GLA UNIVERSITY MATHURA,
UTTAR PRADESH

A PROJECT SYNOPSIS

ON

E-Gyan (Online E-Learning Platform)

SUBMITTED TO

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By

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Mini Project

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ABSTRACT

The physical classroom learning nowadays is no longer applicable to the current new generation. In an era known as the society of technology and knowledge, where lifelong learning is a way of life, we are developing a website named "E-Gyan" for the goal of finding effective ways of providing new learning material. The project is a Java-based project developed with the help of Java, HTML, and CSS. This E-learning website includes computer-based learning. This E-Learning website provides knowledge to the students about various topics and to make learning more efficient, equitable, and innovative. It provides efficiency and effectiveness in providing education to the students. This website has no registered user, any guest user can take advantage of it.

OBJECTIVE

- Boost the excellence of learning and teaching.
- Meet the learning style or needs of students.
- Improve efficiency and effectiveness.
- Improve user accessibility and time flexibility to engage learners in the learning process.
- The skill or behavior to be performed.
- The criteria used to measure performance.
- Observable and measurable to be effective.
- Learning objectives are no different than a goal because they serve two main purposes :-
    - To establish the desired result.
    - To identify the methodology to be used to get there.
- It includes four distinct components i.e.
    - Audience
    - Behavior
    - Condition
    - Degree

TOOLS REQUIRED

➢ Hardware

❖ PC with 4GB RAM, 500GB HDD

➢ Software

❖ Visual Studio Code

❖ Github

❖ XAMPP7.1.33

➢ Technology Used

❖ CSS

❖ Java Script

➢ Cloud Service

❖ S3(Simple Storage Service)

Signature of Project Mentor:_____