## 22-08-2024

## Code Mentor(Interactive Programming Language Learner )

Problem Statement:

In the rapidly evolving tech landscape, learning programming languages effectively and engagingly remains a significant challenge.

The "Interactive Programming Language Learner" project aims to bridge this gap by creating a dynamic platform that revolutionizes how individuals learn programming languages.

By integrating interactive coding challenges, feedback, this platform will transform the learning journey into an engaging and productive experience, equipping learners with the skills they need to excel in the programming world.

**Requirements :**

**Functional Requirements :**

1. Providing Choosing the programming language.
2. To allow user to engage in activities like learn and attend test
3. Provide a interactive session.
4. Teach user from basic to advance concept.
5. To conduct small quiz
6. To Analyse Progress based on previous test result.
7. Provide problem based on progress.
8. Provide daily question
9. To check overall progress
10. To provide batches.

**Non functionality Requirements:**

1**.** Usability(user friendly interface)

2. Performance(Fast loading times)

3. Reliability

4. Portability.