

**MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE,**  
**GWALIOR**

(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)



**Project Report**  
**On**  
**“Education Web Portal”**

Submitted By:

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**(0901CA201037)**

Mentor:

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**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**  
**MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE**  
**GWALIOR - 474005 (MP) est. 1957**

**MAY-JUNE 2022**

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Project Report

On

**“Education Web Portal”**

A project report submitted in partial Fulfilment of the requirement for the degree

of

**“MASTER OF COMPUTER APPLICATION”**

In

**COMPUTER SCIENCE AND ENGINEERING**

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Submitted to:

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**Ref.:** EC-2022/EC-IT/533

**Date:** 11-May-2022

*To whom so ever it may concern*

**This is to certify that Mr. NAVDEEP SHUKLA student of MCA at MITS, Gwalior, has completed long Project at our organization EDUCAP SERVICES INDIA PVT. LTD**  
His training details are:

Period- **10 JANUARY 2022 to 10 MAY 2022**

Technology- **PYTHON DJANGO – Full Stack**

Project- **Education Web Protal (Admin Module)**

All of us at EduCap Services India Pvt. Ltd. are pleased to have him in our team. This long Project focuses primarily on learning and developing new skills and gaining a deeper understanding of concepts through hands on application of the knowledge he has learned. We take this opportunity to wish him a long, happy and successful career.

For

Authorized Signatory

**Educap Services India Pvt. Ltd.**

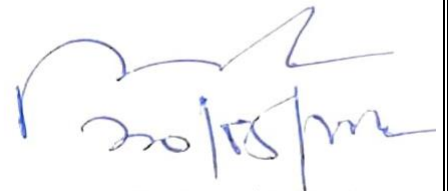
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**CERTIFICATE**

This is certified that **Navdeep Shukla** (0901CA201037) has submitted the project report titled **Education Web Portal** under the mentorship of **Suraj Neekhra, Educap Services, India Pvt. Ltd.**, in partial fulfilment of the requirement for the award of degree of Master of Computer Application of Computer Science and Engineering from Madhav Institute of Technology and Science, Gwalior.



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**DECLARATION**

I hereby declare that the work being presented in this project report, for the partial fulfilment of requirement for the award of the degree of Master of Computer Application in Computer Science and Engineering at Madhav Institute of Technology & Science, Gwalior is an authenticated and original record of my work under the mentorship of **Suraj Neekhra, Full Stack Developer, Educap Services India Pvt. Ltd.**

I declare that I have not submitted the matter embodied in this report for the award of any degree or diploma anywhere else.



**Navdeep Shukla**

**(0901CA201037)**

**2<sup>nd</sup> Year,**

**Master of Computer Application,  
Computer Science and Engineering**

## **ACKNOWLEDGEMENT**

The full semester project has proved to be pivotal to my career. I am thankful to my institute, **Madhav Institute of Technology and Science** to allow me to continue my disciplinary project. I extend my gratitude to the Director of the institute, **Dr. R. K. Pandit** and Dean Academics, **Dr. Manjaree Pandit** for this.

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It is my great pleasure that, I present this project report on "**Education Web Portal**". I am extremely thankful to "**Educap Services India Pvt. Ltd**", for giving an opportunity to undertake this project in this esteemed organization and supporting me to complete this project. I am very thankful to **Suraj Neekhra Sir** and all the colleague of **Educap Services India Pvt. Ltd. Gwalior** for their valuable guidance, encouragement, inspiration and working devotion for the completion of the Internship project.

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## **ABSTRACT**

Education Portal fulfils the thirst of knowledge and offers online content that can be delivered for the learner at anywhere, anytime and any age through a wide range of e-learning solution while compared with traditional learning system. It also provides the rapid access to specific knowledge and information.

Thus it will help organization in better utilization of resources. The organization can maintain computerized records without redundant entries. That means that one need not be distracted by information that is not relevant, while being able to reach the information.

Project on Education Web Portal is to manage the details of Assignment, Student, teacher, quiz, question. It manages all the information about Assignment, class. question, Assignment. The project is totally built at administrative end and thus only the administrator is guaranteed the access.

The purpose of the project is to build an application program to reduce the manual work for managing the assignments. It tracks all the details about the teacher, quiz, question.

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# Chapter -1

## **Introduction**

### **1.1 About Project**

The” Education Web Portal “has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and in some cases reduce the hardships faced by this existing system. Moreover this system is designed for the particular need of the company to carry out operations in a smooth and effective manner.

No formal knowledge is needed for the user to use this system. Thus by this all it proves it is user-friendly. Education Web Portal, as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus it will help organization in better utilization of resources.

Every organization, whether big or small, has challenges to overcome and managing the information of Student, Assignment, QUIZ and QUESTION. Every E-learning Management System has different Assignment needs.

This is designed to assist in strategic planning, and will help you ensure that your organization is equipped with the right level of information and details for your future goals. Also, for those busy executive who are always on the go, our systems come with remote access features, which will allow you to manage your workforce anytime, at all times.

### **Functionalities provided Education Web Portal:**

- Provides the searching facilities based on various factors. Such as Assignment, TEACHER, QUIZ, QUESTION.
- Education Web Portal also manage the CLASS details online for QUIZ details, QUESTION details, Assignment.
- It tracks all the information of Student, CLASS and QUIZ.
- Manage the information of Student.
- Shows the information and description of the Assignment, TEACHER
- To increase efficiency of managing the Assignment, Student.
- It deals with monitoring the information and transactions of QUIZ.
- Manage the information of Assignment
- Editing, adding and updating of Records is improved which results in proper resource management of Assignment data.
- Manage the information of QUIZ
- Integration of all records of QUESTION.

### **Scope of the project Education Web Portal:**

It may help collecting perfect management in details .In a very short time, the Collection will be obvious, simple and sensible. It also helps in current all works. Relative to Education Web Portal. It will be also reduced the cost of collecting the management & collection procedure will go on smoothly.

- In computer system the person has to fill the various forms & number of copies of the forms can be easily generated at a time.
- In computer system, it is not necessary to create the manifest but we can directly print it, which saves our time.
- To assist the staff in capturing the effort spent on their respective working areas.
- To utilize resources in an efficient manner by increasing their productivity through automation.

## **1.2 About Organization:**

Educap Services India Pvt. Ltd.. is established in 2011 and registered as a PVT LTD Firm in the running year. Educap is leading firm, providing the educational training in PAN India in the field of advanced technologies involving Machine Learning, Data Science, Web Development, etc.

Educap Services is a Software & Web Development Company offering Web Development in PHP / MYSQL, ASP, ASP Dotnet/MS SQL. We also provide Training in Information Technologies like JAVA , PHP , DOTNET , ANDROID e.t.c. We also develop unique website database solutions using MS Access, MY SQL, MS SQL, Oracle

As web design technology improves, our organizations continue to streamline their operations and shift more and more complex business process functionality to the Internet. A company's website design is no longer just a marketing vehicle, but an integral component in how they do online web business. At Educap Services the Web Development Company, we thrive on technology challenges, building complex, secure, user-friendly, dynamic database driven, web & Internet solutions for a wide variety of agencies & companies, both large and small.

Our expertise in web services include eye-catching website designs, user-friendly interfaces, information architecture, creative graphic design, database development, ecommerce web design solutions, search engine optimization, web promotions etc.

### **Services Provided by us :-**

- Innovative way of teaching
- Industry-ready course module
- Highly Experienced Trainer
- Lifetime Assistance
- Interview sessions
- Tools (50)
- Certifications (10+)

## **Reports of Education Web Portal:**

- It generates the report on Assignment, Student, and CLASS
- Provide filter reports on TEACHER, QUIZ, and QUESTION
- You can easily export PDF for the Assignment, CLASS, and QUIZ
- Application also provides excel export for Student, TEACHER, QUESTION

## **Modules Education Web Portal:**

- Assignment Management Module: Used for managing the Assignment details.
- QUESTION Module: Used for managing the details of QUESTION
- CLASS Module: Used for managing the details of CLASS
- Student Management Module: Used for managing the information and details of the Student.
- TEACHER Module: Used for managing the TEACHER details
- QUIZ Module: Used for managing the QUIZ information's
- Login Module: Used for managing the login details
- Users Module: Used for managing the users of the system

## **Focused Modules:**

- **Registration:**

In this, first the interested students get registered by selecting their desired username and password and by providing the necessary details. Then each user profile will be maintained which can be edited by the user when desired. Each person will register only one time. Details of each person along with their username and password are saved permanently in the database.

- **Login:**

After providing the correct username and password, the user log's in to thee-Learning system's homepage. There the user can select the available subjects to further learn about them. If user enter wrong username or password then they block their account temporary and after some security verification they will able to access their account.

After providing the correct username and password, the user log's in. After login there are many choice for user to learn different subjects like DBMS , DS , C, C++, Java etc.

User can take following helps:

1. Tutorials link about the subjects.
2. View programs in the subjects.
3. Playing quiz about the subjects.
4. Download notes and subjects.

## **Objective :**

The main objective behind this project is to provide a user friendly environment to provide knowledge and give everyone a chance to learn, irrespective of where they are, provided they register themselves with the system.

The main features that the system provides can be made use of, once the registered people select their interested subject and take a starter test. This helps to establish incremental learning process. After taking this, based on their level of competence, they can take available tutorials, take online tests and also discuss an issue/topic by posting messages in the discussion forum.

Along with this they can also take real time simulations of the most widely known competitive exams.

Project on Education Web Portal is to manage the details of Assignment, Student, TEACHER, QUIZ, QUESTION. It manages all the information about Assignment, CLASS.QUESTION, Assignment. The project is totally built at administrative end and thus only the administrator is guaranteed the access.

The purpose of the project is to build an application program to reduce the manual work for managing the assignments. It tracks all the details about the TEACHER, QUIZ, QUESTION.

## **1.3 Technology Used :**

### **1.3.1 Python :**

Python is a general-purpose interpreted, interactive, object-oriented, and high-level programming language.

### **1.3.2 Django :**

Django is a high-level Python Web framework that encourages rapid development and clean pragmatic design.

### **1.3.3 SQLite :**

SQLite is an in-process library that implements a self-contained, server less, L database engine.

### **1.3.4 HTML :**

HTML is the standard mark-up language for creating Web pages.

### **1.3.5 CSS :**

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a mark-up language.

### **1.3.6 JAVA-SCRIPT:**

JavaScript is a light weight, interpreted programming language. It is designed for creating network-centric applications.

## **Requirements :**

### **SOFTWARE REQUIREMENTS**

Web Server : Apache Tomcat  
Web Client : Mozilla Firefox, Chrome  
Front End : HTML, CSS, JAVASCRIPT, Bootstrap  
Language : Python  
Back End : SQLite, Django  
Operating System : Windows

### **HARDWARE REQUIREMENTS**

Processor : Intel Core, Ryzen  
Operating system : Windows  
Memory : 512 MB  
Hard Disk : 40 GB  
Drive : DVD-ROM

# Chapter -2

## **System Analysis**

### **2.1 Software Requirement Identification**

The Software Requirements Specification is produced at the culmination of the analysis task. The function and performance allocated to software as part of system engineering are refined by establishing a complete information description, a detailed functional and behavioural description, an indication of performance requirements and design constraints, appropriate validation criteria, and other data pertinent to requirements.

The proposed system has following requirements:

- System needs store information about new entry of Assignment.
- System needs to help the internal staff to keep information of Student and find them as per various queries.
- System need to maintain quantity record.
- System need to keep the record of TEACHER.
- System need to update and delete the record.
- System also needs a search area.
- It also needs a security system to prevent data.

## **2.2 Feasibility Study : -**

Feasibility is the determination of whether or not a project is worth doing. This type of study determines if a project can and should be taken. Once it has been determined that a project is feasible, the analyst can go ahead and prepare the project specification which finalizes project requirements.

The following feasibility study was undertaken for the proposed system:

**2.2.1 Technical feasibility:** This is concerned with specifying equipment and software that will successfully satisfy the user requirements; the technical needs of the system may vary considerably, but might include: 1. Response time under certain conditions.

**2.2.2 Economic feasibility:** Economic analysis is the most frequently used technique for evaluating the effectiveness of a proposed system. More frequently known as cost / benefit analysis; the procedure is to determine the benefits and saving that are expected from a proposed system and compare them with costs. If benefits outweigh costs, a decision is taken to design and implement the system will have to be made if it is to have a changing approved.

**2.2.3 Behavioural Feasibility:** Social feasibility is a determination of whether a proposed project will be acceptable to the people or not. This determination typically examines the probability of the project accepted by the group directly affected by the proposed system change.

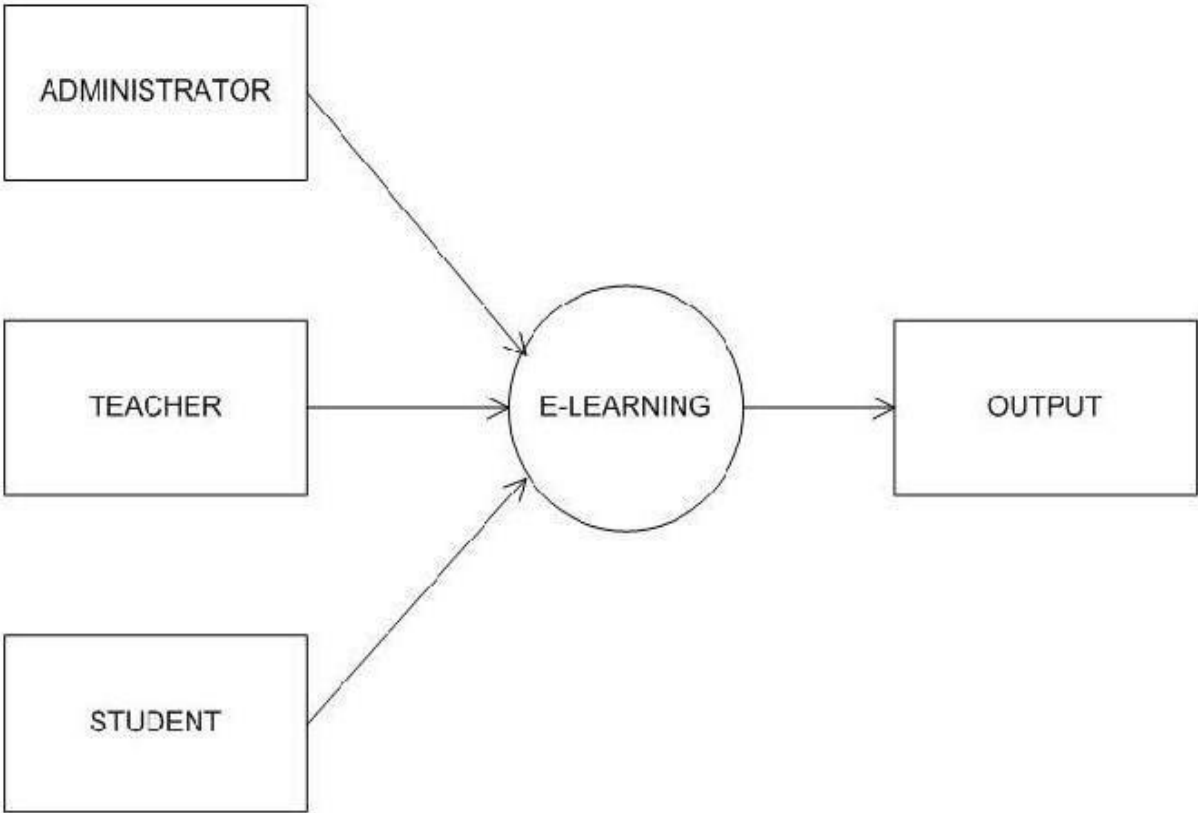
**2.2.4 Management feasibility:** It is a determination of whether a proposed project will be acceptable to management. If does not accept a project or gives a negligible support to it; the analyst will tend to view the project as a non-feasible one.

**2.2.5 Time feasibility:** Time feasibility is a determination of whether a proposed project can be implemented fully within a stipulated time frame. If a project takes too much time it is likely to be rejected

## 2.3 Dataflow Diagram:

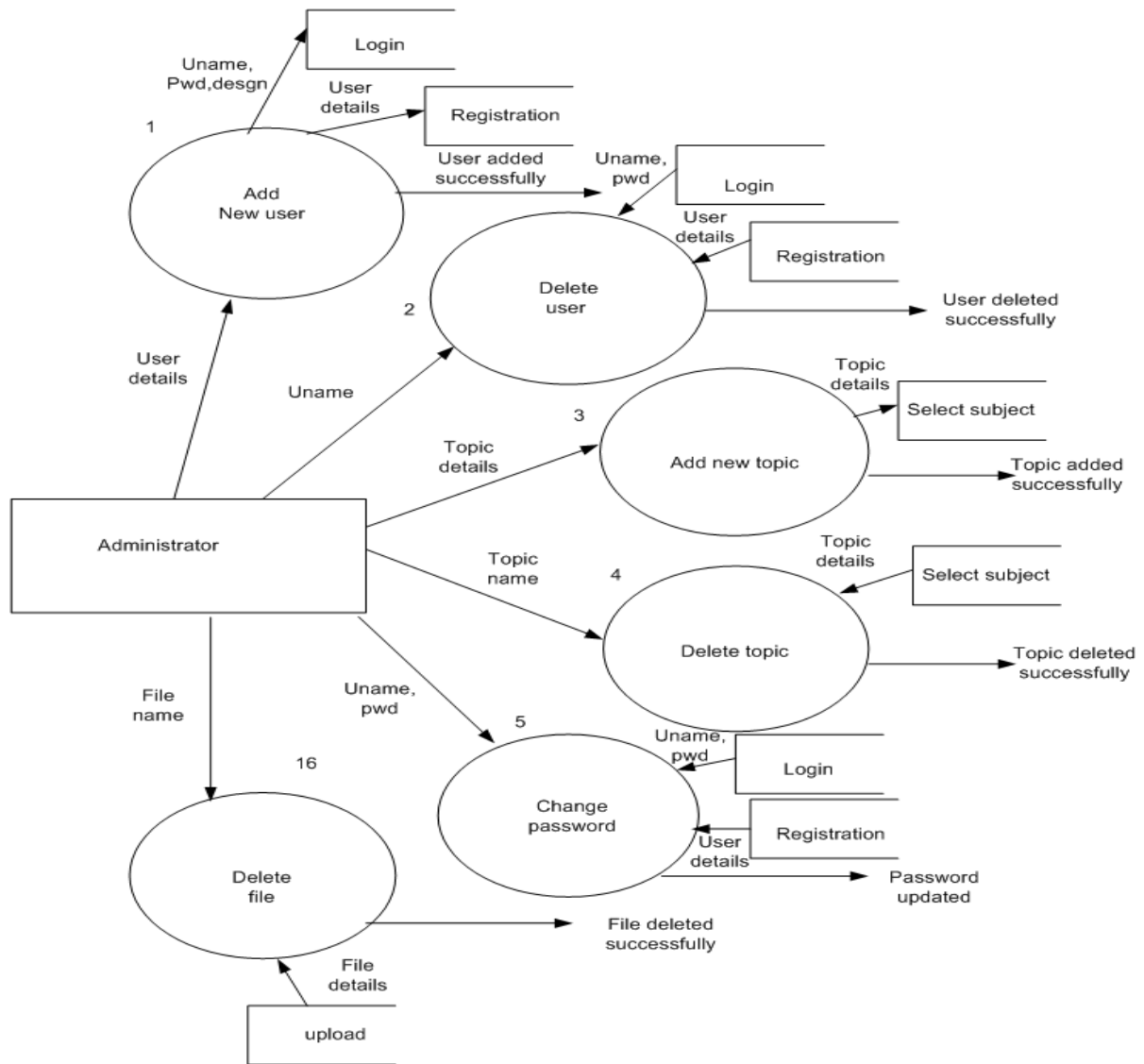
Data flow diagram IS the starting point of the design phase that functionally decomposes the requirements specification. ADFD consists of a series of bubbles joined by lines. The bubbles represent data transformation and the lines represent data flows in the system. A DFD describes what data flow rather than how they are processed, so it does not hardware, software and data structure.

A data-flow diagram(DFD) is a graphical representation of the “flow” of data through an DFDs can also be used for the of processing(structured design).A data flow diagram (DFD)is a significant modelling technique for analysing and construct ng information Processes .DFD literally means an illustration that explains the course or movement of information in process. DFD illustrates this flow of Information in process based on the inputs and outputs. ADFD can be referred to as a Process Model. The data flow diagram is graphical description of system’s data and how to Process transform the data is known as Data Flow Diagram(DFD).Unlike details flow chart, DFDs don’t supply detail descriptions of modules that graphically describe system’s data and how the data interact with the system. Data flow diagram number of symbols and the following symbols are of by DE Marco.



**2.3.1 Context Level Data Flow Diagram**

### 2.3.2 Administrator :



This shows the different functions of administrator.

User functions:

- a) Learner and tutor enrolment: add user, delete user.
- b) Curriculum and content management: add topic, delete topic, delete file.
- c) User privileges management: change password.

# Chapter -3

## System Design

### **3.1 System Design of Education Web Portal**

In this phase, a logical system is built which fulfils the given requirements. Design phase of software development deals with transforming the client's requirements into a logically working system. Normally, design is performed in the following in the following two steps:

#### **3.1.1 Primary Design Phase:**

In this phase, the system is designed at block level. The blocks are created on the basis of analysis done in the problem identification phase. Different blocks are created for different functions emphasis is put on minimizing the information flow between blocks. Thus, all activities which require more interaction are kept in one block.

#### **3.1.2 Secondary Design Phase:**

In the secondary phase the detailed design of every block is performed.

#### **General task involved in the design process are following:**

- A. Design various blocks for overall system processes.
- B. Design smaller, compact and workable modules in each block.
- C. Design various database structures.
- D. Specify details of programs to achieve desired functionality.
- E. Design the form of inputs, and outputs of the system.
- F. Perform documentation of the design.
- G. System reviews.

## **3.2 Project Category**

### **3.2.1 SQLite:**

SQLite is an in-process library that implements a self-contained, server less, zero-configuration, transactional SQL database engine. It is a database, which is zero-configured, which means like other databases you do not need to configure it in your system.

SQLite engine is not a standalone process like other databases, you can link it statically or dynamically as per your requirement with your application. SQLite accesses its storage files directly.

#### **Brief introduction about SQLite:**

- SQLite does not require a separate server process or system to operate (server less).
- SQLite comes with zero-configuration, which means no setup or administration needed.
- A complete SQLite database is stored in a single cross-platform disk file.
- SQLite is very small and light weight, less than 400KiB fully configured or less than 250KiB with optional features omitted.
- SQLite is self-contained, which means no external dependencies.
- SQLite transactions are fully ACID-compliant, allowing safe access from multiple processes or threads.
- SQLite supports most of the query language features found in SQL92 (SQL2) standard.
- SQLite is written in ANSI-C and provides simple and easy-to-use API.
- SQLite is available on UNIX (Linux, Mac OS-X, Android, iOS) and Windows (Win32, WinCE).

### 3.3 Project Planning:

**Software project plan can be viewed as the following:**

- 1) **Within the organization** : How the project is to be implemented? What are various Constraints (time, cost, and staff)? What is market strategy?
- 2) **With respect to the customer:** weekly or timely meetings with the customer with presentation on status reports. Customer's feedback is also taken and further modification and developments are done. Project milestones and deliverables are also presented to the customer.

For a successful software project the following steps can be followed:

- Identifying project's aims and objectives.
- Understanding requirements and specification
- Methods Of analysis, design and implementation
- Testing techniques
- Documentation
- Project milestones and deliverables
- Budget allocation
- Exceeding limits within control
- Cost
- Time
- Size of code
- Resource Allocation
  - Hardware
  - Software
  - Previous relevant project information

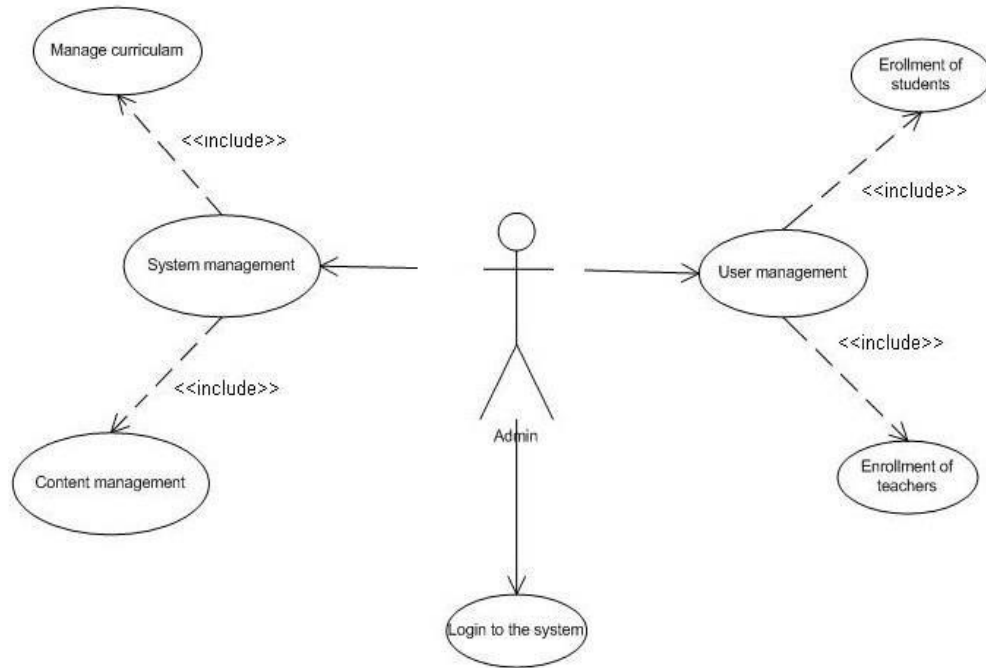
### **3.4 Use Case Model of the Project:**

The use case model for any system consists of "use cases". Use cases represent different ways in which the system can be used by the user. A simple way to find all the use case of a system is to ask the questions "What the user can do using the system? "The use cases partition the system behaviour into transactions such that each transaction performs some useful action from the users point of view.

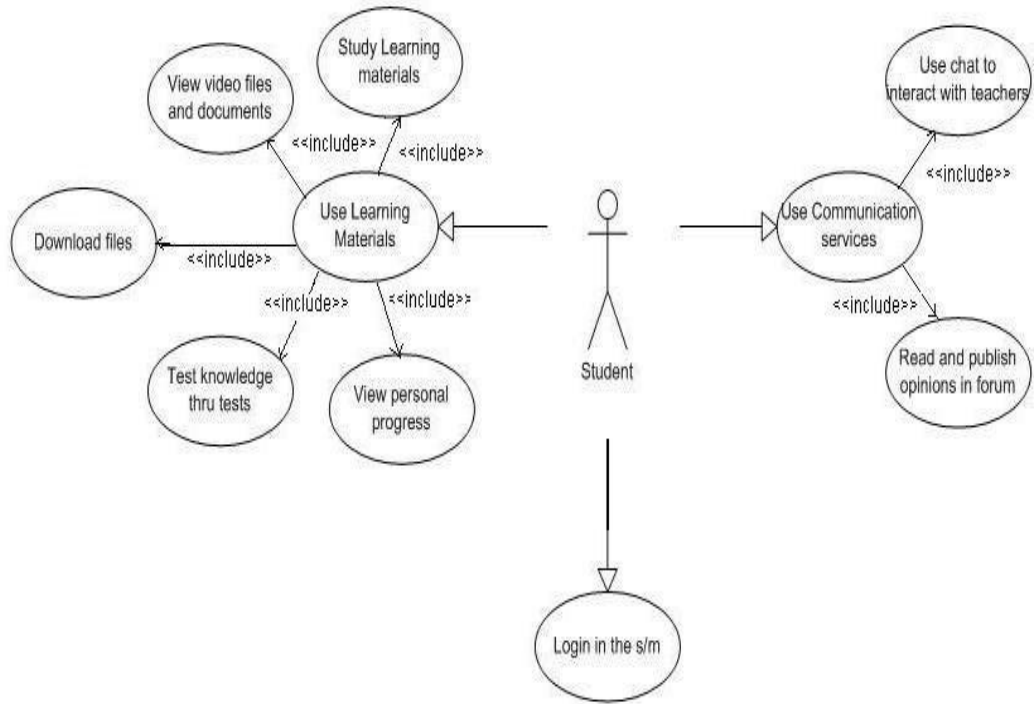
The purpose of the use case to define a piece of coherent behaviour Without revealing the internal structure of the system. An use case typically represents a sequence of interaction between the user and the system. These interactions consists of one main line sequence is represent the normal interaction between the user and the system. The use case model is an important analysis and design artefact (task).Use cases can be represented by drawing a use case diagram and writing an accompany text elaborating the drawing.

In the use case diagram each use case is represented by an ellipse with the name of use case written inside the ellipse. All the ellipses of the system are enclosed with in a rectangle which represents the system boundary. The name of the system being module appears inside the rectangle. The different users of the system are represented by using stick person icon. The stick person icon is normally referred to as an Actor. The line connecting the actor and the use cases is called the communication relationship. When a stick person icon represents an external system it is annotated by the stereo system .

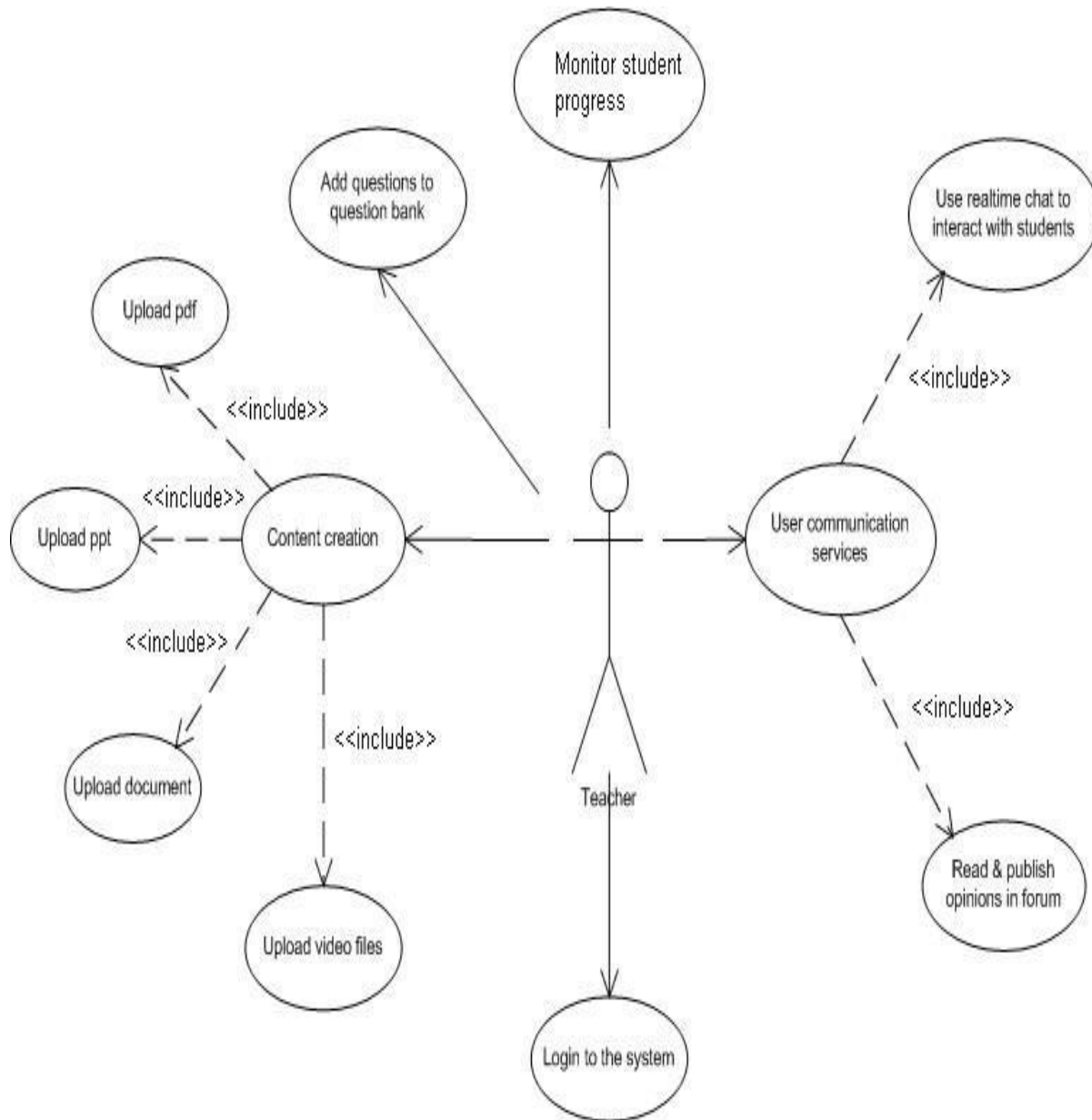
**(a) Use case: Administrator**



**(b) Use case: Student**



(a) Use case: Teacher

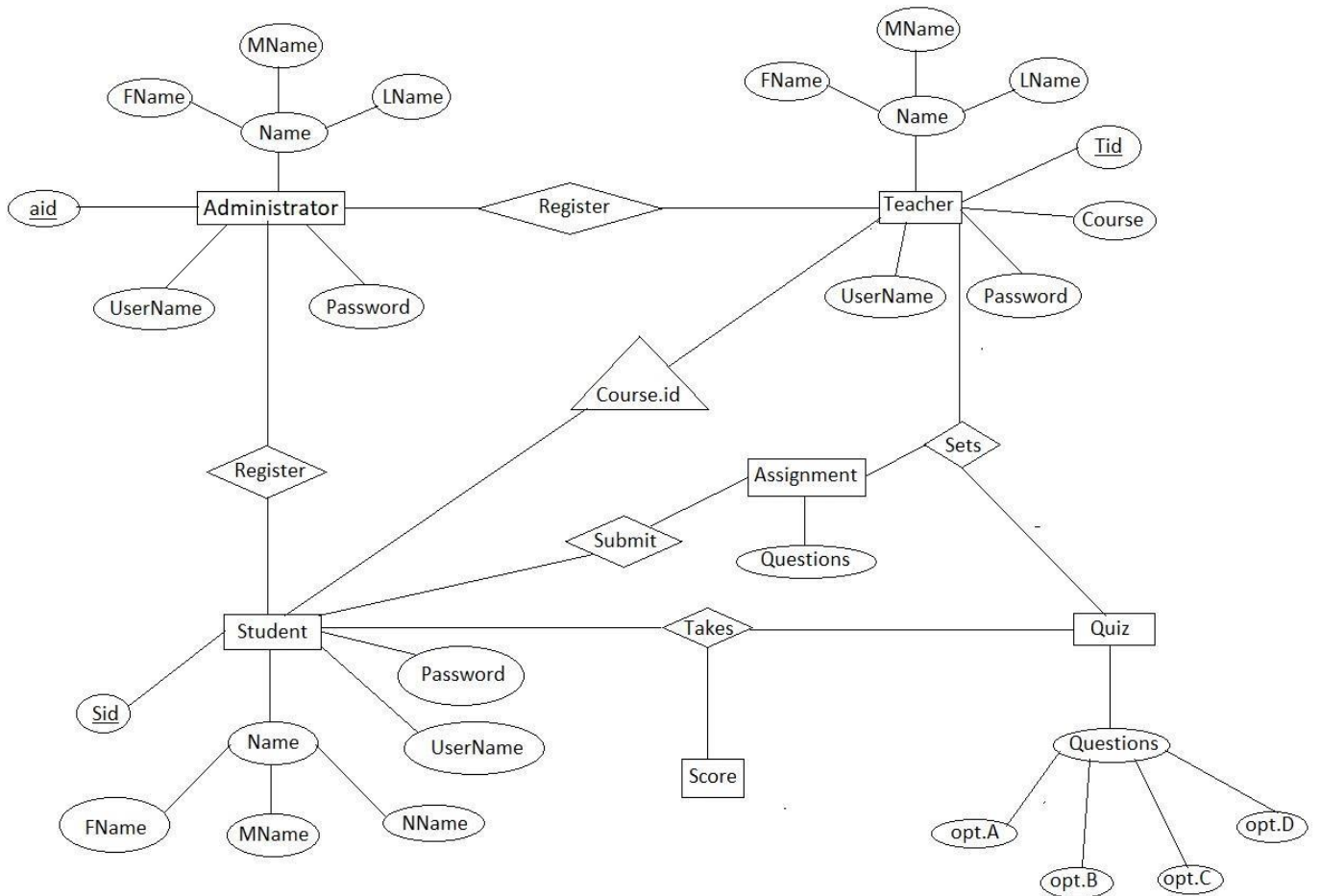


### **3.5 ER Diagram:**

**Entity Relationship Diagram:** E-R Model is popular high level conceptual data model. This model and its variations are frequently used for the conceptual design of database application and many database design tools employ its concept.

A database that to an E-R diagram can be represented by a collection of tables in the relational system. The mapping of E-R diagram to the entities is:

- Attributes
- Relations
  - Many-to-many
  - Many-to-one
  - One-to-many
  - One-to-one
- Weak entities
- Sub-type and super-type



**ER Diagram**

# **Chapter - 4**

## Testing

### **4.1 Implementation and Software Specification Testing**

Detailed Design of Implementation: This phase of the systems development life cycle refines hardware and software specifications, establishes programming plans, trains users and implements extensive testing procedures, to evaluate design and operating specifications and/or provide the basis for further modification.

**Technical Design:** This activity builds upon specifications produced during new system design, adding detailed technical specifications and documentation.

**Test Specifications and Planning:** This activity prepares detailed test specifications for individual modules and programs, job streams, subsystems, and for the system as a whole.

#### **Programming And Testing**

This activity encompasses actual development, writing, and testing of program units or modules.

#### **User Training**

This activity encompasses writing user procedure manuals, materials, conducting training programs, and testing procedures.

#### **Acceptance Test**

A final procedural review to demonstrate a system and secure user approval before a system becomes operational.

## **Installation phase**

In this phase the new Computerized system is installed, the conversion to new procedures is fully implemented, and the potential of the new system is explored.

## **System Installation**

The process of starting the actual use of a system and training user personnel in its operation.

## **Review Phase**

This phase evaluates the successes and failures during a systems development project, and to measure the results of a new Computerized Tran system in terms of benefits and savings projected at the start of the project.

## **Development Recap**

A review of a project immediately after completion to find successes and potential problems in future work.

## **THE STEPS IN THE SOFTWARE TESTING**

1. The steps involved during Unit testing are as follows:
2. Preparation of the test cases.
3. Preparation of the possible test data with all the validation checks.
4. Complete code review of the module.
5. Actual testing done manually.
6. Modifications done for the errors found during testing.
7. Prepared the test result scripts.

**The unit testing done included the testing of the following items:**

1. Functionality of the entire module/forms.
2. Validations for user input.
3. Checking of the Coding standards to be maintained during coding.
4. Testing the module with all the possible test data.
5. Testing of the functionality involving all type of calculations etc.
6. Commenting standard in the source files.

After completing the Unit testing of all the modules, the whole system is integrated with all its dependencies in that module. While System Integration, We integrated the modules one by one and tested the system at each step. This helped in reduction of errors at the time of the system testing.

The steps involved during System testing are as follows:

- Integration of all the modules/forms in the system.
- Preparation of the test cases.
- Preparation of the possible test data with all the validation checks.
- Actual testing done manually.
- Recording of all the reproduced errors.
- Modifications done for the errors found during testing.
- Prepared the test result scripts after rectification of the errors.

## **The System Testing done included the testing of the following items:**

1. Functionality of the entire system as a whole.
2. User Interface of the system.
3. Testing the dependent modules together with all the possible test data scripts.
4. Verification and Validation testing.
5. Testing the reports with all its functionality.

## **Existing System of Education Web Portal:**

In the existing system the exams are done only manually but in proposed system we have to computerize the exams using this application.

- Lack of security of data.
- More man power.
- Time consuming.
- Consumes large volume of pare work.
- Needs manual calculations.
- No direct role for the higher officials

## **Proposed System of Education Web Portal:**

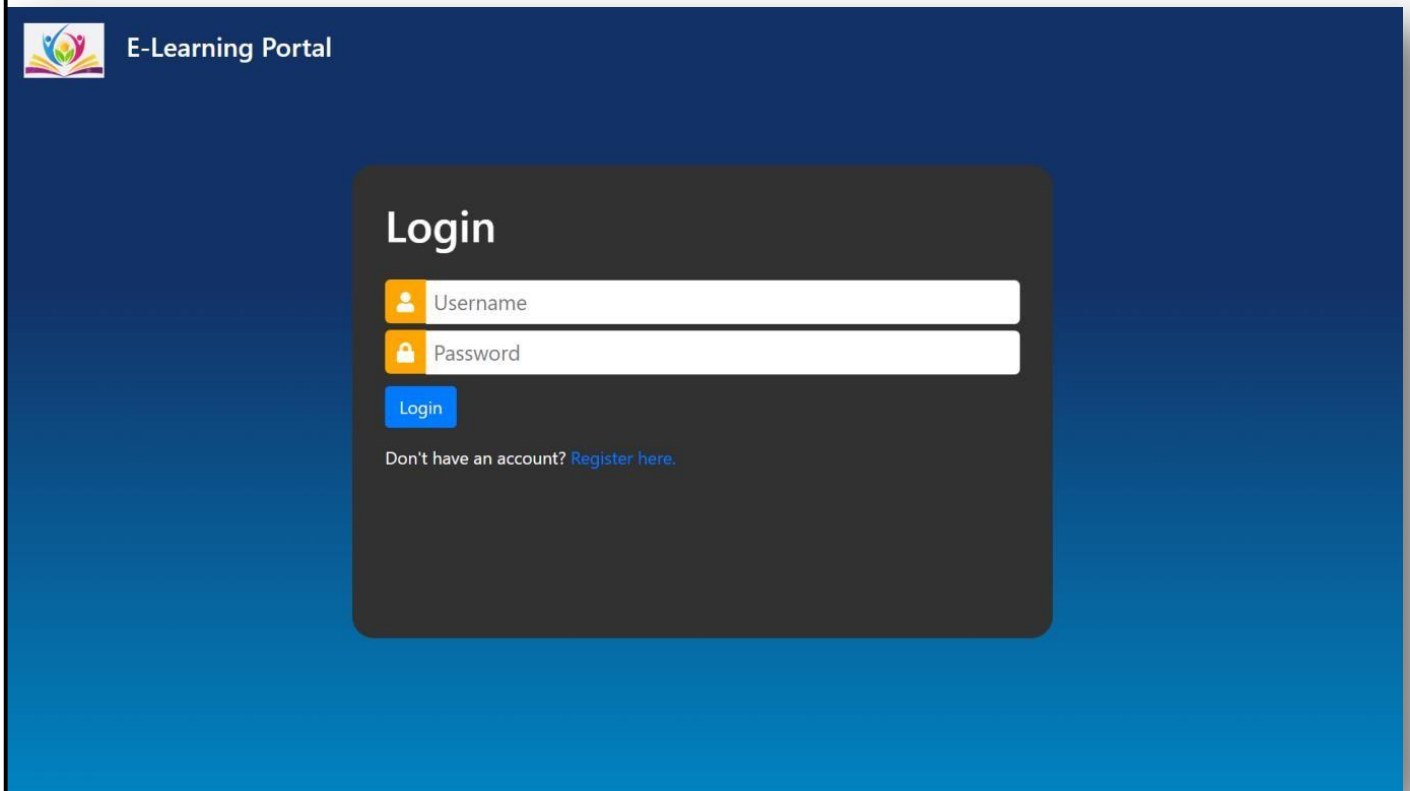
The aim of proposed system is to develop system of improved facilities. The proposed system can overcome all the limitations of the existing system. The system provides proper security and reduces the manual work.

- Security of data.
- Ensure data accuracy's.
- Proper control of the higher officials.
- Minimize manual data entry.
- Minimum time needed for the various processing.

# Chapter - 5

## Implementation:

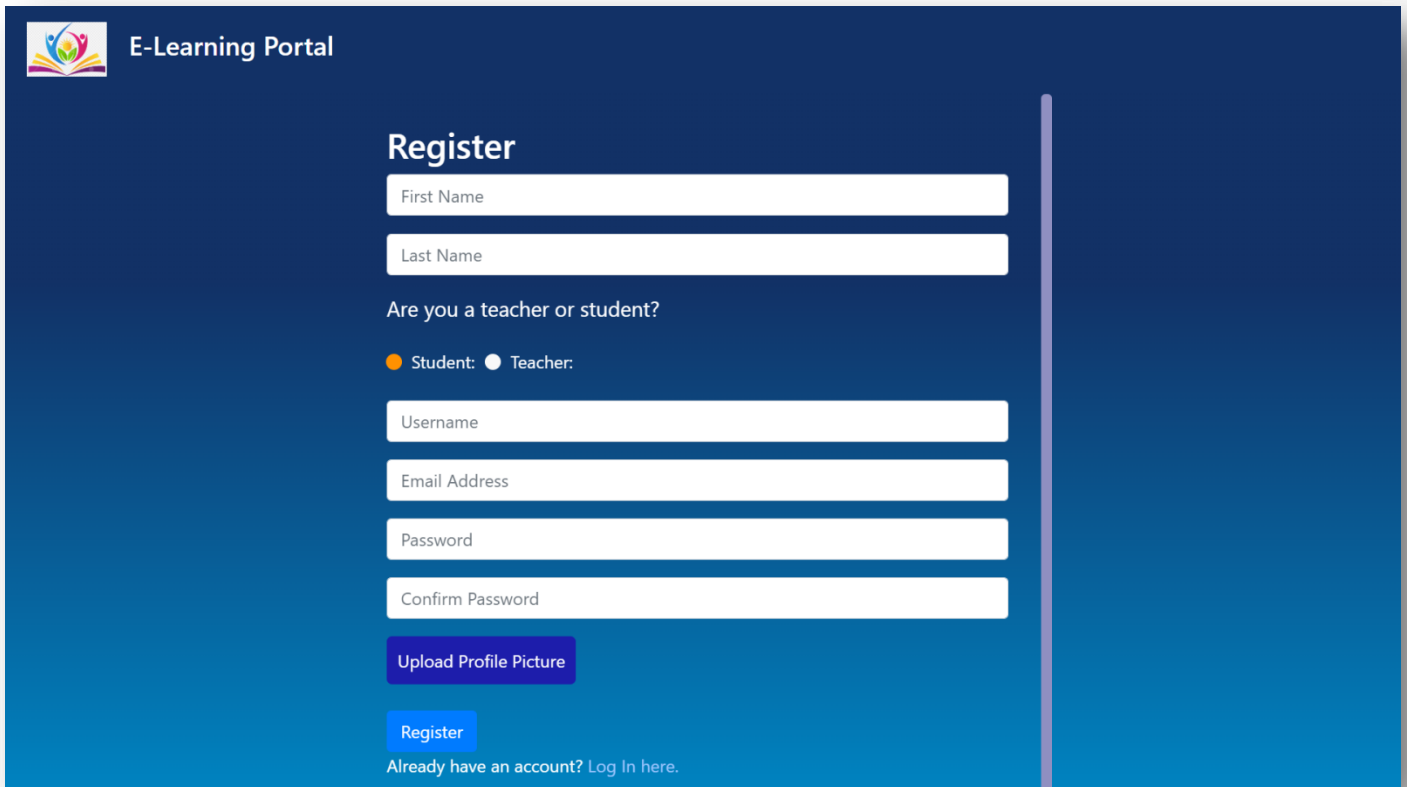
(a) Login Page



The image shows a screenshot of a login page for an "E-Learning Portal". The page has a dark blue background. In the top left corner, there is a logo with colorful abstract shapes and the text "E-Learning Portal". The main content is a dark grey rounded rectangle containing the following elements:

- The word "Login" in a large, white, sans-serif font.
- A white input field for "Username" with a small orange icon of a person to its left.
- A white input field for "Password" with a small orange icon of a padlock to its left.
- A blue button with the text "Login" in white.
- A link that says "Don't have an account? [Register here.](#)" in white text.

## (b) Registration Page



The registration page features a dark blue header with the 'E-Learning Portal' logo and title. The main content area is a light blue gradient. It contains a 'Register' section with several input fields: 'First Name', 'Last Name', 'Username', 'Email Address', 'Password', and 'Confirm Password'. There are radio buttons for 'Student' (selected) and 'Teacher'. A purple 'Upload Profile Picture' button is positioned below the password fields. A blue 'Register' button is at the bottom of the form. A link 'Already have an account? Log In here.' is located below the 'Register' button.

**E-Learning Portal**

### Register

First Name

Last Name

Are you a teacher or student?

Student:  Teacher:

Username

Email Address

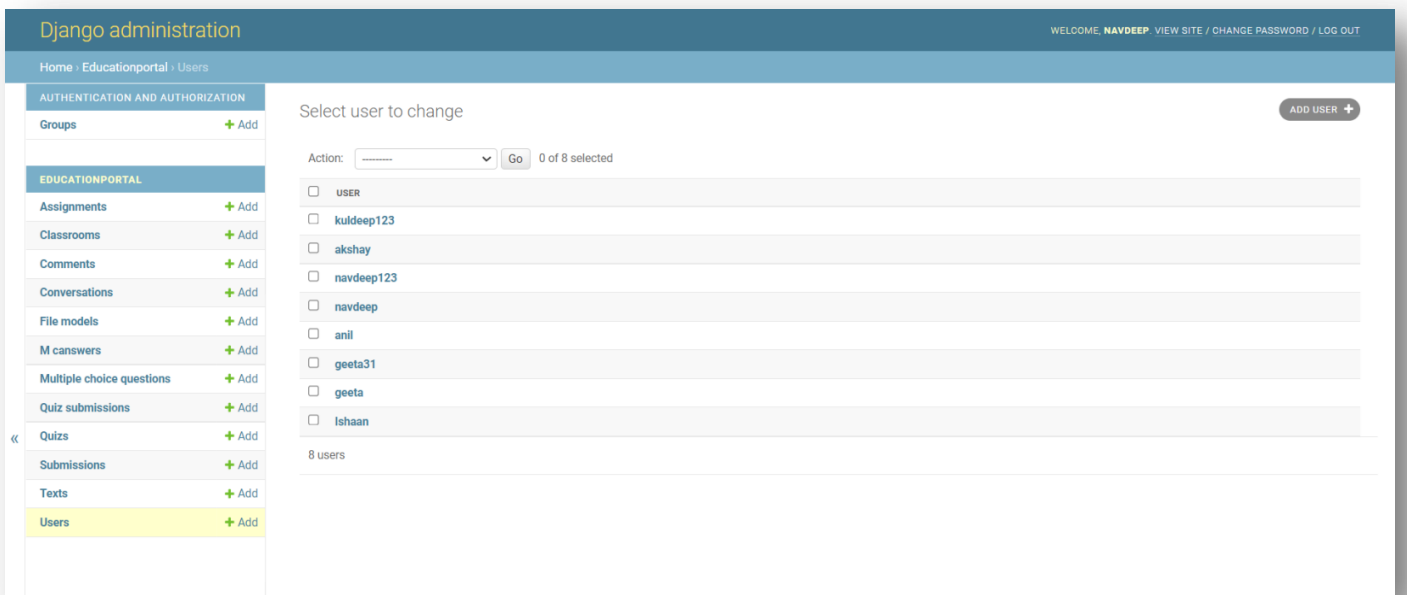
Password

Confirm Password

Upload Profile Picture

Register

Already have an account? [Log In here.](#)



The Django administration interface shows the 'Users' page. The left sidebar contains a navigation menu with categories like 'AUTHENTICATION AND AUTHORIZATION' and 'EDUCATIONPORTAL'. The main content area is titled 'Select user to change' and displays a list of 8 users with checkboxes. An 'ADD USER +' button is in the top right. The 'Users' menu item in the sidebar is highlighted in yellow.

Django administration

Home > Educationportal > Users

WELCOME, NAVDEEP. [VIEW SITE](#) / [CHANGE PASSWORD](#) / [LOG OUT](#)

Authentication and Authorization

- Groups [+ Add](#)

EDUCATIONPORTAL

- Assignments [+ Add](#)
- Classrooms [+ Add](#)
- Comments [+ Add](#)
- Conversations [+ Add](#)
- File models [+ Add](#)
- M canswers [+ Add](#)
- Multiple choice questions [+ Add](#)
- Quiz submissions [+ Add](#)
- Quizzes [+ Add](#)
- Submissions [+ Add](#)
- Texts [+ Add](#)
- Users [+ Add](#)**

### Select user to change

Action:  Go 0 of 8 selected

USER

kuldeep123

akshay

navdeep123

navdeep

anil

geeta31

geeta

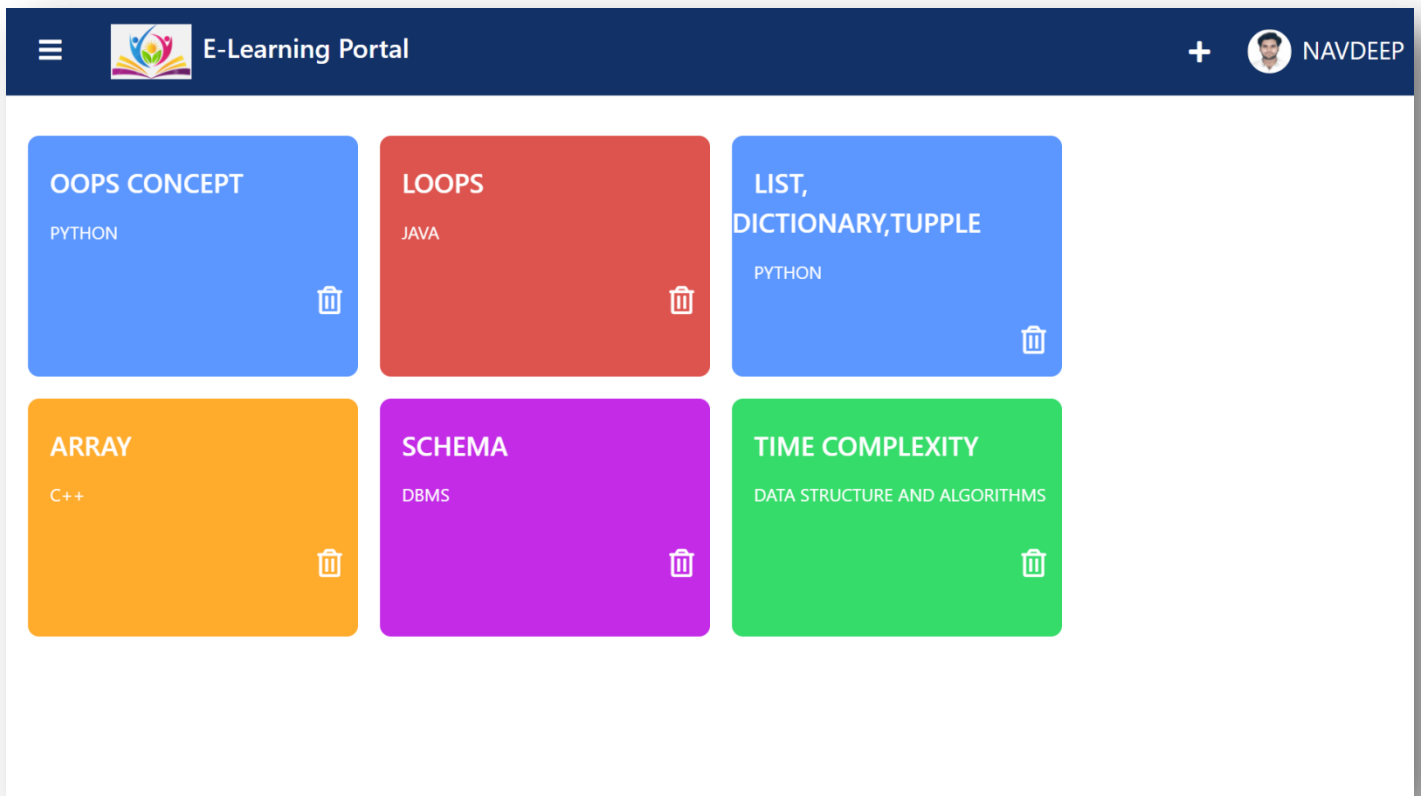
lshaan

8 users

[ADD USER +](#)

## (c) Admin Page

(d) Homepage





## OOPS CONCEPT

PYTHON

Class Code: ED59C0DA

+ Announcement



NAVDEEP SHUKLA

May 26, 2022, 12:25 p.m.

1st june 2022:- Class will start at 2 PM

Class Comments (0)

Add a class comment



## LIST, DICTIONARY,TUPLE

PYTHON

Class Code: 1DE05822

+ Announcement



NAVDEEP SHUKLA

May 26, 2022, 12:27 p.m.


3rd june 2011:- Class will start at 5 PM

Class Comments (0)

Add a class comment



E-Learning Portal NAVDEEP



**NAVDEEP SHUKLA**

- Home
- Announcements
- Assignments
- Quizzes
- Conversations

## CONCEPT

+ Announcement

**NAVDEEP SHUKLA**

22, 12:26 p.m.


will start at 2 PM

nts (0)

E-Learning Portal + NAVDEEP


**OOPS CONCEPT**

PYTHON




**LOOPS**

JAVA




**LIST, DICTIONARY, TUPLE**

PYTHON




**ARRAY**

C++




**SCHEMA**


DBMS



**TIME COMPLEXITY**

DATA STRUCTURE AND ALGORITHMS





**NAVDEEP SHUKLA**

Log Out

Learning Portal NAVDEEP

### Assignment

Title  Add Files

Instructions:

Due Date: 26-05-2022 13:21 📅

**Create**

**B I U**

Quiz Creator NAVDEEP

### Untitled Quiz

Duedate: 26-05-2022 13:23 📅 Don't forget to set a duedate

Question 1 of 1 Question List:

Enter Question

Option 1

Option 2

Option 3

Option 4

**Add Question** **Create and Post** **Discard Quiz**



## Quizzes

+ Create



OOPS CONCEPT QUIZ



## Assignments

+ Create



Create a child class Bus that will inherit all of the variables and methods of the Vehicle class



Define a property that must have the same value for every class instance (object)



### Join Class

Class code

Join



## OOPS CONCEPT QUIZ

3 questions

Due: June 5, 2022, 5:59 p.m.

Start Quiz

### OOPS CONCEPT QUIZ

1. Which of the following is correct with respect to OOP concept in Python?

- Objects are real world entities while classes are not real.
- Classes are real world entities while objects are not real.
- Both objects and classes are real world entities.
- Both object and classes are not real.

2. In python, what is method inside class?

- attribute
- object
- argument
- function

3. Which of these is not a fundamental feature of OOP?

- Encapsulation
- Inheritance
- Instantiation
- Polymorphism

Submit

### OOPS CONCEPT QUIZ

1. Which of the following is correct with respect to OOP concept in Python?

Incorrect

- Objects are real world entities while classes are not real.
- Classes are real world entities while objects are not real.
- Both objects and classes are real world entities.
- Both object and classes are not real.

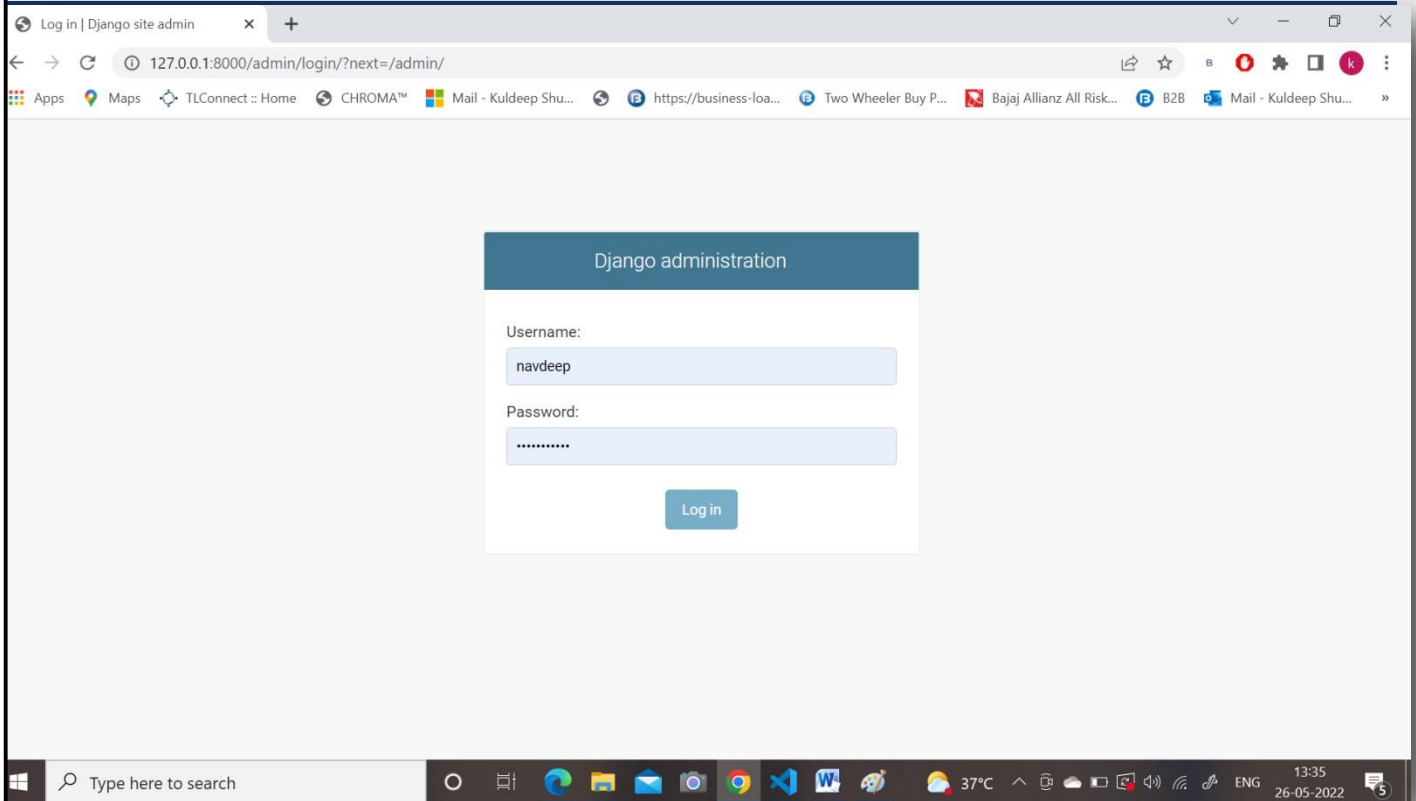
2. In python, what is method inside class?

Incorrect

- attribute
- object
- argument
- function

3. Which of these is not a fundamental feature of OOP?

- Encapsulation
- Inheritance
- Instantiation
- Polymorphism



## Django administration

WELCOME, NAVDEEP / [VIEW SITE](#) / [CHANGE PASSWORD](#) / [LOG OUT](#)

### Site administration

AUTHENTICATION AND AUTHORIZATION	
Groups	<a href="#">+ Add</a> <a href="#">Change</a>
EDUCATIONPORTAL	
Assignments	<a href="#">+ Add</a> <a href="#">Change</a>
Classrooms	<a href="#">+ Add</a> <a href="#">Change</a>
Comments	<a href="#">+ Add</a> <a href="#">Change</a>
Conversations	<a href="#">+ Add</a> <a href="#">Change</a>
File models	<a href="#">+ Add</a> <a href="#">Change</a>
M canswers	<a href="#">+ Add</a> <a href="#">Change</a>
Multiple choice questions	<a href="#">+ Add</a> <a href="#">Change</a>
Quiz submissions	<a href="#">+ Add</a> <a href="#">Change</a>
Quizzes	<a href="#">+ Add</a> <a href="#">Change</a>
Submissions	<a href="#">+ Add</a> <a href="#">Change</a>
Texts	<a href="#">+ Add</a> <a href="#">Change</a>
Users	<a href="#">+ Add</a> <a href="#">Change</a>

#### Recent actions

#### My actions

None available

# **Chapter - 6**

## **Conclusion**

Our project is only a humble venture to satisfy the needs to manage their project work. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the school. The objective of software planning is to provide a frame work that enables the manger to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

At the end it is concluded that we have made effort on following points...

- A description of the background and context of the project and its relation to work already done in the area.
- Made statement of the aims and objectives of the project.
- The description of Purpose, Scope, and applicability.
- We & fine the problem on which we are working in the project.
- We describe the requirement Specifications of the system and the actions that can be done on these things.
- We understand the problem domain and produce a model of the system, which describes operations that can be performed on the system.
- We included features and operations in detail, including screen layouts.
- We designed user interface and security issues related to system.
- Finally the system is implemented and tested according to test cases.

# Chapter - 7

### **Future Works:**

It can be summarized that the future scope of the project circles around maintaining information regarding:

- We can give more advance software for Education Web Portal including more facilities
- We will host the platform on online servers to make it accessible worldwide  
Integrate multiple load balancers to distribute the loads of the system
- Create the master and slave database structure to reduce the overload of the database queries.
- Implement the backup mechanism for taking backup of codebase and database on regular basis on different servers.

The above mentioned points are the enhancements which can be done to increase the applicability and usage of this project. Here we can maintain the records of Assignment and Student. Also ,as it can be seen that now-a-days the players are versatile, i.e. so there is a scope for introducing a method to maintain the Education Web Portal. Enhancements can be done to maintain all the Assignment, Student, TEACHER, QUIZ, QUESTION.

We have left all the options open so that if there is any other future requirement in the system by the user for the enhancement of the system then it is possible to implement them.

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