# North East University Bangladesh

Department of Computer Science and Engineering



## **Virtual Class Venture**

By

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# **Supervised By**

Mir Lutfur Rahman Lecturer Department of Computer Science and Engineering

27<sup>th</sup> October 2020

**Virtual Class Venture** 



A Project submitted to the Department of Computer Science and Engineering, North East University Bangladesh, in partial fulfillment of the requirements for the degree of Bachelor of Science in Computer Science and Engineering

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Mir Lutfur Rahman
Lecturer
Department of Computer Science and Engineering

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# **Recommendation Letter from Project Supervisor**

These students, <i>Syed Nadir Ahmed</i> , <i>Md. Asif Muntasir</i> , their project entitled <i>Venture</i> ", is under my supervision and I agree to submit for examination.	"Virtual	Class
Signature of the Supervisor:		
Mir Lutfur Rahman Lecturer		
Department of Computer Science and Engineering		
North East University Bangladesh		

# Qualification Form of B.Sc. (Engg) Degree

Student Name: Syed Nadir Ahmed, Md. Asif Muntasir

Project Title: Virtual Class Venture

This is to certify that the project is submitted by the student named above in October, 2020. It is qualified and approved by the following persons and committee.

## Head of the Dept.

Tasnim Zahan Assistant Professor & Head Department of CSE North East University Bangladesh

## Supervisor

Mir Lutfur Rahman Lecturer Department of CSE North East University Bangladesh

#### Abstract

The world is now facing a pandemic situation. People are not far from this situation also. Almost all types of institutions are closed for Covid-19. Even in this unfavorable situation, human work does not stop. Nowadays almost all the work is done sitting at home. And this is possible due to the increasing development of information technology. Of Which the use of virtual online meeting is everywhere and most. Like business meetings, online classes etc. In this pandemic situation, education institutions are conducting their educational activities through various online platforms. Here we proposed a system that is actually a browser-based meeting platform (WebRTC) only for an education institution. Here teacher will be able to create classrooms using our platforms. Where he or she can take classes online and share class related resources with students. By using our platform, student will be able to join online classes and access all kinds of resources. The admin will be able to monitoring the whole system. It means he or she can see the student and teacher profile, whole teachers' activity, student activity, will be able to solve any type of profile issues and so on. Admin will also be able to add new admin and maintenance whole type of admin activities. Our platforms also provide some features like screen share, recording, chat during class time, participate list which is already providing various meeting platforms. However, our project completely different from zoom and classroom because these two platforms provide individual solution. But our project is a complete solution of them for online class.

Keywords: Online education platform, Create classroom, WebRTC, Share resources, Streaming.

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#### INTRODUCTION

Virtual Class Venture allows educational institutes to arrange classes in online. This is a browser-based web platform. Here we propose a system where host (teacher) will be able to connect with user(student) using webrtc. Host will be able to share any types of resources by using our platform. So, the goal of our project is to build a complete solution for online class. Here we consider two different thinking which are webrtc and resource sharing platform which gives us a complete solution. Due to time limitation our main target is to complete webrtc related work.

## 1.1 Objective

The objective of the Virtual Class Venture is to build a system that will help an institute to do their teaching activities in online. By this application teacher can build a virtual classroom from anywhere at any time. Our proposed system goals to build an environment where an education institutes get a complete platform to continue educational activities in online.

#### 1.2 Existing Environment Problems

- 1 In the case of an existing system, the executable file of the environment has to be installed on the hardware of the PC.
- 2 For Video streaming and resource sharing, teachers have to use different environments.
- 3 Educational institutions have no control over the existing environment.
- 4 Teachers have to take data about student manually.

#### 1.3 Features

#### 1. Main Features:

- 1 Live video streaming class.
- 2 Full screen, half screen etc. control.
- 3 One to one, one to many, many to many video streaming mechanisms.
- 4 Screen sharing facility.

- 5 Microphone on off system.
- 6 Live video chat during the live class.
- 7 Video recording facility (recorded videos will be saved on the system automatically).
- 8 Participate student list view.
- 9 Multiple view mechanism (like: grid view).
- 10 Profile creation and maintenance.
- 11 Activities monitoring & control from admin panel.

## 2. Additional features:

- 1 Classroom creation.
- 2 File upload & download (like: video file, any text file).
- 3 Class commenting facility.
- 4 Dynamic attendance system.
- 5 Quiz exam facility.
- 6 Notice given system.
- 7 Assignment taking system.

## **BACKGROUND STUDY**

For background study, we use similar meeting applications in our pc to analyze the management system of those applications. We also analyzed the User Interface and functionality of those applications which they provide.

### 2.1 Skype

Skype is a telecommunications application that specializes in providing video chat and voice calls between computers, tablets, mobile devices, and smartwatches over the Internet. Skype also provides instant messaging services. Users may transmit text, video, audio and images.

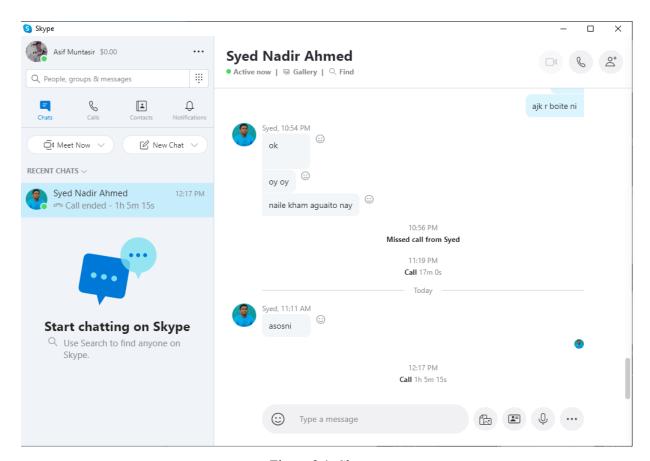


Figure 2.1: Skype

#### **2.2 Zoom**

Zoom is a video communications platform between computers, tablets, android smartphones over the internet. It provides videotelephony and online chat services through a cloud-based peer-to-peer software platform and is used for teleconferencing, telecommuting, distance education and social relations.



Figure 2.2: Zoom

## 2.3 Google Classroom

**Google Classroom** is a free web service developed by Google for schools, colleges and universities that aims to simplify creating, distributing, and grading assignments. The primary purpose of Google Classroom is to streamline the process of sharing files between teachers and students.

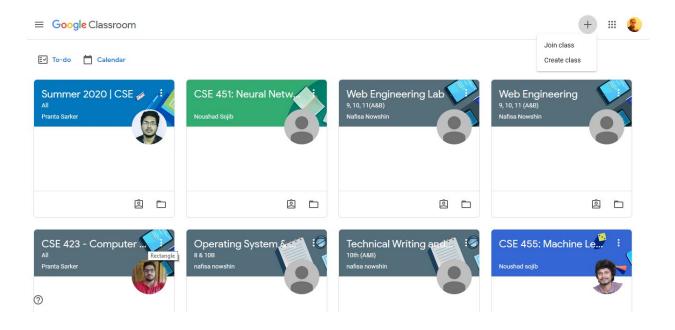


Figure 2.3: Google Classroom

Note: Here we use some information about each platform as a small introduction from Wikipedia.

## **FEASIBILITY STUDY**

The Feasibility study divided into two sites:

- User and admin site
- Developer's site

## 3.1 User and Admin Site Feasibility:

#### 1. Technical Feasibility:

To use this web application, users need a desktop or laptop-based web browser with the following hardware like-

- Windows Version- Latest Version
- Browser Version- Latest Version
- RAM- 4GB (min)
- Front Camera Resolution: 2 Megapixel (min)

#### 2. Financial Feasibility:

For this web application, some amounts will be spent like-

Internet Bills

This application will follow freeware software standards. No costs will be charged from the potential users.

#### 3. Resource Feasibility:

Resources those are required for this application

- A desktop or laptop computer
- A webcam and microphone
- Broadband or mobile internet connection

#### 4. Risk Feasibility:

- Users will get all facilities that are needed for this application.
- They will get all the requirements to use this application.

### 3.2 Developer's Site Feasibility:

#### 1. Technical Feasibility:

This application has been created by using web technology in VS Code on a laptop or desktop. The hardware needs-

Processor: Intel Core i3 3<sup>rd</sup> generation (or Above)

■ RAM: 4 GB (min)

• Hard Disk: 50 GB (or Above).

So, the project is technically feasible.

#### 2. Financial Feasibility:

This assessment typically involves a cost analysis. For this project, some amount will be spent like-

Internet Bills

#### 3. Resource Feasibility:

Resources that are needed like-

- Laptop/Desktop
- A webcam with microphone

#### 4. Risk Feasibility:

- The tools which are needed to develop the project are all available and free source to use.
- The project is being an 8-month project. We have divided our work into several sections and hopefully we will complete the project in time and deliver.

## REQUIREMENT ANALYSIS

We have done our requirement analysis part with the following steps:

- Arrange meeting with our classmates and teacher
- Installed and analyzed similar video conferencing app
- Analyzed that information to find different types of requirements
- Analyzed software requirements specification (SRS) by all aspects

### 4.1 Requirements of the system:

- 1. Functional Requirements
- 2. Non-Functional Requirements

#### **4.1.1 Functional Requirements:**

- Live video class with screen controlling facility, chat, microphone mute-unmute facility.
- Video recording facility (recorded videos will be saved on the system automatically).
- Participate student list view.
- Multiple view mechanism (like: grid view).
- Profile creation and maintenance.
- Activities monitoring & control from admin panel.
- Teacher can create classroom.
- File upload & download (like: video file, any text file).
- Class commenting facility.
- Dynamic attendance system.
- Quiz exam facility.
- Notice given system.
- Assignment taking system.

#### **4.1.2 Non-Functional Requirements:**

The system is able to perform the following characteristics-

- Usability: The system can be operated from any kind of laptop and desktop-based web browser.
- **Reliability**: The system can perform all the user needs, which user wants.
- Performance: The system will be optimized but it will be performed well with a good connection of the internet.
- User interface: The user interface will be user friendly which is easy to use.

## **APPLICATION DIAGRAM**

Here we will describe the application diagrams of the project.

# **5.1 Activity Diagram**

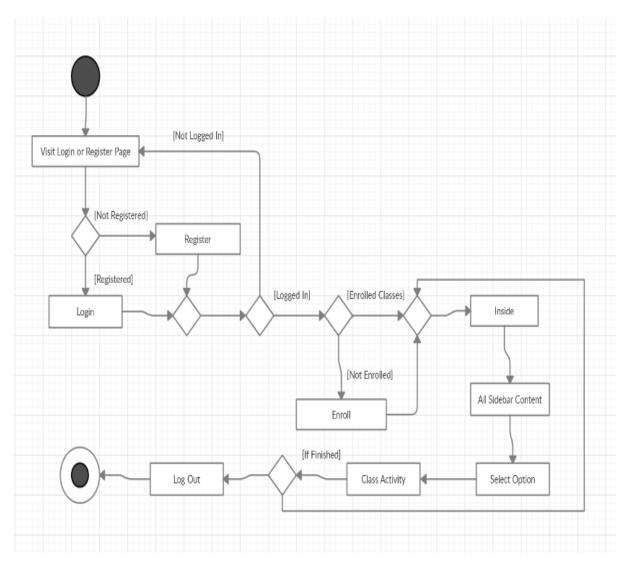


Figure 5.1 Activity Diagram of Virtual Class Venture (Student)

(We have used <a href="www.creatly.com">www.creatly.com</a> to make the Activity Diagram)

# **5.2** Use Case Diagram

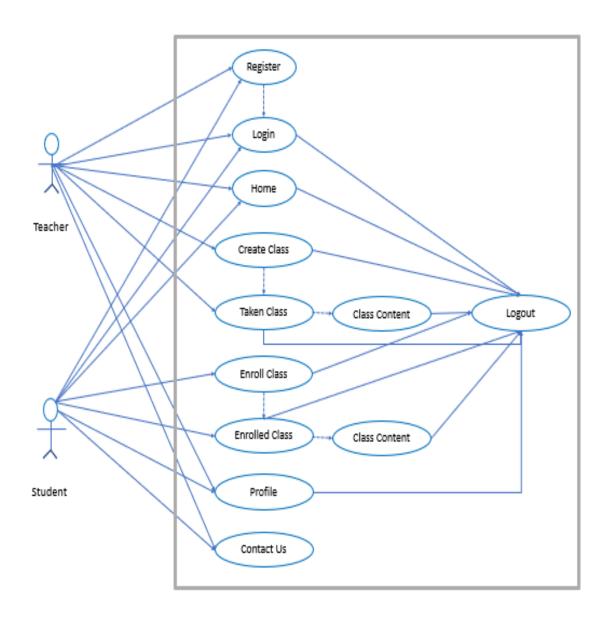


Figure 5.2 Use Case Diagram of Virtual Class Venture

## 5.3 ERD Diagram

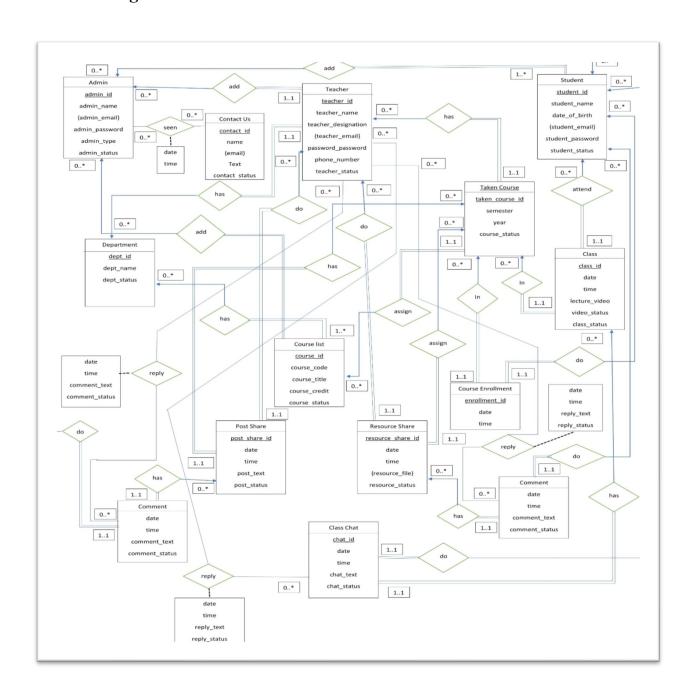


Figure 5.3 ERD Diagram

Full ERD link: Final Year Project ERD

## **USER INTERFACE DESIGN**

#### **6.1** User Interface

We build a learning environment which is called Virtual Class Venture. User's of this application are teachers and students.

#### **6.1.1 Admin**

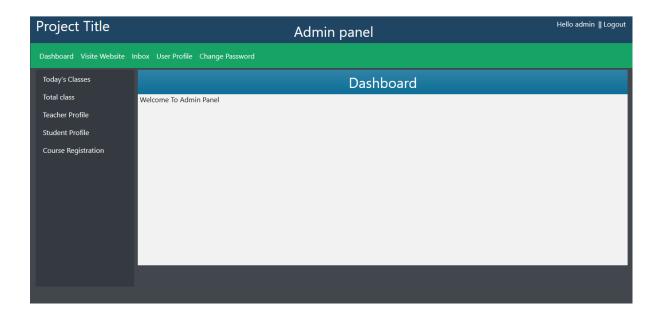


Figure 6.1 Admin Panel Dashboard

This is the admin dashboard and admin will see that page after complete the login step. From here admin will be able to control the whole system which we want to create.

#### 6.1.2 Today's Classes

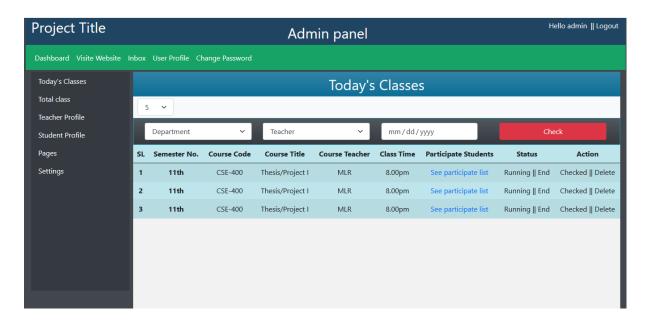


Figure 6.2 Today's Classes

In here admin can see the class status of current date. Here class status means that is the class running or end and which teacher is taking the class and how many students is attending the class. After the end of class admin will also be able to delete the record.

#### 6.1.3 Participate List

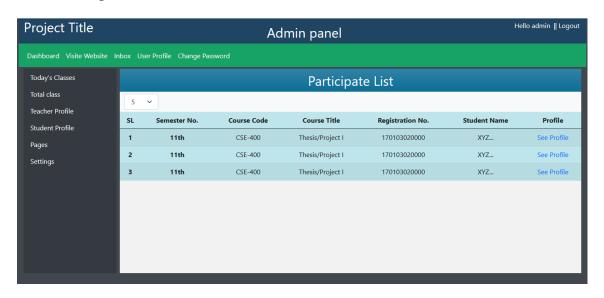


Figure 6.3 Participate List

This page will be able to view from another two page which is Total Class and Today's Class page.

#### **6.1.4 Teachers Activity**

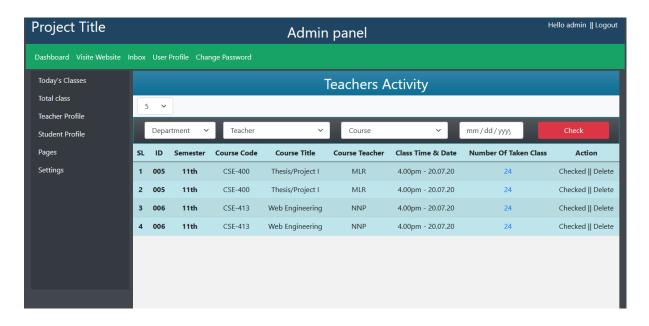


Figure 6.4 Teachers Activity

Here admin can see the teacher's activity by using filtering as department, teacher name, course name date accordingly. Admin can delete teacher's activity.

#### 6.1.5 Taken Classes

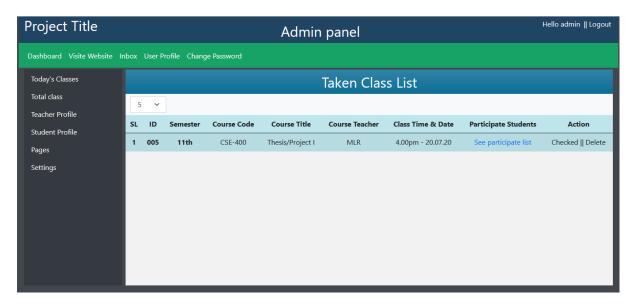


Figure 6.5 Taken Classes

In this page admin can see how many classes have been done and how many students have been attended in the class and this page is linked up with total class page.

#### **6.1.6 Teacher Profile**

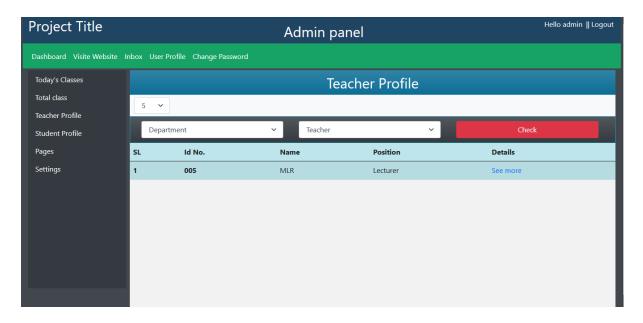


Figure 6.6 Teacher Profile

In teacher's profile page, admin can see the registered teacher's name and by clicking the see more button admin will be able to see the details about teachers.

#### 6.1.7 Teacher Profile Details

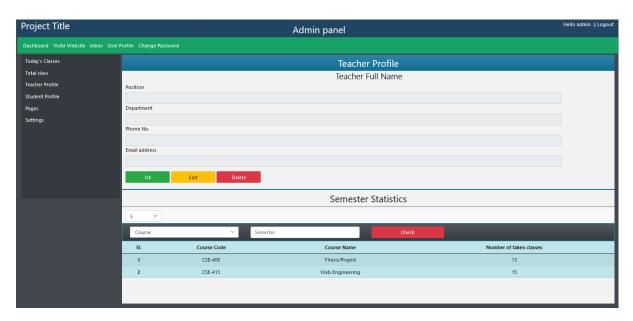


Figure 6.7 Teacher Profile Details

After click the 'see more' button admin can see it and will also see the course list, number of taken class by teacher and so on.

#### 6.1.8 Teacher Profile Edit

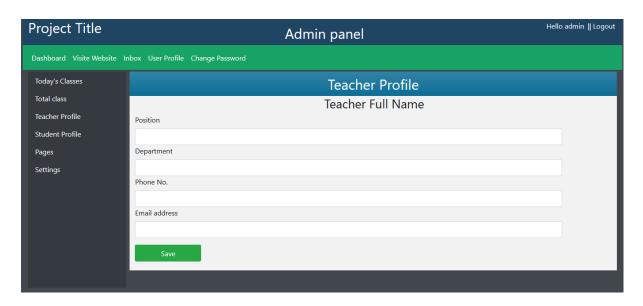


Figure 6.8 Teacher Profile Edit

From teacher's details page, if admin click the 'Edit' button then admin can edit the teacher's profile.

#### 6.1.9 Student Profile

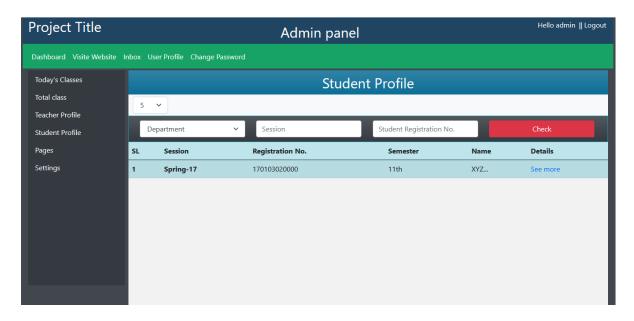


Figure 6.9 Student Profile

Here is the student profile page. Here admin will be able to see registered student list. By clicking the 'See more' button admin can see the details of registered student.

#### **6.1.10 Student Profile Details**



Figure 6.10 Student Profile Details

After click the 'see more' button admin can see it and will also see the course list, number of attended class by student and so on.

#### **6.1.11 Student Profile Edit**

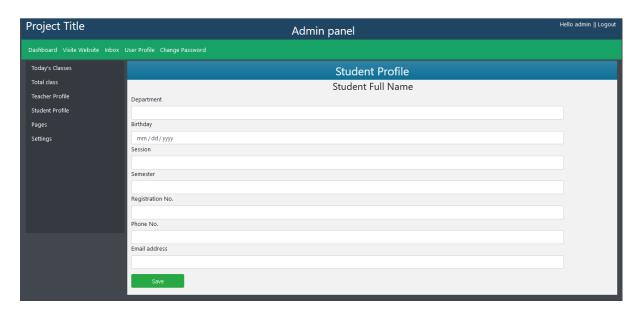


Figure 6.11 Student Profile Edit

From student's details page, if admin click the 'Edit' button then admin can edit the student's profile.

#### **6.1.12 Course Registration**

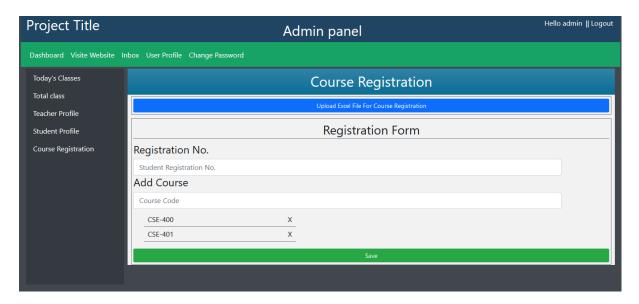


Figure 6.12 Course Registration

Here course registration will be added which already has been done by student. Admin will be able to add student's manually. Admin can register multiple student at a time by uploading csv file.

#### 6.1.13 Registration

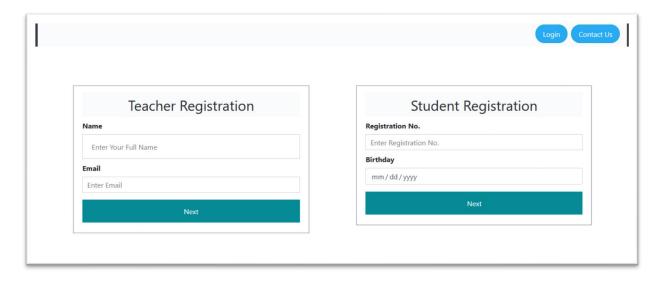


Figure 6.13 Teacher and Student Registration

Here Teacher will complete the form by using his/her name and email. Student will have to complete the form by using his/her registration number with birthdate.

## **6.1.14 Profile Create**



Figure 6.14 Teacher Profile Setup

After complete the registration teacher will have to create the profile.



Figure 6.15 Student Profile Setup

And here student will have to create profile.

#### **6.1.15** Login

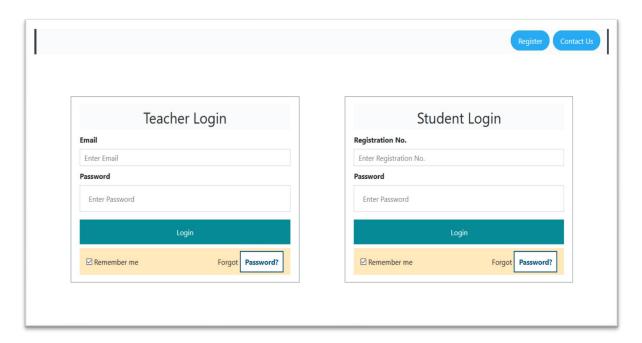


Figure 6.16 Teacher and Student Login

After complete the profile setup now teacher and student both will be able to login to the system.

#### **6.1.16 Create Classes**



Figure 6.17 Create Class by Teacher

In this page, here teacher can create a class with course title, course code and a short description of the course.

#### **6.1.17 Teacher Home Page**



Figure 6.18 Teaching Page

Here teacher can see all the classes that has already created by he/she. After click the 'Go Inside' button teacher's will be able to see their activity which they have to do by using our platform. Like start live class, archive video, create assignment, resource sharing, make exam, see student list and make an announcement.

#### 6.1.18 Archive Video

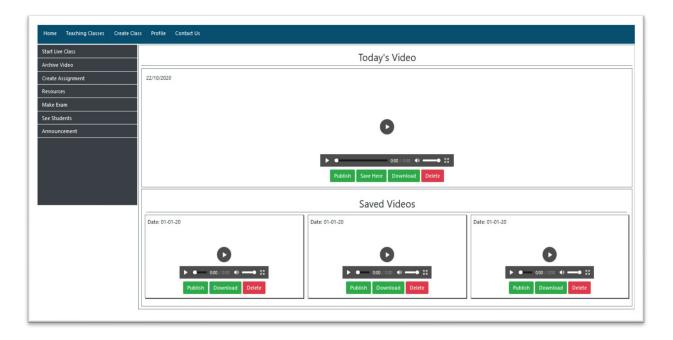


Figure 6.19 Archive Video

Here teacher will be able to store recorded video in the system. Teacher can download,

publish and delete the video from the system.

#### **6.1.19 Create Assignment**

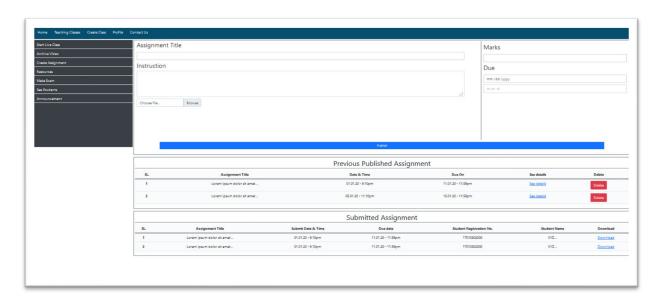


Figure 6.20 Create Assignment

In this page teacher can create assignment with proper title, mark, submission date, instruction and can see previous published assignment and submitted Assignment.

#### **6.1.20** Assignment Details

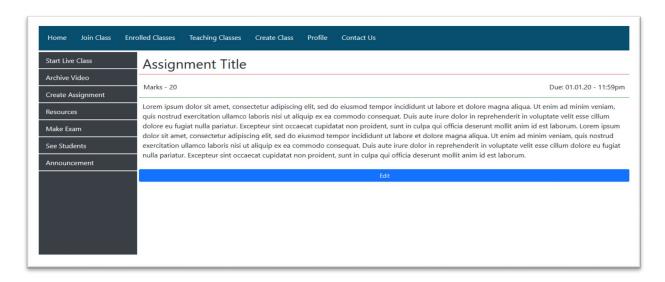


Figure 6.21 Assignment Details Given by Teacher

Teacher will be able to see this page if he/she click the 'See details' button on previous published assignment list in create assignment page.

#### 6.1.21 Resources

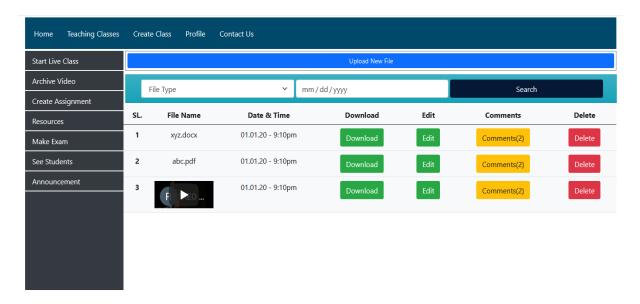


Figure 6.22 Resources Given by Teacher

In this page teacher can upload new file by clicking the 'Upload New File' button. Teacher will be able to see comment, can delete the previous uploaded file, can downloaded the upload file etc.

#### 6.1.22 Make Exam

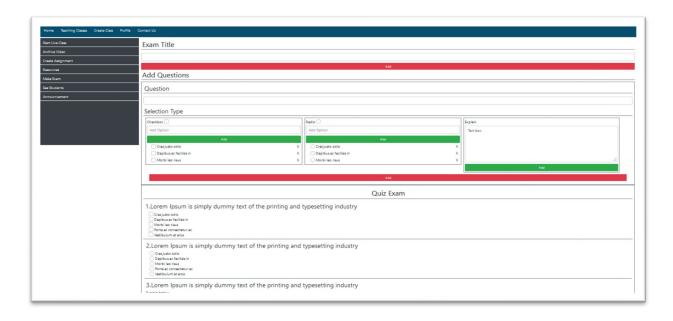


Figure 6.23 Exam Making by Teacher

Here teacher can make an exam form by adding exam title, question, selection type and so on.

#### **6.1.23** Participate Student List

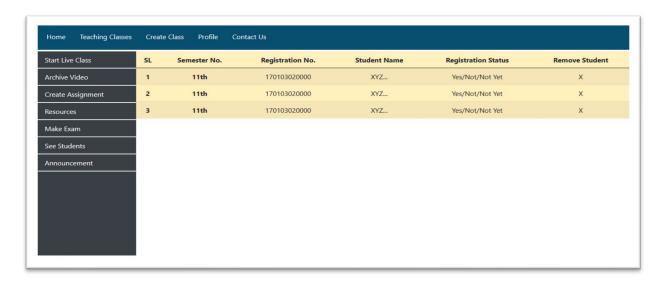


Figure 6.24 Participate student List Accessed by Teacher

In 'See Student' page teacher can see the participate student list of enrolled students.

#### 6.1.24 Announcement

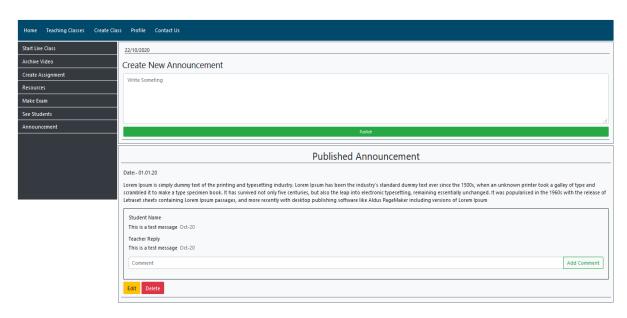


Figure 6.25 Announcement Created by Teacher

Here teacher can create any type of announcement, can see the published announcement, comment of student and can reply the comment also.

#### 6.1.25 Teacher's Profile



Figure 6.26 Teacher's Profile

Here teachers will be able to see his/her profile and will be able to edit his/her profile.

#### 6.1.26 Profile Edit

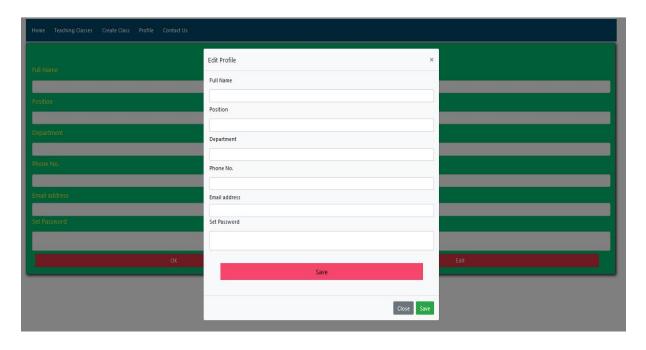


Figure 6.27 Profile Edit by Student

This is the profile edit form where teacher will be added update information which he/she wants to show his/her profile.

#### 6.1.27 Join Class

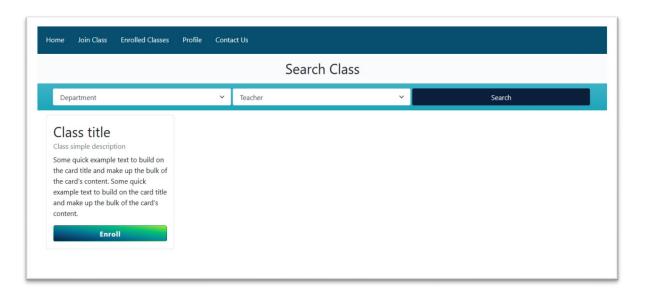


Figure 6.28 Join Class by Student

After complete the login, student will be able to join the class. Here he/she can find class by using filter as department name, teacher name accordingly.

#### 6.1.28 Class Enroll

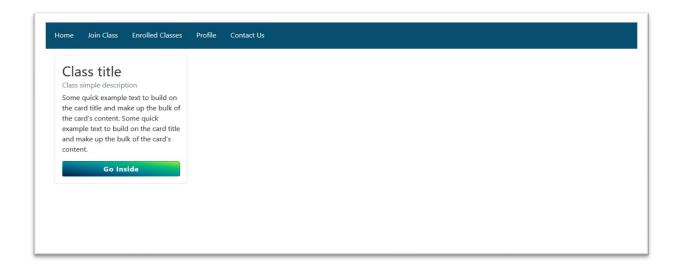


Figure 6.29 Class Enrolled by Student

After click the 'Enroll' button student will be able to see all the enrolled courses which he/she has been taken and after click the 'Go Inside' button student will go the dashboard (given below) page where he/she will see the all facility of our platform.

#### 6.1.29 Student Dashboard



Figure 6.30 Class Activity

#### 6.1.30 Assignment Submission

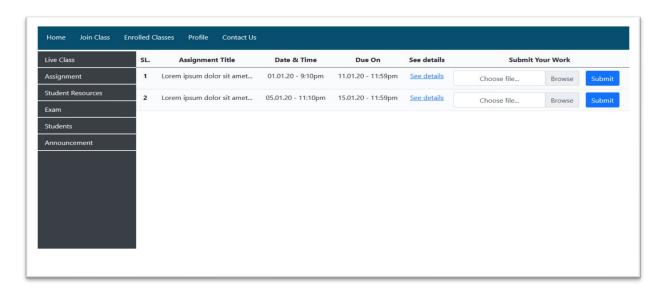


Figure 6.31 Assignment Submitted by Student

In this page student will be able to see the assignment which was published by the teacher and he/she can submit the assignment from this page.

#### **6.1.31 Assignment Details**



Figure 6.32 Assignment Details for Student

By clicking the 'See Details' button of previous assignment submission page students will be able to see about details of published assignment. From here, student can also be able to submit the assignment.

#### 6.1.32 Student Resources

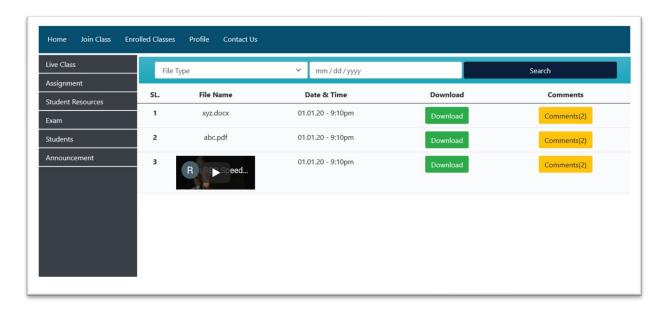


Figure 6.33 Student Resources Accessed by Student

In this page, here student will be able to access all kinds of resources like video, pdf file, pptx, doc file, txt file etc.

#### 6.1.33 Attend Exam

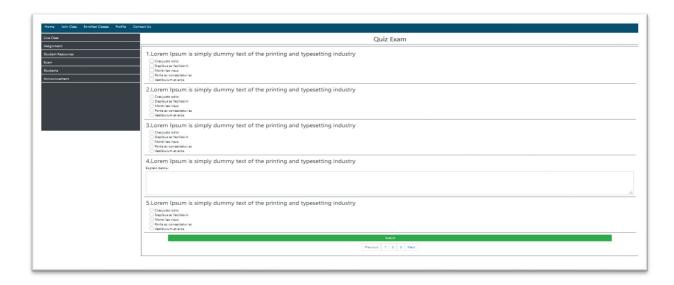


Figure 6.34 Exam Paper for Student

In this page, student will be performing the exam which was created or announced by course teacher.

## **6.1.34 Student Participate List**

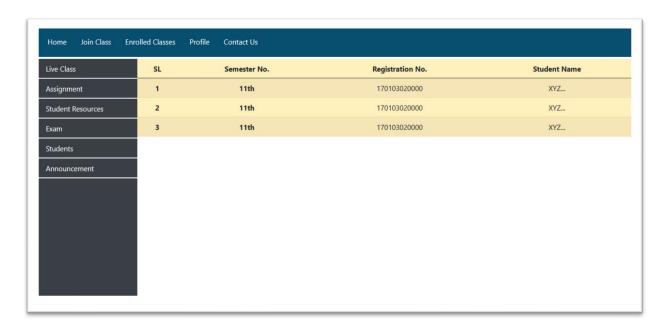


Figure 6.35 Student Participate List

Here student can see the other's student participate in the classes.

#### 6.1.35 Get Announcement

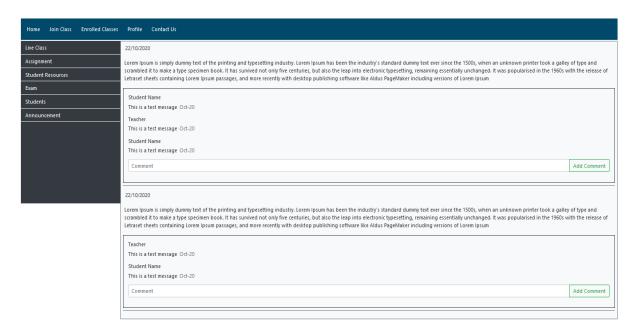


Figure 6.36 Student Get Announcement

In announcement page, student can see the published announcement by the teacher and can comment and reply into the announcement.

#### 6.1.36 Student Profile

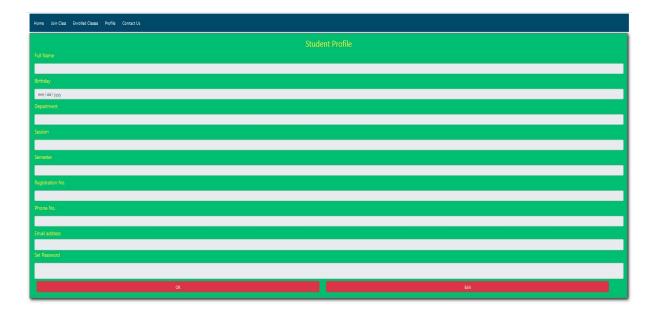


Figure 6.37 Student Profile

Here student can see his/her profile and can edit that also.

#### 6.1.37 Student Profile Edit

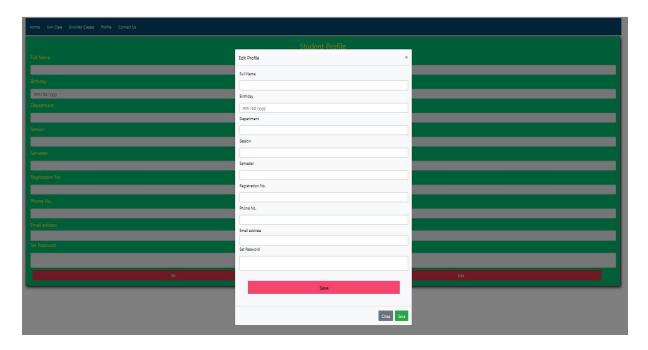


Figure 6.38 Profile Edited by Student

When student click the edit button a popup window will be shown. Here student can edit his/her necessary information which he/she wants to add into the profile.

#### 6.1.38 Contact US

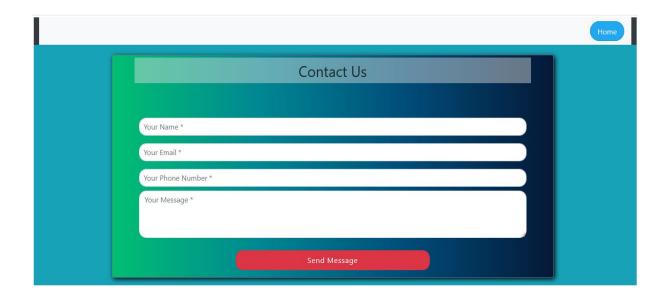


Figure 6.39 Contact Us

Contact page can use both student and teacher. By using this form teacher and student will be able to contact with admin for any kind of query.

#### 6.1.39 WebRTC Host Interface

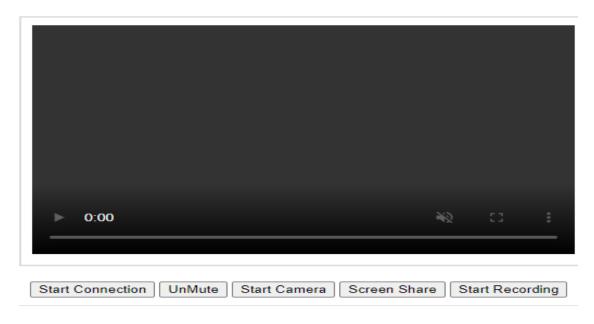


Figure 6.40 Initial Interface both Host and User

This is the initial interface both host and user. Here only 'Start Connection', audio and 'Start Camera' function will be work.

#### 6.1.40 One to One Connection

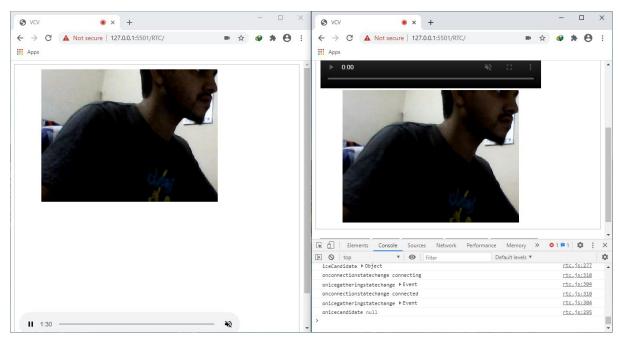


Figure 6.41 Connection Between Two Browser

Here we can see from the above figure that two browsers have connected with each other. The present situation of webrtc part is only two browsers will be connected. So far, we have completed the work of peer to peer connection. Before that when host click the 'Start Connection' button the user will get a message and after confirmation meeting will be started. If host want to mute his/her audio input than host will be able to do it by clicking 'Mute' button. Host also will be able to off his/her camera.

We have not got enough time to work for multipair connection. But in future we will try our best to complete multipair connection and also try to complete our main feature functionalities.

# **TOOLS USED**

#### 7.1 Overview

In this chapter, we will discuss the tools used to develop the application.

- Hardware
  - ✓ Desktop Computer
  - ✓ Laptop Computer
- Software
  - ✓ Visual Studio Code
  - ✓ Notepad++
  - ✓ Pixi
  - ✓ Light Shot
  - ✓ Web browser
- Language
  - ✓ HTML
  - ✓ CSS
  - ✓ Bootstrap5(Alpha Version)
  - ✓ JavaScript
  - ✓ Nodejs
- Network
  - ✓ Have a good internet connection

## 7.2 Compatibility

This application is compatible with all browser which have current windows version or above.

## **CONCLUSION**

"Virtual Class Venture" is a web-based video conferencing platform for educational institution. Our main goal is to create an application that will helps an educational institution to continue learning online as well as offline. We have already completed full frontend part and also have completed the one to one connection of host and user. Some other helpful features are added to this project. In the future, we will work multipair connection, screen-sharing facility, record live streaming, audio mute-unmute etc. If we succeed to add all these features, I think this application will be very helpful to an educational institution.

### REFERENCE

#### **Books:**

[1] Roger S. Pressman, (2009). Software Engineering: A Practitioner's Approach (7th ed.).

McGraw-Hill Education

[2] Ian Sommerville, (2010). Software Engineering (9th ed.). Addison-Wesley

## **Website Link:**

Zoom: <a href="https://zoom.us/">https://zoom.us/</a>

• **Skype:** <a href="https://www.skype.com/en/">https://www.skype.com/en/</a>

• Google Classroom: <a href="https://classroom.google.com/h">https://classroom.google.com/h</a>

• WebRTC:

✓ WebRTC: <a href="https://webrtc.org/">https://webrtc.org/</a>✓ PeerJS: <a href="https://peerjs.com/">https://peerjs.com/</a>

✓ HTML Rocks: <a href="https://www.html5rocks.com/en/tutorials/webrtc/basics/">https://www.html5rocks.com/en/tutorials/webrtc/basics/</a>

✓ JS Library: <a href="https://sipjs.com/">https://sipjs.com/</a>