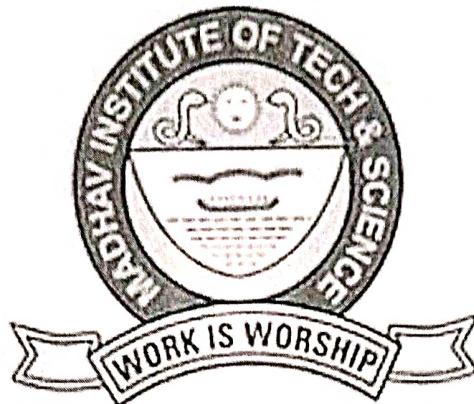


MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR
(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)



Project Report
on
Educadium(e-Learning Platform)

Submitted By:

Abhinav Rishishwar

0901CS191004

Faculty Mentor:

Mr. Mir Shahnawaz Ahmad

Assistant Professor, Computer Science and Engineering

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

MAY-JUNE 2022

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR
(A Govt. Aided UGC Autonomous & NAAC Accredited Institute Affiliated to RGPV, Bhopal)



Project Report

on

Educaidium(e-Learning Platform)

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

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE AND ENGINEERING

Submitted by:

Abhinav Rishishwar

0901CS191004

Faculty Mentor:

Mr. Mir Shahnawaz Ahmad

Assistant Professor, Computer Science and Engineering

Submitted to:

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

MAY-JUNE 2022

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR
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CERTIFICATE

This is certified that **Abhinav Rishishwar** (0901CS191004) has submitted the project report titled **Educadium(e-Learning Platform)** under the mentorship of **Mr. Mir Shahnawaz Ahmad**, in partial fulfilment of the requirement for the award of degree of Bachelor of Technology in Computer Science and Engineering from Madhav Institute of Technology and Science, Gwalior.



09/05/20

Mr. Mir Shahnawaz Ahmad
Faculty Mentor
Assistant Professor
Computer Science and Engineering



09/05/20

Dr. Manish Dixit
Professor and Head
Computer Science and Engineering
Dr. Manish Dixit
Professor & HOD
Department of CSE
M.I.T.S. Gwalior

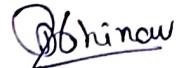
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DECLARATION

We hereby declare that the work being presented in this project report, for the partial fulfilment of requirement for the award of the degree of Bachelor of Technology 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 **Mr. Mir Shahnawaz Ahmad, Assistant Professor, Computer Science and Engineering.**

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


Abhinav Rishishwar
0901CS191004
3rd Year
Computer Science and Engineering

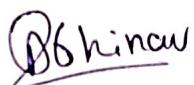
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ACKNOWLEDGEMENT

The full semester project has proved to be pivotal to my career. I am thankful to my institute, **Madhav Institute of Technology and Science**, for allowing me to continue my disciplinary project as a curriculum requirement, under the provisions of the Flexible Curriculum Scheme (based on the AICTE Model Curriculum 2018), approved by the Academic Council of the institute. I extend my gratitude to the Director of the institute, **Dr. R. K. Pandit** and Dean Academics, **Dr. Manjaree Pandit** for this.

I would sincerely like to thank my department, **Department of Computer Science and Engineering**, for allowing me to explore this project. I humbly thank **Dr. Manish Dixit**, Professor and Head, Department of Computer Science and Engineering, for his continued support during the course of this engagement, which eased the process and formalities involved.

I am sincerely thankful to my faculty mentors. I am grateful to the guidance of **Mr. Mir Shahnawaz Ahmad, Assistant Professor**, Computer Science and Engineering for their continued support and guidance throughout the project. I am also very thankful to the faculty and staff of the department.


Abhinav Rishishwar
0901CS191004
3rd Year
Computer Science and Engineering

Abstract

E-learning 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. With the rapid growth of voluminous information sources and the time constraint the learning methodology has changed. Learners obtain knowledge through e-Learning systems rather than manually teaching and learning. In this research paper proposes the e-learning management system with web services oriented frame work and SOA. This system supports the cross browser and fully integrated with different databases. This system focused around the several features namely Content Management, Content Protection, Learning Management, Delivery Management, Evaluation management, Access Control, etc., and mainly focused on integrated platform needed for e-learning and managements.

सारः

एक नया रेस्तरां खोलते समय, भौगोलिक स्थिति यह निर्धारित करने में प्रमुख महत्व रखती है कि क्या यह पनपेगा। हालांकि रेस्तरां के लिए उम्मीदवार स्थानों के आकर्षण का आकलन करने के लिए कुछ तरीके विकसित किए गए हैं, सटीकता सीमित है क्योंकि वे मुख्य रूप से जनसांख्यिकीय अध्ययन या उपभोक्ता सर्वेक्षण जैसे पारंपरिक डेटा स्रोतों पर भरोसा करते हैं। इस परियोजना में, हम विशेष रूप से पूर्व-मौजूदा रेस्तरां का लाभ उठाते हैं ताकि एक रेस्तरां का विस्तार करने के लिए उम्मीदवार स्थानों के आकर्षण का आकलन करने के लिए भविष्य कहनेवाला सुविधाओं का निर्माण किया जा सके। विशेष रूप से, हम एक संभावित रेस्तरां के लिए विचाराधीन स्थान की बाजार प्रतिस्पर्धा और भौगोलिक विशेषताओं की जांच करते हैं। हम सुविधाओं के तीन सेट तैयार करते हैं और एक उम्मीदवार के वांछित स्थान पर एक रेस्तरां खोलने की इष्टतमता की भविष्यवाणी करने के लिए उन्हें एक वर्गीकरण मॉडल में शामिल करते हैं। इसके अलावा, हमारे प्रयोगात्मक परिणाम बताते हैं कि भौगोलिक विशेषताओं की तुलना में बाजार आकर्षण और बाजार प्रतिस्पर्धात्मक विशेषताएं अधिक अनुमानित हैं।

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Chapter 1: Introduction

1.1 Introduction of The Project

A learning system based on formalised teaching but with the help of electronic resources is known as E-learning. ... E-learning can also be termed as a network enabled transfer of skills and knowledge, and the delivery of education is made to a large number of recipients at the same or different times eLearning involves using primarily the internet and

one or more other technologies involving one/two-way transmissions through open broadcast, closed circuit, cable, microwave, broadband lines, fiber optics, satellite, or wireless communications devices or audio/video conferencing.

eLearning at Bellevue College encompasses all courses taught online including hybrid formats, using Canvas, our Learning Management System [LMS]. Our programs include Online Associate Degrees, Bachelor Degrees, and Certificates.

Online courses are taught online using Canvas, our learning management system. In an online course, the online Canvas environment replaces the typical classroom experience for the delivery of material.

- While you are not required to come to BC campus, you may still have assignments or even proctored exams, that will take place “offline”. A number of classes do involve service learning, labs, field trips, proctored exams, activities and assignments that may not require a computer.
- Some classes may require proctored exams. The instructor will post information for you on how to take the exam from a distance, if you cannot attend the campus exam session.
- If you will be traveling outside of the US during the quarter, please be aware of any internet restrictions in the country(ies) you travel to. Some course content may not be available. Speak with your instructor/advisor about this prior to starting the course.
- Online courses will be designated on the class schedule with sections OAS, OBS, OCS, etc

1.2 Objective/Aim

- 1.The purpose of e-learning is **to allow people to learn for personal accomplishment or to earn a professional degree**, without physically attending a traditional university or academic setting.
- 2.Reducing cost such as automation
- 3.Efficiency – Getting more output for a unit of input
- 4.Decision Automation
- 5.Customer experience such as the usability

1.3 Hardware And Software Requirement

1.3.1 Hardware

Processor-intel core i5(8th Gen)
RAM-4GB DDR4
64 bit operating system,x64 based
processor

1.3.2 Software

SUBLIME TEXT EDITOR

WEB BROWSER (Like Chrome, Internet Explorer etc.)

Chapter 2: Tech Stack

2.1 Description of Mode used : The mode is the value that appears most frequently in a data set.

2.1.1 HTML

This is markup script language for creating web page. I have used it in different section in my “**Educadium (E-learning Website)**” such as for making “Header & Footer” in home page. Inbound and Outbound Title’s information.

2.1.2 CSS

Cascading Style Sheet is a style sheet language that mostly used to design website. I have used this style sheet language in different section at my project such as “Admin Panel” design, home page “Top Navigation Drop Down Bar” design.

2.1.3 BOOTSTRAP

Bootstrap is a potent front-end framework used to create modern websites and web apps. It's open-source and free to use, yet features numerous HTML and CSS templates for UI interface elements such as buttons and forms. It is also responsible for making our website responsive.

2.1.4 JAVASCRIPT

Javascript is the programming language of HTML and the web. It makes web page dynamic. It is an interpreted programming language with object-oriented capabilities.

2.1.5 LARAVEL

Laravel is an open-source PHP framework, which is robust and easy to understand. It follows a model-view-controller design pattern. Laravel reuses the existing components of different frameworks which helps in creating a web application. The web application thus designed is more structured and pragmatic.

Chapter 3: Working of the Project

Student Data Flow Diagram

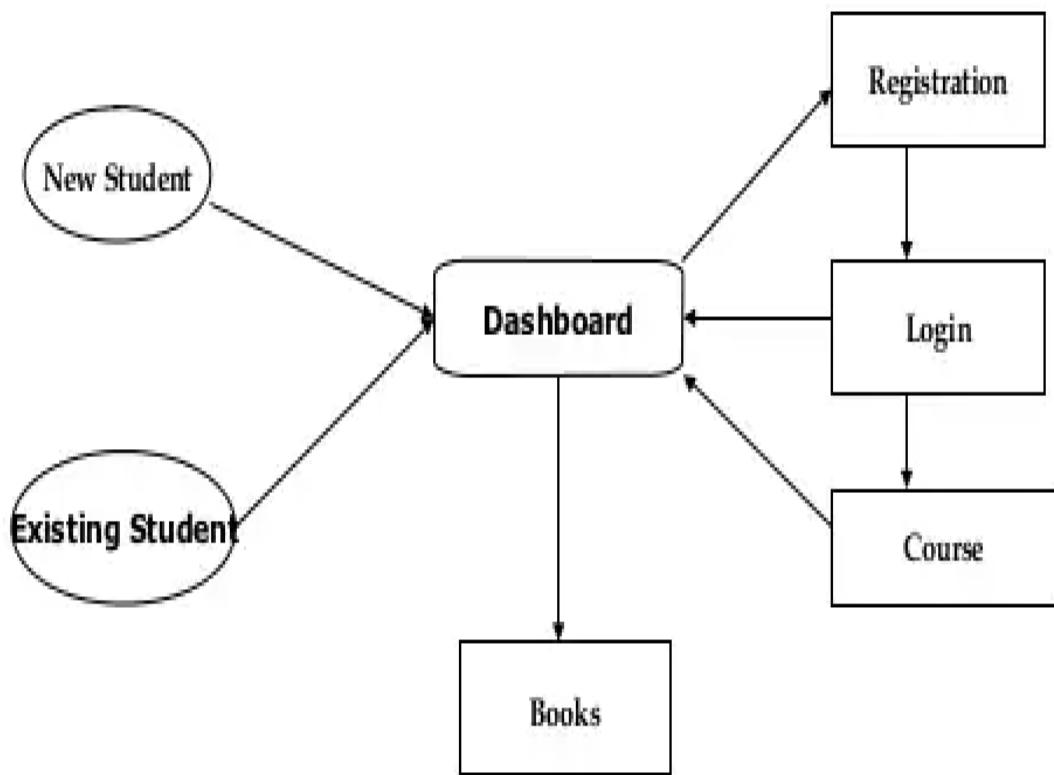
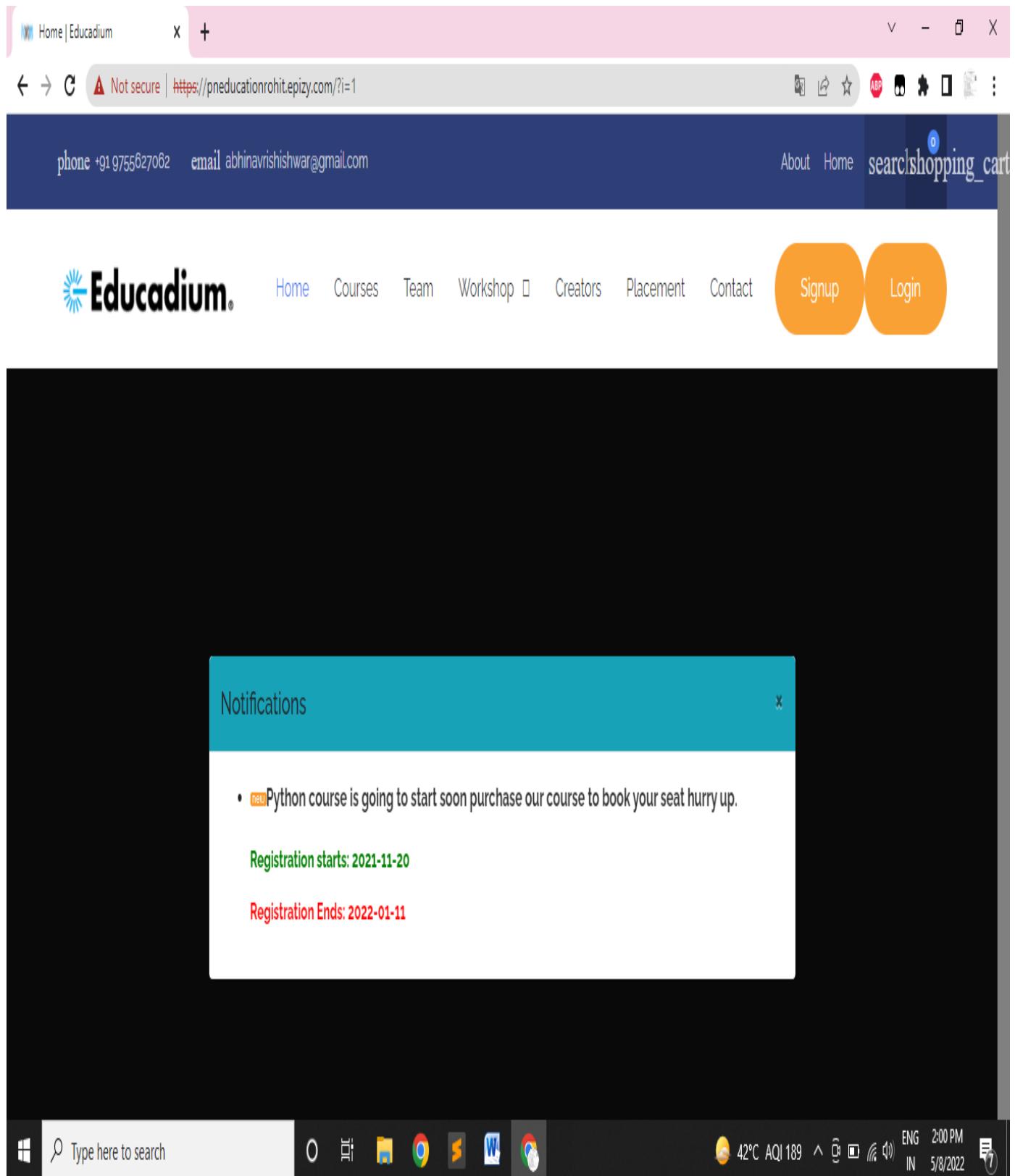


Fig 3.1: Dataflow Diagram

3.2 SCREENSHOTS



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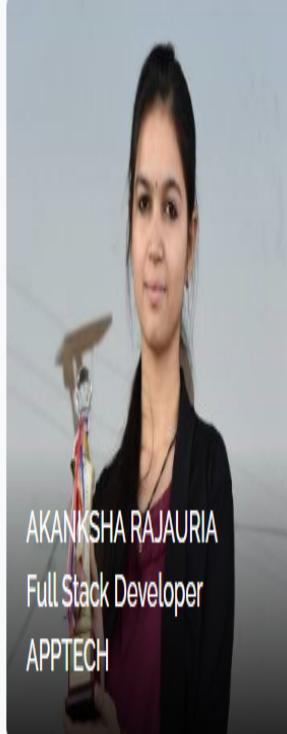
Alok Sharma
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<input type="checkbox"/>				1	HTML CSS COURSE	Learn to create websites from the basics and creat...	500	HTML and CSS are essential skills to have because ...	Two months of training on Online Platform. Purely ...	Learn HTML5 from scratch. Learn CSS3 from scratch....
<input type="checkbox"/>				2	PHP CRASH COURSE	Learn to create dynamic websites and know about ba...	700	PHP is a server scripting language, and a powerful...	Two months of training on Online Platform. Purely ...	You will learn about sessions, how to use Database...
<input type="checkbox"/>				3	Laravel Crash Course	Learn the MVC structure of development Process and...	2000	Laravel is an open-source PHP framework, which is ...	Two months of training on Online Platform. Purely ...	You will learn how to create and use Controllers,...
<input type="checkbox"/>				4	Angular	Angular is an application design framework for ef...	1000	Angular 12 simply is the latest version of Angular...	Two months of training on Online Platform. Purely ...	Develop modern, complex, responsive and scalable w...
<input type="checkbox"/>				5	JavaScript	JavaScript is a lightweight, interpreted programmi...	900	The modern JavaScript course for everyone! Master ...	Two months of training on Online Platform. Purely ...	Become job-ready by understanding how JavaScript r...
<input type="checkbox"/>				6	Digital Marketing	Master Digital Marketing Strategy, Social Media , ...	300	Digital marketing, also called online marketing, i...	Two months of training on Online Platform. Purely ...	Grow a Business Online From Scratch. Make Money as...
<input type="checkbox"/>				7	Personality Course	Personality development Course with full of activi...	700	Personality development is defined as a process of...	Two months of training on Online Platform. Purely ...	You will Learn how to express yourself and your po...
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<input type="checkbox"/>				9	SEO	Rank 1 on Google with Technical SEO . Beginner SEO...	450	SEO stands for "search engine optimization." It me...	Two months of training on Online Platform. Purely ...	high
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Chapter 4: APPLICATIONS OF THE PROJECT

4.1 Applications

- E-learning saves time and money. With online learning, your learners can access content anywhere and anytime. ...
- E-learning leads to better retention. ...
- E-learning is consistent. ...
- E-learning is scalable. ...
- The rapid increase in internet connectivity in the last few years has been an important catalyst for the growth of eLearning in India.
- This, combined with the falling cost of smartphones and data, which has seen smartphone penetration grow to 29% (as of December 2017) in urban areas and 72% (as of September 2017) in rural areas, should boost adoption further.
- However, in spite of the large pool of educated talent this country needs to build from, it faces a shortage of more than 160 million skilled employees by 2022. This is because India's education system is not able to impart upon its students the software skills that the industry requires.

Chapter 5: Conclusion

5.1 Conclusion and future work

Finally, In Educadium (E-learning Website), the outcome of all the hard work done for Educadium (E-learning Website) is here. E-learning is not just a **change** of technology. It is part of a redefinition of how we as a species transmit knowledge, skills, and values to younger generations of workers and students

5.2 The future of e-learning

E-learning is not just a change of technology. It is part of a redefinition of how we as a species transmit knowledge, skills, and values to younger generations of workers and students. I will end this book by daring to make a few predictions of how

e-learning and the functions it serves will continue to develop.

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