Institute of Computer Science and applications

SYNOPSIS

ON

Learner Edge

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INTRODUCTION

Learner Edge is a web application for online learning platform. This is the best application for the students to find everything related to studies under a same page. Students can easily access its modules on clicking on widgets which is self-explanatory.

Student will be prompted to sign up/ sign in the website. This application will help the students to see the detailed syllabus of their subjects. And according to the syllabus, students need not to run to library for the study material. This application will help students to get details of name of the books associated to all the subjects, and also provide the videos of the lecture in both English and Hindi languages so that it provides the choice to the student, however he/she wants to learn it.

Apart from the curriculum subjects, our application seems more informative for the students who want to prepare for competitive exams, we provide a General Knowledge module which will help students to get an idea of the competitive questions. It will also show the teachers name associated to the subjects so that students feel free to know about the respective teachers and clear their doubts.

EXISTING SYSTEM

VISUAL STUDIO:

Visual Studio Code is a source-code editor that can be used with a variety of programming languages, including Java, JavaScript, Go, Node.js and C++. It is based on the Electron framework, which is used to develop Node.js Web applications that run on the Blink layout engine. Visual Studio Code employs the same editor component (codenamed "Monaco") used in Azure DevOps (formerly called Visual Studio Online and Visual Studio Team Services).

Instead of a project system, it allows users to open one or more directories, which can then be saved in workspaces for future reuse. This allows it to operate as a language-agnostic code editor for any language. It supports a number of programming languages and a set of features that differs per language. Unwanted files and folders can be excluded from the project tree via the settings. Many Visual Studio Code features are not exposed through menus or the user interface, but can be accessed via the command palette.

Visual Studio Code can be extended via extensions, available through a central repository. This includes additions to the editor and language support. A notable feature is the ability to create extensions that add support for new languages, themes, and debuggers, perform static code analysis, and add code linters using the Language Server Protocol.

Visual Studio Code includes multiple extensions for FTP, allowing the software to be used as a free alternative for web development. Code can be synced between the editor and the server, without downloading any extra software.

Visual Studio Code allows users to set the code page in which the active document is saved, the newline character, and the programming language of the active document. This allows it to be used on any platform, in any locale, and for any given programming language.

USE OF THE PROJECT

E-learning has many advantages, acting as an addition or support to regular classes. It is not intended to replace traditional teaching but to enhance and support certain aspects, improving the overall quality of university teaching.

- Provision of learning materials irrespective of time and location via a learning platform, such as ILIAS
- Trying alternative assignments, for example, through blogs or wikis
- Activating learning in groups as well as self-learning
- Supports construction of knowledge and competence through communicative and collaborative assignments
- Active study methods instead of one-way presentation of material
- Offering efficient teaching methods to allow for a modern and flexible way of learning that adapts to an individual‘s situational circumstances.
- Problem-solving for scheduling complications, such as overlaps between majors and minors, or lack of classroom space
- Visualization of complex collection of facts through multimedia presentations or simulation processes
- Cooperation and collaboration in research, teaching and learning across institutional and regional borders. Exchanges with students and experts worldwide (e.g. through the virtual classroom)
- Establishment of future carreer opportunities by using web elements to connect students with everyday work activities (for example via online master programs)
- Reducing barriers to study for those with a job, a handicap, chronic illness, foreign students, etc.

Feasibility of Project

List of evaluation criteria-

The possible solutions of this project are evaluated and compared by the following criteria:

1) Clear Concept of Specifications:- The goal and the perspective of all the features of the application is up to the mark.
2) Features are as follow-
   Sign up
   Log In
   GK Questions
   View Syllabus
   View Lectures
   View books
   View videos
3) Technical Design Spec.- Technical stack is as follows-
   Front end- HTML, CSS, JAVASCRIPT
   Database-

Mysql

4) Launch Schedule & Time-frames-

Certain factors were analyzed for gaining more feasibility-

1- Flexibility- This actually makes students feel more at ease. Flexible learning via e- learning modules allows the learners to grasp the concept at their own pace.

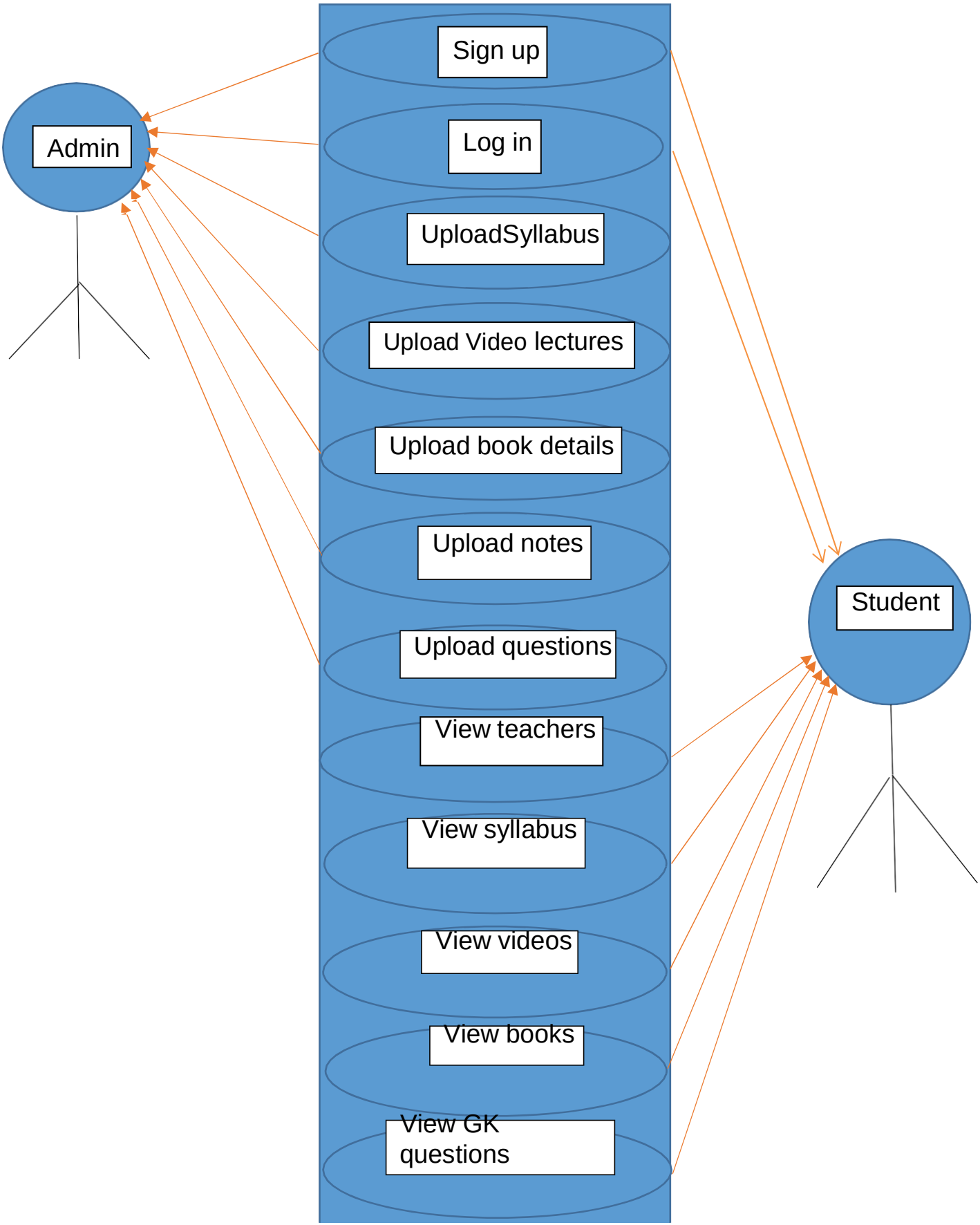
2- Cost effectiveness- Previous research found that e-learning is more cost effective than traditional learning because less time and money is spent by learners on travelling. This means when students embark on e-learning, they can be thrifty. Their spare time could be used to perform other useful activities.

3- Scalability- It is adaptive to the bigger scale based on the modifications or new modules to be added.

4- Sustainability- this will be the best solution that will head to the future

After the evaluation of the possible solutions, the most feasible solution for this project is identified and selected, so the project turns to be cost-effective, vital and practical."

FUNCTIONAL SPECIFICATION



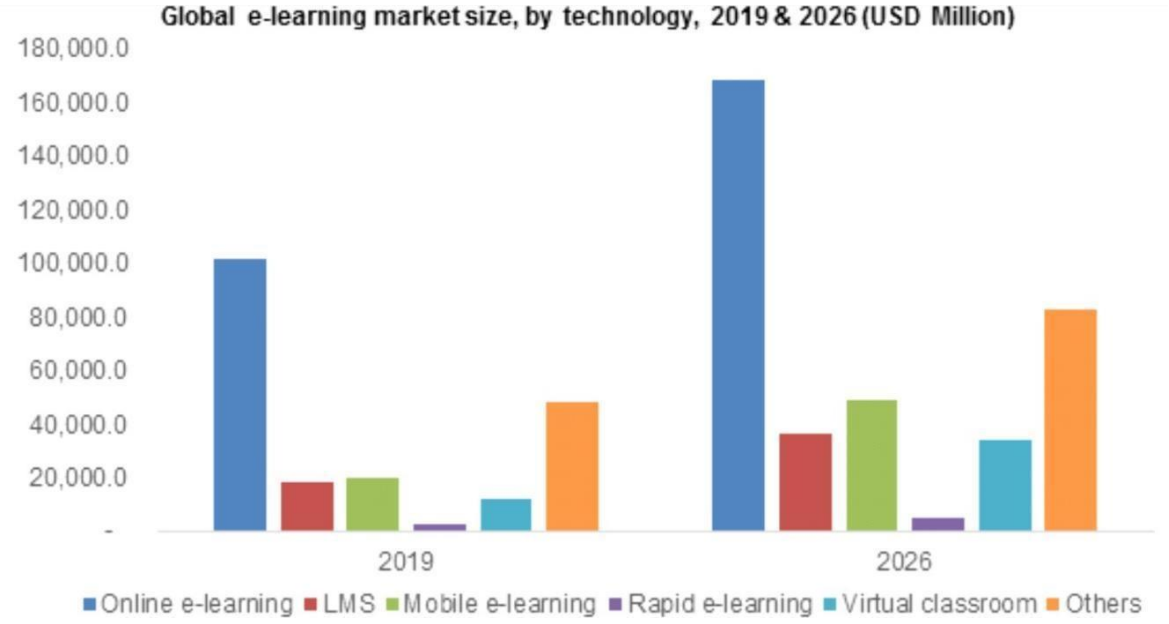
Software Specification:

- Technology Implemented : Front-End Technology
- Language Used : HTML, CSS, JavaScript
- Database : MySQL
- Web Browser : Google Chrome

Hardware Requirements:

- Processor : Intel i3
- Operating System : Window 10
- RAM : 4GB
- Hardware Devices : Computer System
- Hard disk : 1 TB

Future Scope



Technology is progressing every day. New technologies that are being introduced today are eventually filling the spaces. The same rule can be implied for e-Learning as well.

Today, e-learning is a $56.2billion industry, and it's predicted to double by 2015.

E learning has rapidly evolved from a thing of the future to a practical approach towards education. It will continue to be an extremely useful classroom teaching tool as well as self-study platform.

E-Learning is the term that defines electronic learning. It is about those learning-teaching mechanisms that use the Internet as their main tool. This modality allows people to receive their lessons virtually, following online training in which each student has access to digital content for their study.