E-Learning

MINI-PROJECT - I

SYNOPSIS

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It gives us a great sense of pleasure to present the synopsis of the B.Tech mini project undertaken during B.Tech III Year. This project is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals. We owe special debt of gratitude to Mr. Farmanul Haque, Technical Trainer, for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for his constant support and guidance to our work.

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ABSTRACT

The study described in this research report focused on variables which were posited to capture students' experiences of the online tutoring service, e-Learning, and relationships with the students' perceptions of their academic capabilities and academic performance. A theoretical model incorporating variables from the Technology Acceptance Model, the Theory of Planned Behaviour, and Social Cognitive Theory was developed and tested. A total of 506 undergraduate students from a university located in Sydney, Australia, completed an online survey. Data were analysed using confirmatory factor analysis (CFA) and structural equation modelling (SEM). The results suggested that the perceived usefulness of E-Learning had a direct positive relationship with academic self-efficacy, and an indirect positive association with the students' academic grades through academic self-efficacy. There was a direct positive relationship between academic self-efficacy and students' academic grades. The implications of these results and directions for future research are discussed in this report.

INTRODUCTION

The emergence of modern technologies has had profound impacts on the education landscape, with online learning now an integral part of the learning process. The main advantages of online learning are flexibility and accessibility (Wu, Tennyson, & Hsia, 2010). Student access to educators to assist them is no longer restricted to the hours of operation of schools and universities, but can be provided anytime and anywhere. Face-to-face tutoring is a well-established, and effective, instructional method. However, there is a need for more empirical research to be directed toward investigating users' experiences with online tutoring services, their impact on academic confidence (self-efficacy), and achievement scores. The purpose of this project is to develop a back-end application for e-learning applications and queries using graphical user interface.

SOFTWARE AND HARDWARE REQUIREMENTS

S.No.	Software and Hardware	Version
1.	Vs Code	**1.73.1**
2.	Xampp	**8.1.6-0**
3.	Github	**3.7.0**
4.	Windows 11	**22H2**

PROJECT DESCRIPTION

The purpose if this project is to provide the education anywhere and anytime. Our projects provides services according to user interface, the way user wants to explore online learning.Our projects is divided in User, Course Expert, Quizzes and Attendance

User

The user can select g-mail, social media, yahoo accounts to sign up on our sign up page and can also login on the same page .User can precisely select their interest related courses paid and free one's with easy payment options .Courses of various branches are available .User can also chat or contact their course expert.

Course Expert

Various course experts are provided to users according to their course and lectures .User can also ask doubts and queries in live sessions and in recording sessions .All the lectures are recorded and can be easily accessible to user .

Quizzes

Daily, Weekly and Monthly quizzes and test series are organized to check the capability and learning of user. Mandatory and non mandatory both kind of quizzes are taken.

Working

User have to login with the registered account if not have then have to sign up with any G-mail or Social media account after logging in user have to choose topic of their interest or lecture they are interested in. After choosing user have to pay the fees of the particular course or free of cost depends on the course user have selected.

Once user selected the course and mock test and quizzes will be organized. If user have any doubt or query related to course then doubt box is provided .

Implementation

HTML stands for Hyper Text Markup Language. It is used to design web pages using a markup language. HTML is the combination of Hypertext and Markup language. Hypertext defines the link between web pages. A markup language is used to define the text document within the tag which defines the structure of web pages. This language is used to annotate (make notes for the computer) text so that a machine can understand it and manipulate text accordingly. Most markup languages (e.g. HTML) are human-readable. The language uses tags to define what manipulation has to be done on the text.

Cascading Style Sheets, fondly referred to as CSS, is a simply designed language intended to simplify the process of making web pages presentable. CSS allows you to apply styles to web pages. More importantly, CSS enables you to do this independent of the HTML that makes up each web page. It describes how a webpage should look: it prescribes colors, fonts, spacing, and much more. In short, you can make your website look however you want. CSS lets developers and designers define how it behaves, including how elements are positioned in the browser.

Java script is a scripting language used to enhance the functionality of the browser. Java script is integrated with HTML and navigator 2.02. Java script facilitates the developer with properties related to document windows, frames, loaded documents and link. The J2EE platform specifies the logical application components within a system and defines the role played in the development process.

The term **PHP** is an acronym for PHP: Hypertext Preprocessor. PHP is a server-side scripting language designed specifically for web development. It is open-source which means it is free to download and use. It is very simple to learn and use. The files have the extension ".php".

REFERENCES

Websites

- www.google.com
- www.geeksforgeeks.com
- www.github.com
- www.javapoint.com

Faculty Guidelines

Mr.Farmanul Haque(Technical Trainer, GLA University)