

# **Dr. AMBEDKAR INSTITUTE OF TECHNOLOGY**

Near Jnana Bharathi Campus, Bengaluru-560 056.

(An Autonomous Institution, Aided by Government of Karnataka)



Aided By Govt. of Karnataka

## **Project Report on “E-Learning Platform”**

### **Submitted By**

HAJARATALI S MOGALALLI

[1DA22CS409]

MOHAMMED SAFFAN

[1DA21CS088]

**Under the Guidance**

**Of**

Prof Divya s

Assistant professor,

Dept of CSE,

Dr. AIT

**Department of Computer Science & Engineering**

**2023-2024**

# **Dr. AMBEDKAR INSTITUTE OF TECHNOLOGY**

Near Jnana Bharathi Campus, Bengaluru-560 056.

(An Autonomous Institution, Aided by Government of Karnataka)



## **CERTIFICATE**

This is to certify that the project entitled “**E-Learning Platform**” submitted in the partial fulfillment of the requirement of the 6<sup>th</sup> semester java full stack development curriculum during the year 2023-24 is a result of bonafide work carried out by

**HAJARATALI S MOGALALLI**

**[1DA22CS409]**

**MOHAMMED SAFFAN**

**[1DA21CS088]**

Signature of the guides:

---

Prof Divya s

Assistant professor,

Dept of CSE,

Dr. AIT

## ACKNOWLEDGEMENT

The satisfaction that accompanies this project would be incomplete without the mention of the people who made it possible, without whose constant guidance and encouragement would have made our efforts go in vain.

We consider ourselves privileged to express our gratitude and respect towards all those who guided us through the project, “**E-Learning Platform**”

We would like to express our gratitude to **Dr. C. Nanjundaswamy, Principal, Dr. A.I.T.**, for providing us the congenial environment to work.

We would like to express our profuse gratitude to **Dr. Siddaraju, HOD, Dept. of Computer Science & Engineering, Dr. AIT**, for giving us the support, encouragement and providing us the required lab facilities that was necessary for the completion of this project.

As a token of gratitude, we would like to acknowledge our sincere gratefulness to our internal guide **Prof Divya s, Dept. of CSE, Dr.A.I.T.**, for her unlimited support and encouragement provided throughout the process.

We also express our gratitude and sincere thanks to all the teaching and non-teaching staff of **Computer Science & Engineering Department**.

Finally, yet importantly, we would like to express our heartfelt thanks to our beloved **Parents** for their blessings and our **Friends** for their help and wishes for the successful completion of this project report.

**HAJARATALI S MOGALALLI**  
**MOHAMMED SAFFAN**

# ABSTRACT

In an era where accessible, high-quality education is paramount, EduSphere emerges as an innovative e-learning platform designed to aggregate educational content from various reputable sources, offering users a centralized hub for learning and development. This project leverages Angular for the frontend to provide a responsive and user-friendly interface, and Node.js for the backend to ensure robust data handling and processing capabilities.

EduSphere aims to simplify the learning process by offering a seamless user experience, allowing learners to browse courses, track their progress, and access personalized recommendations based on their interests and previous activities. The platform integrates content from external educational providers such as freeCodeCamp, ensuring access to diverse and high-quality resources across multiple fields including coding, personal development, finance, and marketing.

The development process involved detailed planning, requirement analysis, and a structured approach to design, implementation, and testing phases. Key features include user authentication, course management, progress tracking, and an admin dashboard, all designed to provide a comprehensive and effective learning environment. The project also emphasizes non-functional requirements such as performance, usability, security, scalability, and reliability.

This report details the design, implementation, and testing phases of EduSphere, highlighting the challenges faced and the solutions implemented. EduSphere is poised to make a meaningful impact on the educational landscape by continuously evolving to meet the changing needs of modern learners, providing a valuable resource for those seeking to expand their knowledge and skills in an ever-changing world.

## TABLE OF CONTENTS

Chapter No.	Title	Page No.
Chapter 1	Introduction	1
Chapter 2	Objectives	
Chapter 3	Software Requirement Specification	3
Chapter 4	Frontend	5
Chapter 5	Backend	7
Chapter 6	Snapshots	12
	Conclusion	14
	References	15