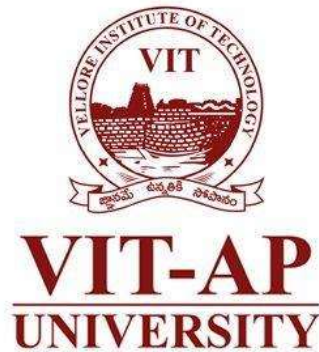


Quick2Learn – An E-Learning System

PROJECT REPORT

Winter Semester 2021-22



Course Code: SWE2003

Course Name: Requirements Engineering Management

Guided by: Dr. Hussain Syed

Slot: B2+TB2

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- 19MIS7092 - Gontla Sri Likitha
- 19MIS7097 - Sanka Sai Lalitha Sravanthi

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1. Introduction

Our project called Quick2Learn has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and in some cases reduce the hardships faced by this existing system. Moreover this system is designed for the particular need of the company to carry out operations in a smooth and effective manner.

The application is reduced as much as possible to avoid errors while entering the data. It also provides error message while entering invalid data. No formal knowledge is needed for the user to use this system. Thus by this all it proves it is user-friendly.

As described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources. Every organization, whether big or small, has challenges to overcome and managing the information of Student, Assignment, QUIZ, CLASS, and QUESTION.

Every E-learning Management System has different Assignment needs; therefore we design exclusive employee management systems that are adapted to your managerial requirements. This is designed to assist in strategic planning, and will help you ensure that your organization is equipped with the right level of information and details for your future goals.

Also, for those busy executive who are always on the go, our systems come with remote access features, which will allow you to manage your workforce anytime, at all times. These systems will ultimately allow you to better manage resources.

2. Problem Statement

Problem Statement for User:

Element	Description
The problem of ...	The limited functionality, and unavailability of resources, uneasy access for learners in existing system.
Affects ...	The learners, students who want to learn in online

Results in	Easy access to courses, explore more about subjects, learn with free cost, better guidance from experts.
Benefits of solution ...	Access to updated content, consistency, quick delivery of lessons, comfort and convenience.

Problem Statement for Company:

Element	Description
The problem of ...	Due to insufficient access or guidance of courses
Affects ...	The company, shareholders, employees
Results in	Provides an automation procedure of studying the notes online, notes for their respective subjects are easily available, helps cutting down on expenditure for the universities as well.
Benefits of solution ...	Involving new products and a potential new marketplace for the company's products and services, customer satisfaction.

3. Background

The purpose of Quick2learn system is to automate the existing manual system by the help of computerized equipment's and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same.

The required software and hardware are easily available and easy to work with. As described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources.

The organization can maintain computerized records without redundant entries. That means that one need not be distracted by information that is not relevant, while being able to reach the information.

Functionalities provided by Quick2learn:

- Provides the searching facilities based on various factors. Such as Assignment, TEACHER, QUIZ, QUESTION.
- Quick2Learn System also manages the CLASS details online for QUIZ details, QUESTION details, Assignment.
- It tracks all the information of Student, CLASS, and QUIZ etc
- Manage the information of Student.
- Shows the information and description of the Assignment, TEACHER
- To increase efficiency of managing the Assignment, Student.
- It deals with monitoring the information and transactions of QUIZ. • Manage the information of Assignment
- Editing, adding and updating of Records is improved which results in proper resource management of Assignment data.
- Manage the information of QUIZ
- Integration of all records of QUESTION.

4. Purpose

Scope of the project Quick2Learn: It may help collecting perfect management in details. In a very short time, the collection will be obvious, simple and sensible. It will help a person to know the management of passed year perfectly and vividly. It also helps in current all works relative to Quick2Learn system. It will be also reduced the cost of collecting the management & collection procedure will go on smoothly.

- In computer system the person has to fill the various forms & number of copies of the forms can be easily generated at a time.
- In computer system, it is not necessary to create the manifest but we can directly print it, which saves our time.
- To assist the staff in capturing the effort spent on their respective working areas.
- To utilize resources in an efficient manner by increasing their productivity through automation.
- The system generates types of information that can be used for various purposes.
- It satisfy the user requirement
- Be easy to understand by the user and operator
- Be easy to operate Have a good user interface
- Be expandable

- Delivered on schedule within the budget

5. Objective

The main objective behind this project is to provide a user friendly environment to provide knowledge and give everyone a chance to learn, irrespective of where they are, provided they register themselves with the system.

The main features that the system provides can be made use of, once the registered people select their interested subject and take a starter test. This helps to establish incremental learning process. After taking this, based on their level of competence, they can take available tutorials, take online tests and also discuss an issue/topic by posting messages in the discussion forum. Along with this they can also take real time simulations of the most widely known competitive exams.

Project on E-learning Management System is to manage the details of Assignment, Student, TEACHER, QUIZ, and QUESTION. It manages all the information about Assignment, CLASS, QUESTION, and Assignment. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the Assignment, Student, CLASS, and TEACHER. It tracks all the details about the TEACHER, QUIZ, and QUESTION.

6. Modules

Registration:

In this, first the interested students get registered by selecting their desired username and password and by providing the necessary details. Then each user profile will be maintained which can be edited by the user when desired. Each person will register only one time. Details of each person along with their username and password are saved permanently in the database.

Login:

After providing the correct username and password, the user log's in to the e-Learning system's homepage. There the user can select the available subjects to further learn about them. If user enters wrong username or password then they block their account temporary and after some security verification they will able to access their account.

Homepage:

After providing the correct username and password, the user log's in to the e-Learning system's homepage. Here at the homepage there are many choices for user to learn different languages like C, C++, and Java etc. User can take following helps:

1. Tutorials about the language
2. View programs in the language
3. Playing quiz about the language
4. Download notes and programs

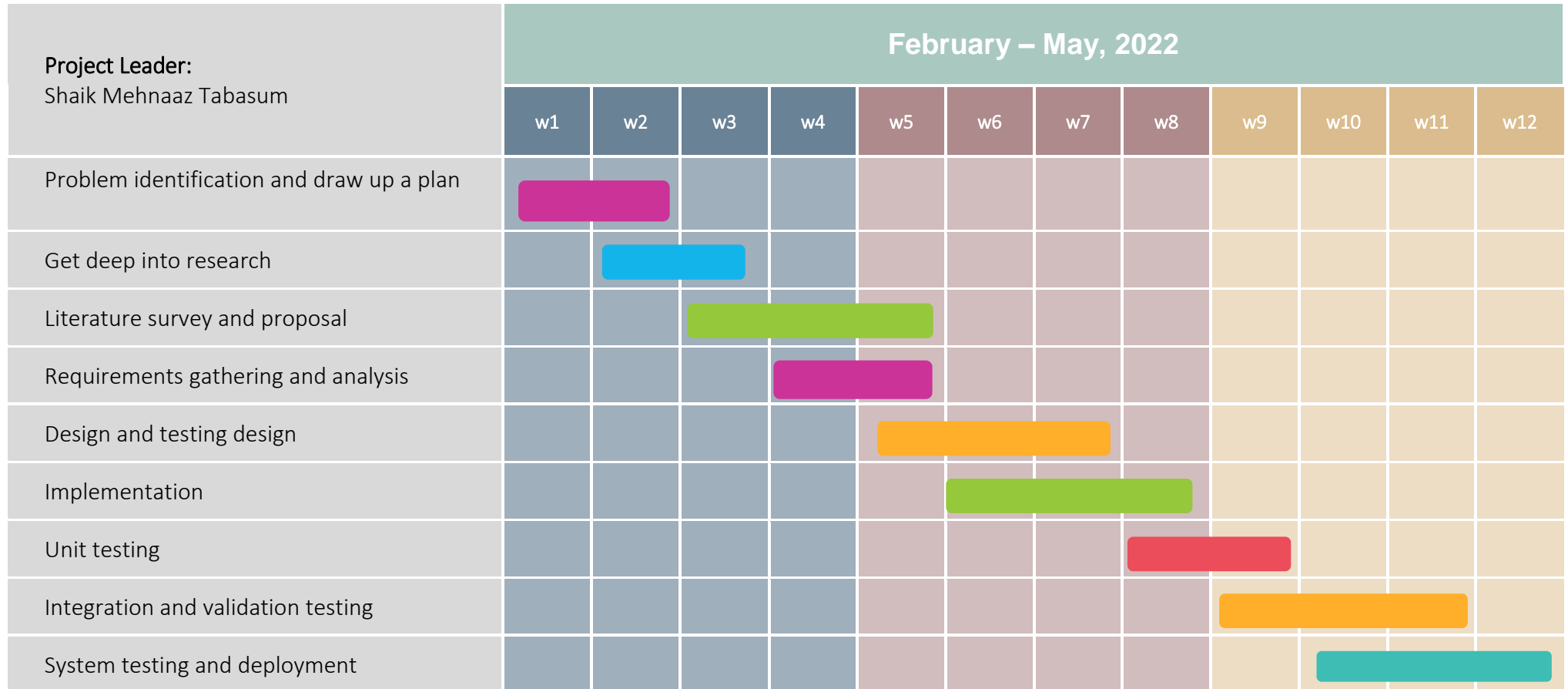
Quiz:

User plays the quiz on appropriate language and immediately takes the result. On each question user get the marks; there is no negative marking in quiz.

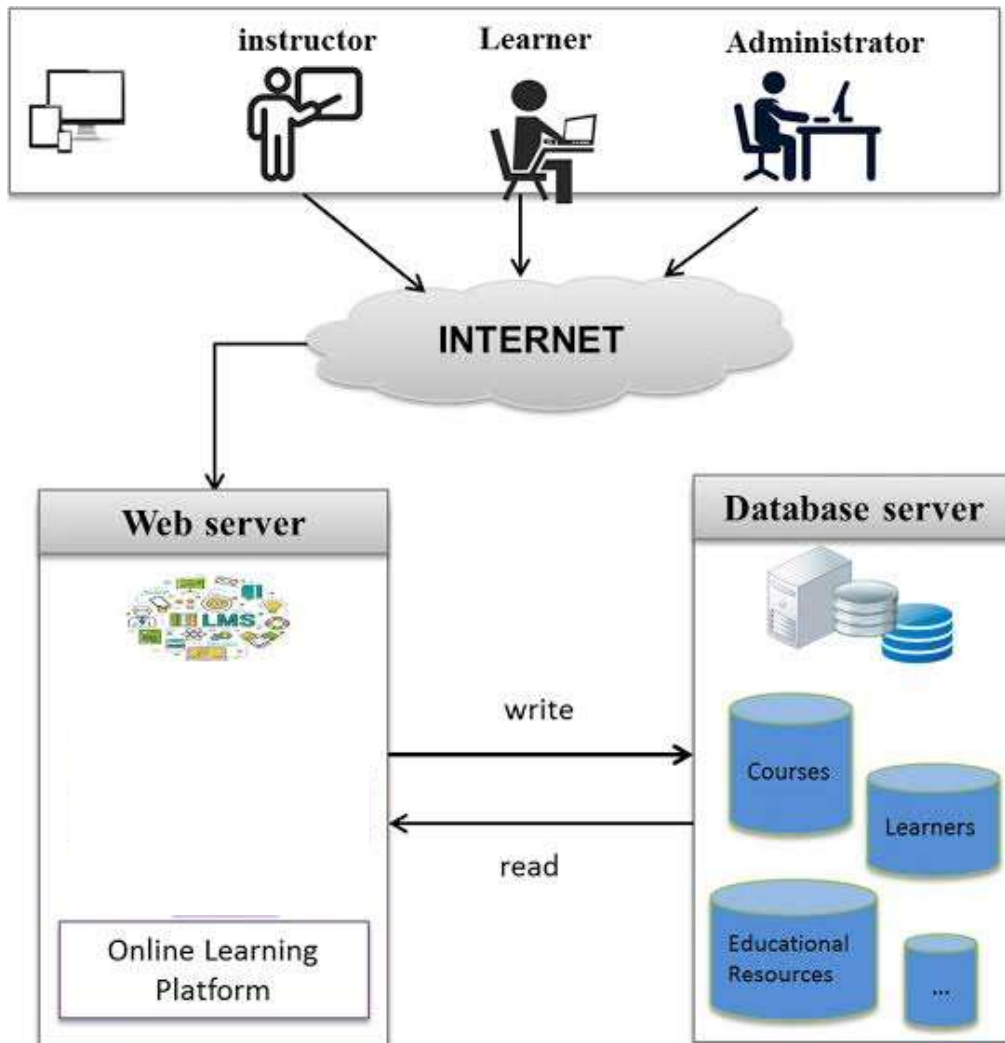
7. Project Scheduling

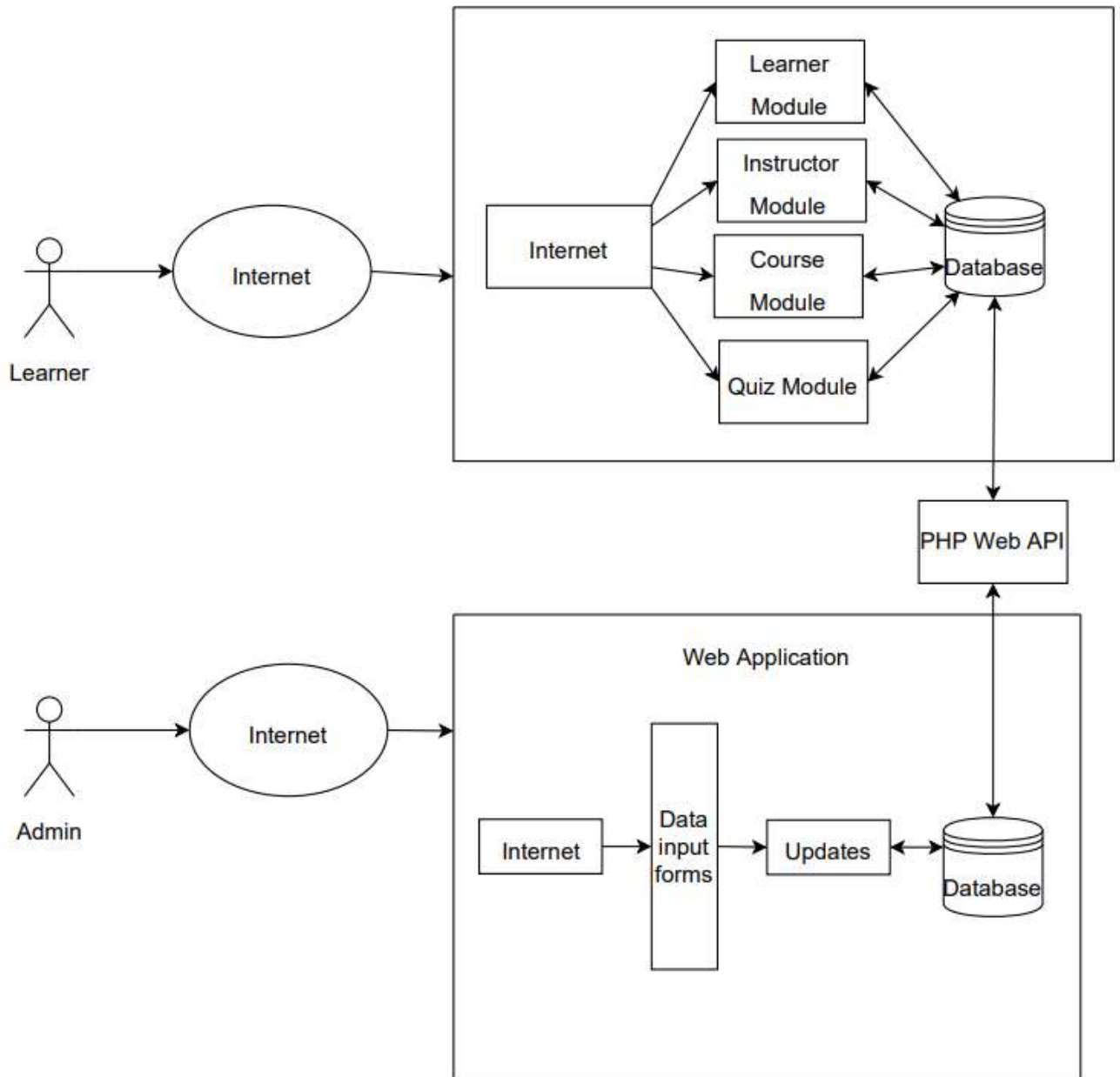
i. Gantt Chart:

GANTT CHART FOR Quick2Learn



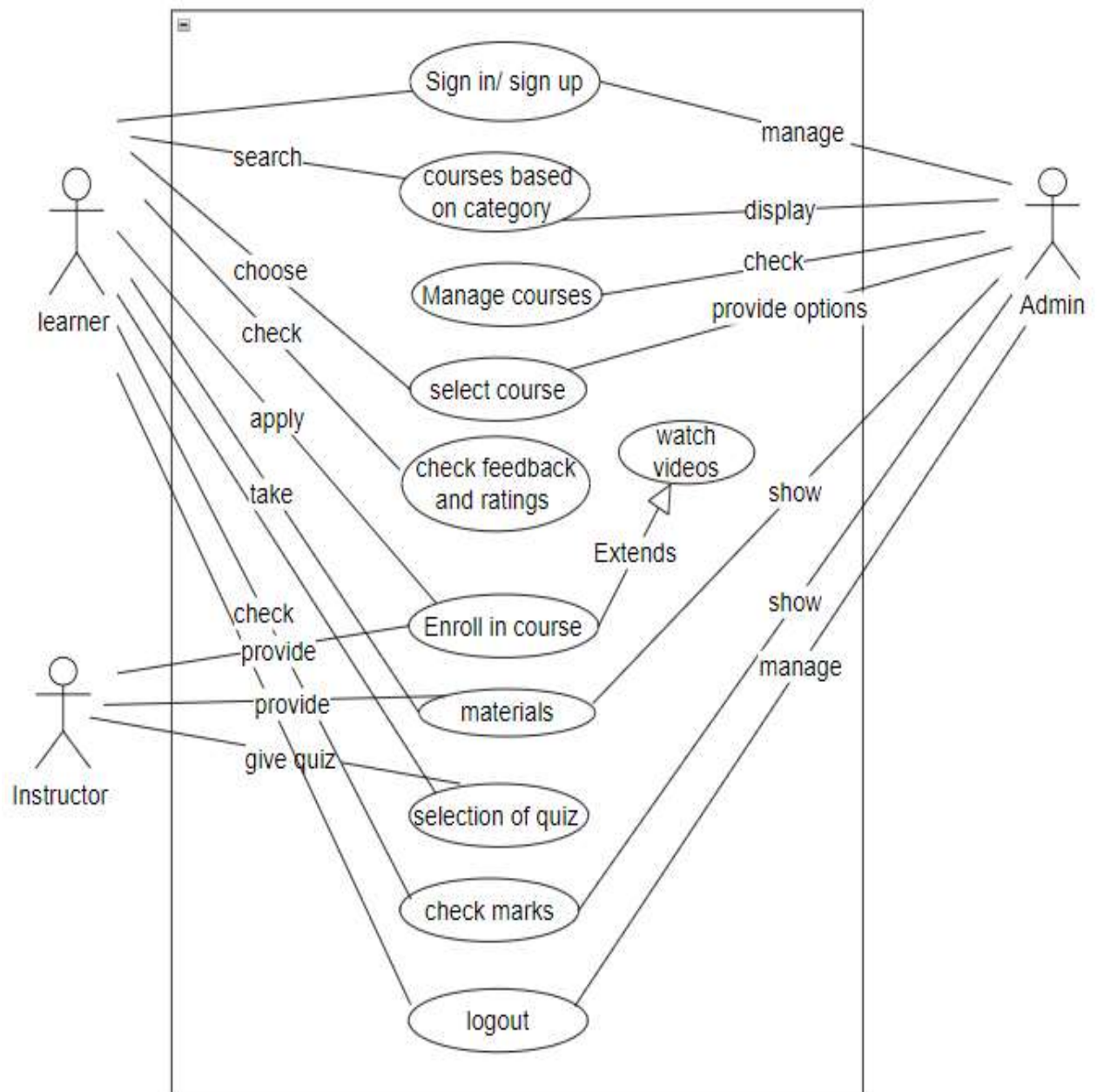
9. System Architecture



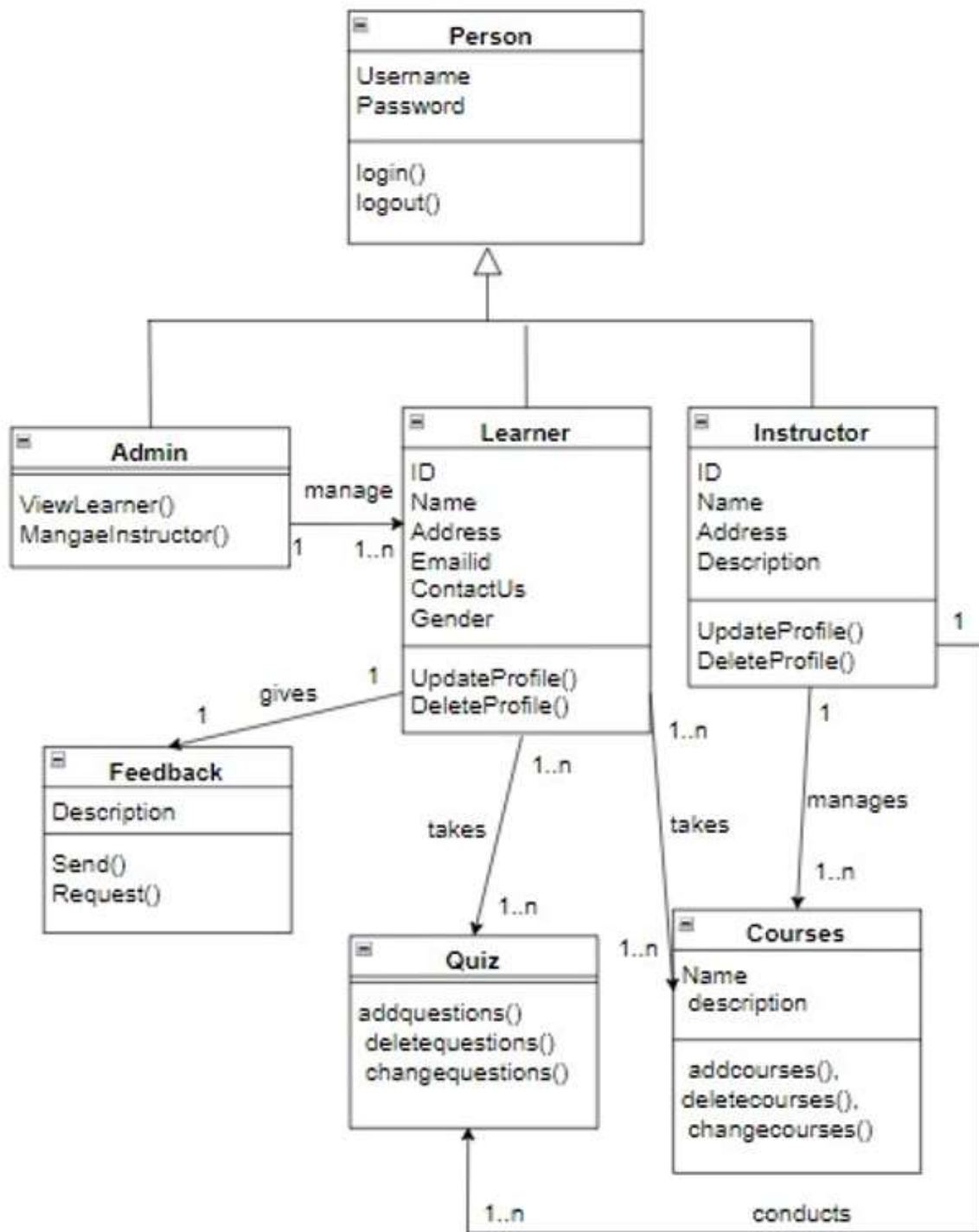


10. UML Diagrams

i. Use Case:

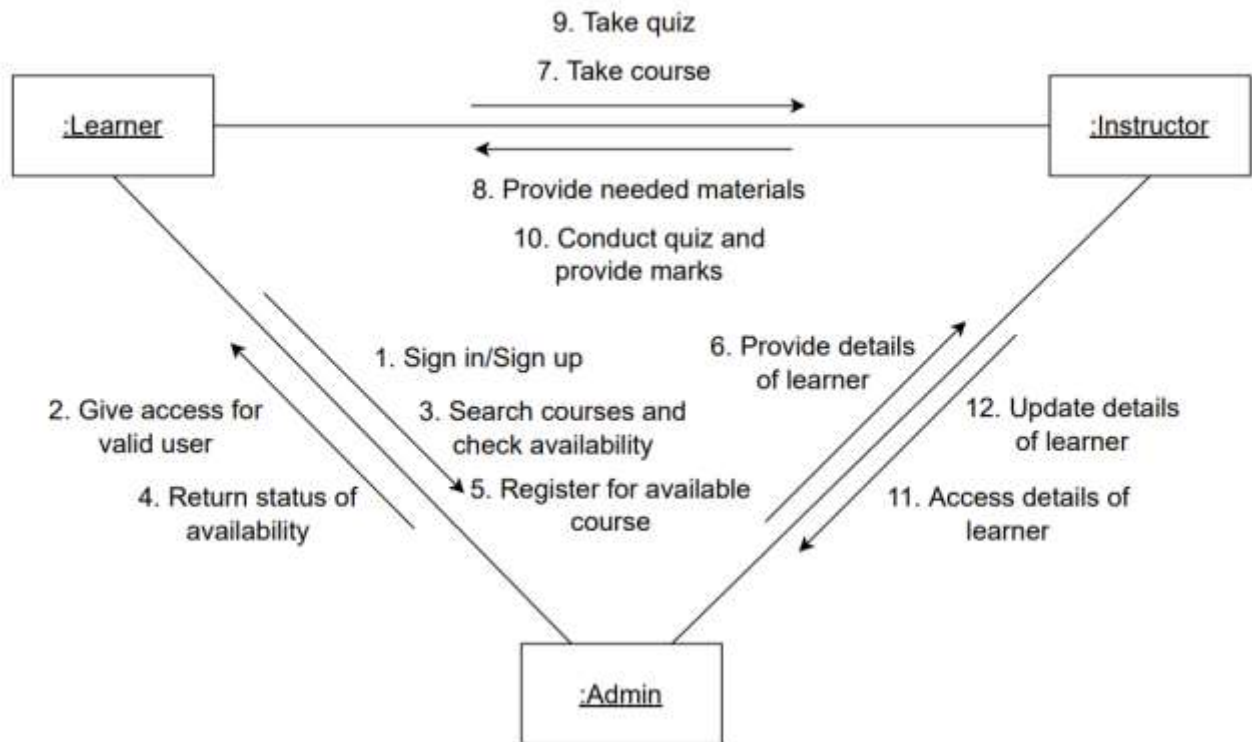


ii. Class:

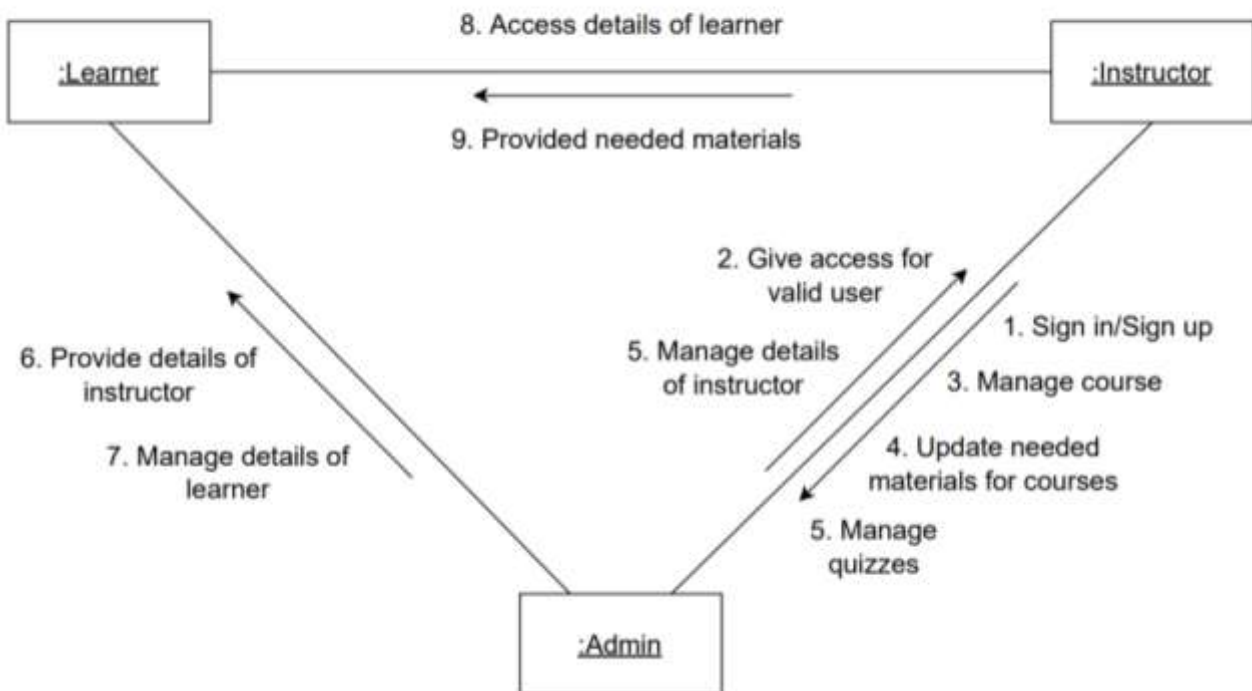


iii. Collaboration:

For Learner:

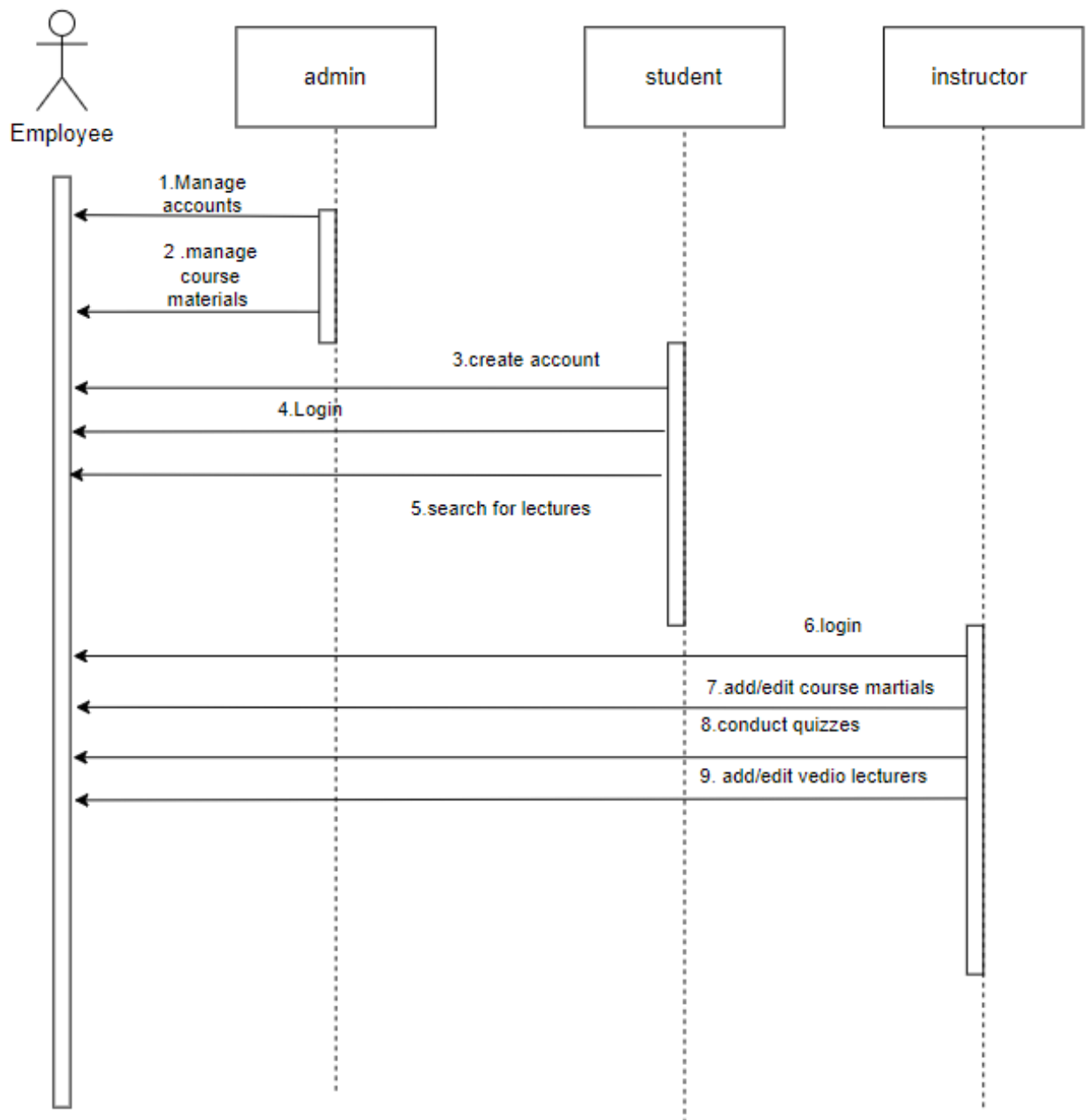


For Instructor:

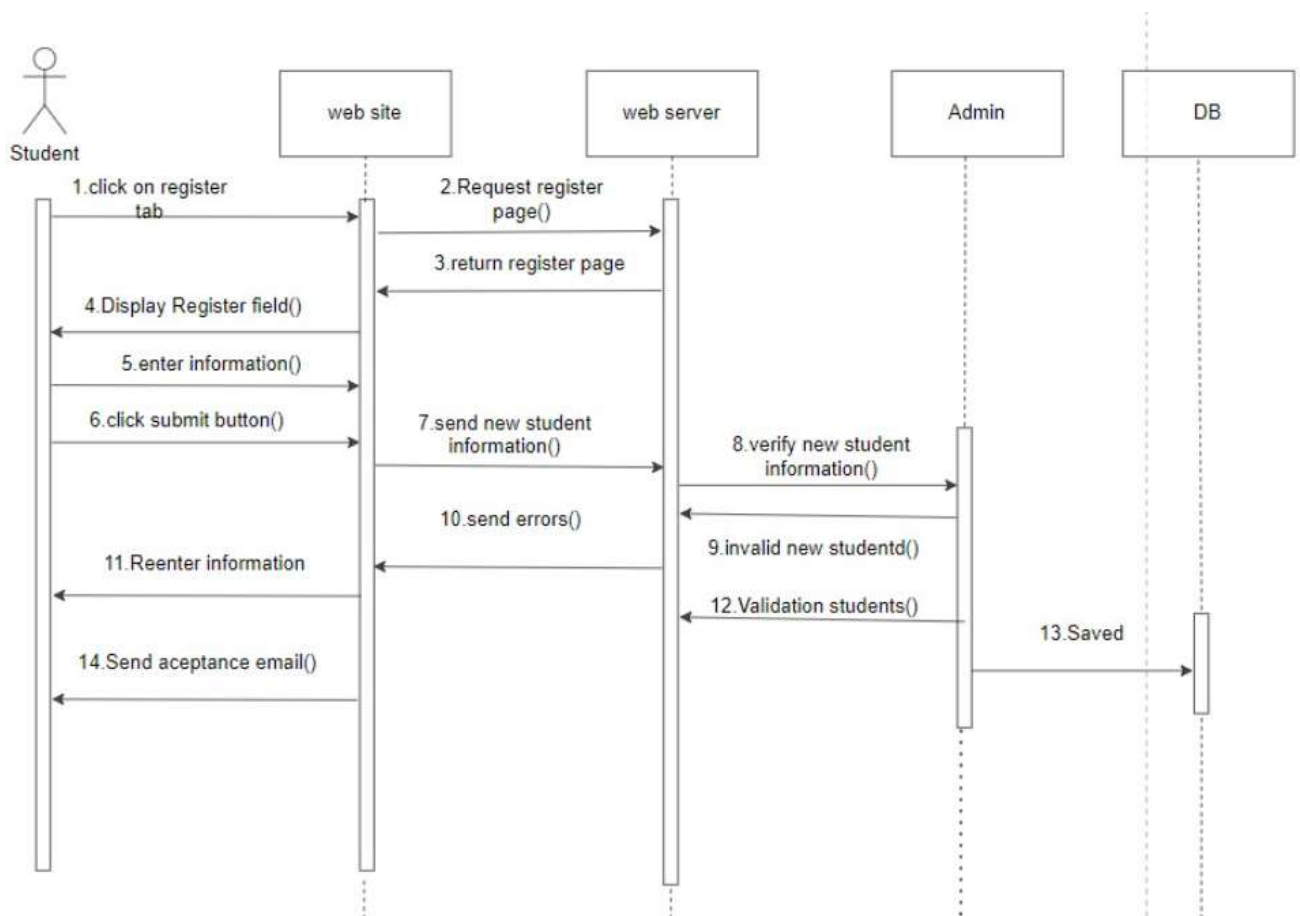


iv. Sequence:

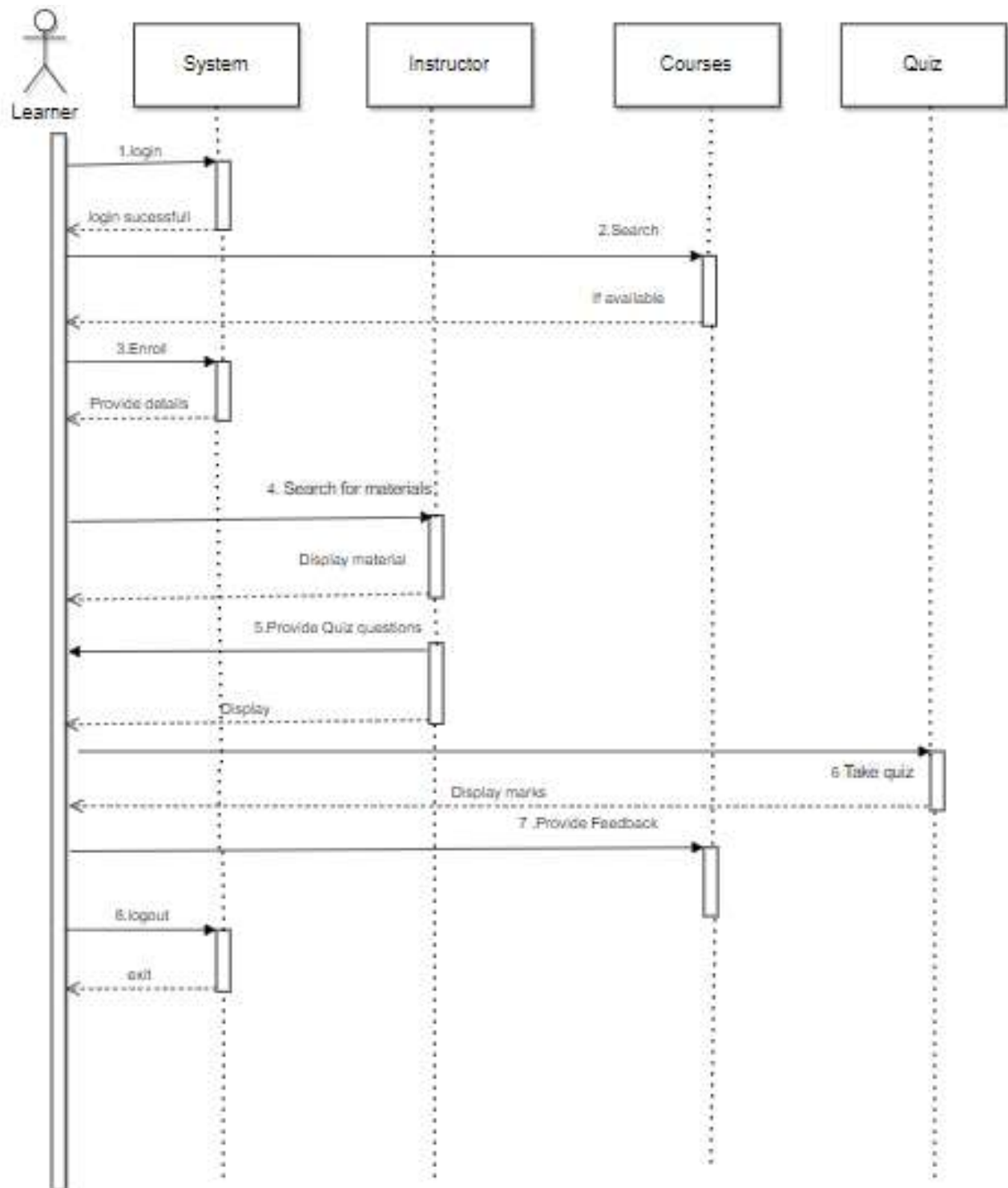
Interface:



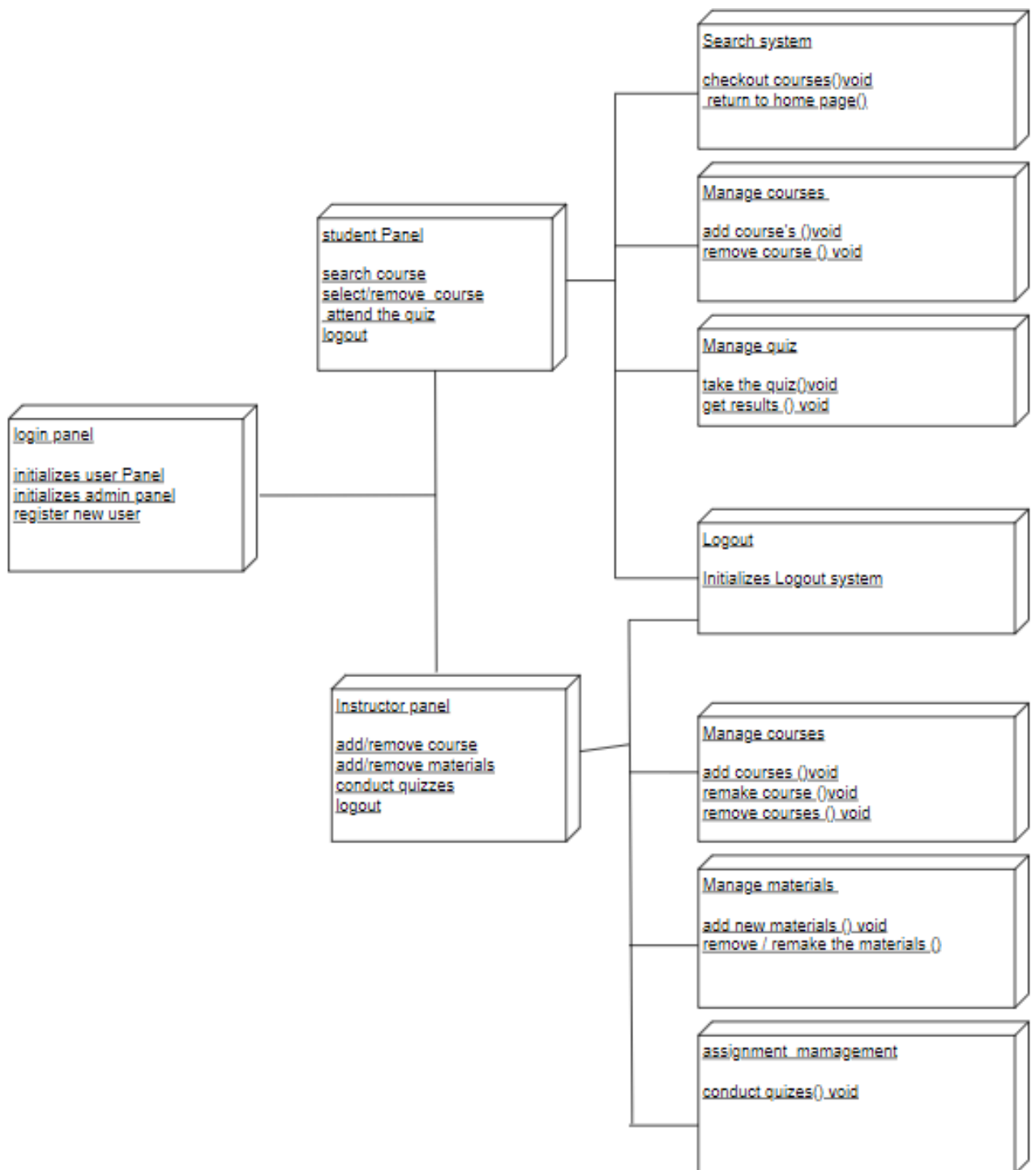
Login Module:



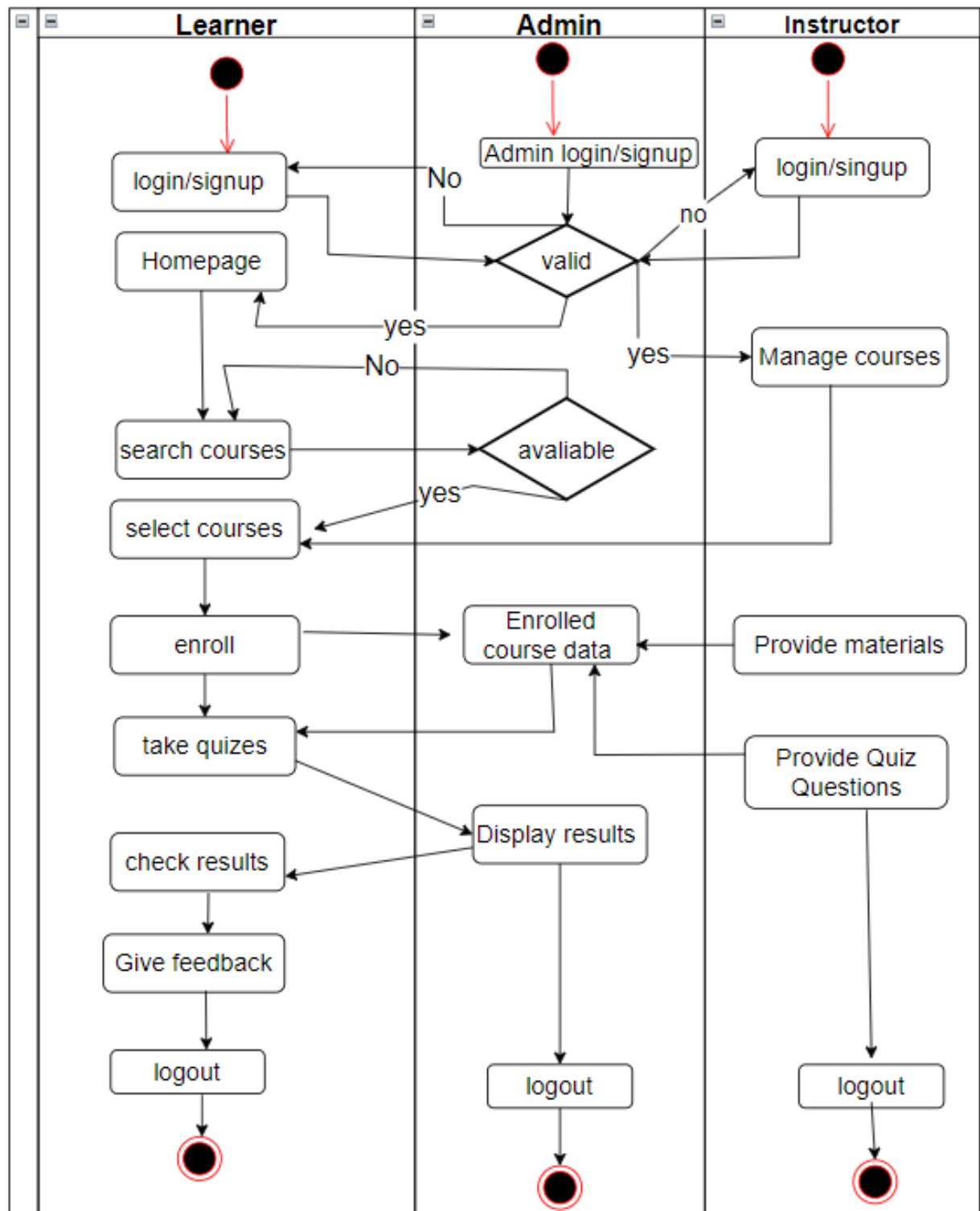
Total System Operations:



v. Deployment:

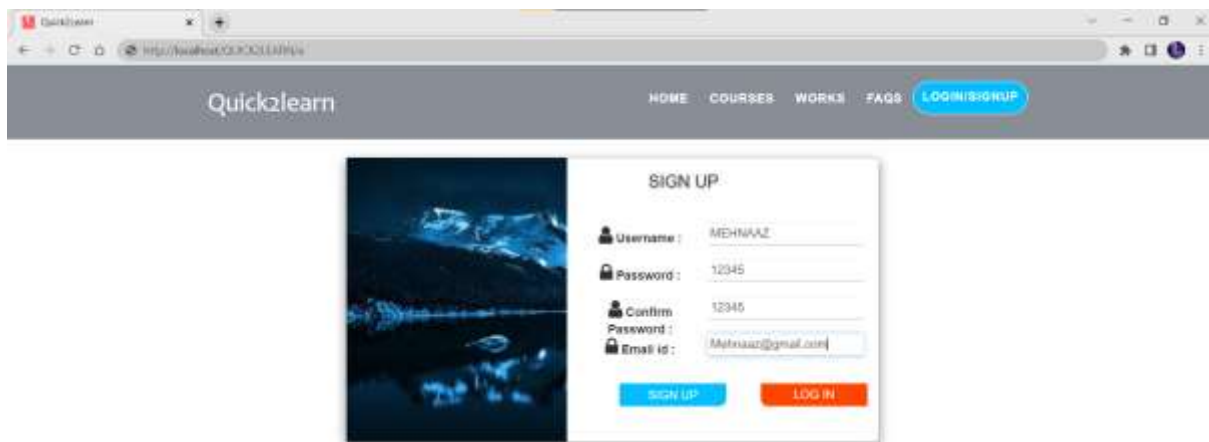


vi. Storyboarding:

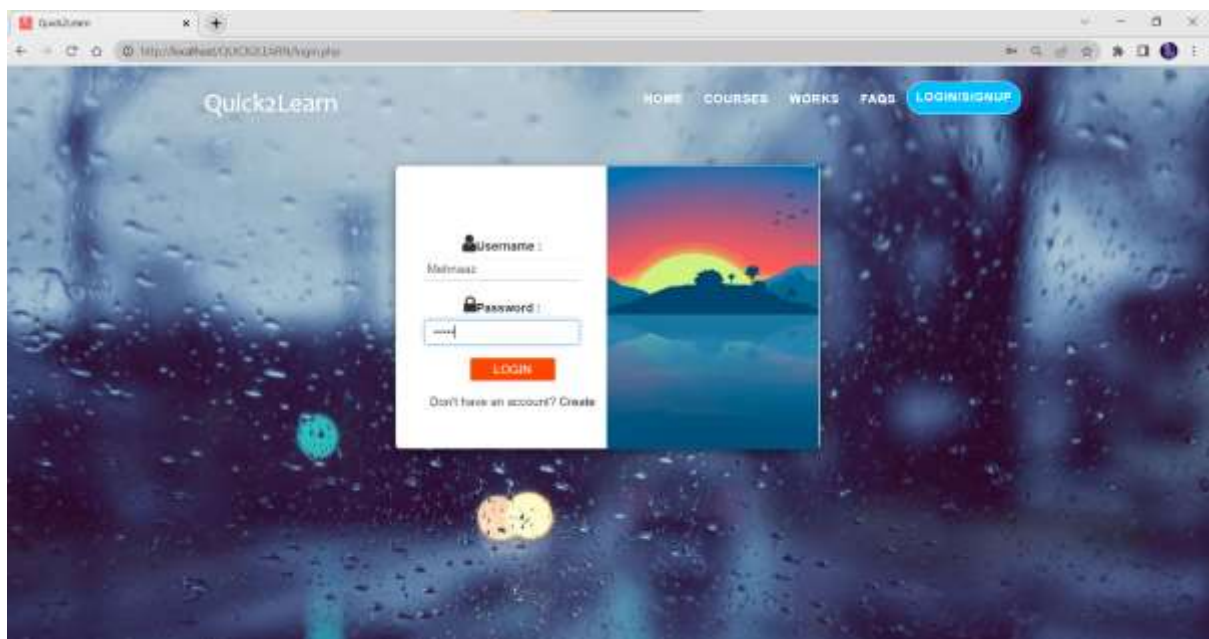


10. Project Screenshots:

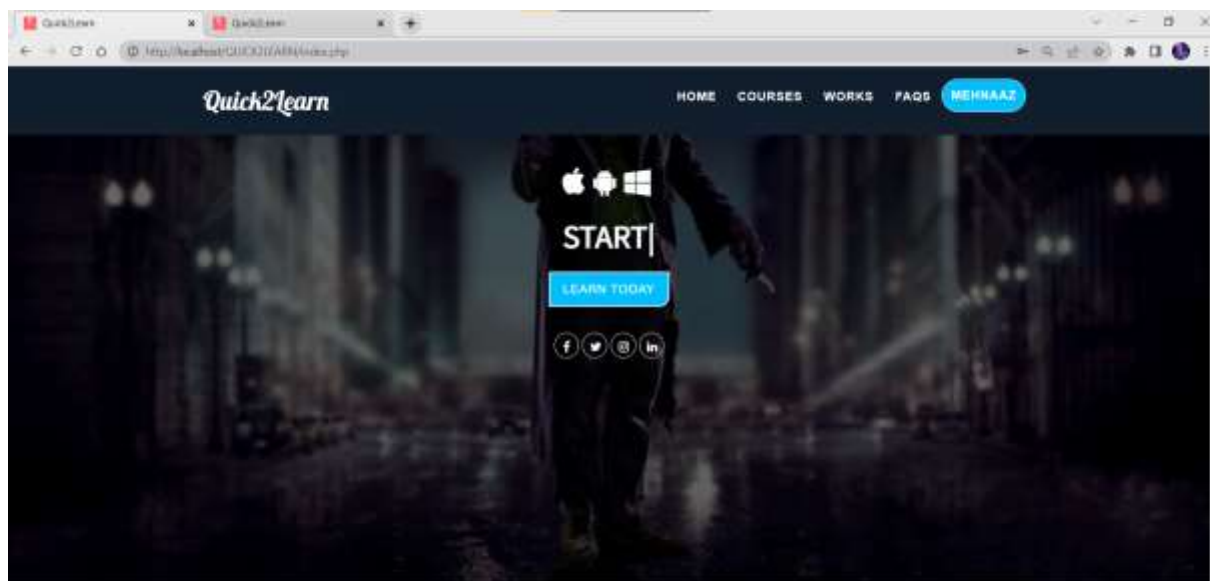
Login page:



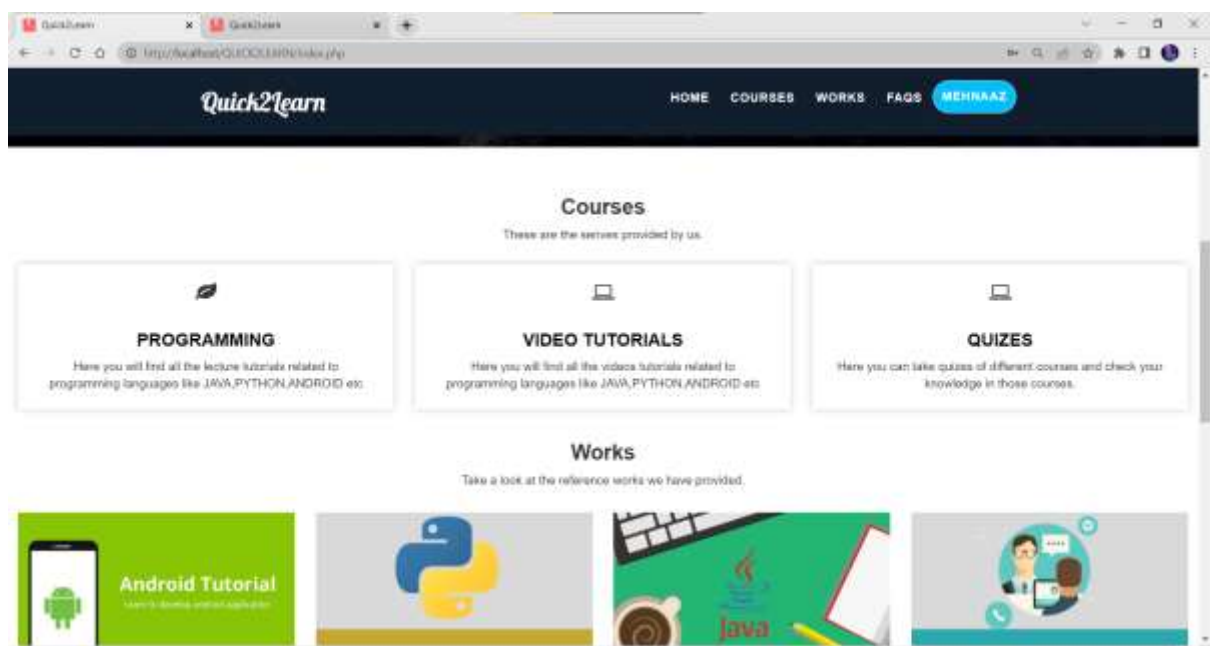
Sign up page:



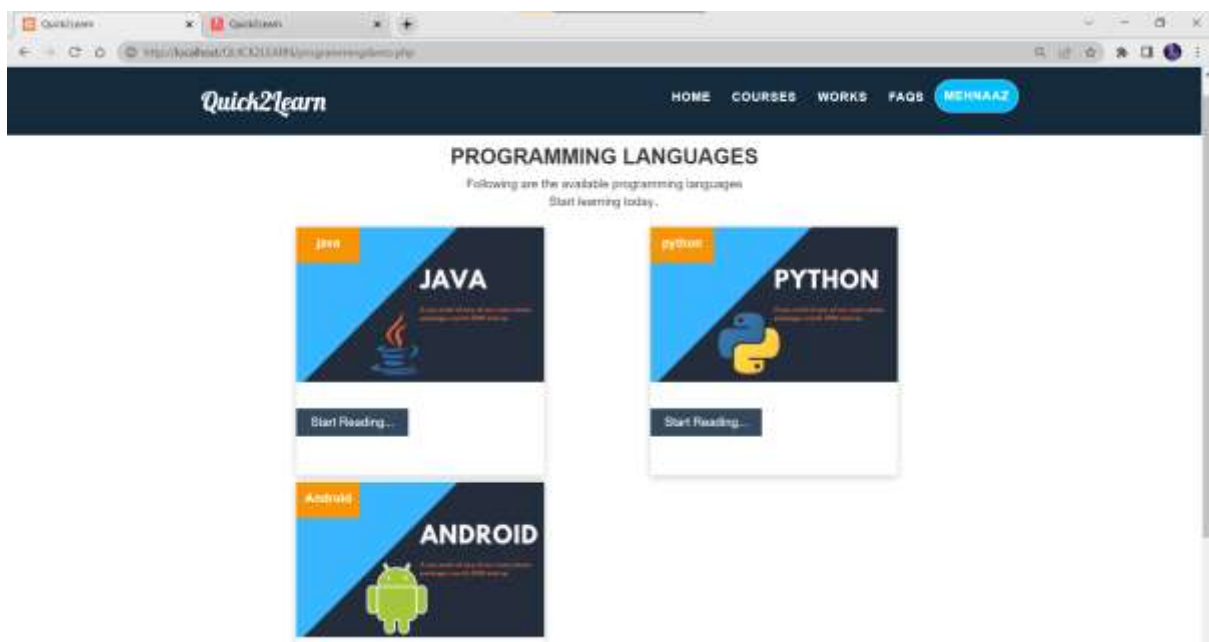
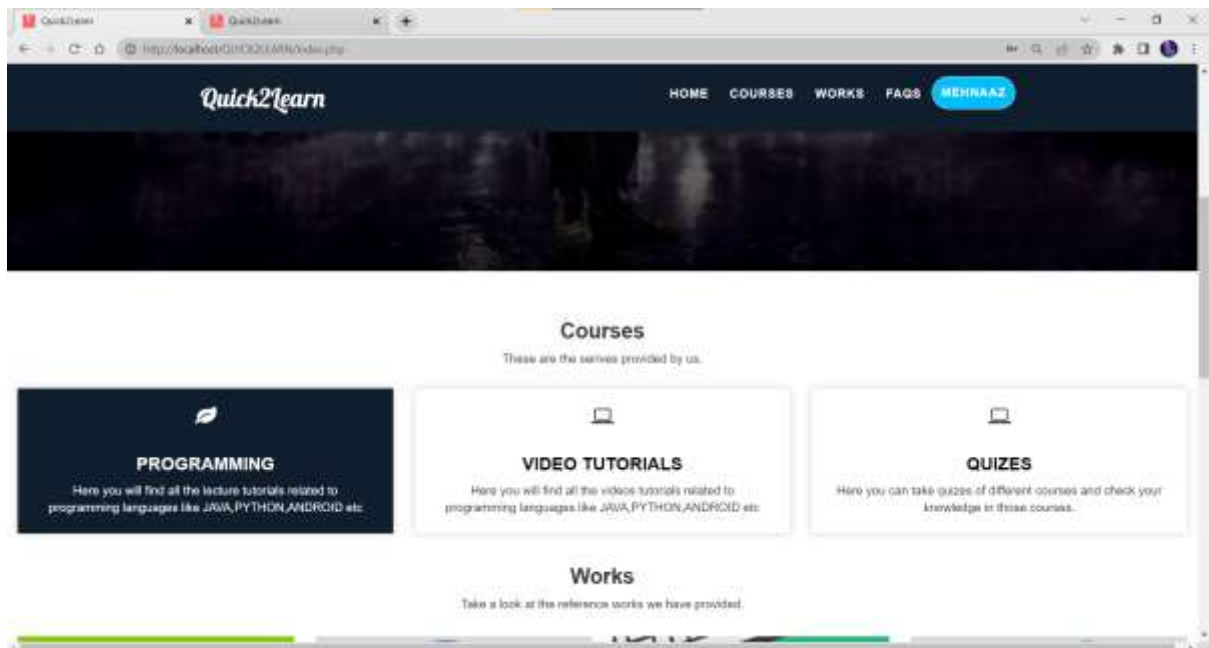
Home page:



Courses page:



Courses page->Programming page:



Quick2Learn

HOME COURSES WORKS FAQS MEHNAAZ

HOME

JAVA_HOME

Java - Overview

Java - Environment Setup

Java - Basic Syntax

Java - Object and Classes

Java - Constructors

Java - Basic Datatypes

Java - Variable Types

Java - Modifier Types

Java - Basic Operators

Java - Loop Control

Java - Decision Making

Java - Numbers Class

java-static

Java - Overview

Java programming language was originally developed by Sun Microsystems which was initiated by James Gosling and released in 1996 as core component of Sun Microsystems' Java platform (Java 1.0 [JSE]).

The latest release of the Java Standard Edition is Java SE 8. With the advancement of Java and its widespread popularity, multiple configurations were built to suit various types of platforms. For example: J2EE for Enterprise Applications, J2ME for Mobile Applications.

The new J2 versions were renamed as Java SE, Java EE, and Java ME respectively. Java is guaranteed to be **Write Once, Run Anywhere**.

Java is -

- **Object Oriented** - In Java, everything is an Object. Java can be easily extended since it is based on the Object model.
- **Platform Independent** - Unlike many other programming languages including C and C++, when Java is compiled, it is not compiled into platform specific machine, rather into platform independent byte code. This byte code is distributed over the web and interpreted by the Virtual Machine (JVM) on whichever platform it is being run on.
- **Simple** - Java is designed to be easy to learn. If you understand the basic concept of OOP Java, it would be easy to master.
- **Secure** - With Java's secure feature it enables to develop virus-free, tamper-free systems. Authentication techniques are based on public-key encryption.
- **Architecture-neutral** - Java compiler generates an architecture-neutral object file format which makes the compiled code executable on any

Quick2Learn

HOME COURSES WORKS FAQS MEHNAAZ

HOME

JAVA_HOME

Java - Overview

Java - Environment Setup

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Java - Object and Classes

Java - Constructors

Java - Basic Datatypes

Java - Variable Types

Java - Modifier Types

Java - Basic Operators

Java - Loop Control

Java - Decision Making

Java - Numbers Class

java-static

Java - Modifier Types

Modifiers are keywords that you add to those definitions to change their meanings. Java language has a wide variety of modifiers, including the following -

-
-

To use a modifier, you include its keyword in the definition of a class, method, or variable. The modifier precedes the rest of the statement, as in the following example.

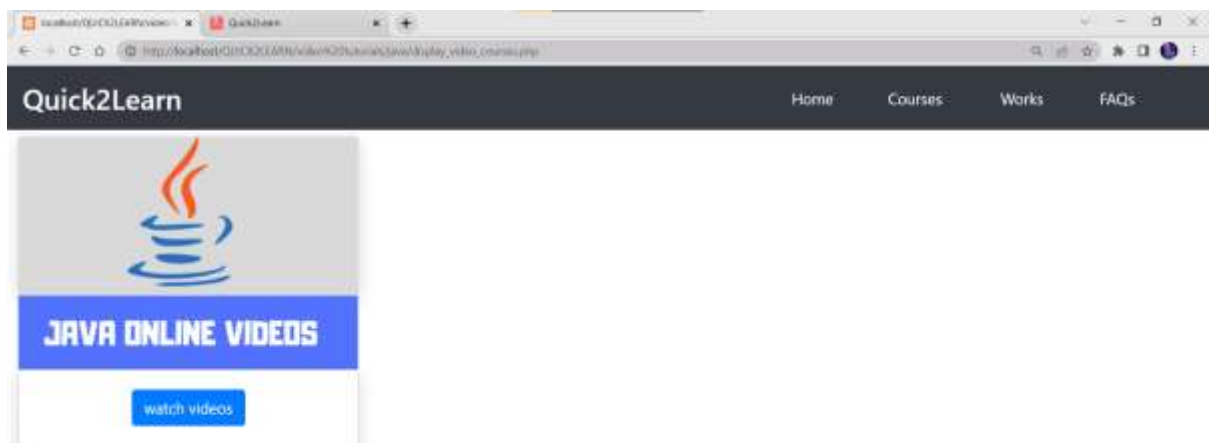
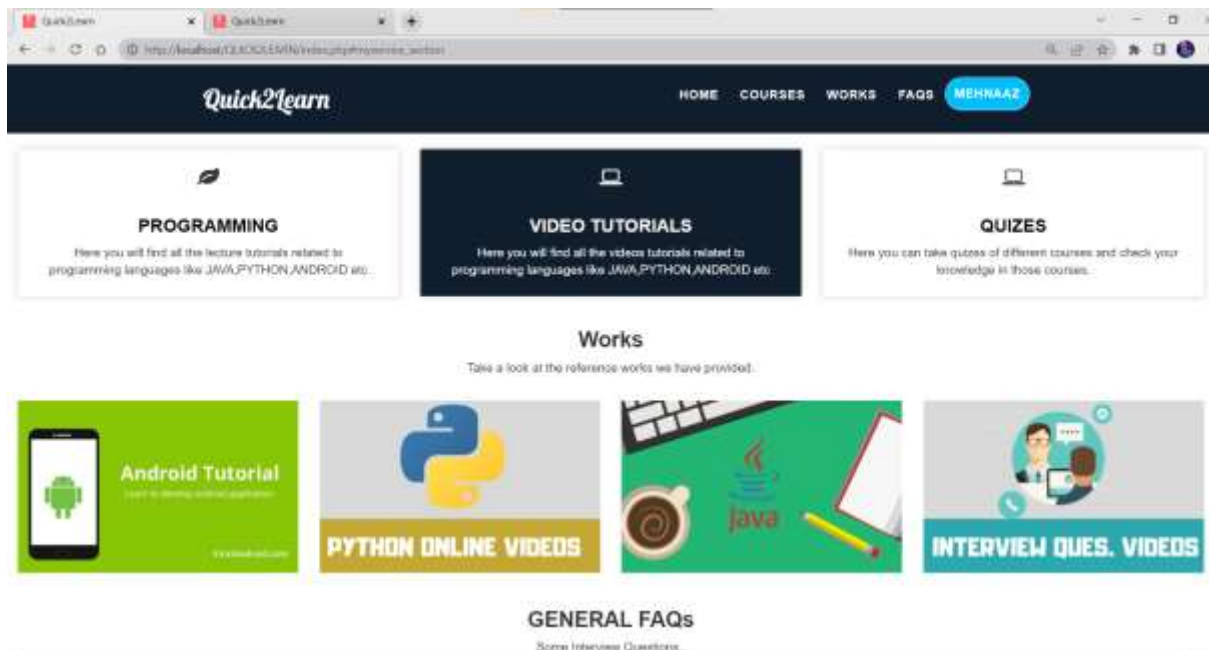
Example

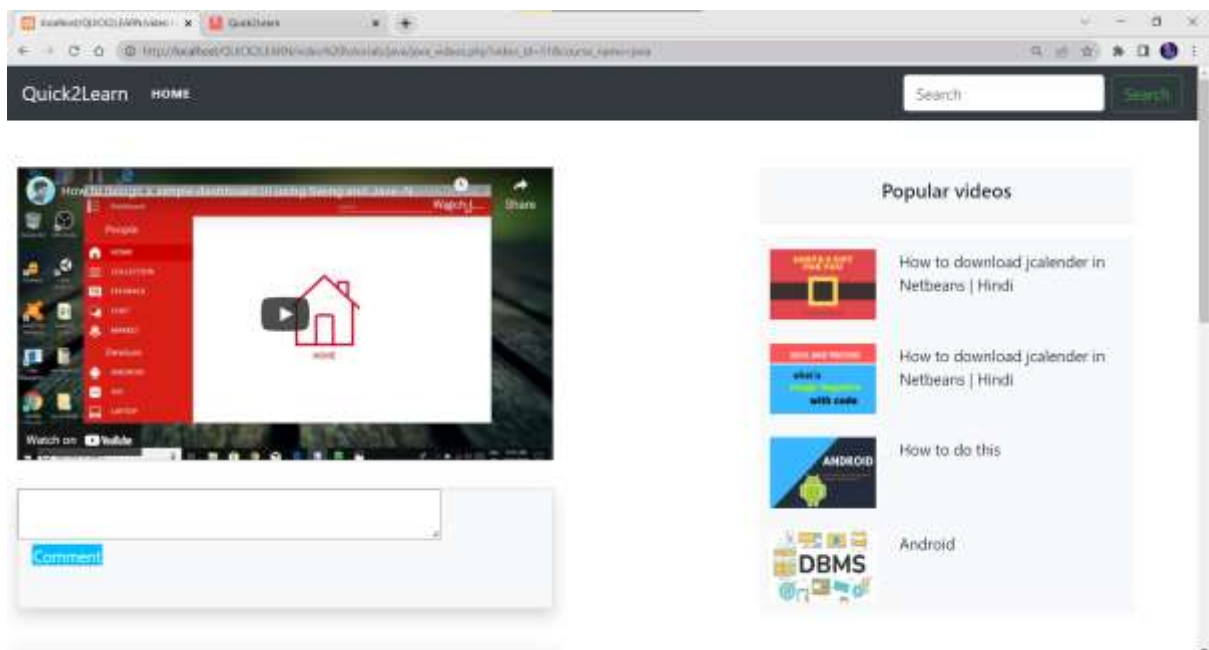
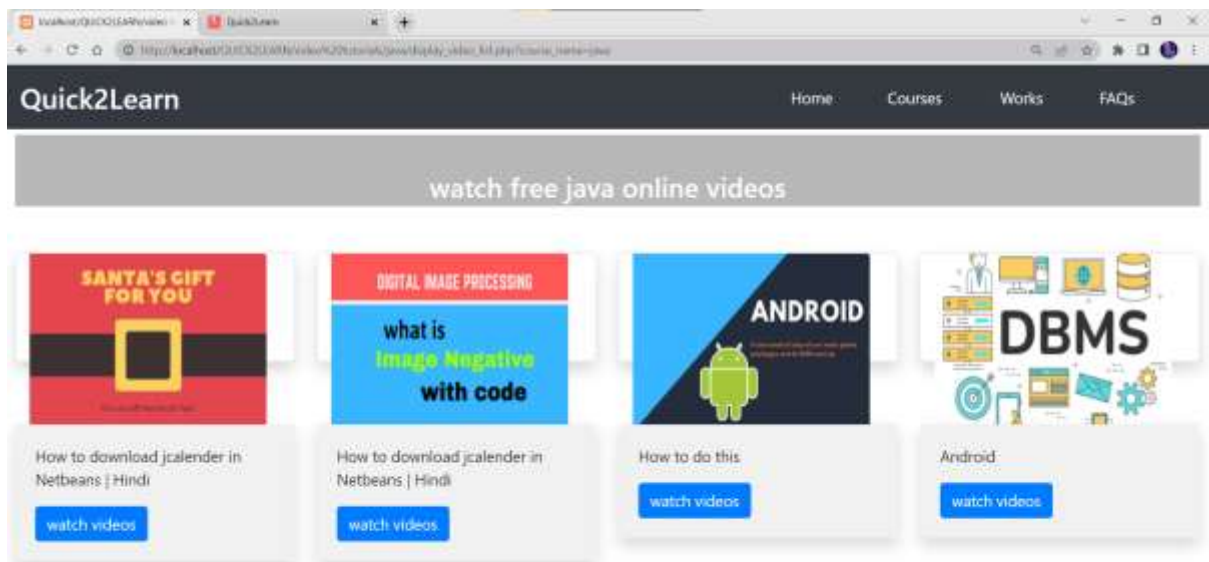
```
public class ClassName {  
    // ...  
}  
  
private boolean myFlag;  
static final double weeks = 0.5;  
protected static final int BORNEDITH = 42;  
  
public static void main(String[] arguments) {  
    // body of method  
}
```

Access Control Modifiers

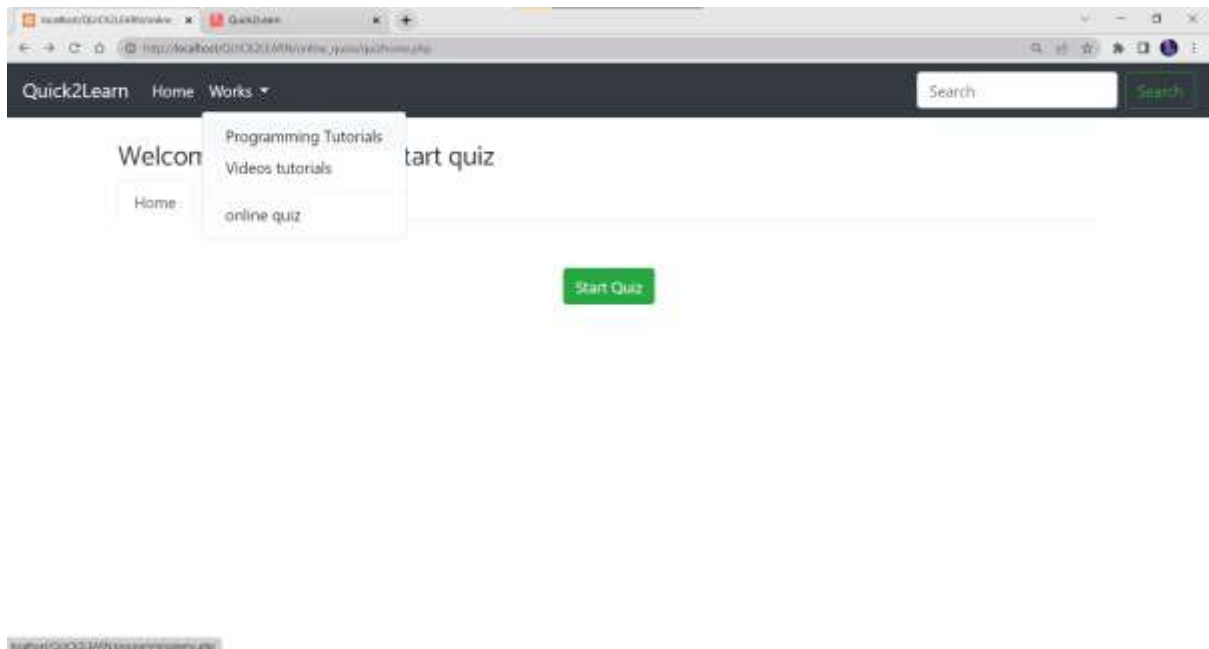
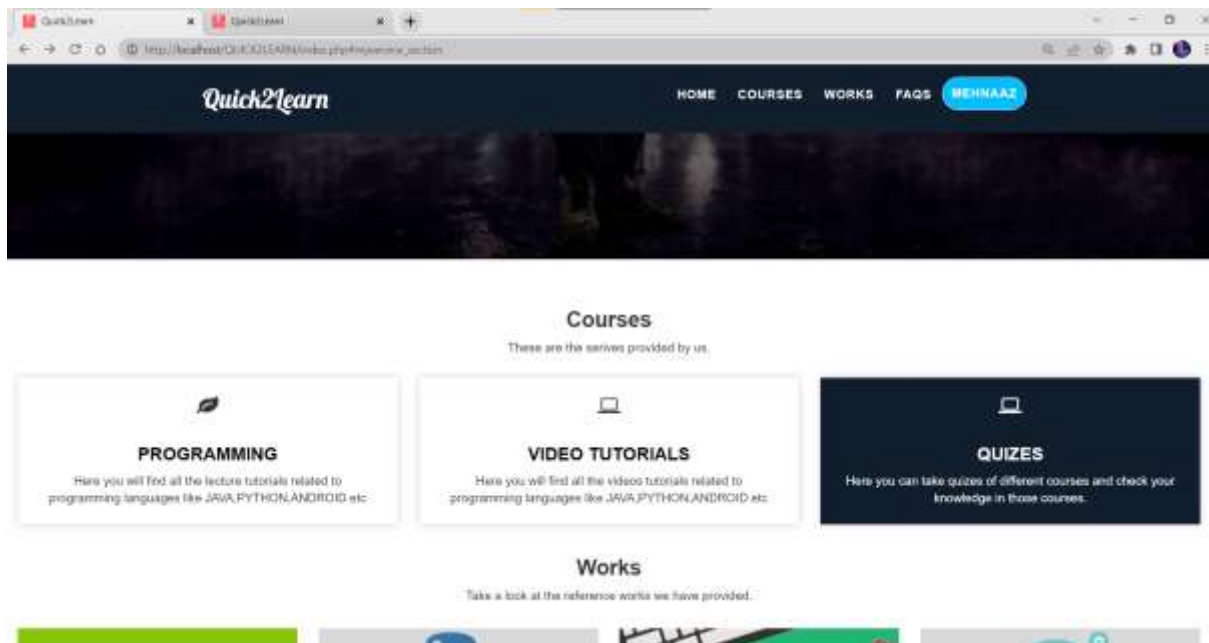
Java provides a number of access modifiers to set access levels for classes, variables, methods and constructors. The four access levels are

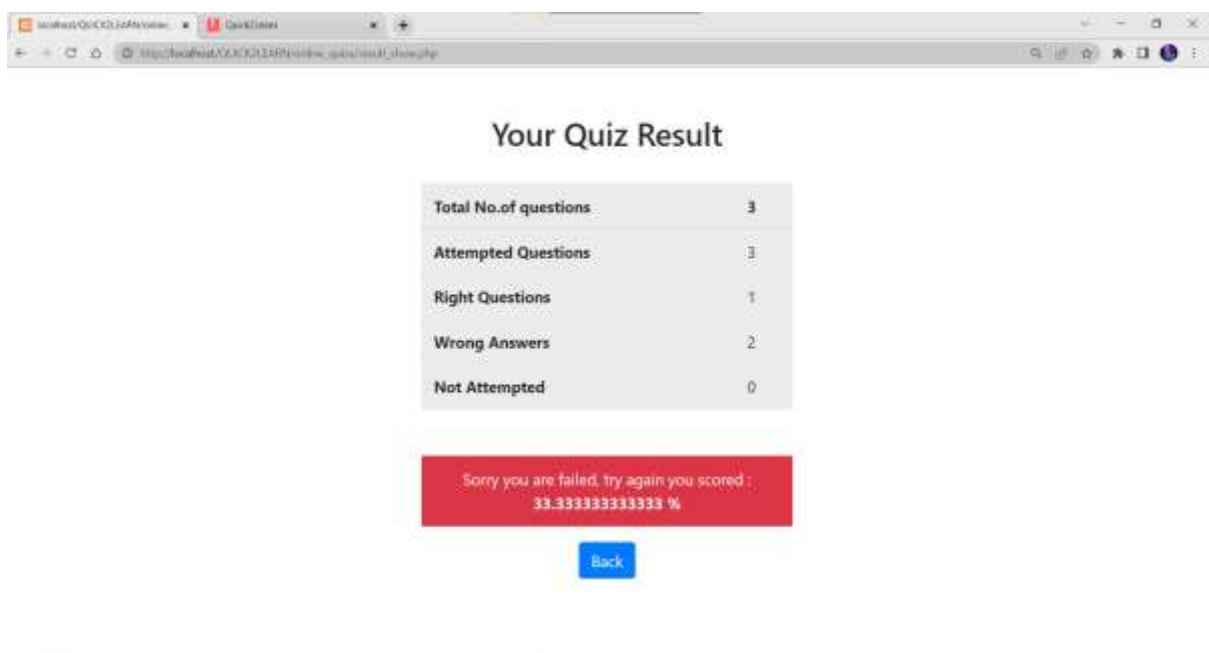
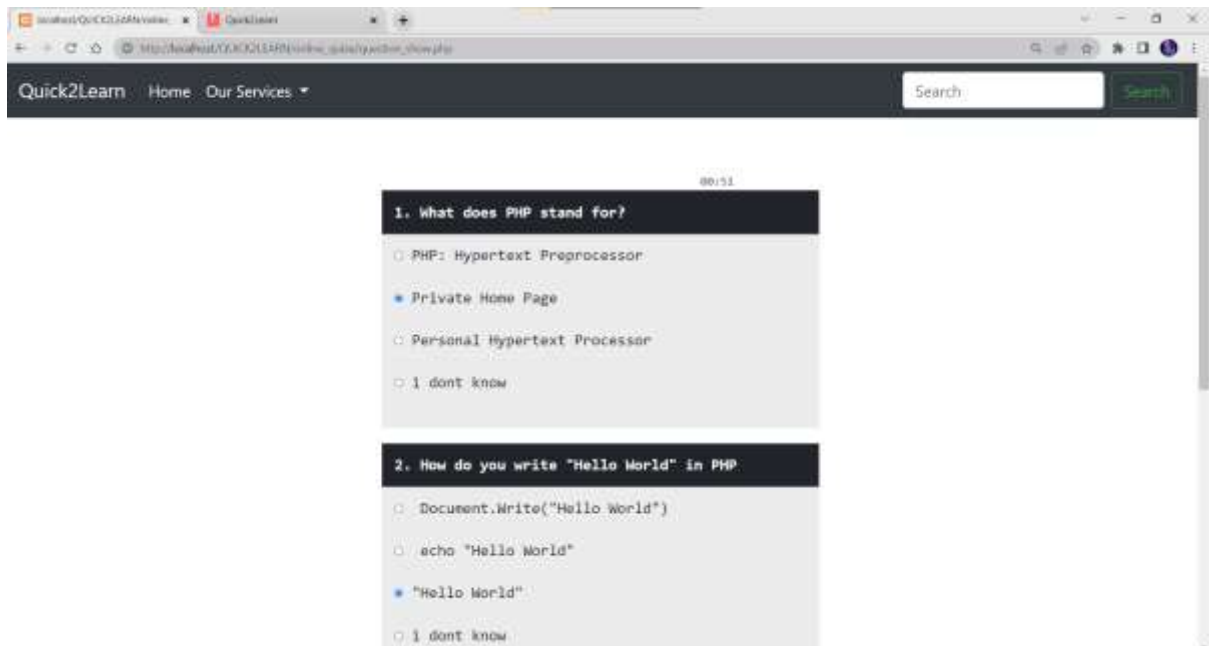
Courses page->Vedio tutorial page:



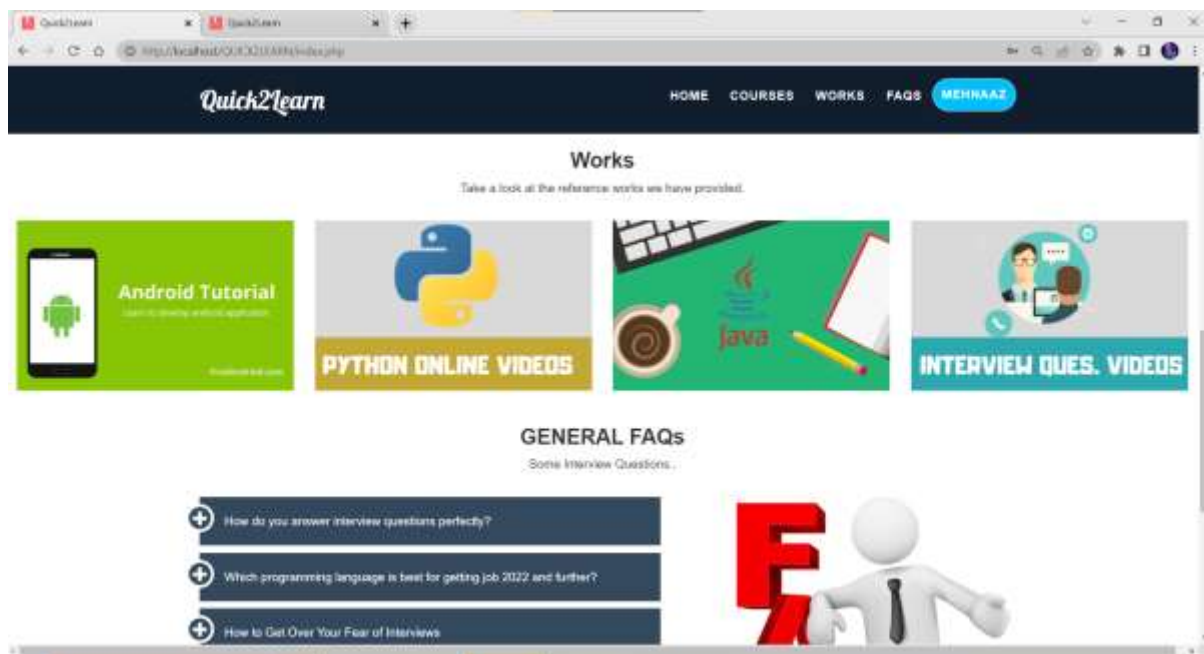


Courses page->Quizzes:

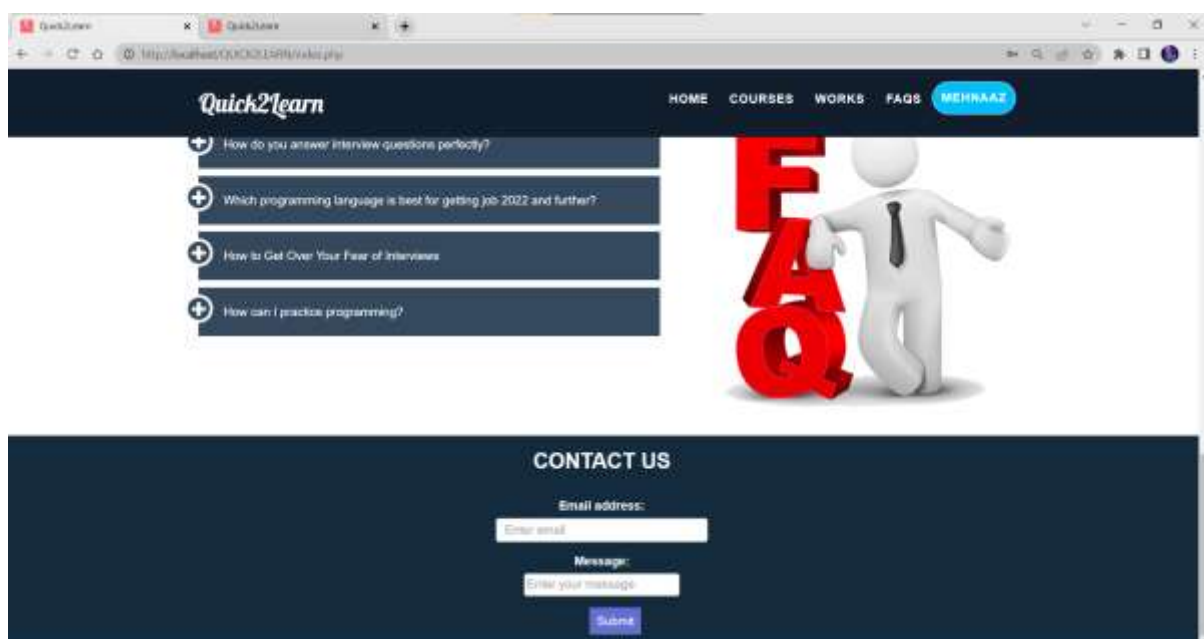




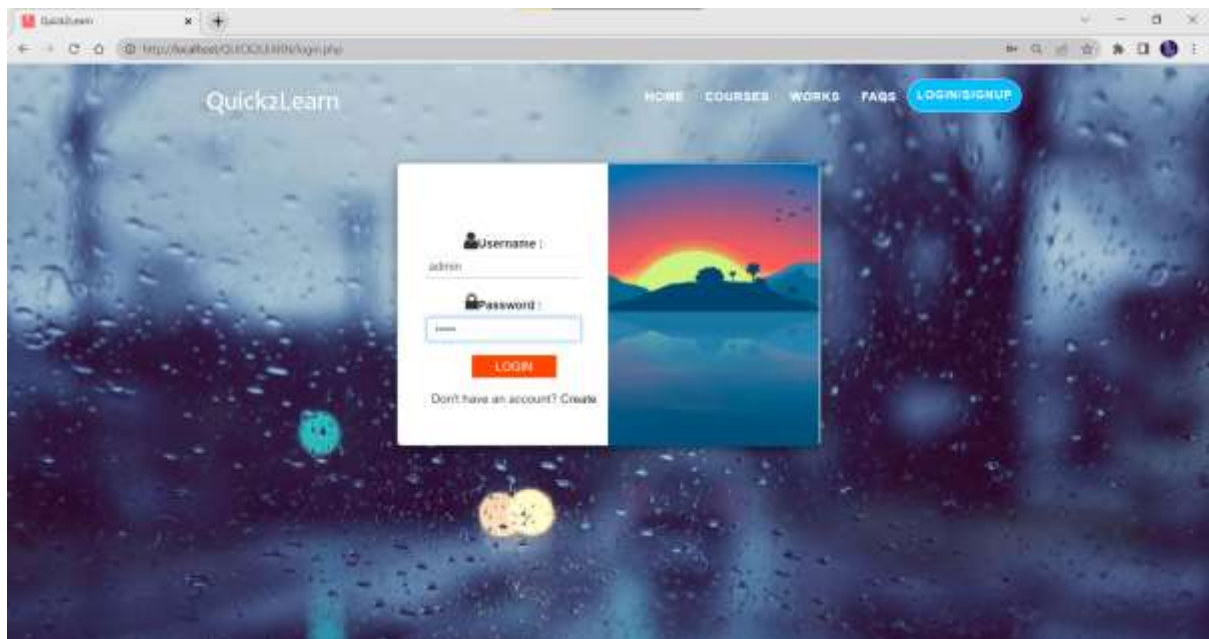
Works page:



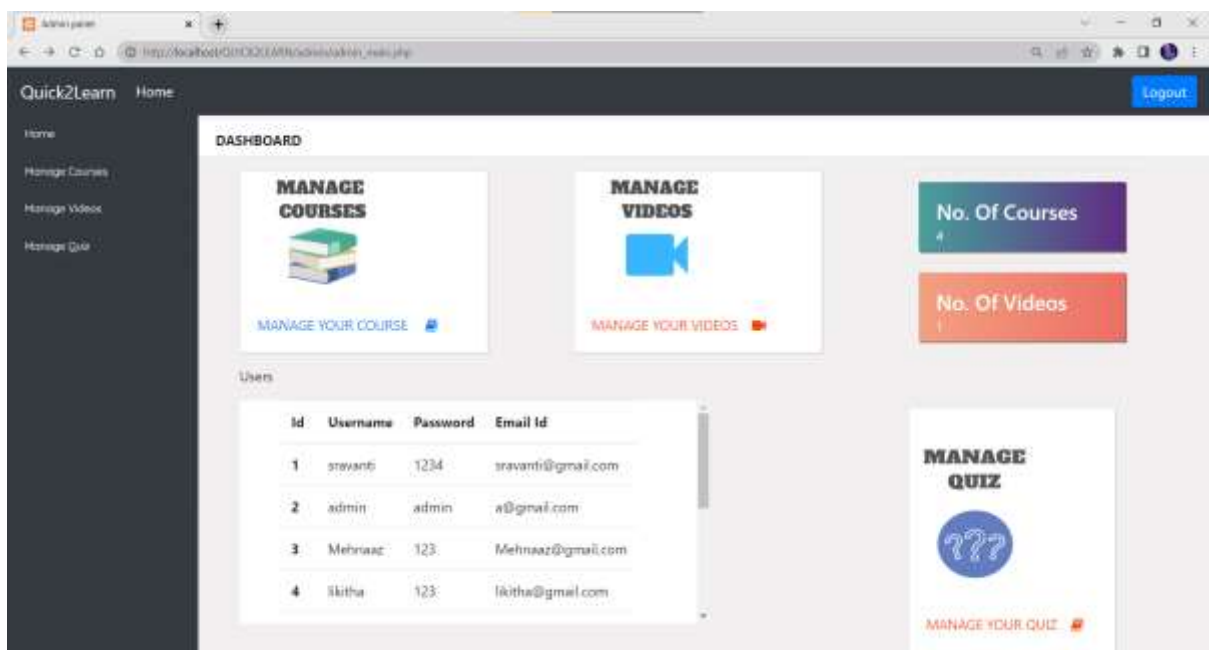
FAQ'S Page:



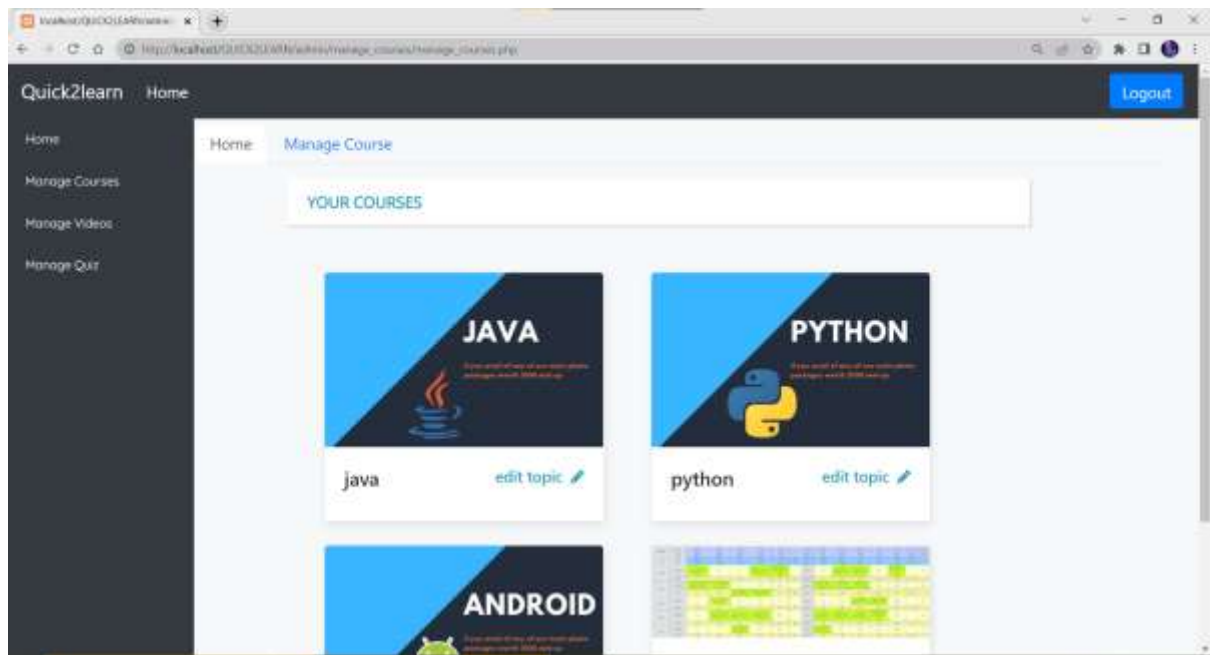
Sign Up Page:



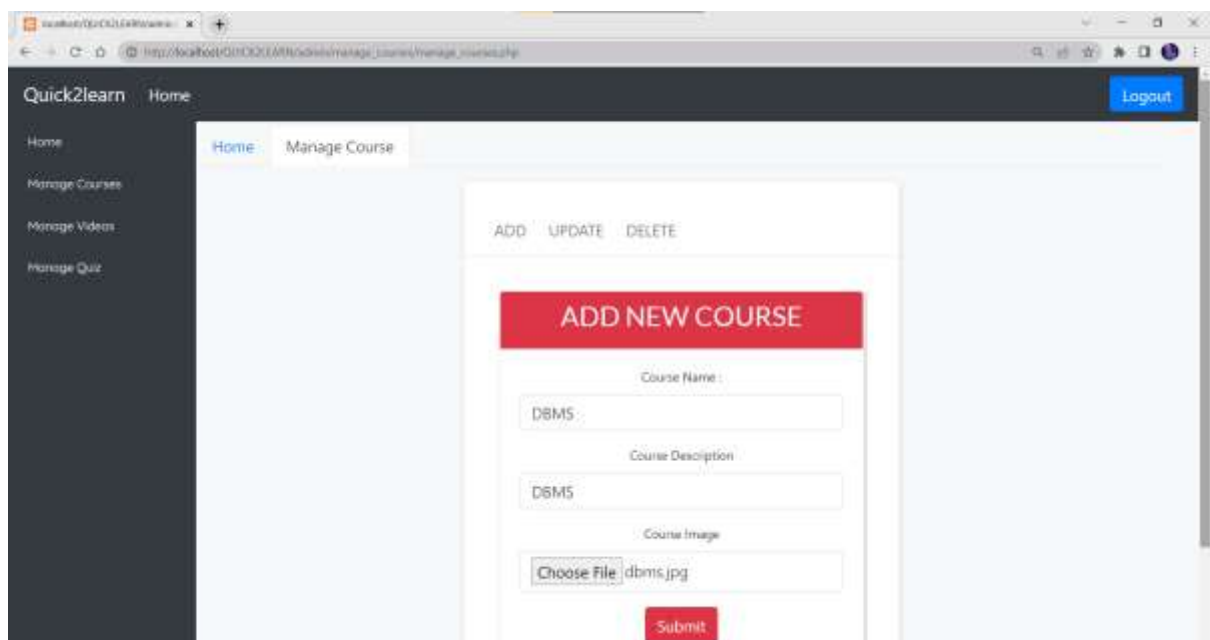
Dashboard Page:



Manage course Page:



Manage Course-> ADD



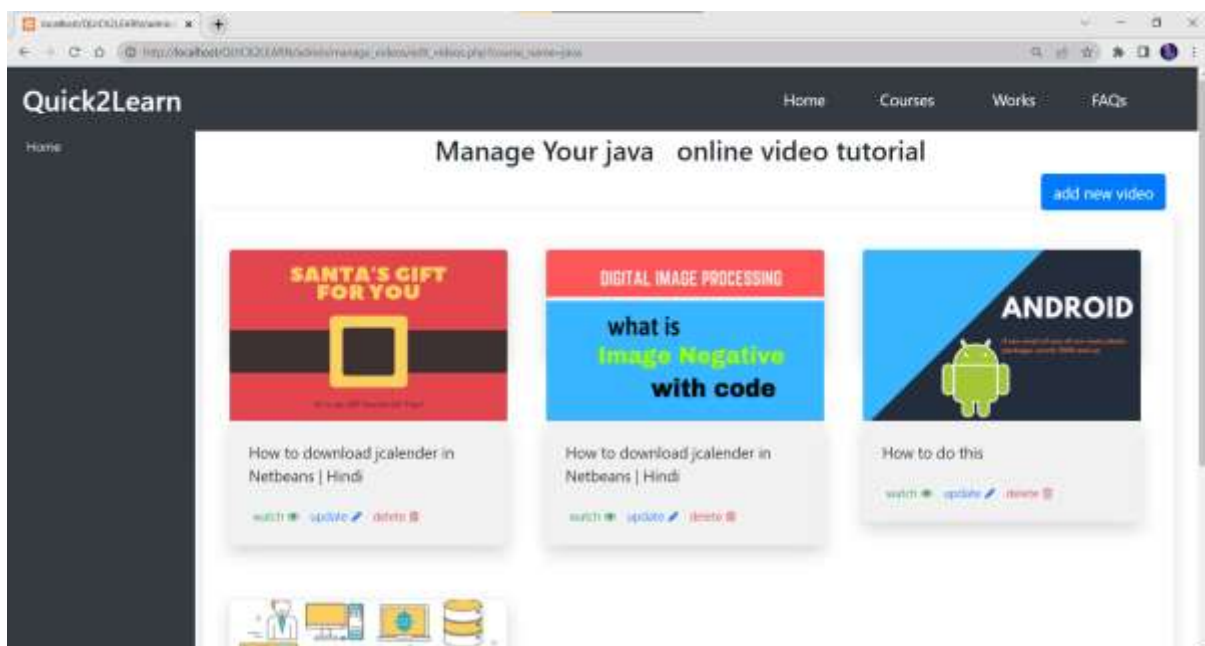
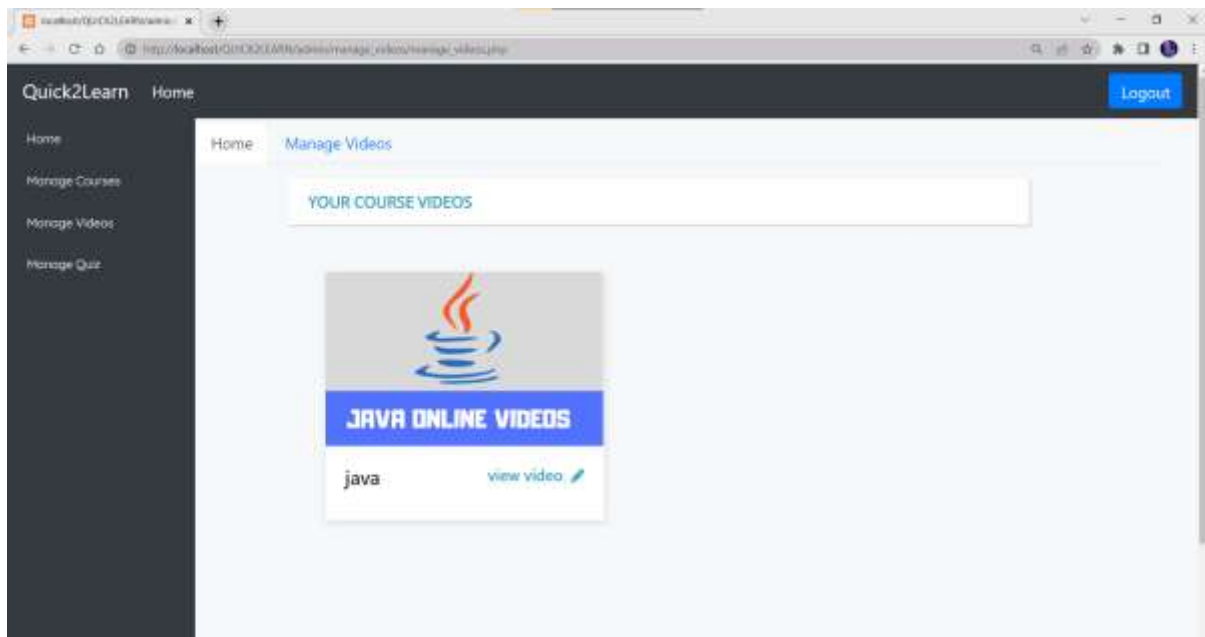
Manage Course -> Update

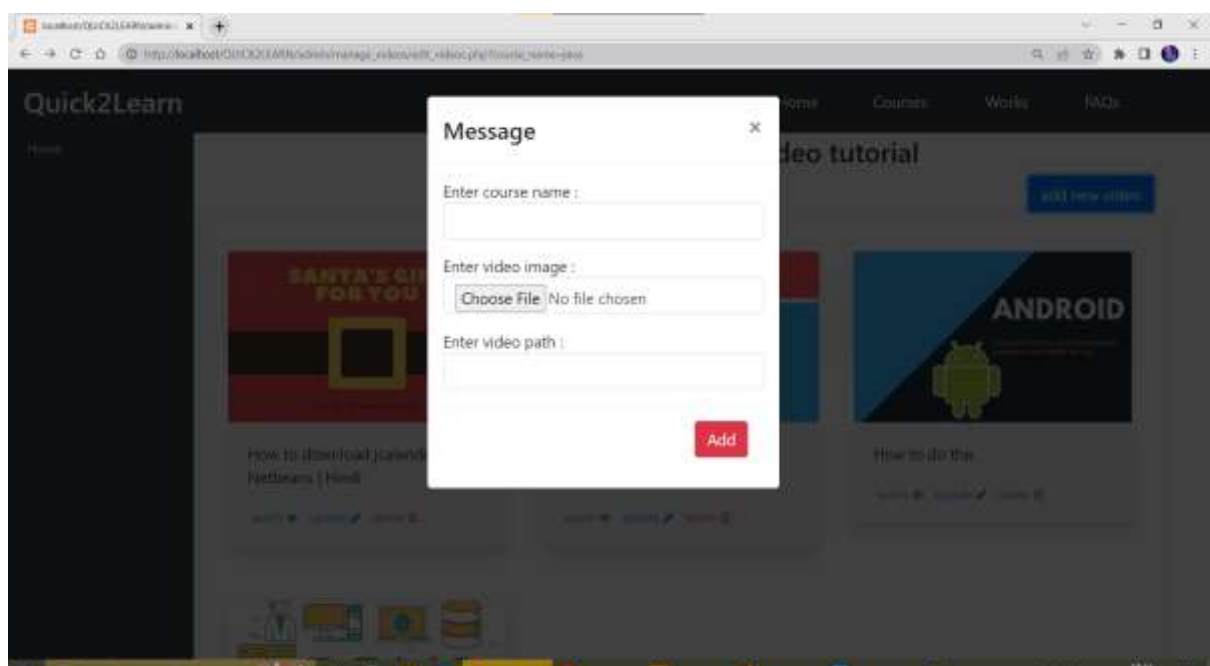
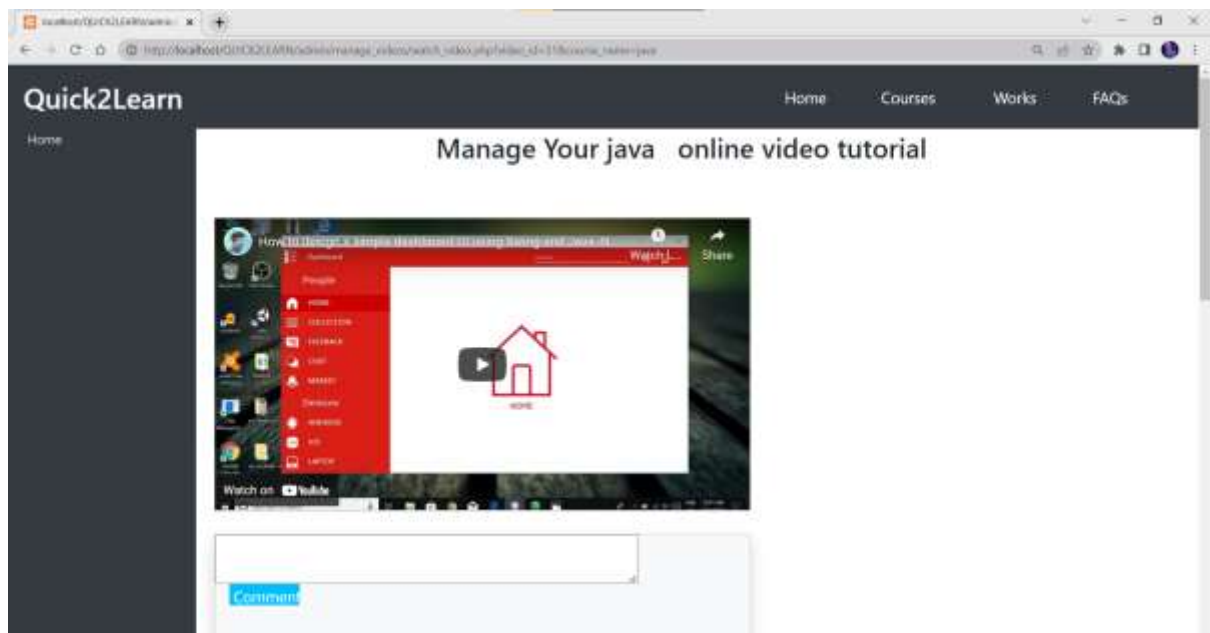
The screenshot shows a web browser window with the URL `http://localhost/Quick2learn/Manage_Courses/Manage_Courses.php`. The page has a dark sidebar on the left with the 'Quick2learn' logo and a 'Home' link. The main content area has two tabs: 'Home' and 'Manage Course', with 'Manage Course' being the active tab. At the top right of the main area is a 'Logout' button. Below the tabs, there are three links: 'ADD', 'UPDATE' (which is underlined), and 'DELETE'. The 'UPDATE COURSE' form is centered and contains the following elements: a blue header bar with the text 'UPDATE COURSE'; a 'Select Course Name' dropdown menu with 'java' selected; a 'Course Description' text input field with the placeholder 'Enter Course Description'; a 'Course Image' section with a 'Choose File' button and the text 'No file chosen'; and a red 'Submit' button at the bottom.

Manage Course ->DELETE

The screenshot shows the same web browser window as the previous one, but the 'DELETE' link is now underlined. The 'DELETE COURSE' form is centered and contains the following elements: a blue header bar with the text 'DELETE COURSE'; a 'Select Course' dropdown menu with 'java' selected; and a red 'Submit' button at the bottom.

Manage Videos Page:





Manage video s Page->ADD

The screenshot shows the 'Manage Videos' page in the Quick2Learn admin interface. The page has a dark sidebar with navigation links: Home, Manage Courses, Manage Videos, and Manage Quiz. The main content area has tabs for Home and Manage Videos. At the top of the main area are links for ADD, UPDATE, and DELETE. The 'ADD NEW VIDEO COURSE' form is centered and contains the following fields:

- Course Name:** A text input field with the placeholder 'Enter Course Name'.
- Course Description:** A text input field with the placeholder 'Enter Course Description'.
- Course Image:** A file upload section with a 'Choose File' button and the text 'No file chosen'.
- Submit:** A red button to submit the form.

Manage Quiz Page:

The screenshot shows the 'Manage Quiz' page in the Quick2Learn admin interface. The page has a dark sidebar with navigation links: Home, Manage Courses, Manage Videos, and Manage Quiz. The main content area has tabs for Home, Manage Quiz, and Add Questions. The 'Manage Quiz' tab is active. The page displays the heading 'YOUR ONLINE QUIZ COURSES' and a form with the following elements:

- select Course:** A dropdown menu currently showing 'php'.
- Start Quiz:** A green button to start the quiz.

Manage Quiz Page-> ADD NEW SUBJECT:

The screenshot shows a web browser window with the URL `http://localhost/Quick2Learn/admin/manage/quiz/manage_quiz.php`. The page has a dark sidebar on the left with the 'Quick2learn' logo and a 'Home' button. Below the logo are links for 'Home', 'Manage Courses', 'Manage Videos', and 'Manage Quiz'. The main content area has tabs for 'Home', 'Manage Quiz', and 'Add Questions'. The 'Manage Quiz' tab is active. In the center, there is a white box with a red header 'ADD NEW SUBJECT'. Below the header is a text input field labeled 'Course Name:' containing the text 'dams'. At the bottom of the box is a red 'Submit' button.

The screenshot shows the same web browser window, but now the 'Add Questions' tab is active. The form contains the following fields: 'Question:' with the text 'What is called java'; a smaller text input field with the placeholder 'please enter the question'; 'Option 1:' with the text 'JVM'; 'Option 2:' with the text 'JDK'; 'Option 3:' with the text 'JDK'; 'Option 4:' with the text 'NONE'; 'Answer:' with the text 'JVM'; and 'Select Course:' with a dropdown menu showing 'java'. At the bottom of the form is a blue 'Submit' button.

Manage quiz Page-> DELECT

