ABSTRACT

The aim of this project is to develop a mobile application called the "Digital Classroom." This app supports both Android and iOS platforms, providing students and educators with a comprehensive digital learning environment. The app facilitates real-time communication, assignment management, and access to educational resources, enhancing the overall learning experience.

The system comprises several components, including user interfaces and backend functionalities designed for specific user roles: Admin, Educator, Student, and Guest. This app serves as an interactive platform for educational institutions.

Admin: The admin oversees the overall management of the app, including user registrations, content moderation, and system maintenance. Admins ensure that the platform runs smoothly and efficiently.

Educator: Educators can create and manage courses, upload educational materials, assign tasks, and provide feedback to students. They can also interact with students through messaging and discussion forums.

Student: Students can access course materials, submit assignments, and receive feedback from educators. They can participate in discussions, ask questions, and collaborate with peers.

Guests: Guests are temporary users who access the app without registering but have limited access to the platform's features. They can explore available courses and view sample materials.

The Digital Classroom app utilizes Django for server-side logic and a SQL database to manage user input, course content, and assignments. The app's frontend is built with Flutter to ensure a seamless and engaging user experience across both Android and iOS platforms.