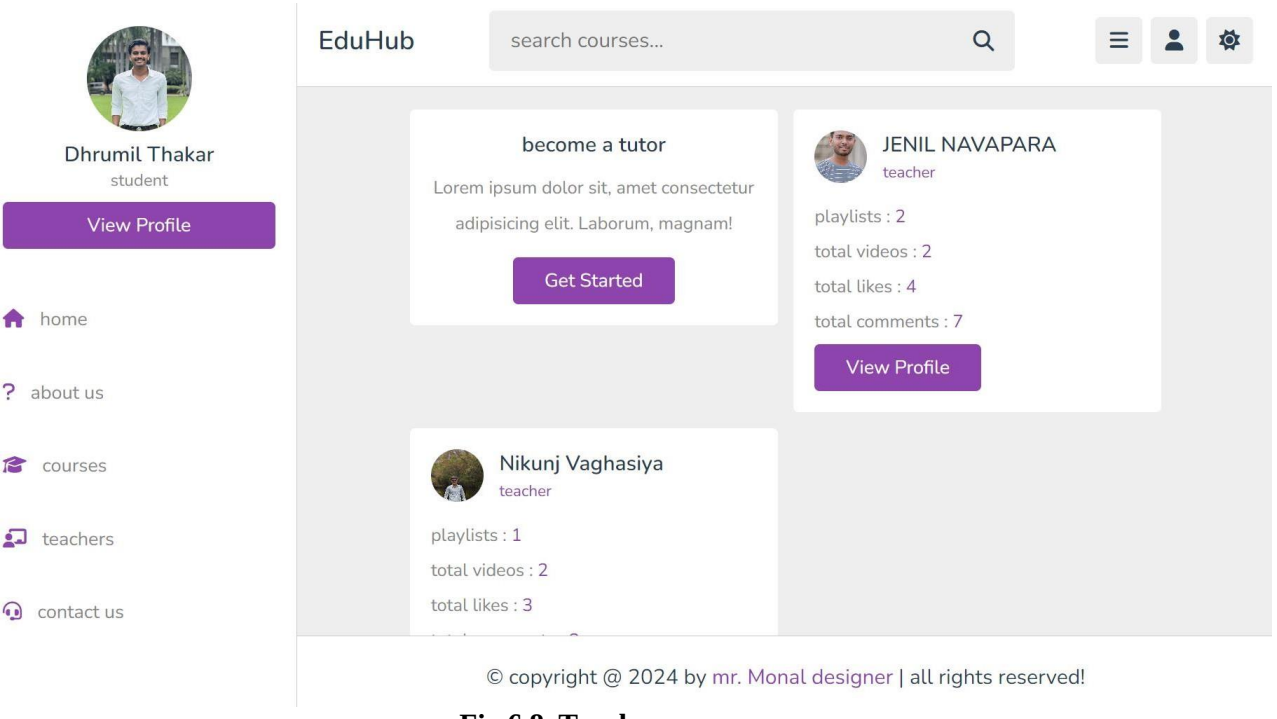

Fig 6.8 Teachers page

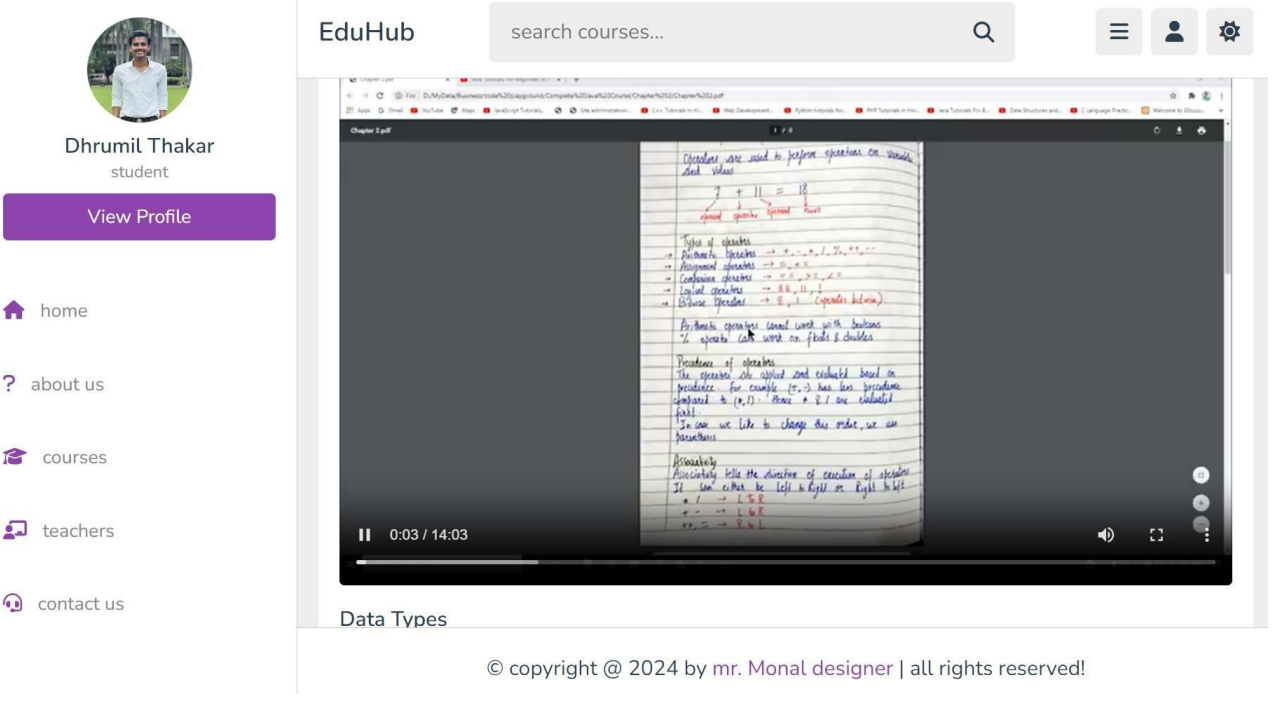

Fig 6.9 Video Playing in Playlist

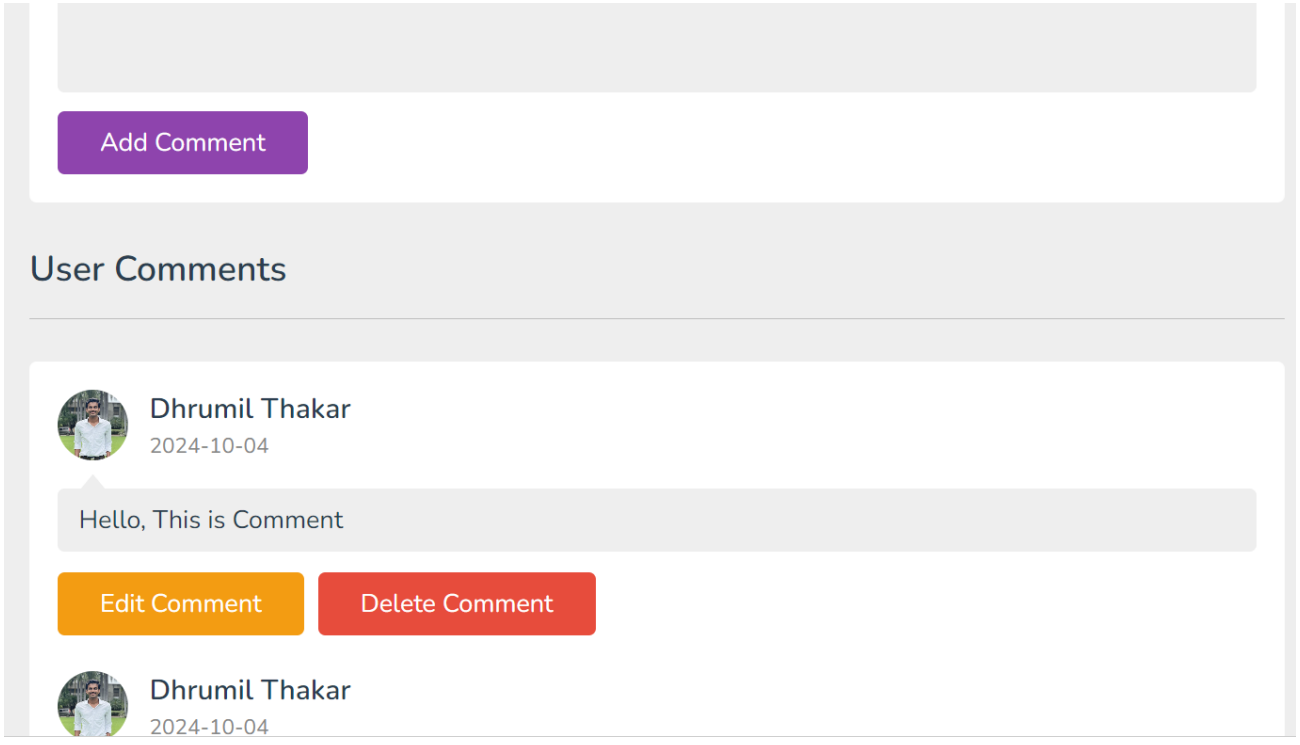

Fig 6.10 Comment section below video

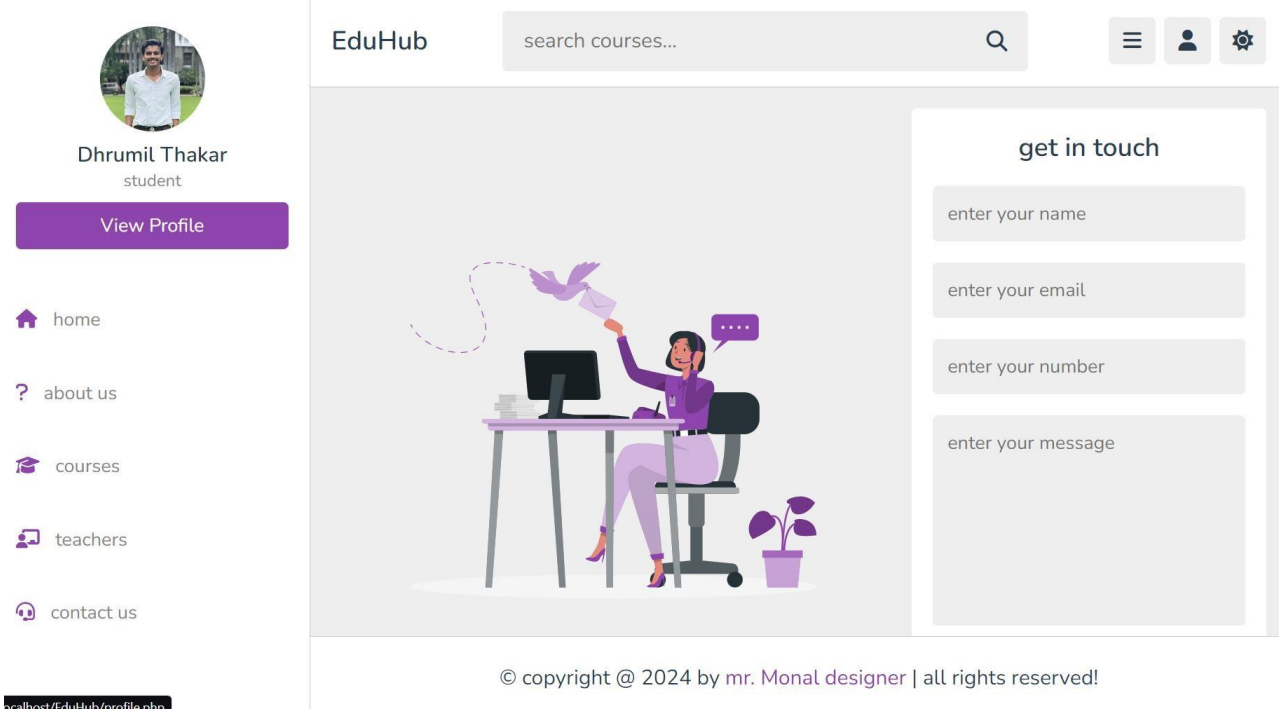

Fig 6.11 Get in touch

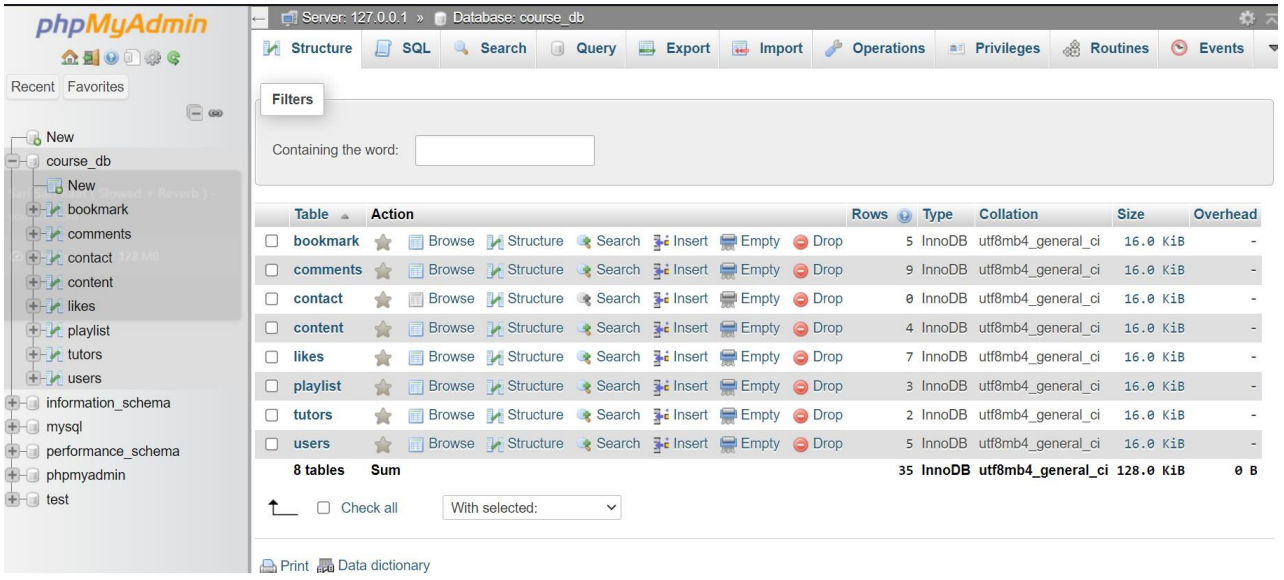

Fig 6.11 Database

CHAPTER 7: LIMITATIONS

- Real-Time Interaction: The platform currently lacks live-streaming functionality for real-time classes.
- Limited Customization: Some features like personalized dashboards or user themes are not available. No Offline Mode: The platform requires an internet connection for all features

CHAPTER 8:OUTCOMES

So many new things i learn fron this project is :

- Developed a scalable, user-friendly educational platform that serves both students and educators.
- Gained a deeper understanding of **web development technologies** such as HTML, CSS, JavaScript, and PHP.
- Ensured **data security** through robust login systems and secure database management.
- Improved skills in **user experience design**, making the platform accessible and intuitive for use

CHAPTER 9:FUTURE ENHANCEMENT

- **Live Classes**: Implement live-streaming features for real-time learning.
- **Mobile App Development**: Expand the platform to mobile devices through a dedicated app for Android and iOS.
- **Advanced Analytics**: Introduce more data analytics features for tutors to better understand student performance.
- **AI-Powered Recommendations**: Use AI to suggest personalized courses based on student behavior and preferences.

CHAPTER 10:REFERENCES

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