**Project on**

E- Tutorial

**Enter your College / University Name**

**Submitted To:** **Submitted By:**

Krishan Chawla

**PROJECT SYNOPSIS**

* **TITLE OF THE PROJECT**

“E- Tutorial”

* **INTRODUCTION**

An E-tutor (or an automated tutor) as a software tool that offers “students guidance in undertaking specific tasks” .Barbosa and Azevedo determined three different approaches to e-tutor design; the first approach uses the e-tutor as a guide where the software has control of the lesson; the second approach has the student in control of where the lesson will lead, and the third approach has a mixture of the first two, where the system will determine the level of intervention based on student responses.

Some tutorials will simply guide the user through a set a resources to help complete a specific assignment .Resources such as videos are becoming a popular resource in these tutorial programs. Other e-tutors can be much more complex and interactive. Many e-tutors are interactive, can adjust for skill level, and will offer random content to challenge the learner. Other programs will offer “scaffolding”, which attempts to mimic a human tutor by assisting the learner. This assistance can be enhanced by smart ‘learning’ e-tutors that build on previous data to improve suggestions in the future. Whetstone, Clark, and Flake noted that e-tutors are often used to assist a human teacher to adjust their instruction based on the data collected by the e-tutor.

* **OBJECTIVES OF THE PROJECT**
* The aim of this E Tutorial application is to effectively promote student learning and increase student knowledge in specific subjects and topics through targeted components detailed in each lesson module. It aids in increasing basic academic skills such as reading, spelling, history, science and mathematics and assists in the process of evaluating and synthesizing information.

* **TOOLS / PLATFORM, HARDWARE AND SOFTWARE REQUIREMENT SPECIFICATIONS**

We are using **HTML, CSS, JAVA SCRIPT, PHP** with **MYSQL server.**

* **Hardware**

Core 2 Duo or above

RAM – 2GB or above

Hard Disk – 120 GB or above

Internet Access

* **Software Tools and technologies used**

.

**Front End :**

Web designing : HTML, JAVASCRIPT, PHP

**Back end** :MYSQL

**Other tools:**

Style Sheet : Cascading Style sheet

* **MODULES**
* **User :**
* Login
* Register
* Password reset
* Dashboard management
* **METHODOLOGY**

**SDLC:**

WATERFALL MODEL