

E-LEARNING MANAGEMENT SYSTEM

A PROJECT REPORT

Submitted by

SELVA J (24MCR095)

SIVASUBRAMANIAN S (24MCR104)

VASHANTHAKUMAR K S (24MCR124)

in partial fulfilment of the requirements

for the award of the degree

of

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KONGU ENGINEERING COLLEGE**(Autonomous)****PERUNDURAI, ERODE – 638 060****December 2024****BONAFIDE CERTIFICATE**

This is to certify that the project report entitled “**E-LEARNING MANAGEMENT SYSTEM**” is the bonafide record of project work done **SELVA J (24MCR095)**, **SIVASUBRAMANIAN S (24MCR104)**, **VASHANTHAKUMAR K S (24MCR124)** in partial fulfilment of the requirements for the award of the Degree of Master of Computer Applications of Anna University, Chennai during the year 2024-2025.

SUPERVISOR**HEAD OF THE DEPARTMENT****(Signature with seal)****Date:**

Submitted for the end semester viva voce examination held on _____

INTERNAL EXAMINER**EXTERNAL EXAMINER**

DECLARATION

We affirm that the project report entitled “**E-LEARNING MANAGEMENT SYSTEM**” being submitted in partial fulfilment of the requirements for the award of Master of Computer Applications is the original work carried out by us. It has not formed the part of any other project report or dissertation on the basis of which a degree or award was conferred on an earlier occasion on this or any other candidates.

Date

(Signature of the candidate)

SELVA J

(Reg.No.24MCR095)

SIVASUBRAMANIAN S

(Reg.No. 24MCR104)

VASHANTHAKUMAR K S

(Reg.No.24MCR124)

I certify that the declaration made by the above candidate(s) is true to the best of my knowledge.

Date:

Name and Signature of the Supervisor

[Dr. A. Tamilarasi]

ABSTRACT

The E-Learning Management System is an integrated platform designed to facilitate online education and enhance the learning experience for students and educators. It provides a comprehensive suite of tools for managing courses, content delivery, assessments, and communication within virtual learning environments.

The system allows educators to upload course materials, track student progress, and administer quizzes and assignments, while students can access lessons, submit assignments, participate in discussions, and monitor their performance in real time. ELMS incorporates features such as user-friendly interfaces, real-time feedback, and scalability to support both small and large educational institutions. With the rise of remote learning, ELMS offers a flexible and efficient solution to traditional classroom-based education, enabling asynchronous learning, collaboration, and a personalized learning journey.

It enables learners to access course materials, interact with instructors and peers, and track their progress, often from any location and at any time. The system typically includes features such as Learning Management Systems (LMS), multimedia content (videos, quizzes, readings), and interactive tools (forums, chat, and video conferencing) to enhance the learning experience. Include features such as quizzes, forums, videos, gamification, and other interactive tools to engage students and promote active learning.

The platform is developed using a combination of HTML, CSS, and JavaScript for the frontend to create a responsive and dynamic user interface, while PHP and MySQL are used for the backend to manage user data, content, and system functionalities.

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LIST OF ABBREVIATIONS

ABBREVIATION	EXPANSION
API	Application Programming Interface
DOM	Document Object Model
MYSQL	MY Structured Query
HTML	Hypertext Markup Language
JS	JavaScript
PHP	Hypertext Preprocessor
RDMS	Relational Database Management System
UI	User Interface

CHAPTER 1

INTRODUCTION

1.1 ABOUT THE PROJECT

This project presents the design and implementation of an interactive E-Learning platform aimed at providing an effective and engaging environment for online education. The platform is developed using a combination of HTML, CSS, and JavaScript for the frontend to create a responsive and dynamic user interface, while PHP and MySQL are used for the backend to manage user data. Key features of the platform include personalized user profiles, a secure login and registration system, comprehensive course management, and interactive quizzes to enhance learning outcomes

1.2 OBJECTIVE

The objectives of our project are designed to :

- ❖ Enable learners to access courses and materials at their own pace, accommodating different schedules and learning styles, and supporting asynchronous learning.
- ❖ Include features such as quizzes, forums, videos, gamification, and other interactive tools to engage students and promote active learning.
- ❖ Enable social learning through features like discussion boards, group work, peer reviews, and instructor-led webinars, encouraging interaction between learners and educators.
- ❖ Reduce the costs of traditional education (e.g., travel, physical materials, and venue rentals) by providing digital resources that are often cheaper to produce and maintain.
- ❖ Support lifelong learning by offering courses for all levels and areas, from basic skills to advanced topics, catering to learners of all ages.

1.3 PROBLEM STATEMENT

Despite the increasing demand for flexible, accessible, and personalized learning experiences, many traditional educational systems and current online learning platforms fail to meet the diverse needs of modern learners. Key challenges include:

- ❖ Many learners are unable to access quality educational resources due to geographical, financial, or technological constraints, particularly in underserved regions or developing countries.
- ❖ Existing platforms often offer a one-size-fits-all approach, which does not account for the diverse learning preferences, paces, or specific needs of individual learners, leading to lower engagement and retention.
- ❖ Educators and learners often lack tools to effectively track progress, identify areas of improvement, and provide targeted feedback, resulting in missed opportunities for personalized interventions.

1.4 BACKGROUND

E-Learning platforms have evolved significantly over the past few decades, driven by advances in technology, the internet, and the increasing demand for flexible, accessible education. Beginning with early computer-based learning systems in the 1960s, online education gained momentum in the late 1990s with the rise of Learning Management Systems (LMS) that allowed institutions to deliver courses remotely. The emergence of Massive Open Online Courses (MOOCs) in the 2010s further democratized education by offering courses from top universities to a global audience.

EXISTING SYSTEM

The existing system of eLearning platforms integrates a variety of tools and technologies to deliver, manage, and assess online education. Central to most platforms is a Learning Management System (LMS) that organizes course content, assignments, and assessments while tracking learner progress. These platforms often include features like video lectures, interactive quizzes, discussion forums, and collaboration tools such as chat and video conferencing to foster communication between learners and instructors. Additionally, modern systems incorporate personalized learning paths powered by AI, enabling adaptive learning experiences based on individual progress. Analytics and reporting tools provide real-time insights into learner performance, while cloud-based infrastructure ensures scalability and accessibility.

1.5.1 DRAWBACKS OF EXISTING SYSTEM

- ❖ While some platforms offer adaptive learning features, many systems still lack sufficient personalization to cater to diverse learning styles, paces, or specific learner needs
- ❖ Traditional eLearning platforms often rely on passive content delivery (e.g., videos, lectures), which can lead to lower engagement and completion rates
- ❖ Many eLearning platforms require stable internet connections and updated devices, which can be a barrier in regions with limited infrastructure or for learners with outdated technology.
- ❖ While some platforms include forums or chat features, many eLearning systems still lack meaningful opportunities for peer-to-peer interaction, collaboration, and networking

1.6 PROPOSED WORK

Personalized Learning Paths: Implement adaptive learning algorithms that tailor content to individual learning styles, progress, and needs. This would help learners engage more effectively and improve retention by providing a customized experience that matches their pace and knowledge level. **Interactive and Engaging Content:** Enhance learner engagement through the use of interactive elements such as quizzes, simulations, gamification, and multimedia-rich content (videos, podcasts, and infographics). Incorporating game-like elements, such as badges, leaderboards, and challenges, can increase motivation and completion rates.

Mobile and Offline Learning: Ensure the platform is fully optimized for mobile devices, allowing learners to access courses on-the-go. Additionally, providing offline access to course materials would enable learners with limited internet connectivity to continue their education without disruptions. **Real-World Application and Practical Learning:** Integrate hands-on, project-based learning and case studies to bridge the gap between theoretical knowledge and real-world applications. Virtual labs, simulations, and industry collaboration could be included to make the learning experience more practical and relevant. **Advanced Assessment and Analytics:** Integrate advanced assessment tools that go beyond simple quizzes, including project evaluations, peer assessments, and competency-based assessments.

SUMMARY

An eLearning system is an online platform designed to facilitate education and training through digital tools and resources. It enables learners to access course materials, interact with instructors and peers, and track their progress, often from any location and at any time. The system typically includes features such as Learning Management Systems (LMS), multimedia content (videos, quizzes, readings), and interactive tools (chat, and video conferencing) to enhance the learning experience.

CHAPTER 2

SYSTEM ANALYSIS

2.1 OBJECTIVE

System analysis is a process of collecting and interpreting facts, identifying the problems and decomposition of a system into its components. System analysis is conducted for the purpose of studying a system or its parts, in order to identify its objectives. It is a problem-solving technique that improves the system and ensures that all the components of the system work efficiently to accomplish their purpose. Analysis specifies what the system should do.

2.2 IDENTIFICATION OF NEED

The identification of needs in an eLearning system involves understanding the diverse requirements of learners, instructors, and institutions to create an effective and engaging platform. Key needs include personalization through adaptive learning paths to cater to different learning styles, enhanced engagement through interactive content and gamification, and accessibility features that ensure the platform is usable across various devices and for users with disabilities. Additionally, the system must provide real-time feedback and support, scalability to handle increasing user numbers, and collaborative tools to foster peer interaction. Effective assessment methods, strong data security to protect privacy, and integration with third-party tools are also crucial for delivering a comprehensive and trustworthy learning experience. Addressing these needs ensures the platform can provide a flexible, inclusive, and motivating environment for all users.

2.3 FEASIBILITY STUDY

The feasibility of an eLearning system involves evaluating its technical, economic, operational, legal, and social aspects to ensure its successful development and implementation. Technically, the system must support various devices, integrate with third-party tools, and be scalable to handle high traffic. Economically, it should be financially viable, with a clear return on investment through monetization models like subscriptions or

certifications. Operational feasibility assesses the resources and skills needed to manage the platform, while legal feasibility ensures compliance with data privacy regulations and accessibility standards. Additionally, market feasibility involves understanding the target audience's needs and willingness to adopt the platform, and social feasibility considers the cultural and regional relevance of the content.

The feasibility study mainly concentrates on three areas

- Technical Feasibility
- Operational Feasibility
- Economic Feasibility

2.3.1 Technical Feasibility

This involves ensuring that the required infrastructure, tools, and technologies are available to build and maintain the system. It includes evaluating the scalability of the platform, its compatibility with various devices (PCs, tablets, smartphones), the use of cloud-based systems for storage and delivery, integration with third-party tools (e.g., video conferencing, document sharing), and support for different media formats. The system should be robust enough to handle high traffic volumes and offer a seamless user experience.

2.3.2 Operational Feasibility

This looks at the ability to implement and manage the eLearning system within an organization or institution. It includes evaluating the skill sets needed to operate and maintain the platform (e.g., IT staff, content creators, instructional designers), the availability of resources to train instructors and users, and the system's adaptability to the needs of both learners and instructors. The platform should integrate smoothly with existing workflows and educational practices.

2.3.3 Economic Feasibility

The financial viability of the eLearning system must be carefully assessed, including the costs of development, infrastructure, content creation, and ongoing maintenance. This includes evaluating the potential return on investment (ROI) through revenue generation (e.g., paid courses, subscriptions, or certifications) and considering long-term sustainability. Funding sources or budget allocation must be identified to ensure that the platform can be developed and sustained effectively.

2.4 SYSTEM REQUIREMENTS

System requirements is a set of documentation that describes the behaviour and features of a software or system. It comprises of various elements that attempt to characterize the functionality needed by the client to satisfy their users. In other words, the system requirements document(SRD) describes the system-level performance and functional requirements for a system.

2.4.1 Software Specification

Front end	:	HTML, CSS JavaScript
Back end	:	PHP
Database	:	MySQL
Editor	:	Visual Studio

This section gives the details and specification of the software on which the system expected development environment. Software requirements can also be a non-functional, it can be a performance requirement.

2.4.2 Hardware Specification

Processor	:	Intel(R) Core(TM) i3
Hard Disk Capacity	:	1TB
Operating System	:	Windows 10
RAM	:	8GB

This section gives the details and specification of the hardware on which the system predictable to work. A hardware requirements list is often accompanied by a hardware compatibility list especially in case of operating systems.

2.5 SOFTWARE DESCRIPTION

What is Javascript?

In developing an eLearning platform using HTML, CSS, and JavaScript, HTML provides the structural foundation by organizing content such as course materials, user registration forms, and navigation elements. CSS is used to enhance the visual appeal and ensure the platform is responsive, adapting to various devices through layout management, typography, and interactive elements like buttons and links. JavaScript adds interactivity and dynamic features, such as validating forms, enabling interactive quizzes, tracking course progress, and providing real-time functionalities like user authentication and chat features. Together, these technologies enable a user-friendly, engaging, and responsive eLearning platform that enhances the overall learning experience.

Advantages and Limitations (Pros and Cons)

- ❖ Makes use of the JavaScript structure known as virtual DOM. Since JavaScript's virtual DOM is quicker than the conventional DOM, this will boost the speed of programs.
- ❖ Can be used with various systems and on both client and server sides is commendable.
- ❖ Components and identify trends make larger apps easier to manage by increasing clarity.

Limitations

- ❖ Only addresses the app's angle and distance; as a result, additional techniques must be selected if you want a full collection of development tools.
- ❖ Employs inline scripting and JSX, which some programmers might find uncomfortable.

MYSQL Definition

A database is a separate application that stores a collection of data. Each database has one or more distinct APIs for creating, accessing, managing, searching and replicating the data it holds. Other kinds of data stores can be used, such as files on the file system or large hash tables in memory but data fetching and writing would not be so fast and easy with those types of systems.

So nowadays, we use relational database management systems (RDBMS) to store and manage huge volume of data. This is called relational database because all the data is stored into different tables and relations are established using primary keys or other keys known as foreign keys.

MySQL Database

- ❖ MySQL is released under an open-source license. So, you have nothing to pay to use it.
- ❖ 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. ANGULAR. PERL, C. C++, JAVA, etc.
- ❖ MySQL works very quickly and works well even with large data sets.
- ❖ MySQL is very friendly to PHP, the most appreciated language for web development.

Back End

PHP

PHP (Hypertext Preprocessor) is a server-side scripting language commonly used in backend development to create dynamic and interactive web applications. It is embedded within HTML to handle tasks such as managing databases, processing form data, session handling, and generating dynamic page content based on user input.

PHP runs on the server, meaning it executes on the server before the web page is sent to the user's browser, making it ideal for handling complex operations, user authentication, and data management. It can interact with databases (like MySQL) to store and retrieve data, manage user sessions, and perform other essential backend tasks that make websites dynamic and functional.

Features of PHP

PHP offers several key features that make it a popular choice for backend web development.

These features include:

- ❖ **Server-Side Scripting:** PHP is a server-side language, meaning it runs on the server and processes data before sending it to the browser, allowing for dynamic content generation.
- ❖ **Ease of Integration:** PHP integrates easily with various databases, especially MySQL, making it ideal for data-driven applications such as content management systems (CMS) and e-commerce sites.
- ❖ **Cross-Platform Compatibility:** PHP can run on various operating systems such as Windows, Linux, and macOS, making it versatile and accessible for developers working across different environments.
- ❖ **Open Source and Free:** PHP is open-source, meaning it is free to use, and it has a large, active community that contributes to its continuous development, offering numerous resources and libraries.

SUMMARY

PHP is a popular server-side scripting language used in backend web development, known for its ease of integration with databases like MySQL and its ability to generate dynamic content. It is open-source, cross-platform, and highly scalable, making it suitable for a wide range of applications, from small websites to large, complex systems. PHP offers features such as robust error handling, session management, rich library support, and strong security measures. Its compatibility with HTML and JavaScript allows seamless integration for dynamic web applications. With a large community and extensive documentation, PHP remains a powerful tool for building data-driven, interactive websites.

CHAPTER 3

SYSTEM DESIGN

3.1 OBJECTIVE

This chapter gives a complete overview of the modules that are used in this System. Dataflow and ER diagram are also included as well as a system architecture diagram that illustrates the front end and back-end tools. It also includes a number of designs such as database, table, input and output design all of which will be thoroughly described.

3.2 OVERVIEW OF THE PROJECT

The following modules are provided in the project:

- Administrator Module
 - Admin Login
 - View assignments
 - Manage Details
 - Update, Delete user Details
 - View Teacher Details
 - View User Details

- Student Module
 - Registration
 - Login
 - Learn courses
 - Attend Quizzes
 - Certificate Generation
 - Views Lectures and Assessment
 - Chat with AI

- Teacher Module
 - Registration
 - Login
 - Posted the Assessment, Posted the Lectures
 - View the previous Assessment
 - View the previous Lectures

3.3 MODULE DESCRIPTION

3.3.1 Administrator Login

The **Admin Module** of an eLearning platform is crucial for managing and overseeing the entire platform's operations. It empowers administrators with the necessary tools to manage users, courses, content, reports, and other administrative functions. Below is an outline of the core components and features of an **Admin Module** for an eLearning platform.

1. Admin Authentication (Login)

The admin must have secure access to the backend of the platform to perform administrative tasks. The login process verifies the administrator's identity to prevent unauthorized access.

2. Dashboard

The **Admin Dashboard** is the central hub where administrators can view key metrics and manage different aspects of the platform. It provides a summary of platform activity, including the number of enrolled students, courses, and progress reports.

3. User Management

The admin must have the ability to manage users, which includes both students and instructors. This functionality allows for adding, editing, or deleting users, as well as managing their roles and permissions.

4. Course Management

The admin is responsible for creating, editing, and deleting courses on the platform. This includes managing course content, descriptions, instructors, pricing (if applicable), and availability.

3.3.2 User Module

A **User Module** for an eLearning platform is essential for managing learner-related functionality and ensuring a smooth learning experience. It typically includes features like user registration, login, profile management, course enrollment, and progress tracking. Below is a breakdown of the key components of the **User Module** and how each part contributes to the overall functionality:

1. User Registration

The registration process allows new users (students) to create an account on the platform. It involves collecting basic information, such as name, email, password, and any other necessary details for account creation.

Key Features:

- User form to collect personal details.
- Email verification (optional) to confirm the user's identity.
- Store user details securely in the database.

2. User Login/Authentication

Once registered, users can log in to their accounts using their credentials (username/email and password). This ensures that only registered users have access to their specific courses and content.

3. User Profile Management

Users should be able to update and view their profiles, including personal details.

4. Course Enrollment

This allows users to view available courses, enroll in them, and access course materials. Admins add courses, and users can see a catalog of courses to choose from.

Key Features:

- Display available courses in a catalog.
- Enroll in courses with a single click.
- Option to withdraw from courses or unsubscribe (if needed).

3.4 DATA FLOW DIAGRAM

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It can be manual, automated, or a combination of both.

LEVEL 0

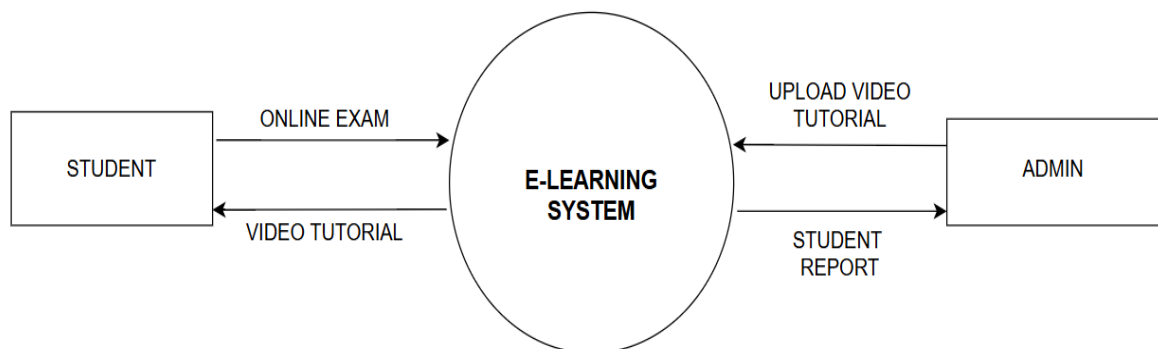
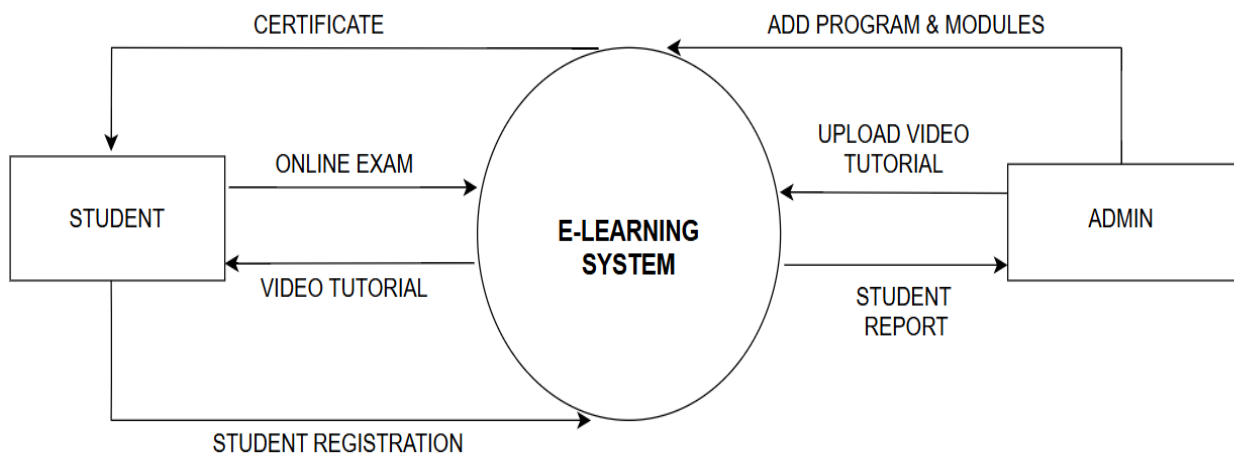


Figure 3.4.1 Dataflow diagram level 0

In Figure 3.4.1 Admin can maintain courses and also manage the Courses and Student. Student can learn through this website.

LEVEL 1**Figure 3.4.2 Dataflow diagram level 1**

In Figure 3.4.3 Admin can login and manage the assessment, courses, quizzes, student details respectively. Student can register, view courses and attend quizzes, manage account.

LEVEL 2

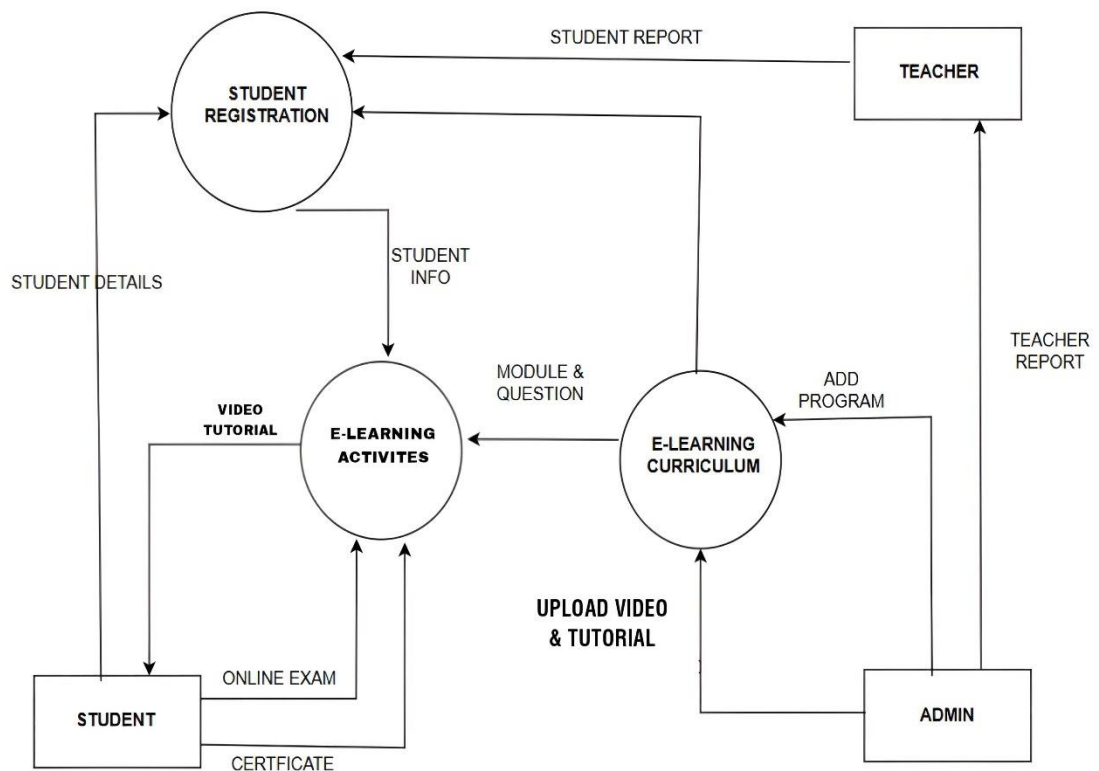


Figure 3.4.2 Dataflow diagram level 2

In Figure 3.4.3 Teacher can login and manage the assessment, courses, quizzes, student details respectively. Teacher can register, view student progress status and assign assignment for students.

3.5 ER DIAGRAM

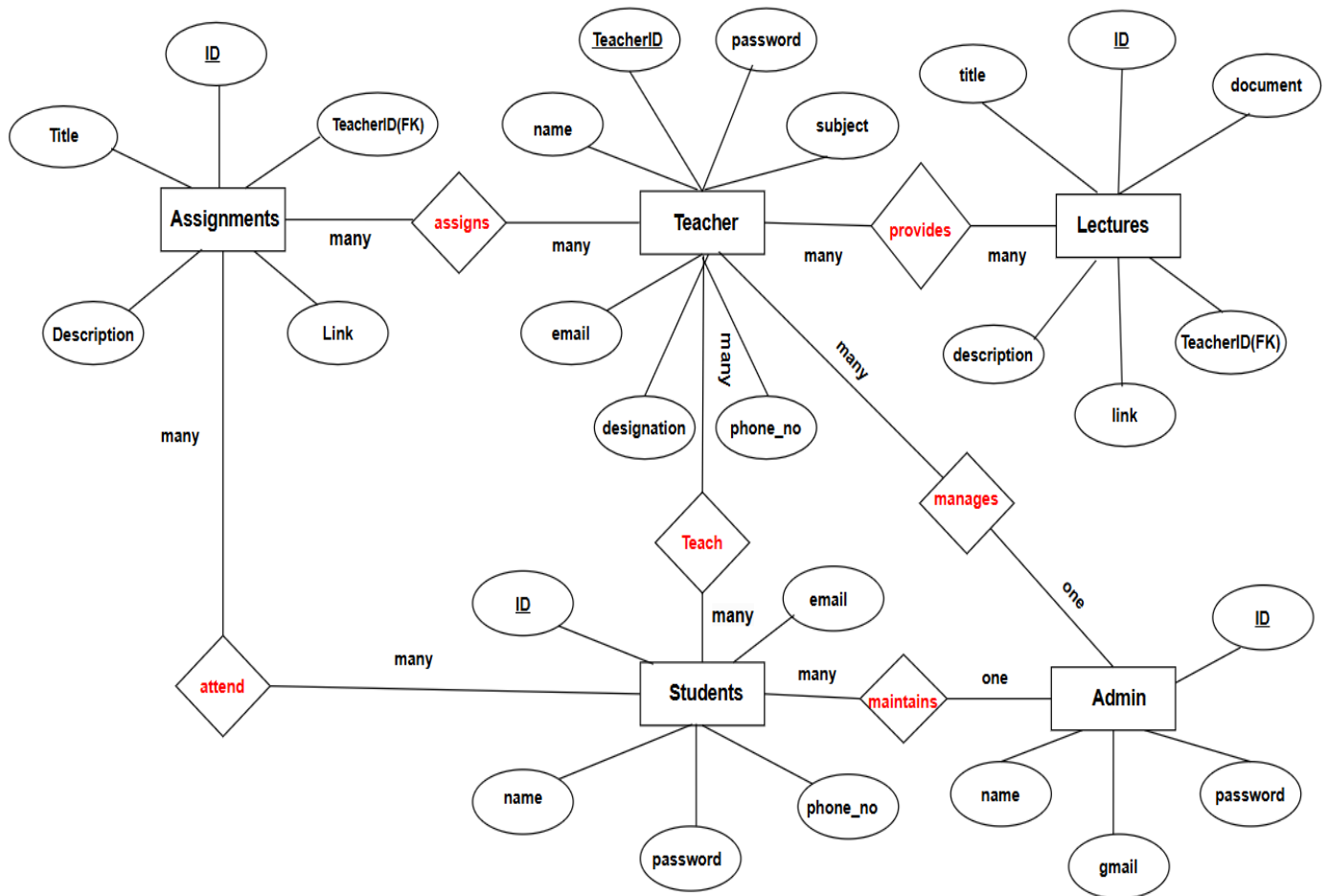


Figure 3.5.1 ER Diagram

In Figure 3.5.1 shows the er diagram for the pottery hub. Each module has owned fields and every module connected with each other. User can purchase the product and also give review of that product and product review can be view by all the user.

3.6 DATABASE DESIGN

Database design is the organization of data according to a database model. The designer determines what data must be stored and how the data elements interrelate. With this information, they can begin to fit the data to the database model. Database management system manages the data accordingly. The term database design can be used to describe many different parts of the design of an overall database system. Principally, and most correctly, it can be thought of as the logical design of the base data structure used to store the data. In an object database the entities and relationships map directly to object classes and named relationships.

Data Integration

In a database, information from several files is coordinated, accessed and operated upon as though it is in a single file. Logically, the information is centralized, physically, the data may be located on different devices, connected through data communication facilities.

Data integrity means storing all data in one place only and determining how each application has to access it. This approach results in more consistent information, one update being sufficient to achieve a new record status for all applications, which use it. This leads to less data redundancy data items need not be duplicated, a reduction in the direct access storage requirement

Data Independence

Data independence is the insulation of application programs from changing aspects of physical data organization. This objective seeks to allow changes in the content and organization of physical data without reprogramming of applications and to allow modifications to application program without recognizing the physical data. The table needed for each module were designed and the specification of each and every column was given based on the records and details collected during record specification of the system study, is shown in the below.

Data Security

Data security refers to the process of protecting data from unauthorized access and data corruption throughout its lifecycle. Data security includes data encryption, hashing, tokenization, and key management practices that protect data across all applications and platforms. Data security means protecting digital data, such as those in a database, from destructive forces and from the unwanted actions of unauthorized users, such as a cyber-attack or a data breach. Security requirements placed restrictions on the use of this application by the Patient and the Doctor of Wireless Lan communicator only, control access to the data, provide different kinds of requirements to different people, require the use of passwords.

3.7 TABLE DESIGN

Table 3.7.1 Admin Details

S. No	FIELD NAME	DATA TYPE	SIZE	CONSTRAINT KEY
1	Email	varchar	20	Not null
2	password	varchar	10	Not Null

The table 3.7.1 is an admin table that stores username and password of the admin is stored in it. Each administrator will have their own id.

Table 3.7.2 Teacher Details

S. No	FIELD NAME	DATA TYPE	SIZE	CONSTRAINT KEY
1	Teacherid	varchar	10	Primary key
2	Name	varchar	30	Not Null
3	email	varchar	20	Not Null
4	phone	Int	10	Not null
5	subject	varchar	20	Not null
6	designation	varchar	30	Not null
7	qualification	varchar	20	Not null
8	password	Int	10	Not null

The table 3.7.2 is a Teacher register details that stores the information of the teacher and shows user login information to the administrator. This table will be updated whenever a new user is created. Each user will have their own id.

Table 3.7.3 Student Register

S. No	FIELD NAME	DATA TYPE	SIZE	CONSTRAINT KEY
1	id	int	10	Primary key
2	name	varchar	20	Not null
3	cname	varchar	20	Foreign key
4	email	email	20	Not null
5	phone	int	10	Not null
6	password	int	10	Not null

In the table 3.7.3 is a student table that will be updated anytime by the admin, when a new student is added and the new student can be view by the admin at any anytime.

Table 3.7.4 Assignments

S. No	FIELD NAME	DATA TYPE	SIZE	CONSTRAINT KEY
1	id	varchar	10	Primary key
2	title	varchar	20	Not null
3	description	varchar	50	Not null
4	link	varchar	200	Not null
5	Teacherid	varchar	10	Foreign key

In table 3.7.5 The **assignment table** in eLearning platforms typically organizes and presents details about assignments for students and instructors

Table 3.7. Lectures

S. No	FIELD NAME	DATA TYPE	SIZE	CONSTRAINT KEY
1	id	varchar	10	Primary key
2	title	varchar	20	Not null
3	description	varchar	50	Not null
4	Youtube link	varchar	200	Not null
5	Teacher_id	varchar	10	Foreign key

In table 3.7.6 the user will be able to add products to their cart. The administration can check the ordered list. That will be connected to the product table.

3.8 INPUT DESIGN

Input design is the process of converting user-originated inputs to an understandable format. Input design is one of the most expensive phases of the operation of computerized system and is often the major problem of a system. A large number of problems with a system can usually be tracked back to fault input design and method. Every moment of input design should be analyzed and designed with utmost care. The system should be user friendly to gain appropriate information to the user. The decisions made during the input design are the

project gives the low time consumption to make sensitive application made simple. The coding is being done such that proper validation are made to get the perfect input. No error inputs are accepted.

User Login Form

In the user login form, the customer can login with their registered email id and password to access the portal

User Register Form

In the user register form, the customer should register themselves for further notification about their order details.

Address Form

In the address form, customer should enter their proper address for their shipment process and billing process.

3.9 OUTPUT DESIGN

Output design generally refers to the results and information that are generated by the system for many end-users, it should be understandable with the enhanced format Computer output is most important direct source of information to the user Output design deals with form design. Efficient output design should improve the interfacing with user.

The term output applies to any information produced by an information system in terms of data displayed. When analyst design system output, they identify the specific output that is needed to meet the requirements of end user. The output is designed in such a way that is attractive, convenient and informative.

SUMMARY

This chapter contains a detailed description of the module. Login, manage use, product module, user module, and payment module are all mentioned in the module description. Dataflow and ER diagrams. It also includes several designs, such as database table, input, and output designs, which are all covered in detail. The coding will be discussed in Chapter 4 of the document.

CHAPTER 4

SYSTEM IMPLEMENTATION

4.1 OBJECTIVE

System implementation is a process of ensuring that the information system is operational. It involves Constructing a new system from scratch and constructing a new system from the existing one. Implementation allows the users to take over its operation for use and evaluation. It involves training the users to handle the system and plan for a smooth conversion.

4.2 CODE DESCRIPTION

Code description can be used to summarize code or to explain the programmer's intent. Good comments don't repeat the code or explain it. They clarify its intent. Comments are sometimes processed in various ways to generate documentation external to the source code itself by document generator or used for integration with systems and other kinds of external programming tools.

4.3 STANDARDIZATION OF THE CODE

Coding standards define a programming style. A coding standard does not usually concern itself with wrong or right in a more abstract sense. It is simply a set of rules and guidelines for the formatting of source code. The other common type of coding standard is the one used in or between development teams. Professional code performs a job in such a way that it is easy to maintain and debug. All the coding standards are followed while creating this project.

4.4 EXCEPTION HANDLING

Exception handling is a process or method used for handling the abnormal statements in the code and executing them. It also enables to handle the flow control of the code/program. For handling the code, various handlers are used that process the exception and execute the code. Mainly if-else block is used to handle errors using condition checking, if-else catch errors as a conditional statement. In many cases there are many corner cases which must be checking during an execution but "if-else" can only handle the defined conditions. In if-else, conditions are manually generated based on the task. Almost all errors will occur while attempting to perform an operation on the server. This is because we are connecting to servers in the background and continually trying to reconnect when a problem occurs. Only when you attempt to perform an operation do those errors become apparent.

4.5 IMPLEMENTATION

The system implementation phase consists of testing the developed software with sample data and Correction of any errors if identified. It is also used to creating the fields of the system with sample data and making necessary changes to the system to find out errors and training of user personnel. Implementation is the stage of the project when the theoretical design is turned out into a working system. Thus, it can be considered to be the most critical stage in achieving a successful new system and in giving the user, confidence that the new system will work and be effective. The implementation stage involves careful planning. investigation of the existing system and its constraints on implementation, designing of methods to achieve changeover and evaluation of changeover methods.

SUMMARY

In this chapter shows explained that the purpose of a code description is to summarise the code or to clarify the programmer's intent. Good comments don't repeat or explain the code. A programming style is defined by coding standards. A coding standard isn't usually concerned with what's proper or bad in a broader sense. Exception handling is a method or process for dealing with and executing anomalous statements in code. In Next Chapter 5 shown about the Testing.

CHAPTER 5

TESTING AND RESULTS

5.1 OBJECTIVE

This chapter will delve into testing in depth, covering system testing, unit testing, user acceptability testing, and the test cases accomplished for this project. Once the source code is complete, testing will be conducted and recorded as applicable to data structures. Testing and validation of the finished project are required, involving both subtle and overt attempts to uncover flaws. During unit testing, each unit of the system is examined, and its functionality is validated, ensuring that it functions as intended.

5.2 SYSTEM TESTING

Testing is an integral part of any system development life cycle. Insufficient and untested applications may trend to crash and result in loss of economic and manpower investment besides user's dissatisfaction and downfall of reputation, Software testing can be looked upon as one among the many processes, an organization performs, and that provides the last opportunity to correct any flaws in the developed system. Software testing includes selecting test data that have more probability of giving errors

The first step in system testing is to develop a plan that tests all aspects of the system. Completeness, correctness, reliability and maintainability of the software are to be tested for the best quality assurance that the system meets the specification and requirements for its intended use and performance. System testing is the most useful practical process of executing a program with the implicit intention of finding errors that make the program fails.

System testing is done in three phases

- Unit testing
- Integration testing
- Validation testing

5.2.1 Unit Testing

A testing strategy known as unit and integration testing has been used to check that the system behaves as expected. The testing strategy was based on the functionality and requirements of the system. In unit checking out, we have to check the applications making up the device. For this reason, Unit checking out once in a while referred to as a program checking out. The software program in a device are the modules and workouts which might be assembled and included to carry out a selected function, Unit checking out the first at the modules independently of 1 another, to find mistakes.

This enables, to stumble on mistakes in coding and common sense which might be contained with the module alone. The checking out became completed at some stage in programming level itself.

CASE 1

Module	: Admin login module
Test type	: Loading of admin
Input	: email-id and password
Expected Output	: Logged in successfully. Admin Page opens

TEST

Username	: admin@gmail.com
Password	: admin
Output	: Admin page opens
Analysis	: email-id and Password has been verified

CASE 2

Module	: Student module
Test type	: Student login
Input	: email-id and password
Expected Output	: Main page opens

TEST

Username	: kumar
Password	: kumar123
Output	: student page opens
Analysis	: email-id and Password has been verified
Result	: Pass

5.2.2 Integration Testing

Integration testing is done to test itself if the individual modules work together as one single unit. In integration testing, the individual modules that are to be integrated are available for testing. Thus, the manual test data that used to test the interfaces replaced by that which is generated automatically from the various modules. It can be used for testing how the module would actually interact with the proposed system. The modules are integrated and tested to reveal the problem interfaces.

CASE 1

Module	: Teacher Login module
Test Type	: Working of login, signup, view details
Input	: On clicking respective buttons
Expected Output	: Navigation between modules is completed

TEST

Input	: On clicking login, signup, view assessment details
Output	: Respective forms open accordingly
Analysis	: The expected output is same
Result	: Pass

CASE 2

Module	: Admin module
Test Type	: Add, edit, delete courses
Input	: Navigation for getting reports
Expected Output	: Reports must be generated

TEST

Input	: Add, edit, delete courses
Output	: Reports are generated correctly
Analysis	: The expected output is same
Result	: Pass

5.2.3 Validation Testing

Verification and validation checking out are critical tests, which might be achieved earlier than the product has been surpassed over to the customer. This makes sure, that the software program checking out lifestyles cycle begins off evolved early. The intention of each verification and validation is to make certain that the product is made in step with the necessities of the customer and does certainly fulfil the purpose.

CASE 1

Module	: Student Registration module
Test Type	: Student registration details form
Input	: Input to all fields
Expected Output	: Data types for all fields should be validated

TEST

Input	: Enter password
Output	: The password must appear as ****
Analysis	: The expected output is same
Result	: Pass

SUMMARY

The preceding chapter delves into various types of testing, such as system testing, unit testing, and user acceptability testing. After completing the source code, during the system evaluation, associated data structures are documented. The final project undergoes testing and validation, encompassing both subtle and overt attempts to uncover problems. Each unit of the system is evaluated, and its functionality is confirmed during unit testing to ensure it performs as expected. This chapter presents testing and its results. System testing entails testing the system as a whole, while end-to-end testing verifies that all scenarios function as intended. As a result, the challenges encountered have been overcome, achieving online shopping for the advertisement product. Chapter 6 outlines the conclusion and future work for the project.

CHAPTER 6

RESULT AND DISCUSSION

6.1 OBJECTIVE

This chapter provides a comprehensive discussion of the results and findings from the implementation of the E-Learning platform management system. It includes an overview of the platform's usage, the benefits it offers to administrators and users, the outcomes achieved, and the technology utilized in its development. The chapter also outlines how the platform functions and the essential technologies that power it.

6.2 USAGE OF E-LEARNING PLATFORM

The E-Learning platform is a web-based system that allows instructors, students, and administrators to interact seamlessly in a digital learning environment. This platform supports the delivery of courses, management of student data, tracking of academic progress, and communication between all stakeholders. Prior to the system's implementation, educational institutions typically managed these processes manually, which was time-consuming and prone to errors. The platform is designed with a user-friendly interface, enabling easy access for both instructors and students. Administrators have full control over the platform, allowing them to add, update, or remove courses, manage student accounts, and generate reports on student performance.

6.3 BENEFIT OF E-LEARNING PLATFORM

The E-Learning platform technology provides numerous benefits for educational institutions, instructors, and students. The main goal of the system is to streamline the administrative processes related to course delivery and student management, which enhances the overall learning experience. The platform allows instructors to easily upload course content, track student progress, and offer assessments. Students, in turn, can access materials, submit assignments, and engage with instructors and peers in a virtual environment.

6.4 RESULT ACHIEVED

The E-Learning platform was designed to overcome the limitations of traditional classroom-based education and manual management systems. The platform significantly reduces administrative burdens, allows for better tracking of student progress, and provides more accessible learning opportunities. It offers a seamless, error-free system for managing courses, student data, and assessments, ensuring that information is secure, reliable, and easily accessible.

The system has been tailored to meet the specific needs of the institution, with features that ensure smooth and efficient operations. The user interface is simple and user-friendly, eliminating the risk of data entry errors. It provides clear error messages when invalid data is entered, ensuring that users can easily correct mistakes. The platform's ability to handle a wide range of course materials, assessments, and student data has made it an invaluable tool for educational institutions, leading to more effective use of resources and improved learning outcomes.

SUMMARY

This chapter has outlined the challenges faced by educational institutions in managing courses and student data manually and demonstrated how the eLearning platform successfully addresses these issues. By providing a streamlined, error-free, and user-friendly solution, the platform enhances the educational experience for both instructors and students. The following chapter will summarize the conclusions drawn from this implementation and discuss the future scope of the eLearning platform.

CHAPTER 7

CONCLUSION AND FUTURE SCOPE

7.1 CONCLUSION

The E-Learning platform was designed and developed according to the outlined specifications, aiming to provide users with an intuitive and seamless experience for accessing course materials, managing student progress, and engaging in communication. This platform includes a variety of features designed to enhance the learning experience for students and ease the administrative burden for instructors and administrators. The project has helped in understanding the development of an interactive learning environment and the technologies that support it.

Additionally, the platform is customized to meet the specific needs of educational institutions for smooth and efficient operation. The system can be easily maintained and adapted to evolving educational requirements, ensuring its long-term relevance. The success of any system is largely dependent on collaboration during its development and its ability to adapt to the needs of the organization it serves.

7.2 FUTURE SCOPE

The eLearning platform has the potential for future enhancements to further improve its functionality and user experience. Future developments may focus on incorporating additional features that foster better communication and engagement between students, instructors, and administrators. For example, integrating live chat or video conferencing tools could enhance real-time interaction in courses, improving the overall learning experience.

Further upgrades could include features such as advanced analytics tools for tracking student performance, personalized learning recommendations, and AI-driven tutoring systems to provide students with targeted support. Additionally, incorporating mobile app compatibility and expanding integration with other platforms like social media or third-party content providers could help expand the reach of the platform.

APPENDICES

A.SAMPLE CODE

```

<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>E-Learning Platform</title>
  <style>/* Reset and Base Styles */
    /* Reset and Base Styles */
  * {
    margin: 0;
    padding: 0;
    box-sizing: border-box;
  }body {
    font-family: Arial, sans-serif;
    line-height: 1.6;
    background-color: #f8f9fa;
    text-align: center; /* Center all text content */
  }
  /* Navbar */
  .navbar {
    display: flex;
    justify-content: space-between;
    align-items: center;
    padding: 15px 20px;
    background: #007bff;
    color: #fff;
  }

```

```
.navbar nav {  
    display: flex;  
    gap: 25px;  
}  
.navbar nav a {  
    color: #fff;  
    text-decoration: none;  
    font-size: 18px;  
    transition: color 0.3s;  
}  
.navbar nav a:hover {  
    color: #f8d210;  
}  
.navbar h1 {  
    font-size: 24px;  
}  
  
/* Dropdown */  
.dropdown {  
    position: relative;  
}  
.dropdown-content {  
    display: none;  
    position: absolute;  
    right: 0;  
    top: 100%;  
    background-color: #ffffff;  
    border: 1px solid #ddd;  
    border-radius: 5px;  
    box-shadow: 0px 4px 8px rgba(0, 0, 0, 0.1);
```

```
    z-index: 1;
    min-width: 200px;
    overflow: hidden;
}
.dropdown-content a {
    color: #007bff;
    padding: 10px 20px;
    text-decoration: none;
    display: block;
    font-size: 16px;
    transition: background-color 0.3s, color 0.3s;
}
.dropdown-content a:hover {
    background-color: #f8f9fa;
    color: #0056b3;
}
.dropdown:hover .dropdown-content {
    display: block;
}
/* Hero Section */
.hero {
    text-align: center;
    padding: 60px 20px;
    background: #e0f7fa;
    color: #007bff;
    margin-bottom: 20px;
}
.hero h2 {
    font-size: 36px;
    margin-bottom: 15px;
}
```

```
.hero p {
    font-size: 20px;
    margin-bottom: 20px;
}

.hero button {
    background: #28a745;
    color: #fff;
    padding: 15px 30px;
    font-size: 18px;
    border: none;
    border-radius: 5px;
    cursor: pointer;
    transition: background-color 0.3s;
}

.hero button:hover {
    background-color: #218838;
}

/* Section Titles */
section h3 {
    font-size: 28px;
    margin-bottom: 15px;
    color: #007bff;
}

/* About Section */
#about {
    padding: 40px 20px;
    background: #fff;
    margin-bottom: 20px;
}

#about p {
    font-size: 18px;
```

```
    margin-bottom: 10px;
}
/* Courses Section */
#courses {
    text-align: center;
    padding: 50px 20px;
    background-color: #f8f9fa;
    color: #333;
}
#courses h3 {
    font-size: 28px;
    color: #007bff;
    margin-bottom: 20px;
}
#courses p {
    font-size: 18px;
    margin-bottom: 30px;
    color: #555;
}
.course-cards {
    display: grid;
    grid-template-columns: repeat(3, 1fr); /* Three courses per row */
    gap: 20px;
    margin: 0 auto; /* Center the grid */
    width: fit-content; /* Ensure the grid is sized only to its content */
    justify-content: center;
}
.course-card {
    background: #ffffff;
    padding: 20px;
    text-align: center;
```



```
border: 1px solid #ddd;
border-radius: 8px;
box-shadow: 0 2px 5px rgba(0, 0, 0, 0.1);
transition: transform 0.3s ease, box-shadow 0.3s ease;
}
.course-card:hover {
  transform: translateY(-10px);
  box-shadow: 0 4px 10px rgba(0, 0, 0, 0.15);
}
.course-card h4 {
  font-size: 22px;
  color: #007bff;
  margin-bottom: 10px;
}
.course-card a{
  text-decoration: none;
  color: #fff;
}
.course-card p {
  font-size: 16px;
  margin-bottom: 15px;
  color: #555;
  line-height: 1.5;
}
.course-card button {
  background: #007bff;
  color: #fff;
  padding: 10px 20px;
  border: none;
  border-radius: 5px;
  cursor: pointer;
```

```

    font-size: 16px;
    transition: background-color 0.3s;
}
.course-card button:hover {
    background-color: #0056b3;
}
/* Responsive Design */
@media (max-width: 768px) {
    .course-cards {
        grid-template-columns: repeat(2, 1fr); /* Two courses per row on smaller screens */
    }
}
@media (max-width: 480px) {
    .course-cards {
        grid-template-columns: 1fr; /* One course per row on very small screens */
    }
}
/* Contact Section */
#contact {
    text-align: center; /* Center-align the text */
    padding: 50px 20px; /* Add padding for spacing */
    background: #f8f9fa; /* Light background for better contrast */
    color: #333; /* Neutral text color */
    border-radius: 8px; /* Rounded edges for a polished look */
    max-width: 800px; /* Restrict max-width for better readability */
    margin: 20px auto; /* Center horizontally */
}
#contact h3 {
    font-size: 28px; /* Larger, bold heading */
    color: #007bff; /* Use brand color */
    margin-bottom: 20px; /* Add space below heading */
}

```

```

}

#contact p {
    font-size: 18px; /* Standardized font size */
    margin-bottom: 5px; /* Spacing between paragraphs */
    line-height: 1.6; /* Enhance readability */
}

#contact a {
    color: #007bff; /* Highlight links with brand color */
    text-decoration: none; /* Remove underline */
    /* Smooth hover effects */
}

#contact a:hover {
    color: #001eb3; /* Darker blue on hover */
}

/* Contact Info Container */
.contact-info {
    display: flex;
    flex-direction: column; /* Stack items vertically */
    gap: 15px; /* Space between items */
}

.contact-info p {
    margin: 0; /* Remove default margins for consistency */
    font-size: 18px; /* Match text size */
}

/* Footer */
footer {
    text-align: center;
    padding: 20px;
    background: #007bff;
    color: #fff;
    margin-top: 20px;
}

```

```

}

</style>

<link href='https://unpkg.com/boxicons@2.1.4/css/boxicons.min.css' rel='stylesheet'>
</head>
<body>
  <!-- Navigation Bar -->
  <header>
    <div class="navbar">
      <h1>Endless Learning</h1>
      <nav>
        <a href="#home">Home</a>
        <a href="#about">About</a>
        <a href="#courses">Courses</a>
        <a href="#contact">Contact</a>
        <a href="Selva/">Quiz</a>
        <a href="user/chat.php">Chat</a>
        <div class="dropdown">
          <a href="#" id="login-btn">Login</a>
          <div class="dropdown-content" id="dropdown-menu">
            <a href="admin/login.php">Admin</a>
            <a href="Teacher/sign_up.php">Teacher</a>
            <a href="User/sign_up.php">Student</a>
          </div>
        </div>
      </nav>
    </div>
  </header>
  <!-- Hero Section -->
  <section id="home" class="hero">
    <h2>Welcome to Endless Learning</h2>
    <p>Your gateway to unlimited learning opportunities!</p>

```

```

    <button onclick="window.location.href='#courses';">Get Started</button>
</section>

<!-- About Section -->

<section id="about">

    <h3>About Us</h3>

    <p>Why Choose Us?</p>

    <p>At Endless Learning, we believe in the power of education to transform lives. Our mission is to provide a platform where learning is accessible, flexible, and empowering for everyone, regardless of their background or location.</p>

    <p>We specialize in offering a wide range of online courses, tailored to meet the evolving needs of learners across various industries. From technology to personal development, our courses are designed by experts to deliver practical skills and in-depth knowledge.</p>

</section>

<section id="courses">

    <h3>Our Courses</h3>

    <p>Explore a range of courses designed to enhance your skills and empower your future.</p>

    <div class="course-cards">

        <!-- First Row -->

        <div class="course-card">

            <h4>C Programming</h4>

            <p>Master the fundamentals of C programming and build a strong coding foundation.</p>

            <button><a href="User/sign_up.php">Enroll Now</a></button>

        </div>

        <div class="course-card">

            <h4>Java Programming</h4>

            <p>Learn object-oriented programming with Java and create powerful applications.</p>

            <button><a href="User/sign_up.php">Enroll Now</a></button>

        </div>

        <div class="course-card">

            <h4>Web Development </h4>

```

```

    <p>Build modern websites with HTML and learn the basics of responsive web
    design.</p>

```

```

    <button><a href="User/sign_up.php">Enroll Now</a></button>

```

```

</div>

```

```

<!-- Second Row -->

```

```

<div class="course-card">

```

```

    <h4>JavaScript Programming</h4>

```

```

    <p>Understand JavaScript and create dynamic, interactive web applications.</p>

```

```

    <button><a href="User/sign_up.php">Enroll Now</a></button>

```

```

</div>

```

```

<div class="course-card">

```

```

    <h4>Python Programming</h4>

```

```

    <p>Develop skills in Python for data analysis, AI, and software development.</p>

```

```

    <button><a href="User/sign_up.php">Enroll Now</a></button>

```

```

</div>

```

```

<div class="course-card">

```

```

    <h4>Cloud Computing</h4>

```

```

    <p>It provides services like servers, storage, databases, and software online.</p>

```

```

    <button><a href="User/sign_up.php">Enroll Now</a></button>

```

```

</div>

```

```

</div>

```

```

</section>

```

```

<!-- Contact Section -->

```

```

<section id="contact">

```

```

    <h3>Contact Us</h3>

```

```

    <p>If you have any questions or need assistance, we're here to help!</p>

```

```

    <div class="contact-info">

```

```

        <p>

```

```

            Email: <a
            href="mailto:support@endlesslearning.com">support@endlesslearning.com</a><br>

```

```

            Phone: +91 9994175646 <br>

```

```

        Help Form: <a href="https://forms.gle/PYUVzgHBN63FThuQ6"
target="_blank">Clik Here</a>

    </p>

    <!-- <a href="#"><i class='bx bx-phone'></i></a> <a href="#"><i class='bx bxl-
facebook'></i></a>

    <a href="#"><i class='bx bxl-instagram'></i></a> -->
</div>
</section>
<!-- Footer -->
<footer>

    <p>&copy; 2024 Endless Learning. All rights reserved.</p>
</footer>
<script>
    // Toggle dropdown visibility
    document.getElementById('login-btn').addEventListener('click', function (event) {
        event.preventDefault(); // Prevent default link behavior
        const dropdown = document.getElementById('dropdown-menu');
        // Toggle visibility
        dropdown.style.display = dropdown.style.display === 'block' ? 'none' : 'block';
    });
    // Close the dropdown if clicked outside
    document.addEventListener('click', function (event) {
        const dropdown = document.getElementById('dropdown-menu');
        const loginBtn = document.getElementById('login-btn');
        if (!dropdown.contains(event.target) && event.target !== loginBtn) {
            dropdown.style.display = 'none';
        }
    });
</script>
</body>
</html>

```

B.SCREENSHOTS

HOME PAGE

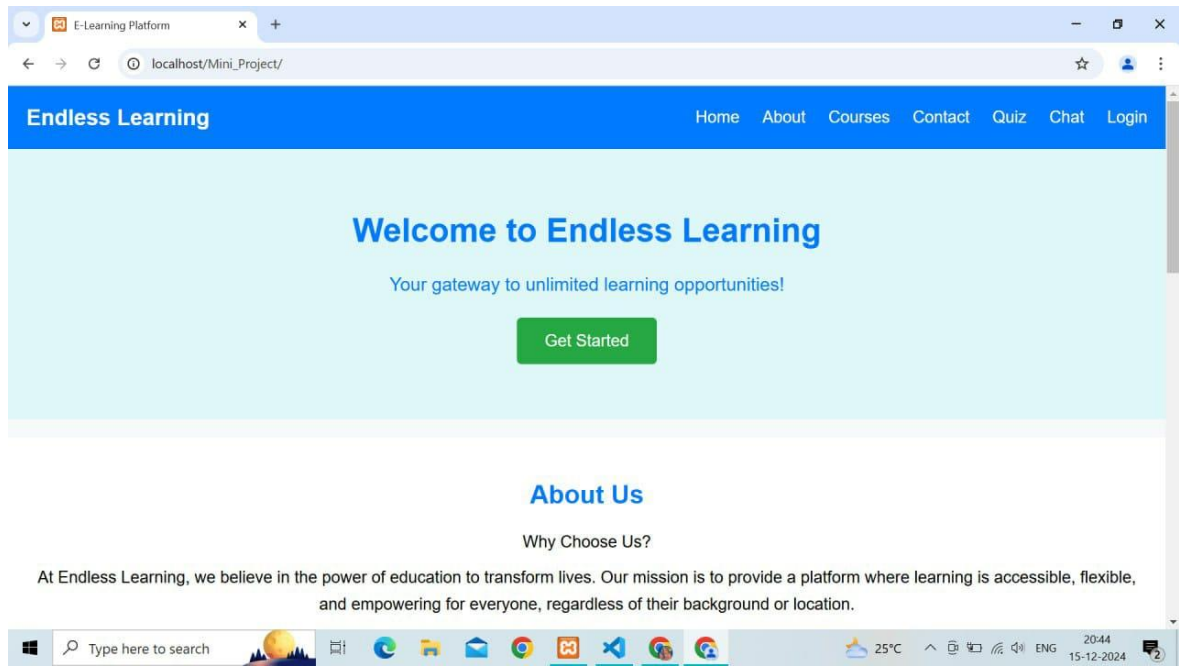


Figure B.1 HOME PAGE

The **home page of an eLearning platform** serves as a central hub for users, providing easy access to essential information and features. Here's a summary of its typical structure and elements:

TEACHER DASHBOARD

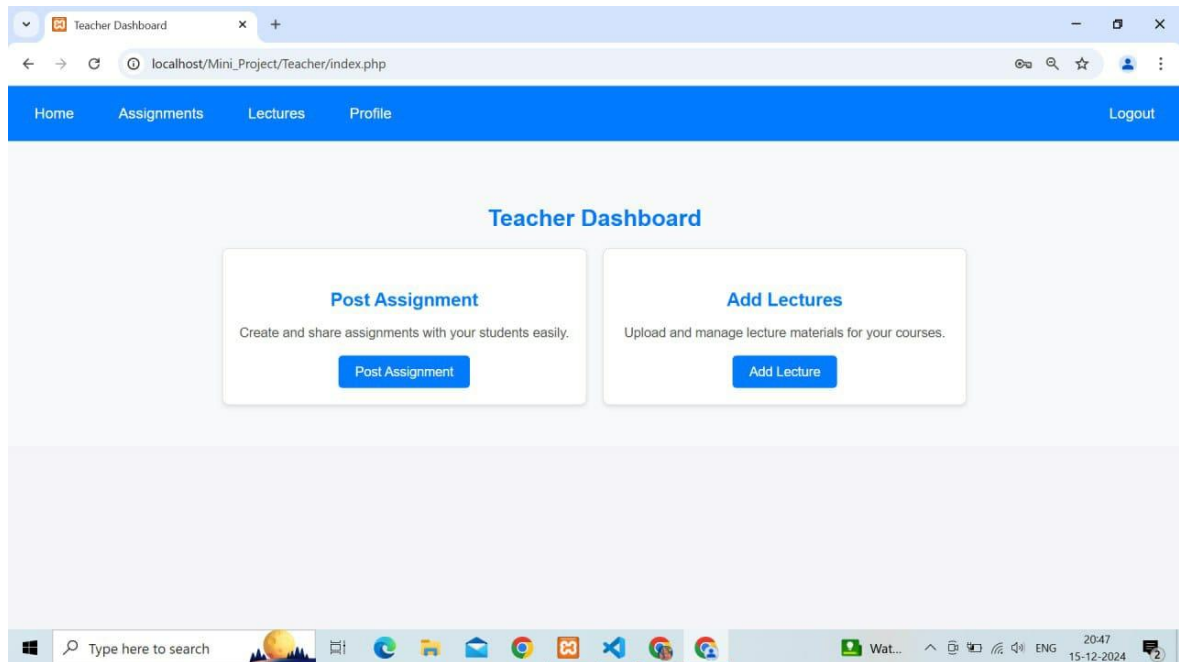


Figure B.2 Teacher Dashboard Page

In Figure B.2 is a the **teacher dashboard** in an eLearning platform provides instructors with tools to manage their courses, track student progress, and streamline communication.

STUDENT DASHBOARD

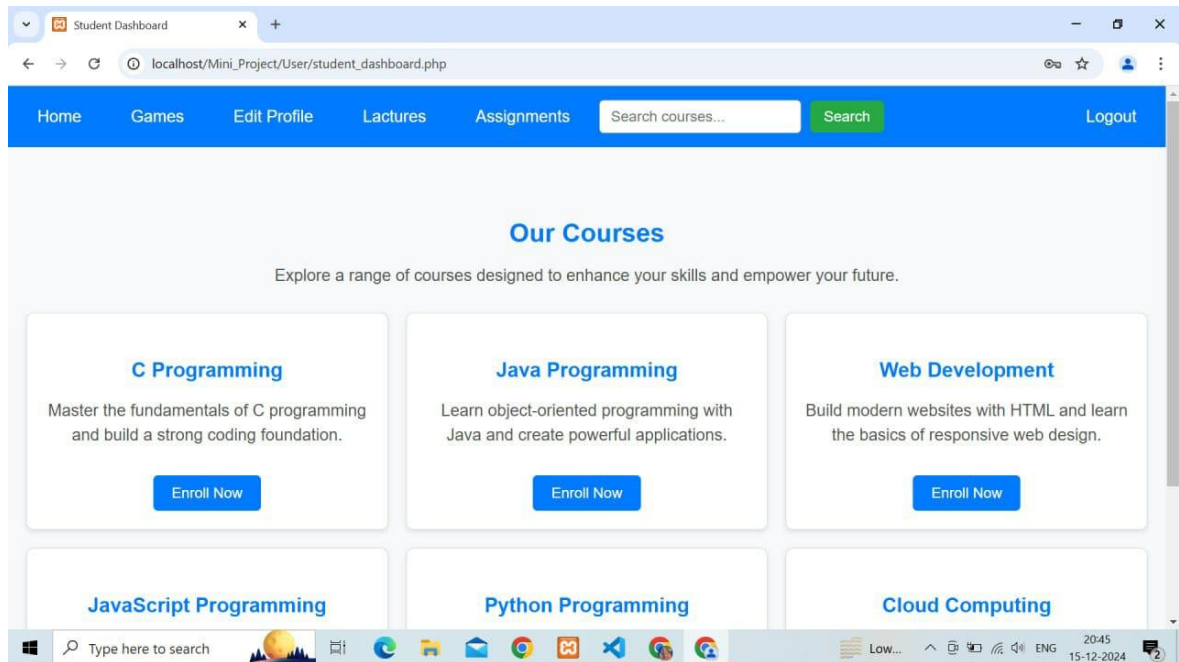
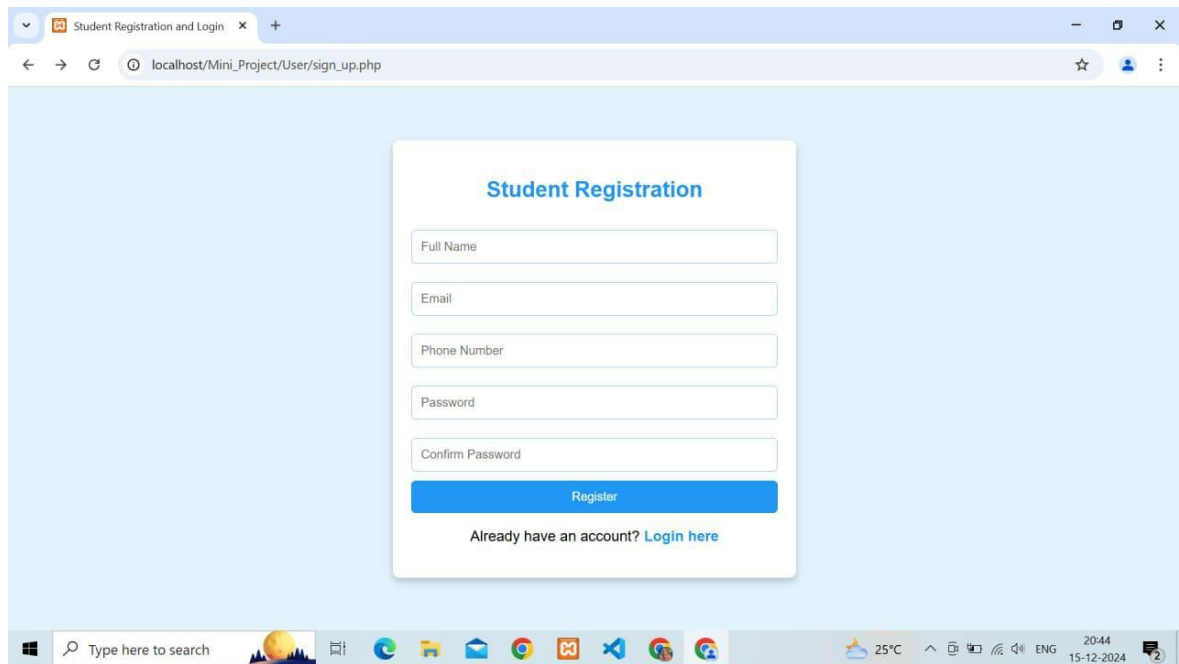


Figure B.3 Student Dashboard Page

In Figure B.3 The **student dashboard** in an eLearning platform provides a personalized space for students to manage their learning activities like view courses, attend quizzes and get certificates.

STUDENT REGISTER PAGE

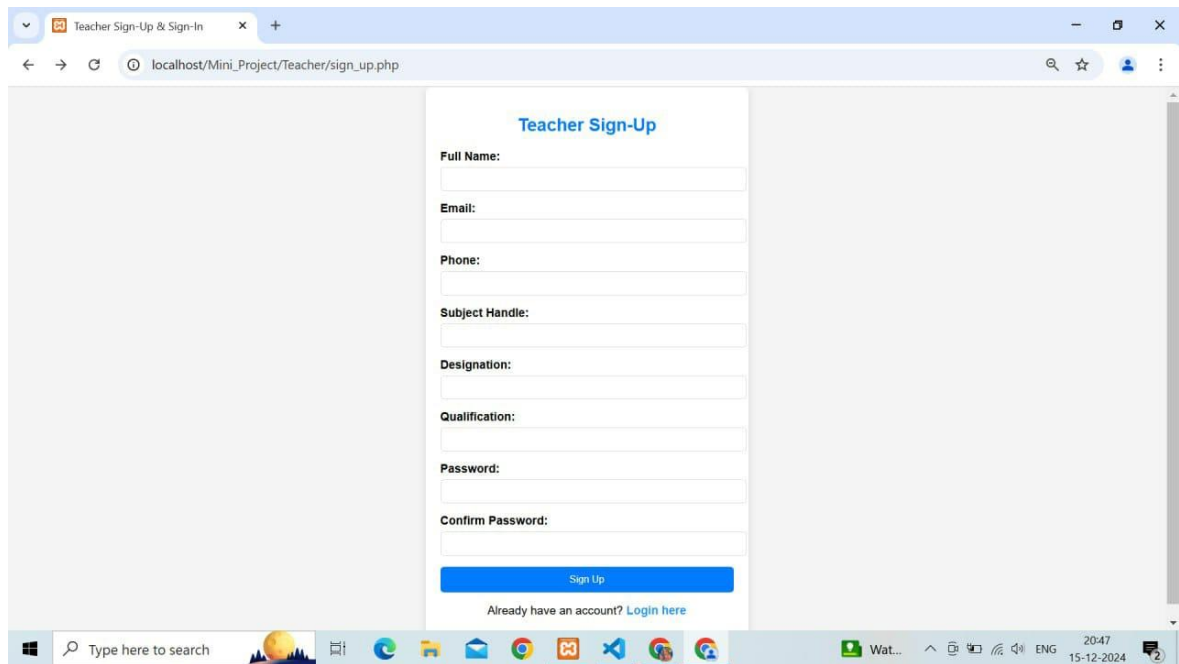


The screenshot displays a web browser window with the title "Student Registration and Login". The address bar shows the URL "localhost/Mini_Project/User/sign_up.php". The main content area features a "Student Registration" form with the following fields: "Full Name", "Email", "Phone Number", "Password", and "Confirm Password". Below these fields is a blue "Register" button. At the bottom of the form, there is a link that says "Already have an account? [Login here](#)". The browser's taskbar at the bottom shows the Windows logo, a search bar, and several application icons. The system tray on the right indicates a temperature of 25°C, the time 20:44, and the date 15-12-2024.

Figure B.4 Student Register Page

In Figure B.3 is a student Register Page where the user can login using their id, name, phone no, password email id and password as they signup earlier.

TEACER REGISTER PAGE



The screenshot shows a web browser window with the title "Teacher Sign-Up & Sign-In". The address bar displays "localhost/Mini_Project/Teacher/sign_up.php". The page content is a registration form titled "Teacher Sign-Up" in blue text. The form includes the following fields: "Full Name:", "Email:", "Phone:", "Subject Handle:", "Designation:", "Qualification:", "Password:", and "Confirm Password:". Each field is represented by a white input box with a corresponding label above it. Below the "Confirm Password" field is a blue "Sign Up" button. At the bottom of the form, there is a link that says "Already have an account? [Login here](#)". The browser's taskbar at the bottom shows the Windows logo, a search bar, and several application icons. The system tray on the right indicates the time as 20:47 and the date as 15-12-2024.

Figure B.5 Teacher Register Page

In Figure B.5 is a teacher register page for this application, here we can have options like teacher id, name, email, password, designation. Teacher will make use of performing some tasks like assign courses for students, manage quizzes, viewing reports and some more.

ASSIGNMENT REGISTER PAGE

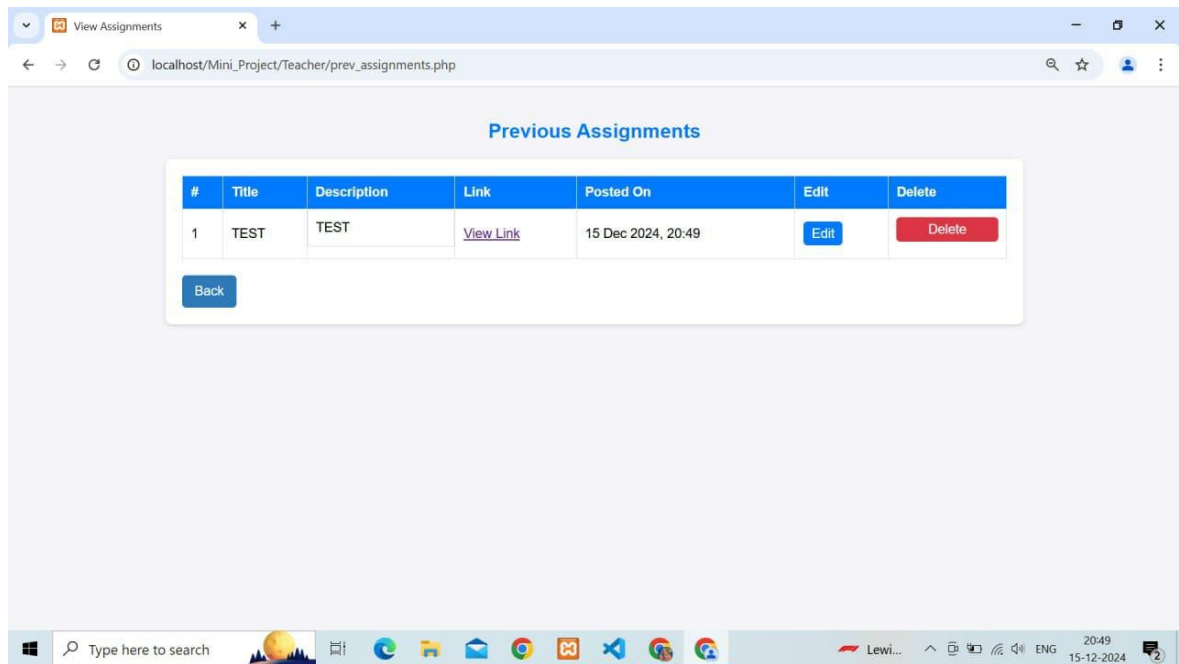
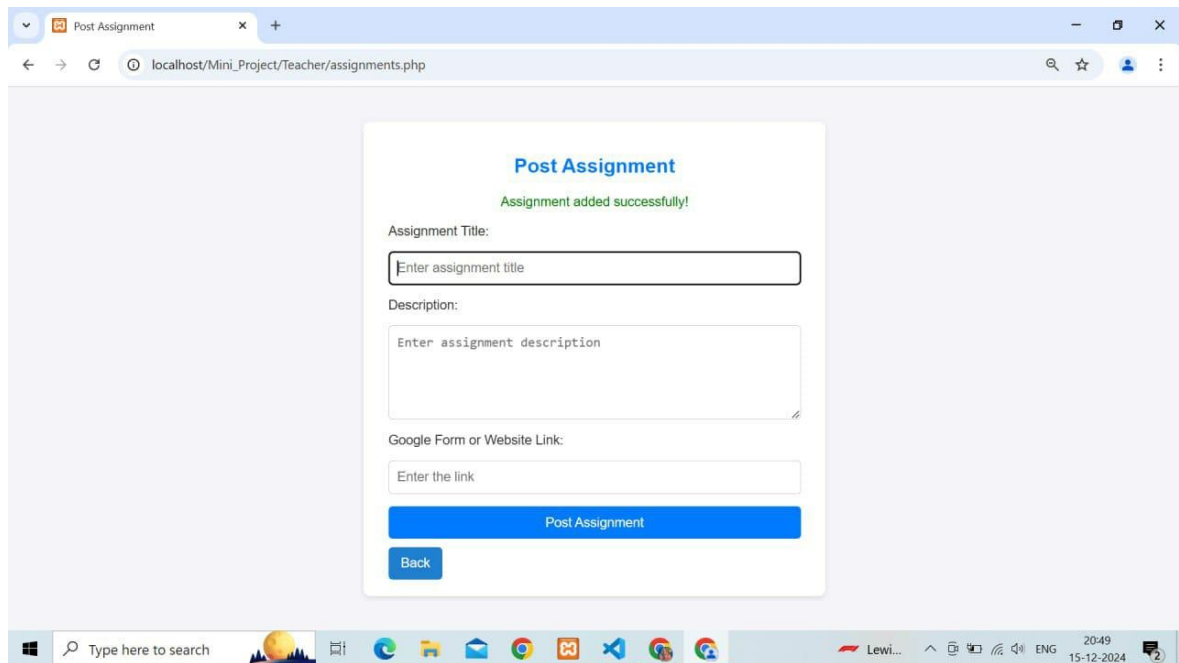


Figure B.6 Product Category Page

In the figure B.6 is a the **Assignment Register Page** in an eLearning platform is where instructors can manage and record assignments for their courses

POST ASSIGNMENT PAGE



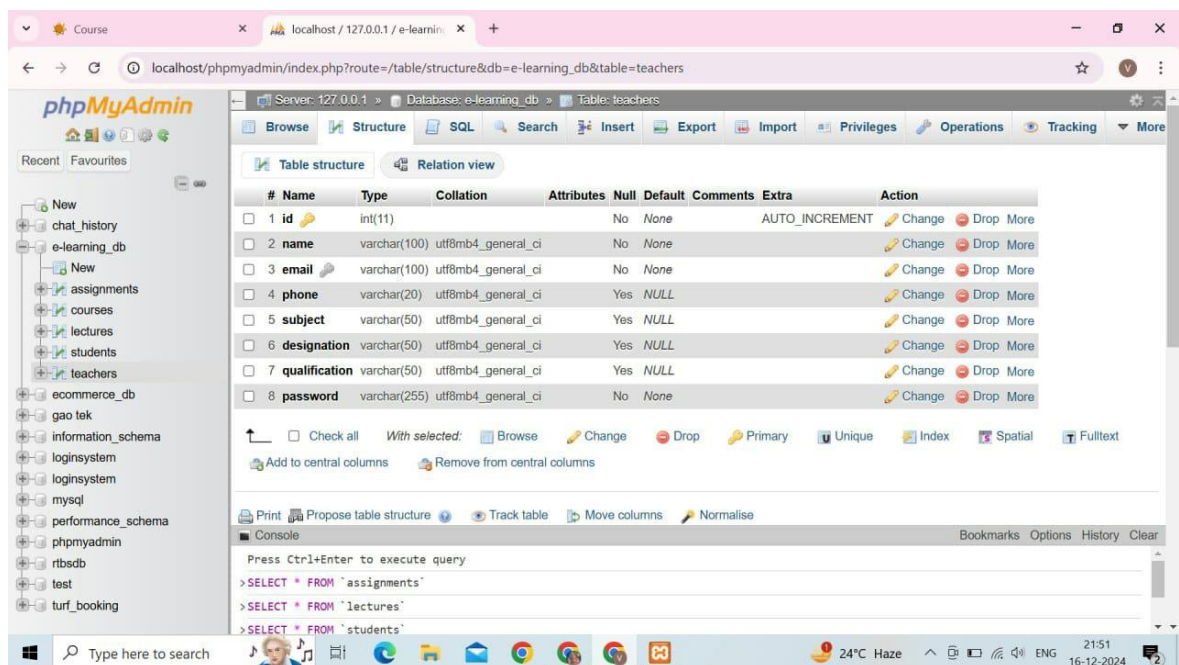
The screenshot shows a web browser window with the title "Post Assignment" and the URL "localhost/Mini_Project/Teacher/assignments.php". The page displays a form titled "Post Assignment" with a green message "Assignment added successfully!". The form contains three input fields: "Assignment Title:" with a placeholder "Enter assignment title", "Description:" with a placeholder "Enter assignment description", and "Google Form or Website Link:" with a placeholder "Enter the link". Below the input fields are two buttons: "Post Assignment" (blue) and "Back" (blue). The Windows taskbar is visible at the bottom, showing the search bar, task view button, and several application icons. The system tray shows the date and time as 20:49 on 15-12-2024.

Figure B.7 Post Assignment

In Figure B.7 is a the **Post Assignment Page** in an eLearning platform is designed for instructors to create and share assignments with students effectively. Here's an outline of its structure and content:

DATABASE CONNECTIVITY

Figure B.8 Database connectivity



In figure B.8 MySQL database connectivity allow the application to interact with the database. This interaction typically involves querying, retrieving, inserting, updating, and deleting data.

REFERENCE

- [1] Meloni, J. C., & Kyrni, J. (2019). *Sams Teach Yourself HTML, CSS, and JavaScript All in One* (3rd ed.). Sams Publishing.
- [2] Welling, L., & Thomson, L. (2016). *PHP and MySQL Web Development* (5th ed.). Addison-Wesley Professional.
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