

E- LEARNING SYSTEM

MAJOR PROJECT REPORT

Submitted to the Department of Computer Applications, Bharathiar University in partial fulfillment of the requirements for the award of the degree of

MASTER OF COMPUTER APPLICATIONS

Submitted by

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DEPARTMENT OF COMPUTER APPLICATIONS

BHARATHIAR UNIVERSITY

COIMBATORE-641046.

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DECLARATION

I hereby declare that this major project work titled, "**E-LEARNING SYSTEM**" submitted to Department of Computer Applications, Bharathiar University, is a record of original work done by **SANTHIYA C K (23CSEA27)**, under the supervision and guidance of **Dr. M. PUNITHAVALLI, M.Sc., M.Phil., Ph.D., Professor & Head**, Department of Computer Applications, Bharathiar University, and that this project work has not formed the basis for the award of any Degree/ Diploma/ Associateship/ Fellowship or similar title to any candidate of any University.

Place: Coimbatore

Signature of the Candidate Date:

Date:

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CERTIFICATE

This is to certify that, this major project work entitled “**E-LEARNING SYSTEM**” was submitted to the Department of Computer Applications, Bharathiar University in partial fulfilment of the requirements for the award of the degree of **MASTER OF COMPUTER APPLICATIONS**, is a record of original work done by **SANTHIYA C K (23CSEA27)** during his period of study in the Department of Computer Applications, Bharathiar University, Coimbatore, under my supervision and guidance, and this project work has not formed the basis for the award of any Degree/ Diploma /Associateship/ Fellowship or similar title to any candidate of any University.

Place: Coimbatore

Date:

PROJECT GUIDE

HEAD OF THE DEPARTMENT

Submitted for the University Viva-Voce Examination held on _____

INTERNAL EXAMINER

EXTERNAL EXAMINER

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I have taken efforts in this project. However, it would not have been possible without the kind support and help of many individuals and organizations. I would like to extend my sincere thanks to all of them.

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ABSTRACT

The E-Learning System is a web-based platform designed to modernize education by offering an interactive and structured learning environment. Developed using PHP and MySQL, it enables the seamless management and distribution of courses, integrating video lectures, downloadable PDF documents, and quizzes to enhance the learning experience. The platform ensures secure user authentication, allowing only authorized access to course materials while maintaining data integrity and security. A dynamic course management system allows instructors to upload and organize content efficiently, making it easier for students to access structured learning modules. The system features an admin panel that provides administrators with control over user management, course modifications, and content updates, ensuring smooth platform operation. With its database-driven architecture, the platform is highly scalable, secure, and efficient in handling large volumes of educational content. The platform supports multimedia content, including embedded video lectures that allow students to watch lessons at their convenience. It also integrates real-time live classes, enabling direct interaction between educators and learners, making the system more engaging and collaborative. To reinforce learning, a dedicated quiz module is included, allowing students to assess their knowledge through interactive assessments. Upon successful course completion, students receive certifications, validating their learning achievements and enhancing their academic or professional credentials. The system's modular design and robust error handling mechanisms ensure easy maintenance and seamless future upgrades. By addressing challenges in traditional learning, such as limited accessibility, lack of engagement, and rigid schedules, this platform provides a flexible, personalized, and interactive learning experience. Potential future enhancements include AI-driven course recommendations, automated grading, and personalized learning analytics, making the E-Learning System a modern, scalable, and comprehensive digital education solution.

CHAPTER-I

INTRODUCTION

INTRODUCTION

The **E-learning Platform** is a web-based system designed to enhance online education by providing a structured and interactive learning experience. Developed using PHP and MySQL, it enables seamless management of courses, quizzes, live classes, and certifications. The system features secure user authentication, allowing students to register, log in, and access a dynamic course library. Educators can manage content efficiently through an admin panel, ensuring effective course delivery. A quiz module is integrated to assess learners' progress, while a certification system validates course completion. The platform supports multimedia formats, including videos, PDFs, and interactive elements, to create an engaging learning experience. The live class feature enhances real-time interaction between instructors and students. Its database-driven architecture ensures scalability, data integrity, and efficient content management. A modular design with robust error handling allows easy maintenance and future upgrades. Addressing challenges such as limited accessibility and engagement, the system provides a flexible and personalized learning solution. Future enhancements, like AI-based recommendations and automated grading, can further optimize the platform, making it an ideal tool for digital education institutions and independent educators.

1.1 OBJECTIVES

The objective of the **E-learning Platform** is to create an interactive, scalable, and efficient web-based system for managing and delivering online education. The platform is designed to overcome the limitations of traditional learning by providing a structured, accessible, and engaging environment for both educators and learners. Specifically, the system aims to:

1. Enable educators to create, manage, and distribute courses seamlessly.
2. Provide learners with an intuitive platform to browse, enroll, and complete courses.
3. Integrate a quiz module for assessing students' knowledge and tracking progress.
4. Support multimedia content like videos, PDFs, and interactive materials for a rich learning experience.

5. Implement a database-driven structure for scalability, data integrity, and efficient content management.

1.2 MODULES DESCRIPTION

User Authentication Module

Manages user registration, login, and logout securely. Ensures role-based access control for students, instructors, and admins. Encrypts passwords and validates credentials for protection.

Multimedia Content Management Module

Supports videos, PDFs, and interactive learning materials. Allows instructors to upload, edit, and manage course content. Ensures smooth content delivery for a better learning experience.

Quiz and Assessment Module

Enables educators to create quizzes for student evaluation. Provides automated grading and instant quiz results. Stores quiz performance in the database for tracking.

Admin Panel Module

Allows administrators to manage users, courses, and system settings. Provides analytics, user insights, and performance tracking. Ensures security, role management, and content moderation.

Dashboard Module

Displays an overview of student progress and enrolled courses. Users can track quizzes, certifications, and live classes. Offers quick navigation with an intuitive user interface.

Database Management Module

Handles data storage, retrieval, and system operations. Manages user accounts, enrollments, quiz results, and certifications. Ensures data integrity, security, and fast query execution.

CHAPTER-II

SYSTEM ANALYSIS

2.1 PROBLEM STATEMENT

The traditional learning system faces challenges such as limited accessibility, lack of engagement, and inefficient course management. Students often struggle to access quality educational content anytime, anywhere. Educators face difficulties in organizing, delivering, and assessing learning materials effectively. The absence of an integrated system for quizzes, live classes, and certification reduces learning efficiency. This project aims to develop a scalable, user-friendly, and interactive e-learning platform to address these issues.

2.2 EXISTING SYSTEM

Traditional learning systems primarily rely on physical classrooms, printed study materials, and offline assessments. Some online platforms exist but lack interactive features, real-time engagement, and automated assessment tools. Many e-learning platforms provide limited content accessibility, manual grading, and insufficient student progress tracking.

2.2.1 Drawbacks

- 1.Limited Accessibility** – Learners cannot access study materials anytime, leading to dependency on fixed schedules.
- 2.Lack of Interactivity** – Absence of live classes, quizzes, and multimedia content reduces engagement.
- 3.Manual Evaluation** – Traditional assessments require manual grading, increasing workload for educators.
- 4.Inefficient Course Management** – No structured way to organize, update, or distribute learning materials.
- 5.Security Concerns** – Many existing platforms lack secure user authentication, making data vulnerable.

2.3 PROPOSED SYSTEM

The proposed E-learning Platform is a web-based system designed to enhance online education through secure authentication, interactive learning, and automated assessments. It provides multimedia course content, real-time quizzes, live classes, and certification generation to improve the overall learning experience. The system ensures efficient course management, role-based access control, and seamless user interaction, making education more accessible, engaging, and scalable.

2.3.1 Advantages

- 1. Enhanced Accessibility** – Learners can access courses, quizzes, and resources anytime, anywhere.
- 2. Interactive Learning** – Supports multimedia content, live classes, and real-time discussions for better engagement.
- 3. Automated Assessments** – Built-in quiz modules provide instant grading and performance tracking.
- 4. Efficient Course Management** – Instructors can easily create, modify, and organize course content.
- 5. Secure User Authentication** – Role-based access ensures secure login for students, instructors, and admins.
- 6. Real-time Progress Tracking** – Dashboards allow users to monitor their progress, certifications, and course completions.
- 7. Scalability & Flexibility** – Database-driven structure ensures easy expansion and integration of new features.

CHAPTER-III

SYSTEM SPECIFICATION

3.1 HARDWARE REQUIREMENT

| | | |
|------------|---|------------------------------|
| Processor | : | Dual-Core Processor |
| RAM | : | Sufficient RAM (2GB or more) |
| Networking | : | Fast and Reliable Connection |
| Mouse | : | Optimal Mouse |
| Key Board | : | 104 Keys Keyboard |
| Monitor | : | Color Monitor |

3.2 SOFTWARE REQUIREMENT

| | | |
|----------|---|-----------------------|
| Frontend | : | HTML, CSS, JavaScript |
| Backend | : | PHP |
| Platform | : | Windows 11 |
| Database | : | MySQL |

3.3 SOFTWARE DESCRIPTION

Frontend:

HTML (Hypertext Markup Language):

HTML is the backbone of the website's structure. It defines the basic elements such as headings, paragraphs, links, forms, and images. HTML ensures that the content of the website is organized logically, making it easy for both users and search engines to navigate. In the case of vetCare, HTML will be used to create pages like the home page, product listings, checkout page, user profiles, and more.

CSS (Cascading Style Sheets):

CSS is used for styling the content defined by HTML. It controls how the website looks by specifying styles for elements like colors, fonts, layouts, and positioning. CSS will ensure that the vetCare site is visually appealing, with a clean and professional design, responsive layout (adapting to different screen sizes), and a user-friendly interface. It plays a key role in creating a consistent brand image, enhancing the user experience across devices such as desktops, tablets, and smartphones.

JavaScript

JavaScript is the backbone of interactivity and dynamic content on the frontend. It enables real-time updates, event handling, DOM manipulation, and asynchronous communication between the frontend and the backend.

Backend:

PHP (Hypertext Preprocessor) is the server-side scripting language that handles the backend logic of the Online Tutorial System. PHP processes all user requests and generates dynamic content by interacting with the database.

PHP is used for:

- User Authentication: Managing user login, registration, and session control. It ensures that only authenticated users can access course materials and track their progress.
- Course Content Management: PHP is responsible for retrieving and displaying tutorials, quiz questions, and other course-related content.
- Quiz Handling: It processes quiz submissions, checks answers, provides feedback, and records the results in the database.
- Form Handling: All form data (user registration, login, quiz responses) is processed by PHP and securely passed to the backend for storage or action.

Database:

MySQL (a MySQL fork) is the relational database management system (RDBMS) used for storing and managing all of the platform's data.

The database stores:

- User Data: Information about students, educators, and administrators (e.g., usernames, emails, hashed passwords, roles).
- Course Data: Information about the courses, tutorials, multimedia content, and quiz materials.
- Quiz Results: Data from quizzes, including questions, student responses, and scores.

Relational Design: The database is designed with multiple interrelated tables to ensure efficient data retrieval and scalability. For instance:

- A Users table stores user account details.
- A Courses table stores course titles, descriptions, and associated tutorial content.
- A Quizzes table stores quiz questions and options.
- A Results table stores quiz scores and user performance.

CHAPTER-IV

SYSTEM DESIGN

4.1 SYSTEM DESIGN

The **E-learning Platform** follows a three-tier architecture with a frontend built using HTML, CSS, and JavaScript, a backend powered by PHP, and a MySQL database for data storage. It includes secure user authentication, role-based access, a course library, multimedia content delivery, and real-time quizzes. The system enables efficient course management, automated assessments, and interactive learning experiences. Its modular and scalable design ensures seamless content delivery and future enhancements. This platform provides a secure, engaging, and accessible digital learning environment for students and educators.

4.2 INPUT DESIGN

Input design refers to the process of determining how data will be entered into the system, ensuring it is efficient, user-friendly, and accurate. The **E-Learning Platform** requires various forms of input from users such as login credentials, course information and comments. Below is an outline of the primary input components:

Key input methods include:

- Admin Panel
- User Registration/Login Forms
- Feedback
- Enquire

Admin Panel:

The figure **fig 4.2.1** get input from admin such as email and password for managing the all contents like inserting and updating the course, book, library, videos.

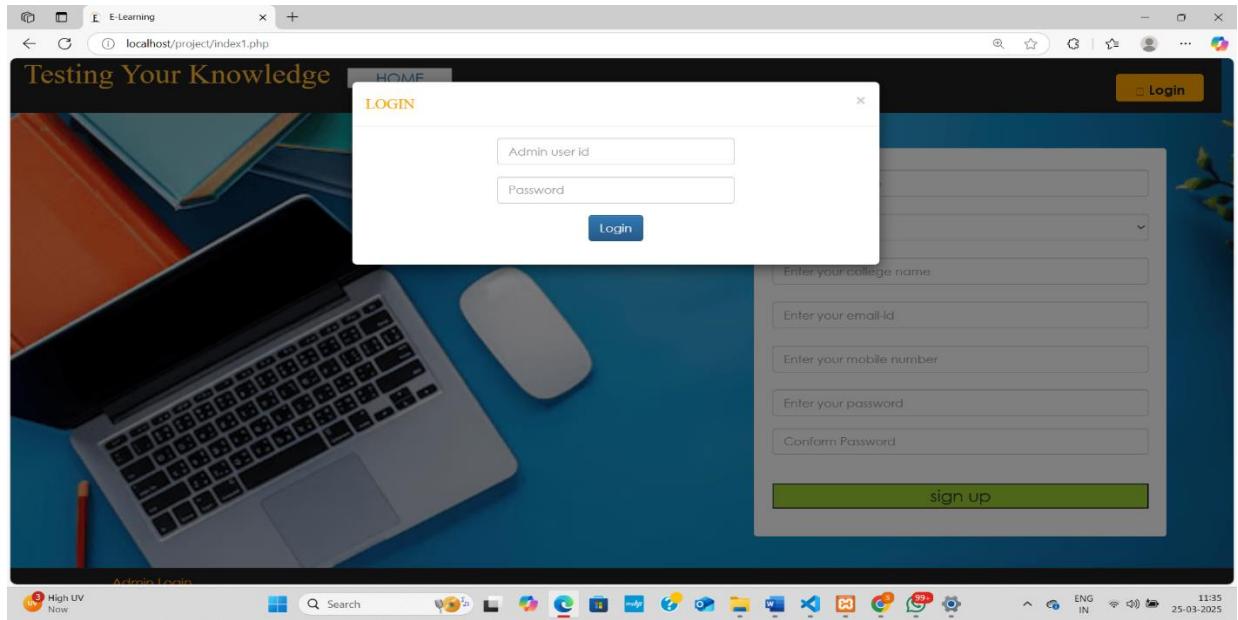


Fig 4.2.1

User Registration/Login Forms:

The figure **fig 4.2.2**, get input from user and sign-up where users can input details such as name, gender, college name, email ID, mobile number, and password

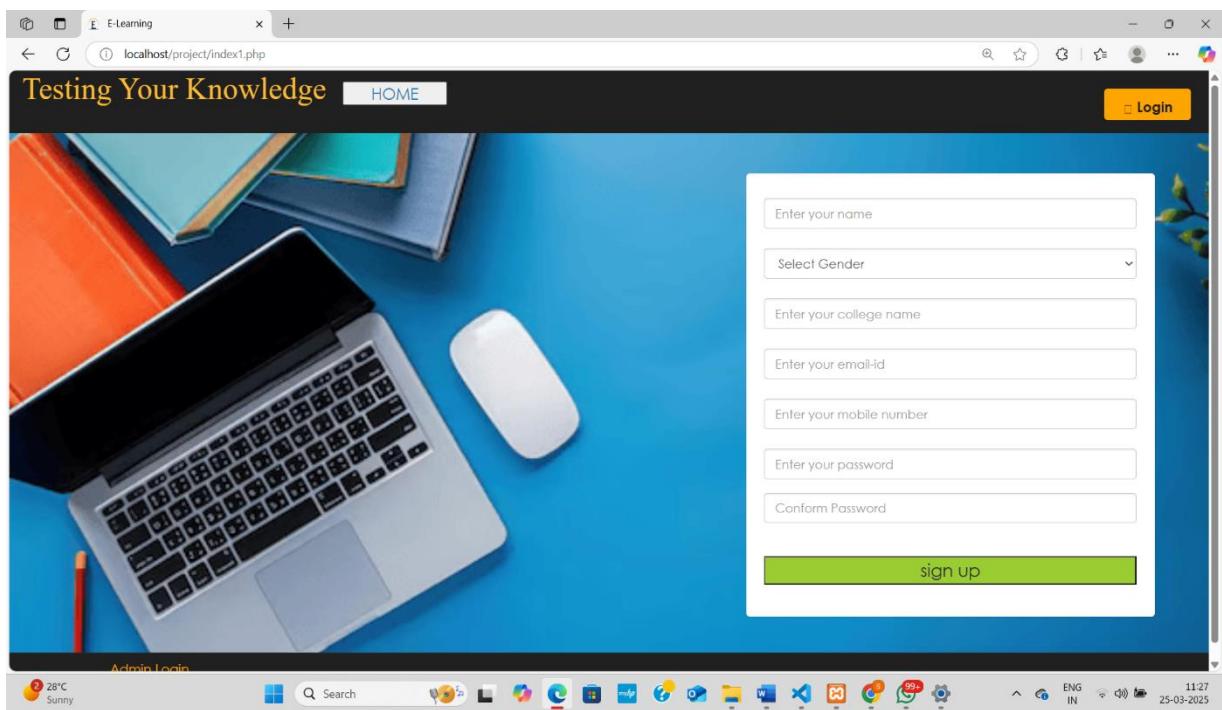


Fig 4.2.2

Feedback:

The figure **fig 4.2.3**, shows the feedback of the user and here the user gives their details like name, email, subject for giving the feedback to improve website

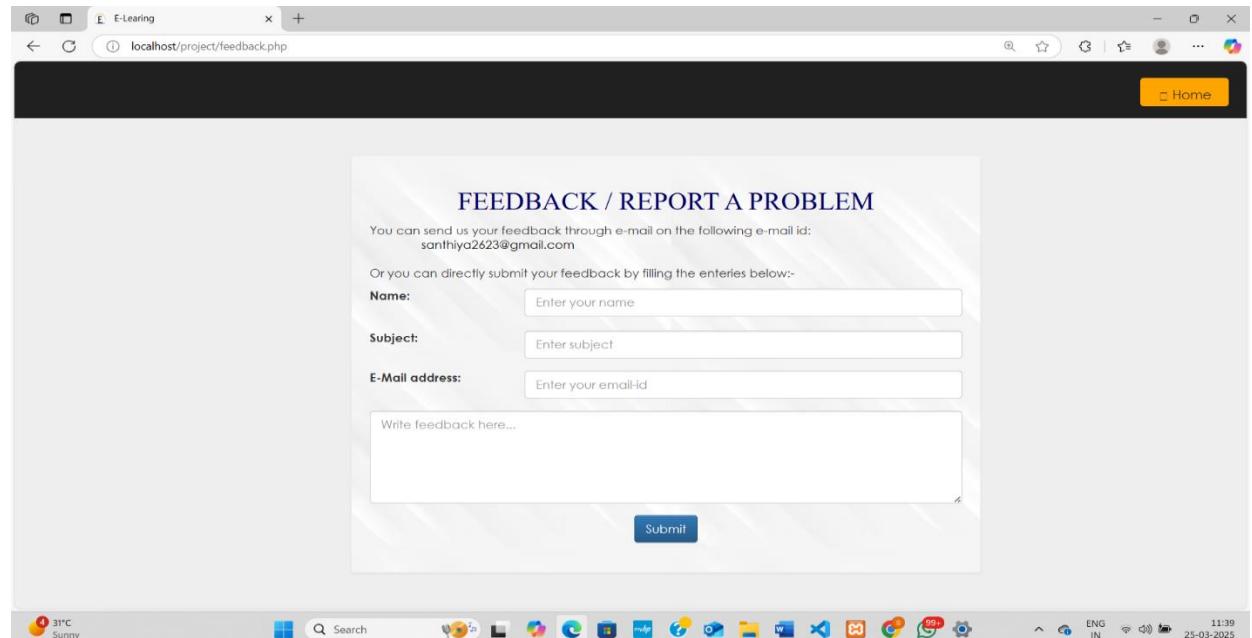


Fig 4.2.3

Enquire:

The figure **fig 4.2.4**, shows the **Enquiry Page**, where users enter their **name, email, and message** to submit queries or feedback for better communication and platform improvement for the website.

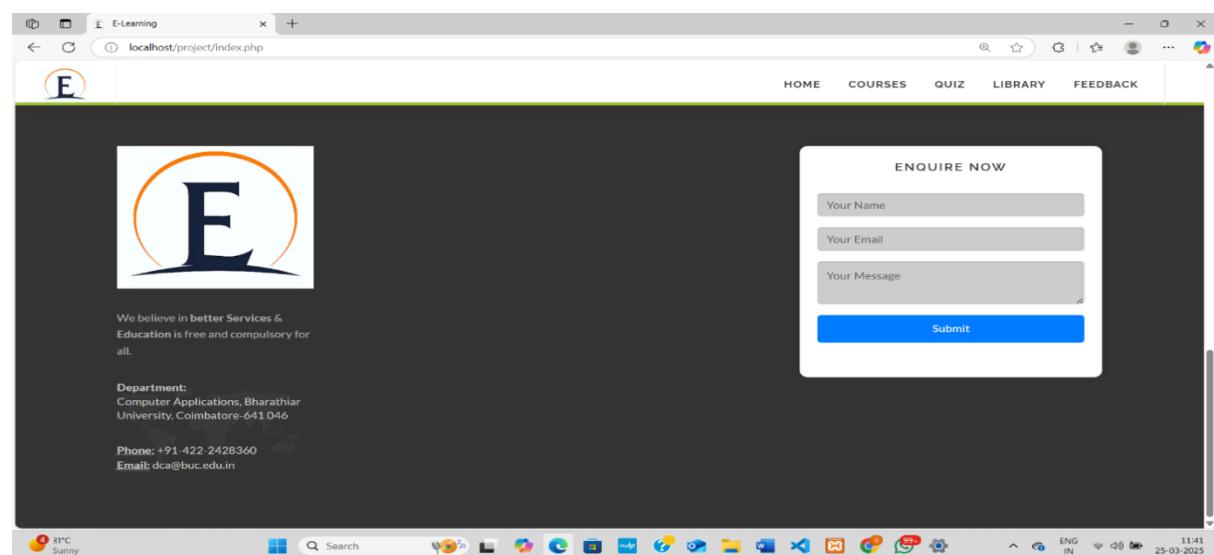


Fig 4.2.4

4.3 OUTPUT DESIGN

Output design focuses on how the system presents data to users in a clear, intuitive, and meaningful way. The **E-Learning Platform** provides several types of outputs to the user, such as displaying course content, showing blog posts, providing feedback on user activities, and generating system notifications. Below is a breakdown of the primary outputs in the system:

- Home Page
- Course Page
- Content page
- Book page
- Library page
- Quiz page

Home page:

The following **fig 4.3.1** describes the Home Page of the E-Learning System to navigation menu for easy access to Courses, Quizzes, Library, and Feedback pages for the users

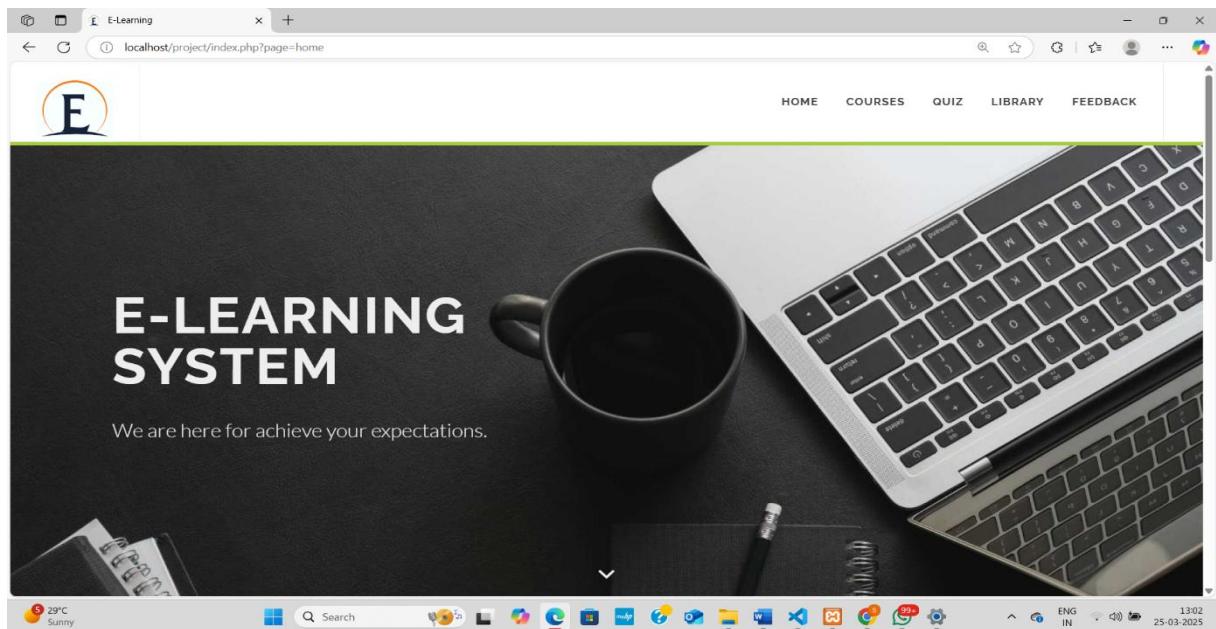


Fig 4.3.1 Home page

Course page:

The following **fig 4.3.2** describes the course page that consists of the courses like python, flutter, mongodb and figma for ui/ux and clicking the button go to course helps to view the entire course for the user

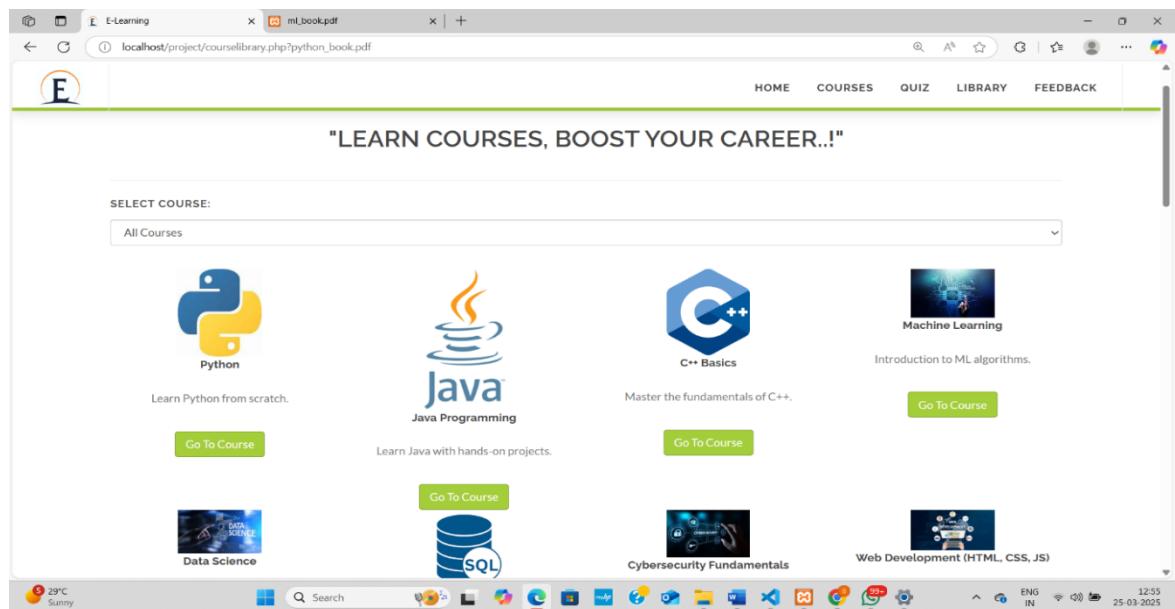


Fig 4.3.2 Course page

Content page:

The following **fig 4.3.3** consists of the course page .here the user learn the courses detailly and you just scroll and see the entire course and learn it and that page we can represent the related link of the pdf and the video.

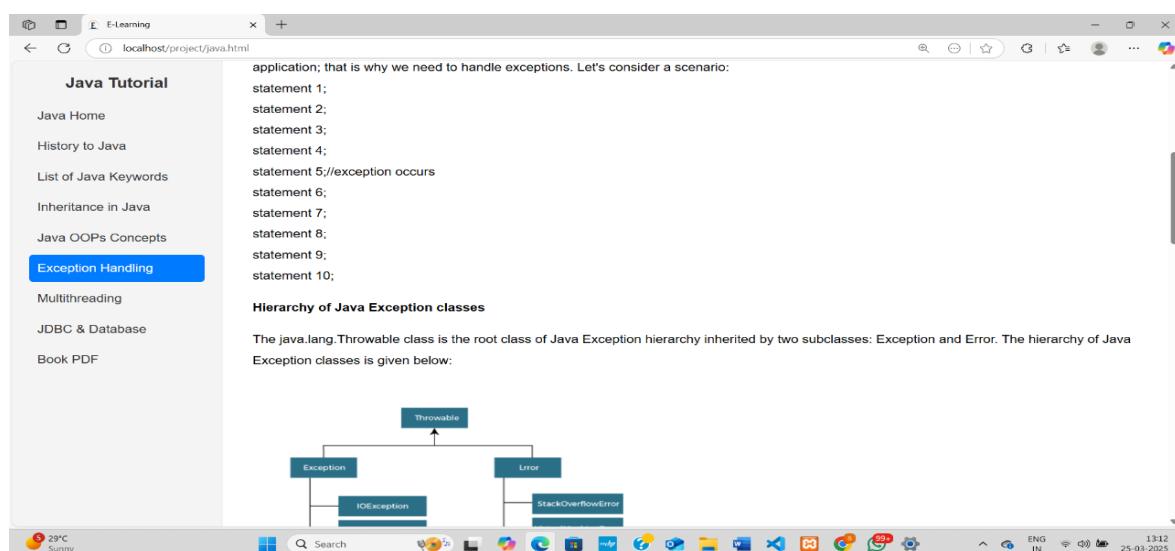


Fig 4.3.3 Content page

Book page:

The following **fig. 4.3.4** consists of the book page , the user can view the book and learn it and this page also contains the video reference for the course it helps to understand the course much better

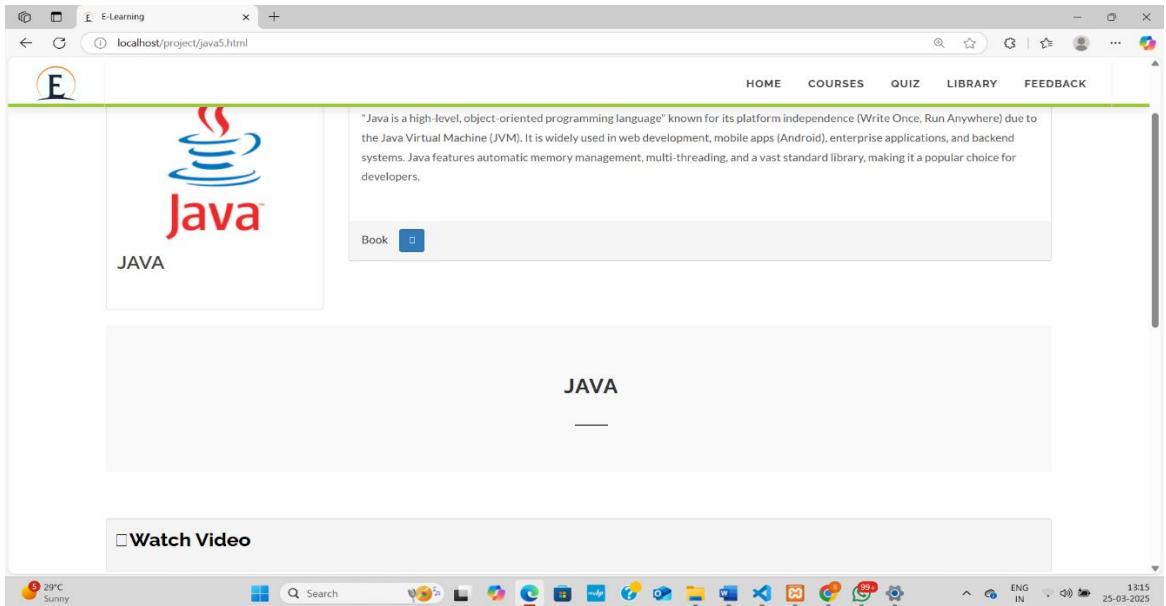


Fig 4.3.4 Book page

Library page:

The following **fig 4.3.5** consists of the library page , it contains all the books and the user can download the book easily and learn it.

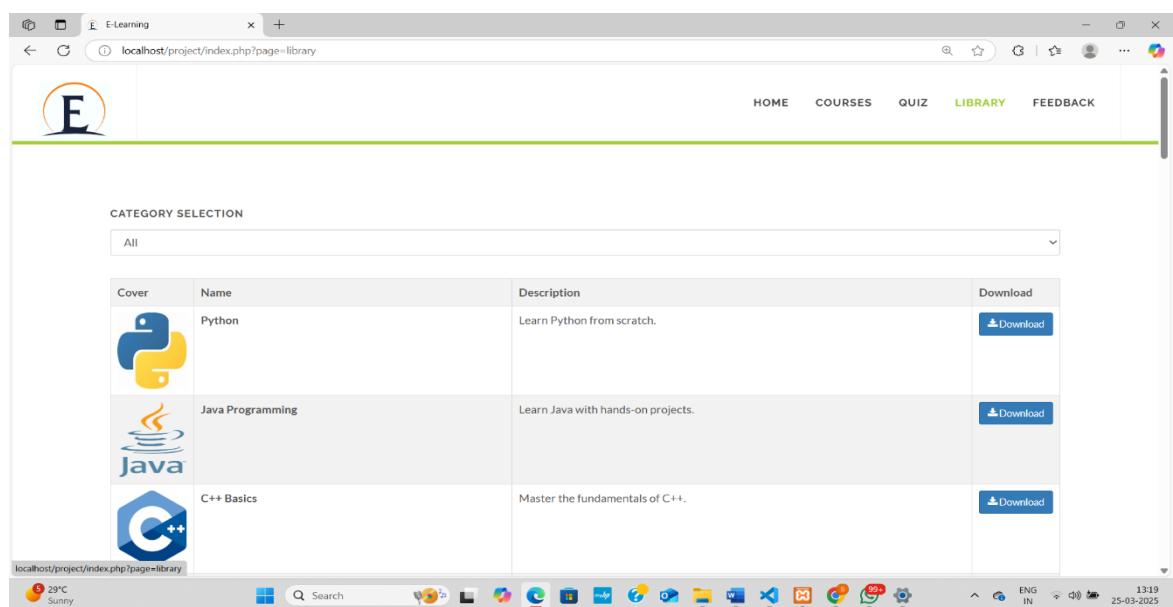


Fig 4.3.5 Library page

Quiz page:

The following **fig 4.3.6** consists the quiz page , it shows the quiz to the user .

The screenshot shows a web browser window with the URL `localhost/project/account.php?q=1`. The title bar reads "Testing Your Knowledge". The top right corner shows a greeting "Hello, Shivani" and a "Signout" link. The header includes links for "Home", "History", "Ranking", "Signout", an "Enter tag" input field, and a "Search" button. Below this is a table listing four quiz topics with their details and a "Start" button for each:

| S.N. | Topic | Total question | Marks | Time limit | Action |
|------|---------|----------------|-------|------------|--------------------------------------|
| 1 | Python | 10 | 20 | 10 min | <input type="button" value="Start"/> |
| 2 | Figma | 10 | 10 | 10 min | <input type="button" value="Start"/> |
| 3 | Flutter | 10 | 100 | 10 min | <input type="button" value="Start"/> |
| 4 | Java | 6 | 36 | 5 min | <input type="button" value="Start"/> |

The bottom of the browser window shows the Windows taskbar with various pinned icons and system status information like weather (29°C, sunny), date (25-03-2025), and time (13:27).

Fig 4.3.6 Quiz page

4.4 DATABASE DESIGN

The project1 database for an online tutorial system includes several core tables to ensure efficient management and functionality. The User table stores user details such as id, name, email, password, and role. The Admin table manages administrator accounts for platform control. The Quiz table links to courses and contains id, course_id, title, and description, while the Questions table connects to quizzes, storing id, quiz_id, question_text, and type. The Options table holds multiple-choice options for each question, and the Answer table records user responses. The Rank table tracks user scores and rankings for gamification. The Feedback table manages user reviews and comments to improve engagement. The History table logs user interactions and activities within the system. These tables are interconnected via foreign keys, ensuring referential integrity and scalability.

The screenshot shows the phpMyAdmin interface for the 'project1' database. The left sidebar lists databases and tables. The main area displays the table structure for all 9 tables in the database. A table summary at the bottom indicates 278 rows and 144.0 KiB size.

| Table | Action | Rows | Type | Collation | Size | Overhead |
|------------|--|------------|---------------|---------------------------|------------------|------------|
| admin | Browse Structure Search Insert Empty Drop | 2 | InnoDB | utf8_general_ci | 16.0 KiB | - |
| answer | Browse Structure Search Insert Empty Drop | 37 | InnoDB | utf8_general_ci | 16.0 KiB | - |
| feedback | Browse Structure Search Insert Empty Drop | 6 | InnoDB | utf8_general_ci | 16.0 KiB | - |
| history | Browse Structure Search Insert Empty Drop | 4 | InnoDB | utf8_general_ci | 16.0 KiB | - |
| options | Browse Structure Search Insert Empty Drop | 148 | InnoDB | utf8_general_ci | 16.0 KiB | - |
| questions | Browse Structure Search Insert Empty Drop | 33 | InnoDB | utf8_general_ci | 16.0 KiB | - |
| quiz | Browse Structure Search Insert Empty Drop | 4 | InnoDB | utf8_general_ci | 16.0 KiB | - |
| rank | Browse Structure Search Insert Empty Drop | 12 | InnoDB | utf8_general_ci | 16.0 KiB | - |
| user | Browse Structure Search Insert Empty Drop | 24 | InnoDB | utf8_general_ci | 16.0 KiB | - |
| Sum | | 278 | InnoDB | utf8mb4_general_ci | 144.0 KiB | 0 B |

Fig 4.4.1

4.5 TABLE DESIGN

TABLE NAME: content

| FIELD | TYPE | KEY CONSTRAINTS |
|-------------|--------------|-----------------|
| Id | Int | Primary key |
| content | text | Null |
| courseid | Int | Null |
| lectureName | Text | Null |
| videolink | Varchar(255) | Null |

Description:

The given database table is designed to store lecture-related information in an online tutorial system. It includes an Id (Int, Primary Key) as a unique identifier for each lecture, content (Text) for storing lecture descriptions or notes, courseid (Int) to associate the lecture with a specific course, lectureName (Text) for the lecture title, and videolink (Varchar(255)) to store the URL of a video lecture. This table helps manage lecture materials efficiently, ensuring structured course associations while allowing users to access both textual and video-based learning resources.

TABLE NAME: admin

| FIELD | TYPE | KEY CONSTRAINTS |
|----------|--------------|-----------------|
| admin_Id | int | Primary key |
| email | Varchar(50) | null |
| password | Varchar(500) | null |

Description:

The database table manages administrator accounts with admin_Id (Int, Primary Key) as a unique identifier. It includes email (Varchar(50)) for authentication and password (Varchar(500)) for secure credential storage. This ensures secure admin management and controlled system access.

TABLE NAME: course

| FIELD | TYPE | KEY CONSTRAINTS |
|-------------|---------|-----------------|
| Id | int | Primary key |
| Name | varchar | Null |
| Cover | varchar | Null |
| description | varchar | Null |
| categorieid | int | Foreign key |
| Bookid | int | Foreign key |

Description:

This table is used to manage resources, courses, or content items in the system. The Id field uniquely identifies each record, while Name, Cover, and Description provide basic information about the item. The CategorieId establishes a link with a category for better organization, and the BookId connects the resource to any related book or material.

TABLE NAME: library

| FIELD | TYPE | KEY CONSTRAINTS |
|-------------|---------|-----------------|
| Id | int | Primary key |
| name | varchar | Null |
| categorieid | int | foreign key |
| description | varchar | Null |
| book | varchar | Null |
| image | varchar | null |

Description:

The Library table is used to manage resources or items within a library system. The Id uniquely identifies each item, while the Name provides its title. The CategorieId links the item to a specific category for organization, and Description adds supplementary details about the resource. The Book field stores a reference to the associated book or material, and the Image field stores a visual representation, such as a cover image.

TABLE NAME: user

| FIELD | TYPE | KEY CONSTRAINTS |
|----------|---------|-----------------|
| name | varchar | Null |
| gender | varchar | Null |
| college | varchar | Null |
| email | varchar | Primary Key |
| mob | int | Null |
| password | varchar | Null |

Description:

The database table stores user details for an online tutorial system, with email (Varchar, Primary Key) as a unique identifier. It includes name, gender, and college (all Varchar) to store personal and academic details. mob (Int) stores the user's contact number, while password (Varchar) ensures secure authentication. This table facilitates user registration and login management.

4.6 DATA FLOW DIAGRAM DFD LEVEL 0:

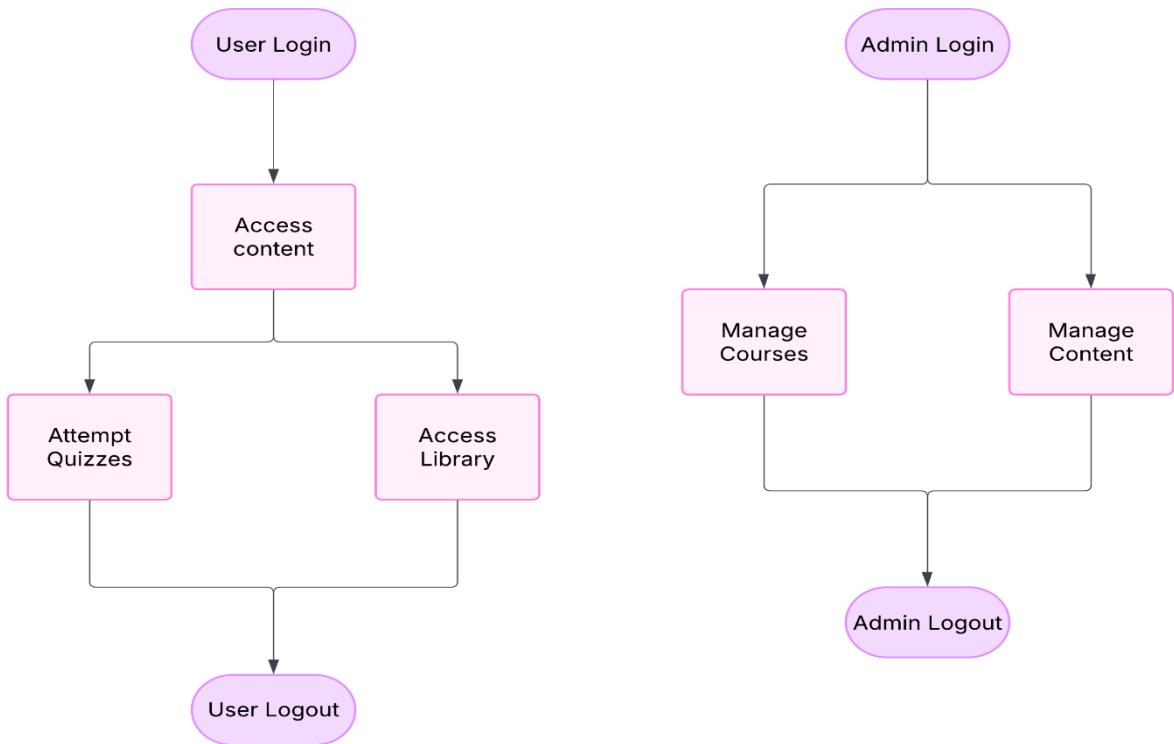


Fig 4.6.1

The flowchart represents the workflow of an E-Learning System, highlighting both User and Admin processes. Users start by logging in, then access content, which includes courses and learning materials. They can either attempt quizzes or access the library for additional resources before logging out. Admins log in to manage courses and content, ensuring that materials are updated and organized. After completing administrative tasks, they log out to maintain security. This flowchart provides a clear overview of user and admin interactions within the system.

DFD LEVEL 1:

For User

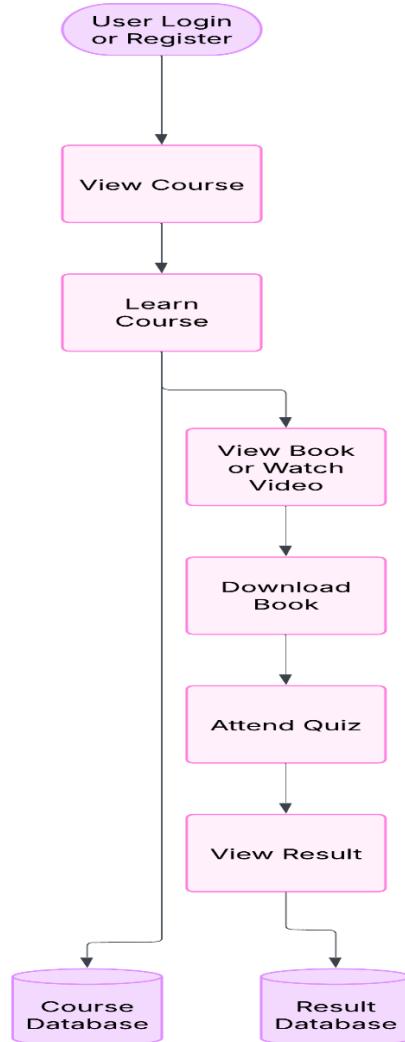


Fig 4.6.2

The flowchart illustrates the user journey in an E-Learning System. Users register or log in to access the platform, then view available courses and start learning. They can watch videos, read books, or download materials for reference. After studying, users can attend quizzes to test their knowledge. Once completed, they can view their quiz results, which are stored in the Result Database, while courses are managed in the Course Database. This structured process ensures an effective and interactive learning experience.

For Admin

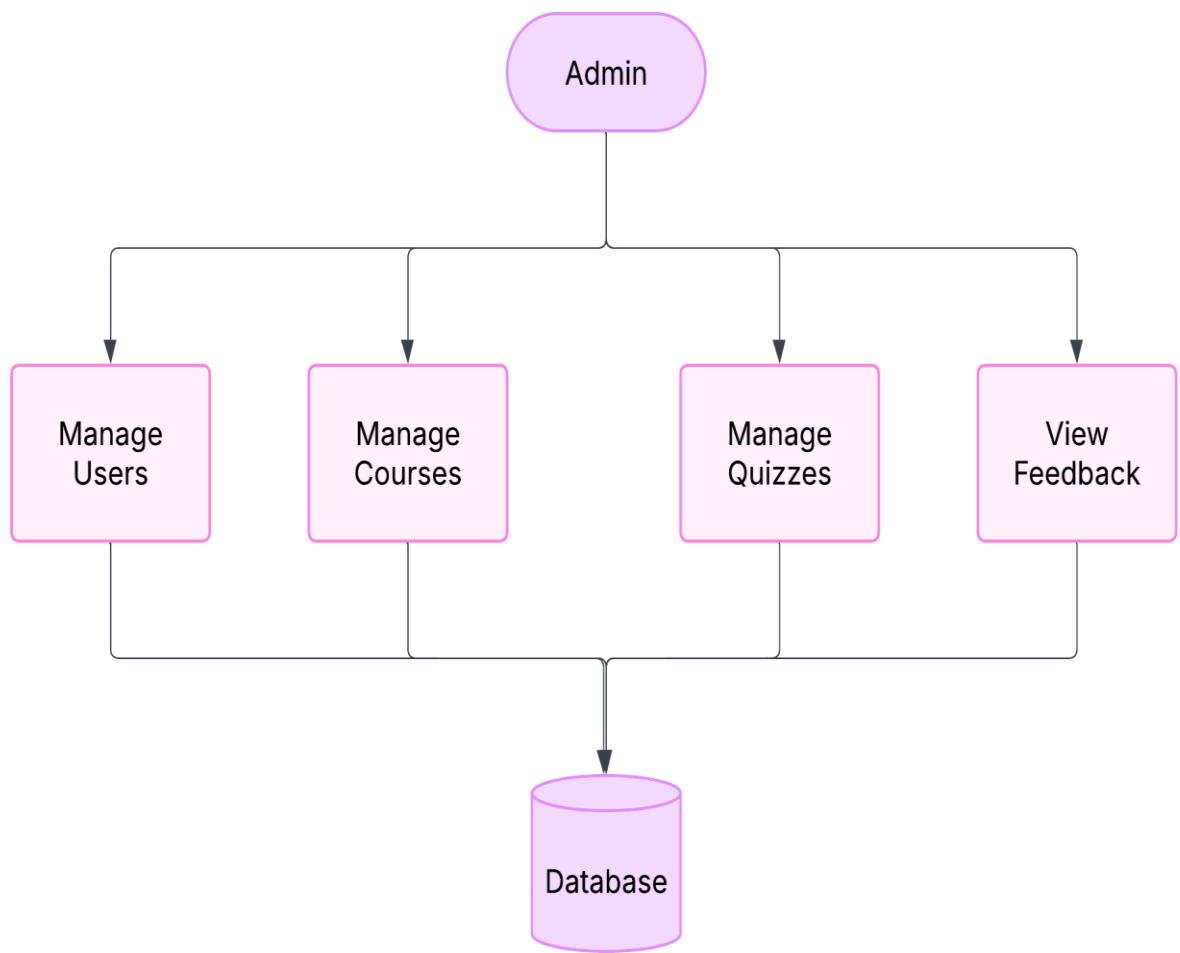


Fig 4.6.3

The flowchart represents the Admin Panel of an E-Learning System, where the admin oversees platform management. The admin can manage users, including registration and access control. They can manage courses, ensuring proper content delivery. Additionally, they can manage quizzes, creating and updating assessments. The system allows the admin to view user feedback to improve the learning experience. All operations are stored in a centralized database for data integrity and efficient management. This structure ensures smooth platform functionality and user engagement.

CHAPTER-V

TESTING AND IMPLEMENTATION

5.1 UNIT TESTING

The implementation of an E-Learning Platform involves the development of various modules such as User Management, Course Management, Content Handling, Quiz System, Payment Processing, and an Admin Panel. This document outlines the step-by-step implementation of these key modules, ensuring a well-structured and efficient learning system.

1. User Management Implementation

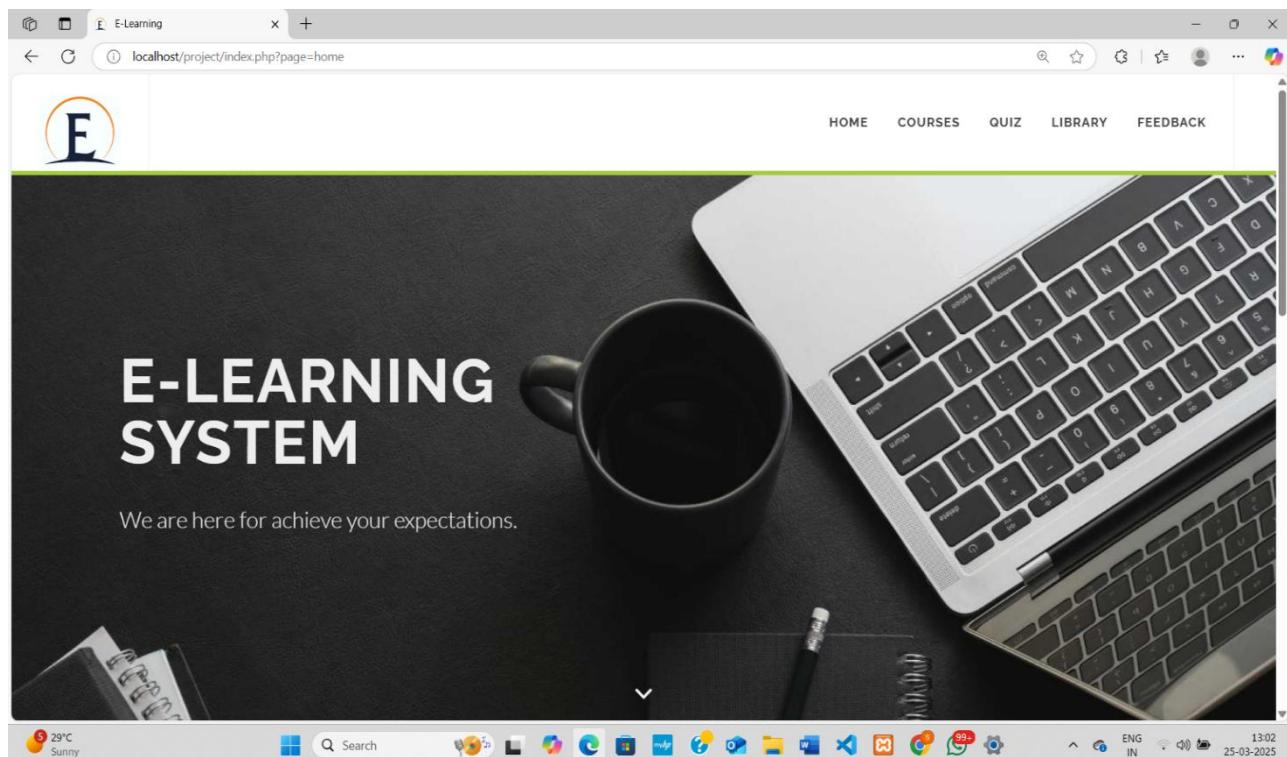


Fig 5.1.1

Description:

The user implementation in our E-Learning Platform focuses on delivering a seamless experience for students, instructors, and admins by ensuring secure authentication, structured course access, and interactive learning features. Users can register, log in securely, and manage their profiles with encrypted credentials. Students can enroll in courses, access study materials (PDFs,

videos, and quizzes), track their learning progress, and receive certifications upon completion. Instructors can create and manage courses, upload content, and evaluate student performance. The platform also includes quiz and assessment modules for knowledge testing, feedback systems for user engagement, and a role-based access control mechanism to ensure appropriate user permissions. Admins oversee user activities, course management, and system maintenance to keep the platform efficient and secure. The implementation of these features enhances accessibility, learning flexibility, and overall engagement, making the platform a scalable and modern digital education solution.

2. Course Management Implementation

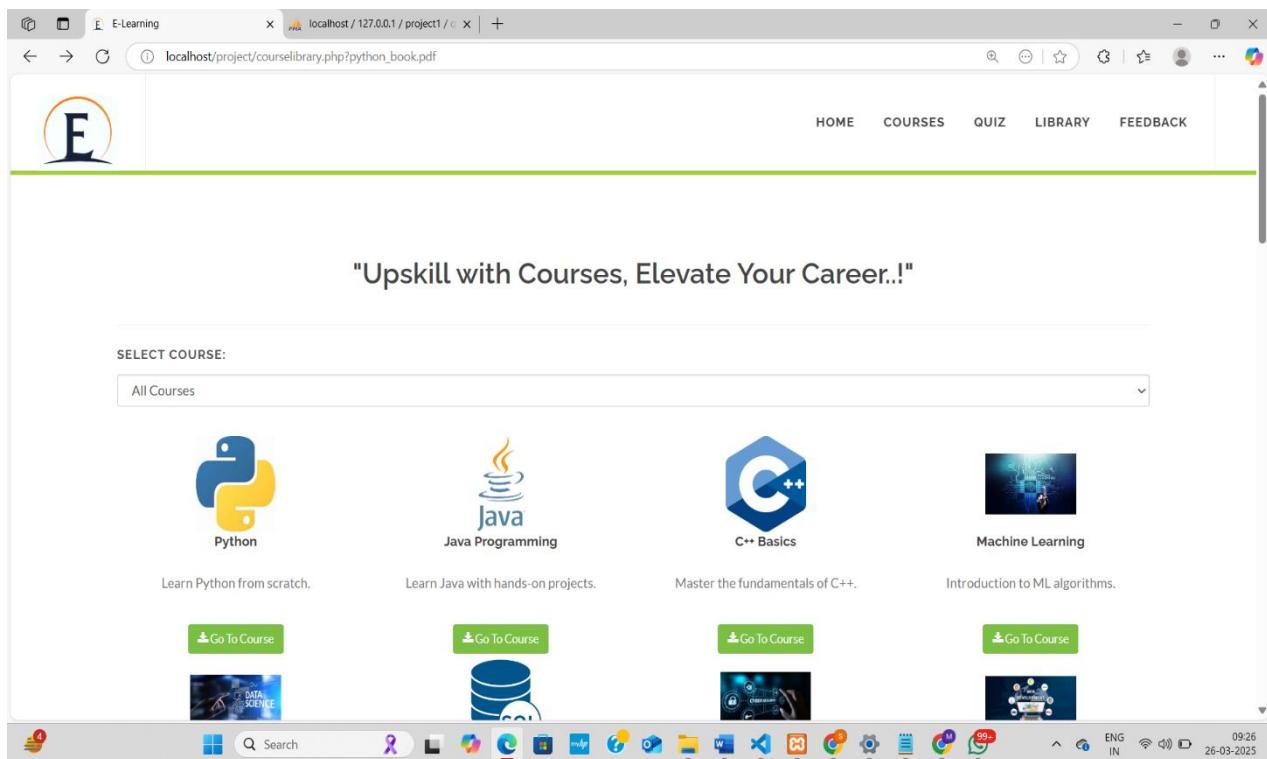


Fig 5.1.2

Description:

The Course Management Module in our E-Learning Platform enables instructors to create, edit, and manage courses, while students can enroll, access materials, and track their progress. Courses are categorized based on subjects and difficulty levels, allowing structured learning. Instructors can upload study materials, including PDFs, videos, and assignments, ensuring a rich learning experience. Students can enroll in courses, monitor progress, complete assessments, and

receive certificates upon course completion. The implementation involves developing a course creation form, a student dashboard for course access, enrollment functionality, and an automated certification system. This module enhances learning accessibility, organization, and engagement, making the platform an effective digital education solution.

3. Content Management Implementation

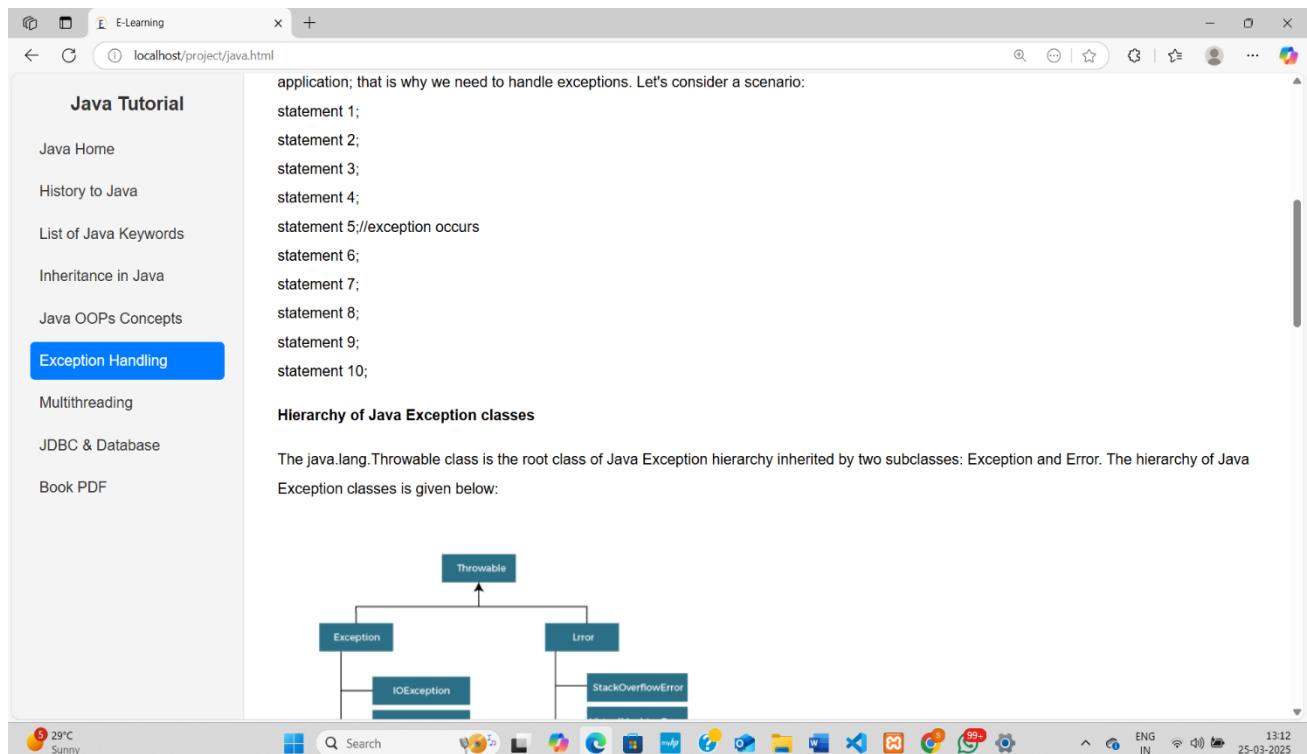


Fig 5.1.3

Description:

The Content Management System (CMS) in our E-Learning Platform allows instructors to upload study materials and enables students to access structured learning resources. It supports various content formats, including PDFs, videos, and quizzes, ensuring a comprehensive learning experience. The system validates file formats, enforces size restrictions, and securely stores content, making it accessible only to enrolled students. The implementation includes creating a file upload system, storing content in a structured database with access control, enabling video streaming, and allowing PDF downloads. This module ensures efficient content delivery, security, and organized learning resources, enhancing the overall educational experience.

4. Quiz and Assessment Implementation

The screenshot shows a web browser window with the URL `localhost/project/account.php?q=1`. The page title is "Testing Your Knowledge". The header includes a "Hello, Shivani" greeting and "Signout" links. Below the header are navigation links for "Home", "History", "Ranking", "Signout", and search fields for "Enter tag" and "Search". The main content area displays a table of quizzes:

| S.N. | Topic | Total question | Marks | Time limit | Action |
|------|---------|----------------|-------|------------|--------------------------------------|
| 1 | Python | 10 | 20 | 10 min | <input type="button" value="Start"/> |
| 2 | Figma | 10 | 10 | 10 min | <input type="button" value="Start"/> |
| 3 | Flutter | 10 | 100 | 10 min | <input type="button" value="Start"/> |
| 4 | Java | 6 | 36 | 5 min | <input type="button" value="Start"/> |

At the bottom of the page is a "Admin Login" link. The browser's taskbar shows various open tabs and system icons, including a weather widget for "29°C Sunny".

Fig 5.1.4

Description:

The quiz system in our E-Learning Platform enables students to assess their knowledge through course-linked quizzes with multiple-choice questions. It provides instant feedback upon submission and securely stores results for performance tracking. Instructors can create quizzes through a dedicated interface, while students can attempt them and receive immediate evaluations. The implementation involves developing a quiz creation module, incorporating randomized question selection, allowing instant result display, and maintaining quiz history for progress analysis. This module ensures an interactive and effective learning assessment process, enhancing student engagement and knowledge retention.

5. Admin Panel Implementation

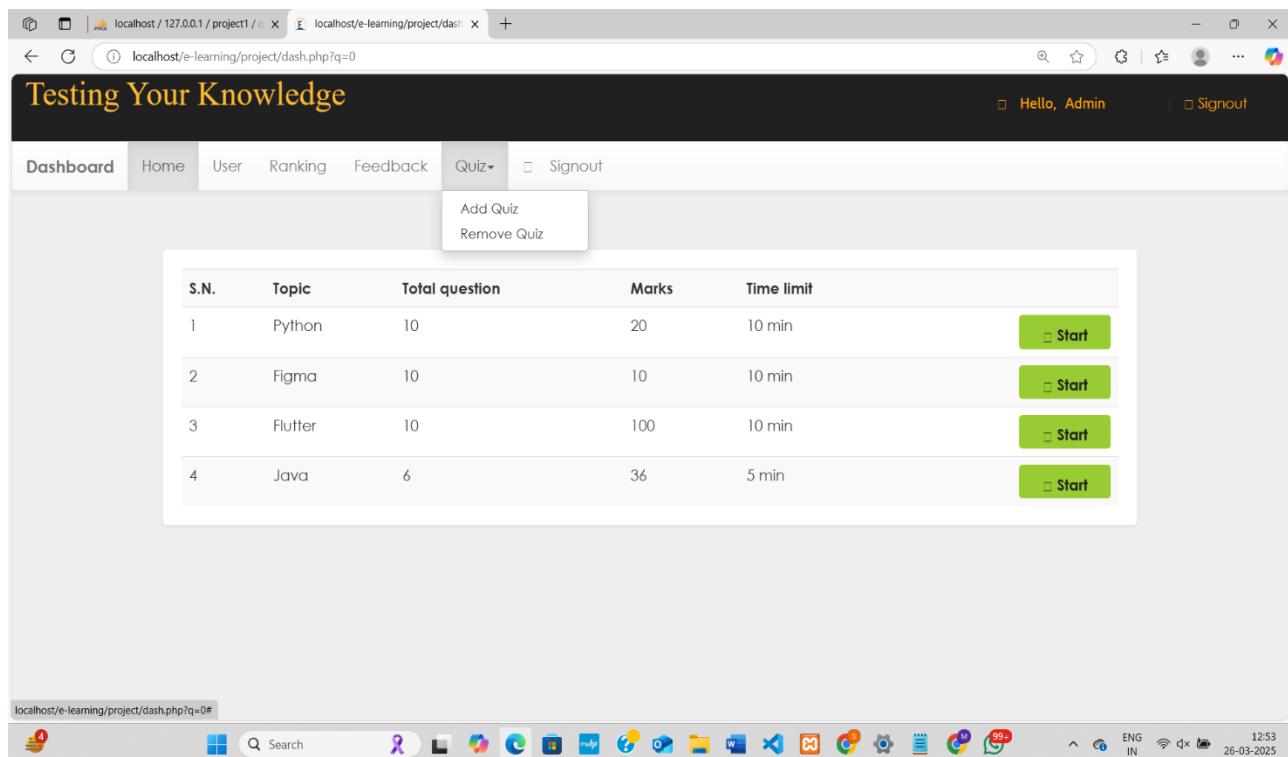


Fig 5.1.5

Description:

The Admin Panel in our E-Learning Platform is responsible for managing users, courses, and system settings to ensure smooth platform operation. Admins can monitor user activities, track course performance, add, remove, or edit courses and users, and generate reports on student progress and revenue. The implementation includes developing an intuitive admin dashboard, enabling course and user management, integrating analytics and reporting tools, and enforcing role-based access control for security. This module ensures efficient administration, data-driven decision-making, and streamlined platform management for a seamless learning experience.

5.2 FUNCTIONAL TESTING

Functional Testing ensures the online tutorial system performs as intended, verifying user registration, login, profile updates, and admin actions like user management. It validates course and module creation, content accessibility, quiz functionality (assignment, submission, scoring, and results), and accurate progress tracking. Feedback and analytics features, along with smooth navigation across devices, are tested to ensure a seamless and reliable user experience.

5.3 INTEGRATION TESTING

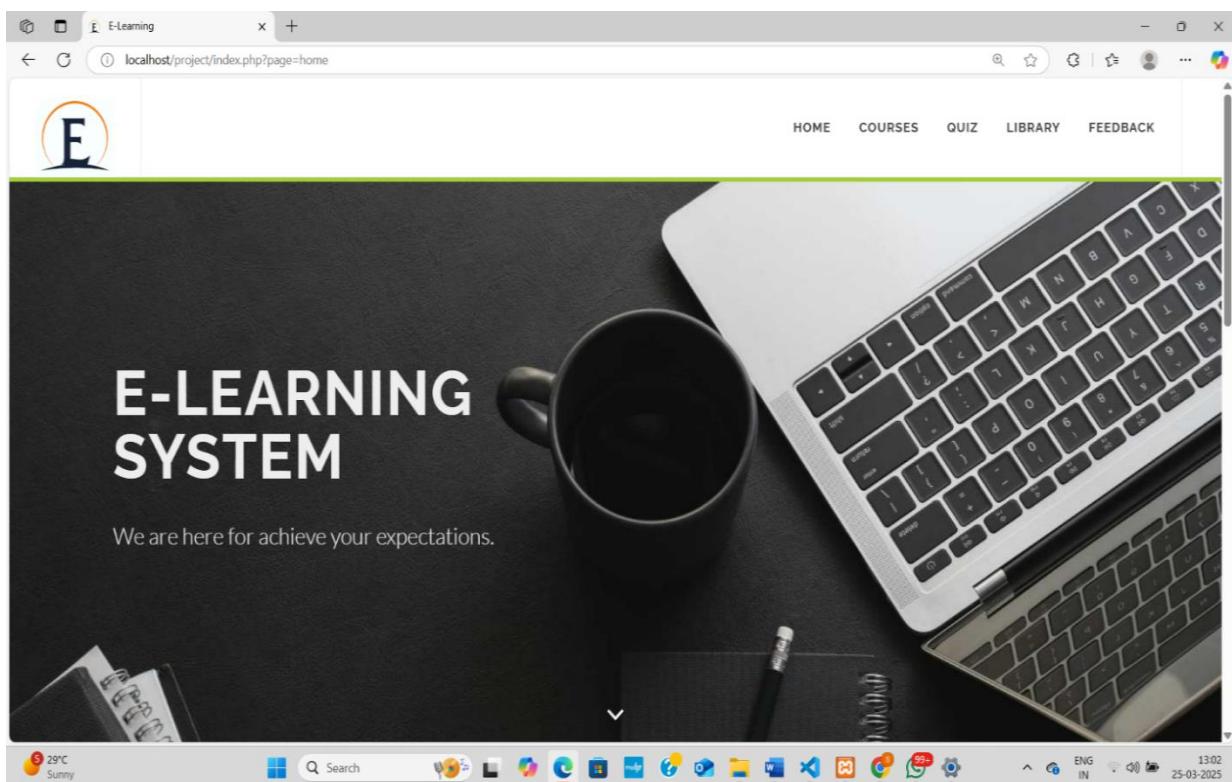
Integration testing for the online tutorial system ensures seamless functionality across modules. **User Management Integration** validates that newly registered users can log in, access appropriate dashboards (student or admin), and that profile updates propagate across all modules like quizzes or course access. Admin actions, such as adding, editing, or deleting users, are tested to confirm their accuracy in the user database. **Course and Module Management** ensures that admins or instructors can efficiently manage courses and associated modules, with content like videos or PDFs linking correctly. The **Quiz System Integration** verifies accurate linkage of quizzes to courses or modules, proper storage of submissions, precise score calculations, and result displays to users. Finally, the **Admin Module Integration** confirms that admins can manage courses, modules, and quizzes effectively, with actions reflecting in the student interface, while user analytics, such as quiz performance, are displayed correctly to support informed decisions.

5.4 IMPLEMENTATION

The implementation of the online tutorial system begins with understanding the needs of both users and administrators. Users, or students, require functionalities such as registration, login, course browsing, access to learning materials (books, videos), quiz participation, and the ability to view their results, while administrators need tools for managing course categories, course content, quizzes, and library resources. The system is built with a relational database like MySQL or PostgreSQL to store all essential data, including user information, courses, quizzes, and results. The database is designed to support CRUD operations, allowing administrators to add, edit, or remove courses, materials, and quizzes.

The frontend is developed using HTML, CSS, and JavaScript (or frameworks like React or Angular) to ensure a responsive, user-friendly interface for both students and administrators. Students can easily navigate the platform to register, log in, browse courses, take quizzes, and access materials, while admins have a separate dashboard where they can manage system content efficiently.

The backend, built with technologies like PHP, Python (Django or Flask), or Node.js, is responsible for handling server-side logic, data processing, and secure authentication. Admin actions such as adding or editing courses are directly integrated with the database to update the content in real-time, while users interact with the system to view courses and download materials. Security is a key aspect of the backend, with user passwords stored securely using encryption techniques like bcrypt. The system undergoes rigorous testing, including unit, integration, and load testing, to ensure that all components function correctly and the platform performs efficiently under high traffic conditions. Once testing is complete, the system is deployed on a web server or cloud platform (like AWS, Azure, or Heroku), ensuring secure communication through SSL certificates. After deployment, regular maintenance is performed to address bugs, optimize performance, and introduce new features based on user feedback. Through careful development and testing, the platform is designed to provide a seamless learning experience for students while offering administrators complete control over the system's content and resources.



CHAPTER-VI

CONCLUSION

The **E-Learning System** has been meticulously designed and developed to provide a comprehensive, user-friendly platform that streamlines the delivery of educational content, quizzes, and course management. The system is tailored to cater to the needs of both administrators and students, offering administrators the ability to efficiently manage courses, content modules, quizzes, and user data through an intuitive backend interface. For students, the system facilitates seamless access to learning materials, progress tracking, and online assessments, ensuring a smooth and engaging learning experience.

In terms of functionality, the system integrates several key features, such as user authentication, secure login, and role-based access control, ensuring that both students and administrators can access the right resources and tools. The database design incorporates proper constraints and relationships, ensuring data integrity and smooth operations. The interactive course management tools allow for easy creation and modification of courses and quizzes, while the integrated blog feature enables administrators and instructors to share valuable educational content, tips, and updates.

In conclusion, the **E-Learning System** not only fulfills the technical and functional requirements but also bridges the gap between technology and education, making learning more interactive, accessible, and engaging. It empowers educational institutions to deliver content efficiently and equips students with the tools to advance their knowledge through online learning. The project represents a significant step towards modernizing educational systems, and its scalability and flexibility ensure it can evolve to meet future educational needs. This system has the potential to become a valuable tool in fostering a more dynamic and inclusive learning environment for both educators and learners.

CHAPTER-VII

FUTURE ENHANCEMENT

While the current version of the **E-learning System** effectively meets its core objectives, there are numerous opportunities for future enhancements that would significantly improve its functionality and user experience. First, introducing user personalization through customized dashboards for both students and instructors could enable students to track their progress, review completed lessons, and receive tailored course recommendations based on their learning history. Additionally, advanced reporting and analytics could provide administrators and instructors with valuable insights into student performance, learning gaps, and engagement metrics, including heatmaps of course interaction and completion rates. To further enhance accessibility, mobile compatibility could be achieved by developing dedicated Android and iOS applications, enabling users to engage with the system on the go. Incorporating AI-based personalized quizzes would allow quizzes to dynamically adjust difficulty levels according to a student's performance, creating a more adaptive and personalized learning environment.

Another key enhancement would be the addition of a payment gateway integration, enabling students to purchase courses directly through the platform, particularly for paid offerings. Moreover, to cater to a diverse global audience, multi-language support could be introduced, allowing students from different regions to access courses in their native languages, thus making the platform more inclusive. Finally, cloud integration would ensure seamless management of course materials and student data, offering scalability and ease of access from any device, thereby improving overall system flexibility and performance. These enhancements, once implemented, would elevate the platform, making it even more interactive, personalized, and accessible for a wider user base.

CHAPTER-VIII

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CHAPTER-VI

APPENDICES

Home Page:

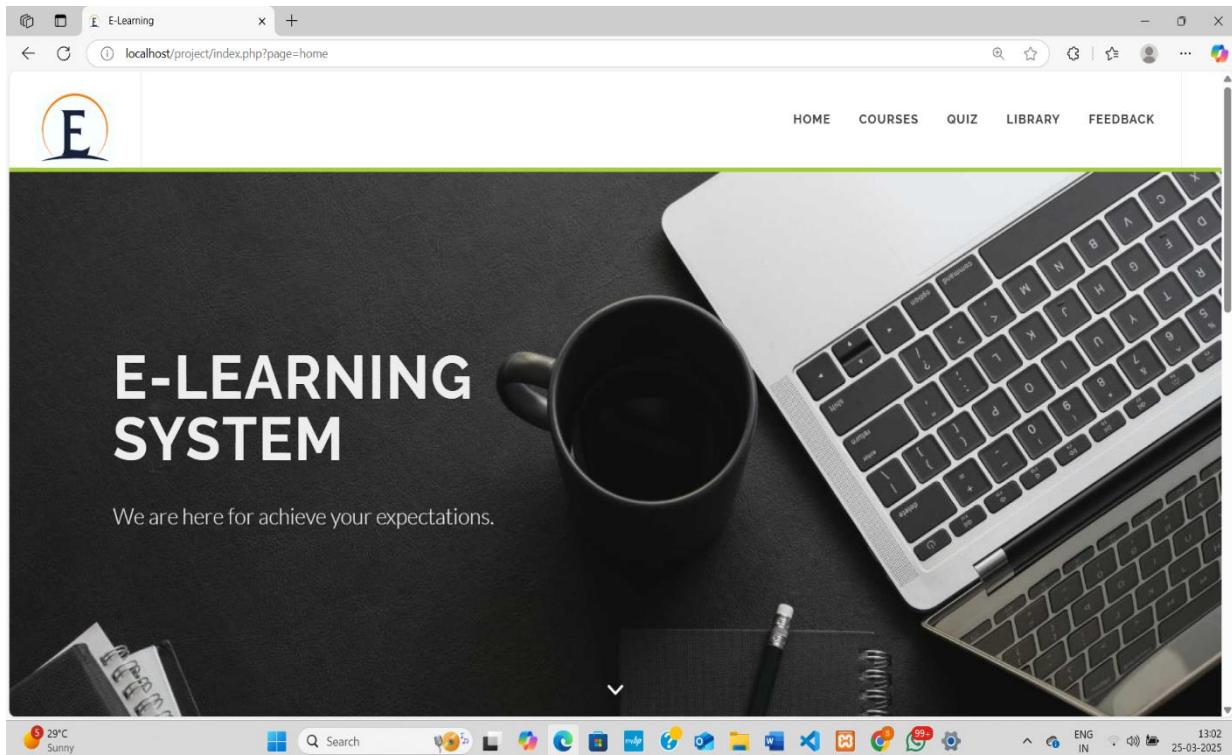


Fig 6.1 Home page

Description:

The image showcases the homepage of an E-Learning System, a web-based platform for online education, featuring a sleek design with a black-themed background image of a laptop, coffee cup, and notepad, symbolizing a productive learning environment. The top navigation bar includes Home, Courses, Quiz, Library, and Feedback options, allowing users to explore educational content, participate in quizzes, access resources, and provide feedback. The main heading "E-LEARNING SYSTEM" is followed by a tagline, though slightly incorrect grammatically, indicating the platform's goal of helping users achieve their expectations. The URL in the address bar (localhost/project/index.php?page=home) suggests that the system is running in a local environment, indicating it is under development or testing.

Course Page:

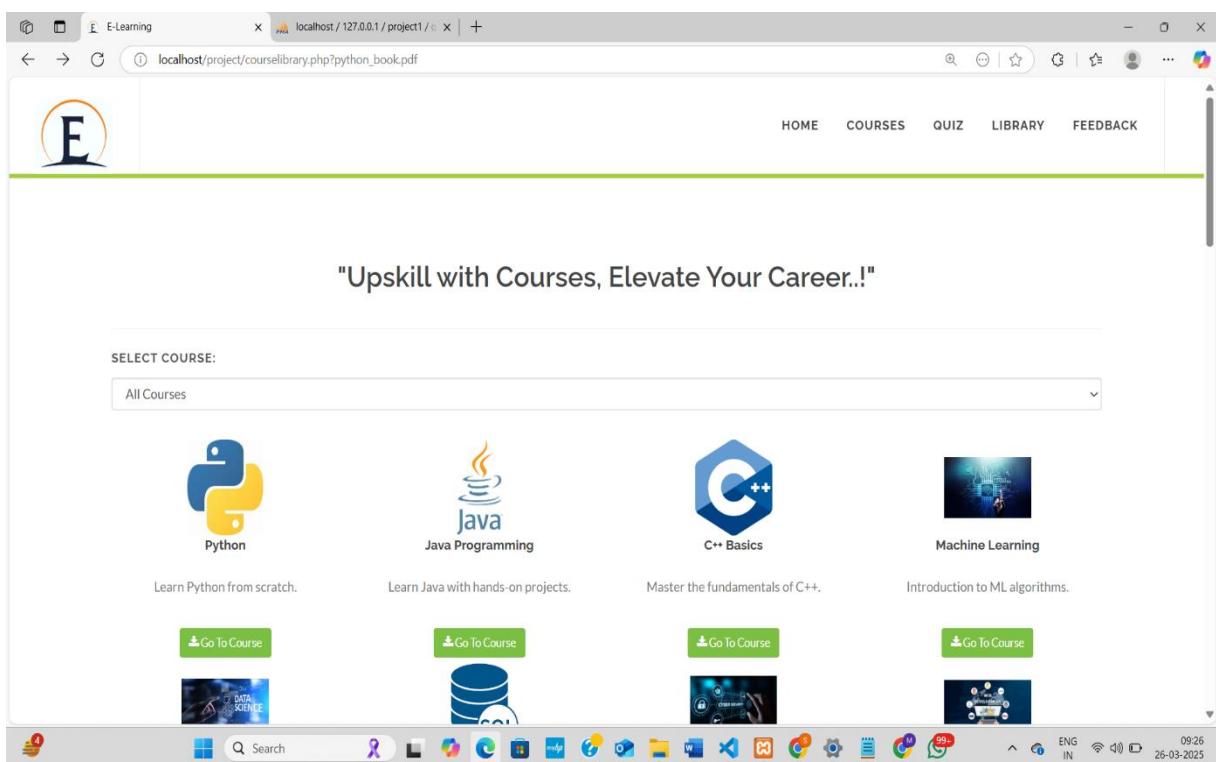


Fig 6.2 Course page

Description:

The image shows the E-Learning Platform's Course Library page, where users can browse and select courses. The header contains a navigation menu with options like Home, Courses, Quiz, Library, and Feedback. The main section features a motivational tagline: "Upskill with Courses, Elevate Your Career..!" Below it, a course selection dropdown allows filtering of available courses. The displayed courses include Python, Java Programming, C++ Basics, and Machine Learning, each with a brief description and a "Go To Course" button for enrollment. The platform is designed for seamless learning access, helping users enhance their skills efficiently.

Content Page:

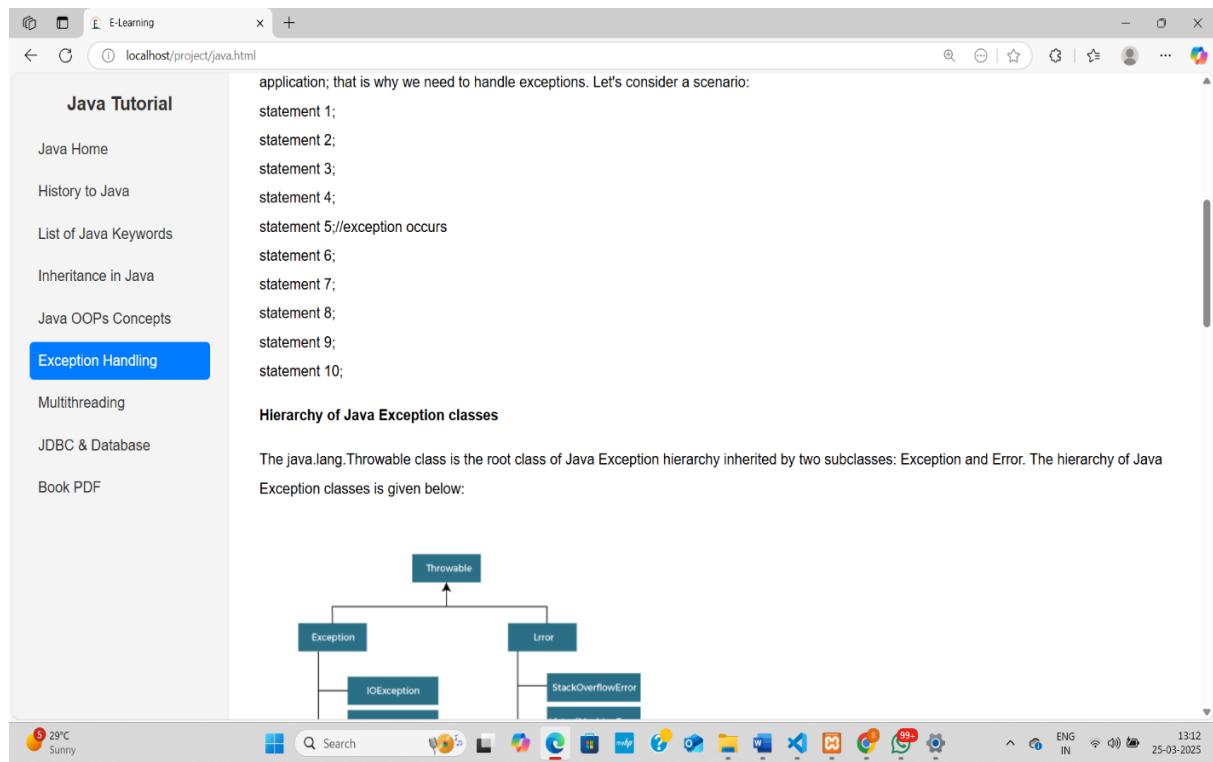


Fig 6.3 Content page

Description:

The image showcases the Java Tutorial section of an E-Learning Platform. The left sidebar contains a navigation menu with various Java topics, including Java Home, History of Java, OOPs Concepts, Exception Handling, Multithreading, and JDBC & Database. The main content focuses on Exception Handling in Java, explaining its importance in maintaining application flow and providing a brief scenario. Below the explanation, there is a hierarchy diagram of Java Exception classes, illustrating the relationship between Throwable, Exception, and Error. The interface is structured for easy learning, with clear categorization and navigation.

Book Page:

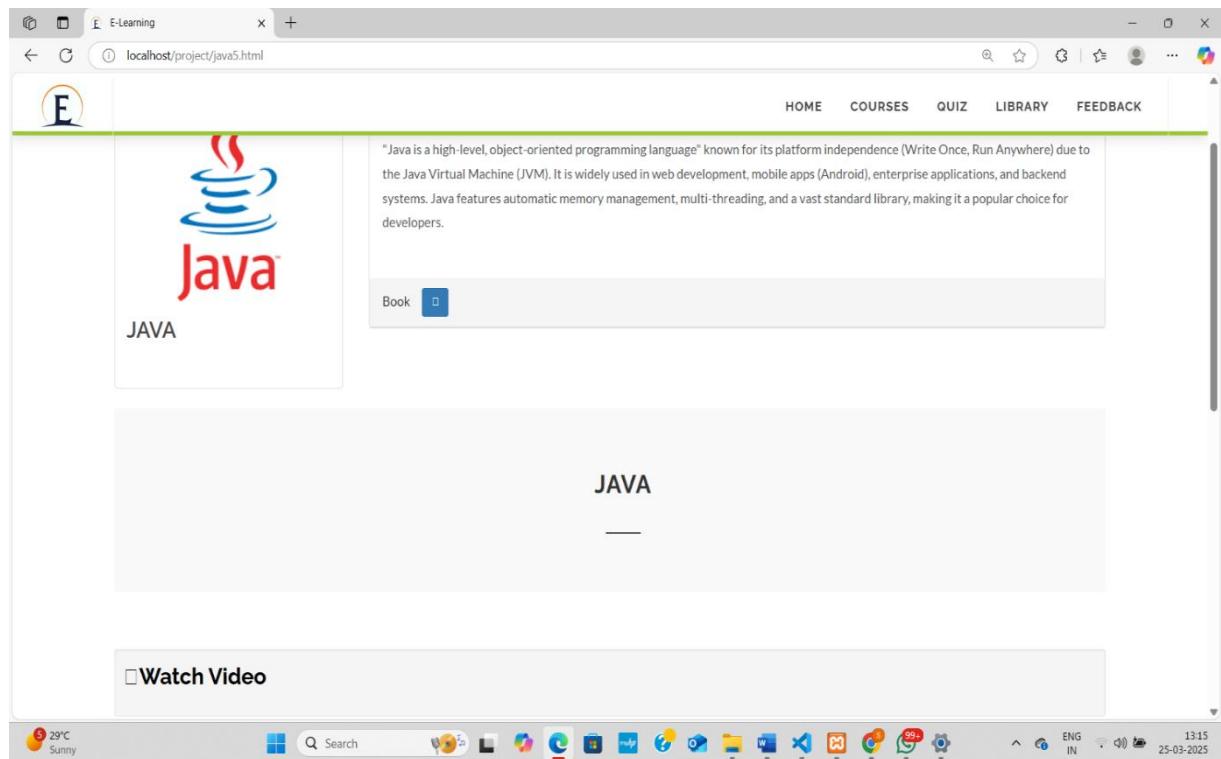


Fig 6.4 Book Page

Description:

The image displays a Java course page within an E-Learning Platform, providing an overview of Java as a high-level, object-oriented programming language known for its platform independence via the Java Virtual Machine (JVM). It is widely used in web development, Android applications, enterprise software, and backend systems, featuring automatic memory management, multi-threading, and an extensive standard library. The page includes a "Book" button for additional learning materials and a "Watch Video" section for tutorials, with a clean layout and a top navigation menu for easy access to Home, Courses, Quiz, Library, and Feedback sections.

Video Page:

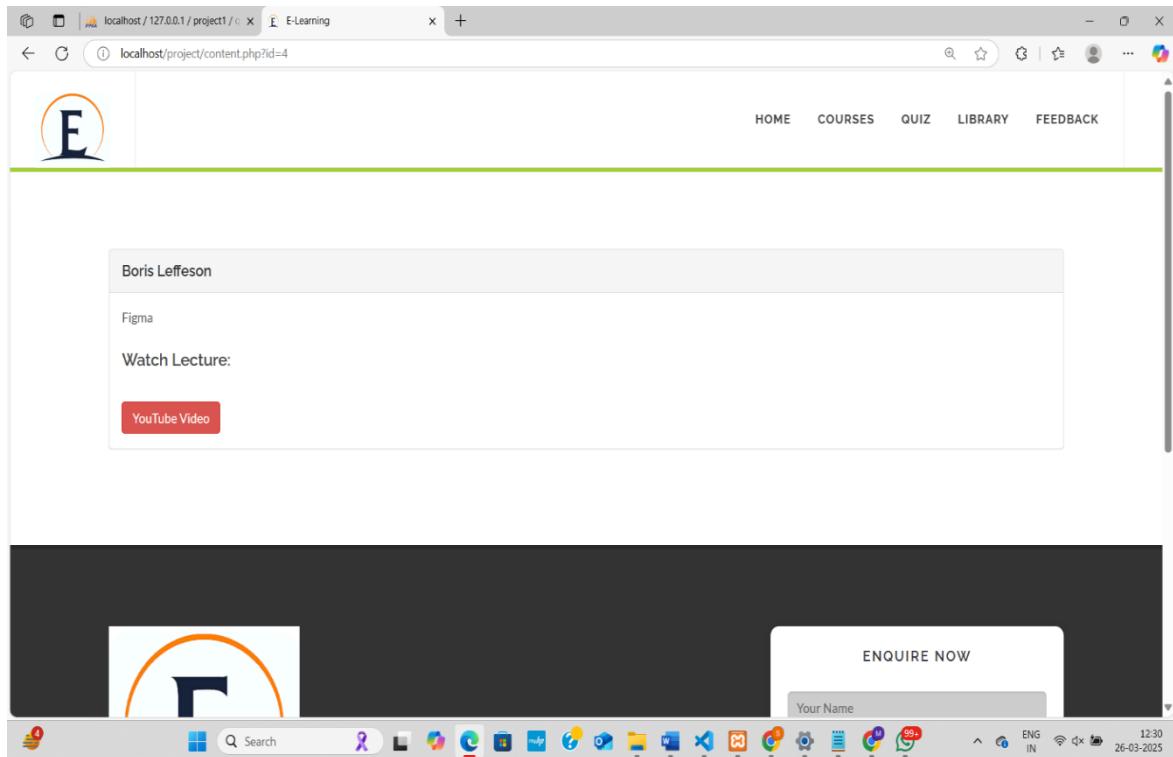


Fig 6.5 Video page

Description:

The image displays an E-Learning platform page featuring a lecture on Figma by Boris Leffeson. The page provides a "YouTube Video" button to watch the lecture and has a clean design with a navigation menu at the top, including Home, Courses, Quiz, Library, and Feedback sections. The bottom section contains an "Enquire Now" form for user inquiries, enhancing accessibility and engagement for learners.

Library Page:

The screenshot shows a web browser window titled 'E-Learning' with the URL 'localhost/project/index.php?page=library'. The page features a large orange 'E' logo in the top left corner. A navigation menu at the top right includes links for HOME, COURSES, QUIZ, LIBRARY (which is highlighted in green), and FEEDBACK. Below the menu is a 'CATEGORY SELECTION' dropdown set to 'All'. The main content area displays a table of learning materials:

| Cover | Name | Description | Download |
|-------|------------------|------------------------------------|--------------------------|
| | Python | Learn Python from scratch. | Download |
| | Java Programming | Learn Java with hands-on projects. | Download |
| | C++ Basics | Master the fundamentals of C++. | Download |

The status bar at the bottom of the browser shows the local weather as '29°C Sunny', the date and time as '25-03-2025 13:19', and system icons for battery, signal, and network.

Fig 6.6 Library page

Description:

The Library section of your E-Learning platform allows users to browse and download learning materials, featuring a category selection dropdown for filtering resources. A table displays available courses with columns for cover image, name, description, and a download button. Listed courses include Python (Learn Python from scratch), Java Programming (Learn Java with hands-on projects), and C++ Basics (Master the fundamentals of C++), each with a "Download" button for accessing study materials. The page maintains a clean design with a navigation menu for Home, Courses, Quiz, Library, and Feedback. Let me know if you need any modifications!

Feedback Page:

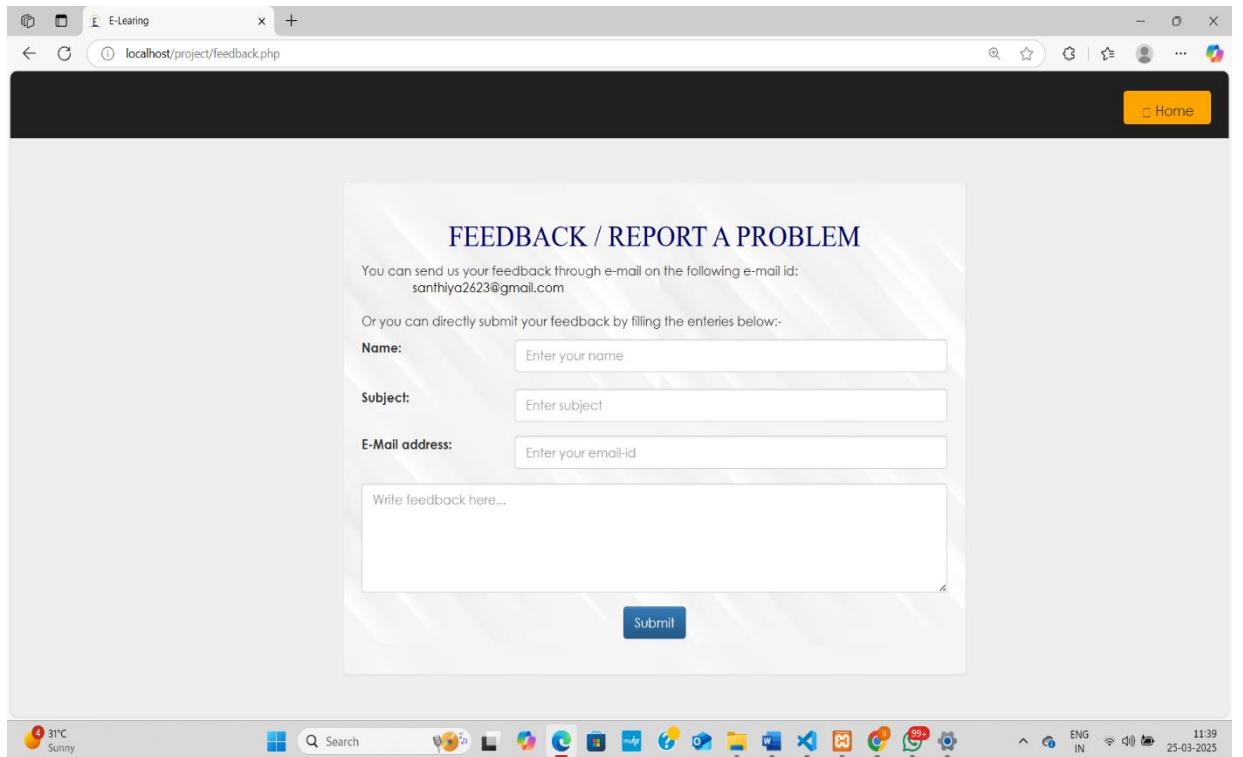


Fig 6.7 Feedback page

Description:

The Feedback / Report a Problem page in the E-Learning platform allows users to submit feedback via email or through a form by entering their name, subject, email address, and message before clicking the Submit button. The page provides an email address (santhiya2623@gmail.com) for direct communication, and features a clean, minimalist design with a Home button in the top right corner for easy navigation. The background has a subtle pattern, and the form fields are well-organized for user convenience. Let me know if you need any improvements!

Quiz Page:

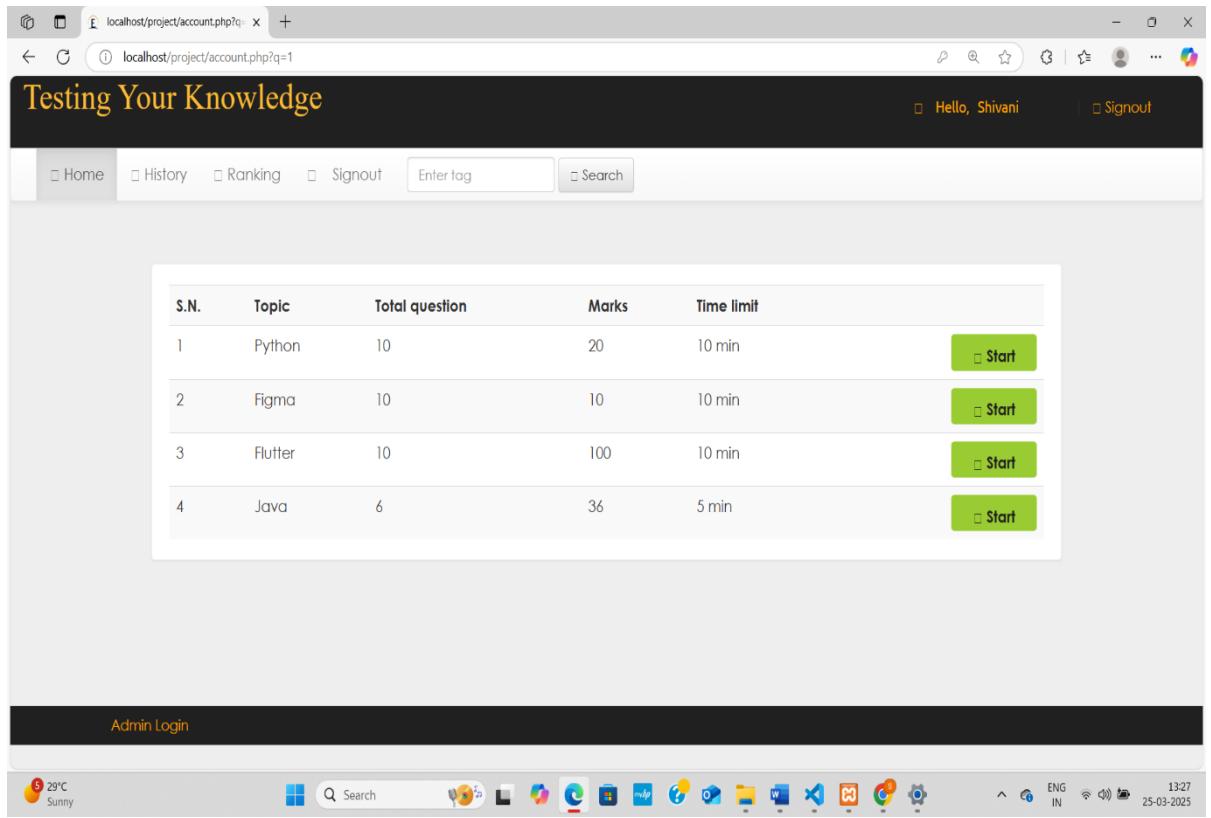


Fig 6.8 Quiz Page

Description:

The "Testing Your Knowledge" webpage is a quiz platform where the logged-in user, Shivani, can select from various quizzes on topics like Python, Figma, Flutter, and Java, each displaying the number of questions, marks, and time limits. The interface features a navigation bar with options like Home, History, Ranking, and Signout, along with a search bar for filtering content. Each quiz has a green "Start" button for initiation, and the footer includes an "Admin Login" link. The design follows a black and gold theme with a clean and structured layout.

Admin LoginPage:

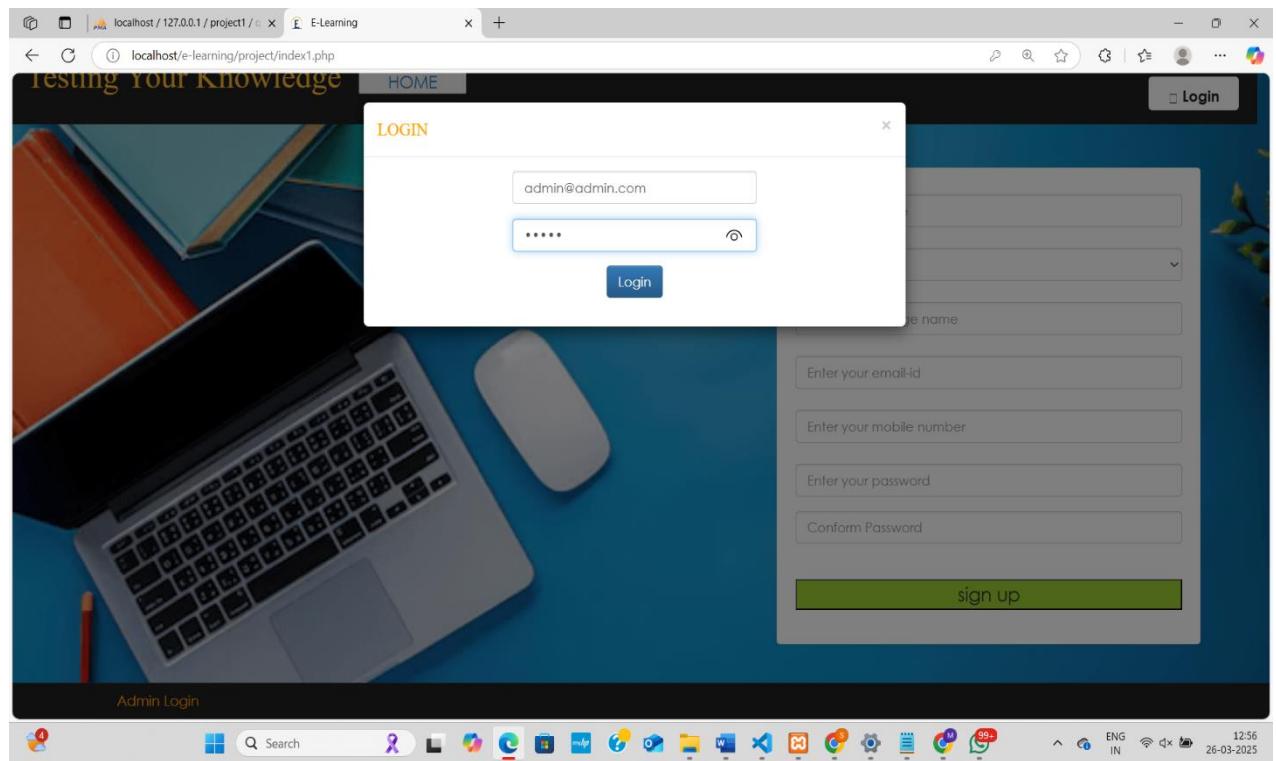


Fig 6.9 Admin Login page

Description:

The image shows an admin login page for an e-learning platform with a pop-up login form where the admin enters credentials. The background features a professional workspace, and the interface includes a registration form and navigation bar.

User Login:

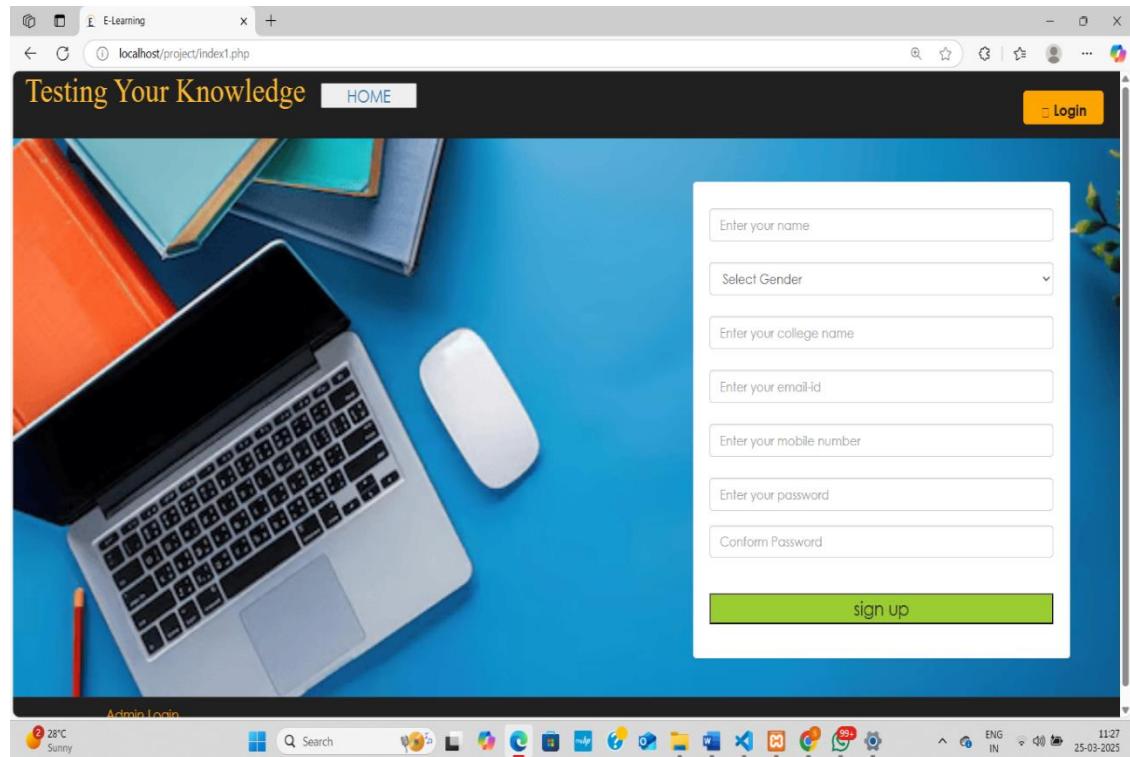


Fig 6.10 User Login Page

Description:

The image shows the User Login of an E-Learning platform titled "Testing Your Knowledge". The design features a registration form on the right side, allowing users to sign up by entering their name, gender, college name, email ID, mobile number, password, and confirmation password. The form includes a green "Sign Up" button. The background features an educational theme with a laptop, books, and a mouse, symbolizing online learning. The navigation bar at the top contains a "Home" button and a "Login" button for existing users. Additionally, there is an "Admin Login" link at the bottom, likely for administrative access. The overall layout is professional, with a clean UI designed for user-friendly navigation.

Admin Dashboard:

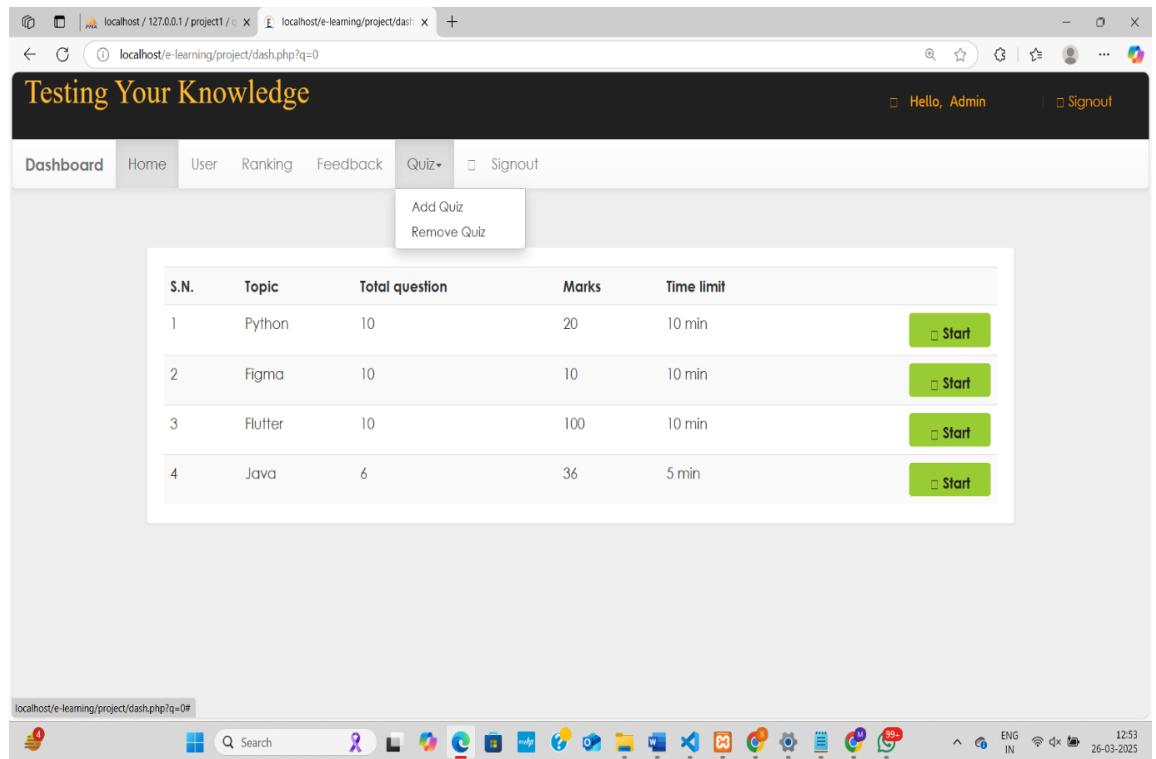


Fig 6.11 Admin Dashboard

Description:

The image displays an admin dashboard of an e-learning platform titled "Testing Your Knowledge." The dashboard includes various sections such as Home, User, Ranking, Feedback, and Quiz, with options to add or remove quizzes. A table presents quiz topics like Python, Figma, Flutter, and Java, along with details on total questions, marks, and time limits. Each quiz has a green "Start" button for initiation, and the interface provides an option for the admin to sign out.

Enquire Page:

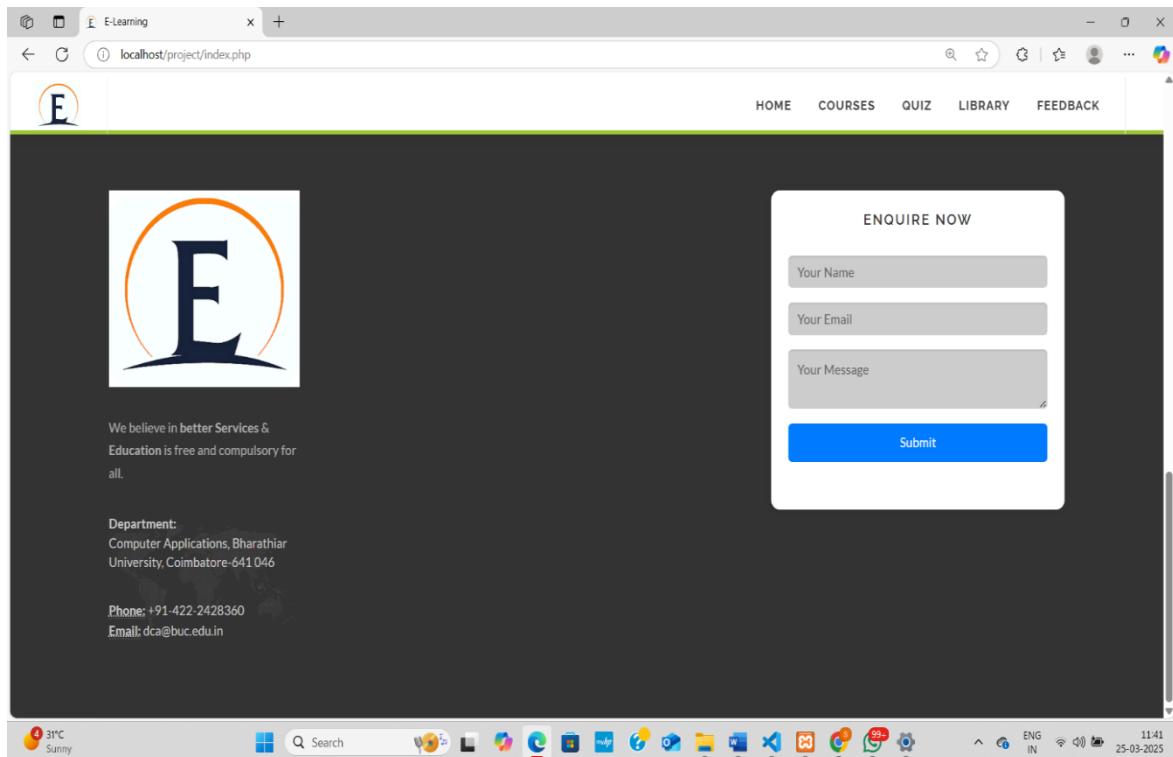


Fig 6.12 Enquire Page

Description:

The image shows the "E-Learning" platform's enquiry page, featuring a dark-themed interface with a prominent logo on the left side. Below the logo, there is a statement emphasizing the importance of better services and free education for all. The page provides contact details for the Department of Computer Applications at Bharathiar University, including a phone number and an email address. On the right side, there is an "ENQUIRE NOW" form with input fields for name, email, and message, along with a blue "Submit" button. The navigation menu at the top includes options such as Home, Courses, Quiz, Library, and Feedback.

SAMPLE CODING:

Home.php

```
<?php include("header.php"); ?>

<body data-spy="scroll" data-target=".site-navbar-target" data-offset="300">
<div class="container clearfix"></div>

<!-- Page Sub Menu
=====
<div id="page-menu">
    <div id="page-menu-wrap">
        </div>
    </div><!-- #page-menu end -->
<section id="slider" class="slider-parallax swiper_wrapper full-screen clearfix">
    <div class="slider-parallax-inner">
        <div class="swiper-container swiper-parent">
            <div class="swiper-wrapper">
                <div class="swiper-slide dark" style="background-image: url('images/slider/home.jpg'); background-position: center top;">
                    <div class="container clearfix">
                        <div class="slider-caption">
                            <h2 data-caption-animate="fadeInUp">E-Learning System</Em></h2>
                            <p data-caption-animate="fadeInUp" data-caption-delay="200">We are here for achieve your expectations.</p>
                        </div>
                    </div>
                </div>
            </div>
        </div>
        <a href="#" data-scrollto="#content" data-offset="100" class="dark one-page-arrow"><i class="icon-angle-down infinite animated fadeInDown"></i></a>
    </div>
```

```

        </section>
<!--end-->
<!-- Content
=====
<section id="content">
<div class="content-wrap">
<div class="container clearfix">
<div class="row clearfix">
<div class="col-lg-5">
<div class="heading-block topmargin">
<h1>Welcome to E-Learning<br>System</h1>
</div>
<p class="lead">E-Learning System is designed
to provide comprehensive learning resources for all Computer Knowledge
Students.</p>
</div>
<div class="col-lg-7">
<div style="position: relative; margin-bottom: -60px;" class="ohidden" data-
height-lg="426" data-height-md="567" data-height-sm="470" data-height-xs="287" data-height-
xxs="183">

</div>
</div>
</section><!-- #content end -->
<script src="js2/jquery-3.3.1.min.js"></script>
<script src="js2/jquery-migrate-3.0.1.min.js"></script>
<script src="js2/jquery-ui.js"></script>
<script src="js2/popper.min.js"></script>
<script src="js2/bootstrap.min.js"></script>
<script src="js2/owl.carousel.min.js"></script>
<script src="js2/jquery.stellar.min.js"></script>

```

```

<script src="js2/jquery.countdown.min.js"></script>
<script src="js2/bootstrap-datepicker.min.js"></script>
<script src="js2/jquery.easing.1.3.js"></script>
<script src="js2/aos.js"></script>
<script src="js2/jquery.fancybox.min.js"></script>
<script src="js2/jquery.sticky.js"></script>
<script src="js2/main.js"></script>
</body>
<?php include("footer.php"); ?>

```

Course.php

```

<?php include("header.php"); ?>

<!-- Page Title
=====
<section id="page-title">
    <div class="container clearfix">
        <h1>"Learn Courses, <strong>Boost Your Career..!</strong></h1>
    </div>
</section><!-- #page-title end -->

<!-- Page Sub Menu
=====
<div id="page-menu">
    <div id="page-menu-wrap">
    </div>
</div><!-- #page-menu end -->

<section id="content">
    <div class="content-wrap">
        <div class="container clearfix">
            <div class=" bottommargin clearfix ">
                <div class="row">

```

```

<?php

    $query = "SELECT * FROM `course`";

    $result = mysqli_query($connection, $query);

    if(mysqli_num_rows($result) > 0){

        //We have data

        //output the data

        while( $row = mysqli_fetch_assoc($result) ){

            $courseId = $row["id"];

            $coursePic = $row["cover"];

            $coursename = $row["name"];

            $courseDescription = $row["description"];

            echo '<div class="col-sm-6 col-md-3">

                <div class="thumbnail image_fade">
                    
                    <div class="caption">
                        <h5>'.$coursename.'</h5>
                        <p>'.$courseDescription.'</p>
                        <a href="python.html?id='.$courseId.'"'
class="btn btn-success btn-lg btn-block" role="button"><strong>Go To Course</strong></a>
                    </div>
                </div>
            </div>';

        }

    }else{echo '<div class="section notopmargin notopborder">

        <div class="container clearfix">
            <div class="heading-block center nomargin">
                <h3>Courses are not available Yet</h3>
            </div>
        </div>
    </div>'};


```

```
        </div>';}  
?>  
    </div>  
    </div>  
    </div>  
    </div>  
    </div>  
    </div>  
<?php include("footer.php"); ?>
```

Quiz.php

```
<?php  
// Database connection  
$conn = new mysqli('localhost', 'root', '', 'mini');  
// Check connection  
if ($conn->connect_error) {  
    die("Connection failed: " . $conn->connect_error);  
}  
// Fetch questions from the database  
$query = "SELECT * FROM questions";  
$result = $conn->query($query);  
?>  
<!DOCTYPE html>  
<html>  
<head>  
    <title>Quiz</title>  
</head>  
<body>  
    <h1>Quiz Application</h1>  
    <form action="result.php" method="POST">  
        <?php while ($row = $result->fetch_assoc()) { ?>
```

```

<p><?php echo $row['id'] . ' . ' . $row['question']; ?></p>

<label><input type="radio" name="answer[<?php echo $row['id']; ?>]" value="1"> <?php
echo $row['option1']; ?></label><br>

<label><input type="radio" name="answer[<?php echo $row['id']; ?>]" value="2"> <?php
echo $row['option2']; ?></label><br>

<label><input type="radio" name="answer[<?php echo $row['id']; ?>]" value="3"> <?php
echo $row['option3']; ?></label><br>

<label><input type="radio" name="answer[<?php echo $row['id']; ?>]" value="4"> <?php
echo $row['option4']; ?></label><br>

<?php } ?>

<input type="submit" value="Submit Quiz">

</form>

</body>

</html>

```

Library.php

```

<?php include("header.php"); ?>

<div id="page-menu">

    <div id="page-menu-wrap"></div>

</div>

<section id="content">

    <div class="content-wrap" id="start">

        <div class="container clearfix">

            <div class="nobottommargin clearfix">

                <?php

                    if(isset($_POST['categorie_op'])){

                        $newOp = $_POST['categorie_op'];

                    } else {

                        $newOp = "";

                    }

                ?>

                <form method="post">

```

```

<div class="form-group">
    <label>Category Selection</label>
    <select class="form-control" name="categorie_op" id="categorie_op"
onchange='if(this.value != 0) { this.form.submit(); }'>
        <option value="a">All</option>
        <?php
            $query = "SELECT * FROM `categories`";
            $result = mysqli_query($connection, $query);
            if(mysqli_num_rows($result) > 0){
                while($row = mysqli_fetch_assoc($result)){
                    ?>
                    <option <?php if($row['id'] == $newOp) { ?> selected <?php } ?> value="<?php
echo $row['id']; ?>">
                        <?php echo $row['categorie']; ?>
                    </option>
                <?php } } ?>
            }
        </select>
    </div>
</form>

<table class="table table-striped table-bordered">
    <tr>
        <th>Cover</th>
        <th>Name</th>
        <th>Description</th>
        <th>Download</th>
    </tr>
    <?php
        $query = (!empty($newOp) && $newOp != 'a') ? "SELECT * FROM `library`"
WHERE categorieId='$newOp'" : "SELECT * FROM `library`";
        $result = mysqli_query($connection, $query);
        if(mysqli_num_rows($result) > 0){

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        while($row = mysqli_fetch_assoc($result)){
            echo "<tr>";
            echo "<td width='100px' height='100px'><img
src='gotoep/images/library/".$row["image"]." width='100px' height='100px'></td>";
            echo "<td><strong>".$row["name"]."</strong></td>";
            echo "<td>".$row["description"]."</td>";
            echo '<td width="50px"><a target="_blank" href="gotoep/books/'.$row['book']."
"" download class="btn btn-primary btn-sm">';
            echo '<span class="icon-download-alt"></span> Download</a></td>';
            echo "</tr>";
        }
    } else {
        echo "<div class='alert alert-danger'>Books Are Not Available Yet...!<a
class='close' data-dismiss='alert'>&times;</a></div>";
    }
    mysqli_close($connection);
?>
<tr>
    <td colspan="5" id="end"><div class="text-center"><a href="library.php#start"
type="button" class="btn btn-sm btn-success"><span class="icon-arrow-
up"></span></a></div></td>
</tr>
</table>
</div>
</div>
</div>
</section>
<?php include("footer.php"); ?>

```

Feedback.php

```

<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">

```

```
<head>
<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1" />
<title> E-Learning </title>
<link rel="stylesheet" href="css1/bootstrap.min.css"/>
<link rel="stylesheet" href="css1/bootstrap-theme.min.css"/>
<link rel="stylesheet" href="css1/main.css">
<link rel="stylesheet" href="css1/font.css">
<link rel="icon" type="image/png" href="images/icon.png" sizes="16x16">
<link rel="icon" type="image/png" href="images/icon.png" sizes="32x32">
<script src="js1/jquery.js" type="text/javascript"></script>
<script src="js1/bootstrap.min.js" type="text/javascript"></script>
<link href='http://fonts.googleapis.com/css?family=Roboto:400,700,300' rel='stylesheet' type='text/css'>
<!--alert message-->
<?php if(@$_GET['w']) {
echo'<script>alert("'.@$_GET['w'].'");</script>';}
?>
<!--alert message end-->
</head>
<body>
<!--header start-->
<div class="row header">
<div class="col-lg-6">
<span class="logo"></span></div>
<div class="col-md-2">
</div>
<div class="col-md-4">
<a href="index.php" class="pull-right btn sub1 title3"><span class="glyphicon glyphicon-home" aria-hidden="true"></span>&nbsp;Home</a>&nbsp;
</div></div>
<!--sign in modal start-->
```

```
<div class="modal fade" id="myModal">
  <div class="modal-dialog">
    <div class="modal-content title1">
      <div class="modal-header">
        <button type="button" class="close" data-dismiss="modal" aria-label="Close"><span aria-hidden="true">&times;</span></button>
        <h4 class="modal-title title1"><span style="color:orange">Log In</span></h4>
      </div>
      <div class="modal-body">
        <form class="form-horizontal" action="login.php?q=index.php" method="POST">
          <fieldset>
            <!-- Text input-->
            <div class="form-group">
              <label class="col-md-3 control-label" for="email"></label>
              <div class="col-md-6">
                <input id="email" name="email" placeholder="Enter your email-id" class="form-control input-md" type="email">
              </div>
            </div>
            <!-- Password input-->
            <div class="form-group">
              <label class="col-md-3 control-label" for="password"></label>
              <div class="col-md-6">
                <input id="password" name="password" placeholder="Enter your Password" class="form-control input-md" type="password">
              </div>
            </div>
            <div class="modal-footer">
              <button type="button" class="btn btn-default" data-dismiss="modal">Close</button>
              <button type="submit" class="btn btn-primary">Log in</button>
            </div>
          </fieldset>
        </form>
      </div>
    </div>
  </div>

```

```

        </fieldset>
    </form>
    </div>
</div><!-- /.modal-content -->
</div><!-- /.modal-dialog -->
</div><!-- /.modal -->
<!--sign in modal closed-->
<!--header end-->
<div class="bg2" style="background:url('../image/Signup.png'); min-height:540px;">
<div class="row">
<div class="col-md-3"></div>
<div class="col-md-6 panel" style="background-image:url(image/White.png); min-height:430px;">
<h2 align="center" style="font-family:'typo'; color:#000066">FEEDBACK / REPORT A PROBLEM</h2>
<div style="font-size:14px">
<?php if(@$_GET['q'])echo '<span style="font-size:18px;"><span class="glyphicon glyphicon-ok" aria-hidden="true"></span>&nbsp;'.@$_GET['q']. '</span>';
else
{echo'
You can send us your feedback through e-mail on the following e-mail id:<br />
<div class="row">
<div class="col-md-1"></div>
<div class="col-md-10">
<a href="" style="color:#000000">santhiya2623@gmail.com</a><br /><br />
</div><div class="col-md-1"></div></div>
<p>Or you can directly submit your feedback by filling the entries below:-</p>
<form role="form" method="post" action="feed.php?q=feedback.php">
<div class="row">
<div class="col-md-3"><b>Name:</b><br /><br /><br /><b>Subject:</b></div>

```

```
<div class="col-md-9">
  <!-- Text input-->
  <div class="form-group">
    <input id="name" name="name" placeholder="Enter your name" class="form-control input-md" type="text"><br />
    <input id="name" name="subject" placeholder="Enter subject" class="form-control input-md" type="text">
  </div>
</div>
</div>
</div><!--End of row-->

<div class="row">
  <div class="col-md-3"><b>E-Mail address:</b></div>
  <div class="col-md-9">
    <!-- Text input-->
    <div class="form-group">
      <input id="email" name="email" placeholder="Enter your email-id" class="form-control input-md" type="email">
    </div>
  </div>
</div><!--End of row-->

<div class="form-group">
  <textarea rows="5" cols="8" name="feedback" class="form-control" placeholder="Write feedback here..."></textarea>
</div>
<div class="form-group" align="center">
  <input type="submit" name="submit" value="Submit" class="btn btn-primary" />
</div>
</form>';}?
</div><!--col-md-6 end-->
<div class="col-md-3"></div></div>
</div></div>
</div><!--container end-->
```