



**K. S. School of Business Management,  
MSc in Computer Application and Information Technology,  
Gujarat University.**

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**M.Sc. (CA & IT)**

# **E-Education**

**Submitted By : - Hetvi j shah 5063**

**Group Id : - 78**

**Company Name : - [Byte & Bits](#)**

## ❖ Project Title:

- **E-Education**

## ❖ Introduction:

- **E-Education** is a multi-vendor sass application.
- This application is where a college, school or any coaching class can use to give the education online and transfer their manual work online.
- System mainly focus on online education system.
- This system is combination of multiple service includes like:
  - Online Test
  - Attendance Management system
  - Fees & salary Management
  - Complaint & Feedback Management
  - E-notice Board
  - Admission process
  - QR code scanning
  - Chatting for communication
- The above multiple business ideas create more powerful business opportunities of different domain.
- This system makes a new interface between Director, teachers and students.

## ❖ Objectives:

- Faster and more accurate retrieval of information.
- Student and teachers have day to day information about organization and lectures.
- Maintain the database of all the things.
- Online secure payment system for fees.
- Simple and easy to use.
- Number of management employees is reduced.

- This system will work on sub domains.

### ❖ Features:

- When an organization register in the system that organization will get three different panels and that will manage by admin.
- Can login with social media accounts like google and facebook.

- Admin Panel

- Manage Organization Panels

- Organization Panel

- Director Panel

- Manage Teacher
    - Manage Student
    - Manage Salary

- Teacher Panel

- Upload Assignments
    - Online Test Checking
    - Online Attendance
    - Get notifications
    - Give result online

- Student Panel

- View and submit Assignments
    - Get Notifications of all important events
    - Give Test Online
    - Apply for Admission
    - Pay Fees
    - Result and exam

## ❖ **Technology/Platform:**

- **Language:**

- Html 5
- CSS 3
- JavaScript
- jQuery
- Bootstrap
- PHP
- Laravel
- MySQL

- **Tools:**

- Laragon
- Visual Studio Code

❖ **Hardware and Software Requirements:**

○ **Software Specification:**

<b>Front-end technology</b>	Htm3,CSS3,jQuery,JavaScript, Bootstrap
<b>Back-end technology</b>	MySQL ,PHP ,Laravel
<b>Operating System</b>	Any windows
<b>Server</b>	Apache

○ **Hardware Specification:**

<b>RAM</b>	1 GB or more
<b>Hard-disk</b>	5 GB or more
<b>Processor</b>	Pentium 1.80 GHZ

## ❖ **Feasibility Study:**

The salient aim to do the feasibility study is to identify or determine whether the system which we are going to develop is financially, technically and operationally feasible or not. The following feasibility studies determine the feasibility of our system.

### ➤ **Technical**

- The project is technically feasible because it is made with the Laravel programming. The system will be responsive, it means it will work as good on tablet, mobile as desktop.

### ➤ **Economic**

- The economic feasibility is performed to appraise or evaluate the cost weighed against the income and benefits.
- Due to economic feasibility we can estimate and make changes

### ➤ **Operational**

- In operation feasibility we try to determine that is our users are able to operate system easily or not? It is observed that how the user will interact with system, is person with less knowledge is can be able to use the system easily?

❖ **Limitation:**

- User must have to register first to get the benefits of system.
- Unable to examine student personally.
- Not everyone is connected to the internet, without internet system may not work.
- There is possibly of security issues.
- Machine failures can cause unpredictable effects on the total processes.

❖ **Future scope:**

- Provide android application to student and teacher for better use of system.
- Enhance security.