**Ahmednagar Jilha Maratha Vidya Prasarak Samaj’s**

NEW ART’S COMMERCE AND SCIENCE COLLEGE

PARNER

**Department of BSC(Computer Science)**

**A**

**Synopsis On**

“E-Learning Website”

Submitted in partial fulfillment of the requirement of the degree

**BSC(Computer Science)**

**Under the Guidance of Mrs. Rankhamb G. P.**

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**-: Submitted To :-**

**Savitribai Phule Pune University (2024-2025).**

**Introduction**

**The Online Examination System is a web-based platform designed to streamline the process of conducting exams digitally. It enables administrators to create and manage tests, while students can conveniently take exams from any location. The system ensures security through authentication, automated grading, and real-time result generation, reducing manual efforts and enhancing efficiency. This project is ideal for educational institutions and organizations seeking a seamless, paperless assessment solution.**

**Objective**

* **Automate the exam process, reducing paperwork and manual efforts.**
* **Provide a seamless experience for students to take exams remotely.**
* **Ensure exam integrity through authentication and security measures.**
* **Enable instant evaluation and result generation for quick feedback.**
* **Support multiple question formats like MCQs, descriptive, and true/false.**
* **Offer an easy-to-use interface for administrators to create and manage exams.**

**SCOPE OF PROJECT**

* **User Roles & Authentication** – Secure login for admins, teachers, and students.
* **Exam Management** – Create, schedule, and manage exams with different question types.
* **Student Experience** – Take exams remotely with real-time tracking.
* **Security & Integrity** – Anti-cheating features like question randomization and monitoring.
* **Evaluation & Results** – Automated grading for MCQs, manual grading for descriptive answers.
* **Reports & Analytics** – Performance tracking and detailed exam reports.

**Purpose of project**

* **Automate the examination process**, reducing manual effort and paperwork.
* **Provide a secure and efficient platform** for conducting exams remotely.
* **Enhance accessibility**, allowing students to take exams from anywhere.
* **Ensure fairness and integrity** through security measures and anti-cheating mechanisms.
* **Enable quick and accurate evaluation**, with automated grading and instant results.

**SIGNIFICANCE OF PROJECT**

* Skill Development.
* Interactive User Experience.
* Creativity and Design.
* Accessibility.
* Scalability.
* Collaboration and Social Impact.

**TOOLS AND TECHNOLOGY USED**

**Tools**:

1. Text Editor/IDE: Visual Studio Code: A popular and lightweight text editor with support for HTML, CSS, and JavaScript.
2. Web Browsers: Google Chrome, Mozilla Firefox, Safari, or any modern browser to test and view of the Website during development.
3. Version Control System: Git: For tracking changes, managing project versions, and collaboration. GitHub or GitLab: Online repositories to host and manage the project code.
4. Web Hosting (For Deployment): Netlify or GitHub Pages: For free and easy deployment of the LMS on the web.

**Technologies**:

**Frontend:**

* **HTML** – Structure and layout of the platform.
* **CSS** – Styling, responsiveness, and UI design.
* **JavaScript** – Interactive elements, dynamic content updates.

**Backend:**

* **MySQL-DB** – Database for storing user data, courses, and progress.
* **PHP**

**Web Server:**

* **XAMPP Server**
* **WAMPP Server**

**REFERENCES**

* [www.openai.com](http://www.openai.com)
* <https://developer.mozilla.org>