

Target

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Introduction

- Online learning is when you take courses online instead of in a physical classroom.
- online courses/training have become extremely popular.
- Individuals can take a course from the comfort of their home or anyplace.

Existing System

- A traditional classroom system.
- standard curriculum delivered by a teacher in-person.
- Scope of learning is limited to the teacher.

Proposed System

- Target Learning App-Video content subscription model.
- An app with engaging video lessons clubbed with Personalized live sessions.
- App provides chapter tests, Practice questions and chapter materials along with previous year question papers

Proposed System

- Features

- Conceptual learning.
- Live Interactive sessions.
- Video downloading options.
- AI-based exams and results.

Modules

- Video Streaming Module
 - Exo player integration.
 - Offline video encryption(HLS encryption).
 - Customised template for disallow tampering.
 - API integration.
 - Zoom platform Integration.

- Exam Module
 - Course specific exam creation.
 - Question pool.
 - Scheduled time sessions of exams.
 - AI-based performance Suggestions for student.

Product Backlog

Sl.No	Description	Priority
1	Student Access Uploaded Videos	1
2	Download video to watch while offline	2
3	Take exam at scheduled time slots	3
4	Get results as progress reports	4
5	Get suggestions for exam performance	5
6	Earn points on references	6

Sprint Backlog

S/no	Sprint	Date	estimated time	Sprint Goal	status
1	1	13/3/21 to 14/3/21	30 hr	Discussion on topic & their requirements	completed
2	2	15/3/21	24 hr	Submit the topic & abstract	completed
3	3	16/3/21 - 18/3/21	60 hr	Assessments	completed
4	4	19/3/21 - 20/3/21	10 hr	Detailed discuss on topic	completed

Sprint Backlog

5	5	22/3/21 - 24/3/21	20hr	Discussion about module	Not completed
6	6	25/3/21	10hr	prepare product backlog	not completed
7	7	26/3/21	10hr	prepare sprint backlog	not completed
8	8	27/3/21		DFD	not completed
9	9	28/3/21		Discussion on database	not completed

Hardware and Software Specifications

- Hardware Specifications
 - Windows 10
 - 32-bit or 64-bit
 - 4 GB Ram
 - Intel/AMD @2.0 GHz
- Software Specifications
 - Android
 - Kotlin

Git Screenshots

The screenshot shows the GitHub interface for the repository `gopikam66/Target_App`. At the top, there's a navigation bar with links to Pull requests, Issues, Marketplace, and Explore. Below this, the repository name is displayed with statistics: 1 Unwatch, 0 Stars, and 0 Forks. The main content area shows a merge pull request #3 from `gopikam66/gopikam66-patch-3` with 8 commits. A table lists the files included in the pull request:

File	Description	Time
66_GopikaM_vcharge.pdf	abstract added	13 days ago
README.md	Initial commit	17 days ago
Target.pdf	target learning app	1 minute ago
sprint.jpg	Add files via upload	12 days ago
v_charge (1).pdf	ppt for zeroth review	12 days ago

Below the file list, there's a link to the `README.md` file. The right sidebar contains sections for About (no description provided), Releases (no releases published), and Packages (no packages published).

Figure: Screenshot
Target

Conclusion

- Going to introduce an app with more features.
- Goal :Aims at making a scheduled concept learning process for students and our academic technology team is making sure that the students fall in love with leaning process. .

Thank You