

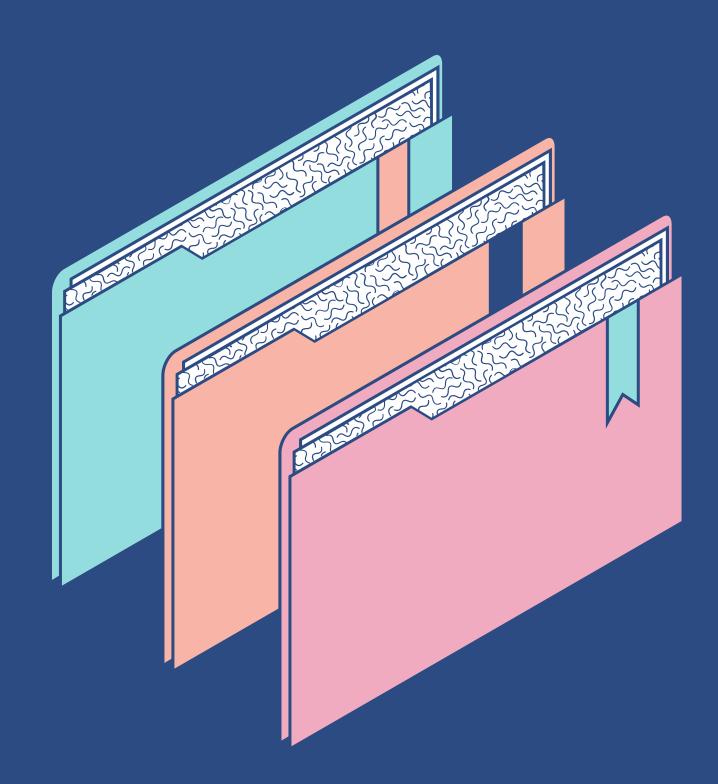
GROUP5-SE1608

E-Learning System

Group member

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I. Introduction

E - LEARNING SYSTEM

- E-learning is an education via the Internet, network.
- E-learning is basically the network-enabled convey of skills and knowledge.
- E-learning includes all forms of electronically supported learning and teaching.
- E-learning is the computer and networkenabled transfer of skills and knowledge.

2. Purpose

- This project focuses on developing an E-learning website.
- Through this system the Student can learn academic courses.
- Instructors can easily upload the video lectures. resources.
- Admin can manage the account of user



3. Project Scope

- Allows students to register anytime in an academic year and select his/her required course with ease.
- A registered student can anytime view lectures in video format, as videos.
- Easily downloadable study material in pdf format.

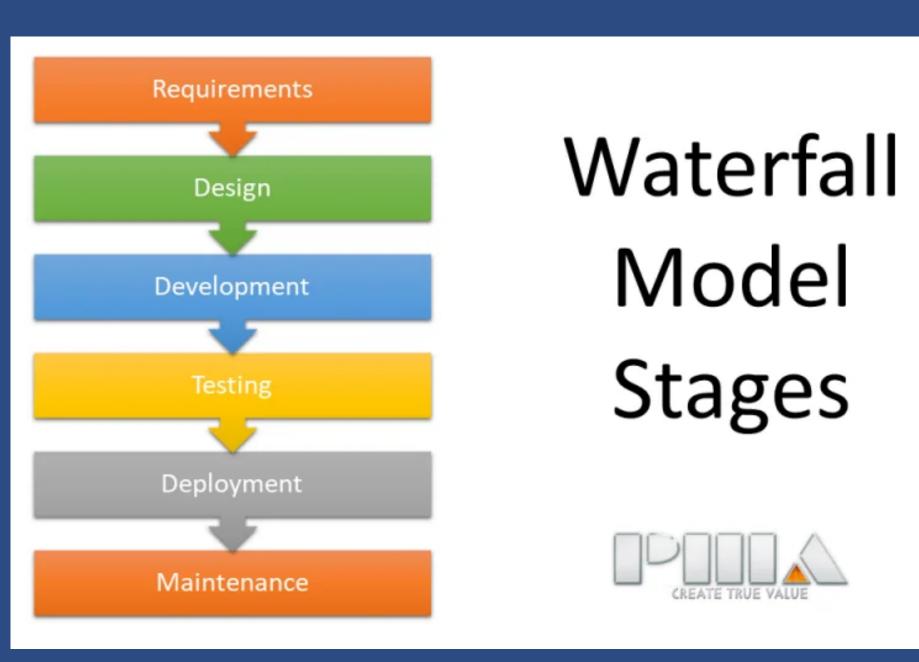


II. project management plan

1.Project Development model

Development stage Waterfall:

- Requirement Analysis
- Design
- Development
- Test
- Deployment
- Maintenance



. Tool









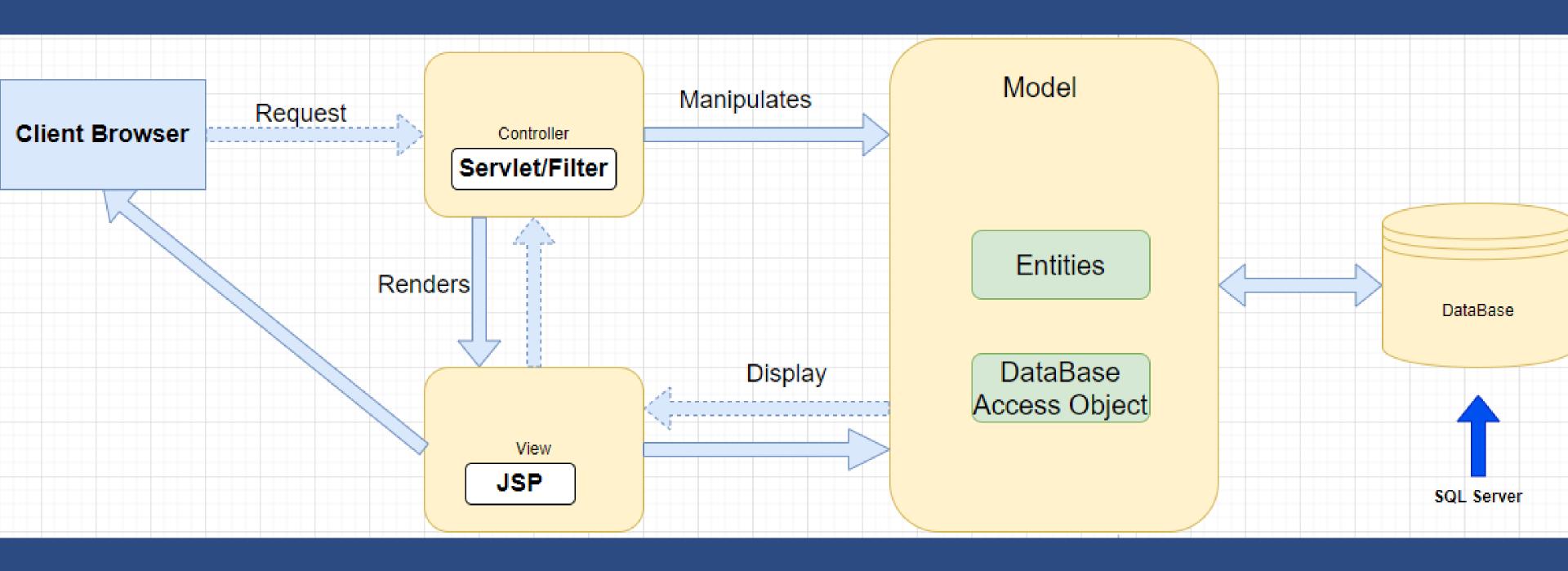




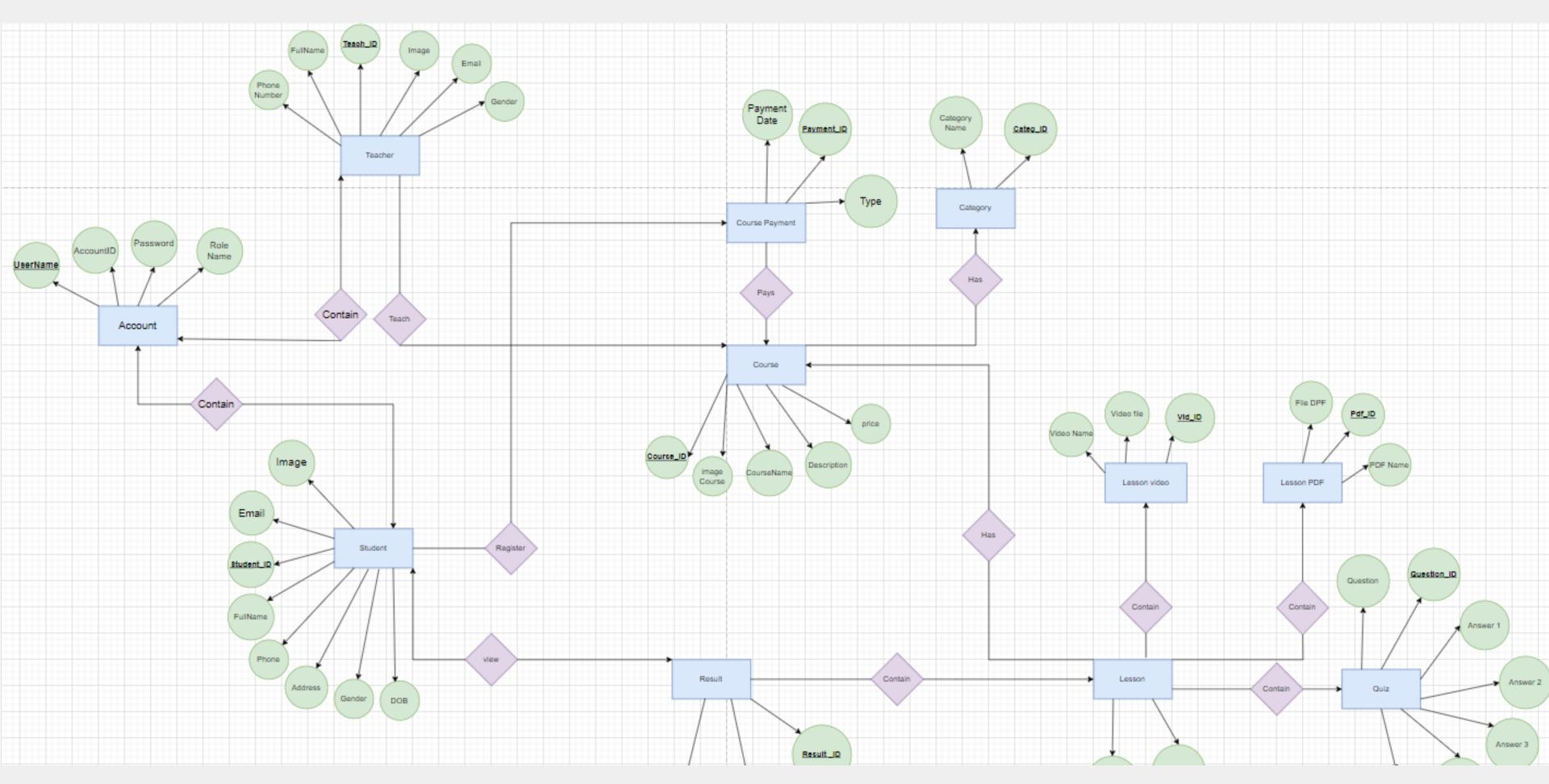


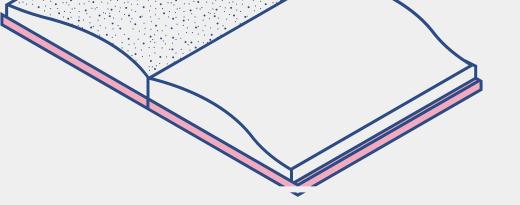
III. Software Requirements

1. Architecture Diagram

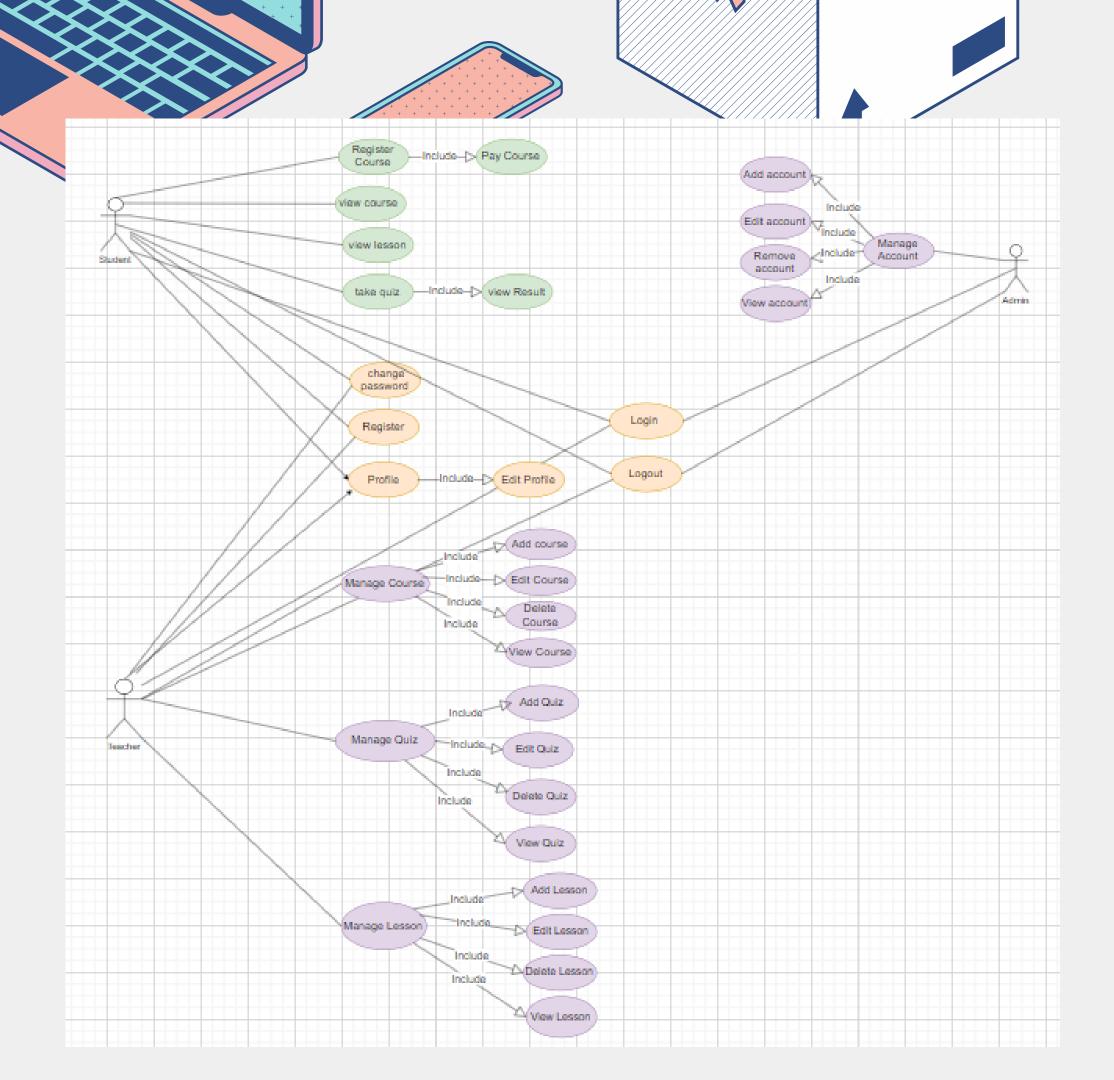


2.ERD

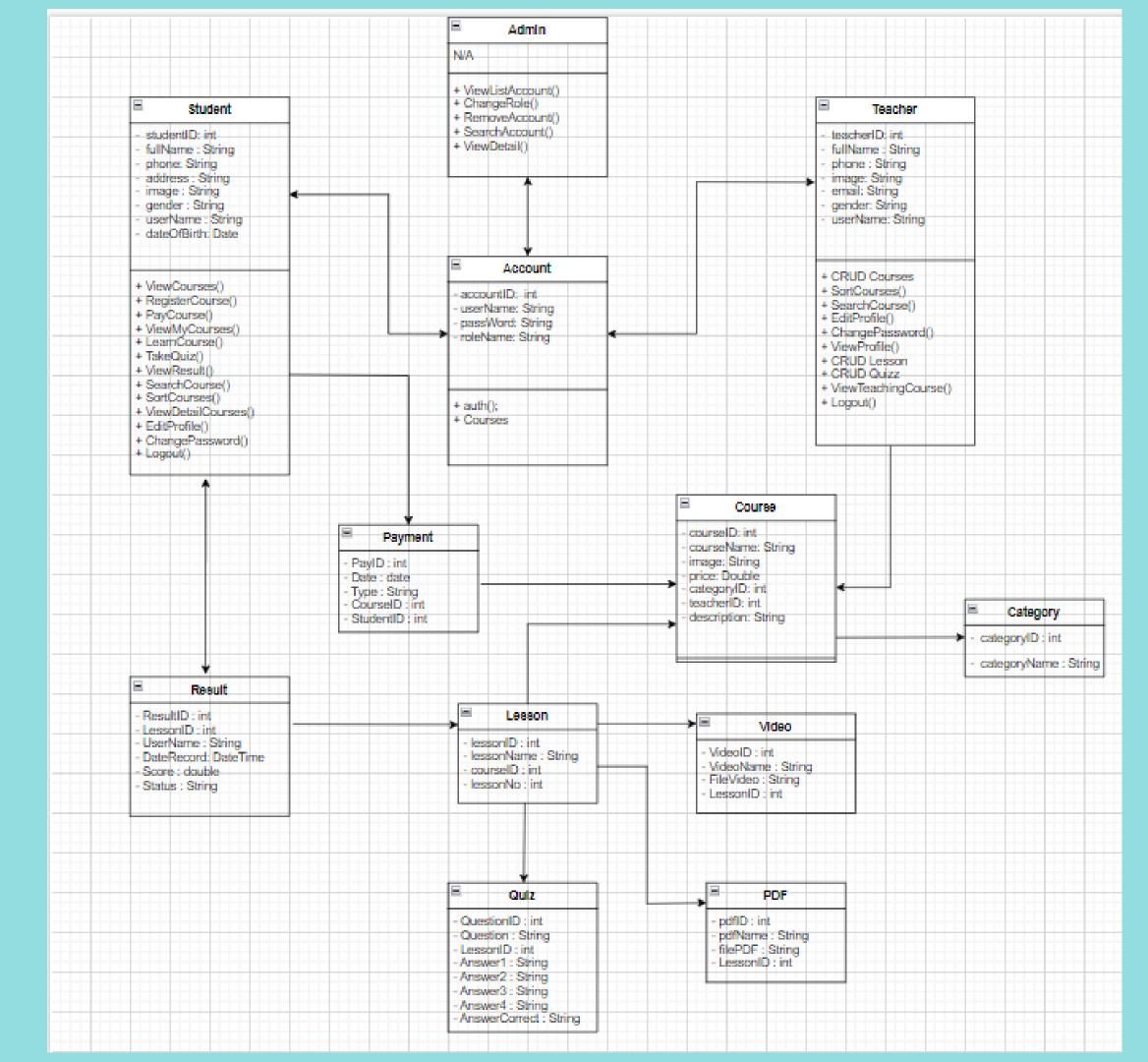


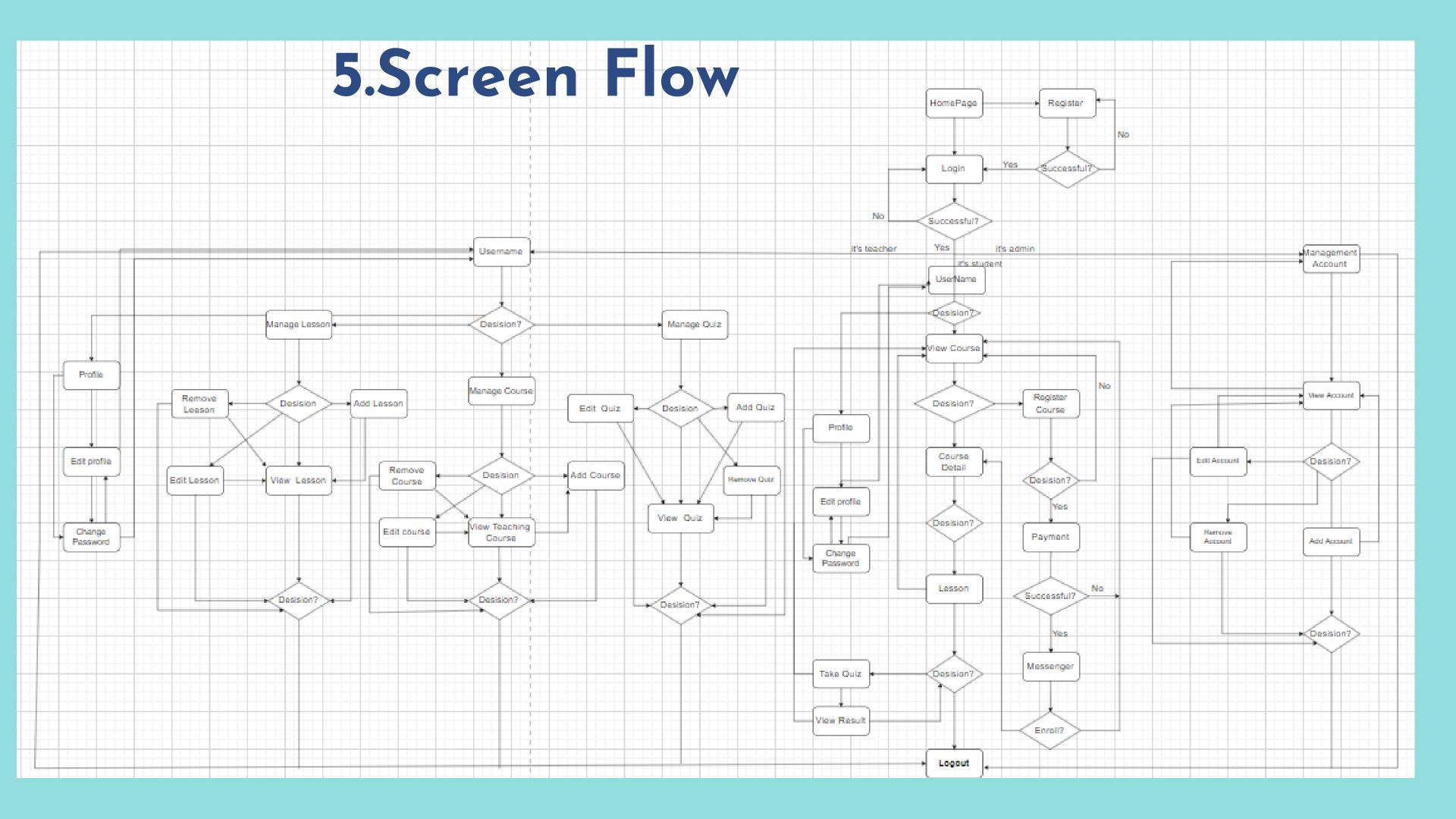


3.Use Case



4.Class Diagram





Test Report

Build #	Sub Module	% complete on web	Pass	Fail	Untest	N/A	Number of sub test cases	Number of runs on all devices
1.0	Home page	100%	12	0	0	0	12	12
1.0	eLearning-Courses	90%	11	1	0	0	12	12
1.0	eLearning-Login	88%	17	2	0	0	19	19
1.0	eLearning-Register	70%	13	4	0	0	17	17
1.0	eLearning-Profile	89%	19	2	0	0	21	21
1.0	Take-Quiz	100%	7	2	0	0	9	9
1.0	Manage Quiz	100%	8	0	0	0	8	8
1.0	Create Ouiz	100%	8	0	0	0	8	8
1.0	Update Quiz	100%	8	0	0	0	8	8
1.0	Lesson	100%	32	0	0	0	32	32
1.0	Admin - Main Page	100%	22	0	0	0	22	22
1.0	Admin - Edit Page	100%	5	0	0	0	5	5
1.0	Admin - View	100%	7	0	0	0	7	7
1.0	Register Course	100%	10	0	0	0	10	10
1.0	About	100%	11	0	0	0	11	11
1.0	My Course	100%	11	0	0	0	11	11
1.0	My Teaching Course	92%	13	1	0	0	14	14
1.0	Student Course	100%	6	0	0	0	6	6
1.0	Teacher Course	60%	12	5	0	0	17	17
1.0	Course	100%	16	0	0	0	16	16
	Sub total		190	11	0	0	201	201

LOG BUG PROCESS

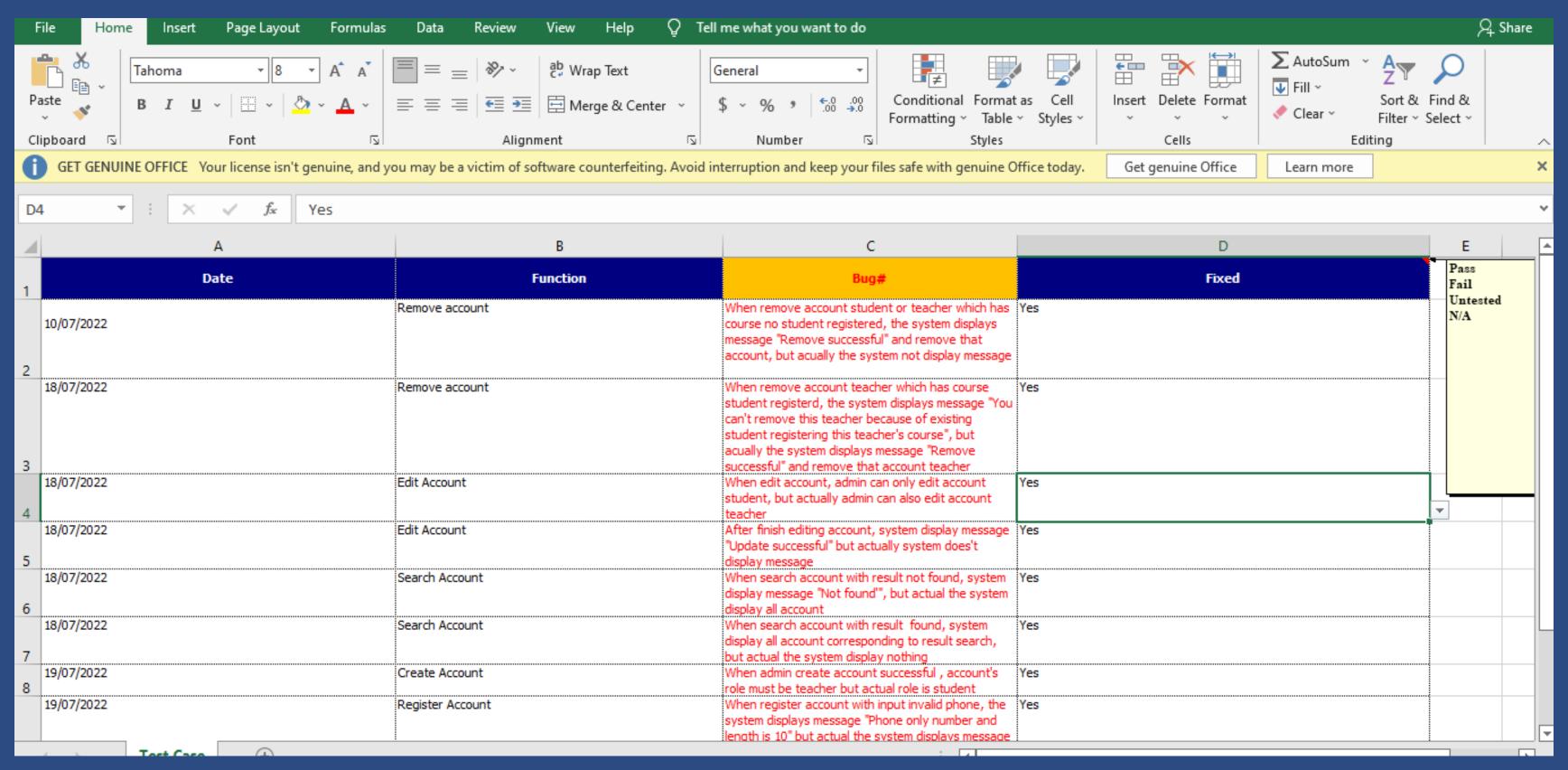
1. Coder fixed bug:

- Comment to Bug that bug needs to be resolved
- If dev finished fix bug , Fixed's status changes to Process

2. Tester check bug

- if bug fixed successfully, change Fixed's status to Yes
- if bug fixed failed, change Fixed's status to No and reassign to coder

Log Bug



IV. DEMO Project





Thank For Listening

