1.Introduction

The use of E-Learning technology in higher education institutions is no longer an option but has become a necessity. In an era known as the society of technology and knowledge, where lifelong learning is a way of life, it is important that educational institutions have as a priority the goal of finding effective ways of providing new learning opportunities according to their environment, student characteristics, teacher training, economic crisis and advancing technology in an effort to make learning more efficient, equitable and innovative in higher education.

Normally it has been practised in higher education and corporate and occupational training contexts as a part of lifelong learning. However, with the emergence of new open and mobile platforms and web apps, a range of possibilities has opened to facilitate teaching and learning processes in fully on-site or blended environments. As a result, e-learning has been implemented in all educational systems, transcending the traditional idea of distance education.

1.1 Overview

It is difficult to find time for the training necessary to gain new skills and boost your productivity. With **Educa** you're able to learn at a pace that is comfortable for you. **Educa** is a powerful Learning Management System implementing the latest trends in e-learning. E-Learning is learning utilizing electronic technologies to access educational curriculum outside of a traditional classroom. In most cases, it refers to a course, or program delivered completely online. We define eLearning as courses that are specifically delivered via the internet to somewhere other than the classroom where the professor is teaching. E-Learning has been proven to be a successful method of training and education is becoming a way of life for many citizens in India and across the World. Educa Publisher is a professional team development environment for the rapid development of e-courses by their own.

Any Person who wants to gain new skills can join Educa. A Person/Student/Learner has to fill up registration form which is absolutely Free. Once Learner registers successfully, they will get UserID/Email and Password for login into Student/Learner Panel. After login they can buy any course as per their choice or requirement which is available in Educa. They can watch purchased video courses online and can submit their feedback. As well they can update their profile and can change password. Admin of this system will upload new courses which will be available for everyone. Admin can delete or edit student/learner details. Admin can modify course details and can check sells report.

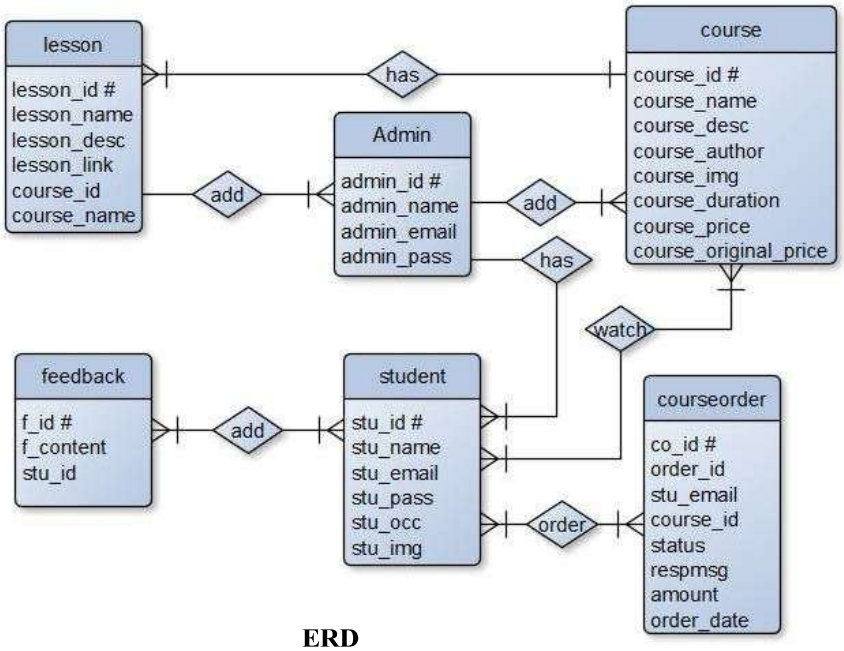
1.2 Objectives

A flexible web-based learning experience allows you to go through a guided curriculum or choose lessons on an as-needed basis. Following are the main objectives:-

- Ability to recall previously learned material – Students/learners can watch video courses as many times as they need. If they forgot something during the course they can come back and watch that specific part anytime.
- Creative way to present lesson – It is very creative way to present lectures. It will surely enhance teaching ability of tutor.
- Low Cost – As nobody needs to travel or rent anything so it's very cost efficient.
- High Quality – As tutor do not has time boundation so he can teach in his own comfort time.
- Learn anytime from anywhere – Students/Learners can start learning anytime from anywhere they just required internet connection with a compatible device.
- Improve course quality according to learner's feedback – Tutor can improve their course as per student's feedback. It will help tutor to improve their ability to teach.
- Earn Money Online– As courses are paid so we can say it's an online teaching business which has no boundaries means students/learners can join from across the world so this system can make good business with good quality.

1.3 Entity Relationship Diagram (ER-Diagram)

An Entity Relationship Diagram (ERD) is a visual representation of different entities within a system and how they relate to each other. Entity relationship diagrams are used in software engineering during the planning stages of the software project. They help to identify different system elements and their relationships with each other.

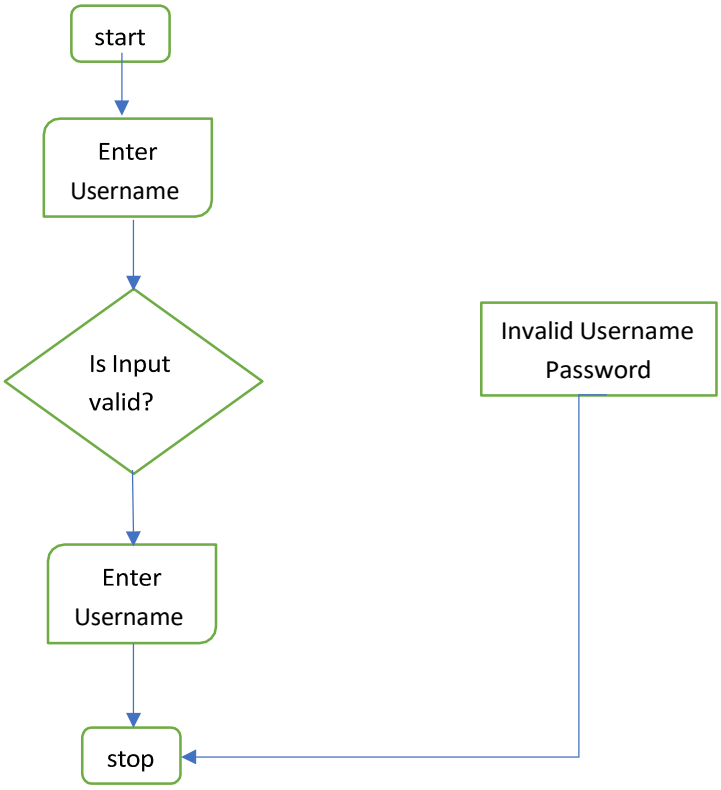


ERD

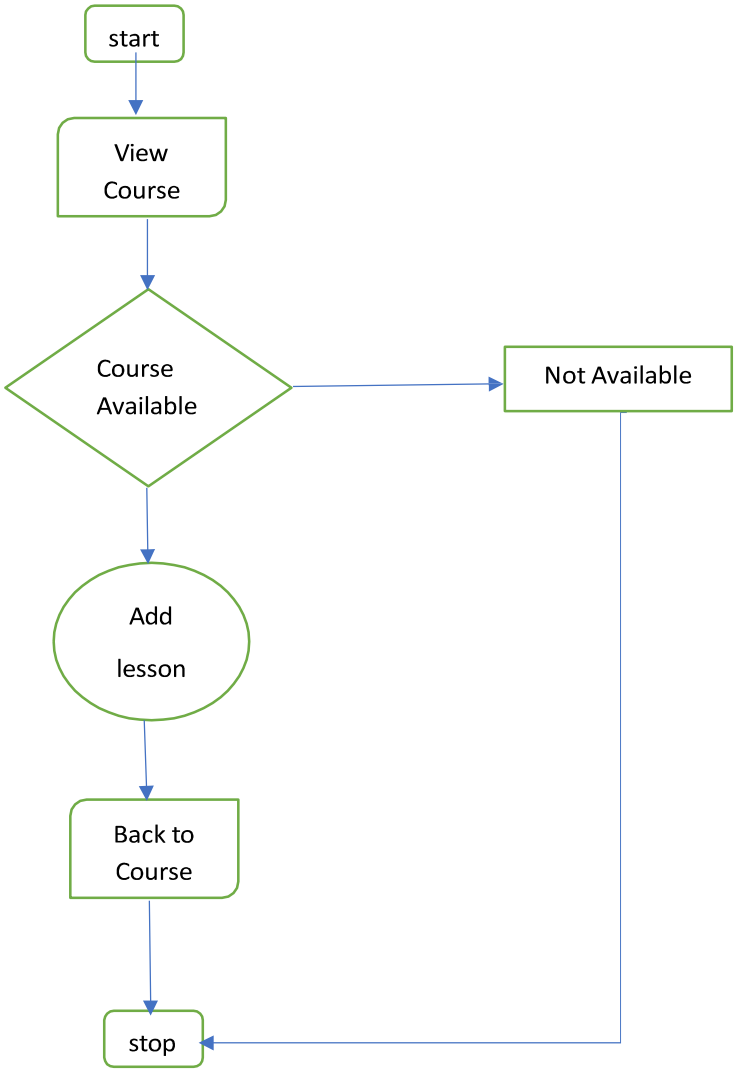
1.4 Flow Chart

A flowchart is a diagram that depicts a process, system or computer algorithm. They are widely used in multiple fields to document, study, plan, improve and communicate often complex processes in clear, easy-to-understand diagrams. Flowcharts, sometimes spelled as flow charts, use rectangles, ovals, diamonds and potentially numerous other shapes to define the type of step, along with connecting arrows to define flow and sequence.

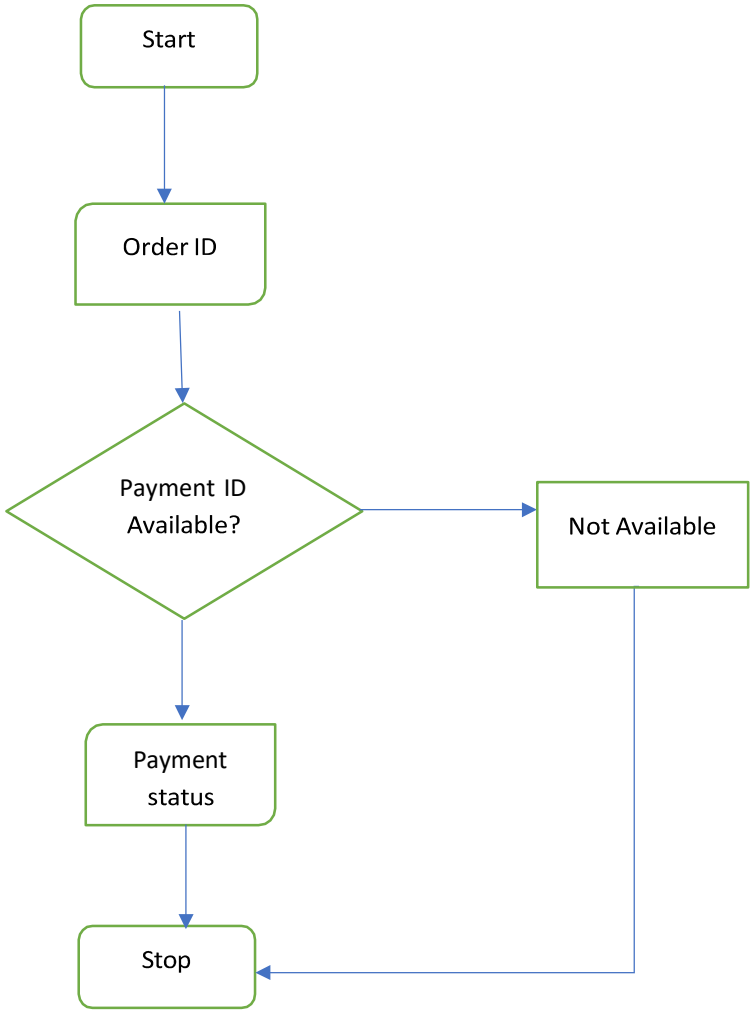
- **Login**



- **Add Lesson**


start
View Course
Course Available
Not Available
Add lesson
Back to Course
stop

- **Payment Status**



1.5 Data Dictionary

A data dictionary contains a list of all files in the database, the number of records in each file, and the names and types of each field. Most database management systems keep the data dictionary hidden from users to prevent them from accidentally destroying its contents. For most relational database management systems (RDBMS), the database management system software needs the data dictionary to access the data within a database. For example, the MySQL Database software has to read and write to an MySQL Database. However, it can only do this via the data dictionary created for that particular database.

Table Name: Admin (Stores Admin Detail)

Attribute	Data Type	Description
admin_id #	int(11)	Stores Admin ID
admin_name	varchar(255)	Stores Admin Name
admin_email	varchar(255)	Stores Admin Email ID
admin_pass	varchar(255)	Stores Admin Password

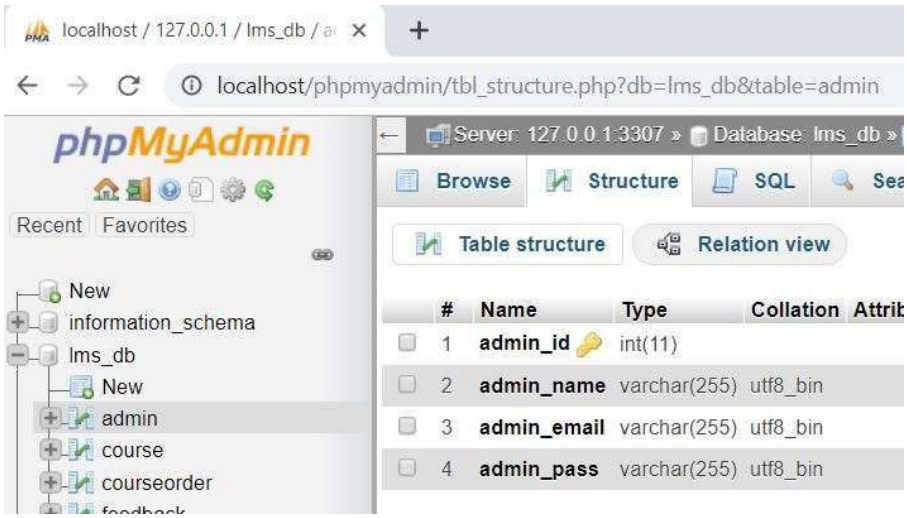


Table Name: Student (Stores Student Detail)

Attribute	Data Type	Description
stu_id #	int(11)	Stores student ID
stu_name	varchar(255)	Stores student Name
stu_email	varchar(255)	Stores student Email ID
stu_pass	varchar(255)	Stores student Password
stu_occ	varchar(255)	Stores student occupation
stu_img	text	Stores student profile picture

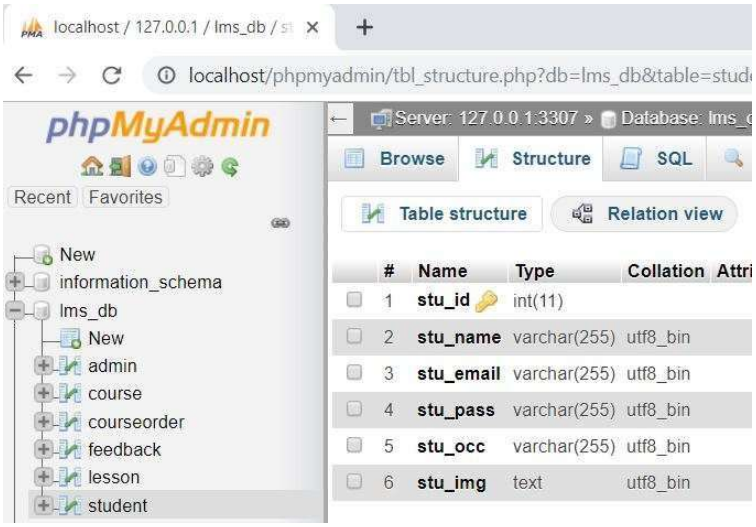


Table Name: Feedback (Stores Feedback Detail)

Attribute	Data Type	Description
f_id #	int(11)	Stores Feedback ID
f_content	text	Stores Feedback content
stu_id	int(11)	Stores Student ID

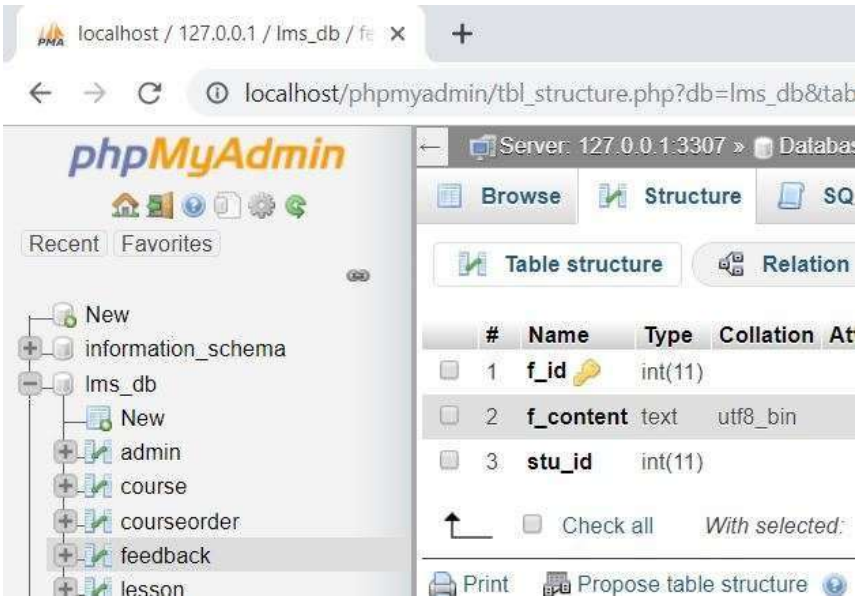


Table Name: course (Stores Course Detail)

Attribute	Data Type	Description
course_id #	int(11)	Stores Course ID
course_name	text	Stores course Name
course_desc	text	Stores course description
course_author	varchar(255)	Stores course author/instructor
course_img	text	Stores course display picture
course_duration	text	Stores course duration
course_price	int(11)	Stores course selling price
course_original_price	int(11)	Stores course original price

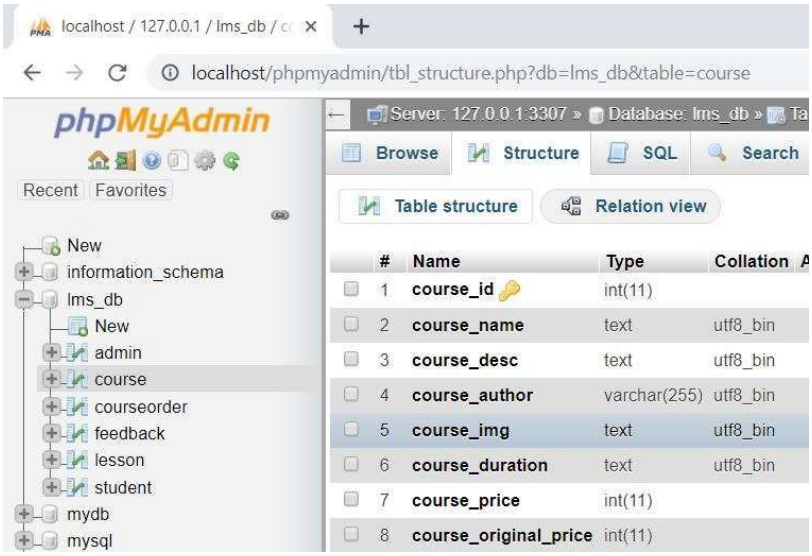


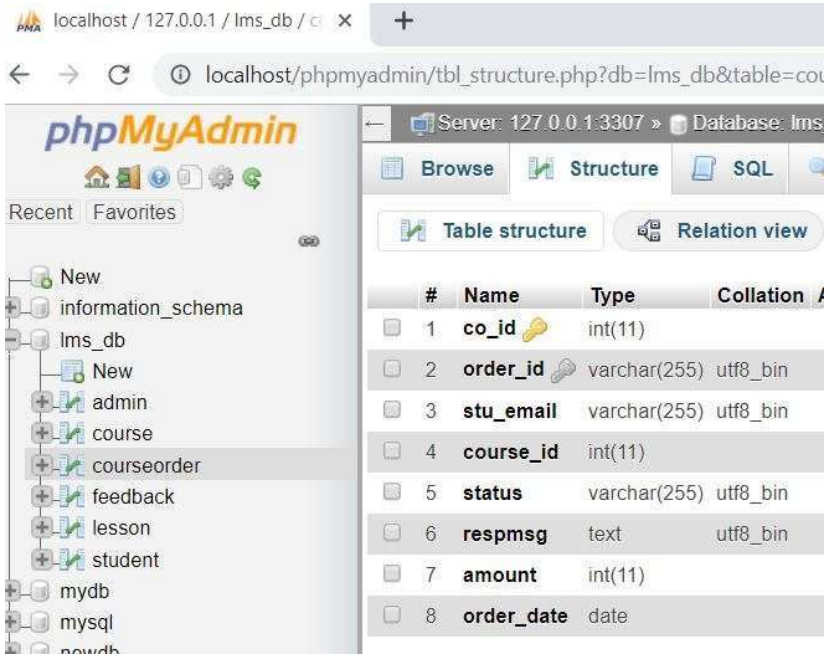
Table Name: Lesson (Stores Lesson Detail)

Attribute	Data Type	Description
lesson_id #	int(11)	Stores Lesson ID
lesson_name	text	Stores Lesson name
lesson_desc	text	Stores lesson description
lesson_link	text	Stores lesson video link/video file
course_id	int(11)	Stores course ID
course_name	text	Stores course Name

Table Name: courseorder (Stores Course order Detail)

Attribute	Data Type	Description
co_id #	int(11)	Stores course order ID
order_id	varchar(255)	Stores Order ID (Random)
stu_email	varchar(255)	Stores student email id
course_id	int(11)	Stores course id
status	varchar(255)	Stores payment status
respmsg	text	Stores payment response msg

amount	int(11)	Stores course amount
order_date	date	Stores purchase date



1.6 User Interface Design

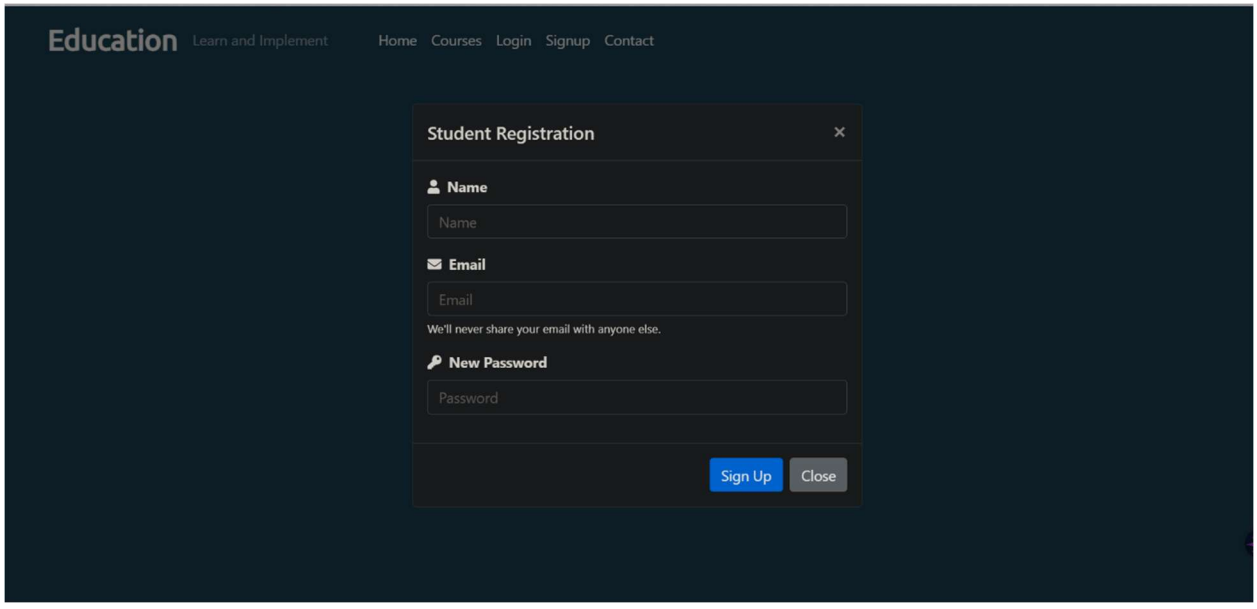
User interface design is concerned with the dialogue between a user and the computer. It is concerned with everything from starting the system or logging into the system to the eventually presentation of desired inputs and outputs. The overall flow of screens and messages is called a dialogue.

- It should be attractive and simple to use.
- The system user should always be aware of what to do next.
- Messages, instruction and information should be displayed long enough to allow the system user to read them.
- An user should not be allowed to proceed without correcting an error.
- An user should never get an fatal error instead provide them understanble errors.

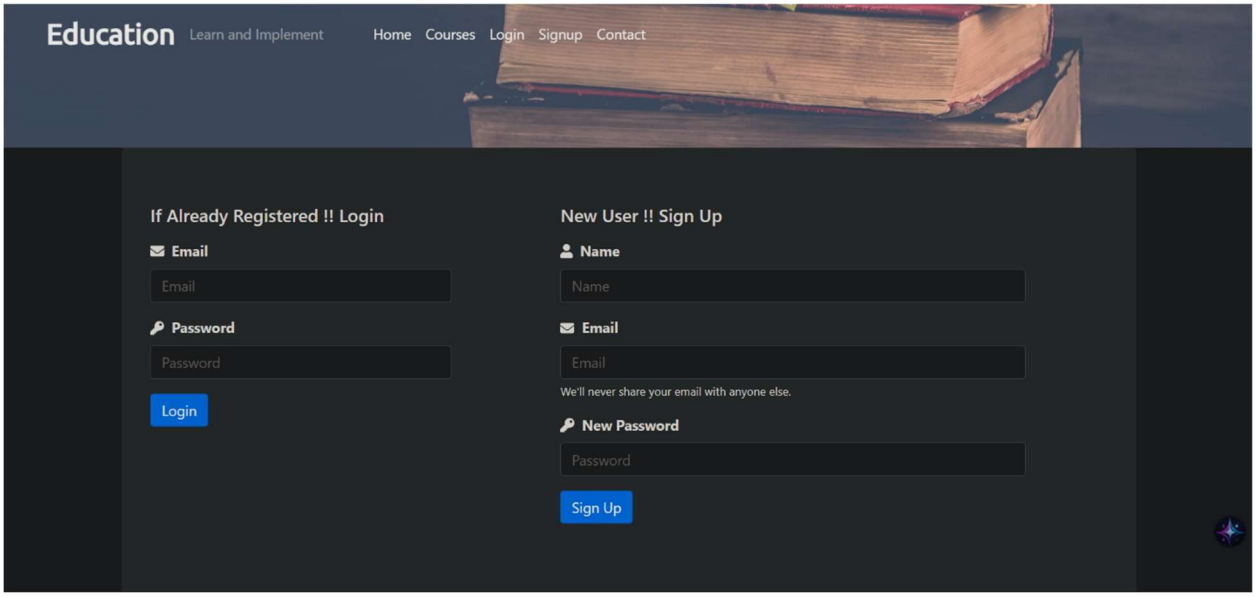
2.Input And Output Snapshots

The Software Design Description Document has been used as input in the implementation process. The actual implementation has been done using PHP. PHP has been used to interact with the backend database. In this implementation, My SQL Server has been used as the backend RDBMS. PHP processes the inputs or commands given by the user and translates them in the commands understandable to the backend database. The output produced by the backend database is also handled by PHP which then displayed on the Browser screen.

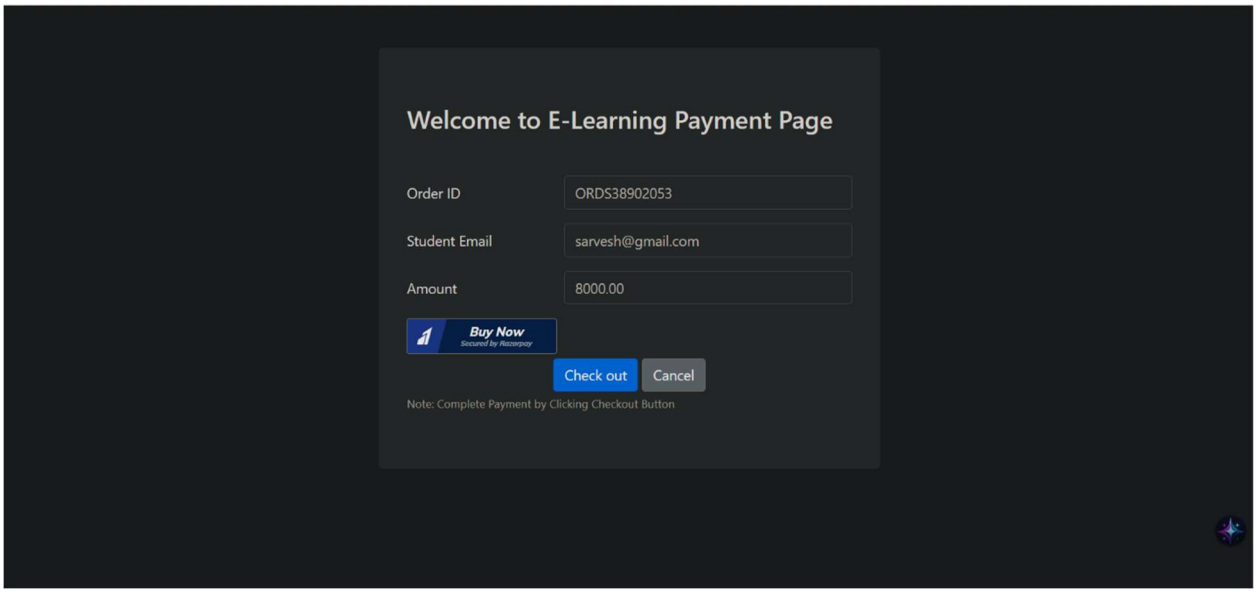
Student Registration

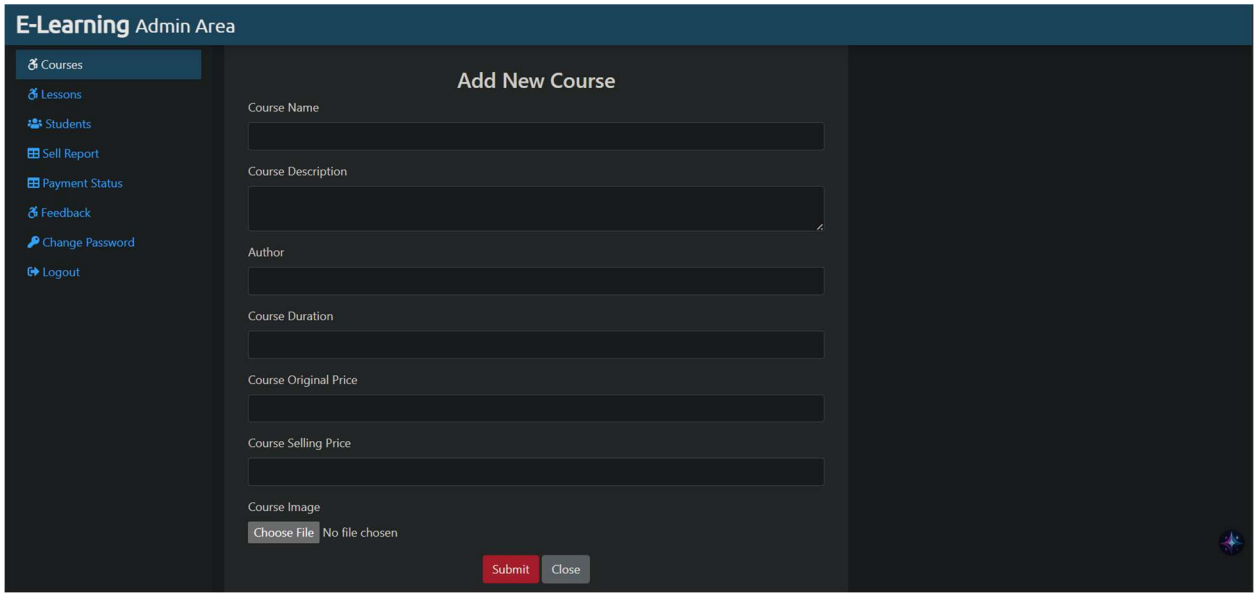


Login Or Signup Page

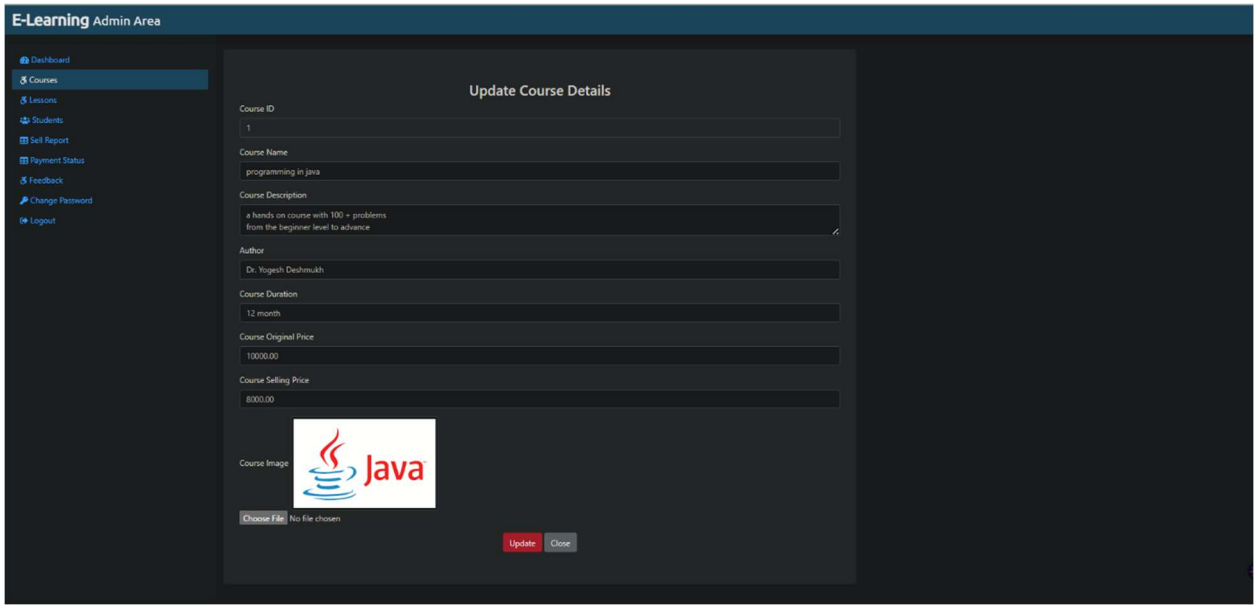


Payment Page

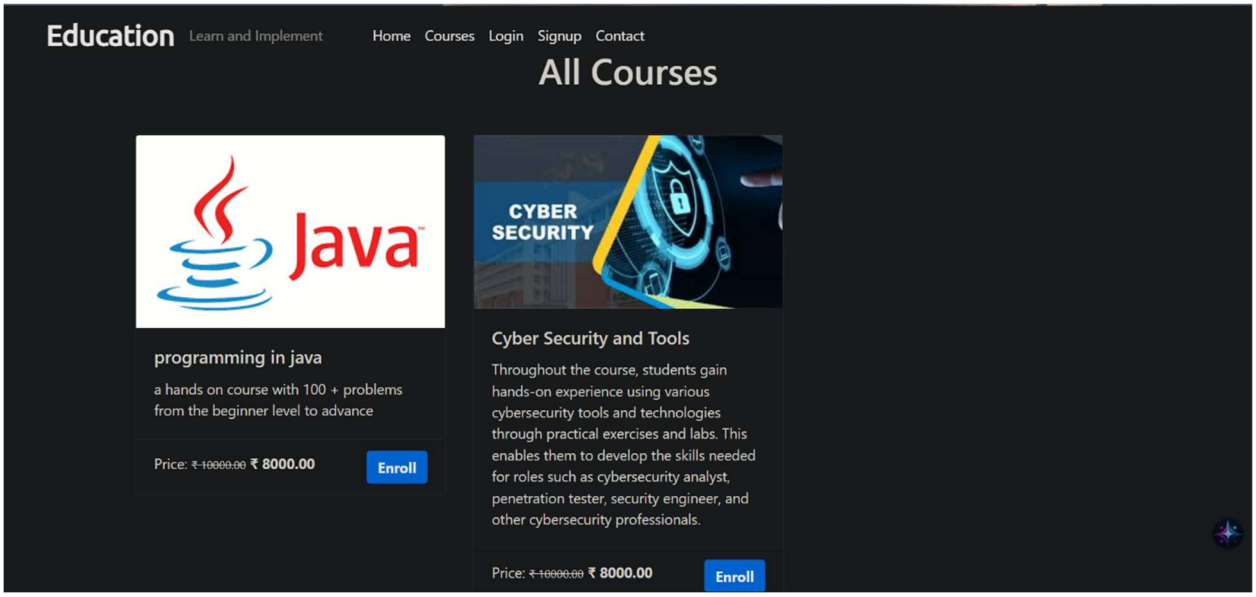




Add Course page



Update Course page



Courses Page