



Learning Zone

System Requirements Document



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1. Introduction

2.1 Objectives

- 3 Many e-learning sites use other sites to display various lectures, but this weakens the site and affects its users, so it is necessary to find another way to make video calls through the site itself.

This document contains the following sections:

- User roles.
- Workflow diagrams.
- Functional requirements.

3.1 System Overview

An e-learning website has been designed that provides many services, through which you can pay for the course, enter to attend the course, and evaluate it.

An e-learning website consists of the following main parts:

- Video call System.
- Payment Procedure.
- Reports and Statistics.

2. User Roles

2.1. Trainer

Is a user who enters the system at the appointed time to lecture the trainees.



2.2. Trainee

is a user who enters the system, buys the course, pays for it, watches the lecture through the site, and comments on the site's services.

2.3. Admin

is a user who can obtain a report on the status of each section individually in terms of the number of trainees who took the course and the section rate.

3. Functional Requirements

3.1 Trainee

1. Request for Registration. * status attribute in login ***DONE***
2. Receive an email from the administrator showing the results of the registration request. * ***DONE***
3. Login to the system. * ***DONE***
4. Enter the course at the time. this link only show at the time***DONE***
5. View the materials that are uploaded in the section and can download them. ****DONE****
6. View the assignments and can upload the solution. ****DONE****
7. View and download the certificate.
8. View and update his profile. ****DONE****

3.2 Admin

1. Login to the system. ****DONE****
2. Accept or reject the request from the trainee. - ****DONE****
3. Adds a new course (CURD).
4. Create a section for the course and assign a trainer for each section (CURD). *
5. Add a link for the meeting in each section. (Attribute in the table only) *
****DONE****
6. Gets a report for each section that takes the total mark before and after the course using charts.
7. Upload an excel sheet that contains the information about the trainee for the section. -
8. Generate a certificate for the trainee whose total mark for the course is greater than 80%. -
9. Filtering courses. *

10. Adds new employees to the system (CRUD Operations).*
11. Obtains reports on the website and (PDF or Excel) documents showing the registration users, the trainee who passed on the courses, etc. *
12. View and update his profile.* (password only in section alone) ****DONE****

3.3. Trainer:

1. Enter the site to give the lecture.* ****DONE****
2. Upload the material for the course (PDF file)*. ****DONE****
3. Upload an assignment and exam for the section (PDF file).exam link*
****DONE****
4. View the solution for each trainee and give him a mark. ****DONE****
5. Take attendance of the trainee.
6. View and update his profile. ****DONE****

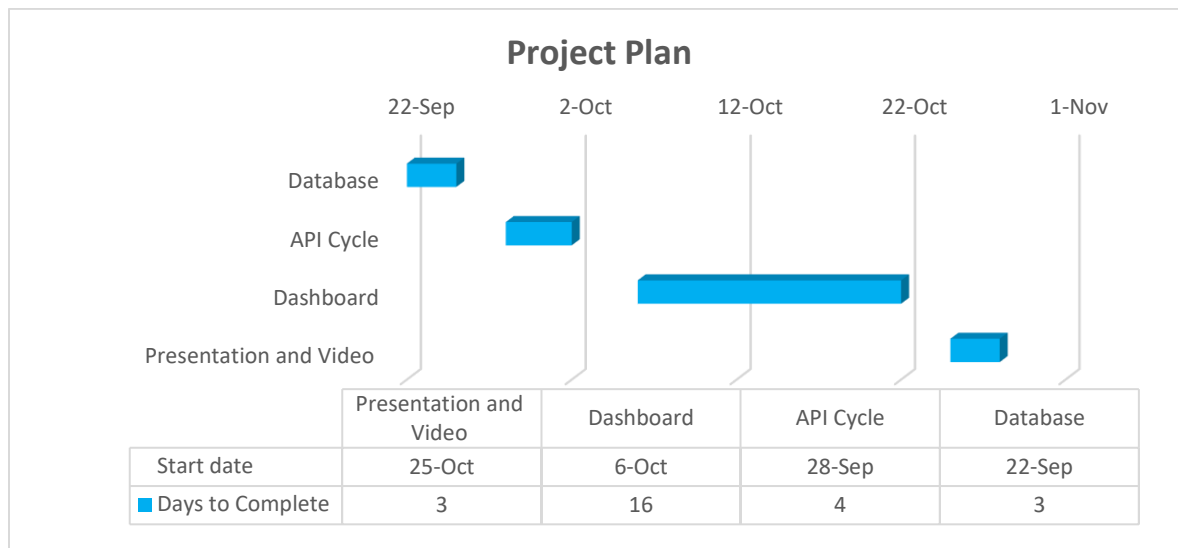


4. Workflow Chart

4.1 Home

Header
Navbar
Background/ Slider
Templates
Contact Form
Footer

4.2 Project Plan



5. Interface Design

- Use the Bootstrap template to prepare the home page.
- Use the recognized colors in the design.
- Don't forget to Search by name and interval.
- The report is displayed on the website and document.
- The report must contain charts.
- Use a dashboard template for different users.
- Users' sessions must be designed.
- Home Page must contain reviews, testimonials, about us, contact us, header, footer, and background or slider.
- Each part of the home must change dynamically using Database.



6. Rules

- Keep the rules of the clean code.
- Keep to the rules of the business.
- Don't forget to design the logout button.
- Keep the project name.

7. Project Programming Language and Technologies

- Use Visual Studio 2022.
- Oracle Server.
- Use SQL Developer.
- Angular.

8. Project Upload Requirements

- Upload your project code.
- Upload Project Presentation (Advertising presentation) .
- Upload Project Video.

9. Project Evaluation

- 15% Project video and presentation.
- 35% Interfaces Design.
- 50% Code Functionality.