Mini Project Mid Term Report on

e-Learning Platform

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Abstract

E-learning is another form of distance learning where education and training courses are delivered using computer technology. Typically, this means that courses are delivered either via the Internet, or on computer networks (linked computers). With the increased availability of smartphones and PCs with Internet access, e-learning is becoming more and more popular. This online application aims to provide a platform to any small to midsize educational organization who can't afford their own online education software. In addition to providing a simple yet powerful platform to educational organizations, this application is also beneficial to small to midsize coaching institutes, now they can make their courses available to a bigger audience without having a need to set up physical centers in different locations.

The idea of e-learning is very cost effective and efficient and has great potential, with this project we aim to showcase the same.

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Introduction

Problem Statement:

Develop an e-learning platform.

About the project:

This application is currently web based and can be used using any device that has a browser that supports today's web standards (HTML, CSS, JavaScript).

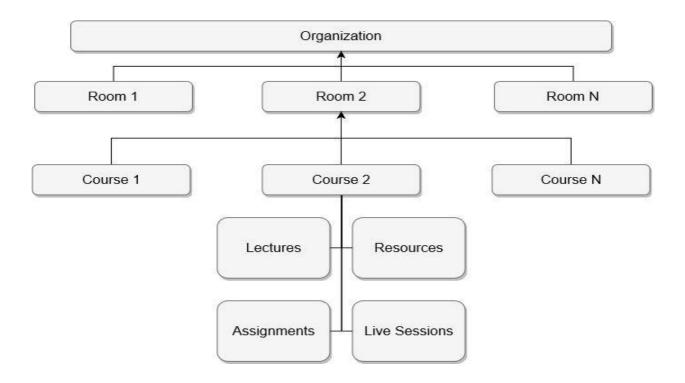
Through this application any organization can sign up using an email address and they will be presented with a dashboard using it they can create Rooms (equivalent to classes) and create courses inside those rooms along with assigning instructors for each course created.

Teachers can then start uploading content in assigned courses, they can upload lectures, course resources and resources specific to each lecture and also give

assignments. There is also a feature for live sessions that can be used for doubt clearing sessions or directly interacting with students.

With creation of every room, a link is generated that is accessible from the dashboard itself and can be used to add students to that room. Once students sign up using the room link provided to them, they will be added to the corresponding room, after which they can login and start viewing courses running in that room.

A general structure of the application is shown in figure below



In this project, we have used front-end technologies like – HTML, CSS, Javascript and Django framework is used in the back-end part.

There are mainly three parts in our project –

- Administration section for the admin of the organization,
- Teacher section for the staff of organization
- Student section.

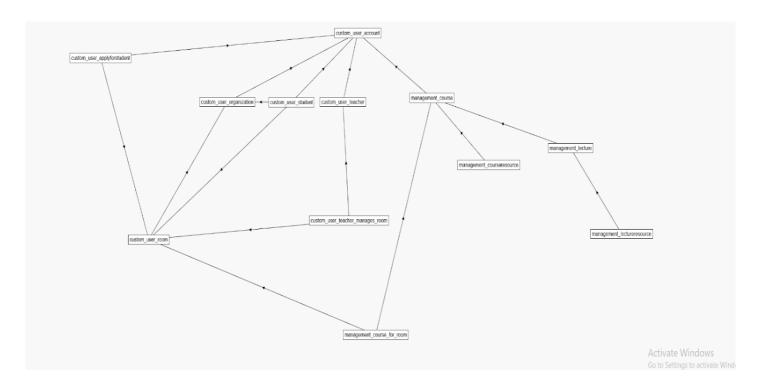
In administration part, admin will be able to add the rooms according to his requirements and add courses in it for the organization. He also add teachers and students of the organization.

In teacher section, teacher is able to add the materials, resources, related to the courses and also add the links of the video lectures as well.

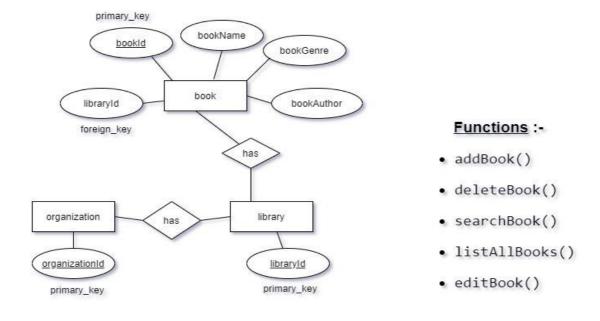
In the student section, student will login into his account provided by the organization and attend the lectures of the course which is present in his respective curriculum and he is also able to download all the corresponding materials and video lectures related to his courses.

The work that we have completed in the project is shown below with the help of the screenshots:-

It shows the structure of database used in our project:

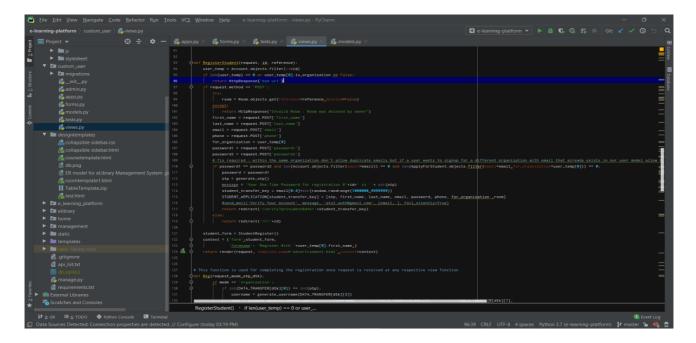


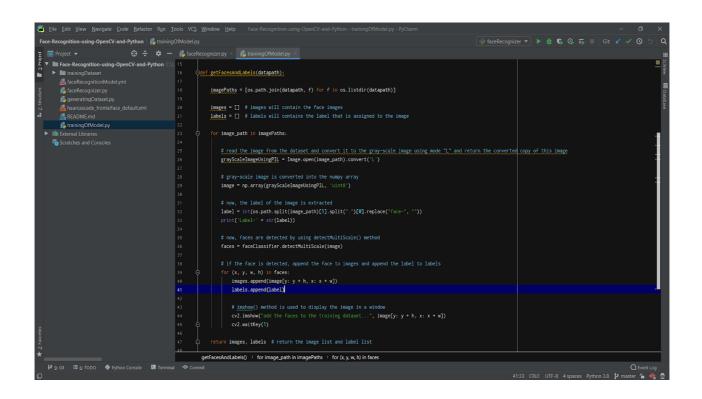
It shows the ER model for e-Library Management System:



Some Screenshots from the code of the project

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Requirement Analysis

Technologies Used:

• Operating System : Cross Platform

• Front End Technologies: Html, JavaScript, CSS

• Back End Technologies: Python, Django, Machine Learning

IDE : PycharmDatabase : SQLitePython Version : 3.8.2

• Supporting Technologies: Git, GitHub

Software Requirement*:

• Operating System : Cross Platform

• Browser : Any browser supporting Html, CSS &

JavaScript

Hardware Requirement *:

• Hardware : Any Standard System That Can Run a

Web Browser Equipped With HTML, CSS

& JavaScript.

Key Board : Standard Windows KeyboardMouse : Two or Three Button Mouse

Monitor : SVGA

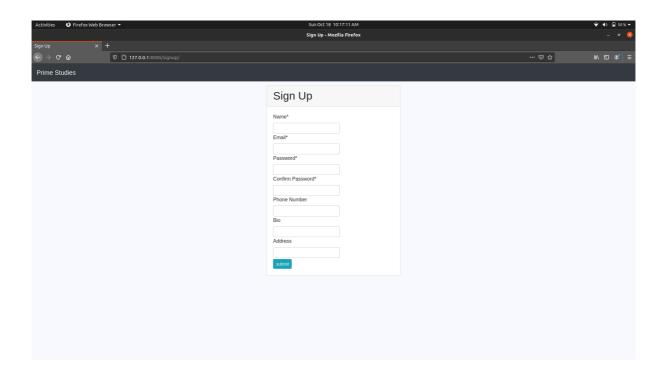
Progress

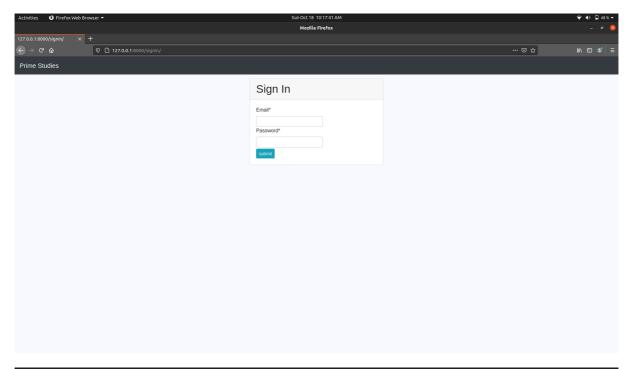
Database Is ready and is tested using dummy data added from the django administration panel.

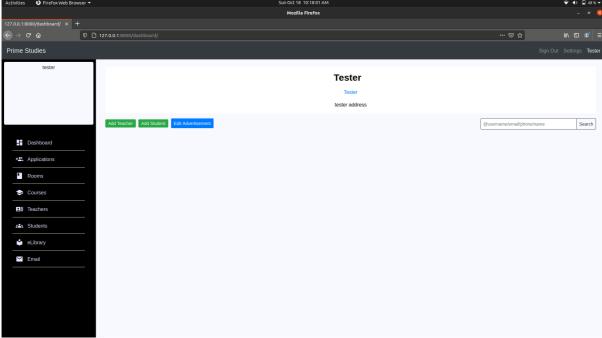
All basic functionalities like adding room, course, student, teacher, assigning the right room to the right teacher and student is done. Students can be directly admitted to a particular room by allowing them to sign up using that particular room's admission link which can then be accepted by the admin.

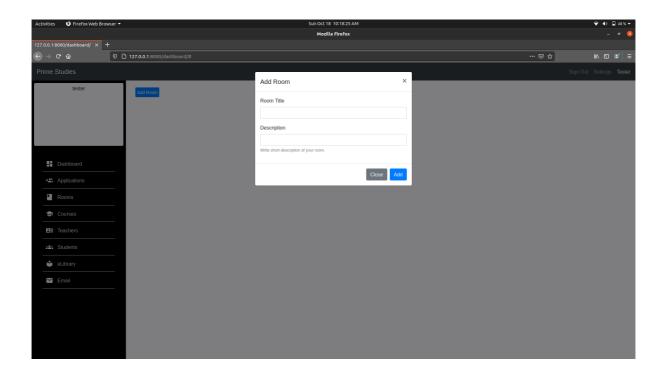
Backend is almost ready (functionalities like an authentication system with only one active session per student, CRUD operations on Rooms, Course, Resources , etc.) . All the rest-api interface is written with more than 50% of them is implemented and tested.

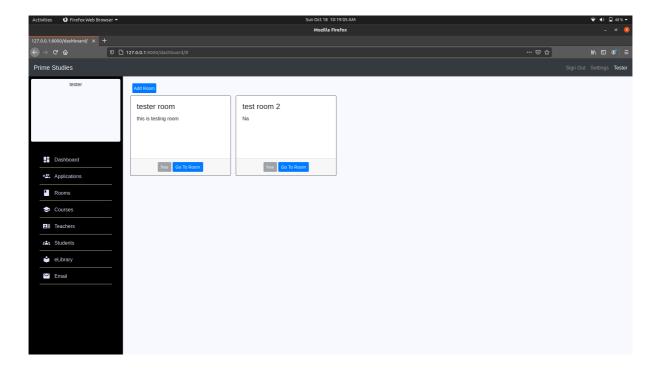
In the front end of the project basic functionalities like adding room, course, resource are implemented for the admin account of the school and some basic front end functionalities are also implemented for the student accounts as well. Some screenshots are added below from the working part of the project and some demo videos are also added in the github repository of the project.

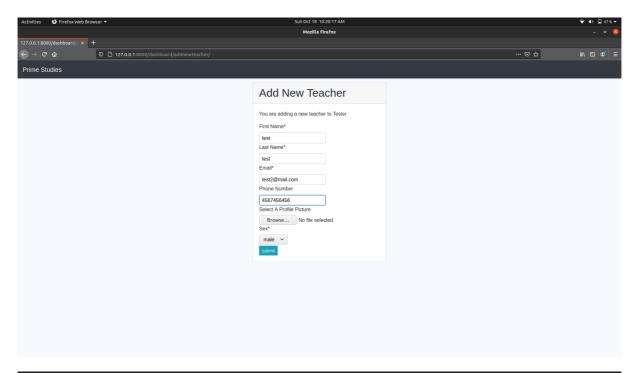


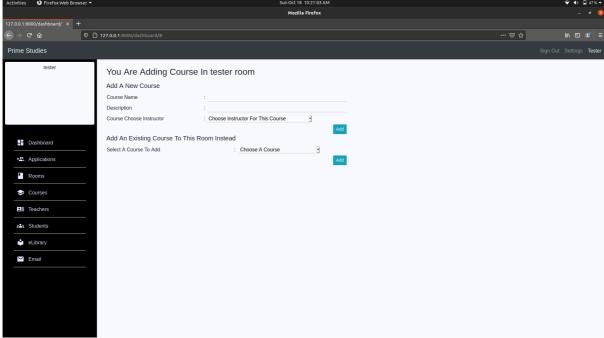


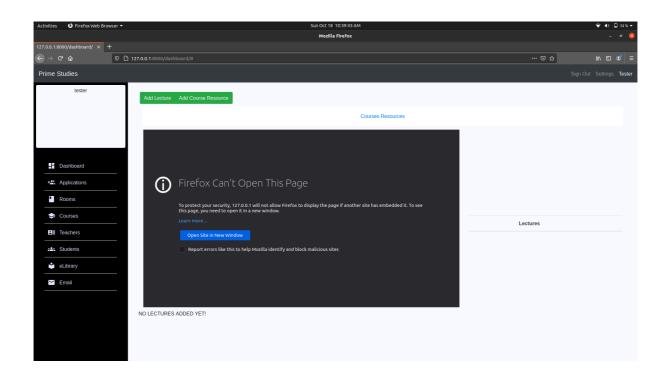


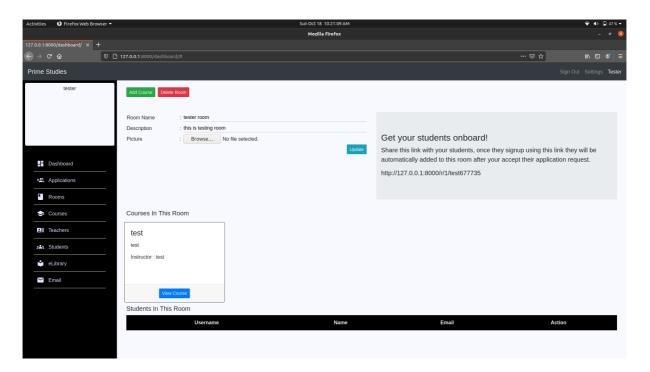












Pending Work:

In the backend time-table ms and live class scheduler, mail and library management is left. In the front end ui for the student and teacher is left and some features are yet to be implemented in the admin account as well.

References:

- https://docs.djangoproject.com/en/3.1/
- https://www.youtube.com/
- https://www.w3schools.com/html/
- https://www.w3schools.com/js/js_htmldom_document.asp