

**DEPARTMENT OF B.VOC SOFTWARE DEVELOPMENT**

ASUTOSH COLLEGE, KOLKATA

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**Integrated Hybrid Learning Earning Management System**

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**Integrated Hybrid Learning Earning Management System**

**By**

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Under Guidance of

Prof. **Avishek Barman**,

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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*)

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| **ASUTOSH COLLEGE**  **92, S.P Mukherjee Road, Kolkata – 700056**  **Department Of Bachelor of Vocation**  **Software Development**  **hit-naac-A-Grade.jpg**  **CERTIFICATE**  We are hereby ***Certify*** that the project work presented in the B.Voc Project Report entitled **“Integrated Hybrid Learning Earning 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.  **Vai Header Footer ta marge kar** |

**ABSTRACT**

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.

R ki6u add korle kore de

**Why E-Learning**

* e-learning encompasses freedom, flexibility and the power to break conventions of traditional learning methods.
* E – stands for Extended, Enhanced, Electronic, Efficient, Effective learning
* Learning experience is delivered to the learner effectively with pleasant appearance.

**Other opportunities are:**

* Overcome geographical boundaries.
* Reduced publishing and distribution costs.
* Content published once is available over web by a click of button.
* E-learning can be done one-on-one, in private, uncovering the individual's potential.
* Self-paced i.e Advanced students are allowed to speed through or bypass instruction that is redundant while novices slow their own progress through content, eliminating frustration with   
   themselves, their fellow students.

**Flexibility to learn**

* On-demand availability enables students to complete training conveniently at more convenient times and/or from the comfort of their home.
* Self-pacing for slow or quick students reduces stress and increases satisfaction.
* Skip over material you already know and focus on topics you'd like to learn.
* Unbound by time - courses are available 24/7.
* Unbound by place - study at home, work, or on any place.

**Contents**

**LIST OF FIGURES**……………….……………………………………………..

**LIST OF ABBREVIATIONS**…..……………………………………………..

**ACKNOWLEDGEMENT**…………………….……………………………….

**ABSTRUCT**………………………..……………………………………………..

**CHAPTER 1-Overview**……….……………………………………………..

*1.1 Introduction*.........................................................................

*1.2 About Integrated Learning earning system*…….........................

1.3 *E-learning Scope*...................................................................

*1.4 Motivation*..........................................................................

*1.5 What our Project Does*..........................................................

**CHAPTER 2-System Design**

**CHAPTER 3-Implimentation**

**CHAPTER 4-TESTING**

**CHAPTER 5-CONCLUSION**

**REFERANCES**

**APPENDIX**

LIST OF FIGUIRES

Figure 1.3 *E-learning Scope* ………………………………………………

LIST OF ABBREVIATIONS

**IHLEMS** : **I**ntegrated **H**ybrid **L**earning **E**arning **M**anagement **S**ystem

**ACKNOWLEDGEMENT**

*We are please 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 Earning Trading 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:

Tools and Environments Used

* ***Tools / Platforms:***

• Front-end-

* Web Technology: core PHP
* Languages Used: HTML,CSS,Jqery,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