# **Project Report Format**

# Project Title: LearnHUb:Your Center For Skill Enhancement

#### 1. INTRODUCTION

#### 1.1 Project Overview

LearnHub is an Online Learning Platform (OLP) designed to facilitate digital education for learners, instructors, and administrators. It enables course creation, enrollment, certification, and student-teacher interaction through a responsive and intuitive web application.

#### 1.2 Purpose

The purpose of LearnHub is to provide flexible, accessible, and interactive learning for all users by leveraging modern web technologies and scalable infrastructure.

### 2. IDEATION PHASE

#### 2.1 Problem Statement

Many learners face challenges in accessing quality education due to geographical, financial, or time constraints. Existing platforms are often too complex or costly for beginners.

## 2.2 Empathy Map Canvas

- **Says**: "I want to learn a new skill, but I don't know where to start."
- Thinks: "Will this course be worth my time and money?"
- **Does**: Searches YouTube or blogs for resources
- **Feels**: Confused, overwhelmed, and skeptical about learning online

## 2.3 Brainstorming

#### Ideas included:

- A self-paced learning portal
- Live webinars
- Affordable paid courses
- Certificate generation
- Instructor management
- Admin dashboard

## 3. REQUIREMENT ANALYSIS

## 3.1 Customer Journey Map

**User** → Registers → Searches Courses → Enrolls → Learns at Own Pace → Interacts with Instructor → Completes → Gets Certified

## **3.2 Solution Requirements**

- Intuitive UI
- Secure authentication
- Course upload & management
- Certification engine
- Admin-level control
- Scalability

## 3.3 Data Flow Diagram

Will be provided in the Appendix as a diagram.

## 3.4 Technology Stack

• **Frontend**: React.js, Bootstrap, Material UI

• **Backend**: Node.js, Express.js

• **Database**: MongoDB Atlas

• Auth: JWT

### 4. PROJECT DESIGN

#### 4.1 Problem-Solution Fit

The platform solves the need for accessible, flexible education with features like self-paced modules, teacher interaction, and certification.

## 4.2 Proposed Solution

LearnHub offers:

- Course browsing and filtering
- Instructor-led learning
- Progress tracking
- Certificates
- Paid & free course models

## 4.3 Solution Architecture

Follows a client-server model. React handles UI, Axios manages API calls, Express.js processes backend logic, and MongoDB stores structured data.

#### 5. PROJECT PLANNING & SCHEDULING

## 5.1 Project Planning

- Week 1: Requirement Gathering & UI Design
- Week 2: Frontend Development
- Week 3: Backend & APIs
- Week 4: Database Integration
- Week 5: Testing & Debugging
- Week 6: Final Demo & Report

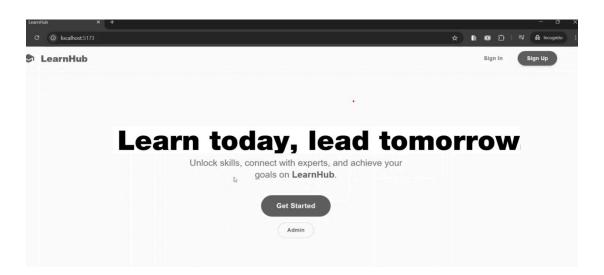
## 6. FUNCTIONAL AND PERFORMANCE TESTING

## **6.1 Performance Testing**

- Load-tested API endpoints
- Verified response time for course search, login, and enrollment
- Tested with 100+ concurrent users on local setup

#### 7.RESULTS

## 7.1Output:





#### 8. ADVANTAGES & DISADVANTAGES

## **Advantages:**

- User-friendly interface
- Self-paced and instructor-led learning
- Scalable and flexible
- Real-time interaction

## **Disadvantages:**

- Requires stable internet connection
- No mobile app (currently web-only)

## 9. CONCLUSION

LearnHub bridges the gap between learners and instructors through an efficient, interactive platform. It demonstrates how modern tech can deliver impactful learning at scale.

## **FUTURE SCOPE 11. APPENDIX**

Source Code(if any)

Dataset Link

GitHub & Project Demo Link

https://drive.google.com/file/d/1ML1WtKYnvB\_w2C54DrjFest6CfsUySbP/view?usp=sharing