

# **JAVA Learning Platform**

## **System Requirements:**

1. Application home page must have various options like theory, practical, assessments etc.
2. User can choose theory learning, practical learning & also participate in assessments.
3. User can pay via cash & online.
4. Premium user has various benefits like:
  - Company's competitive task access.
  - Video tutorials access.
  - Mentor assistance.
  - Project assistance.
5. Admin can upload video tutorial playlist as well as edit & remove any video.
6. Admin can manipulate theory module, assessment module & see the premium users.

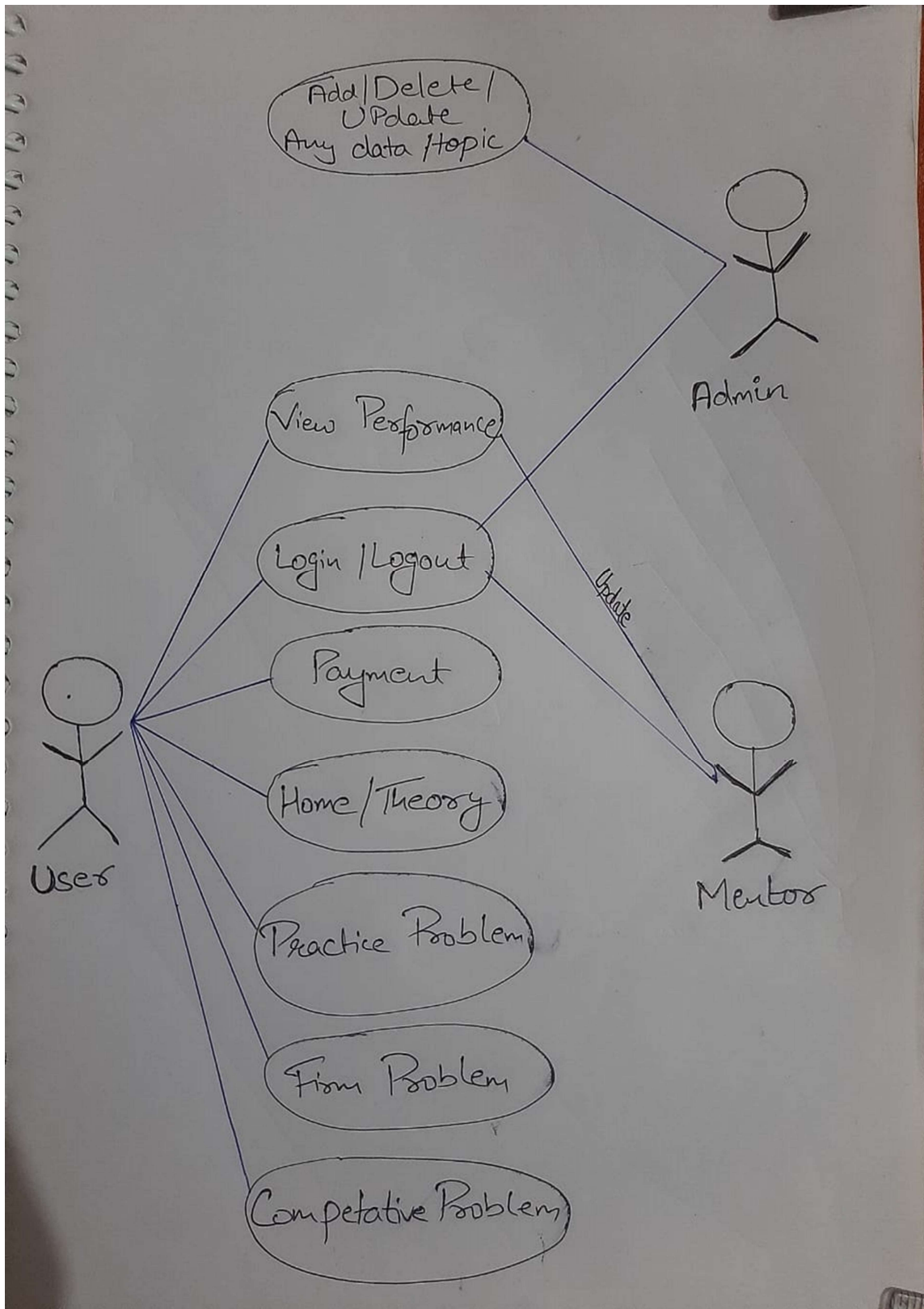
## Use case diagram:

Here are the main Actors in our system:

- **Admin:** Mainly responsible for adding and modifying theory module, assessment module & see the premium users etc.
- **User:** All users can get initially free access & premium user can access premium feature.
- **Mentor:** Mentor will connect to premium user via any digital medium and insert report to see the performance of user.
- **Firm-Client:** On telling the what type of problem firm want to solve by the users, admin can insert that task in company's task module for hiring purpose.

Here are the top use cases for Parking Lot:

- **Add/Remove/Edit:** To add, remove or modify application theory tutorial, assessments.
- **Add/Remove a premium user:** To add or remove a user after course duration.
- **Credit card payment:** To pay the ticket fee with credit card.
- **Add/Modify premium rate:** To allow admin to add or modify the premium rate.

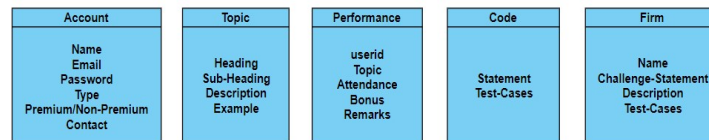


Use Case Diagram

## Class diagram:

Here are the main classes of our Parking Lot System:

- **Topic:** We will have topic class for theory.
- **Account:** We will have three types of accounts in the system: one for an Admin, User & Mentor.
- **Payment:** This class will be responsible for making payments. The system will support credit card & any online payment.
- **Performance:** This class use to evaluate user's performance.
- **Code:** This class use to insert practice problems.



Class Diagram

# Home Page



## JAVA

Java is a programming language.  
Java is used to develop mobile apps, web apps, desktop apps, games and much more.  
Java is an object oriented language and some concepts may be new.  
Take breaks when needed, and go over the examples as many times as needed.  
Go to the theory for basic learning of java.



Lecture