**SOFTWARE REQUIREMENTS SPECIFICATION**

**For**

**E- Learning Management System**

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**1. Introduction:**

**1.1 purpose**

An e-learning management system (LMS) acts like a central hub for making online education smooth. It brings together all the content and resources, delivering them efficiently with lots of media to learners worldwide. The system's strong user management makes sure access is controlled, and it gives instructors easy tools to organize courses seamlessly. It keeps track of progress and automates grading, promoting collaboration through tools that help everyone communicate. With a design that's flexible and easy to access, it keeps learners engaged and provides useful reports to improve courses. LMSs are not only cost-effective and scalable but also crucial for meeting standards, customizing content to fit an institution's style, and making education better in corporate, academic, and professional development settings.

**1.2 Document Conventions**

➣Entire document should be justified.

➣Convention for Main title

𑇐 Font face: Arial

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➣Convention for Sub title

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➣Convention for body

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**1.3 Scope Of Development Project :**

An e-learning management system, or LMS, is like the all-in-one hub for learning online. It takes care of everything from managing users and courses, organizing content, and providing tools for communication. It keeps track of progress, offers insights through analytics, and ensures security. The system works smoothly on mobile devices, integrates with other tools, and can be customized to fit specific needs. It's built to scale up as more users join in, and it sticks to rules and standards to meet compliance. Think of it as the backbone that supports a school or organization's educational goals. By making sure what it can do is crystal clear right from the start, it becomes a dynamic tool that adapts to the unique needs of users, aligning perfectly with the big-picture educational objectives. In simple terms, it's the engine that drives effective and collaborative online learning, always pushing for improvement and embodying a commitment to providing a strong foundation for both teachers and learners to thrive.

**1.4 Definitions, Acronyms and Abbreviations :**

JAVA -> platform independence

SQL-> Structured query Language

ER-> Entity Relationship

UML -> Unified Modeling Language

IDE-> Integrated Development Environment

SRS-> Software Requirement Specification

**1.5 References**

➣ Books

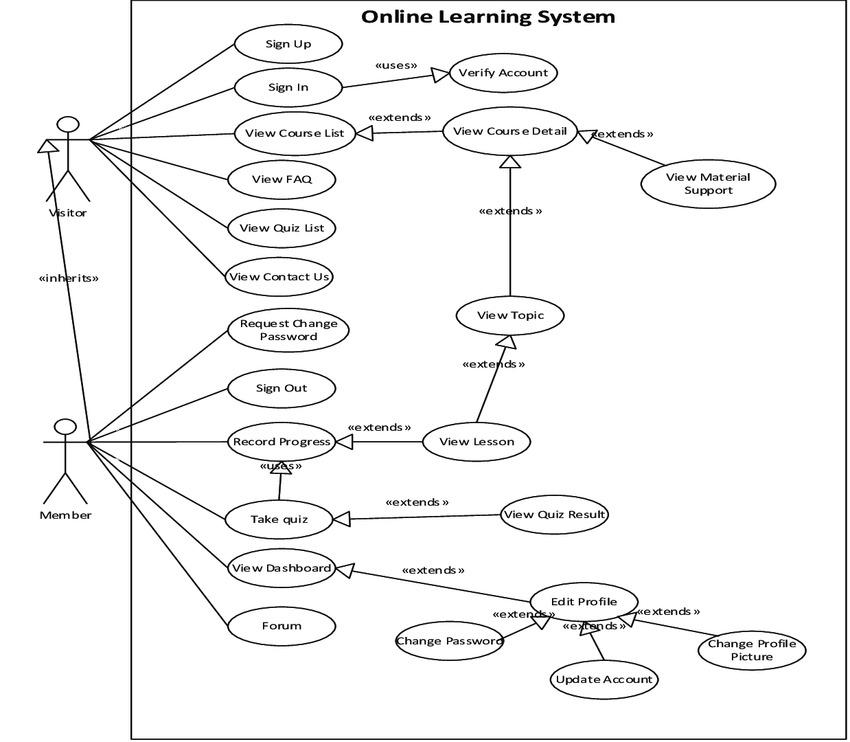
E-Learning by Design - By William Horton

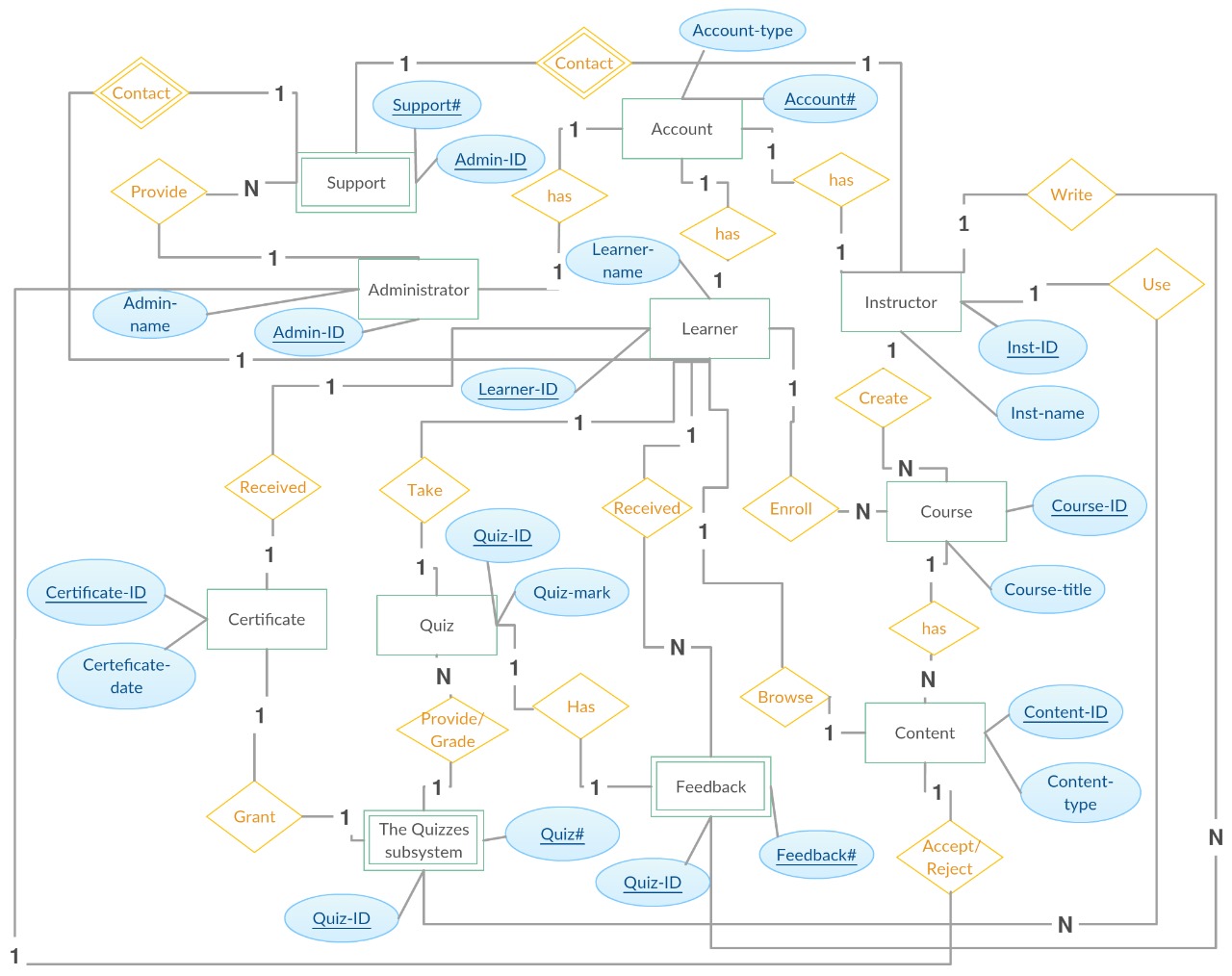
Learning Management Systems Demystified - By Steven D. Foreman

➣ Websites

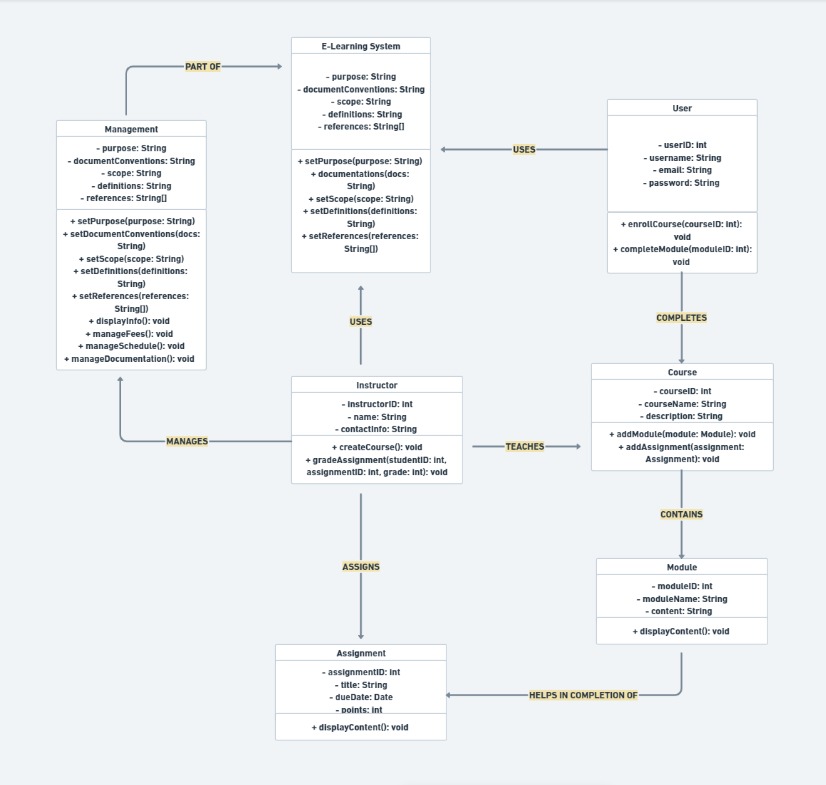
**2. Overall Descriptions**

2.1 Product Perspective :





CLASS DIAGRAM



CREATED DATABASE

