



A Project Report On
Tech School – An E-learning Platform

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This Project report has been submitted in fulfilment of the requirements for the
degree, Bachelor of Science in Software Engineering

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Approval

Declaration

I hereby declare that I have done this project under the supervision of **Mr. A.H.M Shahariar Parvez**, Associate Professor, Department of Software Engineering, Daffodil International University. I also declare that this project is my original work for the degree of B.Sc. in Software Engineering and neither the whole work nor any part of this project has been submitted for another degree in this or any other university.

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Acknowledgement

First and foremost, I extend my deepest gratitude to The Almighty God for granting me the strength and guidance to successfully complete this project. Next, I would like to express my sincere appreciation to my supervisor, **Mr. A.H.M Shahariar Parvez**, Associate Professor in the Department of Software Engineering at Daffodil International University. His expertise, unwavering support, and invaluable guidance played a pivotal role in shaping this project. I am also profoundly thankful to **Dr. Imran Mahmud**, Associate Professor and Head of the Software Engineering Department, for his continuous encouragement and support throughout this journey. My heartfelt thanks extend to all the esteemed faculty members of the Software Engineering Department for their assistance and encouragement. Lastly, but certainly not least, I want to convey my deepest appreciation to my parents for their unwavering love, support, and care, which have been the pillars of my strength.

Abstract

Tech School is an innovative web-based learning management system designed to revolutionize the tech education landscape. This project addresses the growing demand for accessible and comprehensive technology education by providing a platform where learners can engage in dynamic courses, collaborate with industry experts, and enhance their skills in a global learning community. Key features include a robust authentication system, user-friendly registration and profile management, seamless course enrollment and payment processing, and an interactive feedback mechanism. In addition, the platform empowers instructors to create, manage, and enrich courses with supplementary materials. Future developments aim to introduce collaborative tools such as chat rooms, a job posting board, and virtual events. With a commitment to continuous improvement, Tech School is poised to become a dynamic hub for tech enthusiasts, learners, and industry professionals seeking a cutting-edge and inclusive learning experience

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Chapter 1 - Introduction

1.1 Project Overview

In the rapidly evolving landscape of technology and education, "Tech School" emerges as a visionary project poised to redefine the learning experience. Tech School is an innovative platform designed to provide a comprehensive and interactive educational environment, fostering the growth and development of individuals in the realm of technology and beyond. This initiative is driven by a commitment to bridging the gap between theoretical knowledge and practical application, preparing learners to thrive in a dynamic and tech-centric world.

1.2 Project Purpose

The mission of Tech School is to empower individuals with the knowledge and skills needed to excel in the fast-paced world of technology. By combining educational excellence with a practical, hands-on approach, Tech School aspires to be a catalyst for personal and professional growth, creating a community of tech-savvy individuals poised to make a significant impact in their respective fields.

1.2.1 Proposed System Model

This model will help to simulate the system architecture. It is tried to design it as user friendly as possible.

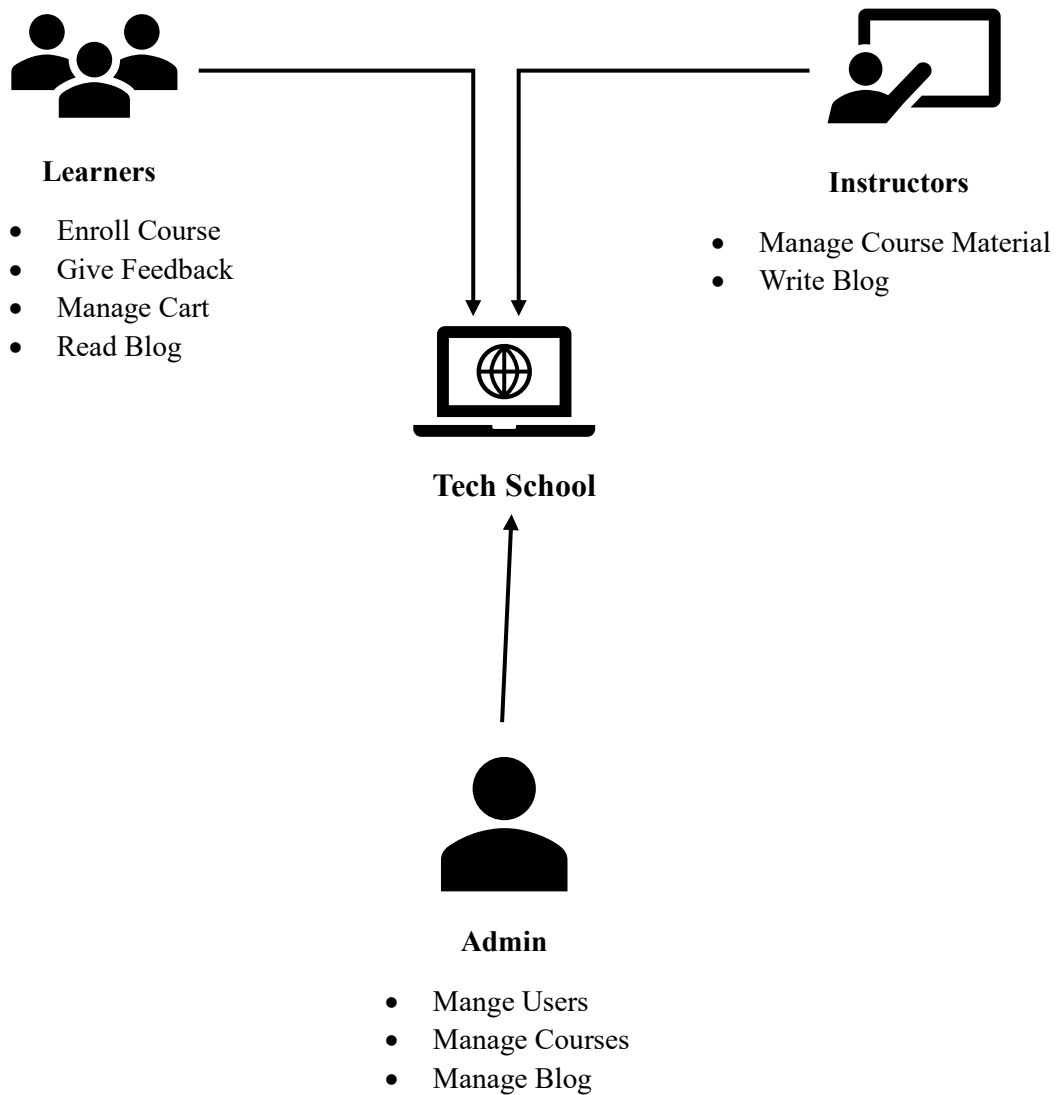


Figure 1.1 - Proposed system

1.3 Benefits and Beneficiaries

Tech School emerges as a transformative force in education, delivering a myriad of benefits to a diverse range of beneficiaries. For learners, the platform serves as an empowering gateway to acquire relevant and practical tech skills, fostering not only professional growth but also a commitment to lifelong learning. Instructors find a platform to contribute their expertise, shaping the next generation of tech professionals while enhancing their own professional development. The project's commitment to accessible tech education extends its benefits globally, reaching learners irrespective of geographical constraints. The collaborative community cultivated by Tech School enriches the learning experience for individuals seeking interaction, shared insights, and project collaboration. As learners worldwide access quality education, the platform becomes a catalyst for innovation, contributing to the ongoing advancement of the tech industry and benefiting businesses and society at large. Tech School, with its inclusive and innovative approach, stands as a beacon of opportunity for tech enthusiasts, professionals, and the broader global community.

1.4 Problem Statement

In today's digital age, learning is taking place online more than ever before. But there's a challenge: existing online education systems are often complex and not user-friendly. Our website aims to solve this problem. We want to create an easy-to-use online learning platform for Learners, Instructors, and administrators. Our goal is to make learning online simple, engaging, and accessible to everyone. We believe that education should be interactive and enjoyable. With our project, we hope to provide a better way for people to access knowledge and connect with others in a global community of learners. Our mission is to make online learning a fun and enriching experience for all, bringing education into the digital age.

1.5 Project Schedule

A project schedule indicates what feature needs to be done, which resources must be utilized, and when the project is not completed. Assuming short time to develop the system, it is required to make a good scheduling to finish the project on time. This schedule also refers to communicate with what tasks is needed to be done within short time period.

Activities	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12	W13
Research Req.													
Analysis													
Planning													
Designing													
Development													
Testing													
Assessment													
Documentation													

Table 1.1 - Project Gantt Chart

Chapter 2 - System Design

2.1 Feasibility Analysis

1. Technical Feasibility:

Existing Technology: The project leverages common web development technologies, ensuring compatibility with standard browsers and devices.

Development Expertise: As the sole developer, the necessary technical skills are available to design, develop, and maintain the E-Learning Management System.

Scalability: The chosen technologies allow for scalable development and deployment, ensuring the system's capability to handle future growth.

2. Operational Feasibility:

User Acceptance: Regular feedback sessions and demos with potential users have been conducted, ensuring that the system aligns with their needs and expectations.

Training Requirements: Minimal training is anticipated for users due to the intuitive design and user-friendly interface.

3 Legal and Ethical Feasibility:

Compliance: The system is designed to comply with data protection regulations, ensuring user privacy and adherence to legal standards.

Ethical Considerations: The project aligns with ethical standards in education, promoting inclusivity, accessibility, and fair treatment of users.

4. Social Feasibility:

User Engagement: Stakeholder involvement and regular communication with potential users ensure that the system meets their social and educational needs.

Adaptation to User Feedback: The Agile approach allows for the incorporation of user feedback, fostering a sense of user involvement and ownership.

2.2 Requirement specification

2.2.1 Functional Requirement

Functional requirements (FRs) provide an explanation of the tasks or functions that a system or software application should perform. In essence they outline the characteristics, behaviors and connections that the system needs to demonstrate in order to fulfill the requirements and meet the desires of its users or stakeholders.

Functional requirements are mandatory for the any system. For this system functional requirements are mentioned below.

FR-01	Registration
Description	Users must have the ability to register for the system by providing their name, email, and password.
Stakeholders	All users (Learners, Instructors, admins)
Priority	High

FR-02	Login
Description	Registered users should be able to log in securely using their username and password.
Stakeholders	All users (Learners, Instructors, admins)
Priority	High

FR-03	Course Management
Description	Only an admin able to create new courses by providing a course title, description, and other relevant information. And also, can edit existing courses, and delete courses from the system.
Stakeholders	Admin
Priority	High

FR-04	Course Enrollment
Description	Learners are able to browse available courses and enroll in them.
Stakeholders	Learners
Priority	High

FR-05	Payment Processing
Description	The system supports payment processing for course fees.
Stakeholders	Learners
Priority	High

FR-06	Blog Post Creation and Mange
Description	Instructors should have full control over their blog posts, including the ability to create new blogs, edit the content and title of their existing blogs, and delete any of their posted blogs.
Stakeholders	Instructors
Priority	High

FR-07	Blog Post Reading
Description	All users should be able to read blog posts created by Instructors.
Stakeholders	All users (Learners, Instructors, admins)
Priority	High

FR-08	Provide Course Feedback
Description	Learners should have the capability to provide feedback on courses in which they are enrolled.
Stakeholders	Learners
Priority	Medium

FR-09	Course Feedback Viewing
Description	all users should be able to view and access feedback provided by learners for a particular course.
Stakeholders	All users (Learners, Instructors, admins)
Priority	Medium

FR-10	Course Material Management
Description	Instructor should have the capability to add course materials to their courses. Additionally, Instructors should be able to edit and delete the course materials they have created.
Stakeholders	Instructors
Priority	High

FR-11	Course Material Viewing
Description	Learners should be able to view the course materials for courses in which they are enrolled.
Stakeholders	Learners
Priority	High

FR-12	User Role Management
Description	When a new user completes registration for the system, their default role should be set as "Learner." Admins should have the authority to update user roles, changing them from "Learner" to "Instructor" as needed.
Stakeholders	Admin
Priority	Medium

FR-13	User Removal
Description	Admins should have the authority to remove any user from the system as needed. This action permanently deletes the user's account and associated data from the system.
Stakeholders	Admin
Priority	High

FR-14	User Profile Editing
Description	Users should be able to edit their profiles and update personal information, including email and password.
Stakeholders	All users (Learners, Instructors, admins)
Priority	Medium

FR-15	User Logout
Description	Users, including Learners, Instructors, and admins, should have the ability to log out securely from the system.
Stakeholders	All users (Learners, Instructors, admins)
Priority	Medium

2.2.2 Non-functional Requirement

NFR-01	Performance
Description	The system should provide a responsive and fast user experience, with page load times not exceeding [specified time limit] even with a large number of concurrent users.
Stakeholders	All Users (Learners, Instructors, admins)
Priority	High

NFR-02	Security
--------	----------

Description	User data, including personal information and payment details, should be securely stored and transmitted using encryption and other appropriate security measures. Authentication and authorization mechanisms should prevent unauthorized access.
Stakeholders	All Users
Priority	High

NFR-03	Usability
Description	The user interface should be intuitive and user-friendly, providing a positive user experience. The system should be accessible to users with disabilities, adhering to relevant accessibility standards.
Stakeholders	All Users
Priority	Medium

NFR-04	Reliability
Description	The system should be available 24/7, with minimal downtime for maintenance. Backup and recovery mechanisms should be in place to prevent data loss and ensure system reliability.
Stakeholders	All Users
Priority	High

NFR-05	Documentation
Description	Comprehensive documentation should be available for users, administrators, and developers, providing clear instructions on system usage, configuration, and maintenance.
Stakeholders	All Users
Priority	Medium

Chapter 3 - System Design

3.1 Development Model

The development of the E-Learning Management System was executed following the Agile Software Development Life Cycle (SDLC) model. As the sole developer of this project, the Agile approach offered a flexible and iterative framework that perfectly suited the dynamic nature of the web development landscape.

The Agile Software Development Life Cycle (SDLC) model offers several advantages, particularly for individual developers. Its iterative and incremental approach allows for flexibility and adaptability, enabling the incorporation of changes even late in the development process. Regular feedback loops and continuous collaboration with stakeholders ensure that the product aligns closely with user expectations. Agile promotes transparency through frequent demonstrations, enhancing communication and trust. Additionally, the emphasis on delivering working software in short iterations allows for early and incremental value delivery, reducing the time to market and enhancing overall project visibility and control.

3.2 Use Case Diagram

Use Case Diagram for “Tech School”

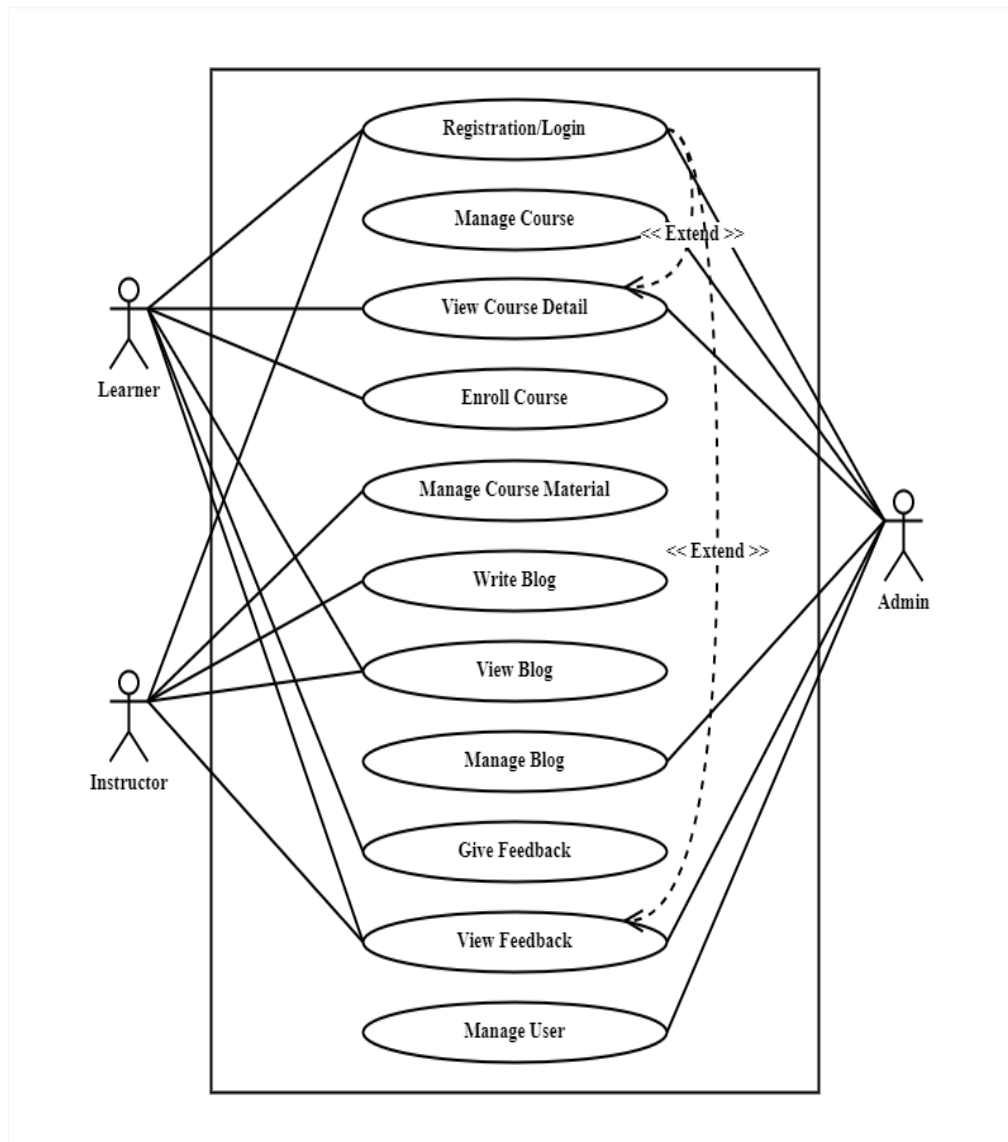


Figure 3.1 - Use Case Diagram for “Tech School”

3.2.1 Use Case Description

Use Case Description for Registration/Login

Use Case ID	UC-01
Use Case Name	Registration/Login
Actor	All users (Learners, Instructors, admins)
Description	Users (learners, instructors, admins) can register for the system and log in to access their accounts.
Precondition	User is not logged in.
Trigger	User accesses the system.
Flow of Events	<ul style="list-style-type: none">• User selects the "Register" option.• User provides registration details (name, email, username, password).• User submits the registration form.• User receives a confirmation email.• User selects the "Login" option.• User enters their username and password.• User clicks "Login."
Postcondition	User is logged in and can access their account.

Use Case Description for Manage Course

Use Case ID	UC-02
Use Case Name	Manage Course
Actor	Admin
Description	Admins can create, edit, and delete courses in the system.
Precondition	Admin is logged in.
Trigger	Admin selects the course management option.
Flow of Events	<ul style="list-style-type: none">• Admin selects "Create Course" to add a new course.• Admin enters course details (title, description, instructor).

	<ul style="list-style-type: none"> • Admin clicks "Create." • Admin selects an existing course to edit. • Admin modifies course details. • Admin clicks "Save Changes." • Admin selects a course to delete. • Admin confirms deletion.
Postcondition	Course management is updated according to admin actions.

Use Case Description for View Course Detail

Use Case ID	UC-03
Use Case Name	View Course Detail
Actor	All Users
Description	All users can view details of a course, including its title, description, and instructor.
Precondition	User is logged in.
Trigger	User selects a course to view.
Flow of Events	<ul style="list-style-type: none"> • User navigates to the course details page. • User selects a course to view.
Postcondition	User can see the details of the selected course.

Use Case Description for Manage Course Material

Use Case ID	UC-04
Use Case Name	Manage Course Material
Actor	Instructor
Description	Instructors can add, edit, and delete course materials for the courses they teach.
Precondition	Instructor is logged in.
Trigger	Instructor selects the course material management option.

Flow of Events	<ul style="list-style-type: none"> • Instructor selects "Add Material" for a course. • Instructor uploads course material (documents, videos, etc.). • Instructor clicks "Add." • Instructor selects an existing material to edit. • Instructor modifies material details. • Instructor clicks "Save Changes." • Instructor selects a material to delete. • Instructor confirms deletion.
Postcondition	Course materials are updated according to instructor actions.

Use Case Description for Enroll Course with Payment

Use Case ID	UC-05
Use Case Name	Enroll Course with Payment
Actor	Learner
Description	Learners can enroll in courses by making payments for the chosen courses.
Precondition	Learner is logged in.
Trigger	Learner selects a course to enroll in.
Flow of Events	<ul style="list-style-type: none"> • Learner selects a course to enroll in. • Learner proceeds to payment. • Learner provides payment details and confirms payment.
Postcondition	Learner is enrolled in the selected course upon successful payment.

Use Case Description for Write Blog

Use Case ID	UC-06
Use Case Name	Write Blog
Actor	Instructor
Description	Instructors can create and publish blog posts.
Precondition	Instructor is logged in.
Trigger	Instructor selects the "Write Blog" option.
Flow of Events	<ul style="list-style-type: none">• Instructor enters blog post content (title, content).• Instructor clicks "Publish."
Postcondition	The blog post is published and visible to all users.

Use Case Description for View Blog

Use Case ID	UC-07
Use Case Name	View Blog
Actor	All Users
Description	All users can view blog posts created by instructors.
Precondition	User is logged in.
Trigger	User selects a blog post to view.
Flow of Events	<ul style="list-style-type: none">• User navigates to the blog post.• User selects a blog post to view.
Postcondition	User can see the content of the selected blog post.

Use Case Description for Manage Blog

Use Case ID	UC-08
Use Case Name	Manage Blog
Actor	Admin
Description	Admins can edit and delete blog posts created by instructors.
Precondition	Admin is logged in.

Trigger	Admin selects the blog management option.
Flow of Events	<ul style="list-style-type: none"> • Admin selects a blog post to edit. • Admin modifies the blog post content. • Admin clicks "Save Changes." • Admin selects a blog post to delete. • Admin confirms deletion.
Postcondition	Blog posts are updated or removed according to admin actions.

Use Case Description for Give Feedback

Use Case ID	UC-09
Use Case Name	Give Feedback
Actor	Learner
Description	Learners can provide feedback on courses in which they are enrolled.
Precondition	Learner is logged in and enrolled in at least one course.
Trigger	Learner selects a course to provide feedback.
Flow of Events	<ul style="list-style-type: none"> • Learner selects a course to provide feedback. • Learner enters feedback comments and ratings (if applicable). • Learner submits the feedback.
Postcondition	Learner's feedback is recorded for the selected course.

Use Case Description for View Feedback

Use Case ID	UC-10
Use Case Name	View Feedback
Actor	All Users

Description	All users can view feedback provided by learners for specific courses.
Precondition	User is logged in.
Trigger	User selects a course to view feedback.
Flow of Events	<ul style="list-style-type: none"> • User navigates to the course feedback section. • User selects a course to view feedback.
Postcondition	User can see feedback comments and ratings for the selected course.

Use Case Description for Manage User

Use Case ID	UC-11
Use Case Name	Manage User
Actor	Admin
Description	Admins can manage user accounts, including creating, editing, and deleting user profiles.
Precondition	Admin is logged in.
Trigger	Admin selects the user management option.
Flow of Events	<ul style="list-style-type: none"> • Admin selects "Create User" to add a new user. • Admin enters user details (name, email, role). • Admin clicks "Create." • Admin selects an existing user to edit. • Admin modifies user details. • Admin clicks "Save Changes." • Admin selects a user to delete. • Admin confirms deletion.
Postcondition	User management is updated according to admin actions.

3.3 Activity Diagram

Activity Diagram for Registration/Login

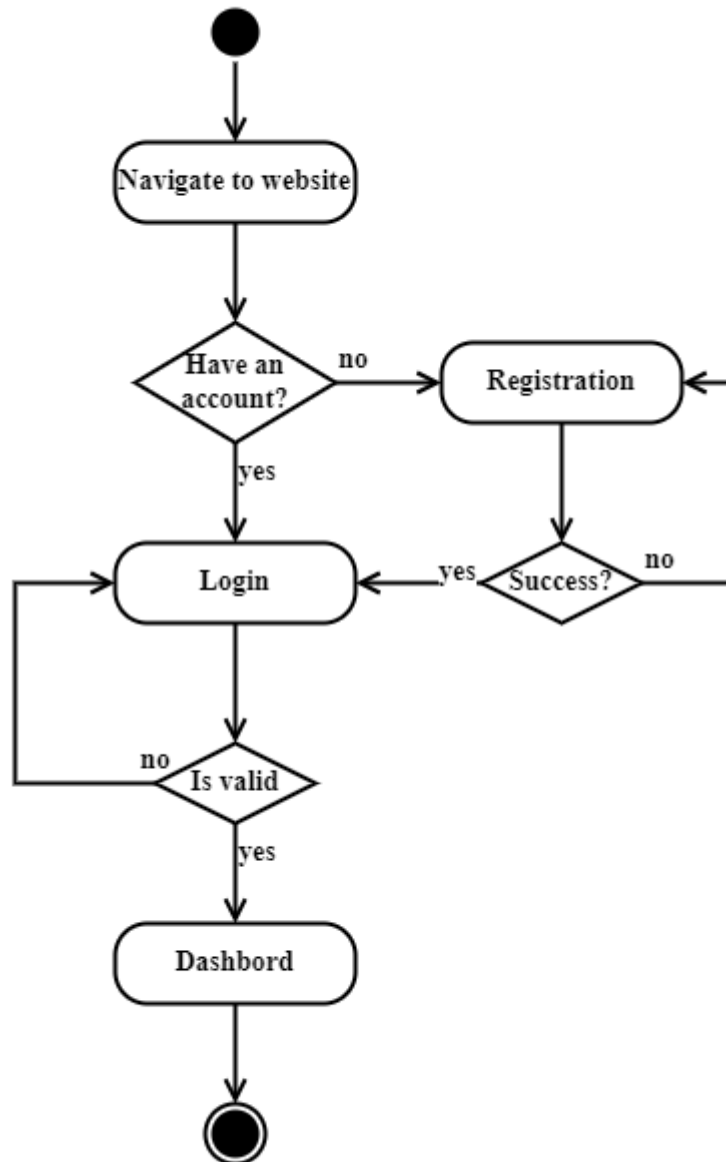


Figure 3.2- Activity Diagram for Registration/Login

Activity Diagram for Manage Course

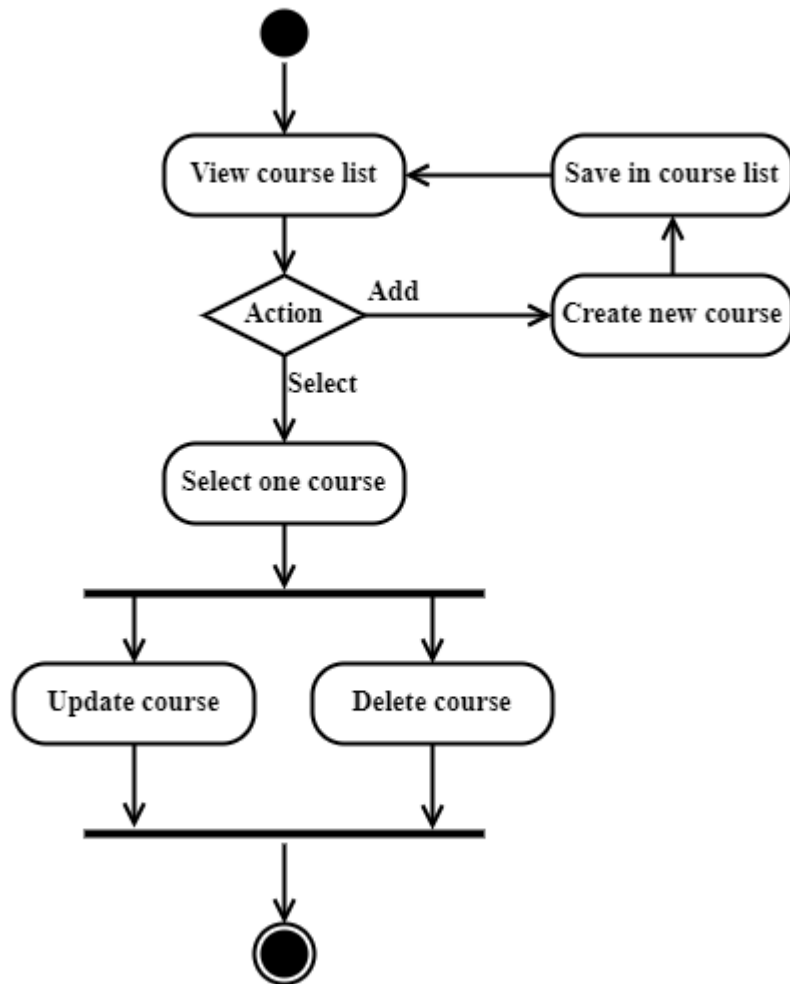


Figure 3.3 - Activity Diagram for Manage Course

Activity Diagram for View Course Detail

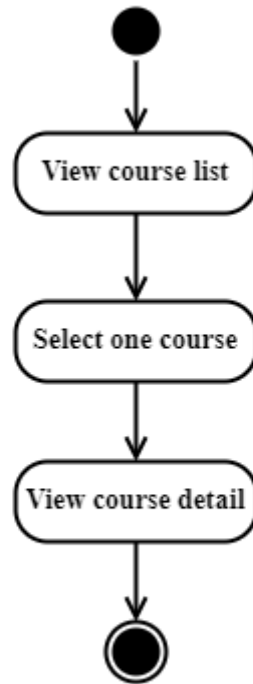


Figure 3.4 - Activity Diagram for View Course Detail

Activity Diagram for Enroll Course

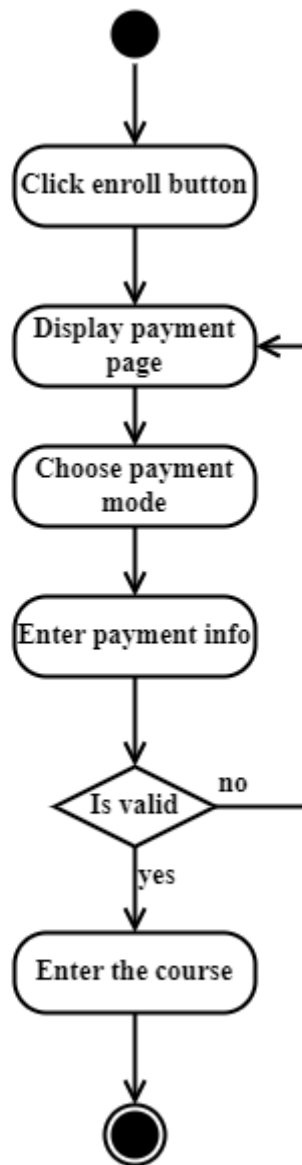


Figure 3.5 - Activity Diagram for Enroll Course

Activity Diagram for Manage Course Material

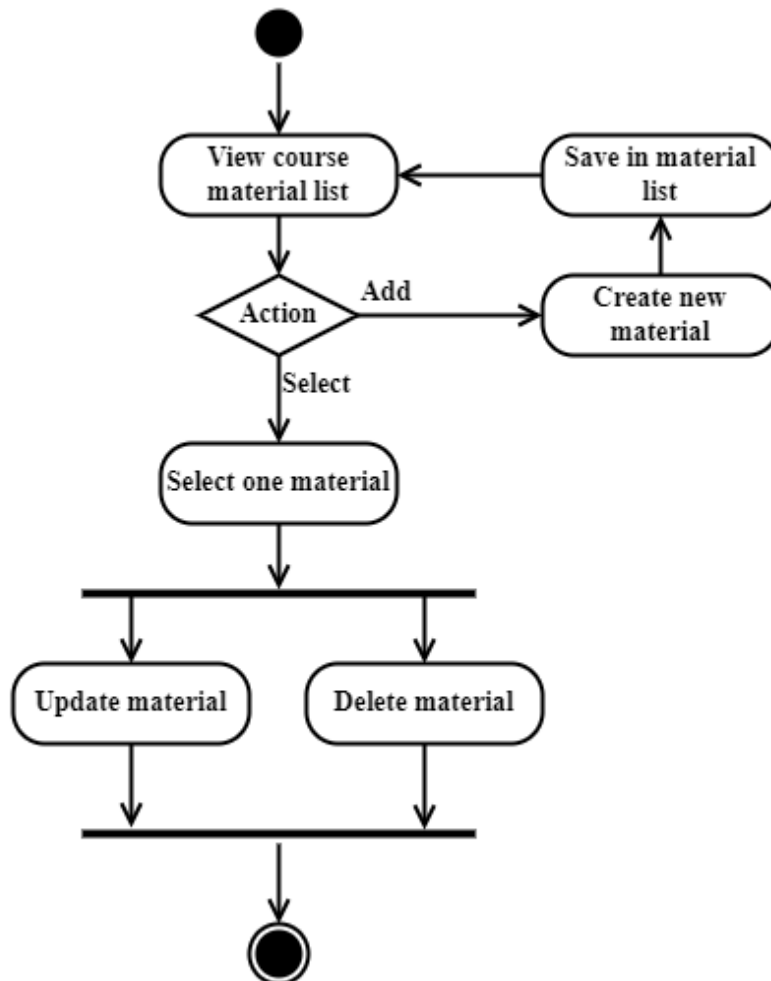


Figure 3.6 - Activity Diagram for Manage Course Material

Activity Diagram for Write Blog

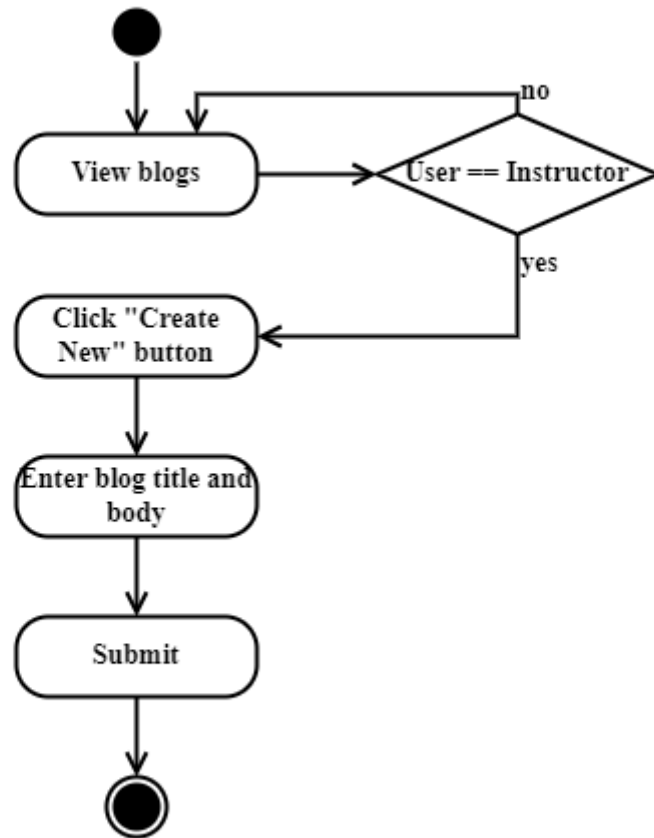


Figure 3.7 - Activity Diagram for Write Blog

Activity Diagram for View Blog

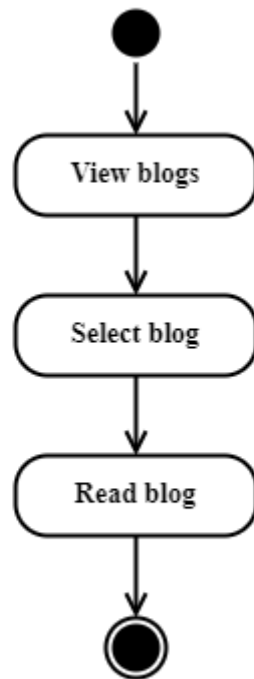


Figure 3.8 - Activity Diagram for View Blog

Activity Diagram for Manage Blog

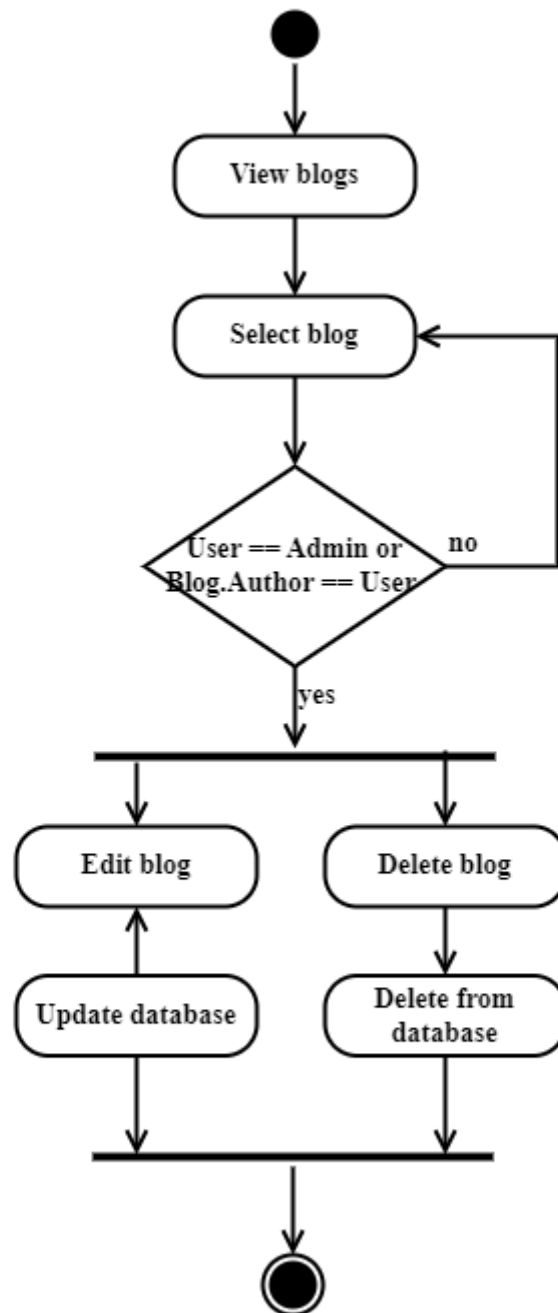


Figure 3.9 - Activity Diagram for Manage Blog

Activity Diagram for Give Feedback

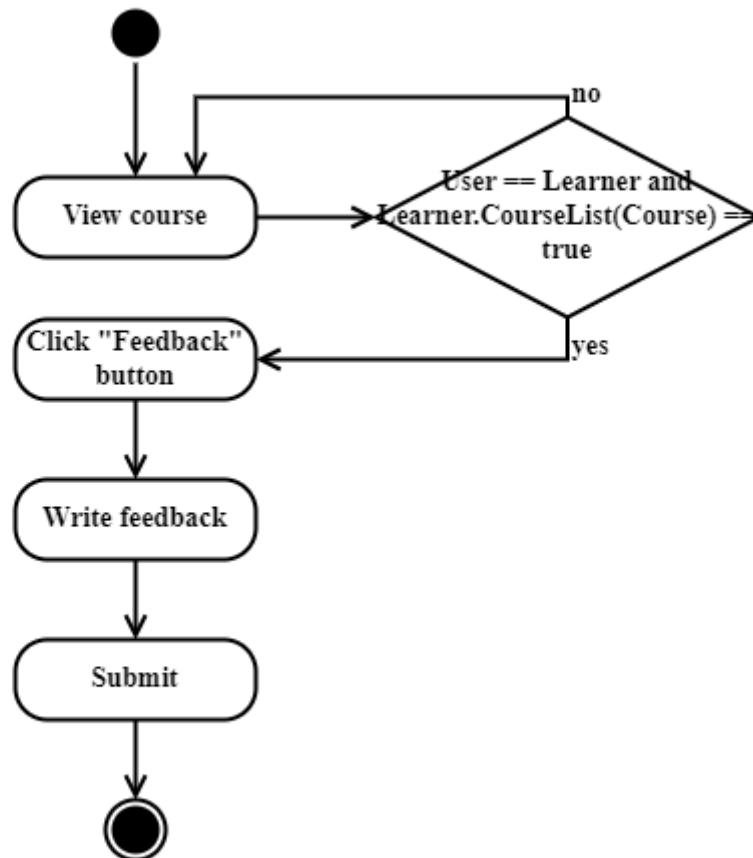


Figure 3.10 - Activity Diagram for Give Feedback

Activity Diagram for View Feedback

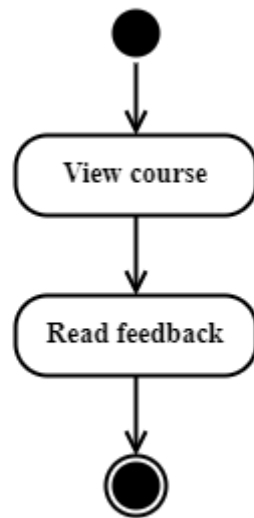


Figure 3.11 - Activity Diagram for View Feedback

Activity Diagram for Manage User

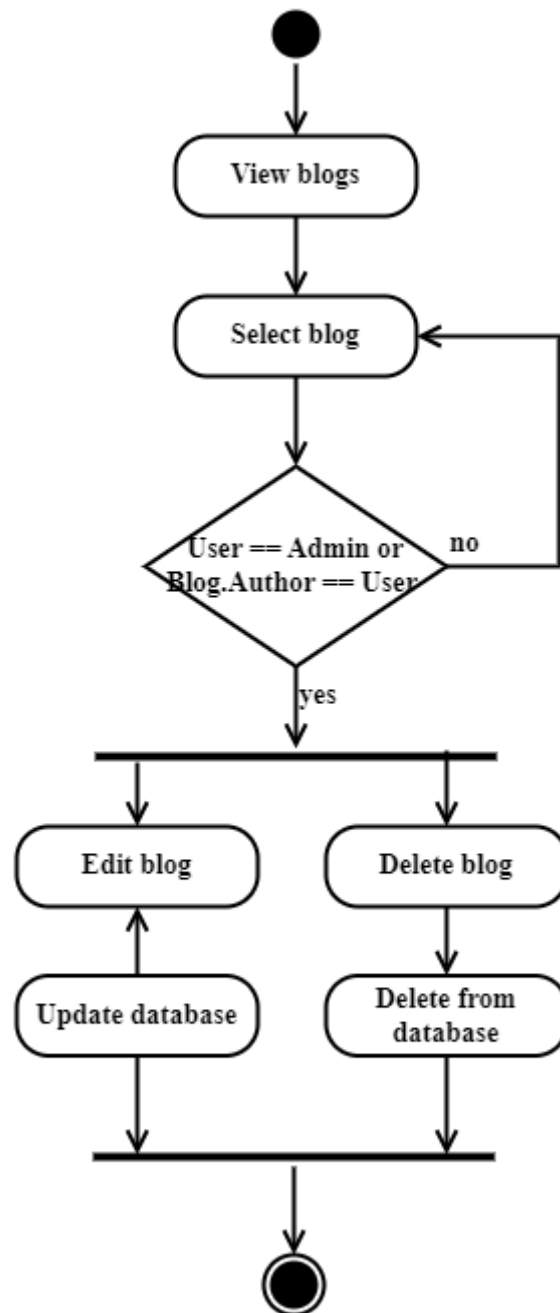


Figure 3.12 - Activity Diagram for Manage

3.4 Sequence Diagram

Sequence Diagram for Registration

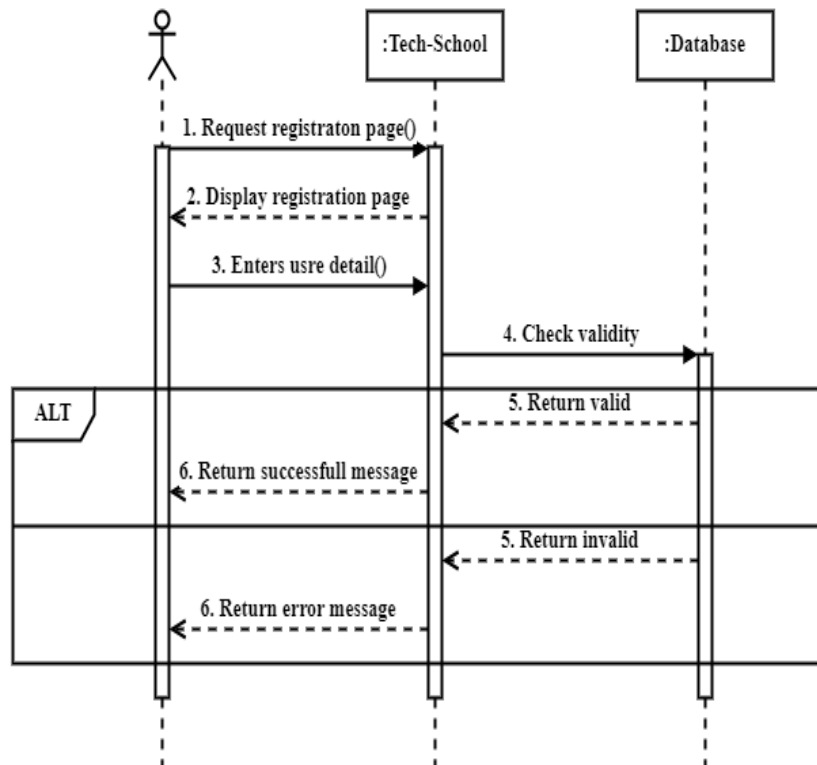


Figure 3.13 - Sequence Diagram for Registration

Sequence Diagram for Login

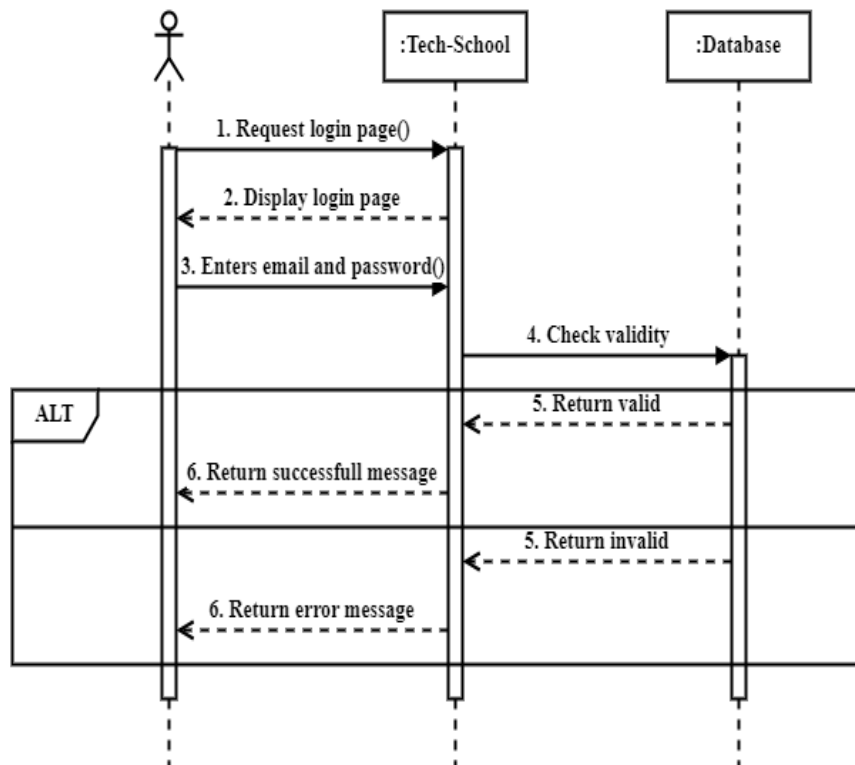


Figure 3.14 - Sequence Diagram for Login

Sequence Diagram for Add Course

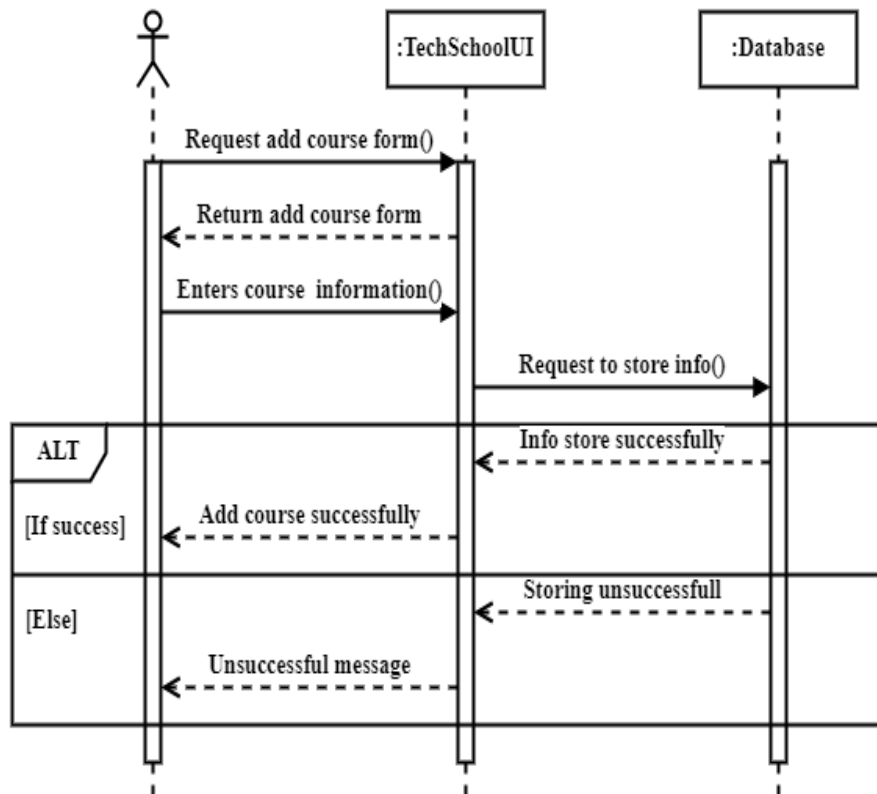


Figure 3.15 - Sequence Diagram for Add Course

Sequence Diagram for Edit Course

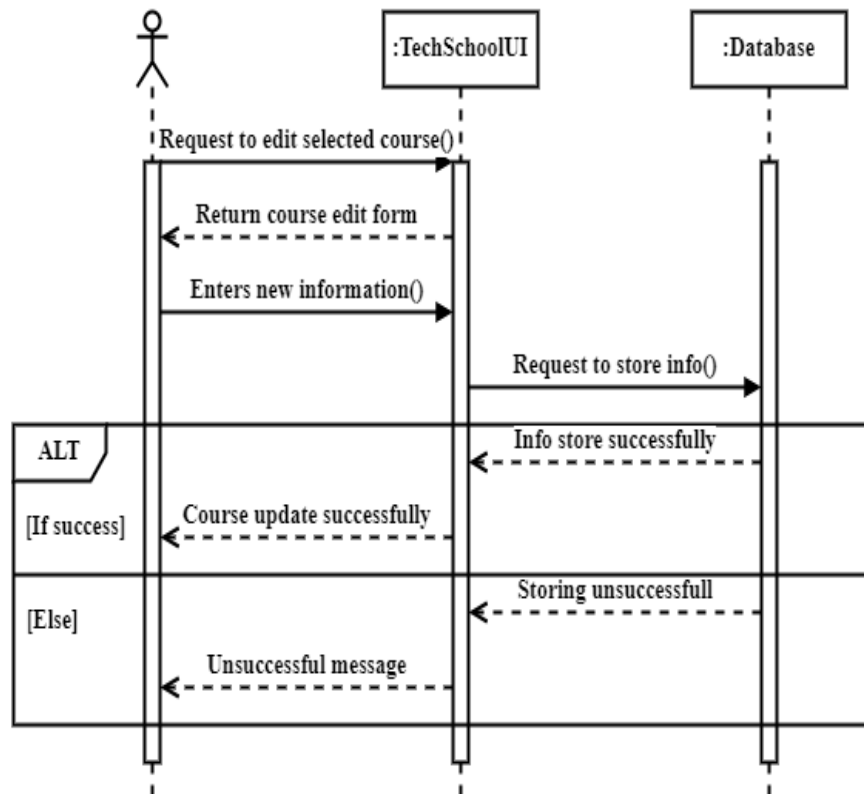


Figure 3.16 - Sequence Diagram for Edit Course

Sequence Diagram for Delete Course

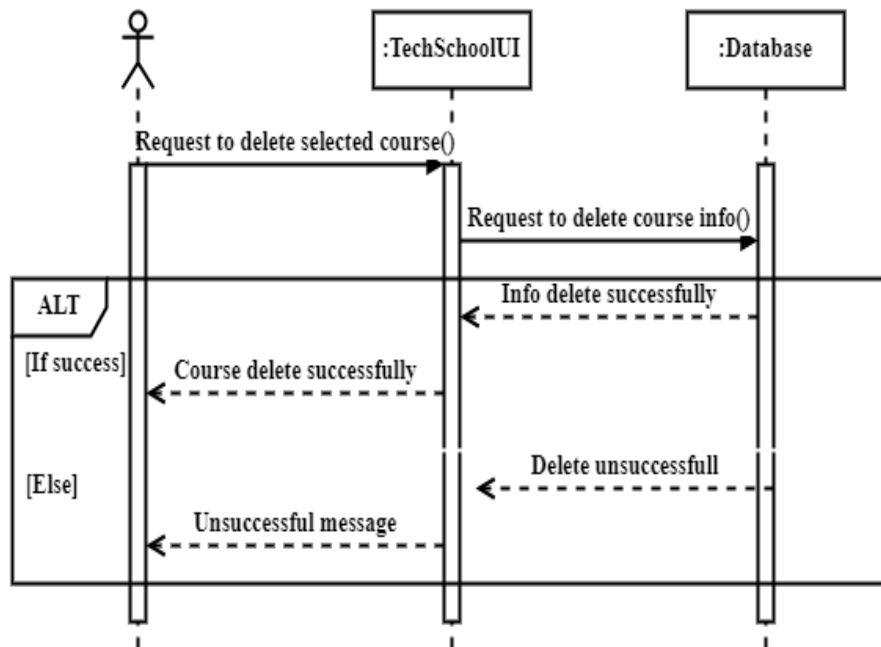


Figure 3.17 - Sequence Diagram for Delete Course

Sequence Diagram for Add Course Material

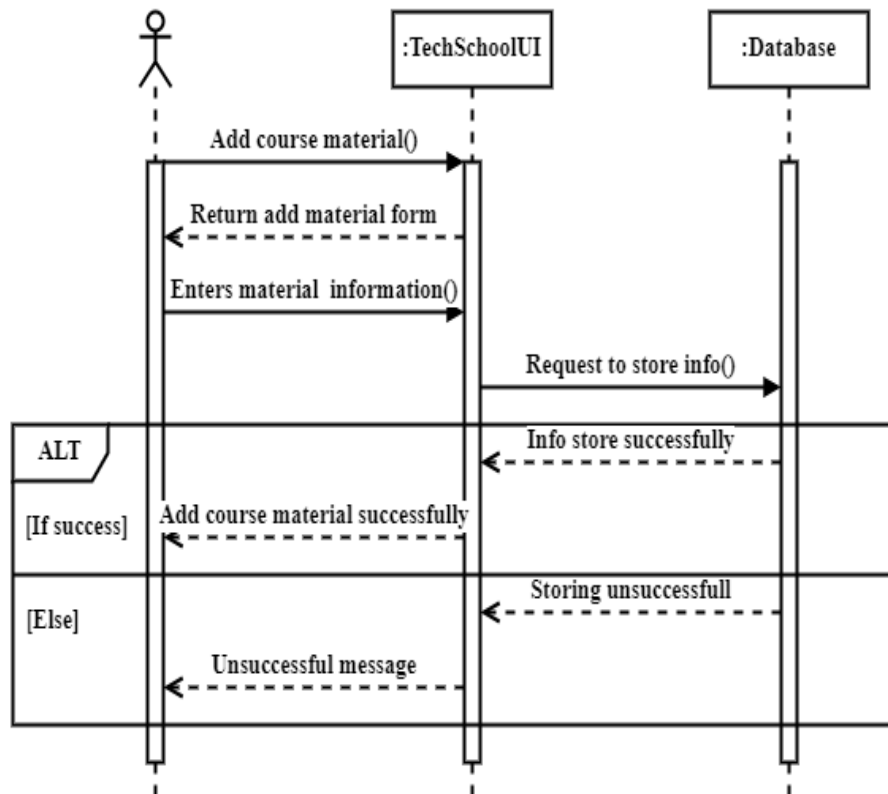


Figure 3.18 - Sequence Diagram for Add Course Material

Sequence Diagram for Edit Course Material

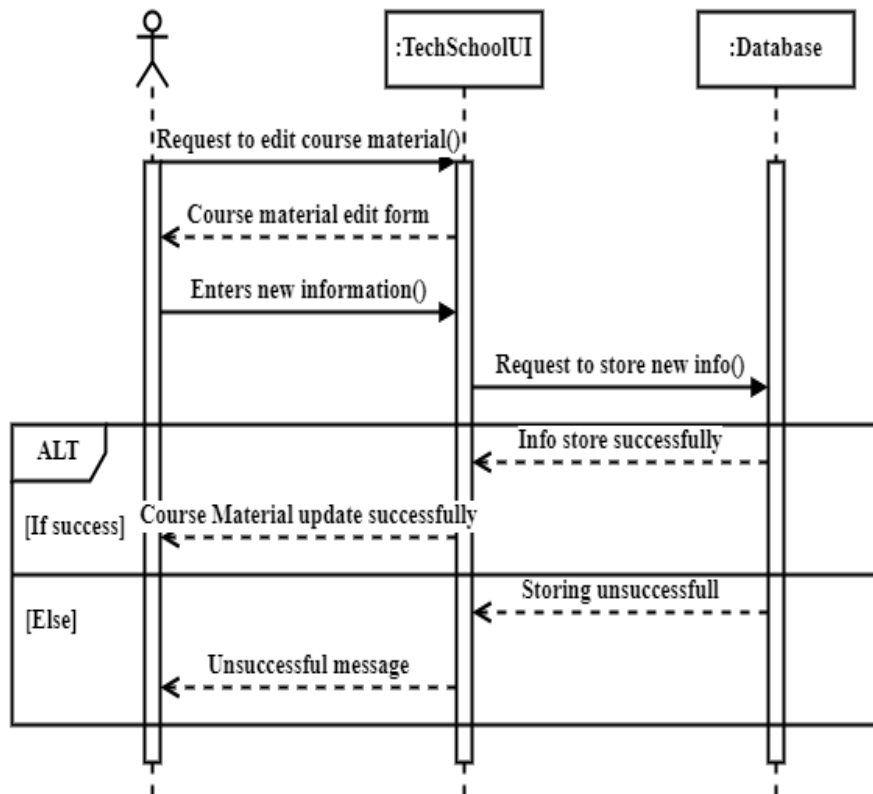


Figure 3.19 - Sequence Diagram for Edit Course Material

Sequence Diagram for Delete Course Material

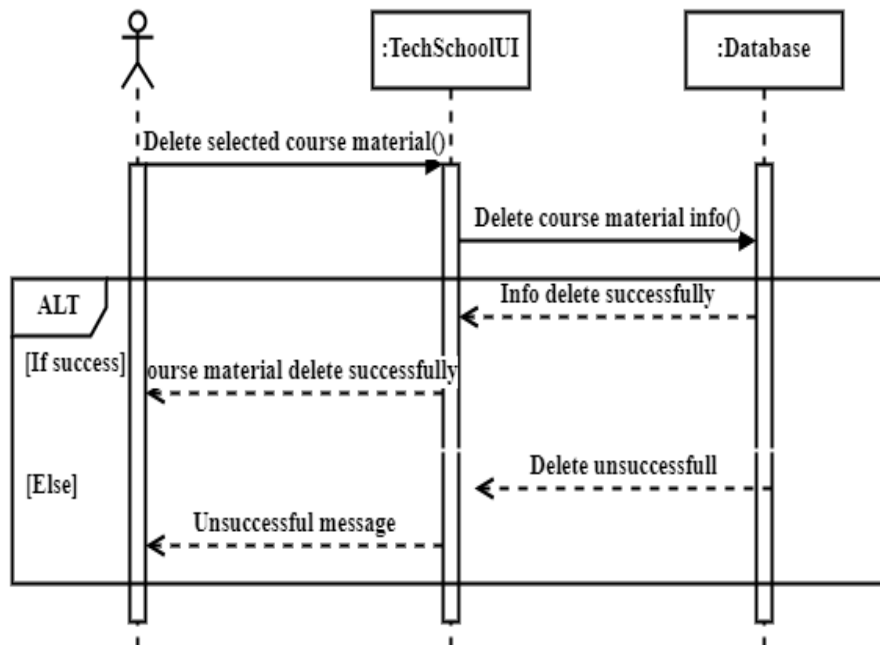


Figure 3.20 - Sequence Diagram for Delete Course Material

Sequence Diagram for Add Blog

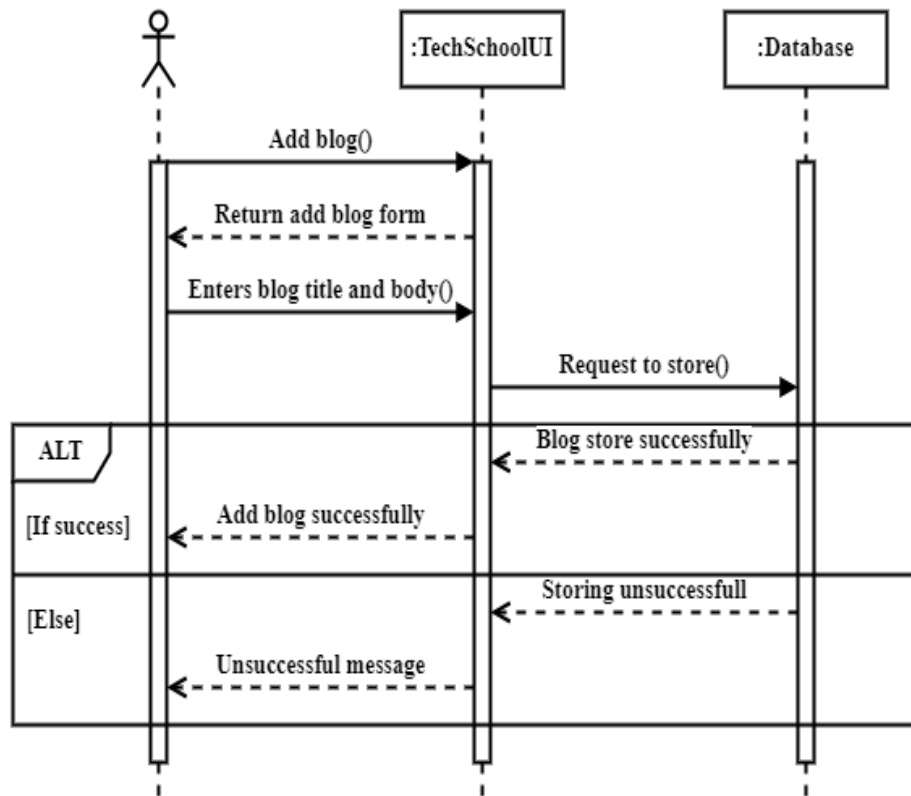


Figure 3.21 - Sequence Diagram for Add Blog

Sequence Diagram for Edit Blog

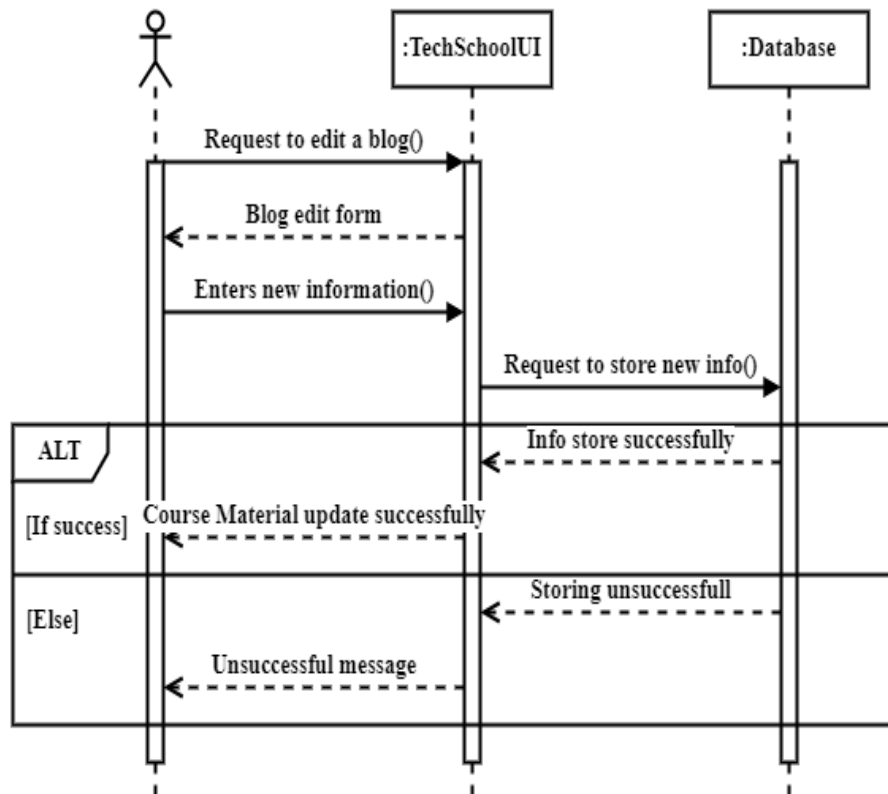


Figure 3.22 - Sequence Diagram for Edit Blog

Sequence Diagram for Delete Blog

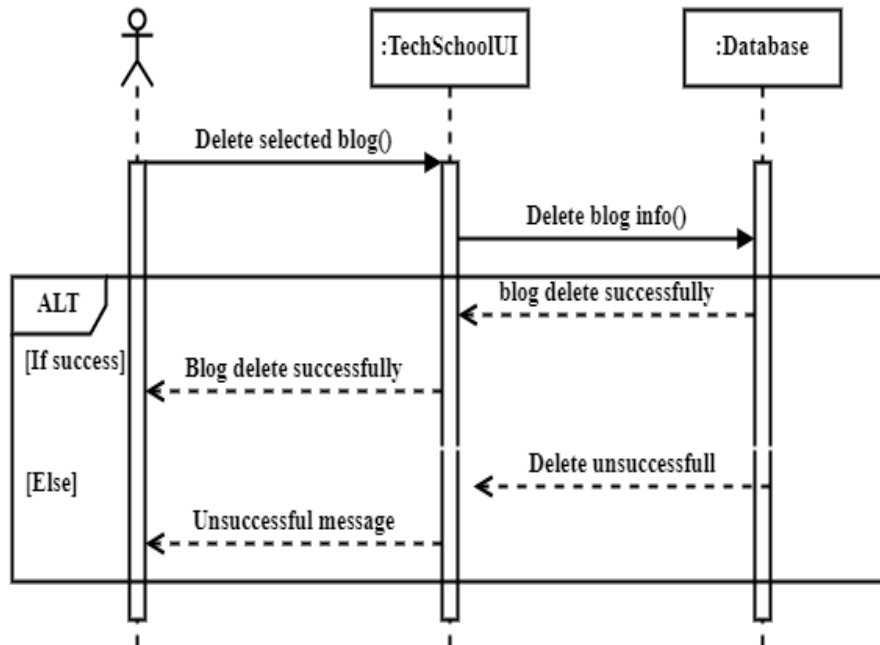


Figure 3.23 - Sequence Diagram for Delete Blog

Sequence Diagram for Add Feedback

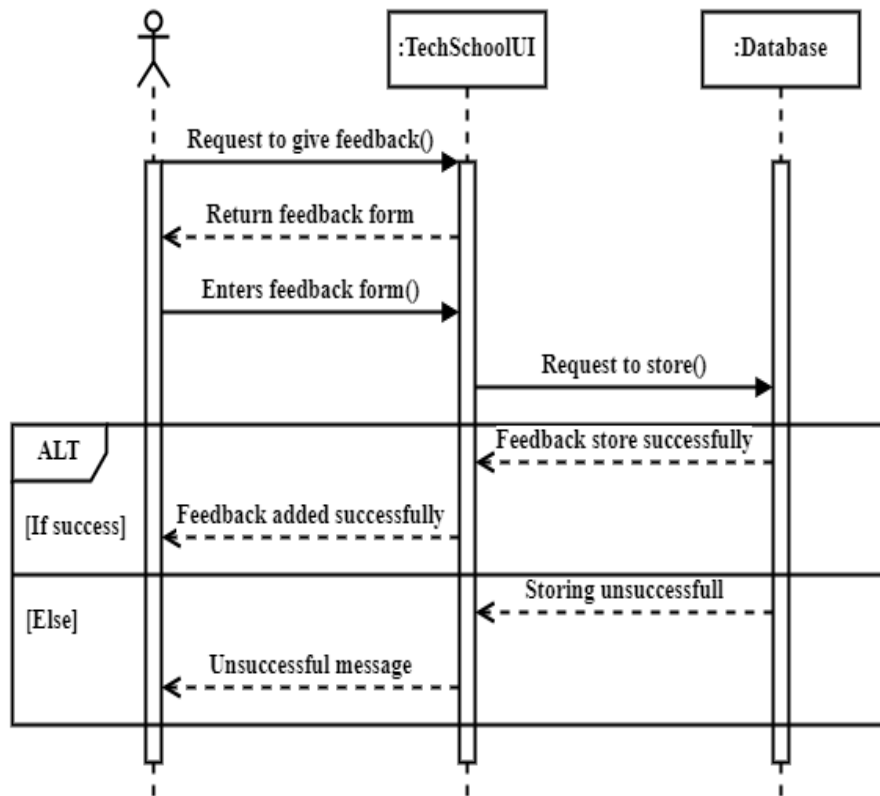


Figure 3.24 - Sequence Diagram for Add Feedback

Sequence Diagram for Enroll Course

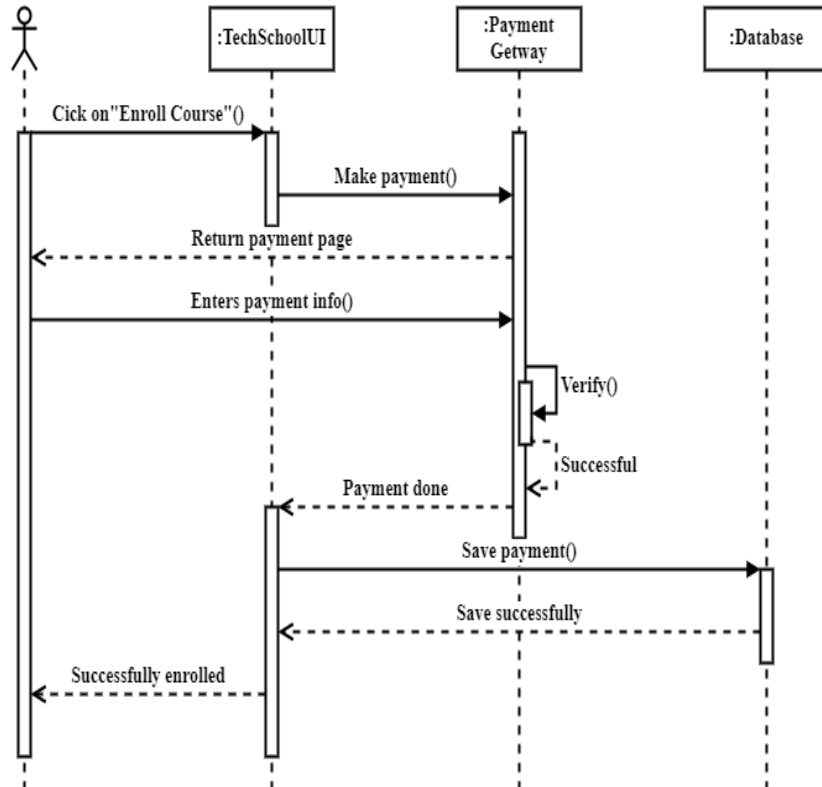


Figure 3.25 - Sequence Diagram for Enroll Course

Sequence Diagram for Delete User

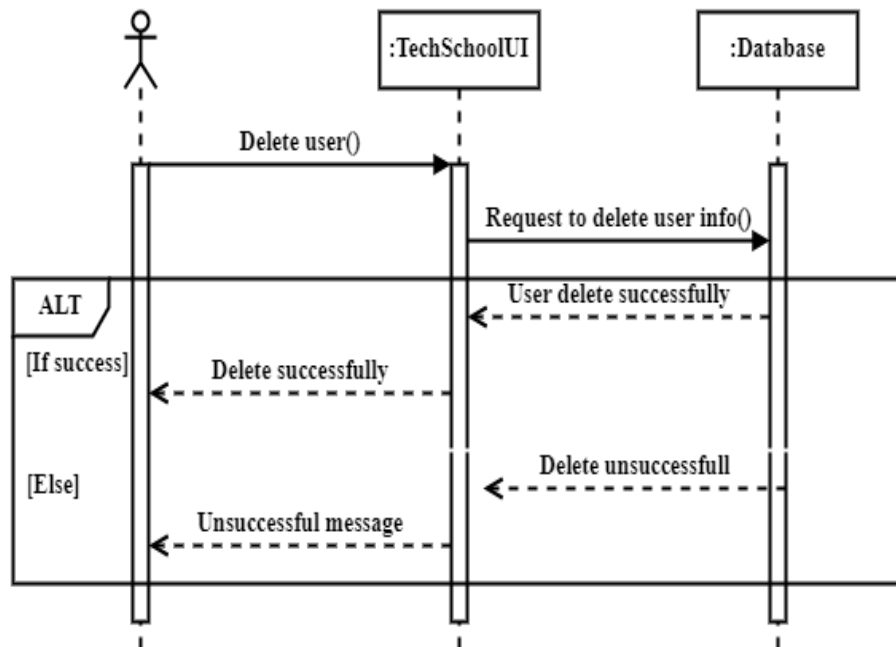


Figure 3.26 - Sequence Diagram for Delete User

3.5 ER Diagram

ER Diagram for Tech School

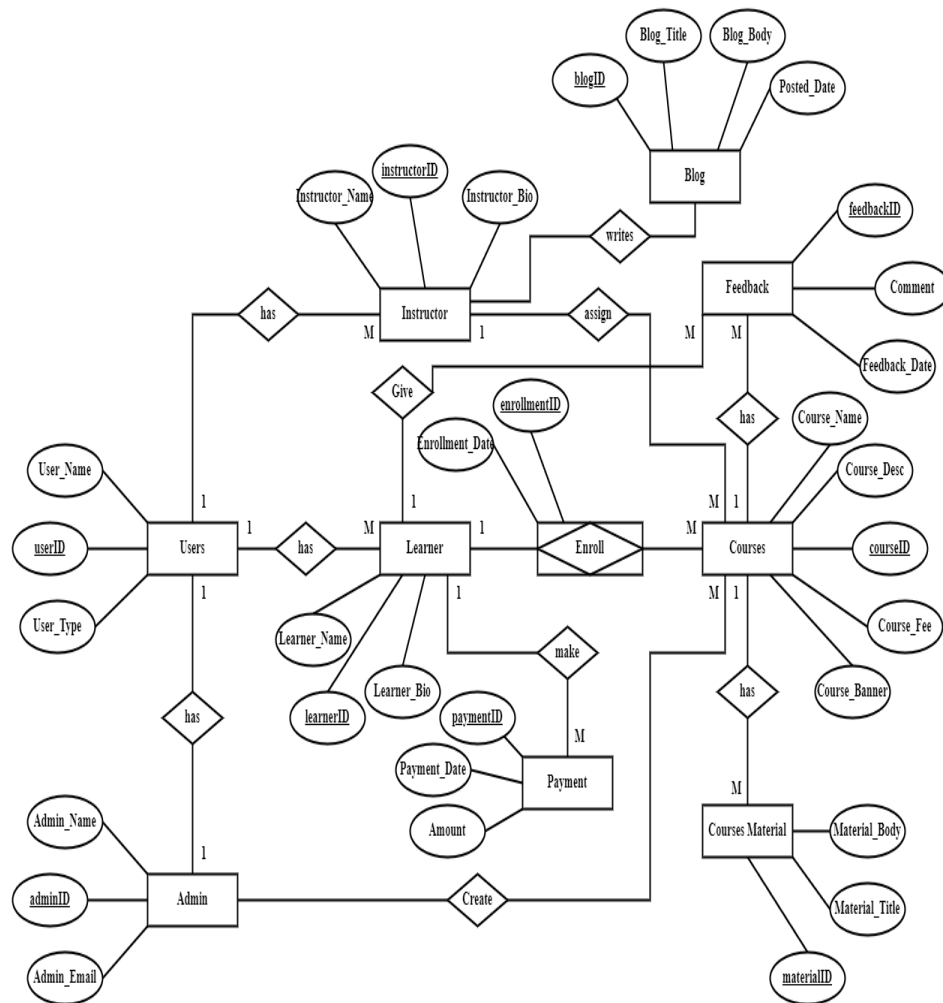


Figure 3.27 - ER Diagram for Tech School

Chapter 4 - Development tool & Technology

4.1 Integrated Development Environment (IDE)

- Visual Studio

4.2 Programming Language

- JavaScript

4.3 Programming Language Framework

- React JS (For frontend)
- Node JS (For backend)

4.4 User interface Design

- Tailwind CSS (A utility-first CSS framework)
- Daisy UI

4.5 Database

- MongoDB

4.6 Deploy and hosting

- Firebase (For frontend)
- Vercel (For backend)

Chapter 5 - System Testing

5.1 Testing Features

Feature testing is the software development process where multiple variations of a feature is tested to find out the best user experience of that feature. Using feature testing we can validate if a new feature for web page or app is a good fit and at the same time it is possible to determine which variation of the feature will be more successful. Feature Testing helps us to develop an efficient, reliable, useful, effective and secure web application.

5.1.1 Features to be tested

Feature	Priority	Description
Registration	High	The registration feature allows new users to create accounts on the platform.
Login	High	This critical feature enables users to securely log into the Tech School platform, ensuring authentication and access to personalized content, courses, and user-specific functionalities.
Update Profile	Medium	Users can update their profiles, including personal details, preferences, and additional information
Add Course to Course Cart	Medium	The course cart functionality allows users to add courses of interest to a virtual cart for later consideration.
Course Cart Management	Medium	This feature enables users to manage the contents of their course cart, providing options to review, remove, or proceed to payment for the selected courses.
Payment	High	The payment feature facilitates secure and seamless transactions for course enrollment.

Give Feedback	Medium	Users can provide feedback on completed courses, sharing their thoughts on the content, instructor, and overall learning experience
Create Course	High	Admin can utilize this feature to create new courses, providing details such as course content, objectives, and prerequisites.
Course Management	High	The course management feature empowers admins to oversee and administer their courses.
Add Course Material	Medium	Instructors can add supplementary course materials, such as documents, presentations, and videos link, enriching the learning experience for participants.
Write Blog	Medium	Users with the role of an instructor can write and publish blogs related to their expertise.
Blog Management	High	This feature enables the management of blogs, allowing instructors to edit or remove their published blogs.
Log Out	Low	The session must be killed after logging out

Table 5.1 - Features priority table with description

5.2 Test Strategies

5.2.1 Test approach

To ensure the quality of the system, two different sort of testing has been used. Mainly, it is focused on Black Box Testing and White Box Testing.

Black Box Testing: Black Box Testing is also called functional testing. It is a testing strategy where internal mechanism is ignored and only focus on the output. For some specific input some outputs are generated. Then these outputs compare with the expected output. If it matches, the function is accepted.

White Box Testing: White Box Testing are called structural testing. In this testing strategy, internal mechanism of the system is considered.

5.2.2 Testing Schedule

Test Phase	Time
Testing plan creating	1 Week
Unit test	During Development
Component testing	During Development
Testing user interfaces	1 Week
Performance test	2 Week
Accessibility test	2 Week

Table 5.2 – Testing Schedule

Chapter 6 - User Manual

6.1 Home Page

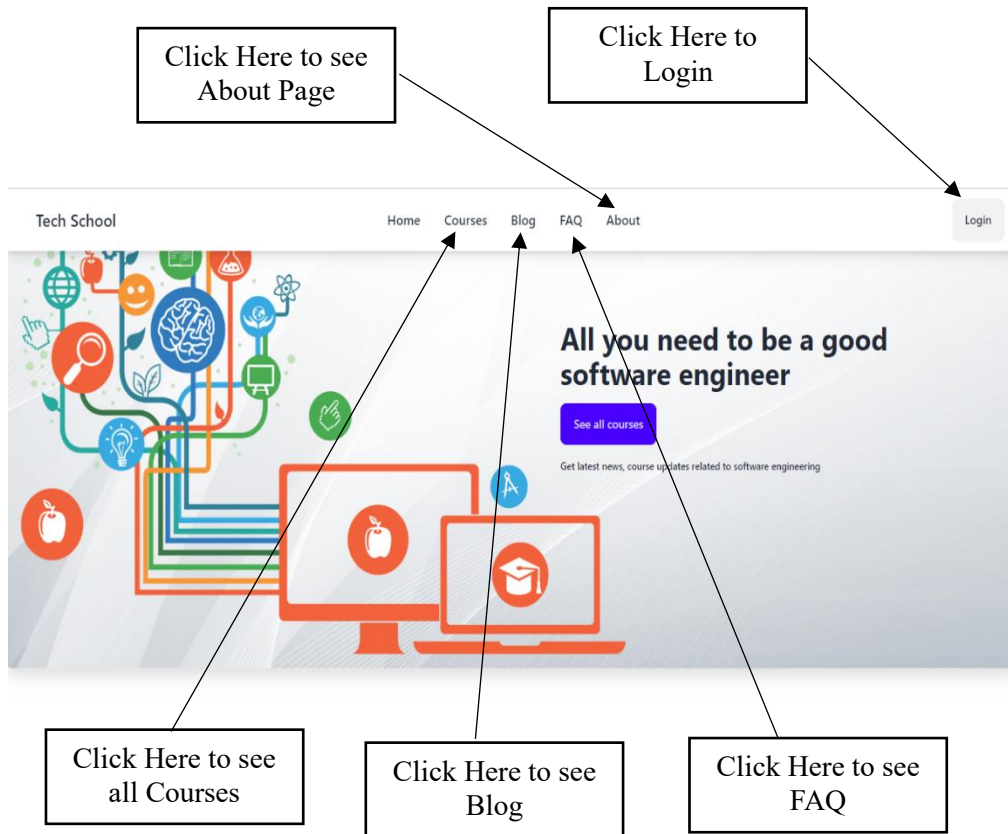


Figure 6.1 - Home Page

6.2 Login

The screenshot shows the 'Login' page of 'Tech School'. The page has a navigation bar with links: Home, Courses, Blog, FAQ, About, and a 'Login' button. The main content area is titled 'Login' and contains the following elements:

- Email input field
- Password input field
- Forget Password link
- Login button (highlighted in teal)
- Link for new users: 'New to Tech School? [Create New Account](#)' (the 'Create New Account' link is circled in red)
- OR separator
- Continue with google button

Annotations with arrows point from text boxes to specific elements:

- A box with the text 'Enter Email and Password for enter the system' has arrows pointing to the Email and Password input fields.
- A box with the text 'For registration click here' has an arrow pointing to the 'Create New Account' link.

Figure 6.2 - Login Page

6.3 Registration

The image shows a web registration form titled "Sign Up" on a page labeled "Tech School". The navigation bar includes links for Home, Courses, Blog, FAQ, and About, along with a Login button. The form fields are: Name (filled with "Prosenjit Pal"), Email (filled with "iprosenjitp@gmail.com"), and Password (filled with "*****"). Below the password field is a "Forgot Password?" link. A prominent teal "Sign Up" button is present, followed by a link for users who "Already have an account" to "Please Login". Below this is an "OR" separator and a "Continue with google" button. Three callout boxes with arrows point to specific elements: one box points to the Name, Email, and Password fields; another points to the "Sign Up" button; and a third points to the "Continue with google" button.

Tech School Home Courses Blog FAQ About Login

Sign Up

Name
Prosenjit Pal

Email
iprosenjitp@gmail.com

Password

[Forgot Password?](#)

Sign Up

Already have an account [Please Login](#)

OR

[Continue with google](#)

Enter Name, Email, Password to create account

Click here for Sign Up

Click here to create account with google

Figure 6.3 - Registration Page

6.3 Profile Menu

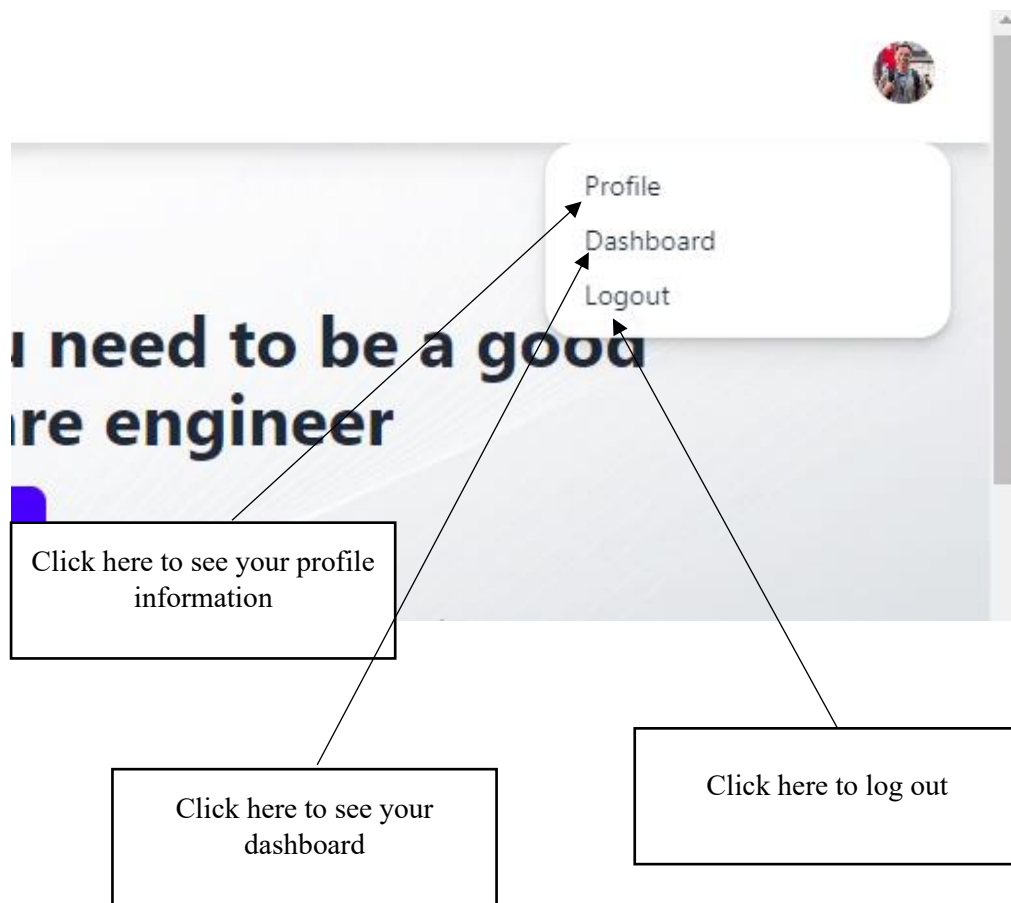


Figure 6.4 - Profile Menu

6.4 User Profile

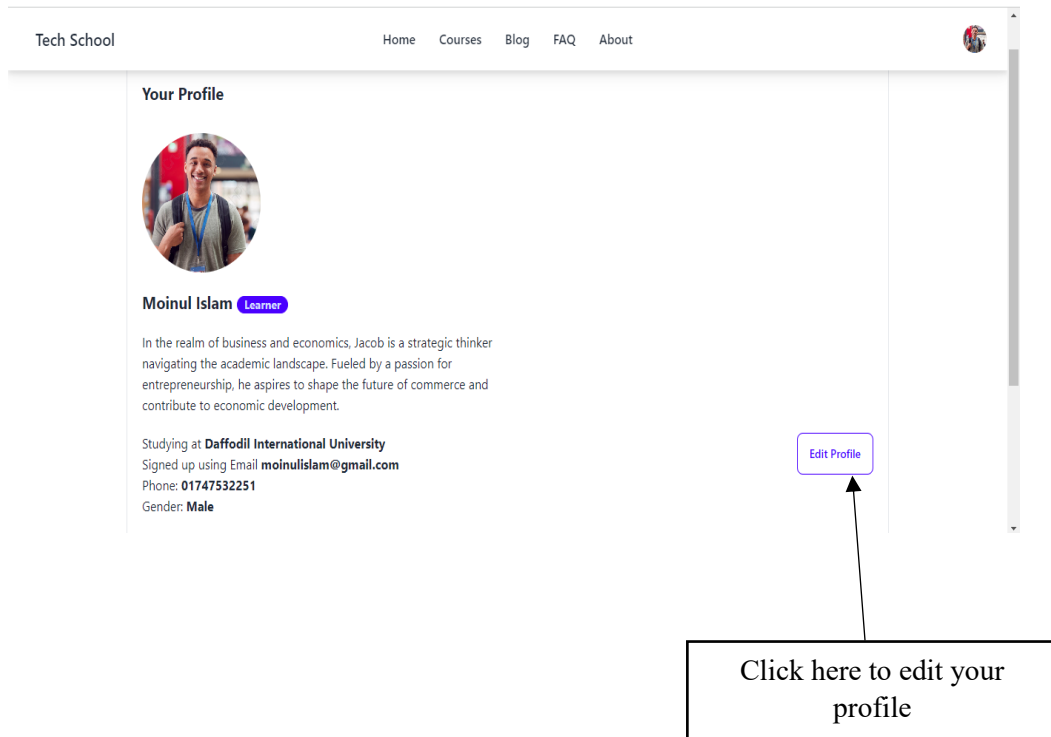



Figure 6.5 - User Profile

6.5 Edit Profile

Tech School

Hon

Update your profile



Change Picture

Choose File

No file chosen

Your Name

Moinul Islam

Your Email

moinulislam@gmail.com

Enter your all informations

Note: Your Email is unchangeable

Biography

In the realm of business and economics, Jacob is a strategic thinker navigating the academic landscape. Fueled by a passion for entrepreneurship, he aspires to shape

Gender

☒ Male ☐ Female

School/College/University

Daffodil International University

LinkedIn Profile Link

<https://www.linkedin.com/in/iprosenjtp/>

Click here to update your profile

Save Changes

Figure 6.6 - Edit Profile

6.6 All Courses

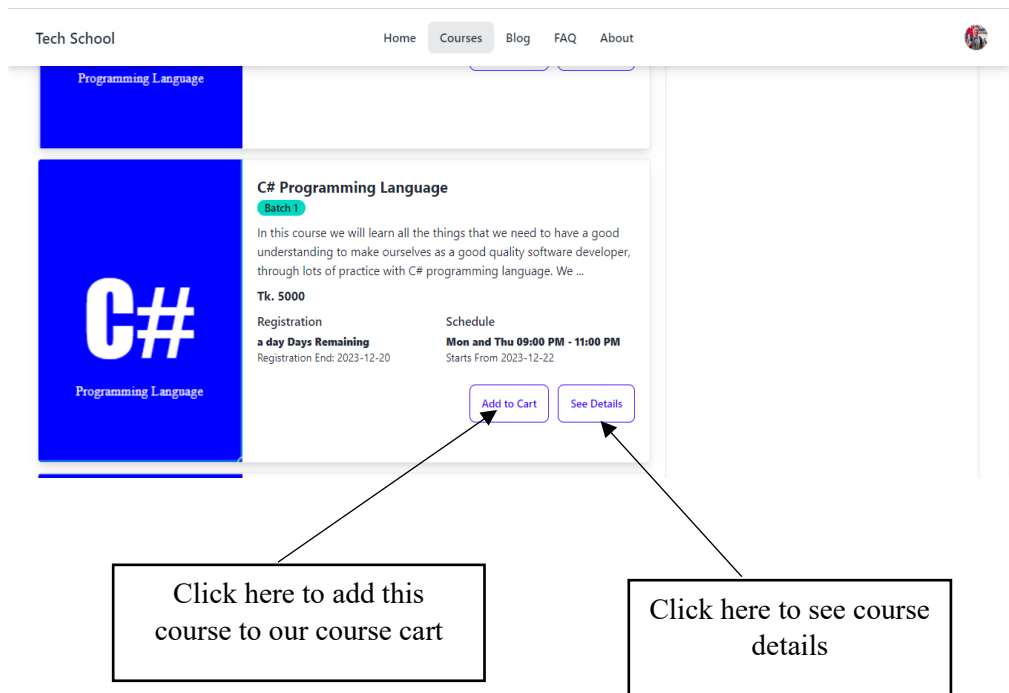


Figure 6.7 - All Courses

6.7 Course Details

The screenshot shows the course details for 'C# Programming Language' on the 'Tech School' website. The page includes a header with navigation links (Home, Courses, Blog, FAQ, About) and a user profile icon. The course title is 'C# Programming Language' with a 'Batch 1' tag and a fee of 'Tk. 5000'. There are two buttons: 'Register Now' and 'Enter Classroom'. A large blue banner with the 'C#' logo is on the right. The main content area contains a description, 'Who Can Join This Course?' (Fluent knowledge of C/C++ or any other basic programming language), and a 'Course Outline' (Getting Started, Course Rules, Introduction to slack channel, Introduction to tracker, Introduction to Visual Studio, Creating first console project). On the right, there is a 'Schedule' section (Mon and Thu 09:00 PM - 11:00 PM, Starts From 2023-12-22, Registration End: 2023-12-20), an 'Instructor' section (instructor1, Instructor, Tech School), and a 'Give Feedback' button. Annotations with arrows point from labels to specific elements: 'Course Schedule' points to the 'Schedule' section, and 'Course Instructor' points to the 'Instructor' section.

Tech School Home Courses Blog FAQ About

C# Programming Language

Batch 1

Tk. 5000

Register Now Enter Classroom

In this course we will learn all the things that we need to have a good understanding to make ourselves as a good quality software developer, through lots of practice with C# programming language. We also learn almost all advanced topics of C#.

Who Can Join This Course?
Fluent knowledge of C/C++ or any other basic programming language

Course Outline
Getting Started - Course Rules - Introduction to slack channel - Introduction to tracker - Introduction to Visual Studio - Creating first console project.

Schedule
Mon and Thu 09:00 PM - 11:00 PM
Starts From 2023-12-22
Registration End: 2023-12-20

Instructor
instructor1
Instructor, Tech School

Give Feedback

Course Schedule

Course Instructor




Figure 6.8 – Course Detail

6.8 Learner Dashboard

The screenshot shows the 'Learner Dashboard' on the 'Tech School' website. The dashboard has a header with navigation links (Home, Courses, Blog, FAQ, About) and a user profile icon. On the left, there is a 'Course Cart' section with 'Enrolled Courses'. The main area displays a table of enrolled courses. The table has columns: 'Name', 'Course Fee', 'Delete', and 'Pay'. There is one course listed: 'C# Programming Language' with a fee of 'Tk. 5000'. The course is represented by a blue square with 'C#' on it. Annotations with arrows point from labels to specific elements: 'Course lists of your course cart' points to the 'Enrolled Courses' section, 'Click here to dele course from course cart' points to the 'Delete' button (a red trash icon), and 'Click here to payment for this course' points to the 'Pay' button (a green wallet icon).

Tech School Home Courses Blog FAQ About

Course Cart
Enrolled Courses

	Name	Course Fee	Delete	Pay
1	 C# Programming Language	Tk. 5000		

Click here to dele course from course cart

Course lists of your course cart

Click here to payment for this course

Figure 6.9 – Learner Dashboard








6.9 Admin Dashboard

Click here create new course

Tech School

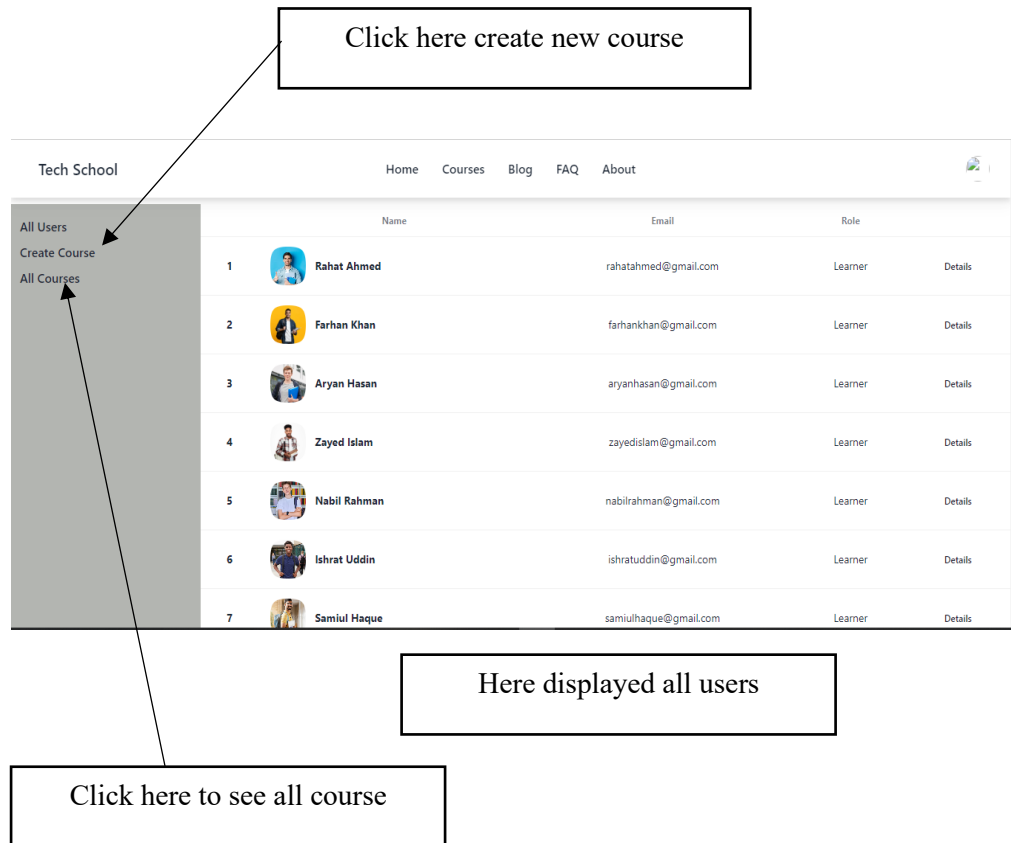
Home Courses Blog FAQ About

All Users
Create Course
All Courses

	Name	Email	Role	
1	 Rahat Ahmed	rahatahmed@gmail.com	Learner	Details
2	 Farhan Khan	farhankhan@gmail.com	Learner	Details
3	 Aryan Hasan	aryanhasan@gmail.com	Learner	Details
4	 Zayed Islam	zayedislam@gmail.com	Learner	Details
5	 Nabil Rahman	nabilrahman@gmail.com	Learner	Details
6	 Ishrat Uddin	ishratuddin@gmail.com	Learner	Details
7	 Samiul Haque	samiulhaque@gmail.com	Learner	Details

Here displayed all users

Click here to see all course










	Name	Email	Role	
1	 Rahat Ahmed	rahatahmed@gmail.com	Learner	Details
2	 Farhan Khan	farhankhan@gmail.com	Learner	Details
3	 Aryan Hasan	aryanhasan@gmail.com	Learner	Details
4	 Zayed Islam	zayedislam@gmail.com	Learner	Details
5	 Nabil Rahman	nabilrahman@gmail.com	Learner	Details
6	 Ishrat Uddin	ishratuddin@gmail.com	Learner	Details
7	 Samiul Haque	samiulhaque@gmail.com	Learner	Details

Figure 6.10 – Admin Dashboard

6.10 Create Course

Create Course

Course Introduction		Who can join this course?
<input type="text"/>		<input type="text"/>
Course Name	Batch Number	
<input type="text"/>	<input type="text"/>	
Registration Start	Registration End	Course Start
<input type="text" value="mm/dd/yyyy"/>	<input type="text" value="mm/dd/yyyy"/>	<input type="text" value="mm/dd/yyyy"/>
Course Duration (In months)	Select Instructor	Course Fee (In Taka)
<input type="text"/>	<input type="text" value="Select an instructor"/>	<input type="text"/>
Text Content		
<div>Type your text here...</div>		
Text Formatting		
<div>Bold Italic Bullet Point</div>		
Course Banner		
<div><input type="button" value="Choose File"/> No file chosen</div>		
<div>Create Course</div>		

Figure 6.11 - Create Course Page

Chapter 7 - Conclusion

7.1 Project Summary

The E-Learning Management System project signifies a significant step forward in reshaping the landscape of online education. This innovative platform is designed to tackle challenges inherent in digital learning, providing a user-friendly interface for learners, instructors, and administrators. The project's focus on creating a seamless and efficient system is visually depicted through detailed use case and activity diagrams, offering a clear understanding of its functionalities. The successful completion of this project is attributed to collaboration, innovation, and the collective effort of those involved. It stands as a testament to the commitment to advancing online education through technology.

7.2 Project Link

<https://tech-school.app/>

7.3 Limitations

There are certain features that have not been developed yet. I am working on expanding the functionality of the platform, and these features are planned for future development.

- Feedback Feature
- Course Material Feature

7.4 Future Scope

Discussion Forums: Implement discussion forums where learners can engage in discussions, ask questions, and collaborate with peers and instructors. Forums can be organized by course or topic.

Interactive Assessments: Incorporate interactive quizzes, assignments, and simulations to assess learners' understanding and skills.

Course Request System: A course request system will be implemented to allow users to suggest topics or subjects they would like to see on the platform.

In-Platform Notifications: In -platform notifications will keep users informed about new courses relevant announcements. This feature enhances user engagement and ensures that learners and instructors stay updated on platform activities.