An Intelligent Tutoring System (ITS) is an expert system that guides students through their journey of learning a new subject. Such a system is constructed based on four pillars, called \emph{models}.

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First, an ITS has a \emph{Domain Model}, containing all the knowledge on the topic to be taught. Secondly, it has a \emph{Student Model}, which is meant to track the progress made by the learner. The third pillar of an ITS is the \emph{Pedagogical Model} that chooses an appropriate teaching strategy based on the learning style of the student. Finally, a \emph{User Interface Model} enables liaison between the system and the learner.

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The most important component of this project is the \emph{ontology}. In the field of Computer Science, an ontology is a method of representing entities in raport to one another through means of relations. For example, a \emph{Conditional Statement} entity \textbf{is} a sub-category of \emph{Statement} and it \textbf{has} a \emph{Condition} that enables it to run.

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In this project, the main focus is on the Domain Model. That is, the underlying ontology from which the application can present information to the user. This ontology was created based on learnings from personal experience (through undergraduate studies and practical projects) as well as on research on the best practices for presenting data in an informative manner and technologies that enable this presentation.