<Learning Management System>

Project Code

<08 >

Project Advisor

Internal Advisor:

➢ **Project Supervisor / Faculty Member**
➢ **Head of Computer Science / IT Department**
➢ **Academic Mentor**
➢ **Lab Instructor (if practical sessions involved)**

External Advisor:

➢ **Industry Professional in E-Learning / LMS Development**
➢ **Software Engineer / Developer with experience in web applications**
➢ **IT Consultant specializing in educational systems**
➢ **Educational Technology Expert**

Project Manager

<Name of the project manager>

Project Team

- Tuba
- Emaan Fatima
- Ayesha Hassan

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1. Abstract

This project aims to create a **Learning Management System (LMS)** that gives an easy online platform for managing courses, assignments, study materials, and communication. The main problem is that current systems are not easy to use and do not fully support students, teachers, or administrators. To solve this, we will collect requirements from users, understand their needs, and develop a system that helps them manage online learning smoothly.
The LMS will save time, reduce manual work, and improve communication and learning quality for both students and teachers.

2. Background and Justification

Online learning is now a necessary part of education, but many existing systems are difficult to use, slow, or missing important features. Students face problems accessing material, teachers struggle to manage courses, and admins deal with poor system control.
Our LMS will improve these problems by offering simple navigation, better tools, faster response, and complete features. It will continue previous work done in this field but with better design, more useful functions, and strong performance. This makes the system needed and justified.

3. Project Methodology

To complete the system, we will follow these steps:

1. **Requirement Gathering**

    - Interview students, teachers, and admins to understand their problems.
    - Conduct surveys to know what features users want.
    - Study all collected information to identify clear requirements.

2. **System Design**

    - Make diagrams, structure, and layout of the entire system.
    - Design simple interfaces for all users.

3. **Development**

    Create main modules:

    - Login system
    - Course management
    - Assignment and test module
    - Material upload/download
    - Communication tools
    - Grades and feedback
    - Attendance

4. **Testing**

- Test each part, fix errors, and improve system based on feedback.

5. **Deployment & Documentation**

- Launch the system for use.
- Give user guide and technical documentation.

4. Project Scope

Included in System

- User registration and login
- Course creation and approval
- Assignment posting and file submission
- Test module
- Upload/download study material
- Grading and feedback
- Announcements + messaging
- Attendance tracking
- Admin controls (manage users and courses)

Not Included

- AI-based grading
- Offline full desktop version
- Payment system
- Game-like features
- Built-in video calling

5. High level Project Plan

Activity	Time Needed	Resources
Requirement Gathering	1–2 weeks	Project team
System Design	2 weeks	Team + Advisor
Development	6–8 weeks	Developers
Testing	2 weeks	Testing team
Deployment	1 week	Project Manager
Documentation	1 week	Team

6. References

- Articles and websites about LMS
- Software engineering books
- Discussions with teachers, students, and admins
- Research papers on online learning systems