Project Proposal: e-learning Management system

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Abstract—elearning management system is a software application for the administration, documentation, tracking, reporting, automation and delivery of educational courses, training programs, or learning and development programs. The learning management system concept emerged directly from e-Learning

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 ${\it Index\ Terms}\hbox{---} Languages: HTML, CSS, Bootstarp, JavaScript, PHP, SQL.$

I. Introduction

A learning system based on formalised teaching but with the help of electronic resources is known as E-learning. While teaching can be based in or out of the classrooms, the use of computers and the Internet forms the major component of Elearning.

Advantages Of eLearning:

- 1.We are able to link the various resources in several varying formats
 - 2.It is a very efficient way of delivering courses online.
- 3.Due to its convenience and flexibility, the resources are available from anywhere and at any time.
- 3.Everyone, who are part time students or are working full time, can take advantage of web-based learning.
- 4.Web-based learning promotes active and independent learning.
- 5.As we have access to the net 24x7, we can train ourself anytime and from anywhere also.

Disadvantages Of eLearning:

Well, there are not many disadvantages of eLearning, the main one being that you get knowledge only on a theoretical basis and when it comes to putting to use whatever you have learnt, it may be a little different. The face-to-face learning experience is missing, which may matter to some of you.

- 1.Most of the online assessments are limited to questions that are only objective in nature.
- 2. There is also the problem of the extent of security of online learning programs.
- 3.The authenticity of a particular student's work is also a problem as online just about anyone can do a project rather than the actual student itself.
- 4. The assessments that are computer marked generally have a tendency of being only knowledge-based and not necessarily practicality-based.

II. LITERATURE REVIEW

Any work that previous any developer or researcher did, mention them in a few words.

III. PROPOSED METHODOLOGY

The methodology you work, explain here with code and other items



Fig. 1. Example of a figure caption.

IV. CONCLUSION AND FUTURE WORK

In future, what you bring in your project and the idea of your work.

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Fig. 2. Proposed Methodology