EMPOWERING MINDS THROUGH E-LEARNING.

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Project Guide
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1. Introduction

"E-learning" is a platform for 1st year Engineering students to access all study material, find resources easily and familiarize themselves with the subjects at one place.

Problem Identified :

- Inefficient resources management

- Improper Time management

- Lack of information about academics.

Solution Proposed:

- Students can learn at their own pace and schedule, making it easier to study.

- E-learning platform provides free learning content in a organized form to overcome time complexity.

- For new learners, our project serves as a valuable entry point into the world of knowledge. Instead of being overwhelmed by the vast array of materials.

2. Objectives

- To provide free learning content in a sorted manner to save time on searching.

- To reduce the cost of education through digital resources.

- To guide students for their smooth academic experience.

- To provide a centralized platform where users can access a diverse array of educational content, carefully categorized into sections such as videos, notes, books, past year questions, quiz to test their knowledge.

3. Scope

- Can be used in Education Industries or Institutes.

- Online Learning platforms.

- Accessible for student in remote areas who may not be able to access and attend traditional campus.

- Applicable for self study.

4. Feature /Functionality

- It is time efficient.

- All study materials/content are in proper sequential manner.

- User Friendly interface

- It is Cost Efficient

- Able to test their knowledge by giving tests.

5. Outcome of Project

- User can access all resources by selecting the options of their preferences.

- Proper catalog sorted by categories of sections like notes, past year questions and videos.

- More time-efficient, as learners can progress at their own pace. They have the flexibility to revisit content or skip sections they already understand.

- User can view and access resources anytime and anywhere.

- Ensure the website is accessible to every individuals and provides content that is inclusive and culturally diverse.

- Focus on engaging users through interactive quizzes and multimedia content.

- Separate sections for Admin to upload resources.

6. BLOCK DIAGRAM
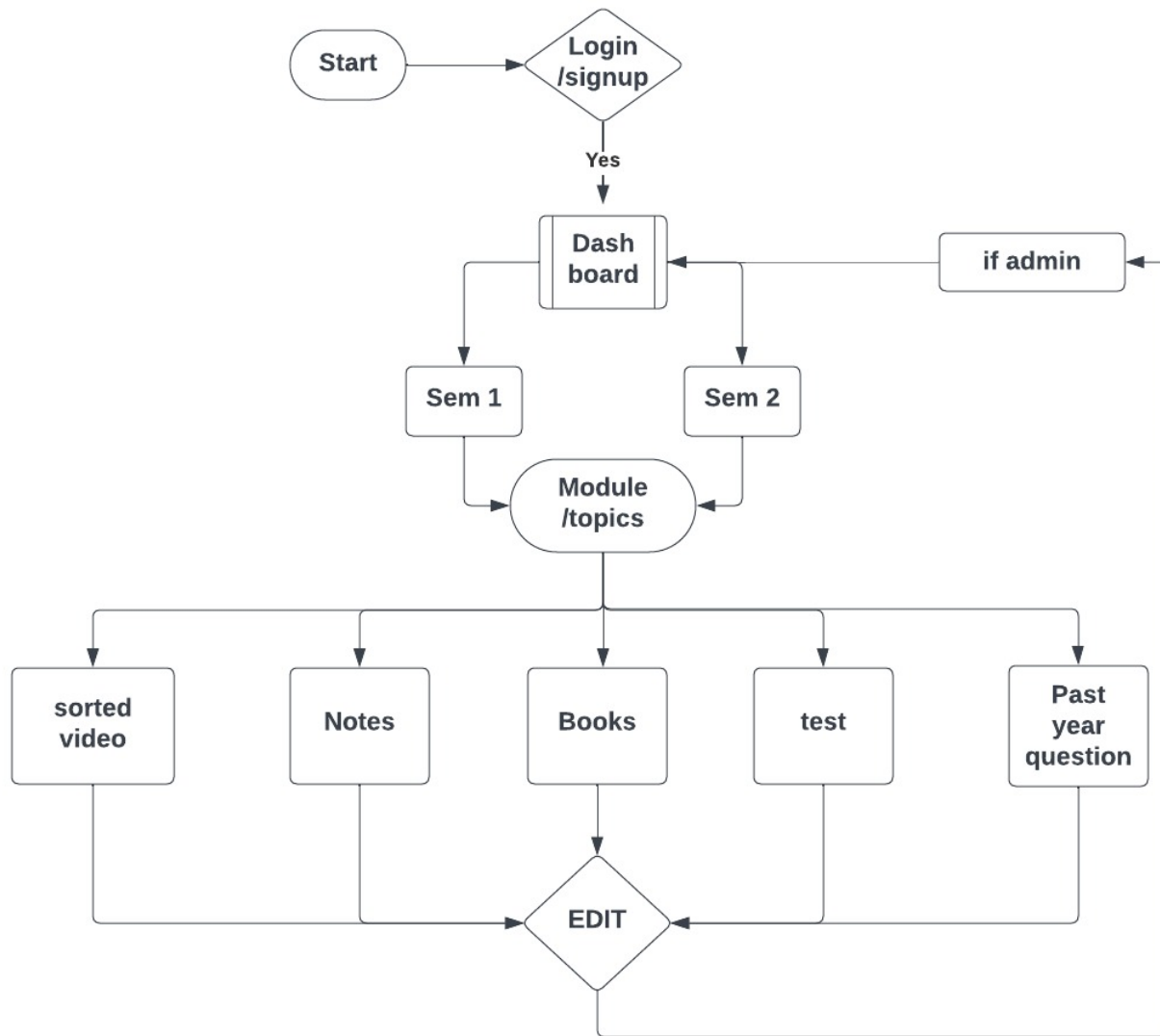
7. Technology Stack

Front End :

- Java Jdk 2.0

- Apache Netbeans IDE 19

Back End:

- MySQL 8.0

Thank You...!!