

A
Project Report
on
E- Learning System
Submitted To
BBKDAV College For women
In Partial fulfilment of the Requirements of degree

BACHELOR OF VOCATION
IN
SOFTWARE DEVELOPMENT



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Table of Contents

Introduction:.....	3
Objectives:	4
Features:.....	4
Modules:	5
Admin	5
Student	5
Frontend and Backend:.....	6
FRONT END:	6
HTML5.....	6
Cascading Style Sheets (CSS).....	6
JavaScript	6
Bootstrap.....	7
PHP.....	7
Backend.....	8
MySQL.....	8
Hardware and Software Requirements:.....	9
Software Development Cycle.....	10
Requirement Analysis	11
ANALYSIS.....	12
Data Flow Diagram (DFDs)	13
DESIGN	17
Database Design	17
Entity Relationship Model.....	23
IMPLEMENTATION.....	25
Testing	43
MAINTENANCE	46
Future Scope:	47
Bibliography:	48

Project Title: Skill Share

Introduction:

Skill Share website is a service which teaches and helps students improve in education skills. This is normally used by students to learn from home or from any other place. E-learning is a learning environment which uses information and communication technologies as a platform for teaching and learning activities. E-learning unites two main areas, learning and technology. Learning is a cognitive process for achieving knowledge, and technology is an enabler of the learning process, meaning that technology is used like any other tool in the education.

Skill Share is an online learning platform. Skill Share provides a platform for create courses which can be offered to the public. Skill Share provides tools which enable admin to create a courses on topics of their choosing. Using course development tools they can upload video PDFs, audio, zip files to create courses.

The most engaging Skill Share courses use a combination of different teaching styles and formats and incorporate real world examples, and projects. These courses incorporate the instructor's personality, the skills taught, and the structure of the curriculum itself. Sample material: when a student visits our website, he/she can see sample material including notes, PDFs, videos, Etc. related to particular topic.

Courses are including IT courses like programming, web designing and graphic designing. Stepping Stone offers paid Courses.

This website enables the end-users to register online, select the subject, read the course and appear for the quiz online. It is a quiz with four options, 10 question will appear one by one. The results of the quiz are also declared just after taking the test. The correct answers for the questions are displayed in database.

Objectives:

E-Learning represents an innovative shift in the field of learning, providing rapid access to specific knowledge and information. It offers online instruction that can be delivered anytime and anywhere through a wide range of electronic learning solutions such as Web-based courseware. E-Learning can provide such just-in-time training in a cost-effective way.

Features:

The Skill Share will hopefully serve as a centralized database of syllabus for the it courses offered to students to view them. The system will allow students to accessing information and other resources anytime, anywhere.

Here are some features of the project:

- Students to download the videos and assignments.
- It Represents a great way to study many fields and boost the level of self-Motivation..
- By studying online you choose your own environment that works best for your needs.
- Students can also find study material in format like:, PDF, text files etc.
- Students after viewing courses, can ask query about any topic.

Modules:

Modules can be conceptualized keeping three ends in mind i.e. Admin which are discussed as below:

Admin

ADMIN END:

Once admin logins, it controls the all working of the site and other module .Everything is under the control of admin. This module takes the username and password from the admin and actually acts as an entry point to the admin panel. It allows the admin to login to manage website. the Admin also Manages and coordinates all the activities of the system and Provides resources be used by the student he /She is responsible for keeping online education program active and up to date.

Manage Activities:

- Manages Categories
- Add courses
- Upload Videos of course.
- Add Study material
- Add Articles

Student

STUDENT END:

Students Able to gain quality education at home .They Accesses the system for learning

Once Student logins, he/she can:

- Search course.
- Enrol the course.
- Make Payment
- Watch the videos of course.
- Download the video and related study material
- Review the course.
- Ask queries
- Take a quiz
- Express Reviews

Frontend and Backend:

FRONT END:

HTML5 is the latest version of Hypertext Mark-up Language, the code that describes web pages. It's actually three kinds of code: HTML, which provides the structure; Cascading Style Sheets (CSS), which take care of presentation; and JavaScript, which makes things happen.

HTML5 introduces elements and attributes that reflect typical usage on modern websites. Some of them are semantic replacements for common uses of generic block (`<div>`) and inline (``) elements, for example `<nav>` (website navigation block), `<footer>` (usually referring to bottom of web page or to last lines of HTML code), or `<audio>` and `<video>` instead of `<object>`. Some deprecated elements from HTML 4.01 have been dropped, including purely presentational elements such as `` and `<centre>`, whose effects have long been superseded by the more capable Cascading Style Sheets.[41] There is also a renewed emphasis on the importance of DOM scripting(e.g., JavaScript) in Web behavior.

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a mark-up language. Although most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of presentation and content, including aspects such as the layout, colours, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

JavaScript often abbreviated as JS, is a high-level, dynamic, weakly typed, prototype-based, multi-paradigm, and interpreted programming language. Alongside HTML and CSS, JavaScript is one of the three core technologies of World Wide Web content production. It is used to make webpages interactive and provide online programs, including video games. The majority of websites employ it, and all modern web browsers support it without the need for plug-ins by means of a built-in JavaScript engine. Each of the many JavaScript engines represent a different implementation of JavaScript, all based on the ECMA Script specification, with some engines not supporting the spec fully, and with many engines supporting additional features beyond ECMA.

As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative (including object-oriented and prototype-based) programming styles. The language itself does not include any I/O, such as networking, storage, or graphics facilities, relying for these upon the host environment in which it is embedded.

Bootstrap is an open source toolkit for developing with HTML, CSS, and JS. Quickly prototype your ideas or build your entire app with our Sass variables and mixins, responsive grid system, extensive prebuilt components, and powerful plugins built on query. Bootstrap is a front-end library for designing websites and web applications. It contains HTML- and CSS-based design templates for typography, forms, buttons, navigation and other interface components, as well as optional JavaScript extensions.

PHP stands for Hypertext Pre-processor, is widely- used open source general- purpose scripting language that is especially suited for wed development and can be embedded into HTML. PHP is a server-side scripting language designed for web development. It was originated by Ramus Leadoff in 1994, the PHP reference implementation is now produced by The PHP Group. While PHP originally stood for Personal Home Page.

PHP code may be embedded into HTML code, or it can be used in combination with various web template systems, web content management system and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

Features of PHP

The main features of PHP are; it is open source scripting language so you can free download this and use. PHP is a server site scripting language. It is open source scripting language. It is widely used all over the world. It is faster than other scripting language. Some important features of PHP are given below:

1. Simple: It is very simple and easy to use, compare to other scripting language it is very simple and easy, this is widely used all over the world.
2. Interpreted: It is an interpreted language, i.e. there is no need for compilation.
3. Faster: It is faster than other scripting language e.g. asp and JSP.
4. Open Source: Open source means you no need to pay for use PHP, you can free download and use.
5. Platform Independent: PHP code will be run on every platform, Linux, UNIX, Mac OS X, Windows.
6. Case Sensitive: PHP is case sensitive scripting language at time of variable declaration. In PHP, all keywords (e.g. if, else, while, echo, etc.), classes, functions, and user-defined functions are NOT case-sensitive.
7. Loosely Typed Language: PHP supports variable usage without declaring its data type.
8. Free Of Cost: PHP is open source and is developed and updated by a community of developers from around the globe. Therefore, all its components are free to use and distribute.

Backend

MySQL is a fast, easy-to-use RDBMS being used for many small and big businesses. MySQL is developed, marketed, and supported by MySQL AB, which is a Swedish company. MySQL is also used in many high-profile, large-scale websites, including Google, Facebook, Twitter, Flickr and You tube. MySQL database include: TYPO3, MODIOX, JOOMLA, WORDPRESS, PHPBB, MYBB, Drupal and other software. MySQL is a freely available open source Relational Database Management System (RDBMS) that uses Structured Query Language (SQL).

MySQL runs on virtually all platforms, including Linux, UNIX, and Windows. Although it can be used in a wide range of applications, MySQL is most often associated with web-based applications and online publishing and is an important component of an open source enterprise stack called LAMP. LAMP is a Web development platform that uses Linux as the operating system, Apache as the Web server, and MySQL as the relational database management system and PHP as the object-oriented scripting language.

MySQL is written in C and C++. Its SQL parser is written in yacc, but it uses a home-brewed lexical analyser. The MySQL server software itself and the client libraries use dual-licensing distribution

MySQL is becoming so popular because of many good reasons:

- MySQL is released under an open-source license. So you have nothing to pay to use
- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
- MySQL uses a standard form of the well-known SQL data language.
- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA, etc.
- MySQL works very quickly and works well even with large data sets.

Hardware and Software Requirements:

Hardware requirements:

1. Any PC processor
2. 2 GB Ram
3. Keyboard mouse
4. Internet Connection

Software Requirements:

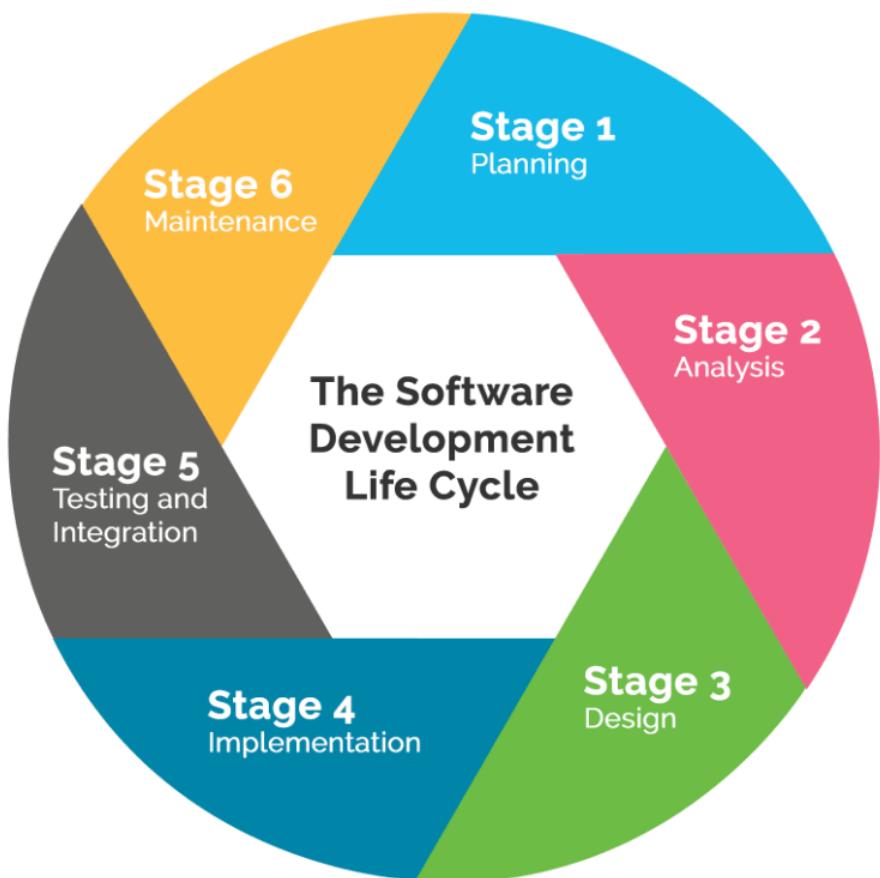
1. Any operating system: **Windows 7 SP1**
2. Web Browser
3. Wamp Server 3.1.9
4. Brackets (Text Editor)
5. PHP 7.1

Software Development Cycle

Software Development Life Cycle (SDLC) is a process used by the software industry to design, develop and test high quality software. The SDLC aims to produce a high-quality software that meets/exceeds customer expectations, reaches completion within times and cost estimates.

- SDLC is the acronym of Software Development Life Cycle.
- It is also called as Software Development Process.
- SDLC is a framework defining tasks performed at each step in the software development process.
- ISO/IEC 12207 is an international standard for software life-cycle processes. It aims to be the standard that defines all the tasks required for developing and maintaining software.

The following figure is a graphical representation of the various stages of a typical SDLC:



Requirement Analysis

The first step in developing any software is to state the requirements. This applies just as much to leading edge research as to simple programs and to personal programs, as well as too large team efforts. Being vague about your objective only postpones decisions to a later stage where changes are much more costly. The problem statement should state what is to be done and not how it is to be done. It should be a statement of needs, not a proposal for a solution. A user manual for the desired system is a good problem statement. The requestor should indicate which features are mandatory and which are optional, to avoid overly constraining design decisions. The requestor should avoid describing system internals, as this restricts implementation flexibility. Performance specifications and protocols for interaction with external systems are legitimate requirements. Software engineering standards, such as modular construction, design for testability, and provision for future extensions, are also proper.

Many problems statements, from individuals, companies, and government agencies, mixture requirements with design decisions .There may sometimes be a compelling reason to require a particular computer or language; there is rarely justification to specify the use of a particular algorithm. The analyst must separate the true requirements from design and implementation decisions disguised as requirements. The analyst should challenge such pseudo requirements, as they restrict flexibility. There may be politics or organizational reasons for the requirements, but at least the analyst should recognize that these externally imposed design decisions are not essential features of the problem domain.

A problem statement may have more or less detail. Most problem statements are ambiguous, incomplete, or even inconsistent. Some requirements are just plain wrong. Some requirements although behavior precisely stated, have unpleasant consequences on the system or impose unreasonable implementation costs. Some requirements seem reasonable at first but do not work out as well as the request or thought. The problem statement is just a starting point for understanding the problem, not an immutable document. The purpose of the subsequent analysis is to fully understand the problem and its implications.

There is no reason to expect that a problem statement prepared without a fully analysis will be correct.

Advantages:

- Easy and quick access of information.
- Authentic information to be provided.
- The web page is easy to work with.

ANALYSIS

Software analysis is the study of the interacting entities. It is a detailed study of the various operations performed by a software component and their relationships within and outside of the system. One aspect of analysis is defining the boundaries of the system. During analysis, data are collected on the available files, decision points, and transactions handled by the present system.

Structured Analysis

Structured analysis is a set of techniques and graphical tools that allow the analyst to develop a new kind of software specification that are easily understandable. There are various structured tools on which the stress is laid. The purpose of structured analysis is to capture the detailed structure of the system as perceived by the user.

Data Flow Diagram (DFDs)

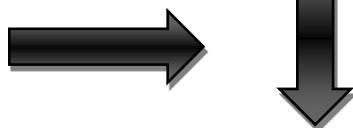
DFDs is a graphical representation of the "flow" of data through an information system, Modeling its process aspects. A **DFD** is often used as a preliminary step to create an overview of the system, which can later be elaborated. DFDs can also be used for the visualization of data processing (structured design). A DFD shows what kind of information will be input to and output from the system, where the data will come from and go to, and where the data will be stored.

DFD SYMBOLS

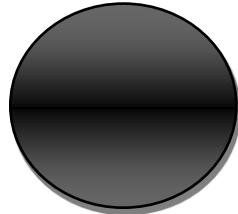
1. A **SQUARE** defines a source or destination of system data



2. An **ARROW** identifies dataflow or data in motion. It is pipeline through which information flows.



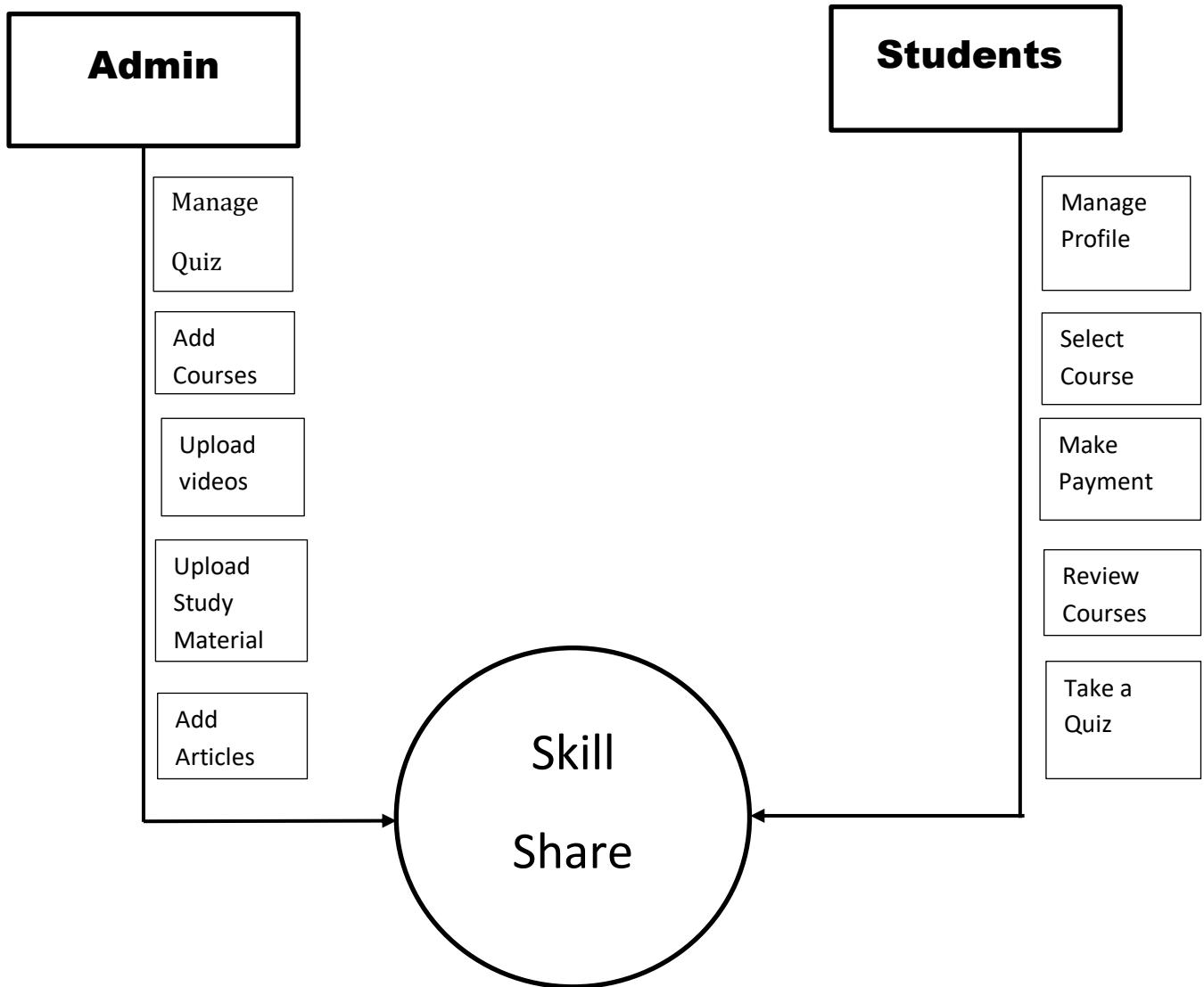
3. A **CIRCLE** or a bubble represents a process transform in coming dataflow into outgoing dataflow



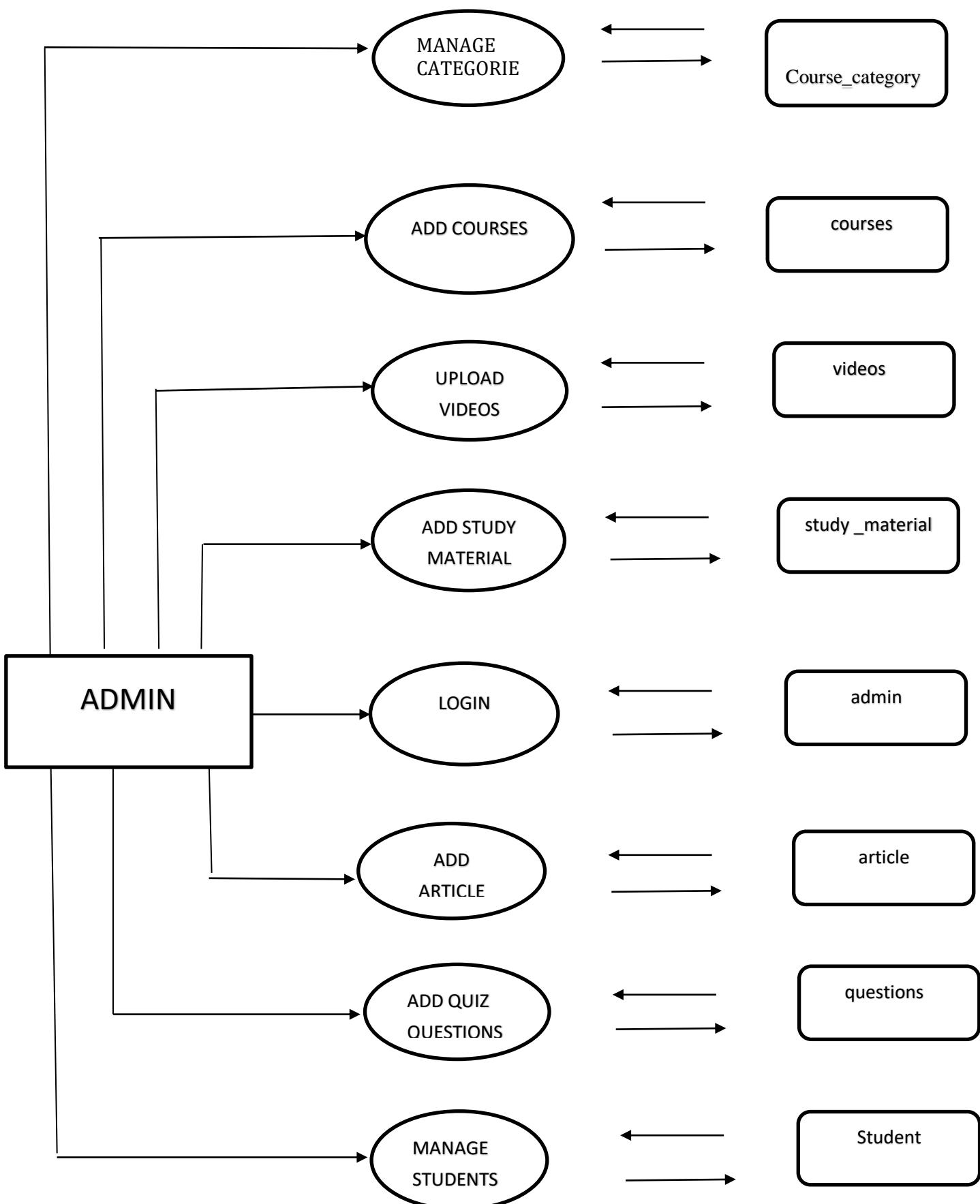
4. AN **OPEN RECTANGLE** is a data source or Data at rest.



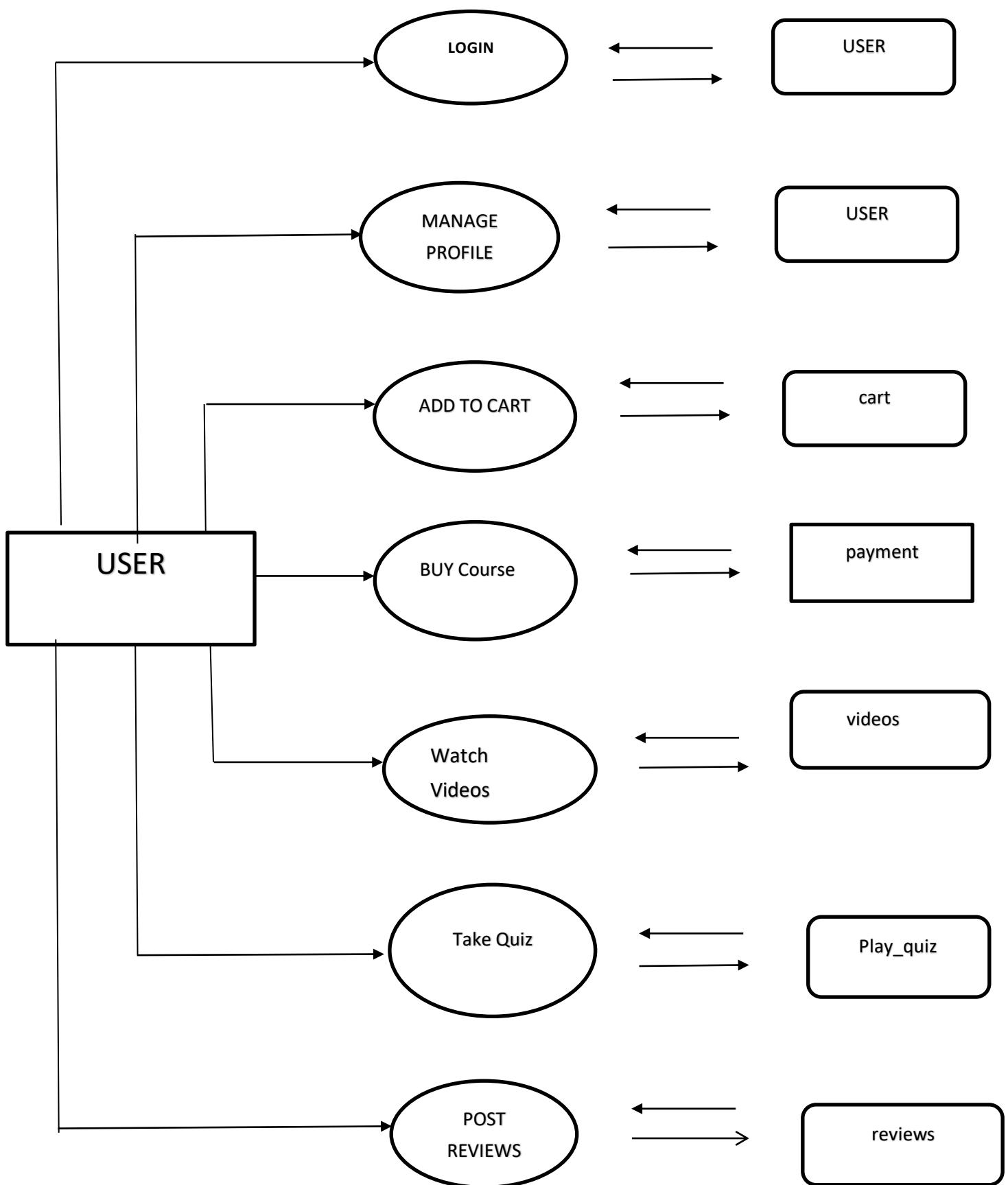
DFD Level 0



ADMIN DFD: LEVEL-1 DIAGRAM :



USER DFD: LEVEL-1 DIAGRAM



DESIGN

In the design phase the architecture is established. This phase starts with the requirement document delivered by the requirement phase and maps the requirements into an architecture. The architecture defines the components, their interfaces and behaviors. The deliverable design document is the architecture. The design document describes a plan to implement the requirements. This phase represents details on computer programming languages and environments, machines, packages, application architecture, distributed architecture layering, memory size, platform, algorithms, data structures, global type definitions, interfaces, and many other engineering details are established.

Database Design

Table	Action	Rows	Type	Collation	Size	Overhead
admin		1	MyISAM	latin1_swedish_ci	1 KiB	-
article		3	MyISAM	latin1_swedish_ci	12.1 KiB	92 B
cart		8	MyISAM	latin1_swedish_ci	2.9 KiB	648 B
contact_msg		3	MyISAM	latin1_swedish_ci	2.2 KiB	-
course		13	MyISAM	latin1_swedish_ci	23.4 KiB	-
course_category		5	MyISAM	latin1_swedish_ci	2.2 KiB	-
course_review		3	MyISAM	latin1_swedish_ci	2.3 KiB	-
login		0	MyISAM	latin1_swedish_ci	1 KiB	-
payment		9	MyISAM	latin1_swedish_ci	2.4 KiB	-
play_quiz		3	MyISAM	latin1_swedish_ci	2.1 KiB	-
questions		57	MyISAM	latin1_swedish_ci	13.3 KiB	-
review		2	MyISAM	latin1_swedish_ci	2.1 KiB	-
student		4	MyISAM	latin1_swedish_ci	2.4 KiB	-
study_material		6	MyISAM	latin1_swedish_ci	2.4 KiB	-
user_que		4	MyISAM	latin1_swedish_ci	2.1 KiB	-
video		130	MyISAM	latin1_swedish_ci	17 KiB	-
16 tables	Sum	251	MyISAM	latin1_swedish_ci	91 KiB	740 B

Admin:

#	Name	Type	Collation	Attributes	Null	Default
1	Username	varchar(40)	latin1_swedish_ci		No	None
2	Password	varchar(20)	latin1_swedish_ci		No	None

Course_Category :

#	Name	Type	Collation	Attributes	Null	Default	Comments
1	Category 	varchar(20)	latin1_swedish_ci		No	None	
2	Image	varchar(200)	latin1_swedish_ci		No	None	

Course:

#	Name	Type	Collation	Attributes	Null	Default
1	Course_id 	int(11)			No	None
2	Title	varchar(200)	latin1_swedish_ci		No	None
3	Overview	varchar(1000)	latin1_swedish_ci		No	None
4	Language	varchar(12)	latin1_swedish_ci		No	None
5	Level	varchar(15)	latin1_swedish_ci		No	None
6	Outline	varchar(1000)	latin1_swedish_ci		No	None
7	Requirements	varchar(1000)	latin1_swedish_ci		No	None
8	fee	int(11)			No	None
9	Category	varchar(80)	latin1_swedish_ci		No	None
10	Status	varchar(12)	latin1_swedish_ci		No	None
11	Added_on	timestamp			No	CURRENT_TIMESTAMP

Cart:

#	Name	Type	Collation	Attributes	Null	Default
1	cartid 	int(11)			No	None
2	userid	int(11)			No	None
3	added_on	timestamp			No	CURRENT_TIMESTAMP
4	course_id	int(11)			No	None
5	status	varchar(10)	latin1_swedish_ci		No	cart
6	payment_id	int(11)			Yes	NULL
7	edate	date			Yes	NULL

Payment:

#	Name	Type	Collation	Attributes	Null	Default
1	payid 	int(11)			No	None
2	user_id	int(11)			No	None
3	payment_date	timestamp			No	CURRENT_TIMESTAMP
4	transid	varchar(32)	latin1_swedish_ci		No	None
5	amount	double			No	None

Study_material:

#	Name	Type	Collation	Attributes	Null	Default
1	M_id 	int(11)			No	None
2	File	varchar(150)	latin1_swedish_ci		No	None
3	Course_id	int(11)			No	None
4	Title	varchar(150)	latin1_swedish_ci		No	None

Student:

#	Name	Type	Collation	Attributes	Null	Default
1	Sid 	int(11)			No	None
2	Pno	varchar(13)	latin1_swedish_ci		No	None
3	Email	varchar(20)	latin1_swedish_ci		No	None
4	Img	int(200)			No	None
5	Pswrd	varchar(20)	latin1_swedish_ci		No	None
6	Regdate	datetime			No	CURRENT_TIMESTAMP
7	First Name	varchar(20)	latin1_swedish_ci		No	None
8	Last Name	varchar(20)	latin1_swedish_ci		No	None

User_que:

#	Name	Type	Collation	Attributes	Null	Default
1	queid 	int(11)			No	None
2	question	varchar(100)	latin1_swedish_ci		No	None
3	topicid	int(11)			No	None
4	userid	int(11)			No	None
5	ask_date	timestamp			No	CURRENT_TIMESTAMP
6	reply	varchar(100)	latin1_swedish_ci		No	Pending

Contactmsg

#	Name	Type	Collation	Attributes	Null	Default
1	msg_id 	int(11)			No	None
2	name	varchar(20)	latin1_swedish_ci		No	None
3	subject	varchar(100)	latin1_swedish_ci		No	None
4	email	varchar(80)	latin1_swedish_ci		No	None
5	msg	varchar(4000)	latin1_swedish_ci		No	None
6	msg_date	timestamp			No	CURRENT_TIMESTAMP

Questions:

	#	Name	Type	Collation	Attributes	Null	Default
<input type="checkbox"/>	1	ques_id	int(11)			No	None
<input type="checkbox"/>	2	question	varchar(500)	latin1_swedish_ci		No	None
<input type="checkbox"/>	3	option1	varchar(500)	latin1_swedish_ci		No	None
<input type="checkbox"/>	4	option2	varchar(500)	latin1_swedish_ci		No	None
<input type="checkbox"/>	5	option3	varchar(500)	latin1_swedish_ci		No	None
<input type="checkbox"/>	6	option4	varchar(500)	latin1_swedish_ci		No	None
<input type="checkbox"/>	7	answer	varchar(8)	latin1_swedish_ci		No	None
<input type="checkbox"/>	8	Course_id	int(11)			Yes	NULL

Article:

	#	Name	Type	Collation	Attributes	Null	Default
<input type="checkbox"/>	1	Post_id	int(11)			No	None
<input type="checkbox"/>	2	Title	varchar(200)	latin1_swedish_ci		No	None
<input type="checkbox"/>	3	Content	varchar(1000)	latin1_swedish_ci		No	None
<input type="checkbox"/>	4	Image	int(200)			No	None
<input type="checkbox"/>	5	Added-on	timestamp			No	CURRENT_TIMESTAMP
<input type="checkbox"/>	6	Category	varchar(200)	latin1_swedish_ci		No	None

Video:

	#	Name	Type	Collation	Attributes	Null	Default
<input type="checkbox"/>	1	Video_id	int(11)			No	None
<input type="checkbox"/>	2	Title	varchar(200)	latin1_swedish_ci		No	None
<input type="checkbox"/>	3	Video	varchar(150)	latin1_swedish_ci		No	None
<input type="checkbox"/>	4	Duration	timestamp			No	CURRENT_TIMESTAMP
<input type="checkbox"/>	5	Course_id	int(11)			No	None
<input type="checkbox"/>	6	Added_on	timestamp			No	CURRENT_TIMESTAMP

Questions :

#	Name	Type	Collation	Attributes	Null	Default
1	ques_id	int(11)			No	None
2	question	varchar(500)	latin1_swedish_ci		No	None
3	option1	varchar(500)	latin1_swedish_ci		No	None
4	option2	varchar(500)	latin1_swedish_ci		No	None
5	option3	varchar(500)	latin1_swedish_ci		No	None
6	option4	varchar(500)	latin1_swedish_ci		No	None
7	answer	varchar(8)	latin1_swedish_ci		No	None
8	Course_id	int(11)			No	None

Play Quiz:

#	Name	Type	Collation	Attributes	Null	Default
1	quizid	int(11)			No	None
2	cid	int(11)			No	None
3	userid	int(11)			No	None
4	datetime	timestamp			No	None
5	correctAns	int(11)			No	None
6	wrongAns	int(11)			No	None

Review:

#	Name	Type	Collation	Attributes	Null	Default
1	review_id	int(11)			No	None
2	review	varchar(1000)	latin1_swedish_ci		No	None
3	review_by	int(11)			No	None
4	review_date	timestamp			No	CURRENT_TIMESTAMP

Entity Relationship Model

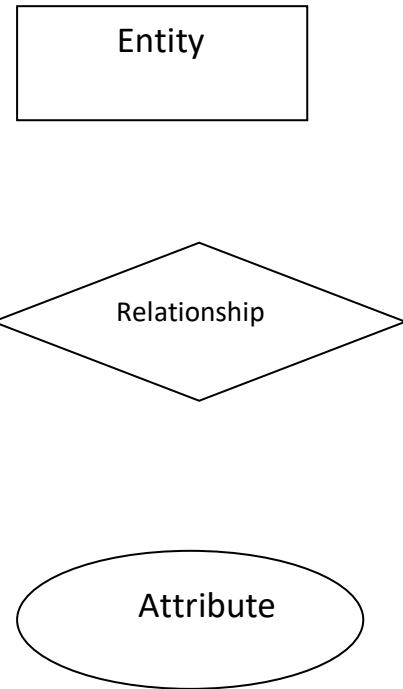
The Entity Relationship Model (ER Model) is a high level conceptual data model developed by P.P. Chen in 1976 to facilitate database design.

The ER-Model is shown diagrammatically using Entity-relationship (E-R) diagram which represents the elements of the conceptual model that shows the meanings and the relationships between those elements independent of any particular DBMS and implementation details.

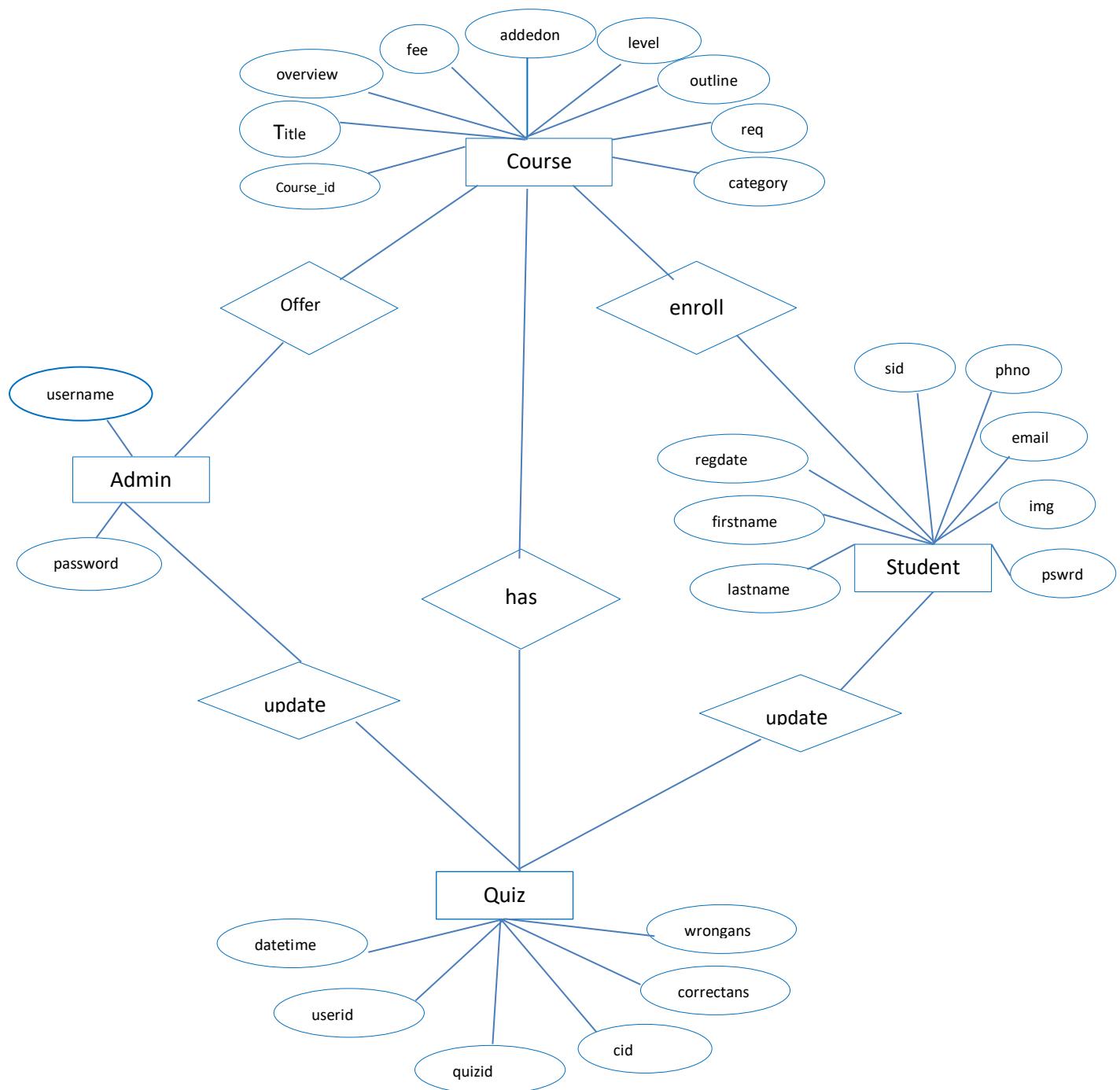
E-R Diagram

The structure of the database employing the E-R Model is shown pictorially using entity-relationship (E-R) diagram. The various entities and the relationship between them are shown with the help of following conventions.

The Various symbols for E-R Diagram:



Entity Relationship Diagram(ER)



IMPLEMENTATION

Implementation:-

works toward the modules that do not call any other modules. The implementation may precede depth-first or breadth-first.

Bottom-Up Implementation: -

Implementation begins with modules that do not call any other modules and works toward the main program. Test harness (see below) is used to test individual modules. The main module constitutes the final test harness. Implementation uses the design document to produce code. Demonstration that the program satisfies its specifications validates the code. Typically, sample runs of the program demonstrating the behaviour for expected data values and boundary values are required. Small

programs are written using the model: -

Write/Compile/ Test

.As programs get more complicated, testing and debugging alone maynot be enough to produce reliable code. Instead, we have to write programs in a manner that will help insure that errors are caught o avoided.

Top-Down Implementation: -Top down implementation begins with the user-invoked module .The implementation may precede depth-first or breadth-first.

Bottom-Up Implementation: -Implementation begins with modules that do not call any other modules and works toward the main program. Test harness (see below) is used to test individual modules. The main module constitutes the final test harness.

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2019-09-21 12:48:41 Programming

Learning a new programming language is never an easy task for anyone. You have to go through a lot of new concepts, resources, and tools and work on them for the first time. In this article, I will be giving some importa... [Read More](#)

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But, before you jump the gun and decide to sideways with any one of the teams Python or Java it is important you understand how they are different from each other, and probably this difference will also help point out wh... [Read More](#)

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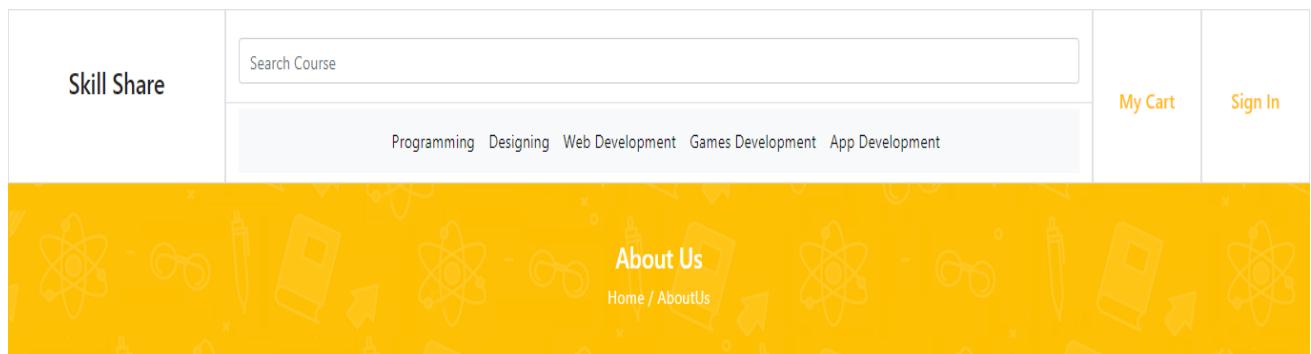
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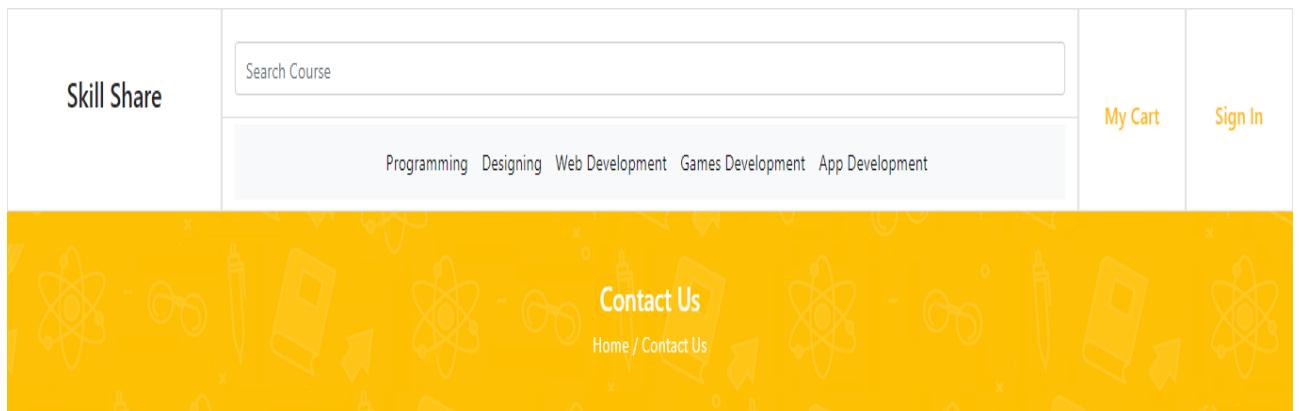


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2019-09-21 12:56:03 Programming



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But even after having a plethora of resources available online and the possibility to connect to experienced professionals, people choose the wrong language just by following others. This results in limited growth and less salary.

Scala: is a high-level programming language made up of object-oriented and functional programming. It has been ranked fourth in Stack Overflow Developer Survey 2019. The developers are getting an average of \$78,000 per year to write code on Scala. It efficiently avoids bugs in complex applications and helps you build high-performance systems using its huge ecosystems of libraries.

Elixir: is the fifth highest paying programming language in our list. Developers working with Elixir have received an average yearly sum of \$76,000. If you are unaware, [Elixir is a dynamic and functional programming language](#) used for making scalable and easily manageable applications. Elixir uses the Erlang VM which is already known for running low-latency, distributed and fault-tolerant systems.

Go: is an open source procedural programming language used for building simple and efficient software. The best thing about Go language is it has something called goroutines. In simple words, it's similar to a thread but consumes very less memory than thread. The respondents of the survey said they have received \$80,000 per year for working with Go language.

The F# programming language has been ranked at second as the world's second highest paying language. As per the survey, people working with F# have received an average yearly sum of \$80,000. F# is an open source, cross-platform and functional-first programming language. It's majorly used in application areas but has the support of both open community and corporate organizations.

F# enables programmers and companies to find a simple and feasible solution to complex computing problems with easy maintainable and robust code. F# is considered one of the most underrated programming languages right now.

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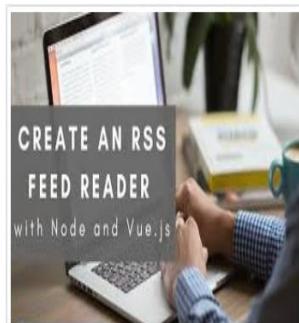
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Courses Overview

Home / Courses / Python for Programmers

Course Title : Python for Programmers

Type : Programming | Language : English | Duration : 1 Hours | Level : Beginner | Students : 2

+ Course Overview

Python for Programmers is the course to help you *get up to speed on Python quickly*. If you've always wanted to check out Python this is your chance. This course can be completed in a weekend if pursued aggressively or could be a two week **course if one section is completed every day**. Don't waste time trying to figure out confusing documentation, take python for programmers and start learning now.

Python is an easy, yet powerful language that is increasingly being used in major IT companies across the globe! ; if you are looking to build your career in the data science, data analysis, or machine learning domain, you need to have thorough knowledge of Python.

After completing the course, either start working as an efficient Python developer, or jump confidently to learn other high end technologies that require Python skills - machine learning and data science.

Who this course is for:
 This course is meant for someone with some programming skill in a language other than Python
 If you have never programmed in any language before, this course might not be for you.

+ Course Outline

+ Course Requirements

+ Course Lessons

+ Course Reviews



₹ Course Fee : 840

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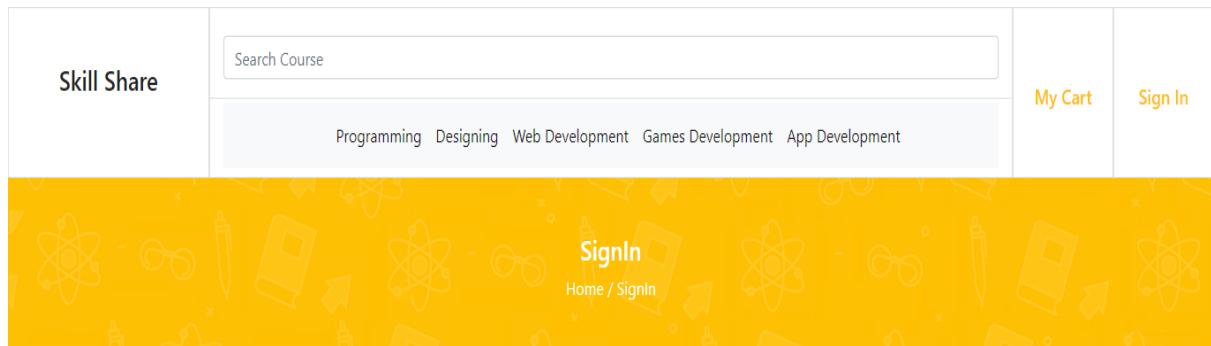
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	8 Scratch Game Development :	668	X
	Scratch Shooter Game Series	890	X
Total Amount			2338

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Amount: Rs. 780.00 Transaction ID: **168bbcb7b2fe3c119ec0**

Choose a payment method

Get upto ₹150 cashback in your Amazon Pay account instantly!

Credit Card

Debit Card

Debit Card (ATM PIN)

Net Banking

PhonePe

G Pay

UPI

Card Type **VISA** **MasterCard** **AMERICAN EXPRESS**

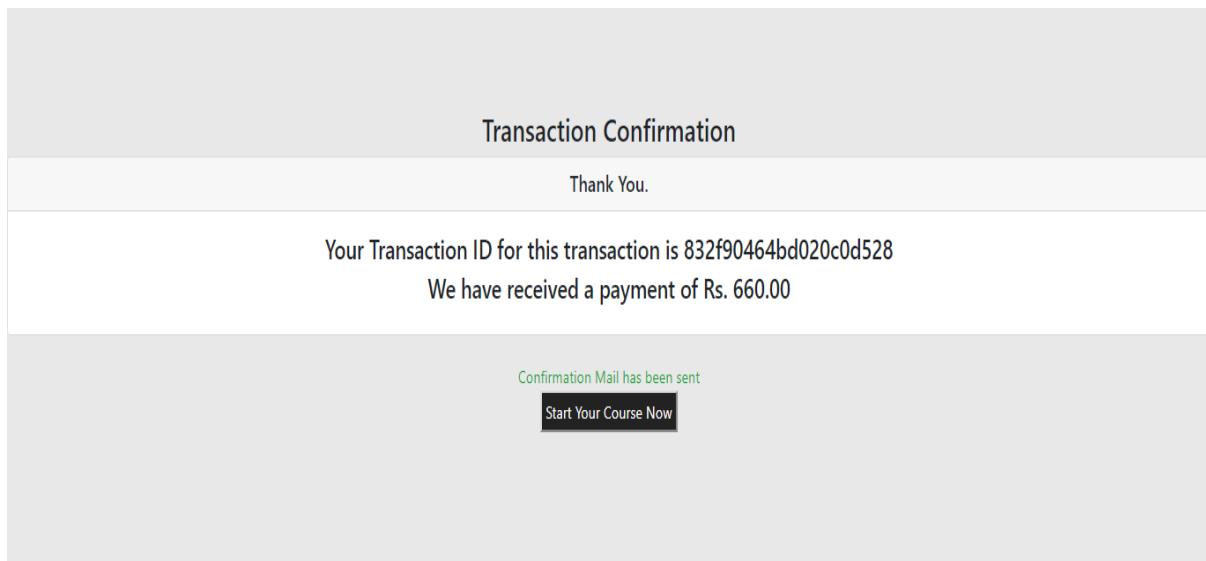
Card Number

Name on Card

CVV Number What is CVV number?

Expiry Date Month Year

Note: In the next step you will be redirected to your bank's website to verify yourself.



User Panel:

The user panel header features a yellow banner with various icons like atoms, books, and pens. On the left, it says "Skill Share". In the center, there's a search bar with "Search Course" placeholder text and a menu with links: "My Profile", "My Courses", "Feedback", "My Questions", "Quiz Results", "Change Password". On the right, there are "My Cart" and "Logout" buttons.

A form for updating a profile picture. It shows a placeholder image of a person, a file input field with "Choose File No file chosen" and "Accept (jpg/png/jpeg) are allowed", and a blue "Upload Image" button.An "Edit Profile Info" form. It includes fields for "First Name" (priya), "Last Name" (Arora), "E-Mail" (priya_4680@yahoo.com), and "Phone Number" (9646562257). There is also a blue "Update Profile" button at the bottom.

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Study Material
Home / Courses / Python Tutorial

CHAPTER
TWO

USING THE PYTHON INTERPRETER

2.1 Invoking the Interpreter

The Python interpreter is usually installed as `/usr/local/bin/python3.6` on those machines where it is available; putting `/usr/local/bin` in your Unix shell's search path makes it possible to start it by typing the command:

`python3.6`

to the shell.¹ Since the choice of the directory where the interpreter lives is an installation option, other places are possible; check with your local Python guru or system administrator. (E.g., `/usr/local/python` is a popular alternative location.)

On Windows machines, the Python installation is usually placed in `C:\Python36`, though you can change this when you're running the installer. To add this directory to your path, you can type the following command into the command prompt in a DOS box:

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getting started with



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Course Title : C++ Programming for Absolute Beginners.

Course Category : Programming | Language : English | Duration : 1 Hours | Level : Beginner

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- CPP Introduction, History, Features
- Introduction To Object Oriented Programming
- Introduction To Polymorphism in C++ and Virtual Functions Methods
- How To Create Objects in Different Ways:
- Introduction To C++ Functions :
- Passing An Array To Function
- Introduction To Structures in C++ .
- Introduction To Strings in C++
- Introduction To C++ Pointers :

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Welcome to the JavaScript Fundamentals



Ask Question :

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Topic List

- Java Script Introduction
- [How To Make Best Of Java Script Course ?](#)
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- How To Make Internal Script ?
- About External StyleSheet
- Add Prompt Box :
- Alert And Confirm Box using Java Script
- How To Declare Variables Using Java Script ?
- Arithmetic Operator Using Java Script
- Comparison Operator Using Java Script
- If Statement
- If Else Statement
- If Else Ladder
- Break and Continue Statement

The screenshot shows a quiz interface with a yellow decorative banner at the top featuring various icons related to learning and technology. The main content area has a light gray background.

Header:

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- Search Course
- My Cart (orange)
- Logout

Breadcrumb: Home / MyCourses / Quiz

Section Title: Take Quiz

Question: ❶ The basic difference between JavaScript and Java is _____

Options:

- a) There is no difference
- b) Functions are considered as fields
- c) Variables are specific
- d) Functions are values, and there is no hard distinction between methods and fields

Buttons:

- Submit Quiz
- Reset Quiz

AdminPanel

The screenshot shows the Admin Panel interface with a dark sidebar on the left and a light-colored main content area.

Header: STEPPING STONE Admin Panel

Sidebar (Left):

- DASHBOARD
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- UPLOAD VIDEOS
- STUDY MATERIAL
- MANAGEQUIZ
- STUDENTS
- ENROLLMENTS
- ARTICLES
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Main Content Area:

Dashboard Summary:

	STUDENTS 4		COURSES 13		COURSE VIDEO 146		ARTICLES 3
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Student Name	Course	Enroll Date
Palak Kakkar	Java Script For Beginners	2019-10-23
Palak Kakkar	Python for Programmers	2019-10-23
Palak Kakkar	Mobile App Development	2019-10-23
Palak Kakkar	Mobile App Development With Kivy & Python	2019-10-22

Course Reviews:

In general, I thinks I made a good and right choice and it is worth my money. (Course :Java For Beginners)

Gagan Arora 2019-10-16 15:05:17

The presentation of the tutorial is clear and concise, makes people felt comfortable.(Course :Django - Full stack web framework)

palak kakkar 2019-10-22 19:37:43

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Select category:

Course Overview:


Image: No file chosen

Select language:

Course Level:

Course Fee:

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Django - Full stack web framework	Web Development			
Java For Beginners	Programming			
Learn the basics of PHP	Web Development			
Mobile App Development	App Development			
Java Script For Beginners	Designing			

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Video Title

Select Video

No file chosen
only(mp4)files are allowed

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Django - Full stack web framework			
Java For Beginners			
Learn the basics of PHP			
Mobile App Development			
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Adobe Photoshop-For Beginners			
C++ Programming for Absolute Beginners.			

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LOG OUT

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+Add New Category

Category Title	Image	Delete
Programming		
Web Development		
Designing		
App Development		
Game Development		

Category Title:

Select Image: Choose File No file chosen
accept("jpg, png, jpeg") files are allowed

SAVE

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Select Course Name: **SEARCH**

First Name	Last Name	Email	Enroll Date
palak	kakkar	palakkakkar96@gmail.com	2019-10-22

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Will Python overtake Java to Become the Most Used Programming Language?	But, before you jump the gun and decide to sideways with any one of the teams Python or Java it is important you understand how they are different from each other, and probably this difference will also help point out why one is better than the other	Programming			
Golden Tips to Learn Any Programming Language Faster	Learning a new programming language is never an easy task for anyone. You have to go through a lot of new concepts, resources, and tools and work on them for the first time. In this article, I will be giving some important tips that every programmer	Programming			
Top 5 Highest Paying Programming Languages of 2019	Programming is one of the highest paying jobs out there. It is something you can't master by just by learning a book or two. In order to become a good programmer, you will have to focus on the core concepts and keep practicing until you make it	Programming			

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Testing

Why testing is done ?

Testing is the process of running a system with the intention of finding errors. Testing enhances the integrity of a system by detecting deviations in design and errors in the system. Testing aims at detecting error-prone areas. This helps in the prevention of errors in a system. Testing also adds value to the product by confirming to the user requirements.

Testing Principles

- To discover as yet undiscovered errors.
- All tests should be traceable to customer's requirement.
- Tests should be planned long before the testing actually begins.
- Testing should begin "in the small" & progress towards "testing in the large".
- Exhaustive Testing is not possible.

Testing Objectives

- Testing is a process of executing a program with the intent of finding errors.
- A good test case is one that has a high probability of finding an as yet undiscovered error.
- A successful test is one that uncovers an as yet undiscovered error.

Kinds of Testing:

- Black Box Testing- Not based on any knowledge of internal designs or code. Tests are based on requirements and functionality.
- White Box Testing- Based on the knowledge of the internal logic of an application's code. Tests are based on coverage of code statements, branches, paths and functions.

Validate your HTML/CSS, if you are optimizing your site for Search engines then HTML/CSS validation is very important. Mainly validate the site for HTML syntax errors. Check if site is crawlable by different search engines.

Let's have first web testing checklist. 1) Functionality Testing

2) Interface testing

3) Compatibility testing

4) Security testing

1) Functionality Testing:

Test for – all the links in web pages, database connection, forms used in the web pages for submitting or getting information from user, Cookie testing.

- Test the outgoing links from all the pages from specific domain under test.
- Test all internal links.
- Test links jumping on the same pages.
- Test links used to send the email to admin or other users from webpages.
- Test to check if there are any orphan pages.
- Lastly in link checking, check for broken links in all above-mentioned links.

Database testing:

Data consistency is very important in web application. Check for data integrity and errors while you edit, delete, modify the forms or do any DB related functionality. Check if all the database queries are executing correctly, data is retrieved correctly and also updated correctly. More on database testing could be load on DB, we will address this in web load or performance testing below.

2) Interface Testing:

The main interfaces are:

Web Server and application server interface

Application Server and Database server interface.

- Check if all the interactions between these servers are executed Properly. Errors are handled properly. If database or web serve returns any error message for any query by application server the application server should catch and display these error message appropriately to users.

- **CompatibilityTesting:**

Compatibility of your web site is very important testing aspect. See which compatibility test to be executed:

- Browser compatibility
- Operating system compatibility
- Mobile browsing
- Printing options

4) Security Testing:

- Test the CAPTCHA for automated scripts logins
- If you are logged in using username and password and browsing

internal pages then try changing url options directly. I.e. If you are checking some publisher site statistics with publisher site ID= 123.

Try directly changing the url site ID parameter to different site ID which is not related to logged in user. Access should be denied for this user to view others stats. Web directories or files should not be accessible directly unless given download option.

MAINTENANCE

Once the software is delivered and developed , then maintenance phase starts. Software requires maintenance because there are some residual errors remaining in the system that must be removed as they discovered. Maintenance involves understanding the existing software (code and related documents), understanding the effect of change, making the changes, testing the new changes, and retesting the old parts that were not changed. The complexity of the maintenance task makes maintenance the most costly activity in the life of software product.

It is believed that almost all software that is developed has residual errors, or bugs, in them. These errors need to be removed when discovered that leads to the software change. This is called Corrective Maintenance. Corrective maintenance means repairing, processing or performance failures or making alterations because of previously ill- defined problems.

Software undergoes change frequently even without bugs because the software must be upgraded and enhanced to include more features and provide more services. This also requires modification of the software. The changed software changes the environment, which in turn requires further change. This phenomenon is called the “law of software evaluation”.

Maintenance due to this phenomenon is called adaptive maintenance.

Adaptive maintenance means changing the program function. Perfect maintenance means enhancing the performance or modifying the programs according to the user's additional or changing needs. The keys to reduce the need for maintenance are:

1. More accurately defining the user's requirement during system development.
2. Preparation of system documentation in a better way.

Future Scope:

In this project we provides a platform for create courses which can be offered to the public. We provide tools which enable admin to create courses on topics of their choosing. Using course development tools they can upload video PDFs, files to create courses. It offers online instruction that can be delivered anytime and anywhere through a wide range of electronic learning solutions such as Web-based courseware. we also allow Student's to take part in quiz's

For the entire project there is always a scope of future enhancements. There are few enhancements which are pointed out in the proposed system. They are as follows:

- Adding new courses and Specializations
- Adding more quiz questions
- Students will given certificates according to the percentage range as specified by us.
- Students will get Engaged and interact with other users via online discussion boards.

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