

# JABALPUR ENGINEERING COLLEGE



## A SYNOPSIS ON Online e-Learning (Web Based System)

Submitted to the  
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In partial fulfillment of the requirement for the award of the Degree of  
**MASTER OF COMPUTER APPLICATION**

Submitted to  
**JABALPUR ENGINEERING COLLEGE**  
Jabalpur (M.P.)

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MCA SIXTH SEMESTER  
SESSION 2021

## **TABLE OF CONTENTS**

<b><u>Sr. No.</u></b>	<b><u>Content</u></b>	<b><u>Page</u></b>
1	About the project	3
2.	Objective of project	4
3.	Module	5
4.	DFD	8
5.	Hardware Requirement	9
6.	Software Requirement	10
7.	About Technology	11

## About the Project

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The "E-learning Management System" has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and in some cases reduce the hardships faced by this existing system. Moreover this system is designed for the particular need of the company to carry out operations in a smooth and effective manner.

The application is reduced as much as possible to avoid errors while entering the data. It also provides error message while entering invalid data. No formal knowledge is needed for the user to use this system. Thus by this all it proves it is user-friendly. E- Learning Management System, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources.

Every organization, whether big or small, has challenges to overcome and managing the information of Student, Assignment, QUIZ, CLASS, and QUESTION. Every E-learning Management System has different Assignment needs, therefore we design exclusive employee management systems that are adapted to your managerial requirements. This is designed to assist in strategic planning, and will help you ensure that your organization is equipped with the right level of information and details for your future goals. Also, for those busy executive who are always on the go, our systems come with remote access features, which will allow you to manage your workforce anytime, at all times. These systems will ultimately allow you to better manage resources.

## Objectives the Project

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The main objective behind this project is to provide a user friendly environment to provide knowledge and give everyone a chance to learn, irrespective of where they are, provided they register themselves with the system.

The main features that the system provides can be made use of, once the registered people select their interested subject and take a starter test. This helps to establish incremental learning process. After taking this, based on their level of competence, they can take available tutorials, take online tests and also discuss an issue/topic by posting messages in the discussion forum. Along with this they can also take real time simulations of the most widely known competitive exams.

Project on E-learning Management System is to manage the details of Assignment, Student, TEACHER, QUIZ, QUESTION. It manages all the information about Assignment, CLASS, QUESTION, Assignment. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the Assignment, Student, CLASS, TEACHER. It tracks all the details about the TEACHER, QUIZ, QUESTION.

# Module

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## 1. NORMAL USER

### 1.1 USER LOGIN

#### **Description of feature**

This feature used by the user to login into system. They are required to enter user id and password before they are allowed to enter the system .

The user id and password will be verified and if invalid id is there user is allowed to not enter the system.

- user id is provided when they register
- The system must only allow user with valid id and password to enter the system
- The system performs authorization process which decides what user level can access to.
- The user must be able to logout after they finished using system.

### 1.2 REGISTER NEW USER

#### **Description of feature**

This feature can be performed by all users to register new user to create account.

#### **Functional requirements**

- System must be able to verify information
- System must be able to delete information if information is wrong

## 2. ADMIN

### 2.1 ADMIN LOGIN

#### **Description of feature**

This feature used by the user to login into system. They are required to enter user id and password before they are allowed to enter the system .

The user id and password will be verified and if invalid id is there user is allowed to not enter the system.

- The system must only allow user with valid id and password to enter the system
- The system performs authorization process which decides what user level can access to.
- The user must be able to logout after they finished using system.

## **Focused Modules:**

### **o Registration:-**

In this, first the interested students get registered by selecting their desired username and password and by providing the necessary details. Then each user profile will be maintained which can be edited by the user when desired. Each person will register only one time. Details of each person along with their username and password is saved permanently in the database.

### **o Login:-**

After providing the correct username and password, the user log's in to the e-Learning system's homepage. There the user can select the available subjects to further learn about them. If user enter wrong username or password then they block their account temporary and after some security verification they will able to access their account.

### **o Homepage:-**

After providing the correct username and password, the user log's in to the e-Learning system's homepage. Here at the homepage there are many choice for user to learn different User can take following helps:-

1. Tutorials about the Lesson.
2. View programs in the Lesson.
3. Playing quiz about the Lesson.
4. Download notes and programs.

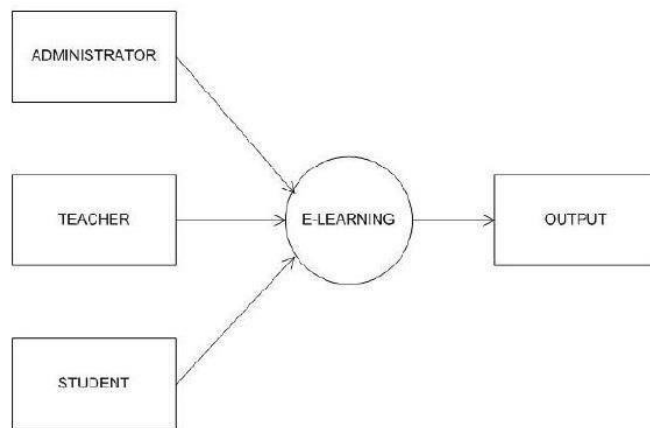
### **o Quiz: -**

user play the quiz on appropriate language and immediately take the result. On each question user get the marks, there is no negative marking in quiz.

# DFD

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## 1. DATA FLOW DIAGRAM







This shows the context level diagram of the system. The users of the system are administrator, teachers and students.







## Hardware Requirement

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### Client Side

RAM	64 MB (Recommended)	
Fixed disk	200 MB free Space	
Pointing Device	Mouse or Compatible	
Connecting device	Modem or Phone(Recommended)	


### Server Side

Computer	Intel® or Compatible Any Pentium Processor	
Memory (RAM)	1GB RAM minimum	
Hard Disk Space	Minimum Space for Software 80 GB Actual requirements will vary based on System configuration and the applications and features chosen to install as well as SQL Server Space Allocation	
External Stroage Device (Pen Drive)	Required for Installation	






# Software Requirement

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## Client Side

Browser	Any Browser	
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## Server Side

Operating System	Windows XP SP2 or Above	
Front end	PHP 5.2.5 or Above	
Development Platform (IDE)	Visual Studio Code	
Backend	MySQL 5.0.51 or Above	
Server API	Apache/2.2.8 (Win32) DAV	

## About Technology

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The front end is designed using of html , Php ,css, Java script

- **HTML- Hyper Text Markup Languageis**

the main markup language for creating web pages and other information that can be displayed in a web browser. HTML is written in the form of HTML elements consisting of tags enclosed in angle brackets (like `<html>`), within the web page content. HTML tags most commonly come in pairs like `<h1>` and `</h1>`, although some tags represent empty elements and so are unpaired, for example `<img>`. The first tag in a pair is the start tag, and the second tag is the end tag (they are also called opening tags and closing tags). In between these tags web designers can add text, further tags, comments and other types of text-based content. The purpose of a web browser is to read HTML documents and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page. HTML elements form the building blocks of all websites. HTML allows images and objects to be embedded and can be used to create interactive forms. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. It can embed scripts written in languages such as JavaScript which affect the behavior of HTML web pages.

- **CSS- Cascading Style Sheets**

is a style sheet language used for describing the look and formatting of a document written in a markup language. While most often used to style web pages and interfaces written in HTML and XHTML, the language can be applied to any kind of XML document, including plain XML, SVG and XUL. CSS is a cornerstone specification of the web and almost all web pages use CSS style sheets to describe their presentation. CSS is designed primarily to enable the separation of document content from document presentation, including elements such as the layout, colors, and fonts.

This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple pages to share formatting, and reduce complexity and repetition in the structural content (such as by allowing for tableless web design)

CSS can also allow the same markup page to be presented in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or screen reader) and on Braille-based, tactile devices. It can also be used to allow the web page to display differently depending on the screen size or device on which it is being viewed. While the author of a document typically links that document to a CSS file, readers can use a different style sheet, perhaps one on their own computer, to override the one the author has specified. However if the author or the reader did not link the document to a specific style sheet the default style of the browser will be applied. CSS specifies a priority scheme to determine which style rules apply if more than one rule matches against a particular element. In this so-called cascade, priorities or weights are calculated and assigned to rules, so that the results are predictable.

- **js- JavaScript**

is a dynamic computer programming language. It is most commonly used as part of web browsers, whose implementations allow client-side scripts to interact with the user, control the browser, communicate asynchronously, and alter the document content that is displayed. It is also being used in server-side programming, game development and the creation of desktop and mobile applications. JavaScript is a prototype-based scripting language with dynamic typing and has first-class functions. Its syntax was influenced by C. JavaScript copies many names and naming conventions from Java, but the two languages are otherwise unrelated and have very different semantics. The key design principles within JavaScript are taken from the Self and Scheme programming languages. It is a multi-paradigm language, supporting object-oriented, imperative, and functional programming styles. The application of JavaScript to use outside of web pages—for example, in PDF documents, site-specific browsers, and desktop widgets—is also significant. Newer and faster JavaScript VMs and platforms built upon them (notably Node.js) have also increased the popularity of JavaScript for server-side web applications. On the client side, JavaScript was traditionally implemented as an interpreted language but just-in-time compilation is now performed by recent (post-2012) browsers.

- **PHP – Hypertext PreProcessor**

**PHP** a server-side scripting language designed for webdevelopment but also used as a general-purpose programming language. PHP is now installed on more than 244 million websites and 2.1 million web servers. Originally created by Rasmus Lerdorf in 1995, Rasmus Lerdorf in 1995, the reference implementation of PHP is now produced by The PHP Group. While PHP originally stood for Personal Home Page, it now stands for PHP: HypertextPreprocessor, a recursive backronym.PHP code is interpreted by a webserver with a PHP processor module, which generates the resulting web page: PHP commands can be embedded directly into an HTML source document rather than calling an external file to process data. It has also evolved to include a command-line interface capability and can be used in standalone graphical applications. PHP is free software released under the PHP License. PHP can be deployed on most web servers and also as a standalone shell on almost every operating system and platform, free of charge.

- **MySQL DataBase**

("My S-Q-L", officially, but also called "My Sequel") is (as of July 2013) the world's second most widely used open-source relational database management system (RDBMS). It is named after co-founder Michael Widenius daughter, My. The SQL phrase stands for Structured Query Language. The MySQL development project has made its source code available under the terms of the GNU General Public License, as well as under a variety of proprietary agreements. MySQL was owned and sponsored by a single for-profit firm, the Swedish company MySQL AB, now owned by Oracle Corporation .MySQL is a popular choice of database for use in web applications, and is a central component of the widely used LAMP open source web application software stack (and other 'AMP' stacks). LAMP is an acronym for "Linux, Apache, MySQL, Perl/PHP/Python." Free-software-open source projects that require a full-featured database management system often use MySQL. For commercial use, several paid editions are available, and offer additional functionality. Applications which use MySQL databases

include: TYPO3, MODx, Joomla, WordPress, phpBB, MyBB, Drupal and other software. MySQL is also used in many high-profile, large-scale websites, including Wikipedia, Google (though not for searches), Facebook, Twitter, Flickr, and YouTube