

“ MAKE EDUCATION EASY ”

(Project on Finding Nearest Suitable Private Tutor)

A project report under the guidance of

Mrs. Moumita Chakraborty

Submitted By

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**DEPARTMENT OF COMPUTER SCIENCE AND
ENGINEERING (CSE)**

&

INFORMATION TECHNOLOGY (IT)

**Department of Computer Science and Engineering (CSE)/
Information Technology (IT)**

CERTIFICATE

This is to certify that the project entitled “**MAKE EDUCATION EASY**” is being submitted by **ANIMESH SAMANTA (Roll No.: 24400120001), AKASH CHOWDHURY (Roll No.: 24400120022), DIP DAS (Roll No.: 24400220003)**, in partial fulfillment of the requirement for the award of the degree of **Bachelor of Technology in Computer Science and Engineering / Information Technology** from **TECHNO ENGINEERING COLLEGE BANIPUR** (Affiliated To MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY).

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DECLARATION

We **ANIMESH SAMANTA, AKASH CHOWDHURY, and DIP DAS** hereby declare that the project report entitled “**MAKE EDUCATION EASY**” under the guidance of **Mrs. MOUMITA CHAKRABORTY**, is submitted to **TECHNO ENGINEERING COLLEGE BANIPUR** (Affiliated to MAULANA ABUL KALAM AZAD UNIVERSITY OF TECHNOLOGY), in partial fulfillment of the requirement for the award of the degree of **Bachelor of Technology in Computer Science and Engineering / Information Technology**

We assert that the statements made and conclusions drawn are an outcome of the project work. We further declare that to the best of our knowledge and belief, the project report does not contain any part of any work that has been submitted for the award of any other degree/diploma/certificate in this University.

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We are also thankful to all our faculty members at **TECHNO ENGINEERING COLLEGE BANIPUR** for their valuable insights, constructive feedback, and unwavering support. Their commitment to nurturing our skills and providing a conducive learning environment has played a significant role in our project's development.

Finally, we express our gratitude to all other individuals, friends, and family members who have supported us throughout this journey. Thank you all for being an integral part of our project and for making "**MAKE EDUCATION EASY**" a reality

Abstract:

In today's educational landscape, the demand for private tutoring has soared due to its personalized approach and potential to supplement traditional learning. However, the process of finding the most suitable private tutor can be daunting and time-consuming for students, and a system that efficiently matches students with the nearest and best-matched private tutors.

The proposed system leverages advanced algorithms and data analysis techniques to assess various factors such as academic needs, learning preferences, location, availability, and tutor qualifications

Key features of the system include a user-friendly interface accessible through web and mobile platforms, comprehensive profiles for both students and tutors, and real-time scheduling. Additionally, the system will prioritize privacy and security by implementing robust data protection measures.

The project will be implemented using modern software development methodologies, ensuring scalability, reliability, and maintainability. Evaluation of the system will involve user testing and feedback iterations to enhance usability and effectiveness.

The outcomes of this project will contribute to streamlining the process of finding private tutors, ultimately facilitating more efficient and personalized learning experiences for students. Moreover, the developed system has the potential to be adapted and scaled to cater to diverse educational contexts, thereby benefiting a broader spectrum of learners worldwide.

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Title of the Project

**“MAKE EDUCATION
EASY”**

**“EASY
MAKE EDUCATION**

An online website where students can find a best-matched nearest private tutor.

Introduction:

Nowadays students prefer to pay tuition so that they can overcome their monthly chores without asking for any sort of financial help from their parents. The main problem arises when the user(student) cannot find their desired tuition near their house and the subject of their interest, it's difficult to find a good tuition teacher near your area.

So, our website is tackling the tuition-finding problem. Where students can find a good teacher for themselves without getting into any fatigue of finding it by themselves. They just have to use our application and can find a teacher for themselves. Whereas, on the other hand, a teacher can get tuition easily. Our target audience is the student (who wants tuition), there is no age limit, and teacher (minimum Education of O-levels / Matric).

Location-Based Service (LBS) LBS is a mobile service that can provide real-time information based on the user's location. Geographical Information System (GIS) has been the heart of LBS to provide all the functionalities in LBS. Previously, students and teachers used to register their names for the desired tuitions. They both register their name to a common company. So, if there is a sort of similarity between a teacher and a student based on the location and subject they give the contact no. of the teacher to the student so that he/she can contact the teacher and can get a tuition. This process takes a lot of time and both the teacher and student have to wait for a proper match. But, after our App they don't have to wait for their desired tuitions. They are just one tap away from their desired goal.

Make Education Easy is a website where a student registers as a student and a teacher registers as a teacher. If a student needs tuition, he'll use our app. With the help of the location on Google Maps, Make Education Easy will connect its request to the nearest registered teachers. If the teacher will accept the tuition request, he/she will be connected to the student.

The main objectives of our website are listed.

- Students and teachers can find their desired tuition
- Give the accurate location of both teacher and students
- Integrate basic activities on a single platform
- Automation of activities for location

Case Study:

In a world where education is evolving rapidly through the integration of technology, our project "Make Education Easy" aims to bridge the gap between online convenience and offline educational interactions. The core objectives of this project revolve around creating a cohesive platform that seamlessly connects students seeking educational guidance with the nearest available tutors. This connection is facilitated through location-based services, allowing students to request enrollment in tutor-led batches for offline classes, thereby fostering a unique blend of digital connectivity and traditional in-person education.

1. **Seamless Student-Tutor Interaction:** Through the implementation of an intuitive and user-friendly platform, we seek to create an environment where students can seamlessly interact with tutors. Our objective is to provide students with the ability to send enrollment requests to tutors whose profiles resonate with their learning needs. Likewise, tutors will have the opportunity to review these requests and make informed decisions regarding enrollment.
2. **Enabling Offline Learning Experiences:** Our project is centered on facilitating offline learning experiences. We aim to provide enrolled students with detailed information about class schedules, locations, and any supplementary materials. This objective emphasizes the importance of combining online accessibility with real-world educational interactions, catering to students who prefer or require in-person teaching methodologies.
3. **Enhanced Tutor-Student Connectivity:** An integral objective of our project is to foster enhanced connectivity between tutors and students. By allowing students to request enrollment in specific tutor-led batches, we aim to create an environment where both parties can collaborate closely for productive offline learning experiences. This objective underscores our commitment to promoting effective educational interactions beyond the digital realm.
4. **Customization and Flexibility:** We recognize the diversity of learning preferences among students. Our project's objective is to offer students the flexibility to choose tutors based on subject preferences and proximity. This customization empowers students to tailor their educational experiences according to their unique requirements.
5. **Bridging the Digital-Offline Divide:** In an age dominated by online education, our project aims to bridge the divide between digital and offline education. We envision a scenario where students can seamlessly transition from online tutor selection to offline class attendance, achieving a balanced and holistic educational journey.
6. **Fostering Educational Communities:** Our project seeks to create a sense of community among enrolled students and tutors. By facilitating offline classes

within specific geographical areas, we aim to bring students and educators closer together, fostering the exchange of knowledge, ideas, and support.

7. **Empowering Tutors and Students:** Through our platform, we aim to empower tutors by providing them with a digital space to showcase their expertise. Our objective is to offer tutors the autonomy to accept or decline student enrollment requests based on their availability and preferences. Similarly, students are empowered to actively engage with tutors who align with their learning goals.
8. **Monitoring and Feedback Mechanism:** We are committed to continuous improvement. Therefore, our project's objective is to incorporate a monitoring and feedback mechanism where both tutors and students can provide insights into their learning experiences. This information will be used to refine the platform and enhance the quality of educational interactions.

Domain of the project:

The domain of a project refers to the specific area or field to which the project belongs, indicating its subject matter, context, and relevance. In the case of the "Make Education Easy - Bridging Education Gaps" project, the domain encompasses several interconnected aspects:

1. **Education:** The central theme of the project revolves around education. Education is a broad domain that involves the imparting of knowledge, skills, and values to individuals. The project aims to improve educational access, quality, and convenience by leveraging technology to connect students and tutors.
2. **Online Platform:** The project operates within the realm of online platforms and digital services. It seeks to harness the capabilities of web-based technologies to create a user-friendly online platform where students and tutors can interact, share information, and engage in educational activities.
3. **Traditional Education Enhancement:** By facilitating offline classes and in-person interactions between students and tutors, the project also intersects with the traditional education domain. It acknowledges the enduring value of face-to-face educational experiences and seeks to enhance traditional educational methods by leveraging modern technology for matchmaking and communication.
4. **Technology and Innovation:** The integration of technology, including web development, databases, and verification mechanisms, situates the project within the realm of technology and innovation. The project seeks to innovate by creating a novel approach to connecting students and tutors, using technology to overcome physical barriers.

5. **Community Impact:** The domain of the project extends to the impact it can have on communities and society at large. By increasing educational accessibility and empowering students in rural and urban areas, the project aims to contribute to the overall development of individuals and communities.

Implementation:

1. **Frontend:** The platform was developed using HTML, CSS, and JavaScript to create a responsive and intuitive interface.
2. **Backend:** Flask and Python were used for server-side scripting, while MySQL served as the database to store user profiles, tutor information, and details.
3. **Authentication:** JSON Web Tokens (JWT) were used for user authentication and session management.
4. **Deployment:** The application was deployed on a cloud platform like Visual Studio Code for accessibility from any device with an internet connection.

Result & Impact:

The proposed system, "Make Education Easy - Bridging Education Gaps," is anticipated to yield several significant outcomes that will impact students, tutors and These outcomes reflect the core goals and objectives of the project. Here are the key anticipated outcomes:

1. **Enhanced Accessibility to Quality Education:** The primary outcome of the proposed system is to enhance access to quality education for students, regardless of their geographical location. By leveraging the power of online platforms and location-based services, we aim to make educational resources and qualified tutors accessible to students in rural areas, urban centers, and beyond. This outcome holds the potential to democratize education and break down traditional barriers to learning.
2. **Convenience and Efficiency:** The system's implementation of geospatial matchmaking allows students to find tutors nearby, minimizing travel time and costs. This outcome promotes convenience and efficiency, enabling students to engage in educational activities without disrupting their daily routines. Similarly, tutors benefit from reduced marketing efforts and the ability to connect with interested students more easily.
3. **Improved Educational Quality:** The project verification process ensures that tutors possess the necessary qualifications and expertise to provide effective instruction. As a result, students are more likely to receive high-quality education from verified tutors, leading to improved learning outcomes and academic growth.

4. **Strengthened Tutor Community:** The project's platform creates a network of tutors and students who share similar geographical locations and educational interests. This outcome cultivates a sense of community among educators, enabling them to collaborate, share best practices, and collectively contribute to educational enrichment.
5. **Blended Learning Approach:** The project introduces a unique blend of online convenience and offline interaction. Students experience the benefits of both digital learning platforms and traditional face-to-face interactions. This outcome signifies the adaptability of education to changing technological landscapes.
6. **Data-Driven Insights:** The system's data collection and analysis capabilities can provide insights into students' preferences, learning patterns, and the effectiveness of tutoring methodologies. This outcome enables continuous improvement of the educational experience and customization to students' needs.
7. **Transformation of Education Delivery:** Ultimately, the proposed system aims to be a catalyst for transforming how education is delivered. It challenges traditional teaching methods and brings education into the digital age, aligning with the evolving preferences and needs of students in the 21st century.

Scope:

The product is a website that connects students and teachers. Both of them need to register themselves on the app. Providing their necessary details including Name, Address, Mobile Phone, etc. Then, if a student wants tuition he/she can use the Make Education Easy website and can find a reliable teacher. On the other hand, a teacher can accept the tuition request according to their requirements. After this, both parties can negotiate on the salary, etc. This is how students and teachers are connected on our website.

Project Category:

This app may be used from any machine that is connected to the server because it is essentially a client-server-based application system, which allows for user interaction and input-output communication. In essence, it will preserve server-based connectivity and allow for the sharing of ideas and services from all parts of the company. Any kind of response may be generated in real-time, allowing users to receive responses to their inquiries immediately.

The project can be characterized using a variety of attributes. Three major categories, which may be categorized as follows, have been established for the proposed project:

1. **Front-end:** The platform was developed using HTML, CSS, and JavaScript to create a responsive and intuitive user interface. Visual Studio, a comprehensive toolkit for creating desktop applications, is the implementation tool. We can

utilize Visual Studio's robust component-based development tools and other technologies to create high-performing desktop apps as well as to make team-based enterprise solution design, development, and deployment simpler.

2. **Backend:** The project's back end is backed by Flask framework and Python language. A major MySQL database and open-source document von Mead. It enables us to:
 - Complete cloud-based platform for developer data.
 - Documents with adaptable schemes.
 - Widespread and native-code data access.
 - An approachable design.
 - Powerful analytics and querying.
 - Sharding allows for simple horizontal scaling.
 - Easily installed.
 - Cost-effective
 - Full technical assistance and support materials.
3. **Client Server Architecture:** The project also uses a client-server architecture, which enables it to be used from any machine that is connected to the server while still allowing for user interaction and input-output communication. In essence, it will maintain a server-based communication, allowing the user to rapidly obtain answers to their numerous questions. The server computer can provide the necessary information for any data created by the user in the client machine. The client machines that can assist the users receive all of the data and information from the server machine.

Tool & Environment:

The project is to be developed using HTML, and CSS with Microsoft Visual Studio code as the front-end tool, JavaScript as a scripting language, and Flask and Python as the backend tool. For this reason a minimum hardware configuration of:

- 1.8 GHz or faster processor (Quad-core or better recommended)
- 2 GB of RAM; 8 GB of RAM recommended (2.5 GB minimum if running on a virtual machine)
- Hard disk space: Minimum of 800MB up to 210 GB of available space, depending on features installed; typical installations require 20-50 GB of free space
- Hard disk speed: to improve performance, install Windows and Visual Studio on a solid-state drive(SSD).
- Video card that supports a minimum display resolution of 720p (1280 by 720); Visual Studio will work best at a resolution of WXGA (1365 by 768) or higher.

Hardware with better configuration will provide much better platforms for the software to operate. However, the hardware configuration that is to be used to develop the project is as follows:

- Intel(R) Core(TM) i7-10750H CPU @ 2.60GHz 2.59 GHz
- 8.0 GB of RAM
- Hard disk space: 200 GB
- Hard disk speed: SSD of 100 GB
- Video card: NVIDIA GeForce GTX 1650

The Operating System to be used for the development of the project is “Windows NT(Windows 11)”

1. Windows NT(Windows 11):

Microsoft created the Windows NT series of operating systems, which supported multiple users, multiple processors, and multi-processing. Windows NT 3.1, the initial release was made available for workstations and servers in 1993. It was created to accompany the consumer-level releases of Microsoft's Windows operating system, which is based on MS-DOS (from Windows 1.0 to 3.1x).

Software and hardware portability was the primary focus of the Windows NT design, with several versions being made available for different chip architectures. The fundamental objective was to create a single code base with hardware abstraction layers (HALs) tailored to each platform. Broad program compatibility was achieved with the support of numerous API "personalities," notably, Windows API, POSIX API, and OS/2 API; MS-DOS compatibility was provided through a DOS virtual machine. Windows NT promised to operate on everything, therefore broad software compatibility was done.

The following CPU architectures were supported by Windows NT: DEC Alpha Itanium, ARM, PowerPC, and X86-64 MIPS IA-32.

The most recent major update of Microsoft's Windows NT operating system, Windows 11, was made available in October 2021. For all Window Windows 11 system requirements, it is a free upgrade desire that fulfills the new Windows 10 (2015).

The Windows 11 system requirements at the time:

- CPU: 1 GHz or faster 64-bit processor (such as an Intel or AMD x86 CPU).
- GPU: Graphics card or integrated processor compatible with DirectX 12 or later.
- RAM: 4 GB or more.
- Storage: 64 GB storage device or larger.
- Other hardware: Trusted Platform Module(TPM) chip, Secure Boot capable firmware.
- Additional requirements: Internet connectivity, Microsoft account.

2. Visual Studio Code:

Visual Studio is an IDE developed by Microsoft that is used to build many kinds of software, including computer programs, websites, online applications, web services, and mobile applications. Compilers, completion tools, and other features are included to make the software development process easier.

Developers may write and revise their code using the software package known as the Visual Studio IDE (integrated development environment). For software development, its user interface builds code. A code editor that supports the code refactoring feature of Visual Studio. Both a source-level debugger and a machine-level debugger may be used with the integrated debugger. A code profiler, designer for creating GUI apps, web designer, class designer, and database schema designer are further built-in tools.

3. Flask:

Flask is a web framework that allows developers to build lightweight web applications quickly and easily with Flask Libraries. It was developed by Armin Ronacher, leader of the International Group of Python Enthusiasts (POCCO). It is based on the WSGI toolkit and Jinja2 templating engine.

The Benefits of Using:

- Flask is a lightweight backend framework with minimal dependencies.
- Flask is easy to learn because its simple and intuitive API makes it easy to learn and use for beginners.
- Flask is a flexible Framework because it allows you to customize and extend the framework to suit your needs easily.
- Flask can be used with any database like:- SQL and NoSQL and with any Frontend Technology such as React or Angular.
- Flask is great for small to medium projects that do not require the complexity of a large framework.

4. WSGI:

The Web Server Gateway Interface (Web Server Gateway Interface, WSGI) has been used as a standard for Python web application development. WSGI is the specification of a common interface between web servers and web applications.

5. Werkzeug:

Werkzeug is a WSGI toolkit that implements requests, response objects, and utility functions. This enables a web frame to be built on it. The Flask framework uses Werkzeug as one of its bases.

6. Jinja2:

jinja2 is a popular template engine for Python. A web template system combines a

template with a specific data source to render a dynamic web page.

7. SQLite3:

SQLite3 is a C-language library that implements a small, fast, self-contained, high-reliability, full-featured SQL database engine. It is the most widely deployed database engine in the world, and its Python binding, known as SQLite3, is a built-in module that requires no external dependencies.

SQLite3 is a database engine that stands out for its simplicity and ease of integration. In contrast to client-server database management systems like MySQL or PostgreSQL, SQLite3 is serverless and doesn't require a separate server process. Python applications can access SQLite databases using the SQLite3 module that comes with the standard Python library.

SQLite is an excellent choice for applications that need a lightweight database without the overhead of connecting to a standalone database server. It is perfectly suited for:

- Embedded applications
- Development and testing environments
- Applications requiring portability and ease of backup (since the database is stored in a single file)
- Standalone applications that require local storage without the need for concurrent access

The Benefits of Using SQLite3 for Local Database Management

- **Zero Configuration:** No installation or administration is needed, making it very easy to set up and use.
- **Serverless:** Runs in-process with the application, simplifying the architecture.
- **Cross-Platform:** Available on all Python-supported platforms.
- **Atomic Commit and Rollback:** Ensures data integrity.
- **Highly Reliable:** Used extensively in various applications, from browsers to mobile phones.

Generally, an RDBMS such as MySQL, PostgreSQL, etc., needs a separate server process to operate. The applications that want to access the database server use TCP/IP protocol to send and receive requests and it is called client/server architecture.

SQLite does not require a server to run. SQLite database is joined with the application that accesses the database. SQLite database reads and writes directly from the database files stored on disk and applications interact with that SQLite database.

8. JavaScript:

JavaScript is a dynamic programming language used for creating websites, online apps, video games, and many other things. Server-side JavaScript extends the core language

by supplying objects relevant to running JavaScript on a server. Node.js is a runtime environment that enables JavaScript to be used both on the server and in browsers (or almost any environment, really). The language's ability to create more than only client-side apps was also increased as a result of this.

Software Requirements Specification:

Nowadays students prefer to pay tuition so that they can overcome their monthly chores without asking for any sort of financial help from their parents. The main problem arises when the user(student) cannot find their desired tuition. Nearer to their house and the subject of their interest. Vice versa, it's difficult to find a good tuition teacher near your area.

So, our website is tackling the tuition-finding problem. Where students can find a good teacher for themselves without getting into any fatigue of finding it by themselves. They just have to use our application and can find a teacher for themselves. Whereas, on the other hand, a teacher can get tuition easily. Our target audience is the student (who wants tuition), there is no age limit, and teacher (minimum Education of O-levels / Matric).

- 1. Functional Requirements:** The software product is developed using a software development life cycle. Analysis and design of the system will start from the completion of a multi-step investigation of requirements. This step is base for running of project life cycle. There are many different models and methodologies but each generally consists of a series of defined steps and stages. This section of the report will cover essential functional requirements of projects. System response time, startup time, and processing time along with quality attributes listed in detail in this section. This section will also tell the running platform (Software Requirements) and minimum hardware needed for the project.

- 2. Non-Functional Requirements:**

Startup Time: The system will be operational within 10 seconds.

Response Time from the Teacher: There will be 60 seconds for each notification. Within 60 seconds, the teacher has to accept the notification.

Capacity: There is no limit to registrations on Make Education Easy.

System Performance & Requirement Specification:

- 1. Efficiency:** The project is an Android application that will serve as a platform to integrate basic Android cell phone activities in a single location concerning location. It is being built as a new self-contained product. The market has task

management application that runs with GSM and locations but all types of applications are separate. This application is one such type of application that will integrate activities in a single application that will run on location. So that's why it is not part of the larger system or it is not an upgradation of an existing application.

2. **Reliability:** There is no downtime for the application. It will be reliable at any time. Moreover, the mean time for recovery in case of downtime is 2 hours.
3. **Security:** Android is a Linux kernel mobile platform. Android runs on a wide range of devices, from mobile smartphones and tablets to set-top boxes. The Android mobile operating system is dependent upon the mobile device's processor capabilities for its performance.

Android's Five Key Security Features:

- Security at the operating system level through the Linux kernel
 - Mandatory application sandbox
 - Secure inter-process communication
 - Application Signing
 - Application-defined and user-granted permissions
4. **Maintainability:** After the deployment of the project if any error occurs it can easily be maintained by the developer and the user can also handle some problems. The system provides ease of maintenance because data is stored in a single place. so there is no need to store different books in different places. To perform any operation and to understand the functioning of the software is very easy. If the user wants to make some changes in software it is very easy.
 5. **Modifiability:** Modification term is used for making changes in the functionality of the system. The system is flexible. If an organization wants to modify the functionality of the system it is possible. Software is adaptive to change. Changing the software is very easy
 6. **Portability:** This website can be run on any Android device.

Software Development Process:

The waterfall model is a popular version of the systems development life cycle model for software engineering. Often considered the classic approach to the systems development life cycle, the waterfall model describes a development method that is linear and sequential. Waterfall development has distinct goals for each phase of development. Imagine a waterfall on the cliff of a steep mountain. Once the water has flowed over the edge of the cliff and has begun its journey down the side of the mountain, it cannot turn back. It is the same with waterfall development. Once a phase of development is completed, the development proceeds to the next phase, and there is no turning back.

- 1. Requirement Analysis & Definition:** This phase is focused on possible requirements of the system for development. Requirements are gathered after the end-user consultation.
- 2. System & Software Design:** Before beginning the actual coding, it is inevitable to understand what actions are to be taken and what they should like. The requirement specifications are studied in detail in this phase and the design of the system is prepared. The design specifications are the base for the implementation and unit testing model phase.
- 3. Implementation & Unit Testing:** After receiving the system design documents, the work is shared into various modules and the real coding is commenced. The system is developed into small coding units. These units are later integrated in the subsequent phase. Every unit is tested for its functionality.
- 4. Integration & System Testing:** The modules that are divided into units are integrated into a complete system and tested for proper coordination among modules and the system behaves as per the specifications. Once the testing is completed, the software product is delivered to the Buyer.
- 5. Operations & Maintenance:** It is a never-ending phase. Once the system is running in a production environment, problems come up. The issues that are related to the system are solved only after deployment of the system. The problems arise from time to time and need to be solved; hence this phase is referred to as maintenance.

Diagram:

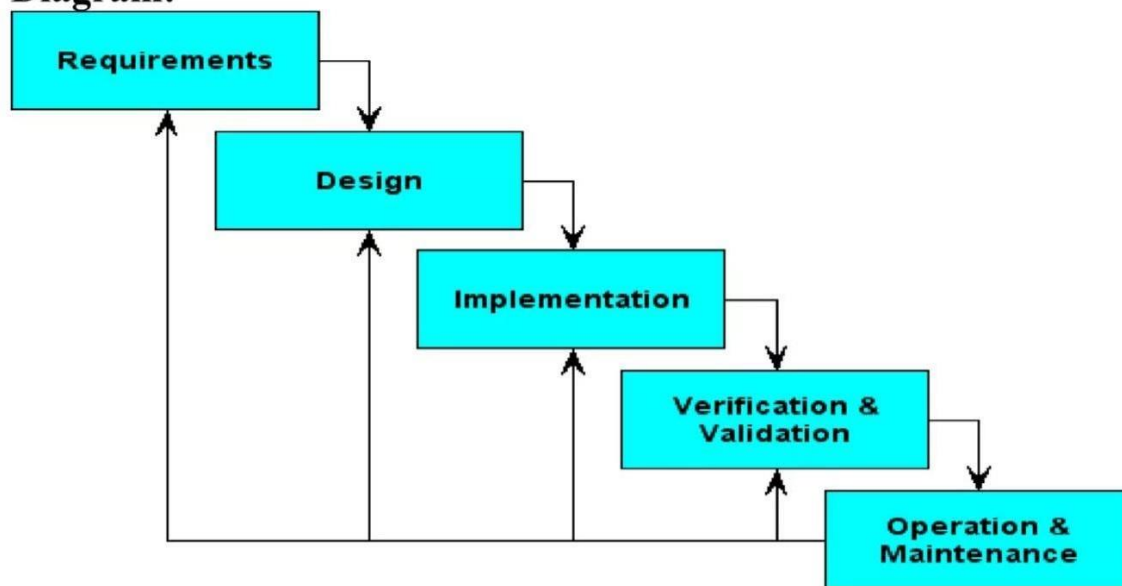


Figure 4.3 Waterfall Model

User Interface design:

Home page:



Home developer page:



Back to Top

Get to Know About Developer

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Sign-in page (Teacher/Student):



The sign-in page is divided into two main sections by a vertical banner that reads "MAKE EDUCATION EASY".

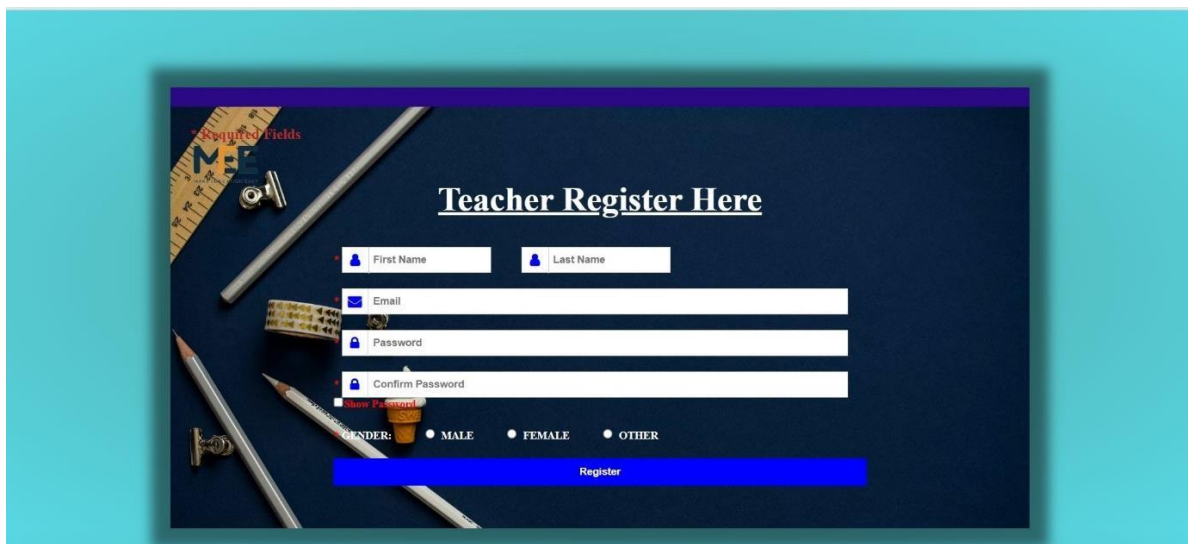
Left Section (Student Sign In):

- Logo: MEE MAKE EDUCATION EASY
- Link: [Return home](#)
- Title: **STUDENT SIGN IN**
- Form fields: Email, Password
- Link: [Forgot Password](#)
- Button: LETS GO
- Text: New Student? [Sign up](#)

Right Section (Teacher Sign In):

- Logo: MEE MAKE EDUCATION EASY
- Link: [Return home](#)
- Title: **TEACHER SIGN IN**
- Form fields: Email, Password
- Link: [Forgot Password](#)
- Button: LETS GO
- Text: New Teacher? [Sign up](#)

Teacher Registration page:



The registration page has a dark blue background with educational icons like a ruler, pencil, and paperclip on the left. The title is "Teacher Register Here".


Form Fields:

- First Name (with user icon)
- Last Name (with user icon)
- Email (with envelope icon)
- Password (with lock icon)
- Confirm Password (with lock icon)
- Gender: ☐ MALE ☐ FEMALE ☐ OTHER

Buttons:

- Forgot Password (with user icon)
- Register (blue button)

Student Registration Page:



Student Register Here

*Required Fields

First Name Last Name

Email

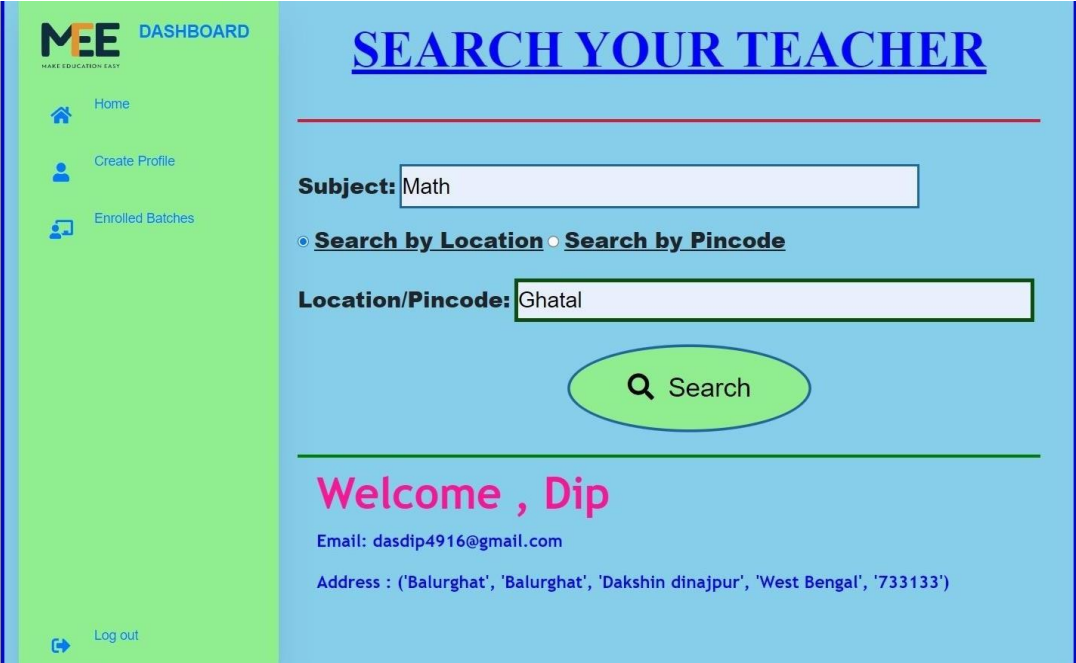
Password

Confirm Password

Gender: ☒ MALE ☐ FEMALE ☐ OTHER

Register

Student's dashboard:



MEE DASHBOARD
MAKE EDUCATION EASY

- Home
- Create Profile
- Enrolled Batches
- Log out

SEARCH YOUR TEACHER

Subject:

☒ Search by Location ☐ Search by Pincode

Location/Pincode:

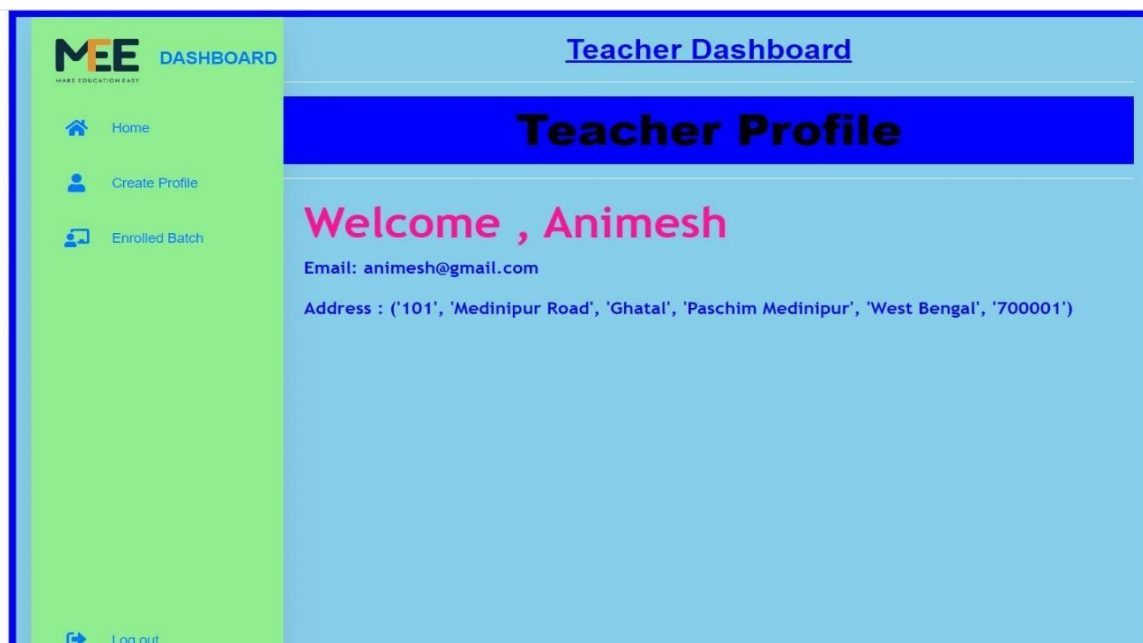
Search

Welcome , Dip

Email: dasdip4916@gmail.com

Address : ('Balurghat', 'Balurghat', 'Dakshin dinajpur', 'West Bengal', '733133')

Teacher's dashboard:



The screenshot shows the Teacher Dashboard interface. On the left is a green sidebar with the MEE logo and 'DASHBOARD' text, followed by icons and links for Home, Create Profile, Enrolled Batch, and Log out. The main content area has a blue header with 'Teacher Dashboard' and a dark blue box with 'Teacher Profile'. Below this, it says 'Welcome , Animesh' in pink, followed by 'Email: animesh@gmail.com' and 'Address : ('101', 'Medinipur Road', 'Ghatal', 'Paschim Medinipur', 'West Bengal', '700001')'.

Student Profile Creation page:



The screenshot shows the Student Profile Creation Form. It features the MEE logo at the top left. The form title is 'Profile Creation Form'. The fields are arranged in two columns: First Name (Dip), Last Name (Das), Email (dasdip4916@gmail.com), Mobile No, Town/Village, Post Office, PIN Code, District, State, and Qualification (a dropdown menu with 'Select your degree'). A blue 'SAVE MY DETAILS' button is at the bottom, followed by a blue 'Return' link.

Teacher Profile Creation page:



MEE
MAKE EDUCATION EASY

Profile Creation Form

First Name Last Name

Email Mobile No

House No Street Name

Town/Village Post Office

PIN Code District

Landmark State

Qualification

Specialization

Experience(In years)

Preferred Time
☐ Morning ☐ Noon ☐ Afternoon ☐ Evening

Total Batch Fees(Per month)

SAVE MY DETAILS

[Return](#)

Search Teachers:

Enrolled Batch Details

Teacher's First Name	Teacher's Last Name	Email of Teacher	Batch's Location	Qualification of Teacher	Subject You have Enrolled	Batch Fees	Enroll	Add Review	
Nur	Ansari	nuransari@gmail.com	Bardhaman	Post Graduation	CSE	500	Enroll	Add Your Review	Show Review
Argha	Ghosh	arghaghosh@gmail.com	Bardhaman	Post Graduation	CSE	500	Enroll	Add Your Review	Show Review

x

Add Your Review

[Submit Review](#)

Enrolled Student Details :



Enrolled Students



Email	First Name	Last Name
dasdip4916@gmail.com	Dip	Das
utpalsamanta@gmail.com	Utpal	Samanta

Enrolled Teachers Details :



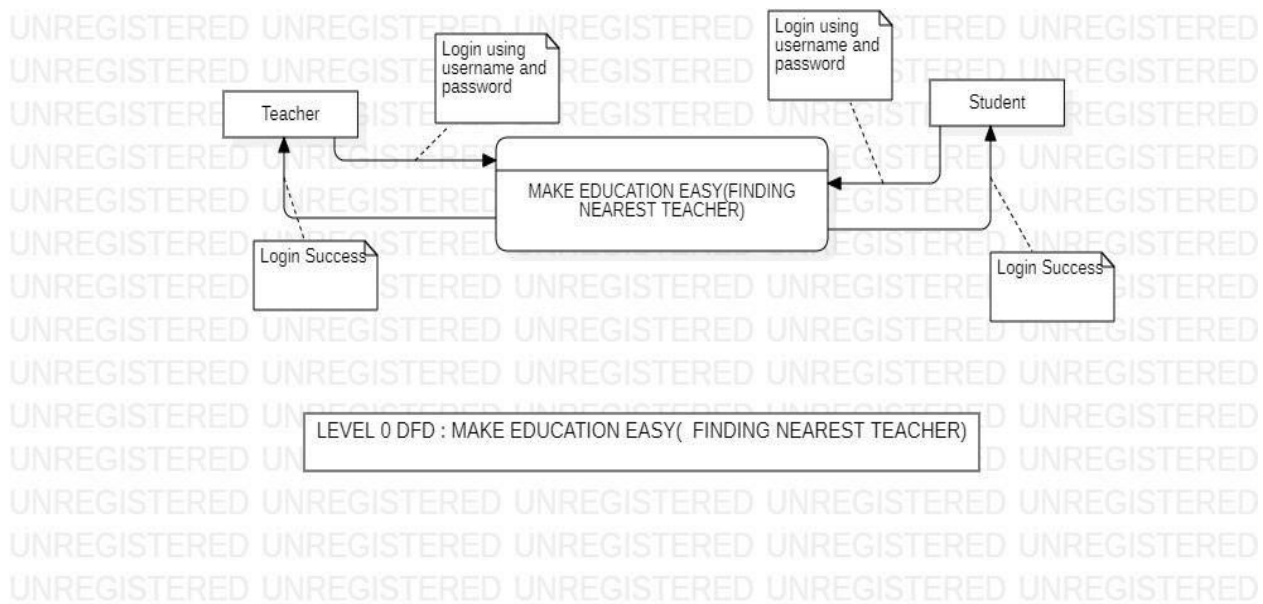
Enrolled Teacher



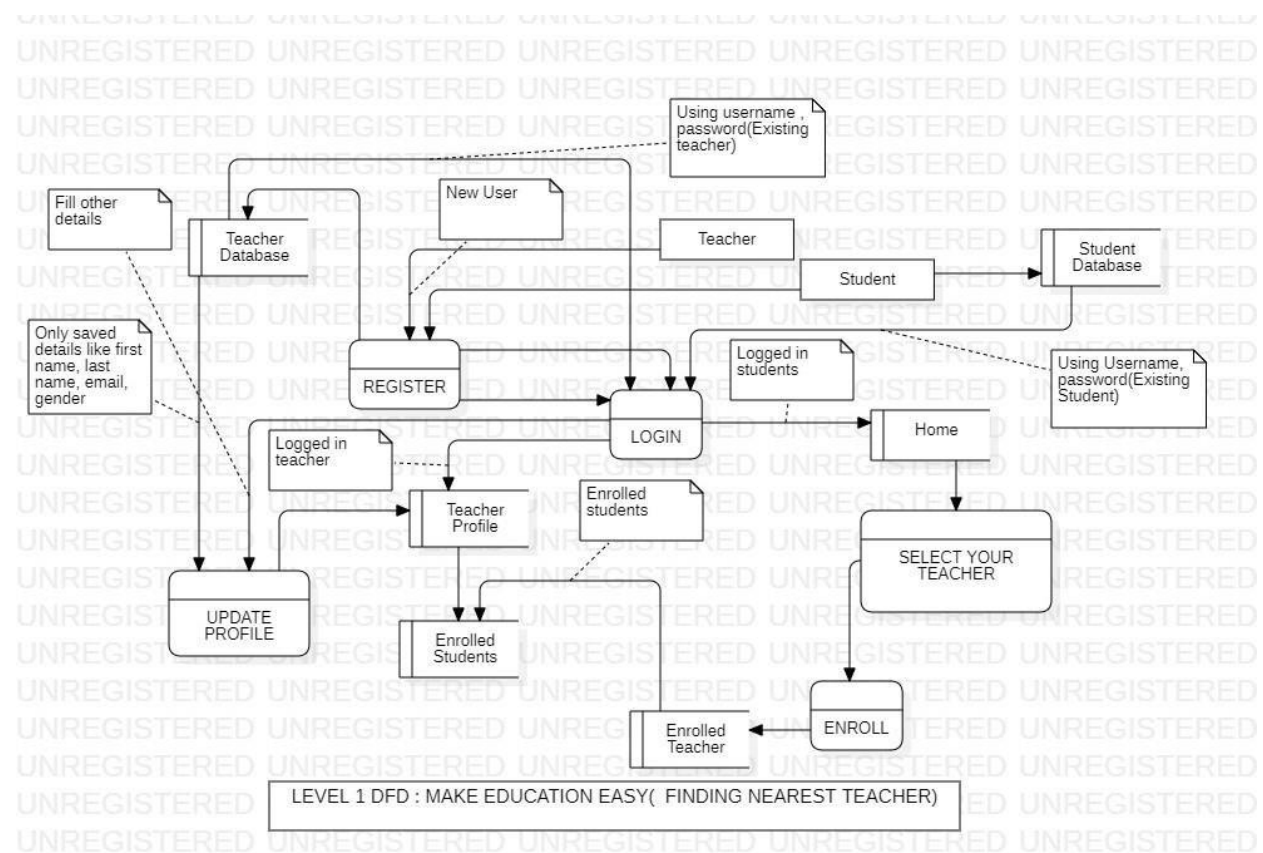
Email	First Name	Last Name
dasdip4916@gmail.com	Dip	Das
raj@gmail.com	Raj	Das
arupkumar@gmail.com	Arup Kumar	Dey

Data Flow Diagram:

Level 0 DFD:



Level 1 DFD:



Future Enhancement:

We are living in the digital world of information technology where change in software systems is necessary and you cannot claim that a developed product is a complete solution for the rest of life. The requirements of users change day by day. Every product carries a space for improvement and extension in requirements. So, our app too has space for future amendments and enhancements so that it can adapt according to the future requirements.

Problems Encountered and Solved:

1. **Problems Due to Lack of Knowledge and Experience on Subject:** Our team has encountered in the area where we had very little prior knowledge and due to this we faced some difficulties as a whole and as well as on an individual level. At the start, these problems were getting the better of each of us and it even got us to the breaking point, but what we did to cope with it was to schedule weekly meetings and monitor the progress so that no one was behind and we keep on track as to what was intended.
2. **Problems Due to Misunderstood Requirements:** During the requirement-gathering phase, it was a bit hard to exactly gather what we were up to. This was mainly due to the changing scenarios and the upcoming of different variations of requirements which kept changing the perspective and ideology of the purpose of our application. But with time and weekly meet-ups, we came to seize the accepted idea which was up to the requirements and we finally agreed to it.
3. **Problems Due to Large Project Size and Unrealistic Scheduling:** Considering the magnitude of this project, the three of us have neither anticipated a project like this nor have enough experience to pull off something extraordinary like this. Therefore, our scheduling might not be the one that will be idealized by everyone, and at any stage, if we think it's unrealistic to follow, we might enhance it accordingly.
4. **Problems Due to Choice of Tools, Libraries:** It has been difficult to select tools and libraries for our project since our project requires some specific functionalities to be very accurately deployed and for it, the most suitable set of choices is to be made which requires thorough research and analysis of the available resources to carry out our task.

5. **Problems Due to the Communication Gap between Team Members:** In such a large project where all three of us had little experience to proceed, miscommunication would have been the biggest hurdle for our project and it would have led to further divergence. So what we did was to play the open card game and expect each of us to give honest reviews and ideas on every stage of the process so all of us remain on the same page.

Summary:

Our project is a website that is specifically made for tutors and students. The application uses location services to find suitable tutors for the students who are near them, the reason why location services are primarily being used. We aim to connect tutors and students according to their desired requirements and cover this huge gap in today's market which prevails over the tuition finding scenarios.

Through this website, we intend to provide the basic and much-required facilities for the students as well as the tutors who are looking for part-time as well as full-time tuition in a much more efficient way.

Conclusion:

We have developed this project to provide an efficient way to find a good tutor in their locality. Our main target is to provide a platform for the user to find the tutor in their nearest area without facing any problems. This project has successfully addressed the need for a convenient and efficient platform for locating tutors. By continuously improving and expanding the platform's features, we aim to further enhance its utility and impact in the field of education.

This platform automates the existing manual system. This is a paperless work. It can be monitored and controlled remotely. It reduces the manpower required. It provides accurate information.

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