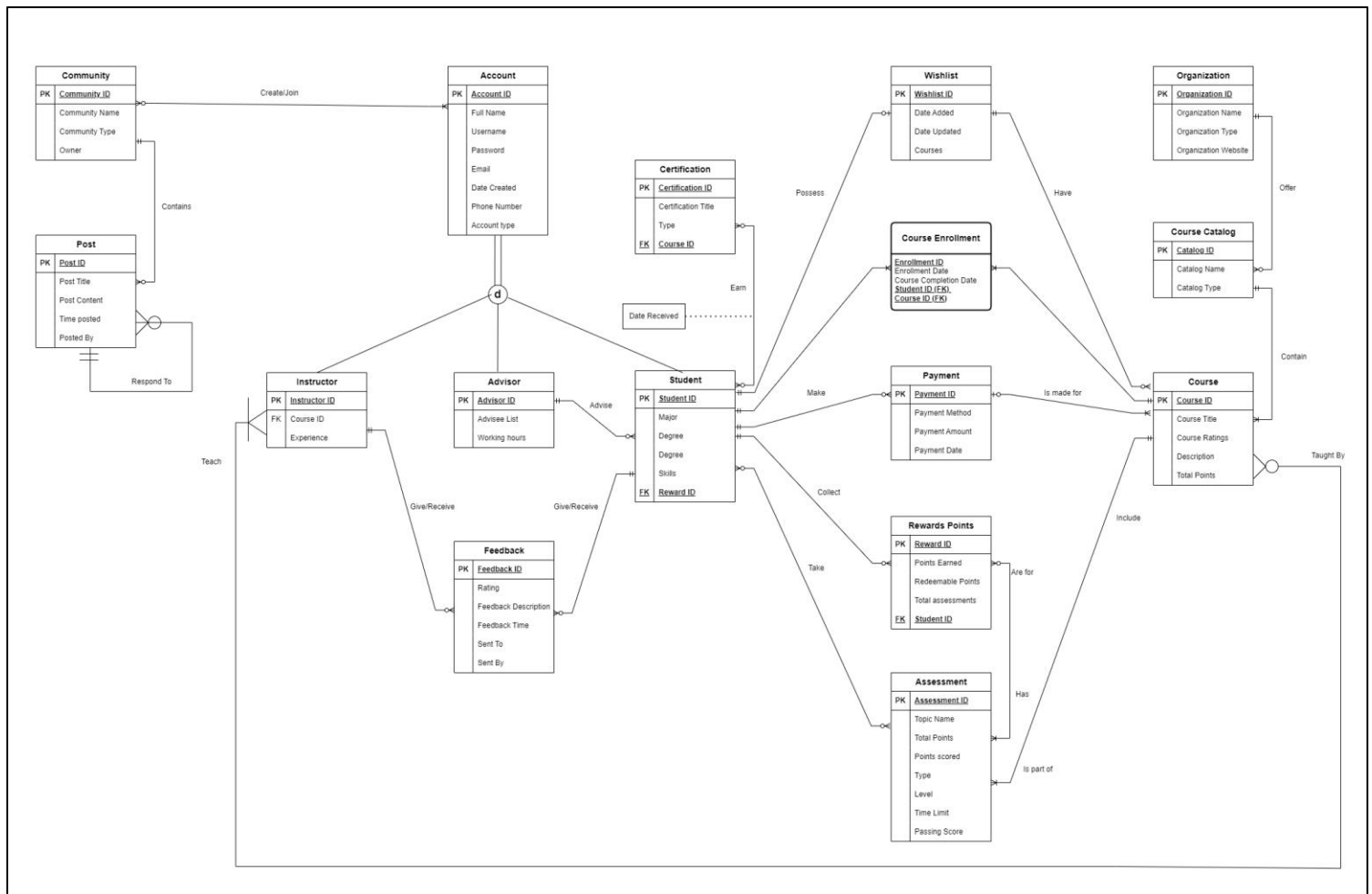


INITIAL ERD -



BUSINESS PROBLEMS BEING ADDRESSED -

- Disorganized and scattered information management for student records, courses, colleges, and companies.
- Ambiguity and lack of transparency in tracking and redeeming course points.
- Insufficient motivation and recognition for course completion, leading to low engagement and completion rates.
- Lack of a collaborative student community, hindering idea sharing and peer-to-peer learning.
- Limited access to advisors and trainers for learner assistance.
- Absence of a feedback mechanism from both learners and instructors, resulting in stagnant course quality and user experience.

E-Learning Platform Management System will establish a centralized database system for efficient data management, introduce a transparent point tracking and redemption system for students, implement a comprehensive rewards program to motivate course completion, foster a collaborative student community through online platforms and accessible advisors, and institute a feedback mechanism to continuously enhance course quality, user experience, and teaching methods. These steps will streamline operations, increase student engagement, and improve overall educational outcomes.

BUSINESS RULES -

- The ACCOUNT entity stores records of the accounts present in E-Learning Platform. Accounts are categorized into subtype entities: STUDENT, INSTRUCTOR & ADVISOR. Account must be either of the three subtype entities but cannot be less or more than one subtype entity. (For example, a student cannot be an instructor, or an advisor and account cannot be neither of student, instructor, or advisor)
- The COURSE CATALOG entity lists all available COURSES offered by ORGANIZATIONS, and each course is associated with one catalog entry. Organizations can be companies or schools.
- A STUDENT can enroll in multiple COURSES. Each course enrollment is recorded in the COURSE ENROLLMENT entity.
- The COURSE ENROLLMENT entity facilitates the many-to-many relationship between STUDENT and COURSES, allowing students to enroll in multiple courses and courses to have multiple students.
- Students can create WISHLISTS to save courses they are interested in but have not enrolled in yet, helping them plan future learning.
- COURSES can be either free or paid. The type of course (free or paid) is specified in this entity.
- COURSES include various ASSESSMENTS, such as quizzes, tests, and final exams. These assessments are components of the courses.
- Students earn REWARD points upon the completion of courses, quizzes, tests, and exams.
- Students can use their accrued reward points for enrolling in paid courses, a process managed through the "PAYMENT" entity. Additionally, students can also enroll in paid courses by making direct monetary payments.
- INSTRUCTOR teaches multiple courses. The relationship between instructors and courses is established through the "COURSES" entity. There can be multiple instructors for each course.
- ADVISORS provide guidance to students in their academic and career development. Students can be associated with one or more advisors through the "Advisors" entity.
- Payment methods are used for transactions, including the redemption of reward points for paid courses. Each transaction is recorded in the "PAYMENT" entity.
- Communities serve as platforms for discussions, peer-to-peer learning, and networking.
- Each community discussion includes one main post and multiple replies to that post in the form of a post. This structure is established in the "POST" entity.
- Students earn certifications through course completions, which are recorded in the CERTIFICATIONS entity.
- Students and Instructors can provide feedback on courses recorded in the FEEDBACK entity.

ENTITIES -

1. Account (supertype)
 - a. Student
 - b. Instructor
 - c. Advisor
2. Organization
3. Course Catalog
4. Course
5. Course Enrollment (Associative)
6. Wishlist
7. Rewards Points
8. Payment
9. Feedback
10. Community

11. Post
12. Assessment
13. Certification