

# **LEARN PROGRAMMING**

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## Declaration

This is to certify that this project is my original work. No part of this work has been submitted elsewhere partially or fully for the award of any other degree or diploma. Any material reproduced in this project has been properly acknowledged.

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### **Approval**

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## Abstract

**Learn Programming** is a platform where students can learn programming such as HTML5.CSS3, C++ and JAVA. It's makes for simple way to learn. Students must register and login first. Student can learn anytime by using given user id and password. Addition and update of any kind of changes will be done by admin.





# Chapter-1

## **1.1 Introduction:**

The impact of computers and internet, on our lives today is probably much more than we really know. Getting information and quickly turning it into a product that consumers want is the essential key to staying in business and all of this is done now-a-days using computers and applications or information systems. Online learn system is an advantage for any kind of students. It can provide programming easy access to learn for anyone. It creates an environment with less error possibility and fewer manual work that will be much efficient than the traditional online learn system.

## **1.2 Motivation:**

Learn Programming is aimed to create an easy and automated way for the students to learn program. This is an application that has the perspective of programming supporter to best learn, and success in life any kind of way.

## **1.3 Organization of the Project :**

**Literature review:** It contains the description of fundamental concept of learning programming system.

**Methodology of our work:** It contains the information of programming languages such as c, c++, java and html.

**Implementation of our work:** This chapter contains the details description of programming languages.

**Conclusion and recommendations:** This chapter concludes my project paper and some recommendations are given here for the future improvement of this work.

## **1.4 Conclusion**

In this chapter we have given a basic introduction of the project. In the next chapter we will describe the theoretical concept related with the application of development of Learning programming system.

## **Chapter 2: Literature Review**

Today in the internet getting learn programming tutorial is not very easy. Students have to be learned those languages from various websites which is very difficult for them.

### **2.1 Existing Work on the System**

The system which is used nowadays has some drawbacks which need to be improved for better performance. The existing system which we use for learning programming language is very difficult for us. Now-a-days every institution is being dependent on the online system for most of the work process.

### **2.2 Drawbacks of the Existing System**

- isolation from the outside world;
- lack associated with live communication with the particular teacher and fellow college students;
- the absence associated with the usual media (paper textbooks, notebooks, etc. );
- lack of the clear timetable for courses, that is, discipline;
- organizational issues are solved independently (there will never be the group headman);
- evaluation of the material, moving tests you perform separately. Group projects are not really as common on Internet courses.

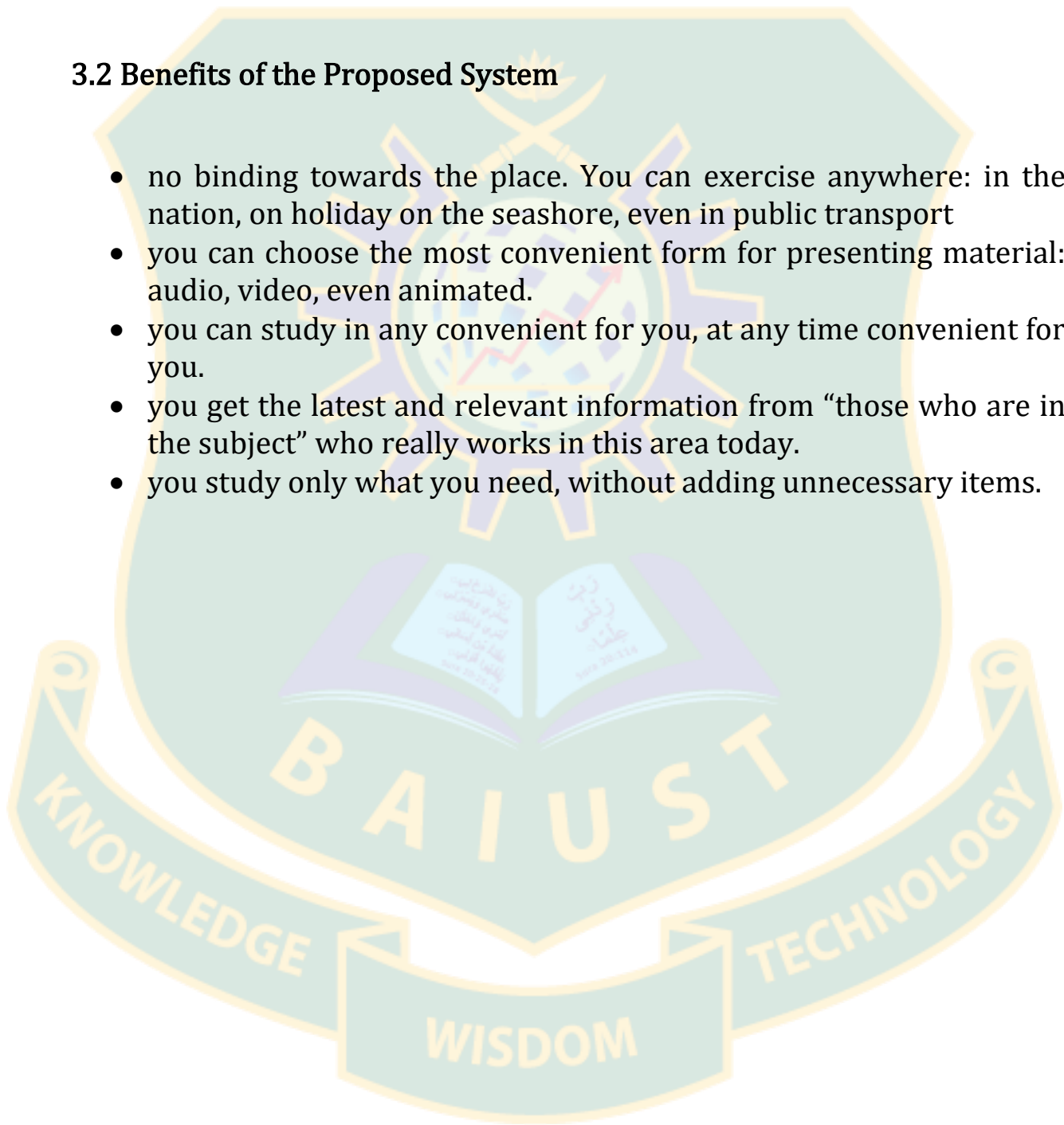
## **Chapter 3: System Overview**

### **3.1 Proposed System**

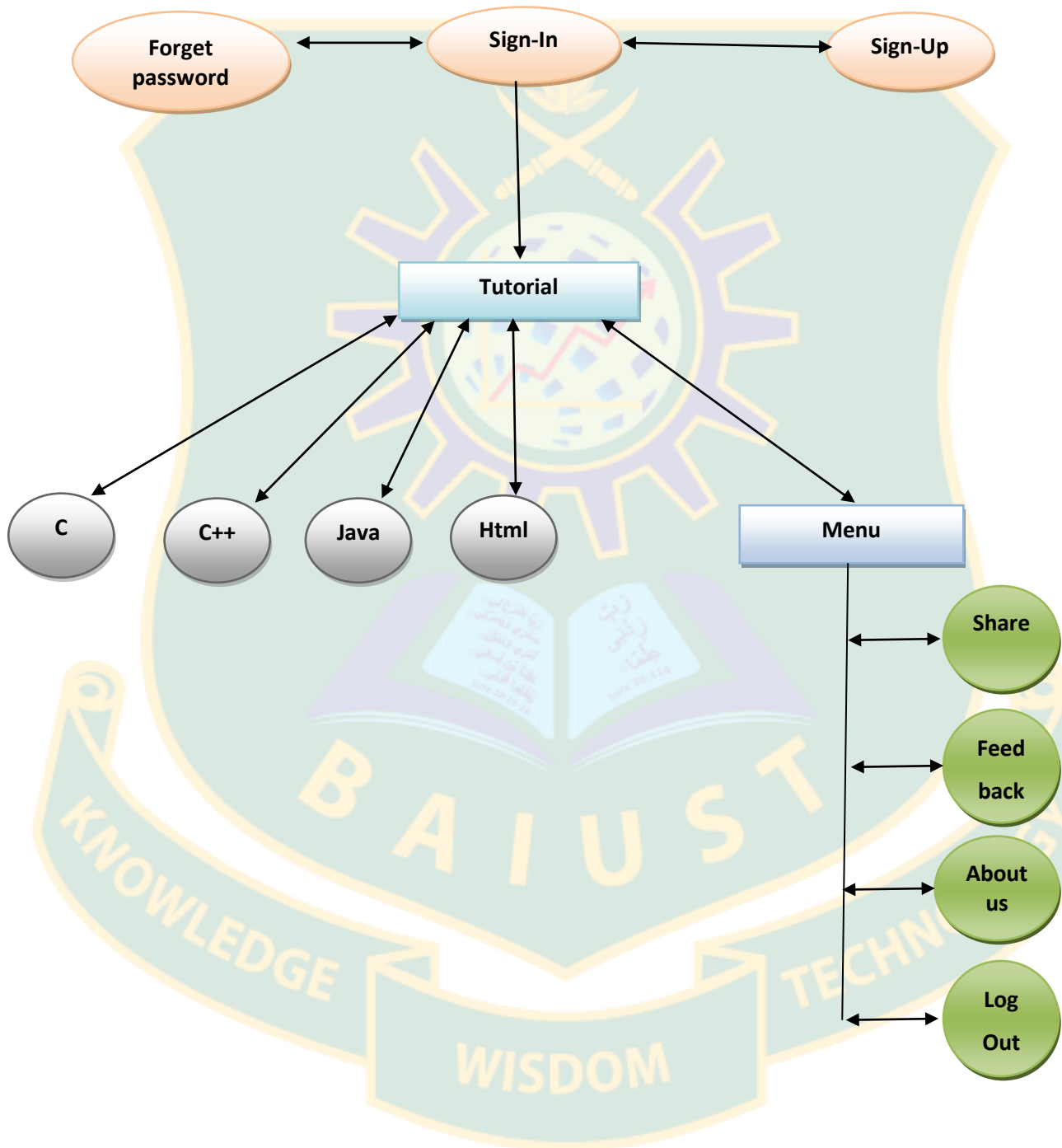
The purpose is to design a web application which contains up to date information of programming languages for the students; which will be more efficient.

### 3.2 Benefits of the Proposed System

- no binding towards the place. You can exercise anywhere: in the nation, on holiday on the seashore, even in public transport
- you can choose the most convenient form for presenting material: audio, video, even animated.
- you can study in any convenient for you, at any time convenient for you.
- you get the latest and relevant information from “those who are in the subject” who really works in this area today.
- you study only what you need, without adding unnecessary items.



### 3.2.1 System Architecture Diagram



### **3.2.2 Workflow**

The detailed workflow of this application is as follows:

**User:** An individual user can see our programming tutorials by simply creating account (email & password).

### **3.3.3 Firebase**

Firebase has two types of database: Realtime Database and Cloud Firestore.

We have used only real time database.

The Firebase Realtime Database is a cloud-hosted database. Data is stored as JSON and synchronized in real time to every connected client. When you build cross-platform apps with our iOS, Android, and JavaScript SDKs, all of your clients share one Realtime Database instance and automatically receive updates with the newest data

## **Chapter 4: Implementation Details**

### **4.1 Methodology**

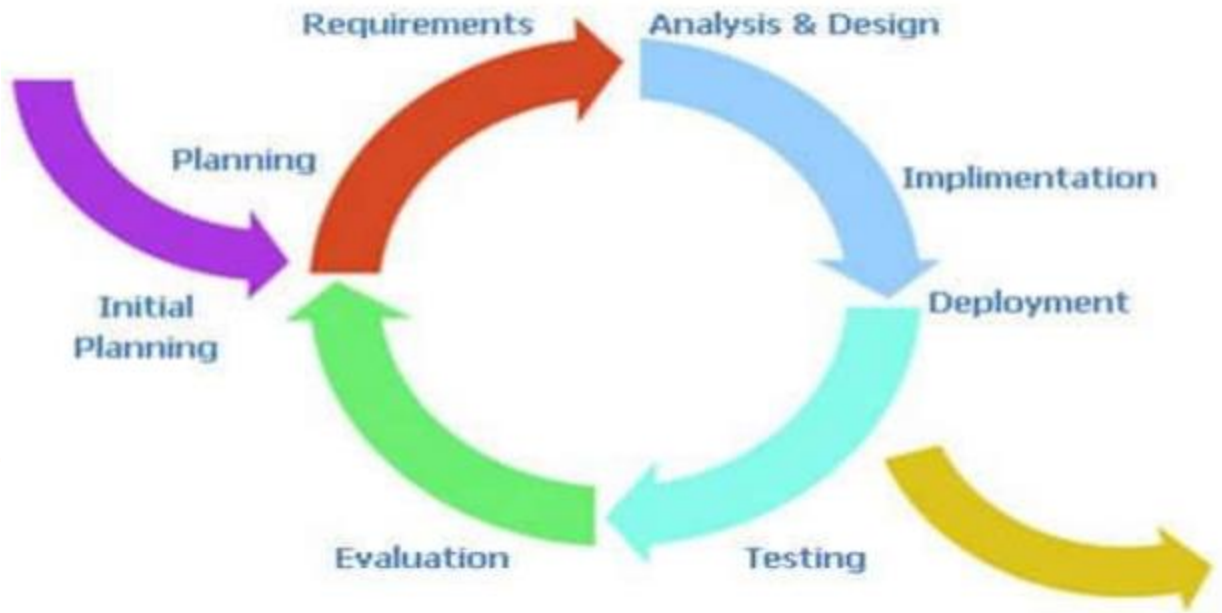
#### **4.1.1 Introduction**

The goal of this project is to develop a web based system for the betterment of every students.

#### **4.1.2 Used Methodology**

We have used Incremental Method on the proposed system.





**Fig 2: Incremental Model of the project**

The incremental build model is a method of software development where the model is designed, implemented and tested incrementally (a little more is added each time) until the product is finished. It involves both development and maintenance. The product is defined as finished when it satisfies all of its requirements. This model combines the elements of the waterfall model with the iterative philosophy of prototyping.

#### **4.1.3 Conclusion**

Here, we have presented the whole methodology of the project. Implementation process and requirements will be discussed next.

#### **4.2 Data Collections**

After doing some research we collect our data from tutorialspoint website.

### **4.3 System Requirements**

#### **Front end:**

##### **UI design:**

User interface design (UI) or user interface engineering is the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing usability and the user experience.

#### **Backend:**

##### **Firebase:**

The Firebase Realtime Database is a cloud-hosted database. Data is stored as JSON and synchronized in real time to every connected client. When you build cross-platform apps with our iOS, Android, and JavaScript SDKs, all of your clients share one Realtime Database instance and automatically receive updates with the newest data.

##### **Architecture:**

- **MVC:** The Model-View-Controller (MVC) is an architectural pattern that separates an application into three main logical components: the model, the view, and the controller. Each of these components are built to handle specific development aspects of an application.

### **4.4 Implementation Details :**

#### **4.4.1 Administration :**

##### **Students:**

- Admin can add a new student and delete it.
- Can access all the student's information.



## 4.4.2 User Part

### 4.4.2.1 User Login

user can login with their email and password in order to view our programming tutorials.

## 4.5 System Design

### 4.5.1 Database Design

It is fair to say that database play a critical role in almost all areas where computers are used, including business, electronic commerce, engineering, medicine, law, education, and library science. A database is collection of a related data. A database has the following implicit properties:

- A database represents some aspect of the real world, sometimes called the mini-world or the Universe of Discourse (UOD) changes to the mini world are reflected in the database.
- A database is a logically coherent collection of data with some inherent meaning. A random assortment of data cannot correctly be referred to as a database.
- A database is designed, built, and populated with data for a specific purpose. It is an intended group of users and some preconceived application which these users are interested.

### Database Management System (DBMS)

is a collection of programs that enables users to create and maintain a database. DBMS is a general -purpose software system that facilitates the process of defining, constructing, manipulating, and sharing database among various users and applications. Defining a database involves the specifying the data types, structures, and constraints of the data to be stored in the database. The database definition or descriptive information is also stored in the database in the form of dictionary; it is called Meta data constructing the database is the process of storing the data on the storage medium that is controlled by the DBMS. Manipulating a

database includes functions such as querying the database to retrieve specific data, updating the database to reflect in the mini-world, and generating reports from the data. Sharing a database allows a multiple users and programs to access the database simultaneously. Application program accesses the database by sending queries or request for data to the DBMS. A query typically causes some data to be retrieved; a transaction may cause some data to be read and some data to be written into the database.

## **Chapter 5: Experimental Results & Discussion**

### **5.1 Introduction**

In this chapter, we will describe the programming tutorials of the project. Here, we have also evaluated the extent that this project is successful in achieving the objectives that are defined at the beginning of this project. In this chapter, we will show some programming tutorials from our proposed system.

### **5.2 Evaluation**

Evaluation refers to a periodic process of gathering data and then analyzing or ordering it in such a way that the resulting information can be used to determine whether a organization or program is effectively carrying out planned activities, and the extent to which it is achieving it's stated objectives and anticipated results. So, it is important to evaluate our system for its further development.

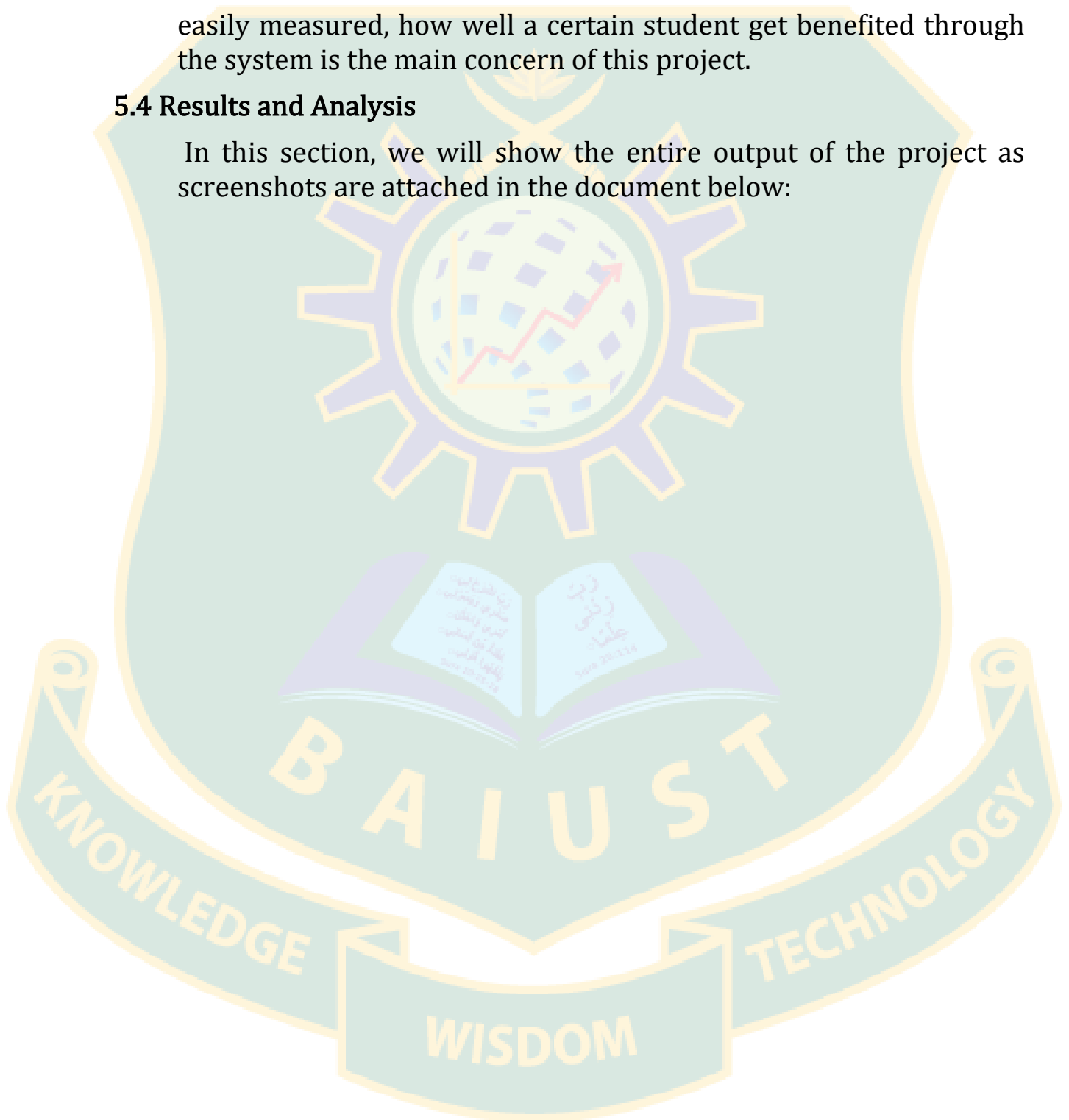
### **5.3 Evaluation Method**

There are two different distinct ways to measure the effectiveness. Subjective and objective. Subjective performance can't be measured or quantified while objective evaluation can only be evaluated by measurable qualities. While quality of work can be

easily measured, how well a certain student get benefited through the system is the main concern of this project.

#### **5.4 Results and Analysis**

In this section, we will show the entire output of the project as screenshots are attached in the document below:



## Chapter 6: Figure

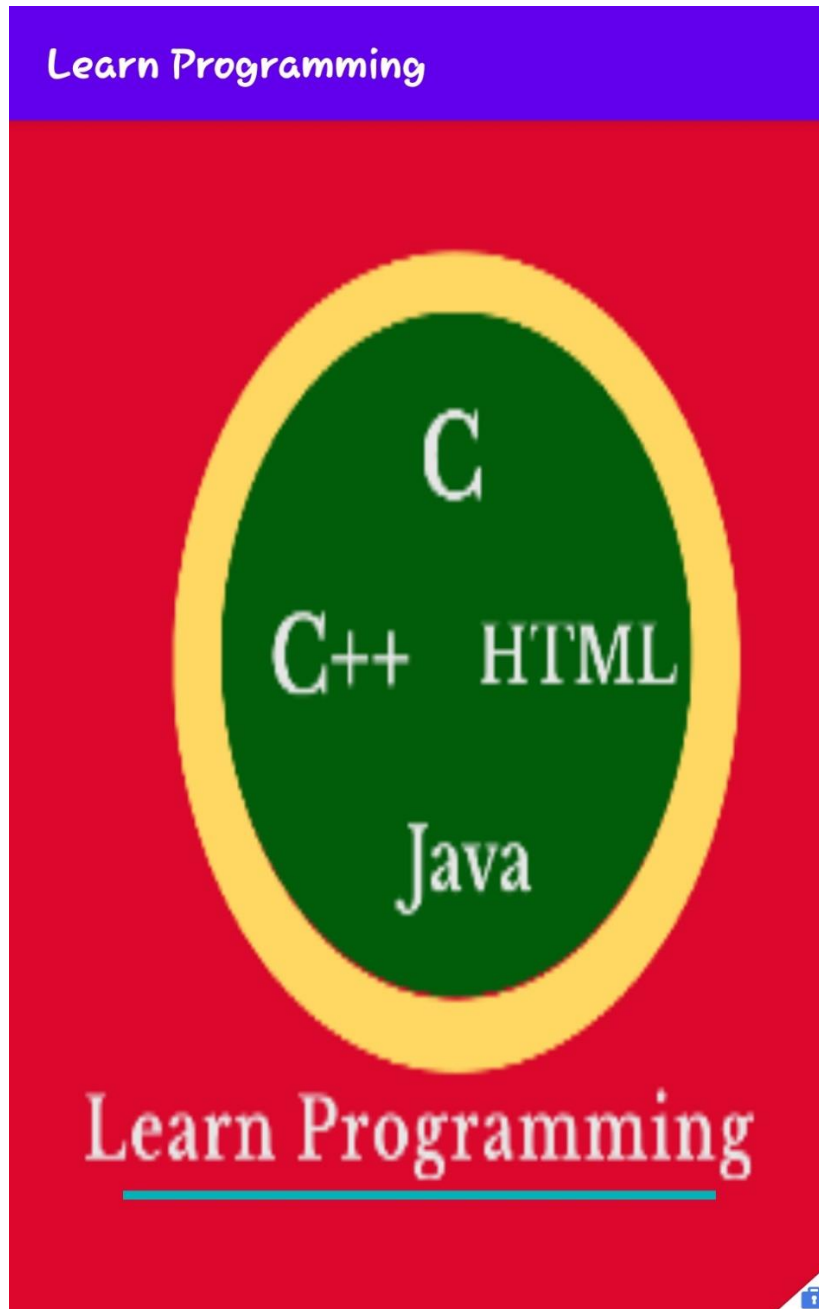






Fig-1: Splash Screen



Fig-2: Home Screen

2:36       47% 

## Sign In

# Learn Programming

Email address

Password

**Sign in**

*or*

**Sign up**

*Forgotten password?*


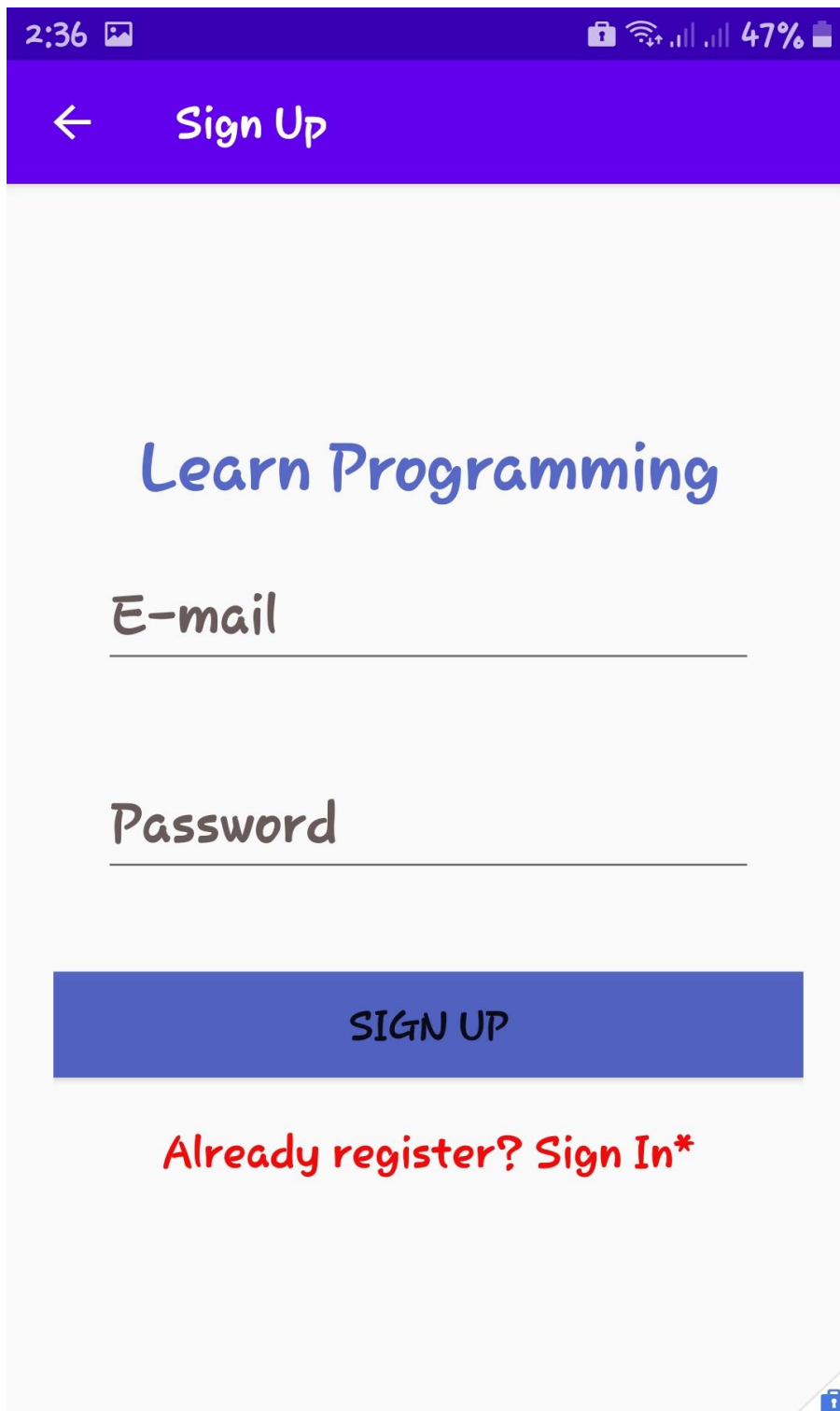


Fig-3: Sign-In Screen



A mobile application sign-up screen. At the top is a purple header bar with a white back arrow and the text "Sign Up". Below the header, the text "Learn Programming" is displayed in a blue, handwritten-style font. Underneath, there are two input fields: "E-mail" and "Password", both in a dark grey, handwritten-style font. Below the input fields is a solid blue rectangular button with the text "SIGN UP" in white, uppercase letters. At the bottom, the text "Already register? Sign In\*" is written in a red, handwritten-style font. The entire screen has a light grey background. The top status bar shows the time "2:36", a camera icon, a lock icon, a Wi-Fi icon, cellular signal bars, and a battery icon with "47%".

2:36

← Sign Up

Learn Programming

E-mail

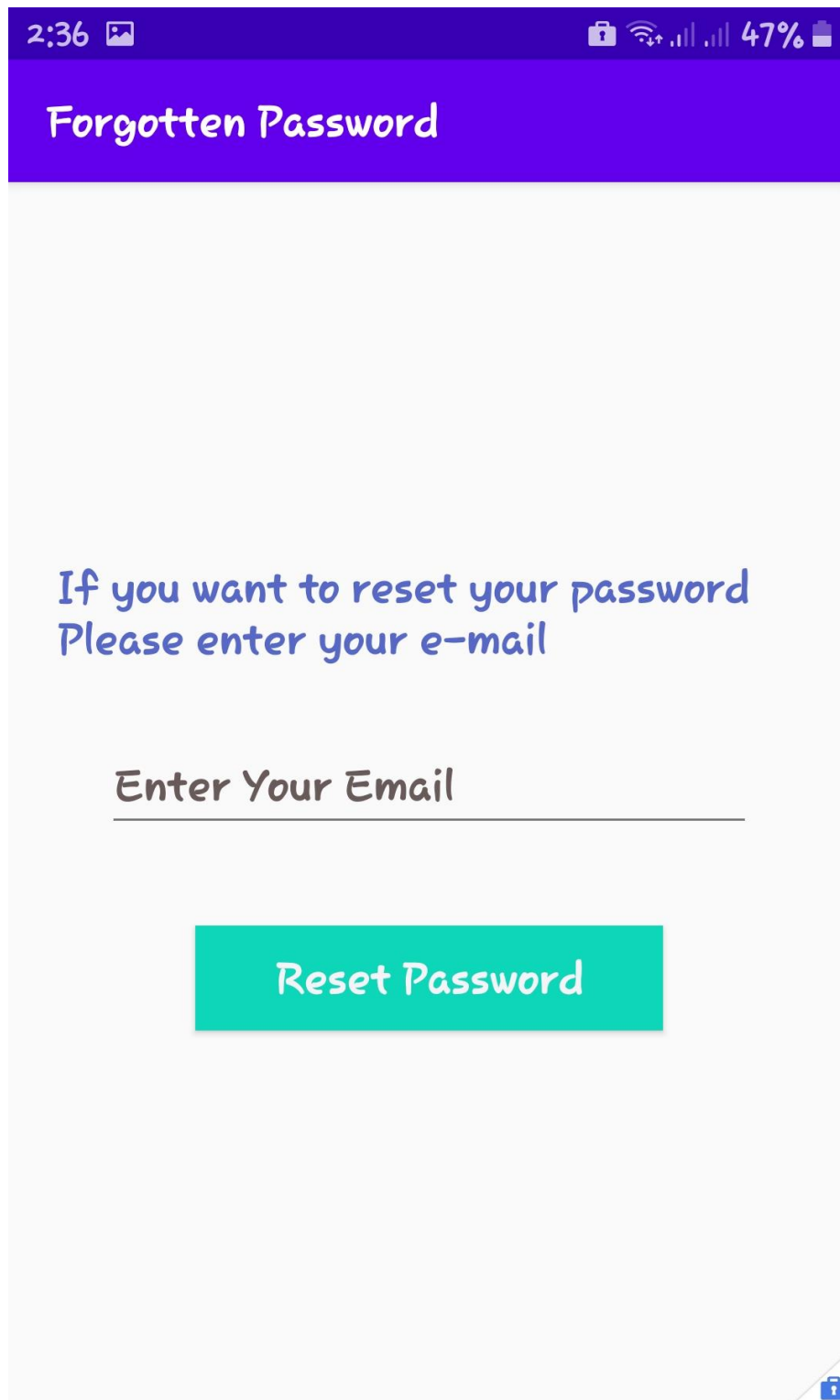
Password

SIGN UP

Already register? Sign In\*

Fig-4: Sign-Up Screen





**Fig-5: Forgotten Password Screen**



Fig-6: Sign-In Screen with Gmail & Password

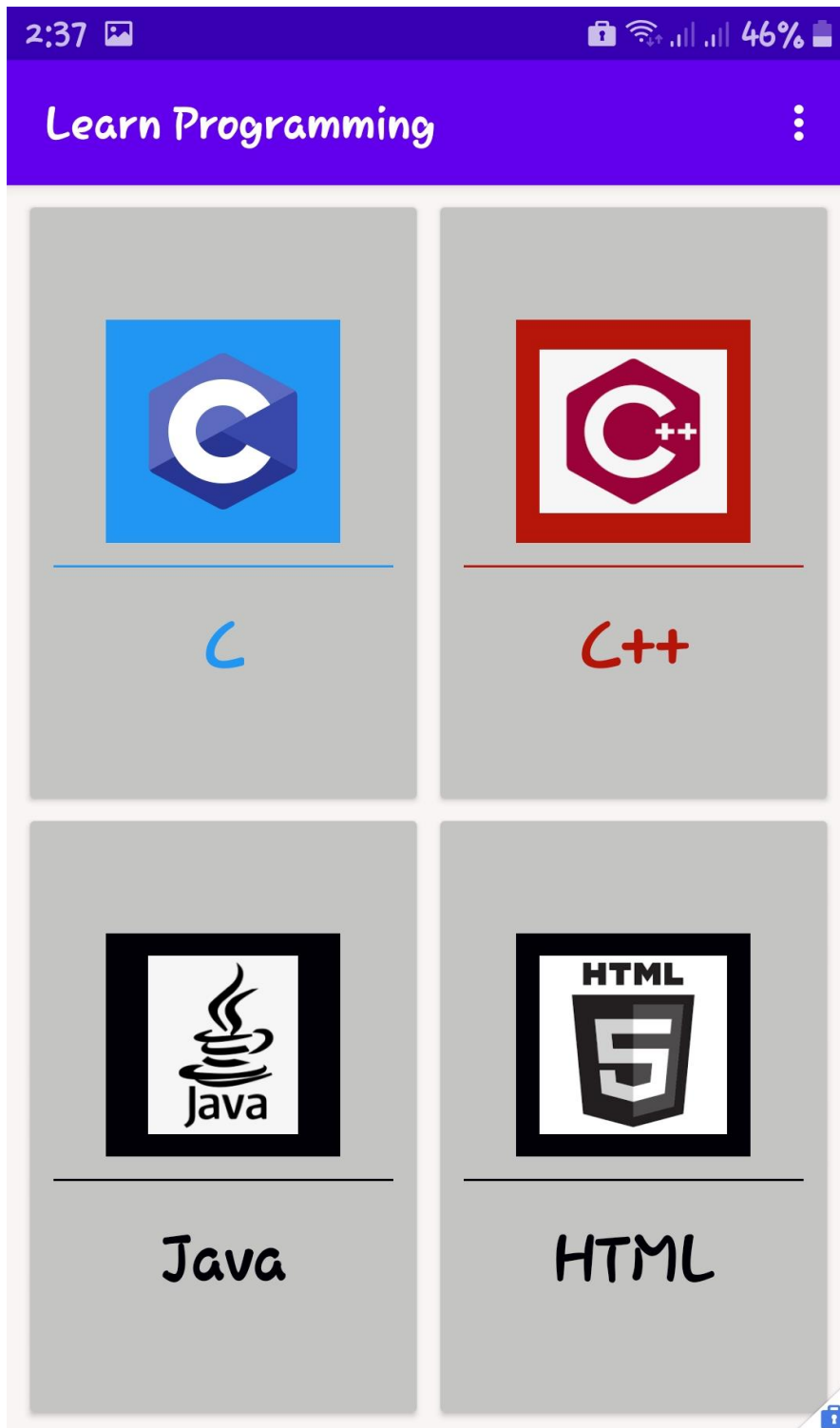


Fig-7: Tutorial Screen

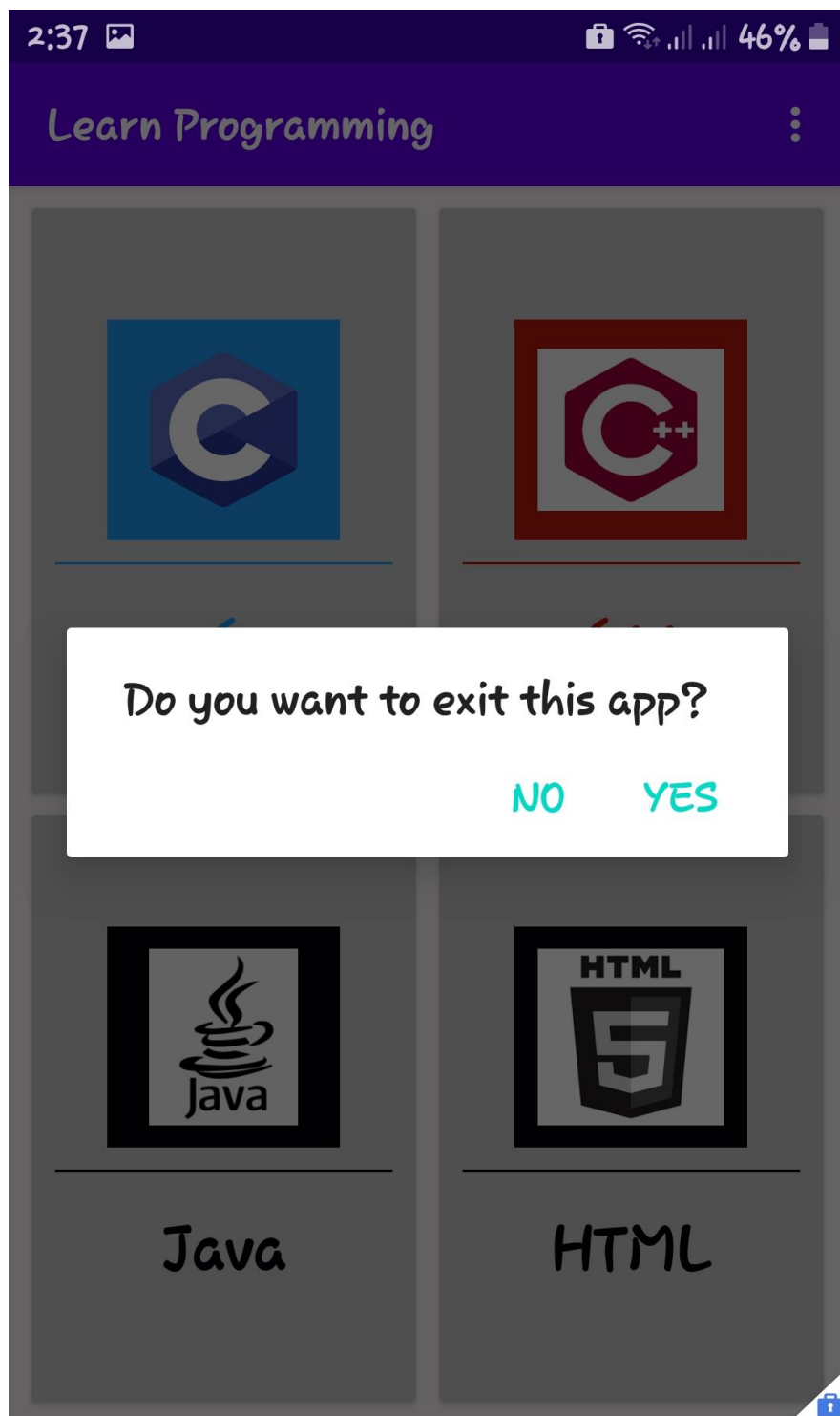


Fig-8: Tutorial Screen with exit option

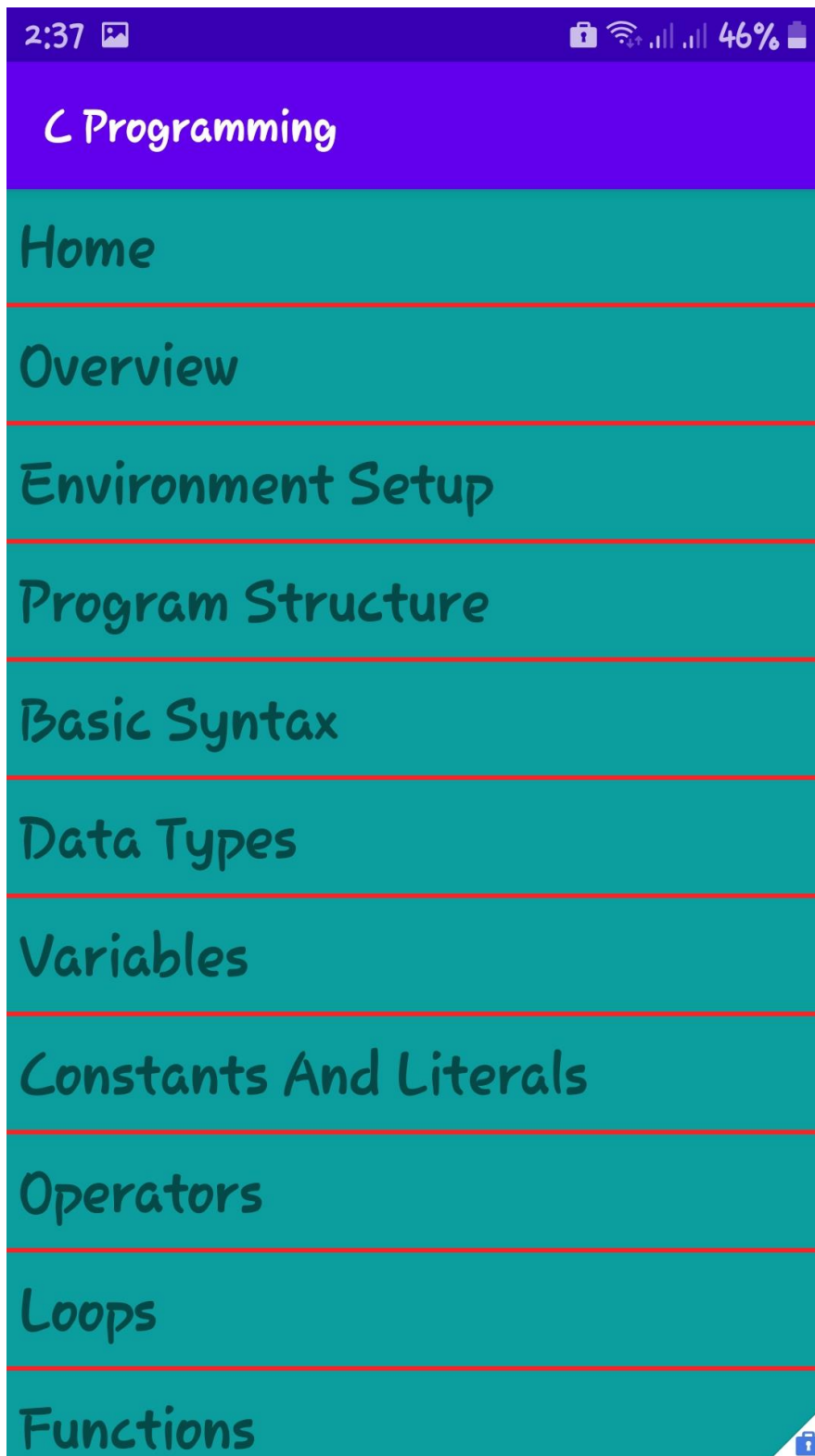


Fig-9: C-Programming Index Screen

# C Programming Tutorial

C is a general-purpose, high-level language that was originally developed by Dennis M. Ritchie to develop the UNIX operating system at Bell Labs. C was originally first implemented on the DEC PDP-11 computer in 1972.

In 1978, Brian Kernighan and Dennis Ritchie produced the first publicly available description of C, now known as the K&R standard.

The UNIX operating system, the C compiler, and essentially all UNIX application programs have been written in C. C has now become a widely used professional language for various reasons –

- Easy to learn
- Structured language
- It produces efficient programs
- It can handle low-level activities
- It can be compiled on a variety of computer platforms

## Facts about C

- C was invented to write an operating system called UNIX.
- C is a successor of B language which was introduced around the early 1970s.
- The language was formalized in 1988 by the American National Standard Institute (ANSI).
- The UNIX OS was totally written in C.
- Today C is the most widely used and popular System Programming Language.
- Most of the state-of-the-art software have been implemented using C.
- Today's most popular Linux OS and RDBMS MySQL have been written in C.

## Why use C?

C was initially used for system development work, particularly the programs that make-up the operating system. C was adopted as a system development language because it produces code that runs nearly as fast as the code written in assembly language. Some examples of the use of C might be –

- Operating Systems
- Language Compilers
- Assemblers
- Text Editors
- Print Spoolers
- Network Drivers



**Fig-10: C-Programming Index Details Screen**

# C Programming Tutorial



**C programming** is a general-purpose, procedural, imperative computer programming language developed in 1972 by Dennis M. Ritchie at the Bell Telephone Laboratories to develop the UNIX operating system. C is the most widely used computer language. It keeps fluctuating at number one scale of popularity along with Java programming language, which is also equally popular and most widely used among modern software programmers.

## Why to Learn C Programming?

**C programming** language is a MUST for students and working professionals to become a great Software Engineer specially when they are working in Software Development Domain. I will list down some of the key advantages of learning C Programming:

- Easy to learn
- Structured language
- It produces efficient programs
- It can handle low-level activities
- It can be compiled on a variety of computer platforms

## Facts about C

- C was invented to write an operating system called UNIX.
- C is a successor of B language which was introduced around the early 1970s.
- The language was formalized in 1988 by the American National Standard Institute (ANSI).
- The UNIX OS was totally written in C.
- Today C is the most widely used and popular System Programming Language.
- Most of the state-of-the-art software have been implemented using C.

## Hello World using C Programming.

Just to give you a little excitement about **C programming**, I'm going to give you a small conventional C Programming Hello World program, You can try it using Demo link.



**Fig-11: C-Programming Index Details Screen-2**



# C Programming Tutorial

If you want to set up your environment for C programming language, you need the following two software tools available on your computer, (a) Text Editor and (b) The C Compiler.

## Text Editor

This will be used to type your program. Examples of few a editors include Windows Notepad, OS Edit command, Brief, Epsilon, EMACS, and vim or vi.

The name and version of text editors can vary on different operating systems. For example, Notepad will be used on Windows, and vim or vi can be used on windows as well as on Linux or UNIX.

The files you create with your editor are called the source files and they contain the program source codes. The source files for C programs are typically named with the extension ".c".

Before starting your programming, make sure you have one text editor in place and you have enough experience to write a computer program, save it in a file, compile it and finally execute it.

## The C Compiler

The source code written in source file is the human readable source for your program. It needs to be "compiled", into machine language so that your CPU can actually execute the program as per the instructions given.

The compiler compiles the source codes into final executable programs. The most frequently used and free available compiler is the GNU C/C++ compiler, otherwise you can have compilers either from HP or Solaris if you have the respective operating systems.

The following section explains how to install GNU C/C++ compiler on various OS. We keep mentioning C/C++ together because GNU gcc compiler works for both C and C++ programming languages.

## Installation on UNIX/Linux

If you are using **Linux or UNIX**, then check whether GCC is installed on your system by entering the following command from the command line –

```
$ gcc -v
```

If you have GNU compiler installed on your machine, then it should print a message as follows –



**Fig-12: C-Programming Index Details Screen-3**

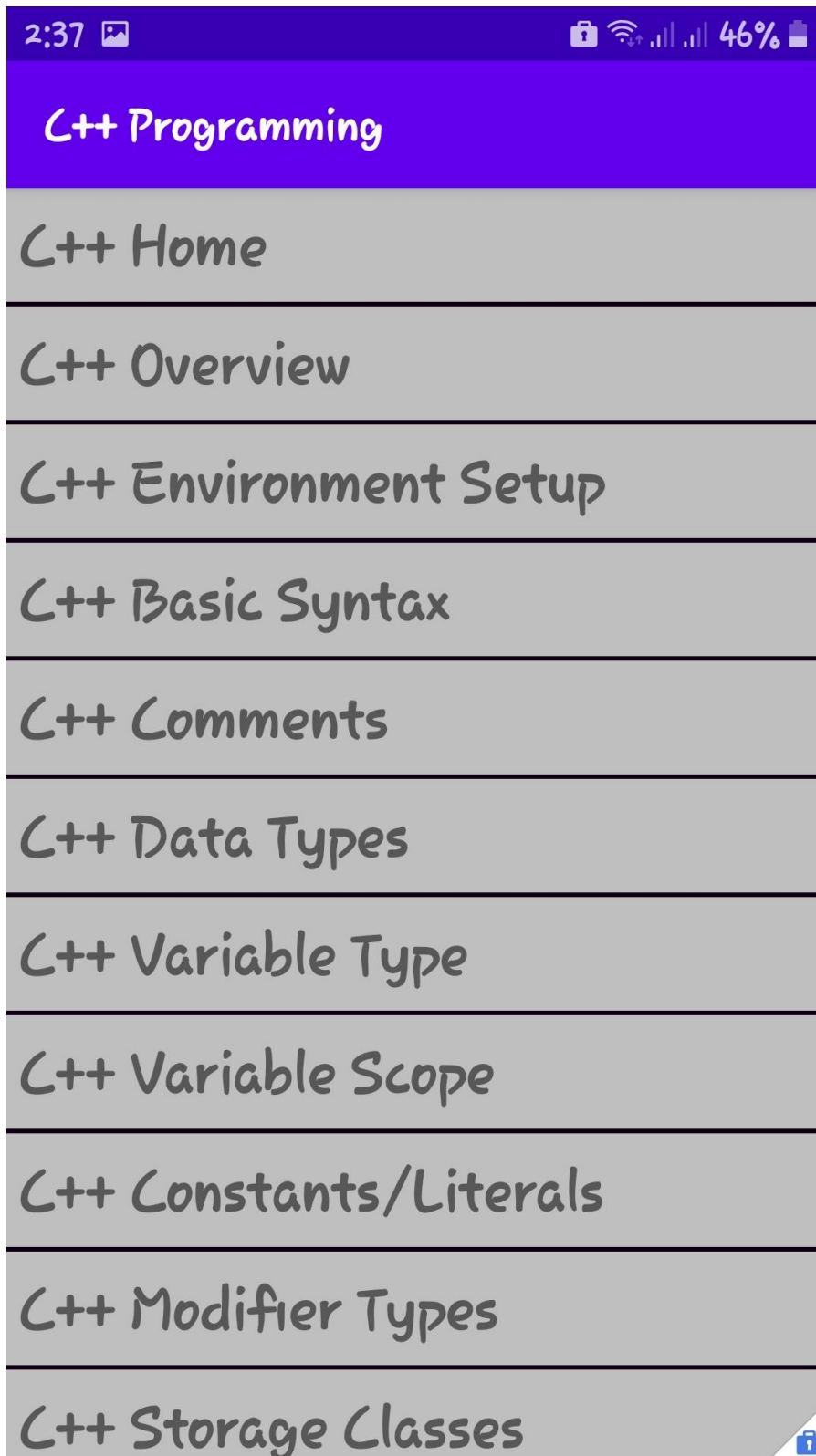


Fig-13: C++Programming Index Screen

# C++ Programming Tutorial

C++ is a middle-level programming language developed by Bjarne Stroustrup starting in 1979 at Bell Labs. C++ runs on a variety of platforms, such as Windows, Mac OS, and the various versions of UNIX. This C++ tutorial adopts a simple and practical approach to describe the concepts of C++ for beginners to advanced software engineers.

## Why to Learn C++

C++ is a MUST for students and working professionals to become a great Software Engineer. I will list down some of the key advantages of learning C++:

- C++ is very close to hardware, so you get a chance to work at a low level which gives you lot of control in terms of memory management, better performance and finally a robust software development.
- **C++ programming** gives you a clear understanding about Object Oriented Programming. You will understand low level implementation of polymorphism when you will implement virtual tables and virtual table pointers, or dynamic type identification.
- C++ is one of the every green programming languages and loved by millions of software developers. If you are a great C++ programmer then you will never sit without work and more importantly you will get highly paid for your work.
- C++ is the most widely used programming languages in application and system programming. So you can choose your area of interest of software development.
- C++ really teaches you the difference between compiler, linker and loader, different data types, storage classes, variable types their scopes etc.

There are 1000s of good reasons to learn C++ Programming. But one thing for sure, to learn any programming language, not only C++, you just need to code, and code and finally code until you become expert.

## Hello World using C++

Just to give you a little excitement about **C++ programming**, I'm going to give you a small conventional C++ Hello World program, You can try it using Demo link



Fig-14: C++ Programming Index Details Screen

# C++ Programming Tutorial

C++ is a statically typed, compiled, general-purpose, case-sensitive, free-form programming language that supports procedural, object-oriented, and generic programming.

C++ is regarded as a **middle-level** language, as it comprises a combination of both high-level and low-level language features.

C++ was developed by Bjarne Stroustrup starting in 1979 at Bell Labs in Murray Hill, New Jersey, as an enhancement to the C language and originally named C with Classes but later it was renamed C++ in 1983.

C++ is a superset of C, and that virtually any legal C program is a legal C++ program.

**Note** – A programming language is said to use static typing when type checking is performed during compile-time as opposed to run-time.

## Object-Oriented Programming

C++ fully supports object-oriented programming, including the four pillars of object-oriented development –

- Encapsulation
- Data hiding
- Inheritance
- Polymorphism

## Standard Libraries

Standard C++ consists of three important parts –

- The core language giving all the building blocks including variables, data types and literals, etc.
- The C++ Standard Library giving a rich set of functions manipulating files, strings, etc.
- The Standard Template Library (STL) giving a rich set of methods manipulating data structures, etc.

Fig-15: C++ Programming Index Details Screen-2

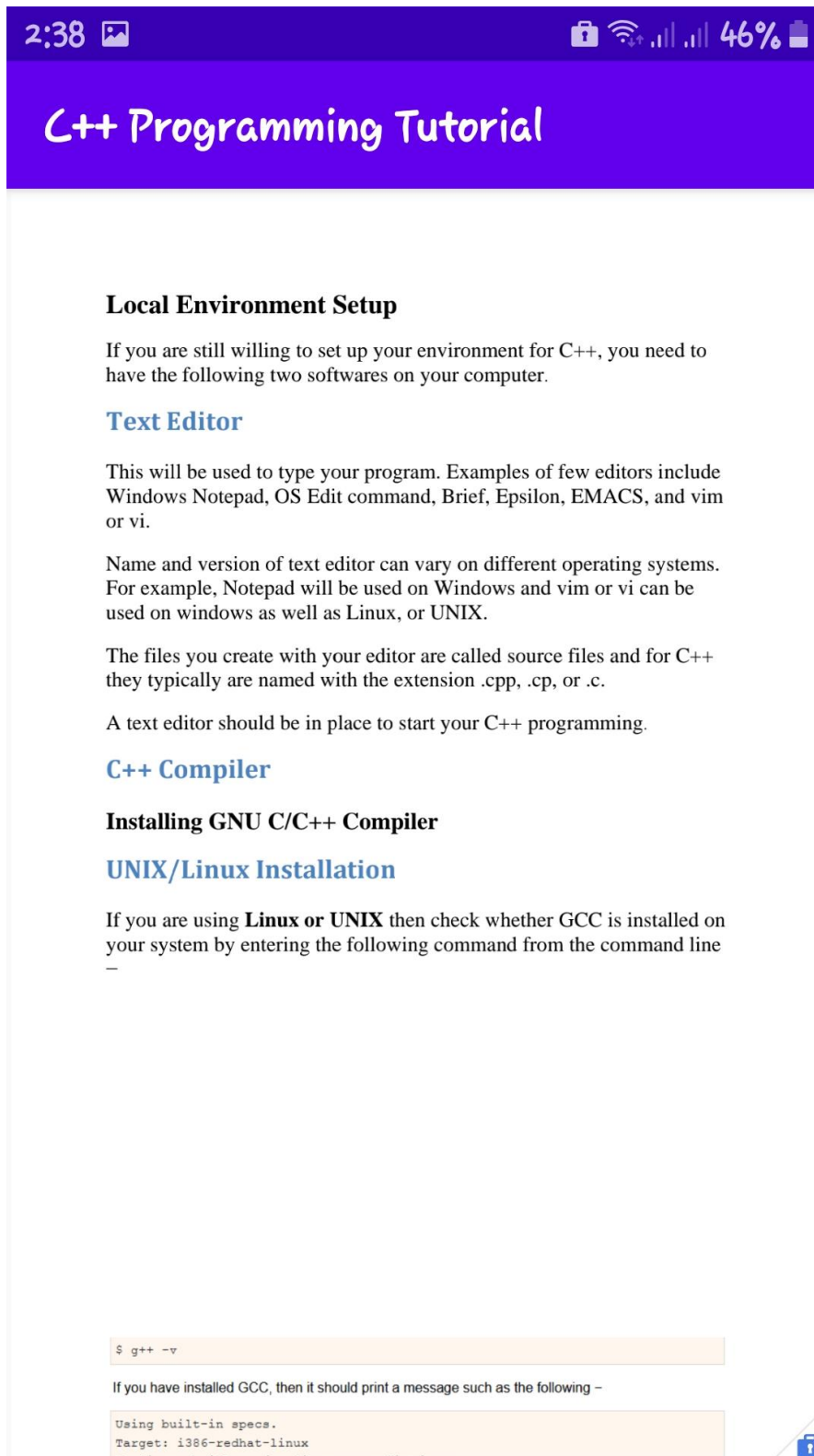


Fig-16: C++Programming Index Details Screen-3

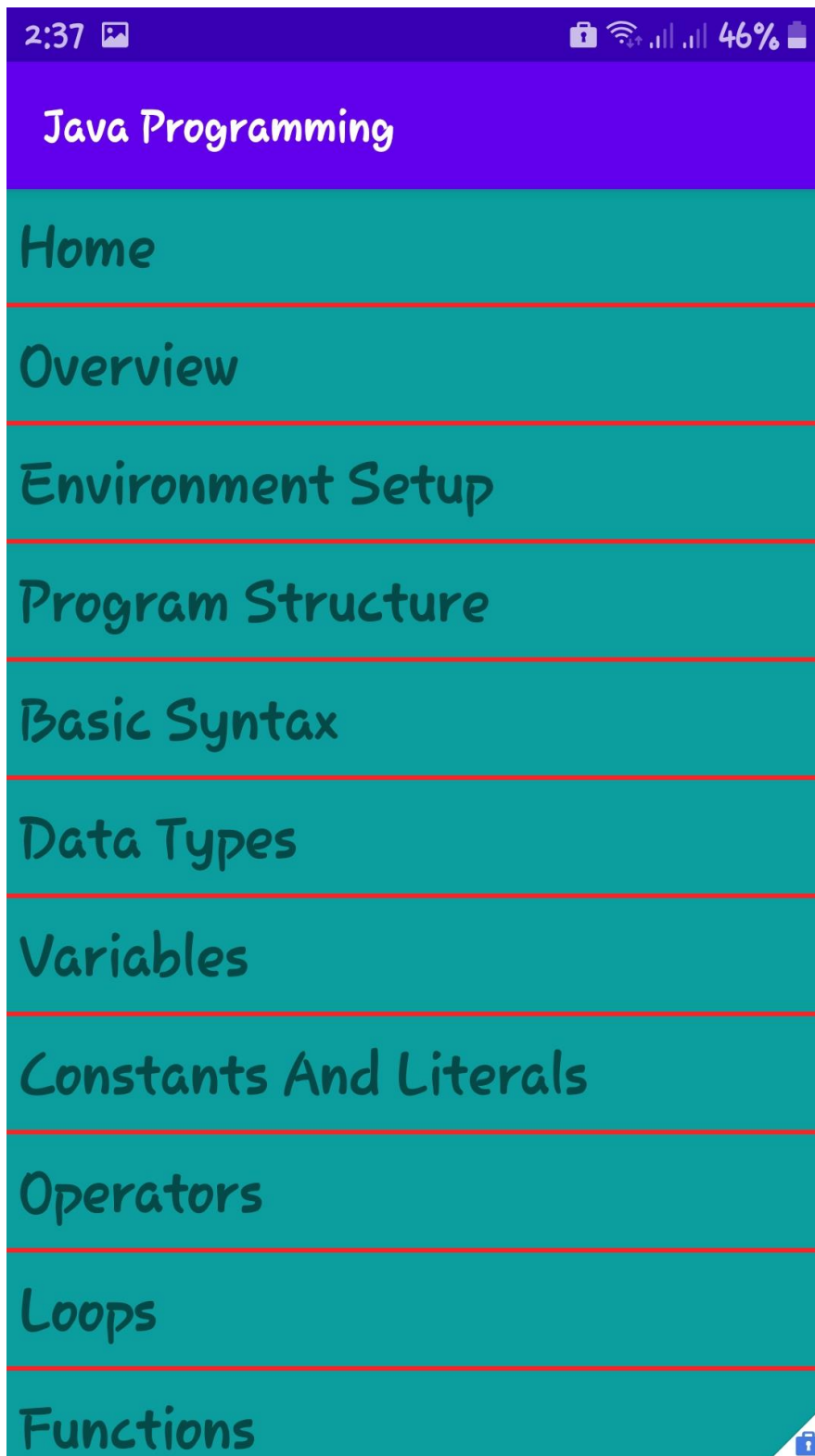


Fig-17: Java Programming Index Screen



Java 8 is the most awaited and is a major feature release of Java programming language. This is an introductory tutorial that explains the basic-to-advanced features of Java 8 and their usage in a simple and intuitive way.

## **Audience**

This tutorial will be useful for most Java developers, starting from beginners to experts. After completing this tutorial, you will find yourself at a moderate level of expertise in Java 8, from where you can take yourself to next levels.

## **Prerequisites**

Knowledge of basic Java programming language is the only prerequisite for learning the concepts explained in this tutorial.



**Fig-18: Java Programming Index Details Screen**



# Java Programming Tutorial

JAVA is a major feature release of JAVA programming language development. Its initial version was released on 18 March 2014. With the Java 8 release, Java provided supports for functional programming, new JavaScript engine, new APIs for date time manipulation, new streaming API, etc.

## New Features

- **Lambda expression** – Adds functional processing capability to Java.
- **Method references** – Referencing functions by their names instead of invoking them directly. Using functions as parameter.
- **Default method** – Interface to have default method implementation.
- **New tools** – New compiler tools and utilities are added like 'jdeps' to figure out dependencies.
- **Stream API** – New stream API to facilitate pipeline processing.
- **Date Time API** – Improved date time API.
- **Optional** – Emphasis on best practices to handle null values properly.
- **Nashorn, JavaScript Engine** – A Java-based engine to execute JavaScript code.

Consider the following code snippet.

### [Live Demo](#)

```
import java.util.Collections;
import java.util.List;
import java.util.ArrayList;
import java.util.Comparator;

public class Java8Tester {

    public static void main(String args[]) {

        List<String> names1 = new ArrayList<String>();
        names1.add("Mahesh ");
        names1.add("Suresh ");
        names1.add("Ramesh ");
        names1.add("Naresh ");
        names1.add("Kalpesh ");

        List<String> names2 = new ArrayList<String>();
        names2.add("Mahesh ");
        names2.add("Suresh ");
        names2.add("Ramesh ");
        names2.add("Naresh ");
        names2.add("Kalpesh ");

        Java8Tester tester = new Java8Tester();
        System.out.println("Sort using Java 7 syntax: ");

        tester.sortUsingJava7(names1);
        System.out.println(names1);
        System.out.println("Sort using Java 8 syntax: ");

        tester.sortUsingJava8(names2);
        System.out.println(names2);
    }

    //sort using java 7
    private void sortUsingJava7(List<String> names) {
        Collections.sort(names, new Comparator<String>() {
            @Override
```



Fig-19: Java Programming Index Details Screen-2

# Java Programming Tutorial

## Local Environment Setup

If you want to set up your own environment for Java programming language, then this section guides you through the whole process. Please follow the steps given below to set up your Java environment.

Java SE can be downloaded for free from the following link –

<https://www.oracle.com/technetwork/java/javase/downloads/index-jsp-138363.html>

You download a version based on your operating system.

Follow the instructions to download Java, and run the .exe to install Java on your machine. Once you have installed Java on your machine, you would need to set environment variables to point to correct installation directories.

### Setting Up the Path for Windows 2000/XP

Assuming you have installed Java in c:\Program Files\java\jdk directory –

- Right-click on 'My Computer' and select 'Properties'.
- Click on the 'Environment variables' button under the 'Advanced' tab.
- Now, alter the 'Path' variable so that it also contains the path to the Java executable. For example, if the path is currently set to 'C:\WINDOWS\SYSTEM32', then change your path to read 'C:\WINDOWS\SYSTEM32;c:\Program Files\java\jdk\bin'.

### Setting Up the Path for Windows 95/98/ME

Assuming you have installed Java in c:\Program Files\java\jdk directory –

- Edit the 'C:\autoexec.bat' file and add the following line at the end –  
SET PATH=%PATH%;C:\Program Files\java\jdk\bin

### Setting Up the Path for Linux, UNIX, Solaris, FreeBSD

Environment variable PATH should be set to point to where the Java binaries have been installed. Refer to your shell documentation if you have trouble doing this.

For example, if you use bash as your shell, then you would add the following line at the end of your '.bashrc': export PATH=/path/to/java:\$PATH

## Popular Java Editors

To write Java programs, you need a text editor. There are even more sophisticated IDEs available in the market. But for now, you can consider one of the following –

- **Notepad** – On Windows machine, you can use any simple text editor like Notepad (recommended for this tutorial) or TextPad.
- **Netbeans** – It is a Java IDE that is open-source and free. It can be downloaded from <http://netbeans.org/ide/index.html>



**Fig-20: Java Programming Index Details Screen-3**



Fig-21: HTML Programming Index Screen

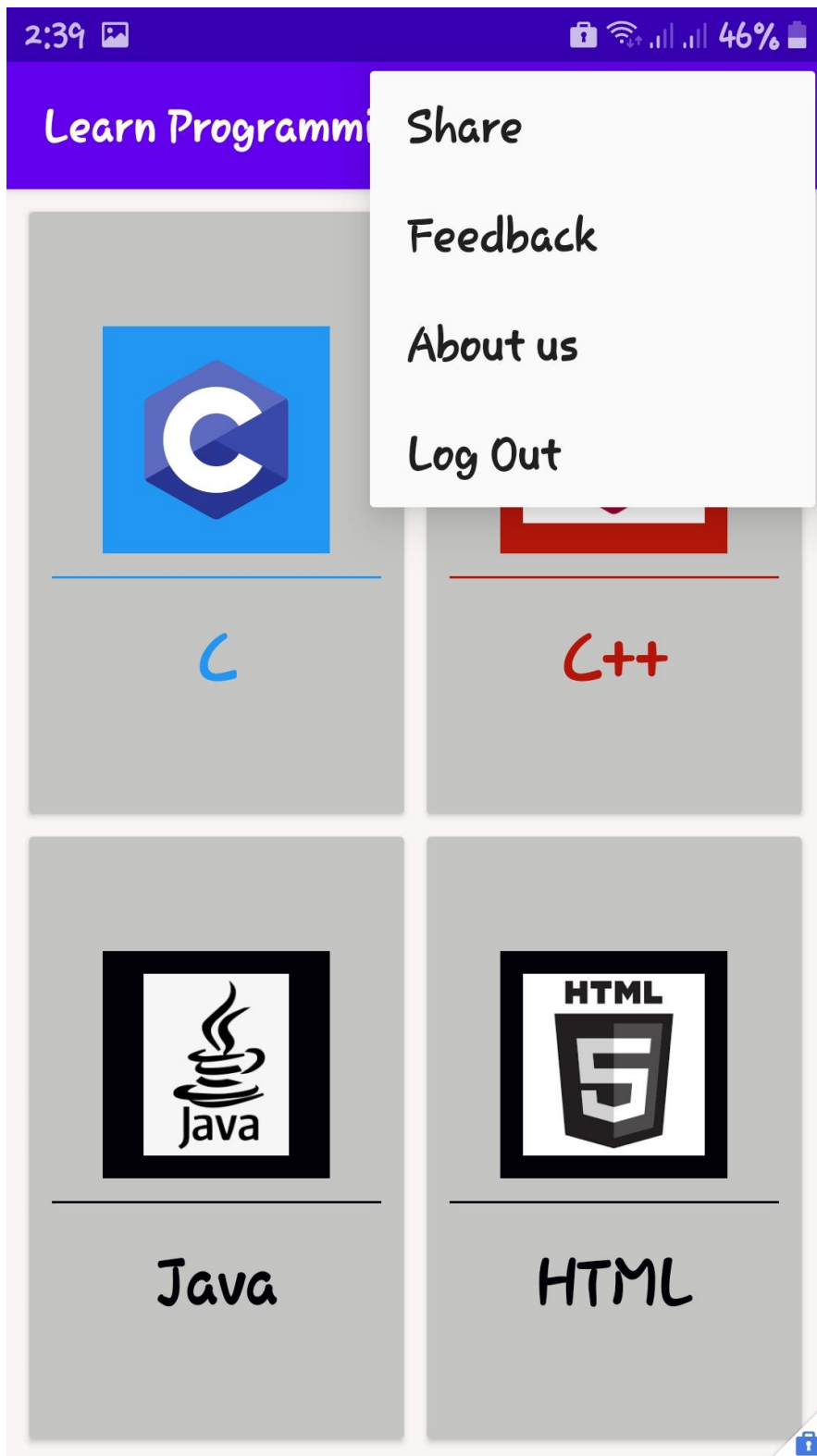


Fig-22: Tutorial Screen with Option Menu

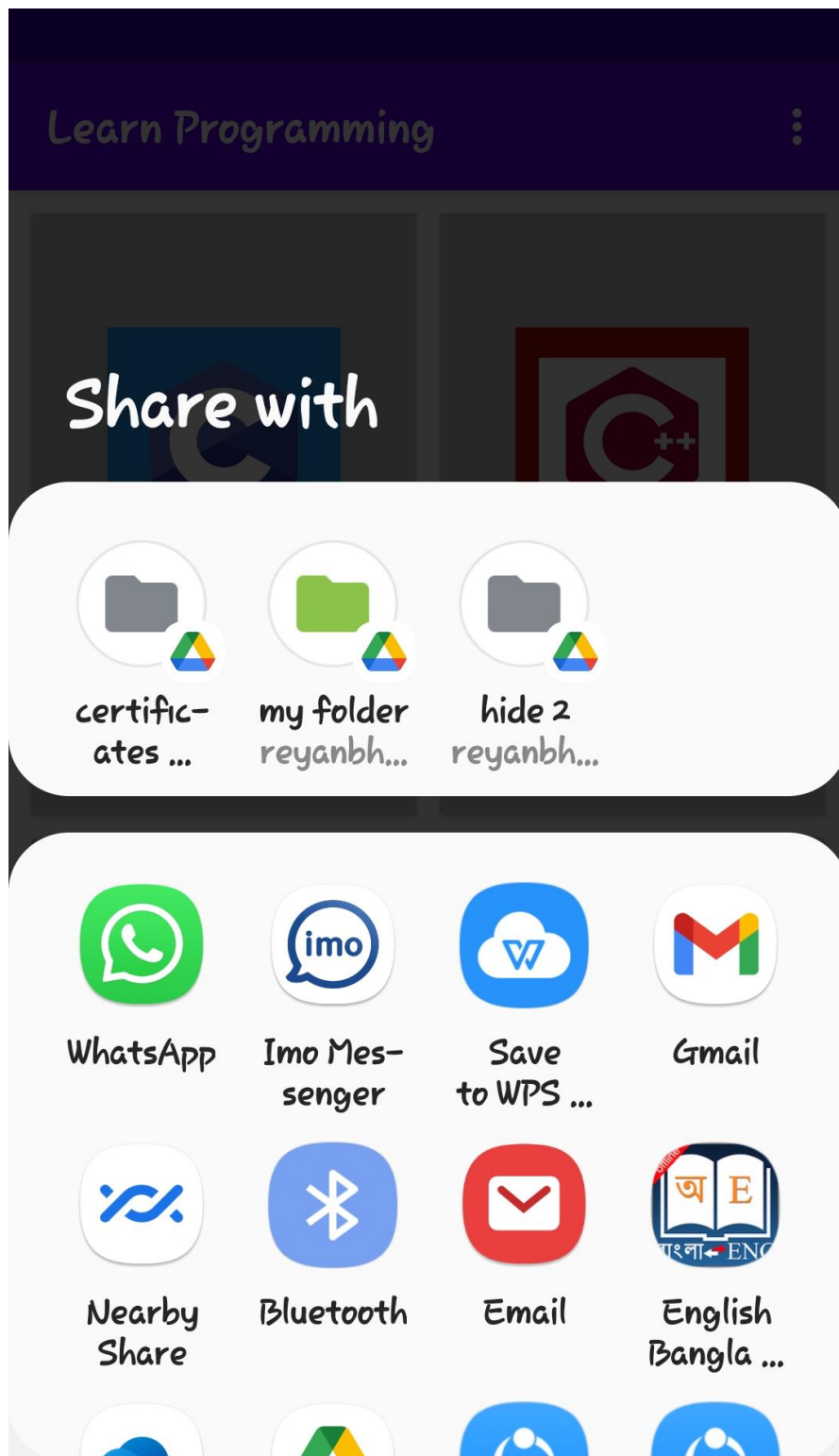



Fig-23: Share Screen


The image shows a mobile application interface. At the top, there is a status bar with the time 2:40, a camera icon, and various system icons including a lock, Wi-Fi, cellular signal, and a battery level of 46%. Below the status bar is a purple header bar with the text "Learn Programming" in white. The main content area has a light gray background. It contains two text input fields: the first is labeled "Name" and the second is labeled "Message". Both labels are in a dark gray font and are positioned above their respective input lines. At the bottom of the screen, there are two teal-colored buttons with white text: "SEND" on the left and "CLEAR" on the right. A small blue icon with a white 'i' is located in the bottom right corner of the app's container.

**Fig-23: Feedback Screen**

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Fig-24: About us Screen