1. INTRODUCTION

1.1 Project Overview

LearnHub is a full-stack educational web platform inspired by GeeksforGeeks. It is designed to support real-time learning through structured courses, coding practice environments, role-based dashboards (Student, Teacher, Admin), certification, and analytics. Built with modern frontend and backend technologies, LearnHub offers interactive UI/UX, multi-language support, and scalable architecture.

1.2 Purpose

The purpose of LearnHub is to provide a centralized platform where students can learn, practice, and get certified, while teachers can create courses and monitor progress. Admins oversee platform operations, manage users, and review analytics.

2. IDEATION PHASE

2.1 Problem Statement

Students often face difficulty finding a single platform that provides learning content, assessments, certifications, and coding practice. Teachers lack tools to publish and manage courses interactively.

2.2 Empathy Map Canvas

I am a student/teacher/admin seeking a better learning/teaching experience I'm trying to find a platform to either learn and get certified or publish and manage educational content

but most existing platforms are either incomplete, too complex, or costly because they lack real-time interaction, unified access to resources, or dedicated role-based functionality

which makes me feel frustrated, unsupported, and disengaged.

2.3 Brainstorming

- Real-time code practice section
- Course-based structure
- Certificates on course completion
- Role-based dashboards
- Admin controls
- Multi-language (i18n)
- Mobile responsive
- Animated/3D landing page

3. REQUIREMENT ANALYSIS

3.1 Customer Journey Map

Visit website → Register/Login → Based on role (Student/Teacher/Admin) redirect to dashboard → Access/Create Courses → Practice problems → Complete course → Get certificate

3.2 Solution Requirement

- Authentication System
- Course Management
- Code Compiler API
- PDF Certificate Generator
- Payments (Stripe/UPI)

3.3 Data Flow Diagram

- User → Auth API → Dashboard
- Teacher → Course CRUD API
- Student → View Courses → Attempt Quizzes → Practice Code → Certification API

3.4 Technology Stack

- Frontend: React.js, Tailwind CSS, Framer Motion
- Backend: Node.js, Express.js
- Database: MongoDB
- Deployment: Vercel (frontend), Render (backend)
- Other Tools: jsPDF, i18next, Compiler API, Stripe

4. PROJECT DESIGN

4.1 Problem Solution Fit

LearnHub addresses the fragmented education-tech experience by combining learning, practice, and certification in a single platform.

4.2 Proposed Solution

A full-stack role-based educational platform featuring:

- Dynamic routing and authentication
- Responsive and animated UI
- Student dashboards with practice and guiz sections
- Teacher dashboard to create/edit courses
- Admin panel for user and course management

4.3 Solution Architecture

 $[Client\text{-Side}] \rightarrow React \ App \rightarrow API \ Requests \rightarrow [Backend \ Server] \rightarrow MongoDB$

5. PROJECT PLANNING & SCHEDULING

5.1 Project Planning

Week 1-2: Ideation, Wireframing Week 3-4: Frontend Development Week 5-6: Backend Development Week 7: Integration & Testing

Week 8: Deployment & Documentation

6. FUNCTIONAL AND PERFORMANCE TESTING

6.1 Performance Testing

- Tested using Lighthouse & PageSpeed Tools
- Optimization: Code splitting, lazy loading, caching

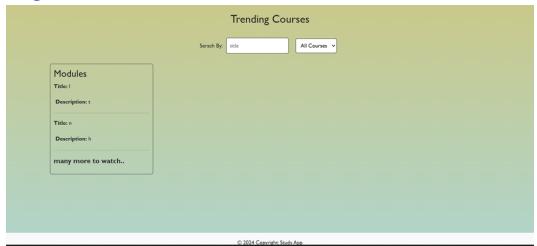
7. RESULTS

7.1 Output Screenshots

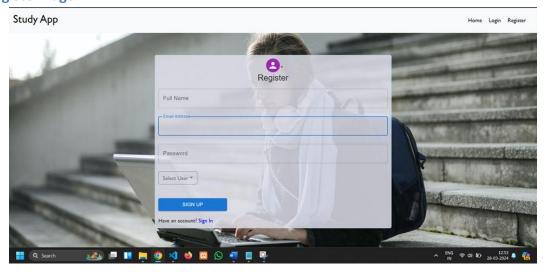
Landing Page



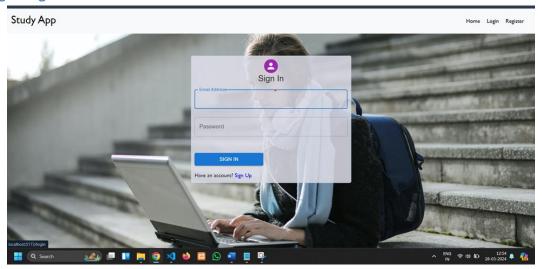
Trending Courses



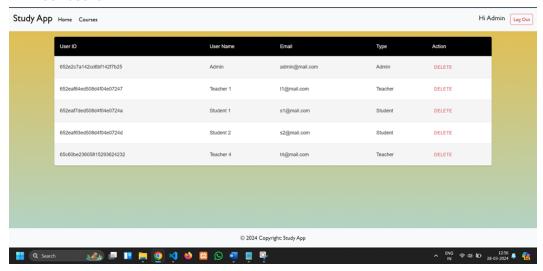
Register Page



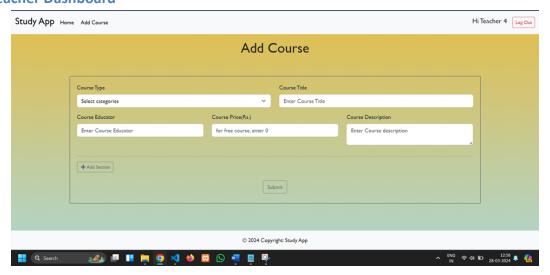
Login Page



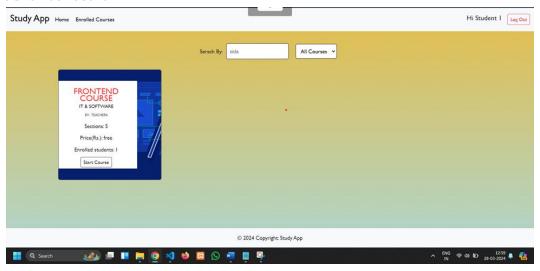
Admin Dashboard



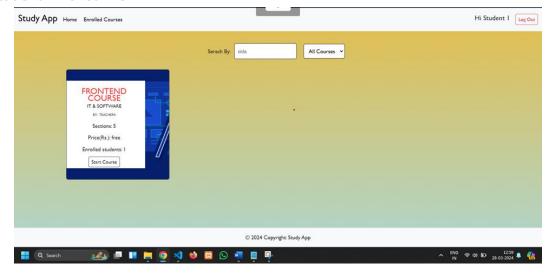
Teacher Dashboard



Student Dashboard



Student Enrolled View



8. ADVANTAGES & DISADVANTAGES

Advantages:

- Centralized learning experience
- Certification and analytics
- Supports multiple roles
- Interactive UI with animations

Disadvantages:

- Heavy initial load for animations
- Needs continuous course content update

9. CONCLUSION

LearnHub effectively solves the challenge of fragmented e-learning by integrating multiple roles and functionalities into one powerful platform. It is scalable, maintainable, and user-friendly.

10. FUTURE SCOPE

- Add live mentor sessions
- Mobile App version
- AI-based progress tracking
- Gamification for learning paths

11. APPENDIX

Source Code: [Attached or available on GitHub]

Dataset Link: N/A

GitHub & Project Demo Link: https://github.com/KranthiVidnagiri/LearnHub-Your-

Center-for-Skill-Enhancement/