

*A
Synopsis on
(E-Learning Platform)
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❖ Introduction to the Project –

The “E-Learning Website” has been developed to override the problems prevailing in the practicing manual system. This website is supported to eliminate and in some cases reduce the hardships faced by this existing system. Moreover this system is designed for the particular need of the administrator to carry out operations in a smooth and effective manner and the user to make selections smoothly.

❖ Abstract:

The purpose of E-Learning Website is to automate the existing manual system by the help of computerized equipment and fullfledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with

❖ Objectives:

The main objective of the E-Learning Website is to manage the details of – Students, courses and assignments. The website is totally built at administrative end and thus only the administrator is guaranteed the access.

- To remove the paperwork involved at various stages of learning like registration, study materials etc.
 - To provide a chance to economically less-sound students to enhance their knowledge without paying any fees for doing so.
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- To provide a chance to students living in remote areas having lesser knowledge resources to learn anything from their homes by using internet and laptops or Smartphone.
- To store all the records and information in secure databases.
- To make information management smoother for the administrator.

❖ **Scope**

- Access to the e-learning system from anywhere.
- Offers to upgrade technical skills from the comfort of home.

❖ **PROBLEM STATEMENT.**

- ❖ Each learner has his own individual needs and characteristics.
- ❖ Most of learning management system do not consider learner's needs and preferences.
- ❖ Now a days there is a high competition in e-learning website development, as we are starting a new website, we have to make it much interactive and responsive to make it beneficial to students.

❖ **SOLUTION.**

- ❖ To develop e-learning technology platform.
- ❖ To design simplified and interactive website with an easy access to visually attractive content of course.
- ❖ To provide study material with regular updates.

❖ **Modules:**

- Registration Module: Provides a registration form to the user to fill his/her details. And provides the user-“user-id” and “password” on successful completion of the registration.

- Login Module: Validates the *user-id* and *password* (entered by the user) from the databases.
- Course-option Module: Provides the user different course options to choose from.
- Course Module: Provides the user all the necessary study materials of the course selected.
- Assignment Module: Provides different questions to the user on his/her request.
- Profile Module: Enables the user to view his/her information.
- Log-out Module: Provides the *log-out* facility to the user.
- Database Module: Manages all the database related operations.

❖ Tools to be used in development:

- Front-end development: HTML-5, CSS-3, BOOTSTRAP and JAVASCRIPT.
- Back-end development: mongoose , node and express

❖ WHY IS THIS PARTICULAR TOPIC CHOSEN?

- Saves time and money.
- Leads to better retention.
- Scalability.
- Consistency.

❖ HARDWARE AND SOFTWARE REQUIREMENT.

- **Hardware Requirements**

RAM	3GB or More
Processor	Intel i3 @ 2.5 GHz or More
Internet Speed	50 kbps or More

➤ **Software Requirements**

Browser	Chrome, Mozilla Firefox, Safari, Opera Mini
OS	Windows, MacOS, Chrome book
IDE	WordPress
Language	CSS, Node, Html , Javascript,
Database	Mongodb

❖ **SOFTWARE DEVELOPMENT LIFECYCLE (SDLC) TO BE USED.**

➤ **Waterfall Model.**

- Also called Linear Sequential Model.
- The main reason to use this as it is simple and easy to follow.
- This Model suits best for our Project.

Fig.1 Waterfall Model Diagram

REQUIR -EMENT														
PLANN -ING														
DESIGN -ING														
CODING AND TEST														
DEPLOY -MENT														

Table Showing Gantt chart of our Project

❖ **EXPECTED OUTCOMES AND ITS RELEVENCE TO SOCIETY.**

➤ **Expected Outcomes.**

- Lessons starts quickly and also wrapped up in a single learning session. This enables training program to easily roll out within a few weeks or sometimes even days.
- Learners can define their own speed of learning instead of following the speed of the whole group.
- Saves time as a student does not need to travel to the training venue. You can learn at the comfort of your own place

❖ **Relevance to Society.**

- It keeps you abreast of knowledge
- A innovative way to collaborate socially
- It helps us build a smarter workforce
- E-learning gives our children a better start.

❖ **Conclusion:**

This project is only a humble effort to provide students from various backgrounds a chance to upgrade their knowledge without paying for it. While doing so all their personal information will be stored in secure databases which are accessible only to the administrator.