**## Team name: Git Guardians**

**## Project Title: E-Learner Pro**

**# Scope of this project**

There are many people who have an interest in coding but cannot find a place to start. People who already have a career in another field but decide to take an interest in Programming. But they do not know how to get started.

We have all thought of solving Leetcode or Hackerrank problems but when we start seeing the errors in our code, it seems like a dream too farfetched. So before we get into a habit of seeing Test Case Failed we need a platform where we can climb the staircase of programming one step at a time.

We want to build an e learning web app that can provide learners a way to start from the beginner level and follow a roadmap to go from beginner to pro in whatever they want to learn.

Taking inspiration from Platforms like LinkedIn Learning which has many courses and quizzes and tests integrated within the course.

The scope of a web or mobile application that provides online courses, quizzes, assignments, and feedback to learners and instructors is substantial and offers various opportunities. The e-learning industry has been growing steadily, and creating such a platform can address several key aspects within this sector.

**# Features:**

  -Users can use an account to login or register

  -Students can set-up their profile with courses they would like to learn

**# Code Editor**

-Students can use an inbuilt code editor to practice code right next to the content

-Syntax highlighting in the code editor

-Code Auto completion, suggesting keywords, functions, and variables as the user types

-Code Folding: Allow users to collapse and expand sections of their code for better organization.

-event listeners to capture user interactions such as saving code.

-Students can attempt problems of Levels: easy, medium, hard.

-Students can track their progress using a Progress bar for each course

-Real-time coding exercises and assignments

-Students can search a course and enroll

-Students Dashboard to manage all the enrolled courses

-A dashboard for upcoming courses and when they are expected to be available

- Favourite column for students to save the courses for future learning.

-Get permission from the creator and embed YouTube videos, the right video for the right topic.

-Add Captions and transcripts for videos

-Course divided into multiple Chapters and sections.

-Multiple Choice and Coding Tests at end of every Chapter.

**Roadmaps**

  -Comprehensive roadmaps using flowcharts to go from beginner to pro

**# Stakeholder**

1.  Students:

• Primary users who will use the application to access courses, quizzes, assignments, and receive feedback.

2.  Educators and Instructors:

• Those who create and manage courses, quizzes, assignments, and provide feedback to students.

3.  Administrators:

• Responsible for managing the overall system, user accounts, and ensuring its smooth functioning.

.

**## Project Data:**

Creating a project database for a web or mobile application that provides online courses, quizzes, assignments, and feedback involves designing a suitable database schema to store relevant data. Here's an example of a simplified database schema:

Entities and Attributes:

1.  Users:

• UserID

• First Name

• Last Name

• Email

• Password

• User Type (student, instructor, admin)

2.  Courses:

• CourseID

• Title

• Description

**## Ai used - Chat GPT**

    Prompts used: what can a user who is a beginner in coding expect from an e learner web application ?

    :supose you are a team manager of a team of 6 member working on creating an e learning platform , assign roles responsibilites to each member.

**## Key Members:Rahul Ranjan**

               Sukhwinder Singh      21BCS8221

               Sakashi Thakur        21CBS1072

               Shameen Ahmad         21BCS3807

               Harsh Pandey          21BCS4517

               Chander Thakur        21BCG1101