

Project Documentation Template

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Project Title: Online Course Application Using Python.

Date: 10-10-2022 to 14-10-2022.

Project Manager (s): Rama Pavan. S Key Project Team Members (if applicable):

a) Business Specification/Requirements:

- 1. Design an Online learning Course which can be worked on Desktop or laptop and allows us to take your online classes in an efficient virtual environment.
- 2. The Course Should be Easily Available to Students and Mentors.
- 3. The Cost of the course should be Effective.
- 4. Should Have Customer Support and High Interface.
- 5. It should be Benefited to all the Students and Trainers who are taking the Course Enrollment.
- 6. The System should Follow the Every Constraints.
- 7. The Failure of Payment Should be Less.

b) Functional Output/Requirements:

- 1. The Application Should allow users to view All the Courses Before Registering or Login.
- 2. The Application should ask Basic details for registering in to the app like Full name, Email id and Password.
- 3. The Application should allow users to do payment after courses Enrollment .
- 4. The Users could able to add Courses in to Cart Page.
- 5. Users Should be able to see all the Courses Easily by Searching.
- 6. The System Should Allow Authorized Users to make any payment.

- 7. The System Should generate Bill details after Successful payment.
- 8. To Implement these features below are some Specifications laid down to design this app
- 1. Store user Register data in Files.
- 2. To Run this application user should have a python IDE.

c) Tool Chain/Technical Coverage:

PYCHARM IDE for Python, GitHub and Gith bash for Git and AWS for deploying in cloud.

d) Risk & issues:

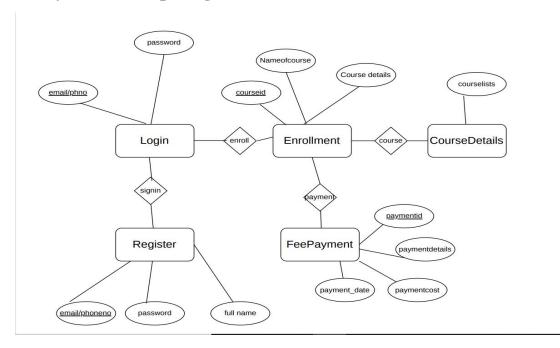
The issues of this application are user can run only in the required IDE and users can't access with Mobile. Naïve users cannot handle this application they must have some knowledge about the application to navigate. Users should run the application from starting if they choose the incorrect options.

e) Conclusion:

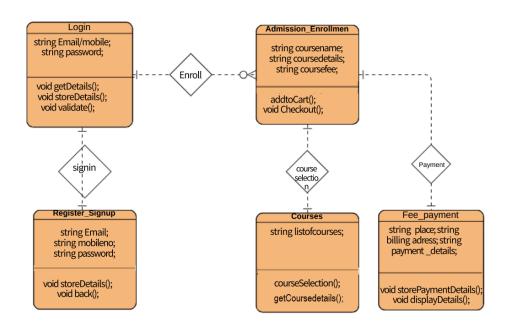
In conclusion the users can use this application for EOnline Learning for better cost and it is also an user-friendly application. Users can easily register and login and view all the listed courses easily and can enroll easily.

2. DESIGN:

Entity Relationship Diagram:



Class Diagram:



Explanation:

- 1. The user First Register and login to enroll a course.
- 2. There is a relation between Register class and Login class. One User can register only one time and sign in one time so cardinality is one to one.
- 3. After Logged in the user can enroll for a course. The user can login once and can enroll for different courses at a time so the cardinality is One to many.
- 4. The user can view list of courses from course class .So the cardinality is one to one.
- 5. The Fee payment class and Enrollment class has relation by one to one cardinality user can access fee payment class only once during payment.