



SYNOPSIS
ON
E-Learning

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INTRODUCTION

E-learning refers to a learning system that we can obtain through internet using an electronic device to facilitate learning anytime and anywhere.

Now that affordable e-learning solutions exist for both computers and internet, it only takes a good e-learning tool for education to be facilitated from virtually anywhere. Technology has advanced so much that the geographical gap is bridged with the use of tools that make you feel as if you are inside the classroom. E-learning offers the ability to share material in all kinds of formats such as videos, slideshows, word documents, and PDFs. Conducting webinars (live online classes) and communicating with professors .

*** Conducting webinars (live online classes) and communicating with professors via chat and message forums is also an option available to users. There is a plethora of different e-learning systems (otherwise known as Learning Management Systems, or LMSs for short) and methods, which allow for courses to be delivered.**

EXISTING SYSTEM

There are many E-learning platform arises during this Covid-19 pandemic when it not possible for students to be in physical mode.

Some of the websites of e learning helps the students in their studies and cover their whole course curriculum.

These websites use more cookies and make our device less optimize.

Existing websites of various e learning platforms:-

- ⇒ Unacademy
- ⇒ Udemy
- ⇒ GreatLearning
- ⇒ BYJU'S

USE OF THE PROJECT

>>E-Learning has a vast amount of uses across all sectors of society and the available examples of e-learning being used effectively are plentiful.

>>In this project, I am building an Online learning website . This website consists of various types of courses, learning videos lectures content is there.

>>Also the website consist of all types of login methods possible.

For example:- login with OTP, login with gmail etc. Using Google's Firebase Authentication service.

>>The website also store some data in real-time database service of Google's firebase realtime database service.

Feasibility of Project

We are making this site feasible to work all functionality as expected by user by using the technology of Full Stack, google firebase, and some in-built properties.

Technical Feasibility= To deploy the website, the only technical aspects needed are any operating environment with internet browser and internet connection.

Economic Feasibility= The project is economically feasible as the only cost involved is having a computer with the minimum requirements mentioned further in synopsis. For the users to access the website, the only cost involved will be getting access to internet.

Behavioral Feasibility= The website requires no special guidance and all the views available in website are self-explanatory. The users are well guided with warnings and Failures messages for all actions taken.

Github Link For Code:-

<https://github.com/ritikgupta2109/Mini-Project-1-E-Learning.git>

FUNCTIONAL SPECIFICATION

- Home Page
- Authentication :- SignUp and SignIn
Using Firebase
- Forgot password
- Add courses to account
- Modify courses to account
- Delete courses from account

Software Specification:

- Technology Implement:
FullStack , Node.js
- Language Used :
HTML,CSS,JS,
Firebase,BOOTSTRAP
- Database: Firebase
- User Interface Design
- Web Browser:
Chrome/Microsoft
Edge/Google Firefox
browser

Hardware Requirements:

- Processor : intel i5
- Operating System :
Windows 8/9/10/11
- RAM : 4+GB
- Hardware Devices :
Computer System
- Hard disk: 64GB
- Display : Monitor

FUTURE SCOPE

E learning has rapidly evolved from a thing of the future to a practical approach towards education. It will continue to be an extremely useful classroom teaching tool as well as self-study platform. With the rise of virtual reality technology and augment reality solutions, experimental subjects, skill-based learning and military training will come to depend more heavily on e-learning solutions. Various education technology providers are also hinting towards the rise of mobile learning solutions (also known as m learning) as the advanced stage of education technology in future. i phone and face time based online tutoring has also become popular and is being termed as ilearning platform.

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