

**DEPARTMENT OF B.VOC SOFTWARE DEVELOPMENT**

ASUTOSH COLLEGE, KOLKATA

Academic Year 2017-2018



**Integrated Hybrid Learning Management System**

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**Integrated Hybrid Learning Management System**

**By**

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Under Guidance of

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*B.voc (Software development)* Department

A Final Year Project Report Submitted to the graduate faculty

in partial fulfillment of the requirement for the degree of

**BACHLOR OF VOCATIONAL** (*Software Development*)

B.Voc: **Software Development**

Batch of **2015-2018**

**Asutosh college second campus**

Bhasa, Bishnupur, South 24Pgs

2018

**Certificate**

We are hereby ***Certify*** that the project work presented in the B.Voc Project Report entitled **“Integrated Hybrid Learning System”**, in partial fulfillment of the requirements for the award of the Bachelor of Vocation of Software Development and submitted to the **Department of Software Development of Asutosh College**, Kolkata is an authentic record of our own work carried out during a period from **January 2018 to May 2018 (6th Semester)** under the supervision of **Prof. Abhishek Barman**, Assistant Professor, Department of Computer Science, Ramakrishna Mission Vidyamandira, Belur Math. Guest Lecturer of Asutosh College Department of Software Development.

The matter presented in this Project Report has not been submitted for the award of any other degree elsewhere.

**Student signature**

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This is to certify that the above statement med by the students is correct to the best of my knowledge.

***Signature of the Supervisor***

***Date:***

***Signature of the Head of Dept***

***Date:***

***Official Address with Seal Signature of External Examiner***

***Date:***

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LIST OF ABBREVIATIONS

**IHLMS** : **I**ntegrated **H**ybrid **L**earning **M**anagement **S**ystem

HTML: Hypertext Murkup Language

CSS : Cascading Style Sheet

PHP : Hypertext Per Processor

XAMPP : cross Apachi Mysql PHP Perl

**ACKNOWLEDGEMENT**

*We are pleased to acknowledge Prof. Abhishek Barman for their invaluable guidance during the course of the project work. We extent our sincerely many-many thanks to Google who continuously helped throughout the project, without guidance, this project have been an uphill task.*

*I would like to express my special thanks of gratitude to my teachers and guide who gave me the golden opportunity to do this wonderful project on the topic in -*

***“Integrated Hybrid Learning Services”*** *which also helped me in doing a lot of Research and I came to know about so many new things, I am really thankful. Without his guidance and support I wouldn’t have ventured into learning**about PHP/ MySQL. I’d like to especially thank my sir for trusting me to guide and develop the applications and for allowing me the freedom to manage my projects and provide the necessary time and resource toward our applications and databases. Secondly I would also like to thank my friends who helped me a lot in finalizing this project within the limited time frame.*

Signature of the students:

**ABSTRACT**

In 21st Centuries Edge Everything is happening Digitally hence In this edge of time Education is moving form pen paper blackboard to computer and internet, That’s why E-Learning is becoming essential for everyone in upcoming decked .Hence E-learning concept was founded few years ago and now this days E-learning slowly growing as an industry and becoming popular that’s why this industry has a very good future. This System decreases cost of learning and free the learners to from time and place boundation also Increase the speed of learning, experimenting, creating new ideas for next generation. This document represents an implementation of this kind of system with the help of html, css, jquery, bootstrap, php, sql and a system pc or laptop also internet and GitHub. The project will help students, teachers, engineer’s and learner’s to lean courses very tiny amount of cost, contribute their knowledge with others through our forum .While our project is web based and also because of php supports object oriented programming style by keeping those in mind we use ACTIVE RECORD CODING PATTERN to make our code simpler, distributable among multiple developers and secure. We also use git and github which is better known as free online repository in the world which helps developers work on a project very easily and efficiently.

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| **Overview** | **Chapter - 1** |

In this chapter we are trying to emphasize the idea of our project Integrated Hybrid Learning Earning Management System .Scenario of E-learning in 21’st century and existing E-learning System used in today’s world. Our motive to start the project.

**1.1 INTRODUCTION**

Web consists of billions of clients and server connected through wires and wireless network. The web client make requests to web server. The web service receives the requests then web server find the resources and then return response to the client. There are so many website. It could be shopping website, tutorial website, e commerce website, official website etc. Those all website are made for help client to make their work easier. We made a website for helping those people who wants to learn through the internet. Our website mainly based on tutorial learning system. There are so many tutorial website in market. But our website will provide you some more features compared to existing platforms. From this website you can get learning material, tutorial video, expert teacher Helpdesk , Interactive Excersise , Projects and many more. As well as learning you can you can earn money from here. One more things you can do here. Here you can buy and sell software. Contact to the expert teacher for that each particular subject.

**1.2 Integrated Hybrid Learning system**

Learning for some people it’s a scarry word ,but Integrated Hybrid Learning system sounds confusing !

Integrated Hybrid Learning system means we are trying to change the way of learning it means Study or learning will gonna be fun and easy to adapt.We all know traditional learning is hard to learn also to remember hence many time learners are gonna frastated with their study.But that also true we like playing,whatching movies or videos,gossip with friends.By keeping all those facts on mind we are tried to make a system where learners can learn by playing,watching videos , do gossip with friends.

Tools and Environments Used

* ***Tools / Platforms:***

• Front-end-

* Web Technology: core PHP
* Languages Used: HTML, CSS, Jquery, Bootstrap, PHP
* Development Tool: Notepad ++, Atom, Xampp

• Back end

* Database: MySQL Server
* Operating System: Windows 7 Ultimate
* Any Operating System compatible with WWW

•Hardware Requirements

* Processor: Intel(R) Core(TM) i3-4030U CPU @1.90GHz 1.90GHz
* RAM: 4.00GB
* Hard Disk: 1.00TB
* System Type: 64-bit Operating System
* DVD Driver
* Peripherals like keyboard, Mouse, Printer
* Hardware Environment

Hardware Environment Like any good communicational software, a user interface is a two-way street. User don’t want to just see or hear what-ever the computer puts in front of them, They also wants to tell it what they would like to do. However everything they tells the computer is input and whatever the computer conveys to the user is output. On Interacting with computers an input and output devices used to communicate with users, and controls used to set preferences and make choices. A printer shall be used frequently. For this purpose, Dot Matrix/Inkjet printer is the minimum requirement. A line printer should prove to be more efficient. Authenticated Reports can be generated using a Laser Printer. The software shall be independent of printer type.

* Software Environment
* Introduction to PHP: PHP started out as a small open source project that evolved as more and more people found out how useful it was. Rasmus Lerdorf unleashed the first version of PHP way back in 1994.
* PHP is a recursive acronym for "PHP: Hypertext Preprocessor".
* PHP is a server side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites.
* It is integrated with a number of popular databases, including MySQL,

PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server.

* PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the Unix side. The MySQL server, once started, executes even very complex queries with huge result sets in record
* Testing git

E-learning comprises all forms of electronically supported learning and teaching. The information and communication systems, whether networked learning or not, serve as specific media to implement the learning process. The term will still most likely be utilized to reference out-of-classroom and in-classroom educational experiences via technology, even as advances continue in regard to devices and curriculum.



E-learning is essentially the computer and network-enabled transfer of skills and knowledge. E-learning applications and processes include Web-based learning, computer-based learning, virtual education opportunities and digital collaboration. Content is delivered via the Internet, intranet/extranet, audio or video tape, satellite TV, and CD-ROM. It can be self-paced or instructor-led and includes media in the form of text, image, animation, streaming video and audio.

Abbreviations like CBT (Computer-Based Training), IBT (Internet-Based Training) or WBT (Web-Based Training) have been used as synonyms to e-learning. Today one can still find these terms being used, along with variations of e-learning such as elearning, Elearning, and eLearning. The terms will be utilized throughout this article to indicate their validity under the broader terminology of E-learning.