Title: Online Code Editor

Category

> Web Application.

Purpose

- > Build an online coding platform for students and learners who don't want to or are unable to install a compiler in their own system.
- ➤ For students and learners who want to test their implementation of data structures, algorithms and coding problems.

Software will be easy to use for faculty and students

Scope

- For lab courses in colleges and universities which involve evaluation of coding problems.
- > For self learners who want to evaluate their implementation
- Community discussion platform where people can post their implementation of the problem.

Introduction

- Existing System
 - Existing systems like leetcode, geeksforgeeks are general public coding platforms.
 - Online compilers like GDB,W3Schools don't provide the facility of testing the implementation of the algorithms.
- > Proposed System
 - We are building general public specific solutions.
 - We will provide a general code editor as well as a problem solving platform.
 - Public will be able to share their implementation.
 - Unique user profile for each user.
 - Problems with difficulty tag (Easy, Medium, Hard) and topic tag.
 Users will be able to search problems based on these tags.
 - Users will be able to look at other user profiles.
 - Ratings will be given to each based on their performance.
 - Heatmap for past submissions to keep track of consistency.

Advantages

- > For students and self-learners
 - Students and self-learners will be able to code on every laptop irrespective of the presence of compilers on their system.

 Students will have the knowledge about the edge cases on which their code might fail.

Functional Requirement

- ➤ Users will be given valid user id and password by the admin creating their individual profile.
- > Users will be able to check and evaluate their implementation.
- ➤ Users will be able to ask for help from peers by taking part in discussion forums.

Non-Functional Requirement

- > Security Access to user id password to administration only.
- > Scalability Software can be scaled if required.
- > **Usability** Software will be easy to use for faculty and students

Software Tools

- ➤ Client Any web Browser.
- Development tools HTML, CSS, Node JS, Express JS, Multer, MongoDb, SPOJ API.
- ➤ Docker (Optional).

Deployment Tools

- > Platform HeroKu, GitHub.
- > Operating System Windows, Linux, MAC

Hardware Specification

- > **RAM** 4 GB
- > Processor i3 and Above
- > Hard Disk 256GB