Project Report

SESSION: 2021-24

E-learning Website for Students

Prepared For

DIPLOMA STUDENT GROUP 6TH SEM

BALASORE SCHOOL OF ENGINEERING,BALASORE

Project Guide by

SKMP PROJECT MANAGEMENT TEAM AND SUPERVISER OFFICER

Through

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Project Profile

Project Title: - E-Learning Website

Description: - This website is created by using HTML, CSS and JavaScript for the purpose of providing free courses online and notes to the students.

Tool Utilized:-Notepad++ and Notepad.

Platform Utilized :- Microsoft Window 7 and 10.

Project Team Size :- 8

Created By :- CSE STUDENTS (6TH SEM)

Guided By :- Mr. Pradeep Kumar Giri

Introduction to HTML

- **HTML** stands for Hyper Text Markup Language. It is used to design web pages using markup language. HTML is the combination of Hypertext and Markup language.

- HTML is a markup language which is used by the browser to manipulate text, images and other content to display it in required format.

ADVANTAGES OF HTML

- HTML helps to build structure of a website and is a widely used Markup language.

- Every browser supports HTML Language.

- HTML is light weighted and fast to load.

- HTML is simple to edit as being a plain text.

- It is easy to learn.

- It is fast to download as the text is compressible.

Introduction to CSS

- Cascading Style Sheets, fondly referred to as CSS, is a simple design language intended to simplify the process of making web pages presentable.

- CSS is easy to learn and understand but it provides a powerful control over the presentation of an HTML document.

ADVANTAGES OF CSS

- CSS plays an important role, by using CSS you simply got to specify a repeated style for element once & use it multiple times as because CSS will automatically apply the required styles.

- The main advantage of CSS is that style is applied consistently across variety of sites. One instruction can control several areas which is advantageous.

- It helps to form spontaneous and consistent changes.

- It reduces the file transfer size.

- Easy for the user to customize the online page.

Introduction to JavaScript

- JavaScript is an interpreted programming as well as a scripting language.

- JavaScript is often executed directly in a client's browser commonly utilized in web development.

ADVANTAGES OF JavaScript

- Compatible for all browsers: The biggest advantage of JavaScript having the ability to support all modern browsers

- Saves time and bandwidth

- Easy to use: It is not difficult to start working in JavaScript

- Vastly used: JavaScript is employed everywhere on the web.

- Open source: Many open-source projects provide useful help for developers to add JavaScript.
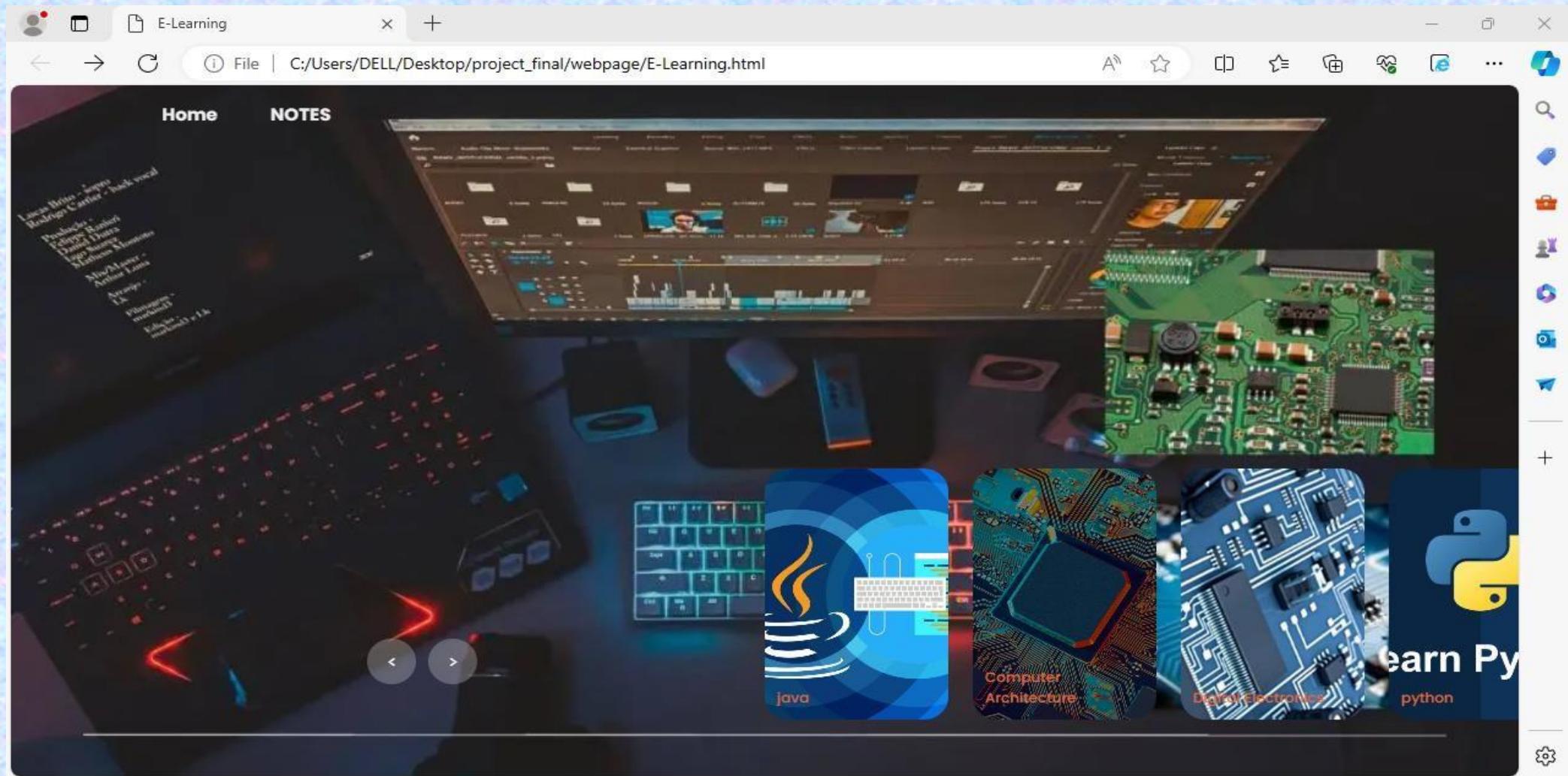
Benefits of the Project

❑ In e-learning the most important point is the time savings.

❑ The learner is no longer dependent on fixed teaching times and thus can classify the learning phases independently.

❑ He can learn during working hours, in small breaks, as well as on weekends or at night.

❑ Learning at your own pace, independent of the other learners.

❑ The learner can learn virtually anywhere like at home, at university, on the train or on the go in the park.

❑ The learner can freely divide his or her learning phases according to his / her individual wishes.

❑ Long-term usable and updatable training materials along with accurate reporting on training and automated analysis of results through tracking.
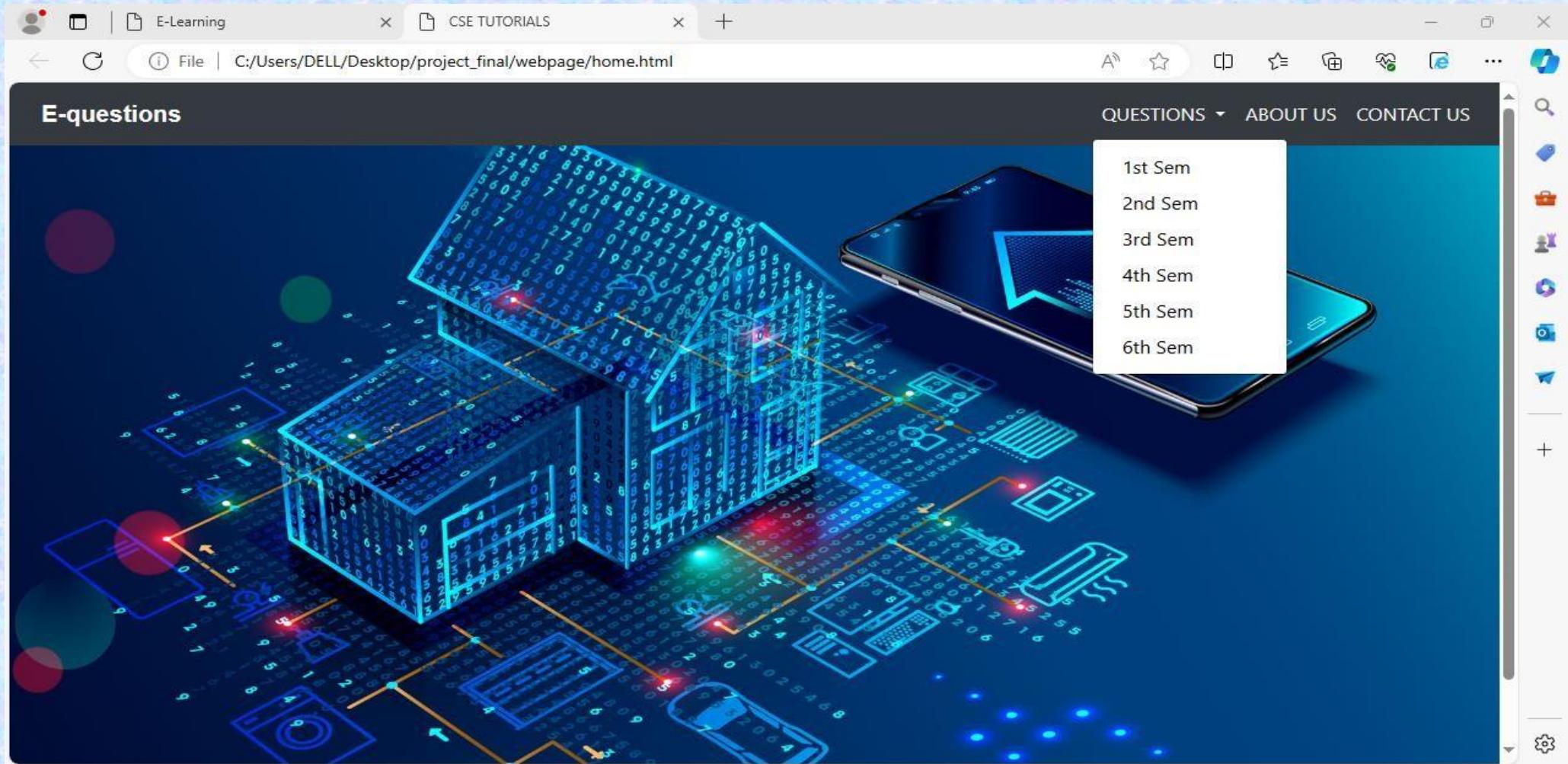
Limitation

❑ Although E-learning has many benefits for students and organizations, it also has limitations.

❑ Some topics are not appropriate for E-learning. Certain subjects like sports cannot be explained through E-learning.

❑ Loss of human contact- The E-learning system will replace a friendly face.

❑ Development time and cost- E-learning systems take more time and more money to develop than expected.

Home Page

Links to all Subjects
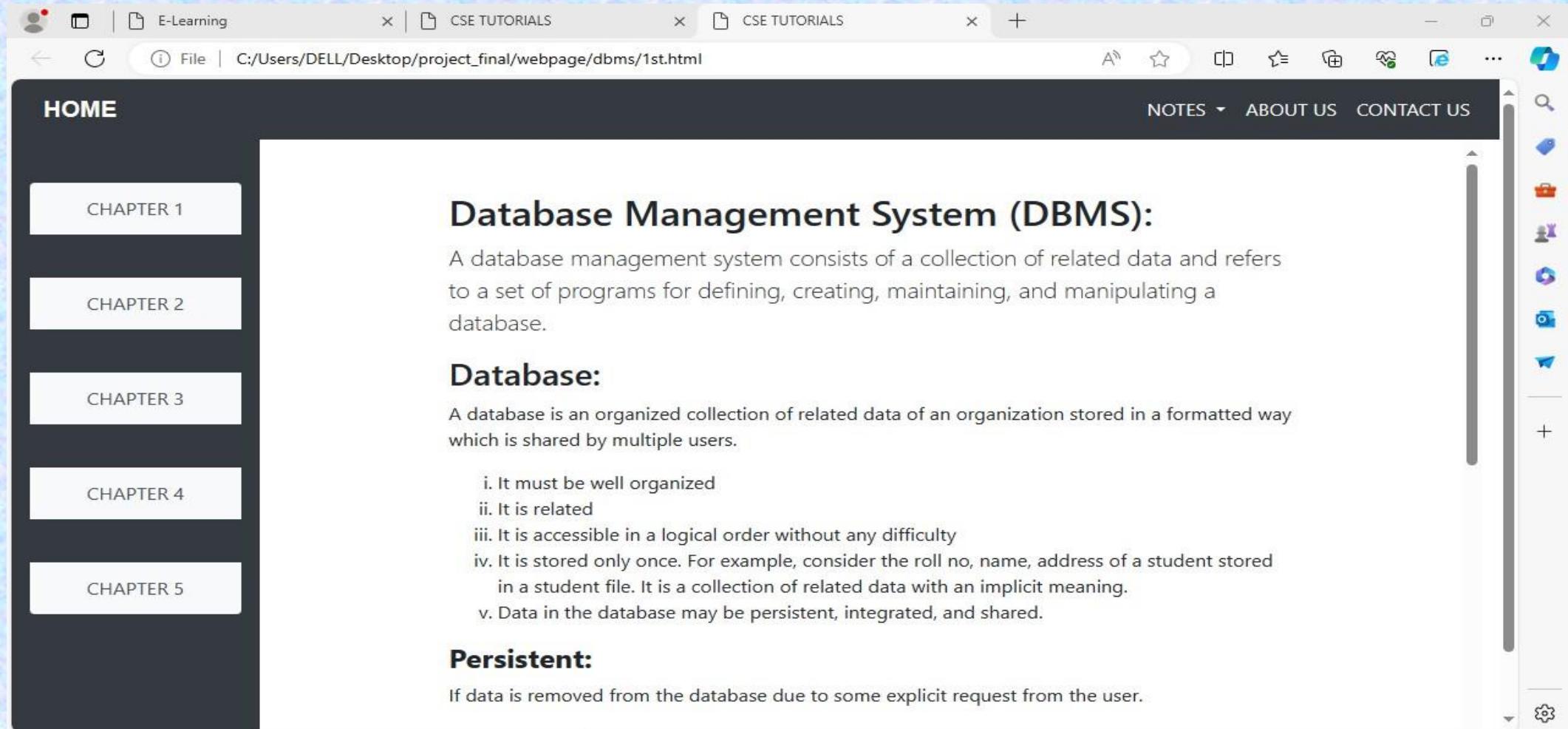
Choose a Page : DBMS

Choose a Page : IOT

HOME   NOTES ▾   ABOUT US   CONTACT US

CHAPTER 1

CHAPTER 2

CHAPTER 3

CHAPTER 4

CHAPTER 5

1. INTRODUCTION TO IoT

- Today the Internet has become ubiquitous, has touched almost every corner of the globe, and is affecting human life in unimaginable ways.
- We are now entering an era of even more pervasive connectivity where a very wide variety of appliances will be connected to the web.
- One year after the past edition of the Clusterbook 2012 it can be clearly stated that the Internet of Things (IoT) has reached many different players and gained further recognition. Out of the potential Internet of Things application areas, Smart Cities (and regions), Smart Car and mobility, Smart Home and assisted living, Smart Industries, Public safety, Energy & environmental protection, Agriculture and Tourism as part of a future IoT Ecosystem (Figure 1.1) have acquired high attention.
- **IoT Ecosystem.**
- We are entering an era of the "Internet of Things" (abbreviated as IoT). There are 2 definitions: First one is defined by Vermesan and second by Pe˜na-L´opez
    1. The Internet of Things as simply an interaction between the physical and digital worlds. The digital world interacts with the physical world using a plethora of sensors and actuators.
    2. Another is the Internet of Things is defined as a paradigm in which computing and networking capabilities are embedded in any kind of conceivable object.
- We use these capabilities to query the state of the object and to change its state if possible.
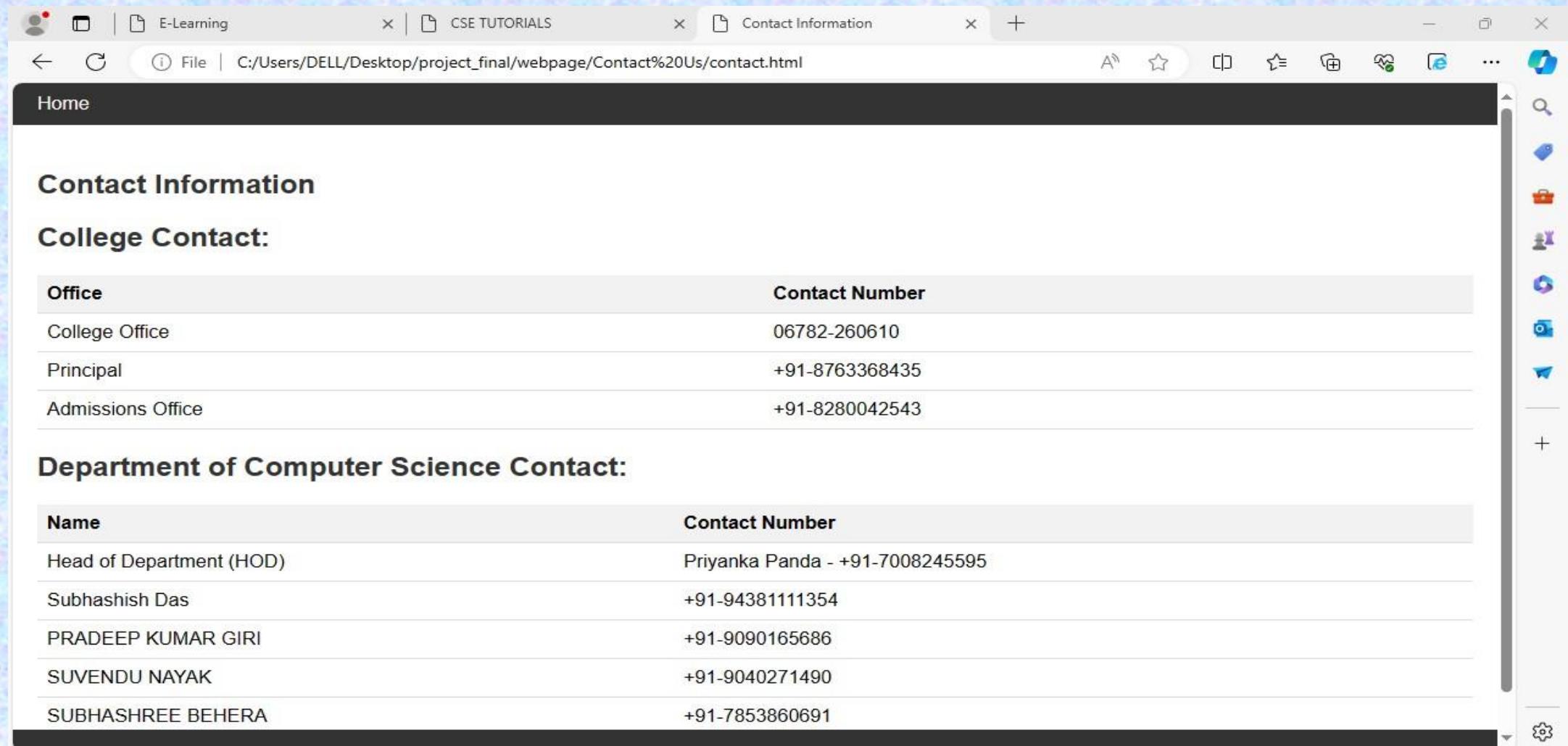
Choose a Page : Contact Us

Conclusion

❖ E-learning is not just a change of technology. It is part of a redefinition of how we as a species transmit of how we as a species transmit knowledge, skills and values to younger generations of workers and students.

❖ This website has been designed in a such a way to make it very user- friendly.

❖ It provides online courses as well as notes every time the user needs.

❖ Any person having a little bit of computer knowledge can also access the data without any pain.

THANK YOU

FOR YOUR APPRECIATION