



Project Proposal

SOFTWARE DESIGN
AND ARCHITECTURE

- **TITLE:**

E-Learning System

- **INTRODUCTION:**

E-learning is an education via the Internet or a network. It is basically the network - enabled convey of skills and knowledge. E-learning refers to using electronic applications and processes to learn. It includes all forms of electronically supported learning and teaching. The information and communication systems, whether networked learning or not, serve as specific media to implement the learning process. This often involves both out-of-classroom and in-classroom educational experiences via technology, even as advances continue in regard to devices and curriculum.

E-learning has the potential to transform how and when employees and students learn. Learning will become more integrated with work and will use shorter, more modular, just-in-time delivery systems. By leveraging workplace technologies, e-learning is bridging the gap between learning and work. Workers can integrate learning into work more effectively because they use the

same tools and
technology for learning as they use for work

- **PROJECT SCOPE:**

E-Learning System is a desktop-based Windows application. This project aims at serving Students and Teachers in Online based learning

Admins can add subjects, Teachers can add courses in a particular subject and Students can Enroll courses and study them, and also Students can message other Participants in a particular course except the Teacher teaching that course.

- **PROJECT MEMBERS:**

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