# AN UDP REPORT

# ON

# COURSE CIRCUIT

By

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**INTERNAL GUIDE**


PARUL INSTITUTE OF ENGINEERING &
TECHNOLOGY

(DIPLOMA STUDIES)

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# CERTIFICATE

This is to certify that UDP Report by Aman Prasad (186380307038), Dhruv Itwala (186380307010), Siddhi Patel (186380307036) and Harsh Bhatiya (186380307002) of Computer Department of PARUL INSTITUTE OF ENGINEERING & TECHNOLOGY (DIPLOMA STUDIES), LIMDA is the record of work carried out by them under our supervision and guidance. The work submitted has in our opinion reached a level required for being accepted for examination.

| Guide | HOD | Principal |
|---|---|---|
| Prof. Kajol Patel | Prof. Hetal Bhaidasana | Prof. Ruchi Srivastava |
| Prof. Department of Computer Eng. | Prof. Department of Computer Eng. | PIET(DS), LIMDA |
| PIET(DS), LIMDA. | PIET(DS), LIMDA | |

# ACKNOWLEDGEMENT

We are very thankful to God whose blessings helped us a lot to make our effort successful. Thanks to our Parents who inspired us to go ahead in our work. We also like to thank our Principal **Prof. Ruchi Srivastava** for the moral support. It is our pleasure to take this opportunity to thank all those who directly or indirectly helped us in our Project. We are extremely grateful to our internal Guide **Ms. Kajol Patel** for his excellent guidance, valuable suggestion, and encouragement to carry out this project, valuable suggestions, and guidance to bring out the best from this project. Finally, we would like to express our deep sense of gratitude to all our classmates and many other friends of us who have supported and enriched us by sharing their ideas, and sorting out our doubts having discussion with us. We thank one and all.

# ABSTRACT


- We are going to develop a Web application which is A learning system based on formalized teaching but with the help of electronic resources is known as E-learning. Immersive learning experience on an electronic device, perfectly simulated for students and to encourage learning. The learner can learn different frontend technologies like PHP, HTML5, CSS with database connectivity, certification course that too free of cost and learn how to host their website.

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# Chapter-1: Introduction

## 1.1 PROJECT SUMMARY

- Our website is an online education platform that provides the education regarding web development, it also teaches how to make your own website by creating your own templates. Our website provides free templates We'll teach you from basic to advance. Our course is divided into six phases.
- Phase 1 - html (basic + advance)
- Phase 2 - CSS (basic CSS uses)
- Phase 3 - advance CSS (use of external CSS)
- Phase 4 - php (some basic php tags + use of PHP inside HTML)
- Phase 5 - database linking (create your SQL database + how to insert data & access data)
- Phase 6 – Launching product (Host- Domain + if user want, they can show their created website to company and if company wants, they can get a chance to be hired.

## 1.2 EXISTING SYSTEM

- **W3school:**
  - W3 school is an online coding website that provides free coding knowledge
  - It provides short information, tutorials, references (but cannot warrant full correctness of all contents)
  - its free to use
  - It provides paid certificates.

- **HOW OUR WEBSITE IS DIFFERENT FORM EXISTING SYSTEM**
  - Our website is for specific Course i.e. Web development
  - Our website is free to use
  - Our website helps user to learn how to develop their own website from basic level to advance

- We also provide free templates for Web development
- We conduct Mock test after each phase.

## 1.3 PROPOSED SYSTEM

- Our website is free to use.
- New users need to register.
- Simple code explanation with simple illustrate how to use it.
- Student can choose the phase as per their interest.
- Here student share their problem in Q&A section and solve each other queries.
- Tutorials start from basic level and move all the way up to professional reference.
- By using our online editor, you can edit your code and execute your code and see what your errors in program.

## 1.4 ADVANTAGES

- Our website is free to use, anyone can access it from anywhere, and it is 24x7 available .
- Our course is a certified course so one could have certificate after the completion of course.
- We provide the information in easy and understandable language so one could easily get to know.
- We conduct mock tests after each section and provide editor and compiler where they can code and clear their doubts , they can contact us any time for any query and we assure to give replay within 24 hrs...

## 1.5 SCOPE

- **Login:**
  User can login with his/her Email id and password.

- **Registration:**
  User can register in this application by providing your email.

- **Security:**
  User can change password easily.

- **Course management:**
  User can learn and apply for exam to receive certificate.

- **Certificate management:**
  User will receive certificate which he/she can use in their resume.

- **Gaming:**
  Any user and non-user can play games online for free.

- **Compiler:**
  Any user and non-user can use compiler for free.

- **Templates:**
  Any user and non-user can download and use available templates for free without any copyright issues.

- **Feedback:**
  User can give the feedback of website and other features.

# Chapter-2: System Requirement Study

## 2.1 FEASIBILITY STUDY

- Feasibility study is one of the important stages of the system development process.
- When a new system is proposed the main point to be taken into consideration is weather the system is feasible or not.
- If the proposed system does not pass feasibility test then further work must be stopped on the development of the system.
- Otherwise the extra cost, extra time, and manpower are wasted.
- The feasibility study consists of three steps as following:
    - Operational Feasibility
    - Technical Feasibility
    - Economic Feasibility
- The system is tested for each feasibility and in any case if the system is not feasible to the organization then any further work done is wasted of resources.

### 1. Operational Feasibility:

- Operational Feasibility states that the system should work under condition for it to be operationally feasible.
- The operations that checks weather the system is feasible or not are as follows:
- An unauthorized person cannot make any changes in the stored information.
- The system will operate only when the servers as well as the network are up.

### 2. Technical Feasibility:

- For the system it should be technically feasible.
- There should be some computer attached to server, these computers are referred as Nodes. While a network should have been established between the server and the nodes.
- The minimum memory requirement is 2 GB.

### 3. Economic Feasibility:

- Economic Feasibility checks weather the system is financially i.e. under budget or not.

- If the amounts spend behind developing the system is more as compared to the profit made by it then the system is not economical feasible hence the organization must see whether the profit made by the system are compatible with the amount spend on developing the system.
- To check whether the proposed system is feasible or not.
- The organization must consider the following points:
  There should be network established in the organization and licensed version of Android Studio.
  If their requirements are available, then the system is economically feasible.

## 2.2 TOOLS AND TECNOLOGY

### Hardware Requirements

- 2GB RAM
- 1GB graphic card
- i5 7$^{th}$ Gen. processor
- 512GB HDD

### Software Requirements

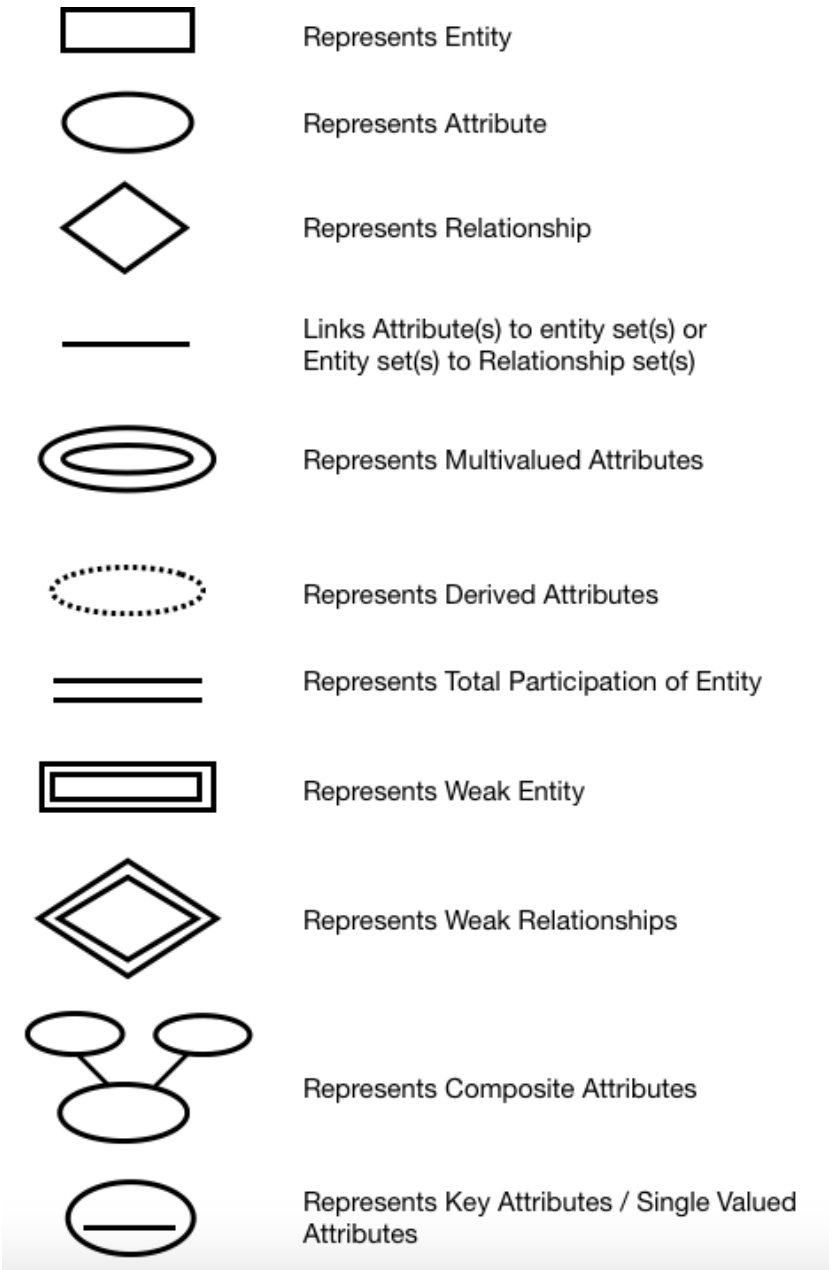
- PHP
- Database MySQL
- Windows 7, 8 ,10
- Editor (Notepad, Notepad++, Dream Weaver etc.)

# Chapter-3: Diagrams

## 3.1 E-R Diagram

- The ER or (Entity Relational Model) is a high-level conceptual data model diagram. Entity-Relation model is based on the notion of real-world entities and the relationship between them Entity relationship diagram displays the relationships of entity set stored in a database.

### Symbols of E-R Diagram



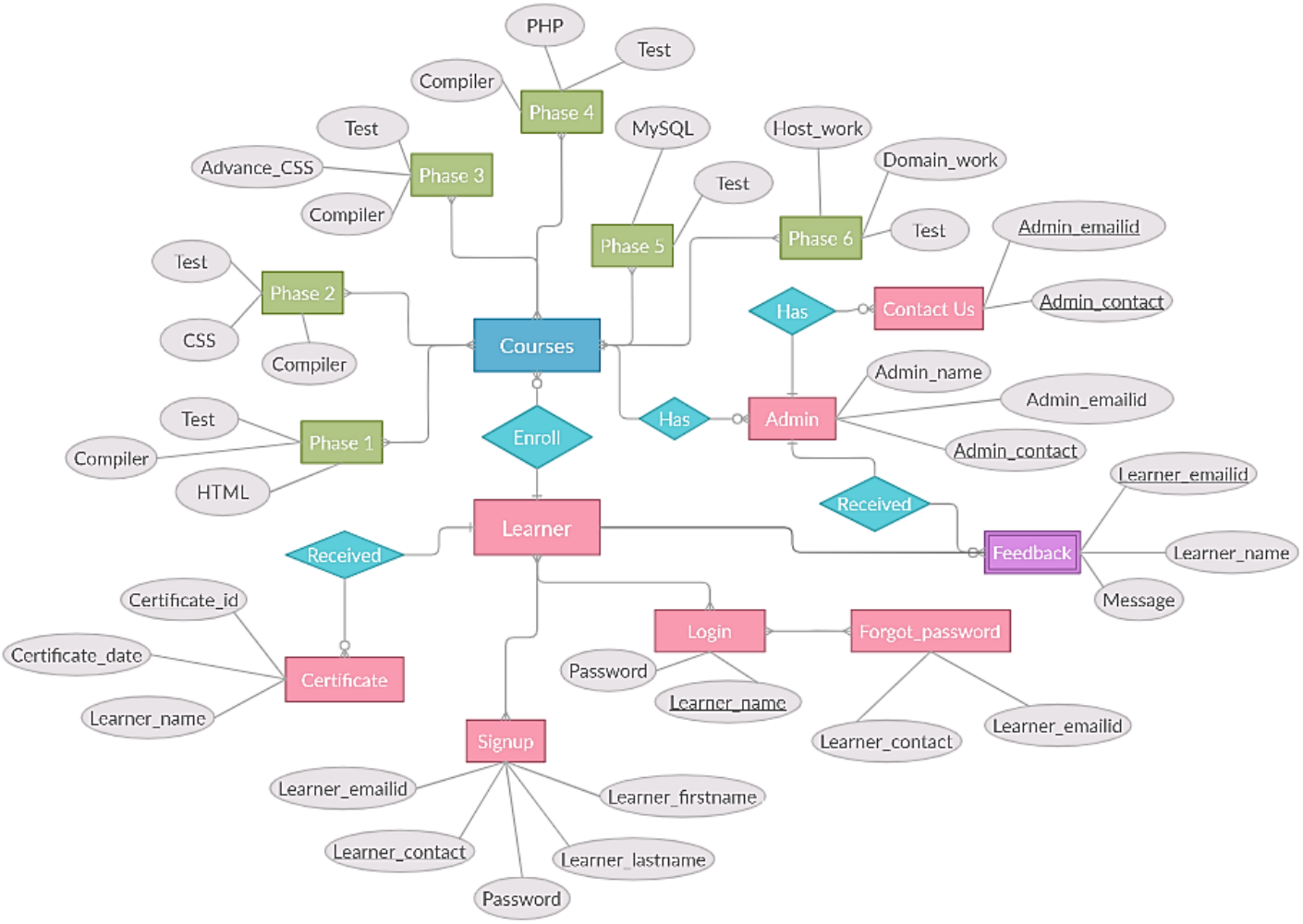
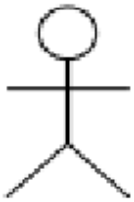
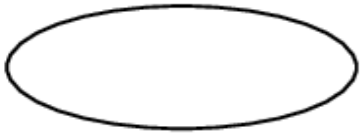
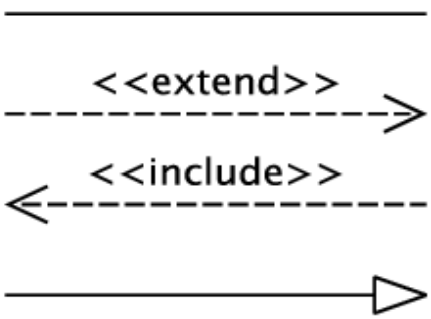



**Figure 1: E-R Diagram**

## 3.2 Use Case Diagram

- In software and systems engineering, a use case is a list of steps, typically defining interactions between a role (known in UML as an actor) and a system, to achieve a goal. The actor can be a human or an external system.
- In systems engineering, use cases are used at a higher level than within software engineering, often representing missions or stakeholder goals.
- The detailed requirements may then be captured in as contractual statements.

**Symbols of Use Case Diagram:**

| Symbol | Reference Name |
|---|---|
|  | Actor |
|  | Use case |
|   | Relationship |

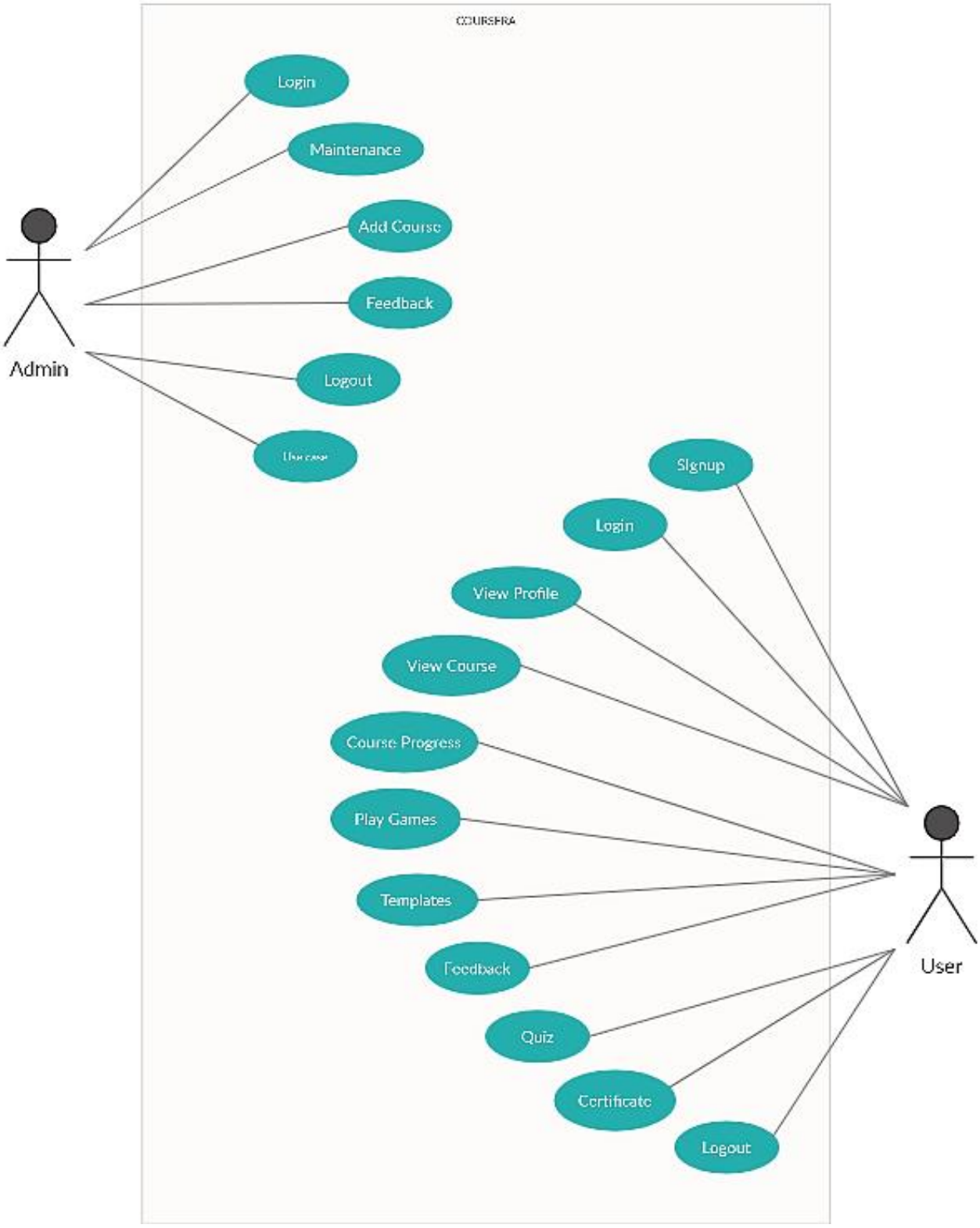
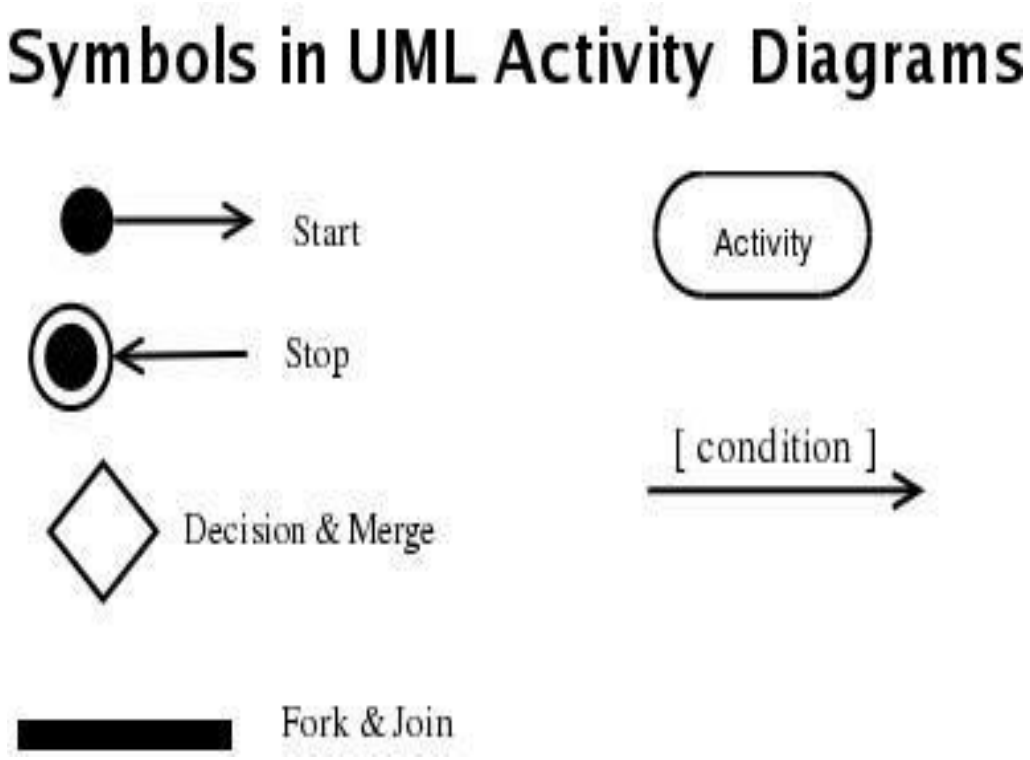



**Figure 2: Use Case Diagram**

## 3.3 Activity Diagram

- Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration, and concurrency.
- In the Unified Modeling Language, activity diagrams can be used to describe the business and operational step-by-step workflows of components in a system.



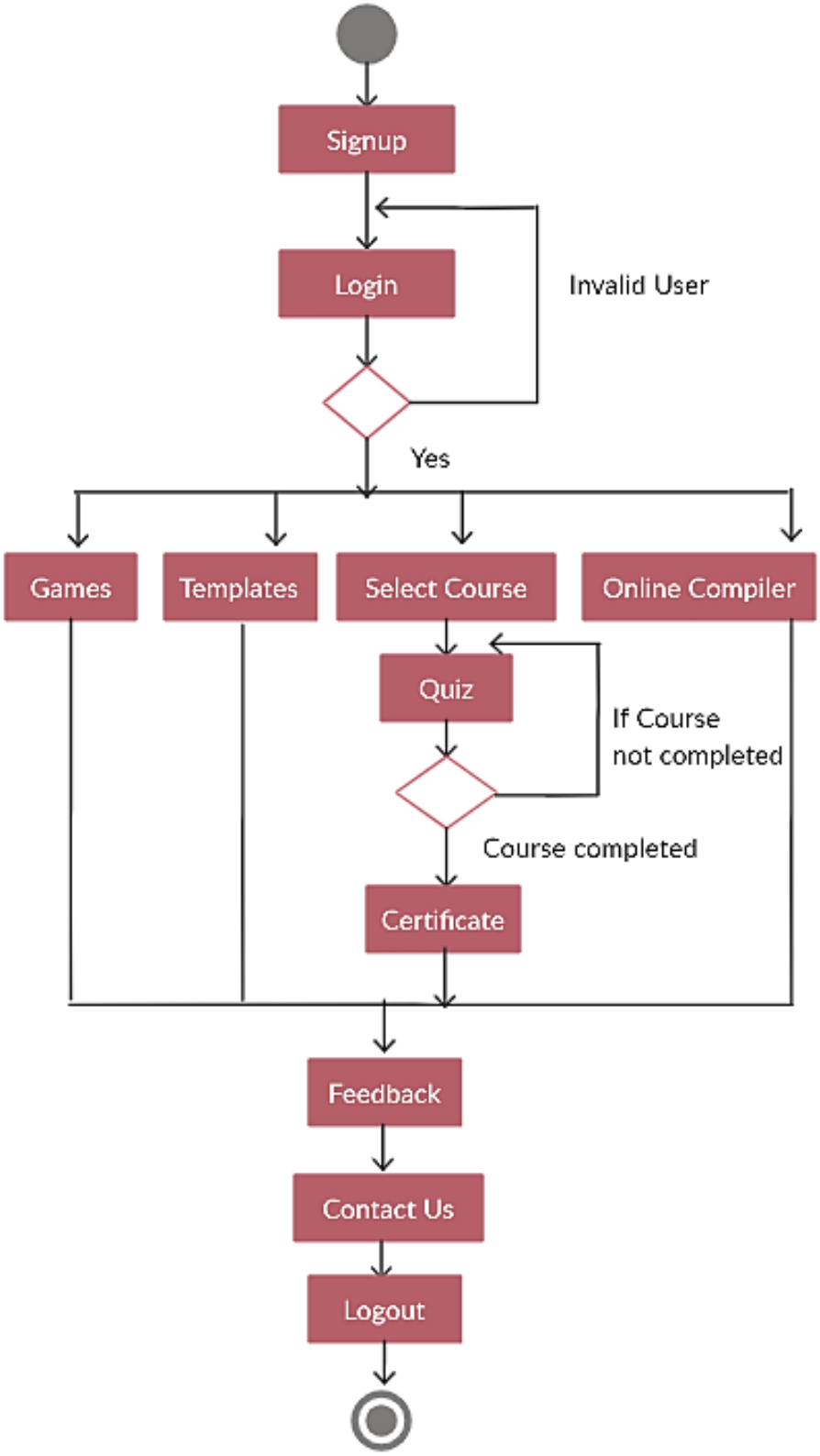



**Figure 3: Activity Diagram**

## 3.4 System Flow Diagram

- The Data Flow Diagrams are pictorial or graphical representation of the outline of the system.
- The Data Flow Diagram covers all the processes, which takes place during any transaction in the system.

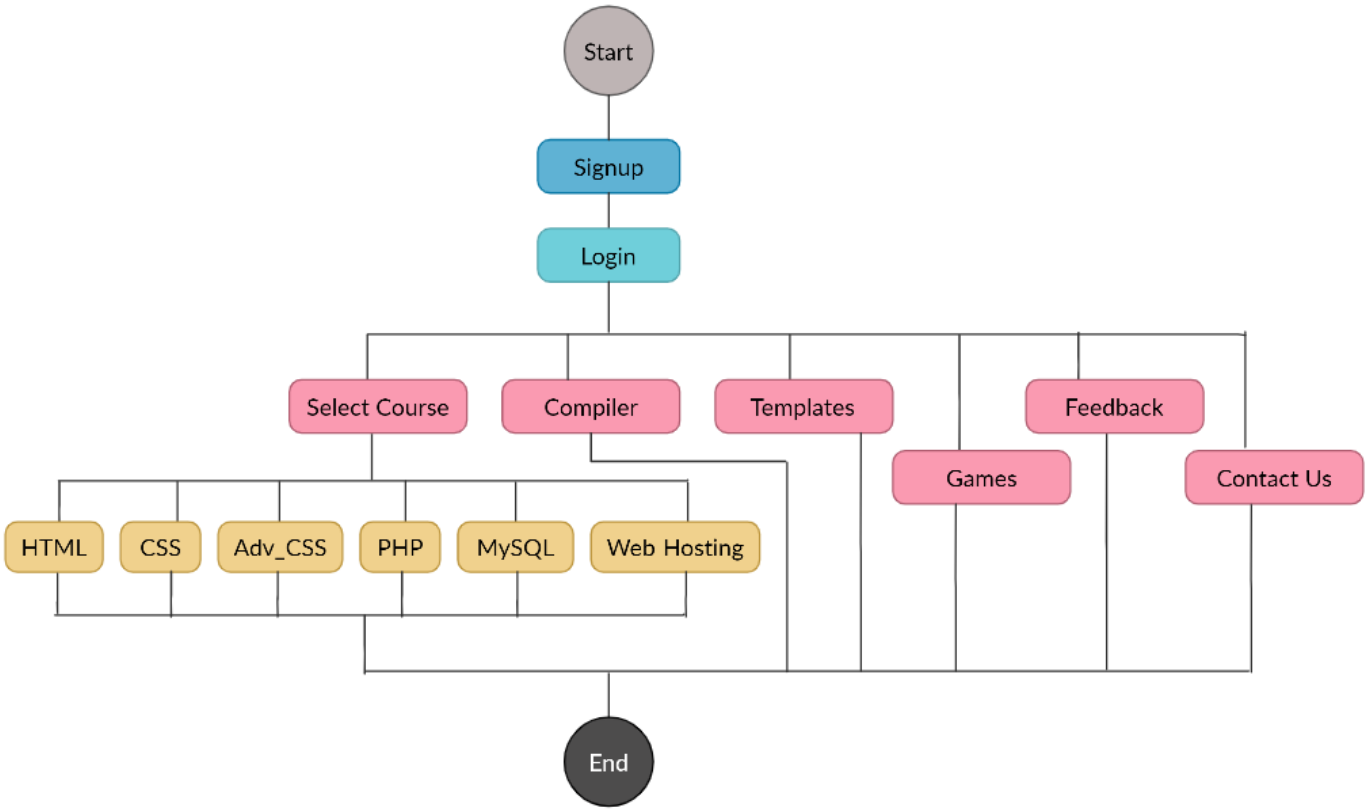
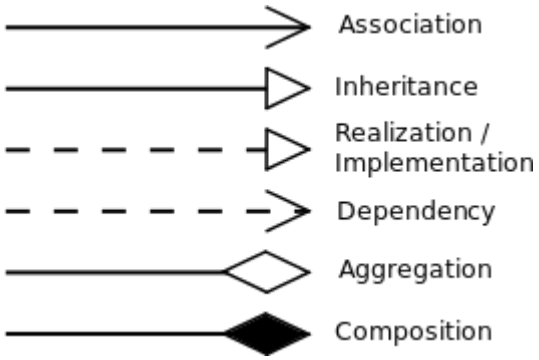



**Figure 4: System Flow Diagram**

## 3.5 Class Diagram

- In software engineering, a **class diagram** in the Unified Modelling Language (UML) is a type of static structure **diagram** that describes the structure of a system by showing the system's **classes**, their attributes, operations (or methods), and the relationships among objects.

### Symbols of Class Diagram



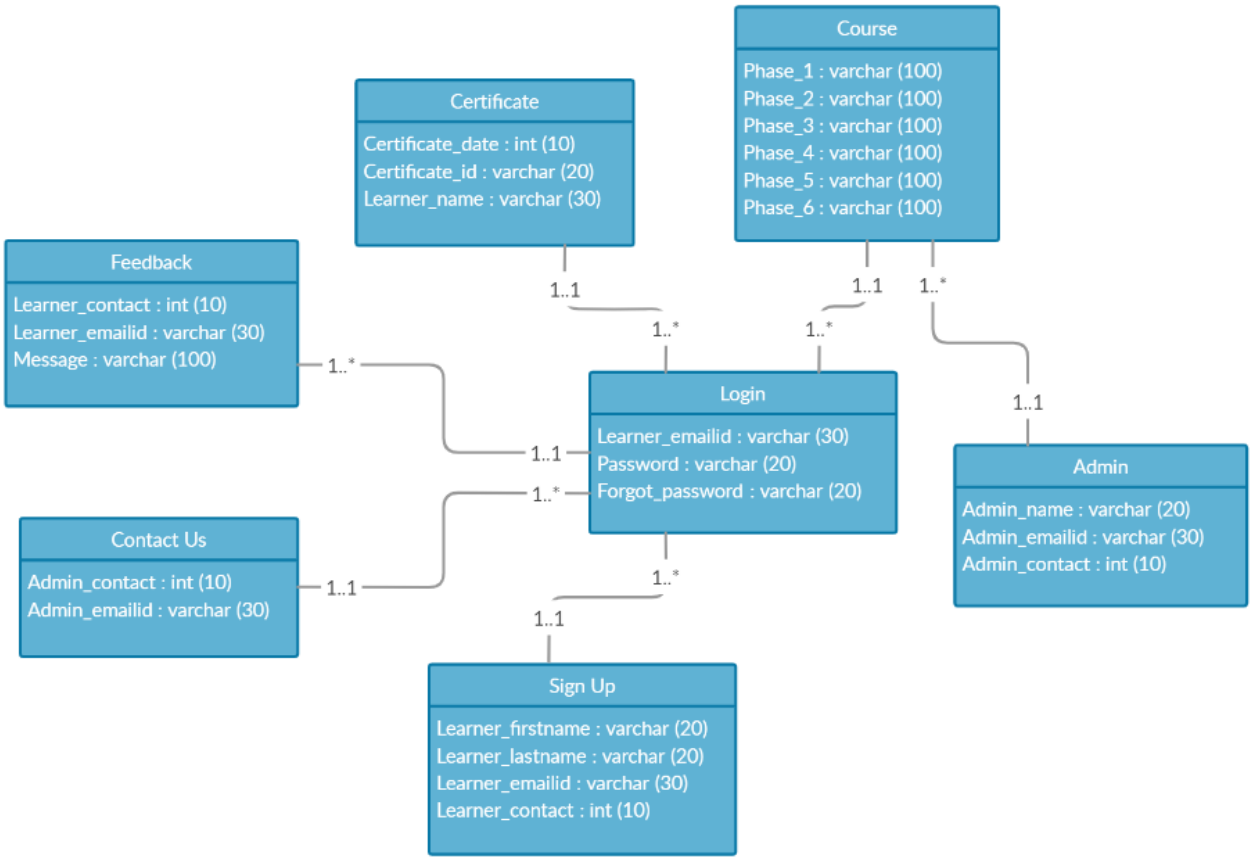




**Figure 5: Class Diagram**

## 3.6 Data Dictionary

- Data dictionary is an information repository which contains metadata. It is usually a part of the system catalog.
- Data dictionary contains description of schema, i.e. overall logical structure of the database.
- This can involve information such as table names, owners, column, column name, data types, size and constraints

**Table 1: Admin**

| Fieldname | Datatype | Constraints |
|---|---|---|
| admin_name | varchar(20) | Not null |
| admin_emailid | varchar(30) | Primary key |
| admin_contact | int(10) | Primary key |

**Table 2: Sign Up**

| Fieldname | Datatype | Constraints |
|---|---|---|
| learner_firstname | varchar(20) | Not null |
| learner_lastname | varchar(20) | Not null |
| learner_emailid | varchar(30) | Primary key |
| learner_contact | int(10) | Primary key |

**Table 3: Login**

| Fieldname | Datatype | Constraints |
|---|---|---|
| learner_emailid | varchar(30) | Primary key |
| password | varchar(20) | Not null |
| Forgot_password | varchar(20) | Not null |

**Table 4: Courses**

| Fieldname | Datatype | Constraints |
|---|---|---|
| phase_1 | varchar(100) | Not null |
| phase_2 | varchar(100) | Not null |
| phase_3 | varchar(100) | Not null |
| phase_4 | varchar(100) | Not null |
| phase_5 | varchar(100) | Not null |
| phase_6 | varchar(100) | Not null |

**Table 5: Certificate**

| Fieldname | Datatype | Constraints |
|---|---|---|
| certificate_date | int(10) | Not null |
| certificate_id | varchar(20) | Primary key |
| learner_name | varchar(30) | Reference key |

**Table 6: Contact Us**

| Fieldname | Datatype | Constraints |
|---|---|---|
| admin_contact | int(10) | Primary key |
| admin_emailid | varchar(30) | Primary key |

**Table 7: Feedback**

| Fieldname | Datatype | Constraints |
|---|---|---|
| learner_contact | int(10) | Primary key |
| message | varchar (100) | Not null |
| learner_emailid | varchar(30) | Primary key |

# Chapter-4: Implementation

**Fig.1: Home Page**

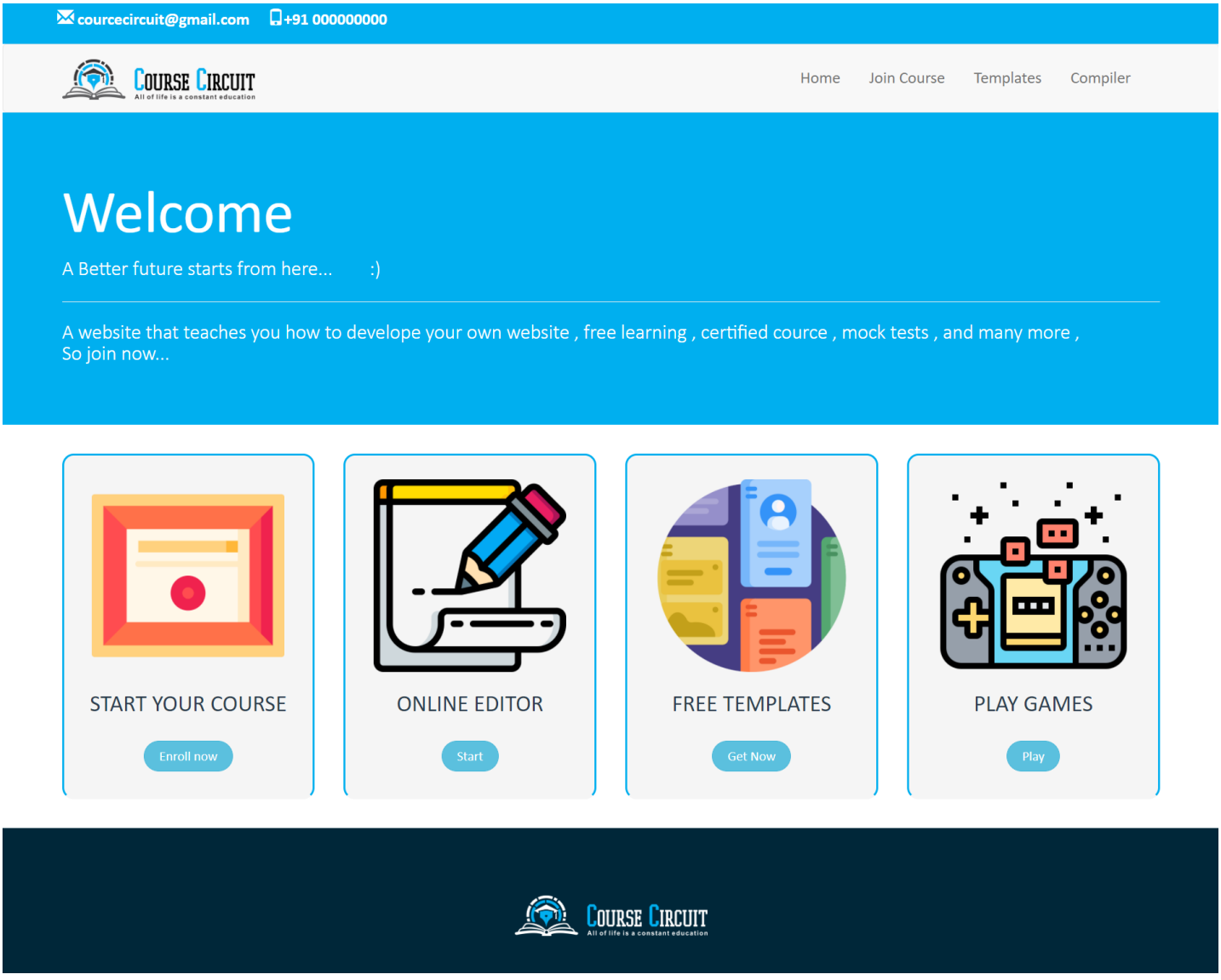
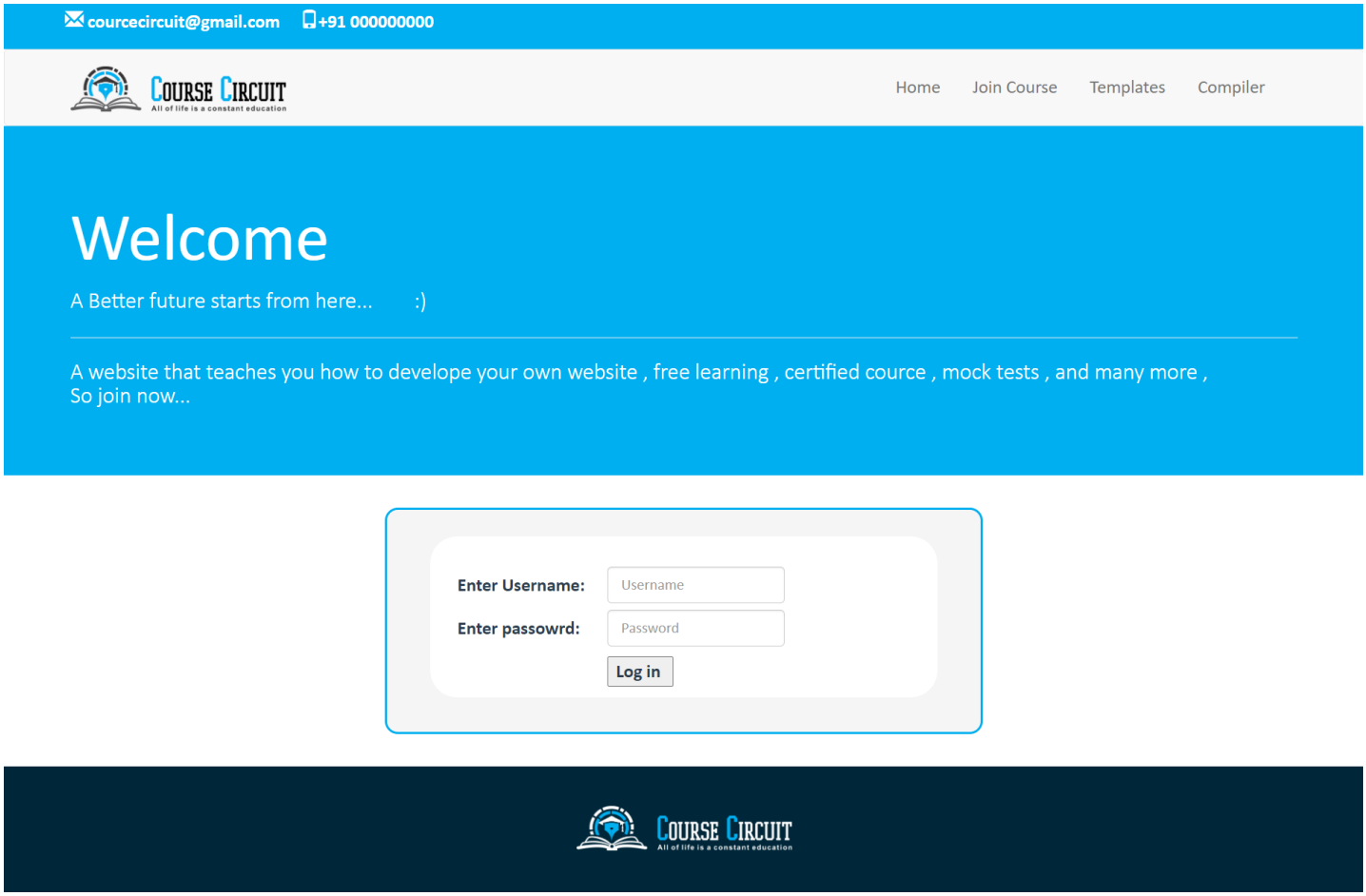


**Fig.2: Login**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Templates
Compiler
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A Better future starts from here... :)
A website that teaches you how to develope your own website , free learning , certified cource , mock tests , and many more , So join now...
Enter Username:
Username
Enter passowrd:
Password
Log in
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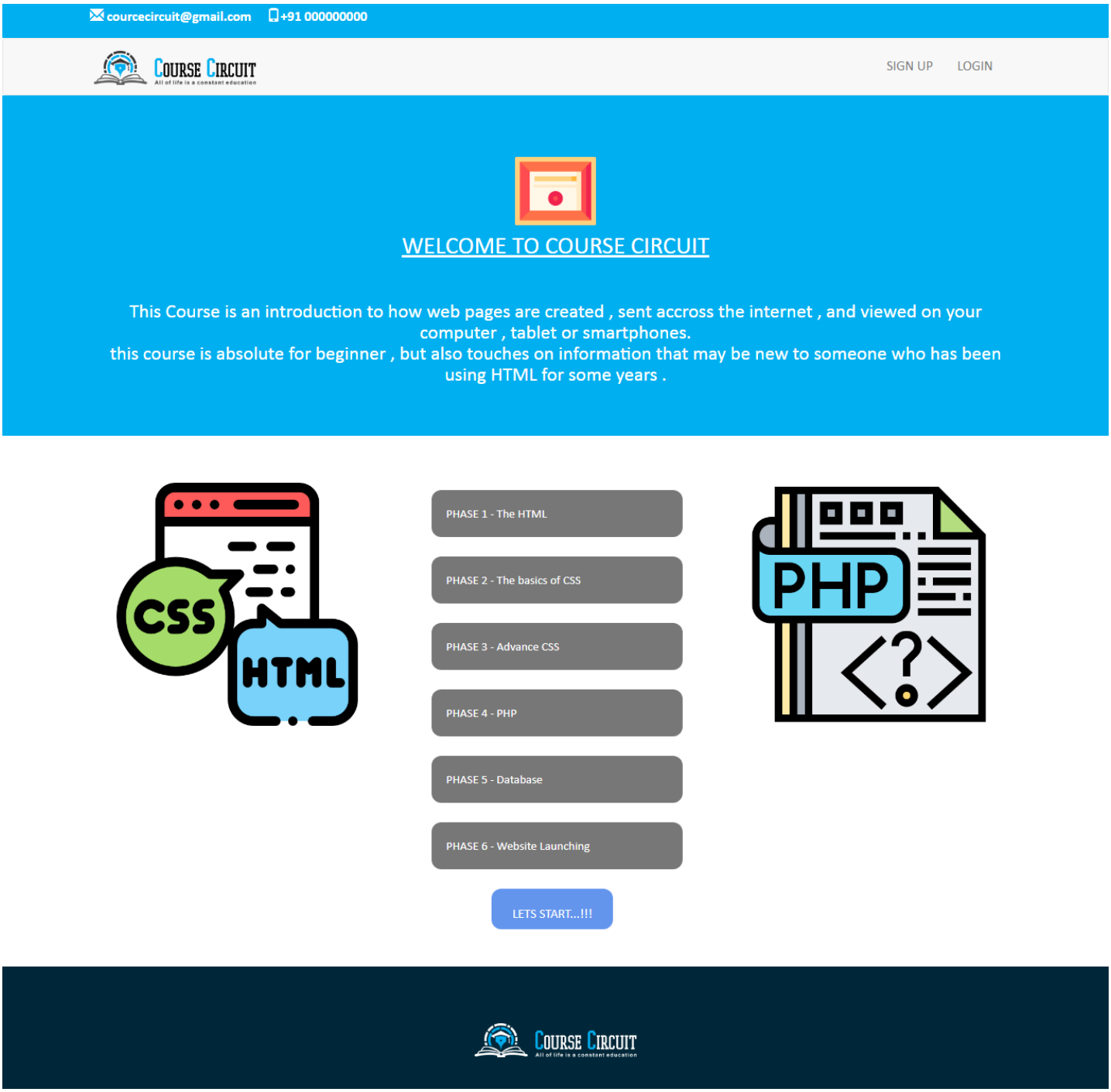
**Fig.3: Course Phases**



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Home Join Course Templates Compiler

WELCOME

This Course will teach you how the web pages are created , sent accross the internet , and viewed on your computer , tablet or smartphones.
This course is absolute for beginner , but also touches on information that may be new to someone who has been using HTML for some years .


HTML

Open


CSS

Open

Advance CSS

Open


PHP

Open

MySql

Open

Hosting & domain

Open

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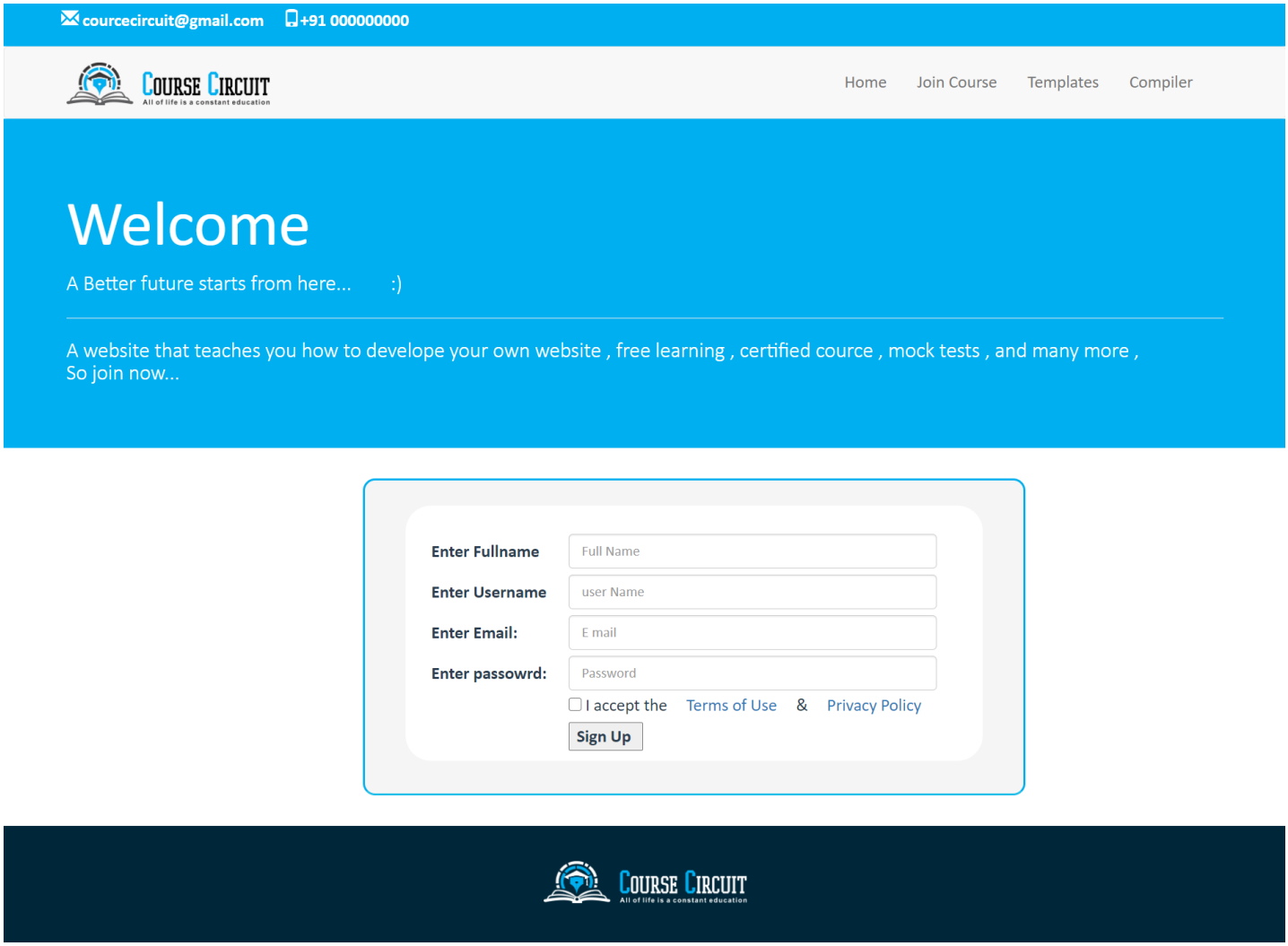
**Fig.4: Sign Up**


courcecircuit@gmail.com
+91 000000000
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Welcome
A Better future starts from here... :)
A website that teaches you how to develope your own website , free learning , certified cource , mock tests , and many more , So join now...
Enter Fullname
Full Name
Enter Username
user Name
Enter Email:
E mail
Enter passowrd:
Password
I accept the
Terms of Use
&
Privacy Policy
Sign Up
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**Fig.5: Compiler**

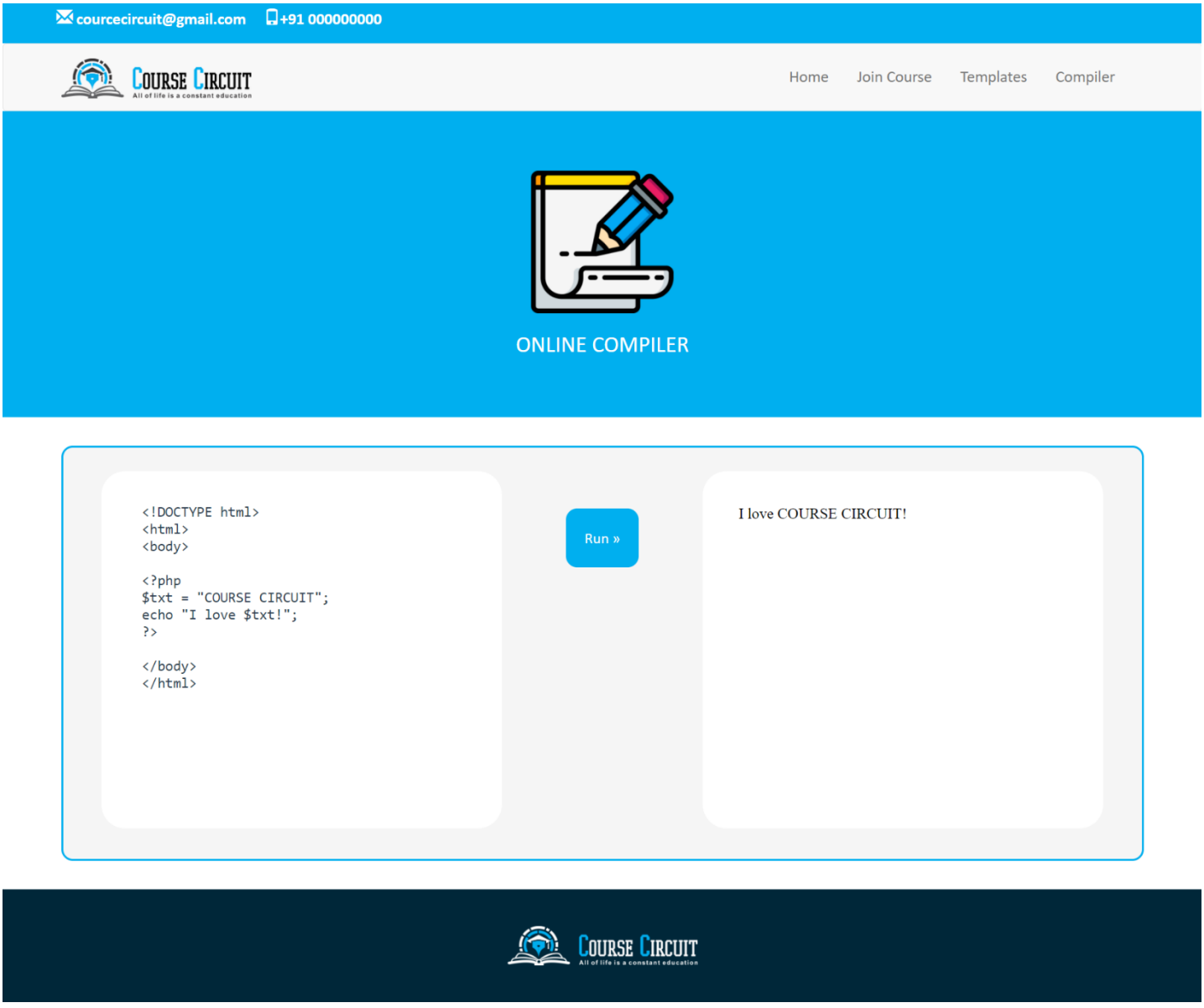


**Fig.6: Templates**

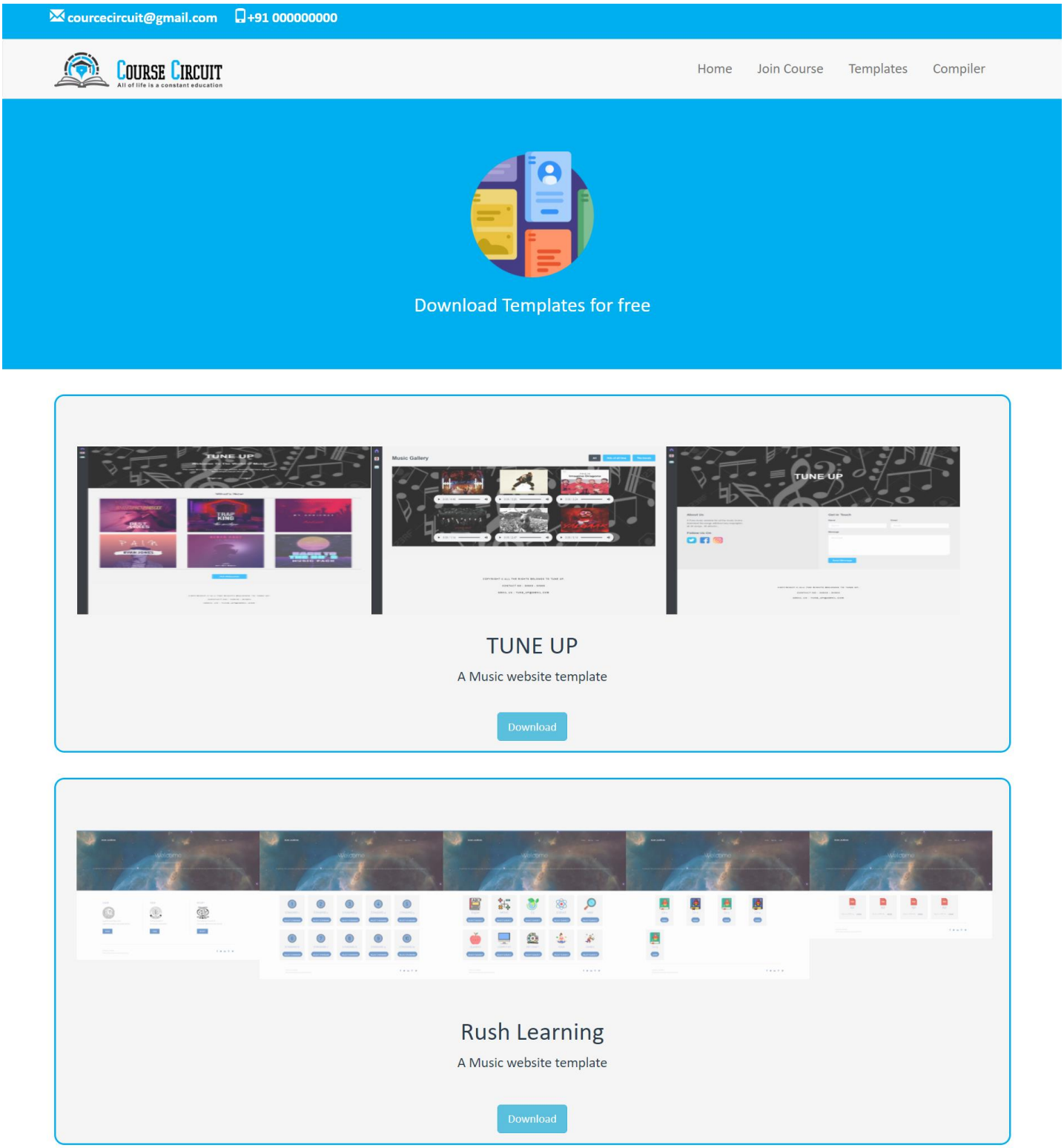
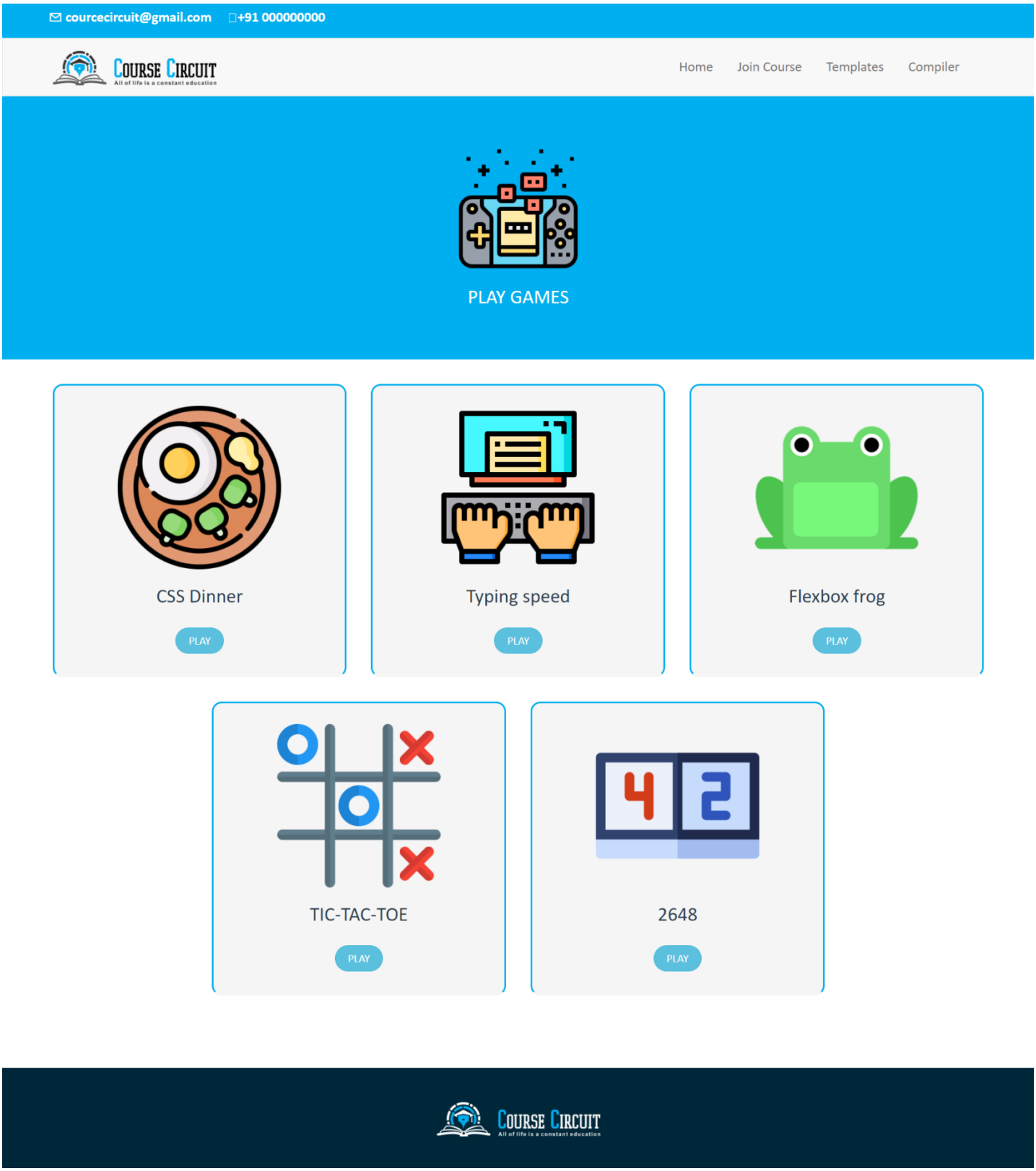


**Fig.7: Games**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Join Course
Templates
Compiler
PLAY GAMES
CSS Dinner
PLAY
Typing speed
PLAY
Flexbox frog
PLAY
TIC-TAC-TOE
PLAY
2648
PLAY
COURSE CIRCUIT
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**Fig.8: About Us, Contact Us, Feedback**

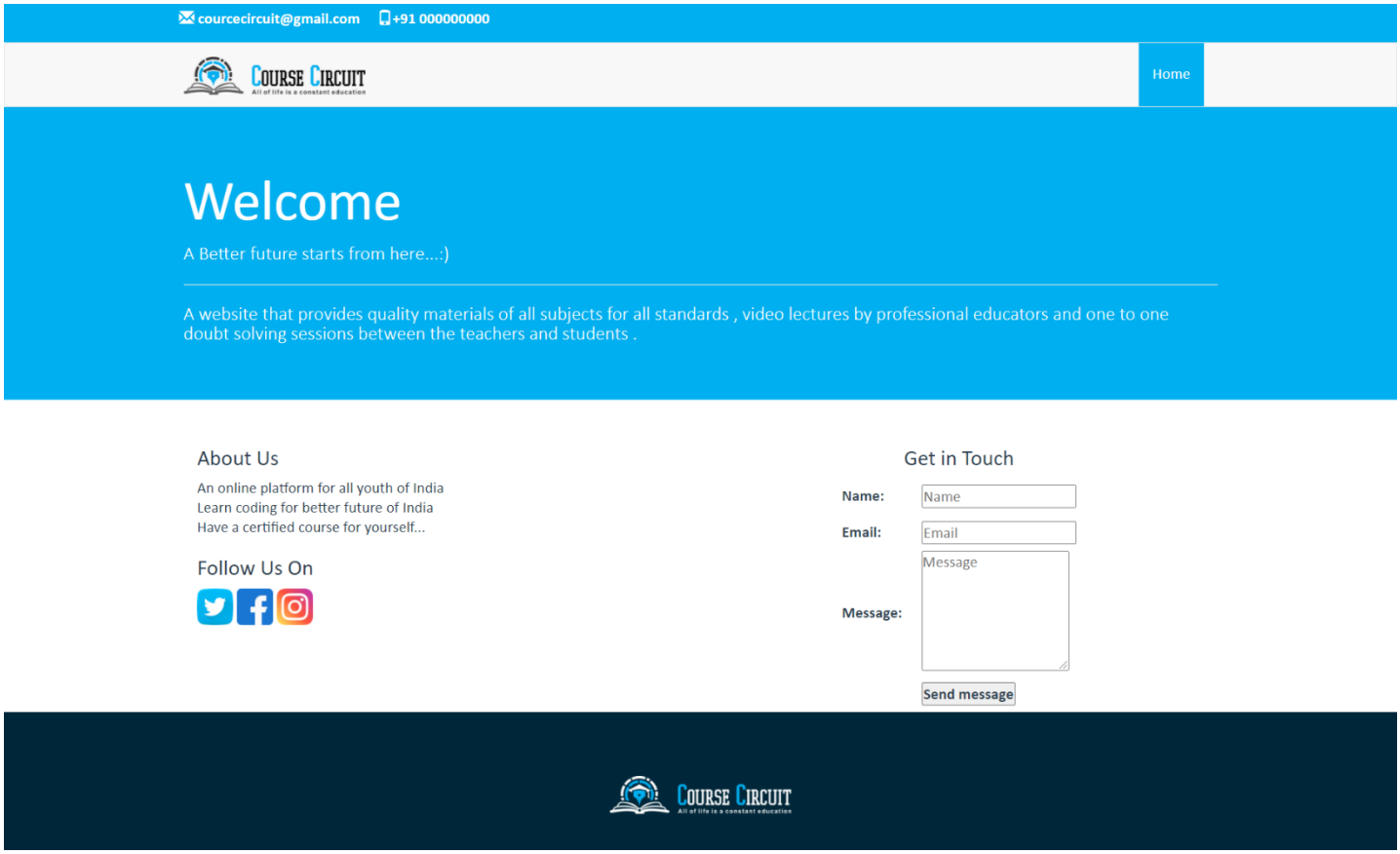


**Fig.9: Quiz & Practical**

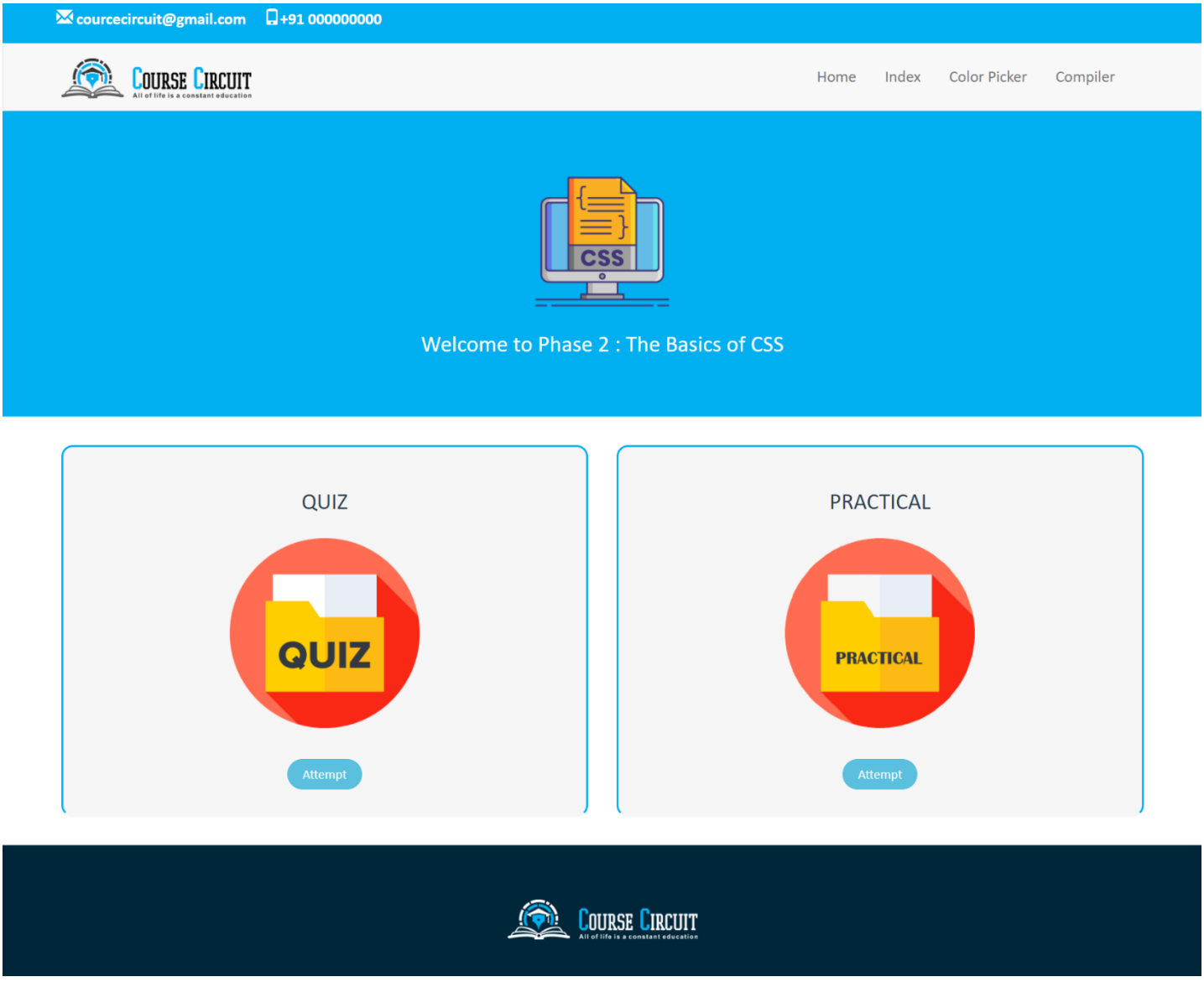
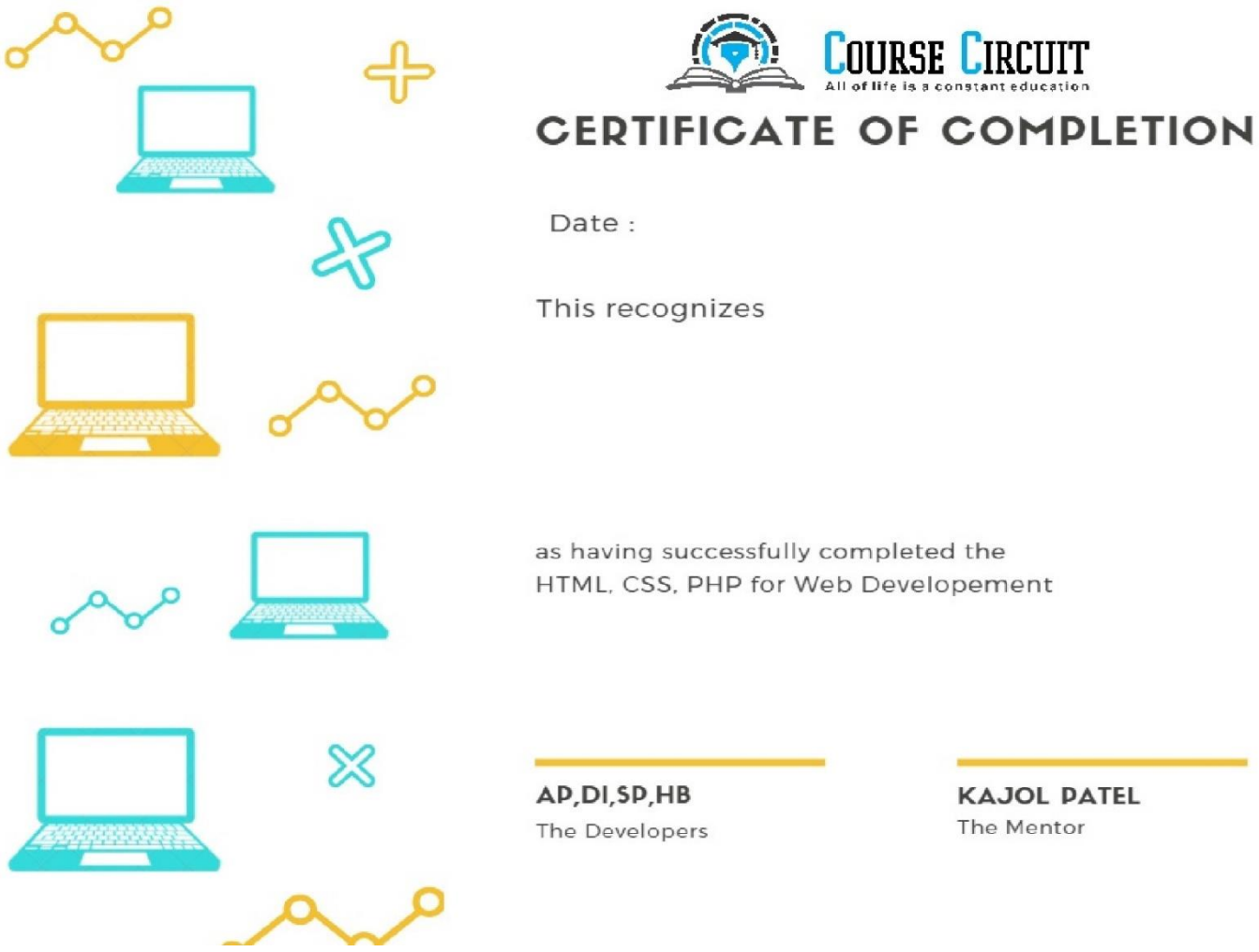


**Fig.10: Certificate**



# Chapter-5: Conclusion

- We are going to develop a E learning website for students where they can learn multiple courses as per their interest (currently we are with web development course).
- We also help them with online compilers so that they could learn things easily without installing high software's, our courses are certified courses so we will provide certificate after the completion of course.

# Chapter-6: Future Scope

- More courses
- Student peer grading system
- Application platform
- cloud database
- multiple Languages Compliers

# Chapter-7: Bibliography

https://www.w3schools.com/
https://www.hostgator.in/
https://github.com/
https://www.coursera.org/