E-Learning Platform

Overview of used technologies

Programming and markup languages

* Python

Python comes with an excellent set of third-party libraries, modules, and packages to complete the projects faster with just a few lines of code compared to many other server-side languages like Java or PHP.

Python is a high-level object-oriented programming language used for rapid application development. Python, as its official website quotes, is *“powerful… and fast…”*

* Javascript

As a client-side programming language, JavaScript helps web developers to make web pages dynamic and interactive by implementing custom client-side scripts.

* HTML
* CSS

Frameworks

1. jQuery

jQuery is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers.

1. Flask

It’s a micro-framework useful for micro-services and web applications.

We we use it for the compatibility with Google Cloud Platform.

Flask’s lightweight and modular design makes it easily adaptable to developers’ needs. It includes a number of useful out-of-the-box features:

* Built-in [development server](http://flask.pocoo.org/docs/0.12/server/) and a fast debugger
* HTTP request handling
* RESTful request dispatching
* Secure cookies support (client-side sessions)
* Unicode-based
* Ability to plug in any ORM

Cloud Computing

1. Google Cloud Platform

We think that Google Cloud Platform is easier to use, more beginner-friendly and has the functionalities we need for our project.

* 1. APIs

Easy to use and integrate into the project.

* 1. Storage

Simple, reliable, and secure solutions for media, analytics, and application data.

* 1. Cloud Sql

We think that a relational database is suited for our project.