

Industrial training Project Report on

E-LEARNING WEBSITE

**Submitted in the partial fulfilment of the
requirement for the award of degree of**

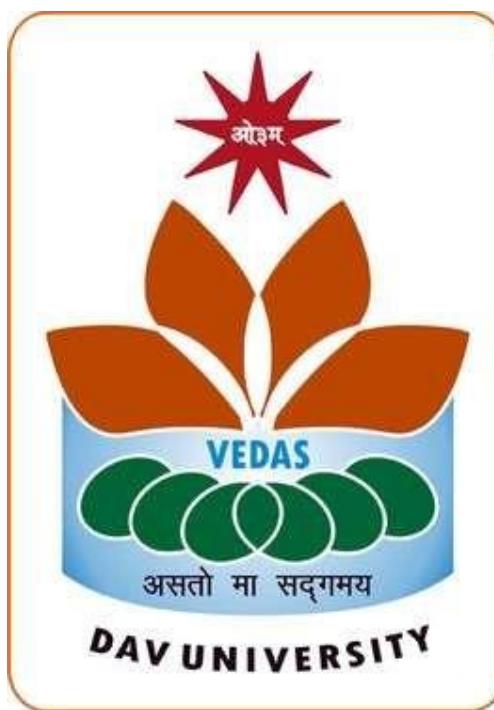
Bachelor of Technology

in

Computer Science and Engineering

Batch

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Acknowledgement

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to _____ (Coordinator) of DAV University for allowing me to undergo the summer training of 45 days at "**Future Finders**" I am also thankful to all faculty members of Department of Computer Science and Engineering, for their true help, inspiration and for helping me for the preparation of the final report and presentation. Last but not least, I pay my sincere thanks and gratitude to all the Staff Members of...**Future Finders**, at their regional office in Mohali, Sector 74, Mohali (Punjab) for their support and for making our training valuable and fruitful.

Declaration

I, hereby declare that the work which is being presented in this project/training titled “**FUTURE FINDER Project Name- E-LEARNING WEBSITE**” by me, in partial fulfilment of the requirements for the award of B.Tech Degree in “Computer Science and Engineering” is an authentic record of my own work carried out under the guidance of **Mr.Gautum** (Senior Software Designer and Researcher). To the best of my knowledge, the matter embodied in this report has not been submitted to any other University/ Institute for the award of any degree or diploma.

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ABSTRACT

Education has changed significantly in the digital era, and online learning has become the most efficient medium of knowledge transfer. This project presents an E-Learning website that allows students to learn job-ready skills through an interactive platform. The website is made using HTML, CSS, Bootstrap 5, and JavaScript.

The platform contains responsive layouts, login system, user dashboard, courses page, contact form, instructor information, and testimonials. The purpose of this project is to make education easily accessible for everyone through a user-friendly modern interface.

2. INTRODUCTION

The modern world demands education that is innovative, accessible, and flexible. Traditional education suffers from issues such as geographical limitations, fixed schedules, and limited resources. Digital learning platforms solve these issues by bringing knowledge online.

The objective of this project is to build a platform that:

- Allows learners to access educational material anytime
- Provides user-friendly and responsive UI
- Enhances the learning experience with proper course structuring
- Uses modern UI/UX principles for better usability

Importance of E-Learning Today

- Used in schools and universities
- Helps in professional skill development
- Enables self-paced learning
- Cost-effective and time-saving

Aims of the Website

- To provide learners courses like Web Development, UI/UX, AWS, Python, Java etc.
- To offer an attractive and responsive user interface
- To allow new instructors to join and publish courses

3. PROBLEM STATEMENT

The traditional education system has multiple limitations:

- Students must travel and attend physical classes
- High cost for tuition and material
- Limited instructor availability
- Difficulty in accessing technical or job-oriented skills

Therefore, an online education platform helps provide knowledge through simple and interactive means.

4. OBJECTIVES OF THE PROPOSED SYSTEM

1. Design and develop an e-learning platform using modern web technologies.
2. Provide responsive user interface with proper navigation.
3. Display courses, instructors, and testimonials.
4. Provide user authentication UI (login and signup).
5. Provide an easy platform for instructors to register.

According to the features listed in the project description, the website includes:

- structured course catalog
- user login and signup
- instructor form
- contact form

readme

6. SCOPE OF THE PROJECT

This platform can be used by:

- Students
- Professional learners
- Teachers and instructors
- Organizations
- Training institutes

The platform supports teaching subjects like:

- Web Design
- AWS
- UI/UX
- Excel
- Java
- Python

as shown in your Courses page.

courses

6.2 LITERATURE REVIEW

Existing online learning platforms include:

Platform Features

Coursera Online certified courses

Udemy Paid courses + video

Skillshare Project-based

EdX University courses

However, these platforms have:

- Complex interfaces
- Not free or limited free content

- Registration mandatory

The proposed platform solves these problems by:

- Simple UI
- Free access
- Easy navigation

7. SYSTEM OVERVIEW

Functional Components:

1. **Homepage:** animated banner, call-to-action, courses.
2. **Courses page:** shows course list & categories.
3. **Instructor Page:** allows instructors to apply.

instructor

4. **Login & Signup pages.**

login

5. **Contact Form:** users send inquiries.
6. **Team Page:** shows team and instructors.

team

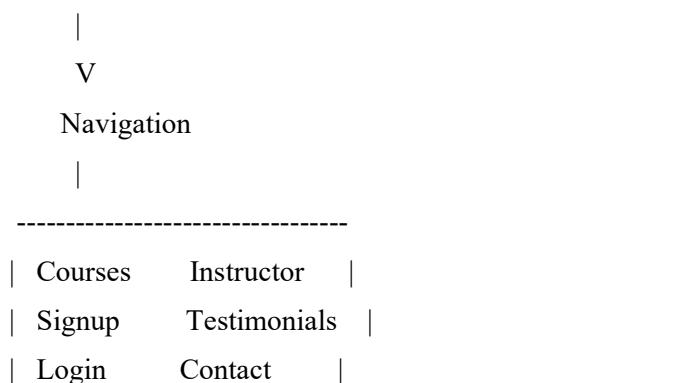
7. **Testimonials:** reviews of learners.

testimonial

8. SYSTEM ARCHITECTURE

Architecture Diagram (Text-Based)

User → Browser → Website Interface



Data Flow Description:

Step 1: User opens homepage

Step 2: User navigates to specific pages

Step 3: System responds with dynamic UI & animations

Step 4: Interaction is stored in UI only (frontend)

9. TECHNOLOGIES USED (from project)

Technology Purpose

HTML Structure

CSS Styling

Bootstrap 5 Responsive grid

JavaScript UI animation

WOW.js Scrolling animations

Owl Carousel Slider

SCSS Advanced styling

Your README confirms these technologies.

readme

10.DEVELOPMENT PROCESS (UI/UX)

Step-1: Requirement Analysis

Identify course display, login pages, instructor page.

Step-2: Wireframing

Design layout for each page.

Step-3: Prototyping

Create responsive layout & navigation.

Step-4: Implementation

Coding using:

- HTML templates
- Bootstrap components
- WOW.js animations and JavaScript effects

Your main.js implements animations and scroll-based effects.

main

11. PAGE DESCRIPTIONS (VERY DETAILED – MULTIPLE PAGES)

► Home Page

Includes:

- Banner section
- Navigation
- Course categories list
- Blog sections
- Footer

► Courses Page

Highlights available courses:

- Microsoft Excel
- UI/UX Design
- AWS
- Python, etc.

courses

Courses page also uses course cards, images, pricing tags, rating system.

► Instructor Page

Allows instructor application with description.

instructor

► Login Page

Includes fields for:

- Email, password
- Submit button

login

► Signup Page

Contains registration form for new users.

signup

► Testimonials Page

Shows student reviews and carousel.

Testimonial

12. MODULE DESCRIPTION

Module 1: User Interface Module

Ensures smooth and responsive UI.

Module 2: Courses Module

Displays and filters courses.

Module 3: Authentication Module

Login and Signup pages.

Module 4: Instructor Module

Instructor registration.

Module 5: Contact Module

Allows communication with admin.

13. TESTING

Testing Techniques:

1. Functional Testing

This technique was used to verify that each function of the website works properly. Major functions such as navigation, buttons, course pages, login form, signup form, and contact page were checked to ensure that they perform the expected operations.

2. User Interface Testing

This testing focused on the appearance and design of the website. It ensured that elements such as buttons, forms, images, menus, and typography are aligned properly and displayed as intended on different devices.

3. Responsive Testing

Responsive testing was performed to ensure that the layout adapts correctly across different screen sizes such as mobile, tablet, and desktop. The website was checked using multiple screen resolutions.

4. Cross-Browser Testing

The website was tested on different browsers including Chrome, Firefox, Microsoft Edge, and Safari to ensure compatibility and smooth performance on all platforms.

5. Performance Testing

This technique was used to check loading time, scrolling smoothness, and responsiveness of animations and pages. The goal was to verify that the website loads quickly and provides a smooth user experience.

6. Security / Form Validation Testing

Basic security and form validation were tested to ensure that text fields and passwords are

validated correctly, preventing empty or invalid inputs.

14. ADVANTAGES

- **Easily accessible:** The website can be accessed from anywhere and at any time using any device, making learning flexible and convenient for all users.
- **Simple and modern UI:** The interface is clean, attractive, and easy to understand, allowing users to navigate and interact with the system effortlessly.
- **Responsive on all devices:** The platform automatically adjusts its layout to different screen sizes such as mobile, tablet, and desktop, ensuring a smooth user experience.
- **No installation required:** Users do not need to download or install any application. The system works directly through a web browser, saving time and storage.

15. LIMITATIONS

- **Only frontend based:** The website does not include a backend or database, so user login, signup, and course enrollment are not stored permanently.
- **No payment or certification system:** The platform currently does not support paid courses, payment gateways, or automated certificate generation for completed courses.
- **No admin dashboard:** There is no separate panel for administrators or instructors to upload or manage courses, students, or content.

16. FUTURE SCOPE

- **Add video-based courses:** The platform can be upgraded to include recorded lectures, live classes, and downloadable study materials to enhance the learning experience.
- **Add payment and certificate system:** A secure payment gateway and automated certificate generation can be included so learners can purchase premium courses and receive certificates after completion.
- **Add student and admin dashboard:** A dedicated dashboard can be created for students to track their progress and for admins or instructors to upload and manage courses, students, and content more efficiently.
- **Add quizzes and assessments:** An online test system can be implemented where students can attempt quizzes, assignments, and exams, helping in evaluation and improving learning outcomes.
- **Add AI-based recommendations:** Artificial Intelligence can be used to suggest courses based on user behavior, interests, and learning history to make the platform more personalized.
- **Add chat and communication system:** A messaging or chat feature can be added to allow real-time communication between instructors and students for better support and interaction.

17. CONCLUSION

The E-Learning Website successfully demonstrates how digital platforms can improve the accessibility and quality of education. The system provides an easy-to-use interface, responsive design, and modern features that allow learners to browse courses, explore instructors, and interact with different modules in a smooth and engaging way.

The project fulfills its primary objective of offering an online learning environment that is flexible, visually appealing, and suitable for different types of users.

Through this project, we have shown the importance of front-end development and UI/UX design in enhancing the learning experience. Using HTML, CSS, Bootstrap, and JavaScript, the website delivers a professional and interactive layout without requiring installation or technical skills.

Although it currently functions as a front-end system, the platform can be expanded further with features like video lectures, user dashboards, online assessments, and certificate generation.

In conclusion, this project lays a strong foundation for a complete online learning platform. It highlights the potential of technology in education and opens many possibilities for future enhancements.

The system is scalable, user-friendly, and adaptable, making it suitable for personal learning, academic institutions, and professional training environments.

18. REFERENCES

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APPRECIATION

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This project has been a great learning experience. I have learned many useful skills that I will use in future projects and in my career.

Appendix --: Project Flowchart

