Created with evaluation version of GroupDocs.Viewer © Aspose Pty Ltd 2001-2023. All Rights Reserved.

### **ABSTRACT**

Distance Learning is a web-based environment that allows students to participate in live teaching and learning events without the need to travel. The aim of the study is to develop a Web Base System for Distance Learning using Federal Polytechnic Ede as a case study. In achieving this aim, the following specific objectives were laid out as follows to design an application that will, provide alternative way of attaining education, facilitate the development of information technology, enhance examination and certification of students thereby improving the standard of education, reveal the use and technology of wireless network to the user, proffer solution to students whom because of nearness to institute and are unable to acquire knowledge that they need, and provide students easier way to acquire any of the Federal Polytechnic Ede certificates without been in the institute or with less difficulty. The methodology adopted in this study is the object oriented analysis and design methodology (OOADM) which is a technical approach for analyzing and designing an application or system by applying object throughout the software development process. The programming language used is HTML, CSS, C#, MONGODB and JQUERY. The reason why web programming languages was used is because, it is platform independent and it is a web based application. This project will be of benefit to: organizations and students, and lecturers. This study will be of immense benefit to researchers who intend to know more on this study and can also be used by non-researchers to build more on their research work. This study contributes to knowledge and could serve as a quide for other study. The expected result is a Distance Learning System that will bridge the communication barrier between students learning and lecturer teaching in a Polytechnic Environment.

# **CHAPTER ONE**

#### INTRODUCTION

## 1.1 Introduction

Distance learning is a way for students to access and learn at a university of their choice, either in person or remotely. It can include a mix of face-to-face instruction, online courses, and learning with print and computer-based materials. This means that many students will be e-learners for at least part of their education, using resources such as e-mail, online materials, and computer-based training and instruction. This chapter will provide an overview of the background and purpose of the study, including the problems being addressed, the aims and objectives, the significance of the study, the scope of work, and any limitations. It will also define any technical terms used in the study.

# 1.2 Background of Study

Distance learning is a way of delivering education remotely, which allows students to learn at their own pace and in their own environment, without the constraints of a traditional classroom setting. It involves the separation of teacher and learner in terms of location, with students having more control over their learning and communicating with their instructors through various forms of technology such as email, video conferencing, and online discussion forums. There are two main types of distance learning systems: online and offline. Online distance learning, also known as a virtual classroom, is a type of learning system in which students work independently and communicate with their teachers and other students online. Offline distance learning, on the other