MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR

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

Project Report

on

Educative Buddies

Submitted By:

Ajay singhyadav

0901CS191010

FacultyMentor:

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

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

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE AND ENGINEERING

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CERTIFICATE

This is certified that **Ajay singhyadav**(0901CS191010) has submitted the project report titled **Educative Buddies**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.

10/05/22

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MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR

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DECLARATION

Weherebydeclarethattheworkbeingpresentedinthisprojectreport,forthepartialfulfilment 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 andEngineering.

Wedeclarethatwehavenotsubmittedthematterembodiedinthisreportfortheawardof any degree or diploma anywhereelse.

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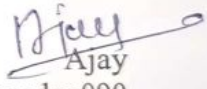

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Abstract

The Educative Buddies is a web-based system which will use as a platform for interaction between student and open resources or we can educational material. While the main objective of this project is to computerize the paperwork in the system and automate the work. The computerization is done so that the storage of all the details regarding students and teachers will be stored in the system which makes system centralized and the chance of duplication of any data is minimised. While by doing automation to the system will reduce the time for storing any data in thesystem.

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CHAPTER 1: PROJECT OVERVIEW

1.1 Introduction

Digital content is any content that exists as digital data. Also known as digital media, digital content is stored on digital or analog storage in specific formats. Formats of digital content include information contained in digitally transmitted, streamed, or digital files.A e-learning portal is a website or application that lets you to deepen your knowledge in a specific field. This way of mastering new skills and learning new concepts is trendy this year.

1.2 Objective andScope

The actual creation (production) of the content and learning materials based on the Design phase. E-learning process Implement: (Integration & Delivery) During implementation, the plan is put into action and a procedure for training the learner and teacher is developed

1.3 ProjectFeatures

Main features of this project is that it can provide free content ,blogs which can be used for learning purpose as well as this project having resume builder using which you can build your resume.

1.4 Feasibility

1.4.1 OperationalFeasibility

In Operational Feasibility the degree of providing service to requirements is analyzed along with how easy the product will be to operate and maintain after deployment. Along with this other operational scopes are determining usability of product, Determining suggested solution by software development team is acceptable or not etc.

The project is feasible in terms of operations as it can be implemented anywhere with internet connectivity and system to process

1.4.2 EconomicFeasibility

In the Economic Feasibility study, the cost and benefit of the project are analyzed. This means under this feasibility study a detailed analysis is carried out of what will be the cost of the project for development which includes all required costs for final development like hardware and software resources required, design and development cost and operational cost and so on. After that, it is analyzed whether the project will be beneficial in terms of finance for the organization or not.

1.4.3 LegalFeasibility

In Legal Feasibility study project is analyzed from a legal point of view. This includes analyzing barriers of legal implementation of project, data protection acts or social media laws, project certificate, license, copyright etc. Overall it can be said that Legal Feasibility Study is a study to know if proposed project conform to legal and ethical requirements. The project is feasible legally.

1.5 SystemRequirements

Windows Based Requirements:

Computers running Microsoft Windows must meet the following minimum hardware and software requirements.

Microsoft Windows: 7/8/10/11

4 GB RAM minimum, 8 GB RAM recommended

1GB of available disk space minimum

1280 * 800 minimum screen resolution

Software Requirement: Python 3.10.4

Hardware Requirement: Laptop/Computer

Internet Connectivity

CHAPTER 2: LITERATURE REVIEW

2.1 QuantitativeAnalysis

While in the past site selection may have been based on intuition, a wide spectrum of techniques is used for site selection and potential and current market study. This may include data analysis, sales forecasting, general area analysis of economic and demographic conditions, potential competition and growth, or simply checklists. One of the most effective and comprehensive techniques used by geographers for site evaluate is gravity modelling [4].

Quantitative research can be defined as any research that uses of numbers as the basis for generating inferences about the phenomenon under study. The statistical approaches to sampling, measurement, anddataanalysis,areahallmarkof quantitative eresearch;statisticsaregenuinelyrelevanttoquantitative approachesbecauseitinvolvesstatisticalmodelingoftheinterrelationshipsbetweenvariables.Among the variety of methodologies and data analysis strategies that are employed in quantitative research, there is the relational or correlational research strategy [1]. Furthermore, correlational research is in charge of investigating the nature of the relationship between the variables (or factors) and getting and testing the theoretical model that might explain the resultantcorrelation.

When there are two quantitative variables (of interval on ration scale of measurement), it is possible to validate their relationship through mathematics and geometry statistical tests. If the mathematical qualities of a line are used to calculate the systematic change in the scores of a dependent variable (y) from an independent variable (x), its correlation is being calculated.

The procedure to overcome the best estimates of a variable y, taking into account its relationship with a variable x, is known as simple or bivariate linear correlation and regression analysis. This procedure consists of applying the formulas to a straight line to get y-intercept.

CHAPTER 3: PRELIMINARY DESIGN

3.1 Software Development Life CycleModel

3.1.1 Rapid ApplicationDevelopment

Reason: since the software size was not much large and there was a time-bound and the project was made in modules therefore in this project, I used Rapid Application Development. A software project can be implemented using this model if the project can be broken down into small modules wherein each module can be assigned independently to separate teams. These modules can finally be combined to form the final product.

3.2 Data FlowDiagram

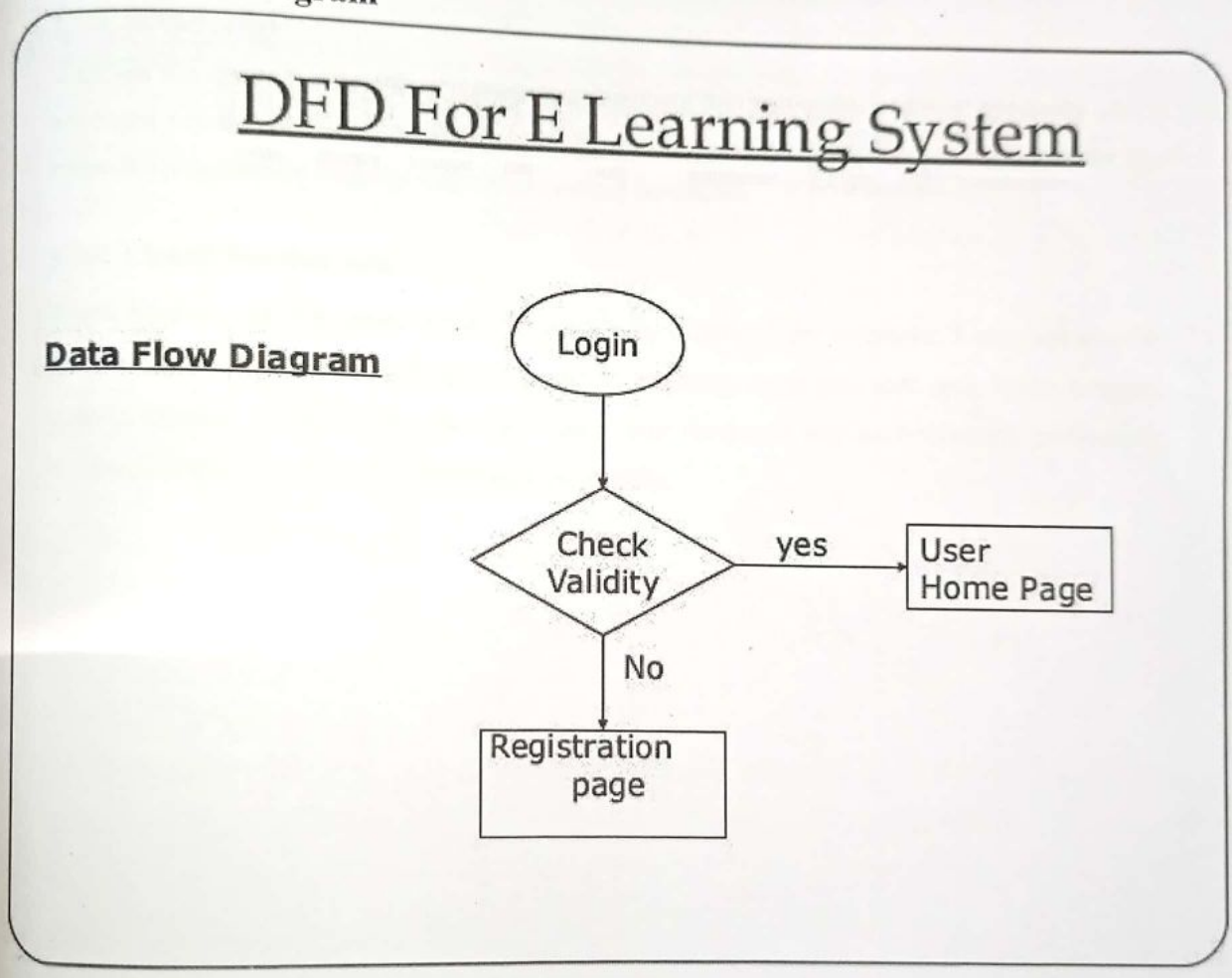

Fig 3.2.1 Data flow diagram

3.3 Tools & Technologies

3.3.1 HTML

The HyperText Markup Language or HTML is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript.

3.3.2 CSS

CSS stands for Cascading Style Sheets. It is a style sheet language which is used to describe the look and formatting of a document written in markup language. It provides an additional feature to HTML.

3.3.3 JavaScript

JavaScript is **a dynamic computer programming language.** It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities.

3.3.4 Visual StudioCode

Visual Studio Code is a source-code editor made by Microsoft for Windows, Linux and macOS. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality.

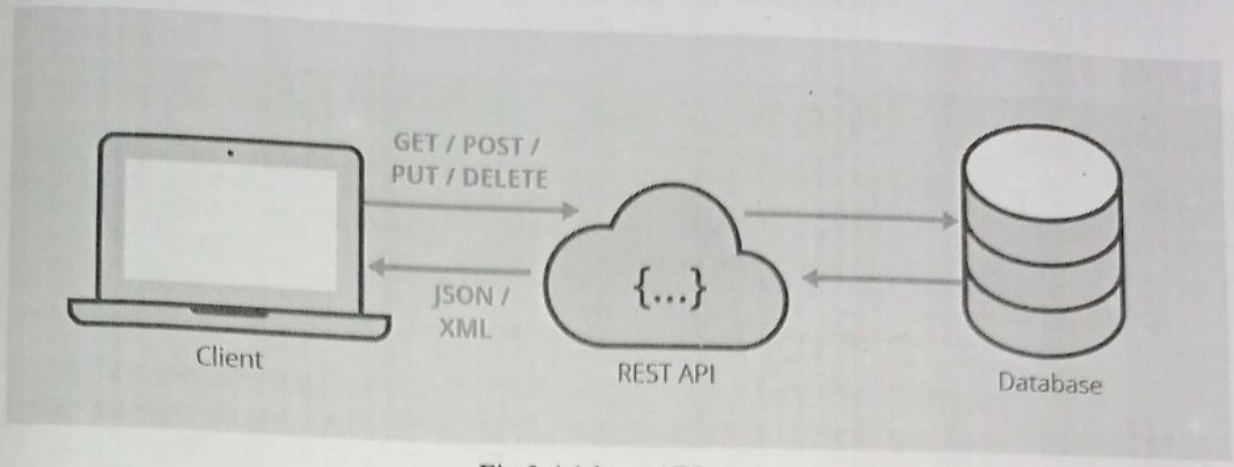

Fig 3.4.1 how API works

API is an acronym for Application Programming Interface that software uses to access data,server software or other applications and have been around for quite sometime. APIscommunicatethroughasetofrulesthatdefinehowcomputers,applicationsormachinescantalk toeachother.TheAPIactsasamiddlemanbetweenanytwomachinesthatwanttoconnectwitheach other for a specifiedtask.

3.4.1 Mapquest API

The core technology of online mapping is a process called geocoding, in which the street address of a location is converted into specific geographic coordinates (longitude and latitude). Once a location is geocoded, it can be pinned to a precise location on an online map.

3.4.2 Foursquare API

The Foursquare Places API provides location-based experiences with diverse information about venues, users, photos, and check-ins. The API supports real-time access to places, Snap-to-Place that assigns users to specific locations, and Geo-tag. Additionally, Foursquare allows developers to build audience segments for analysis and measurement. JSON is the preferred response format. Foursquareallowsuserstoinputbothacityandkeywordsrelatedtowhatthey'relookingforthereinto its search bar. Users can then filter their search results — and read reviews on them — to choose a place to go. It will also start to recommend places to you based on yoursearches.

CHAPTER 4: FINAL ANALYSIS AND DESIGN

4.1 Results

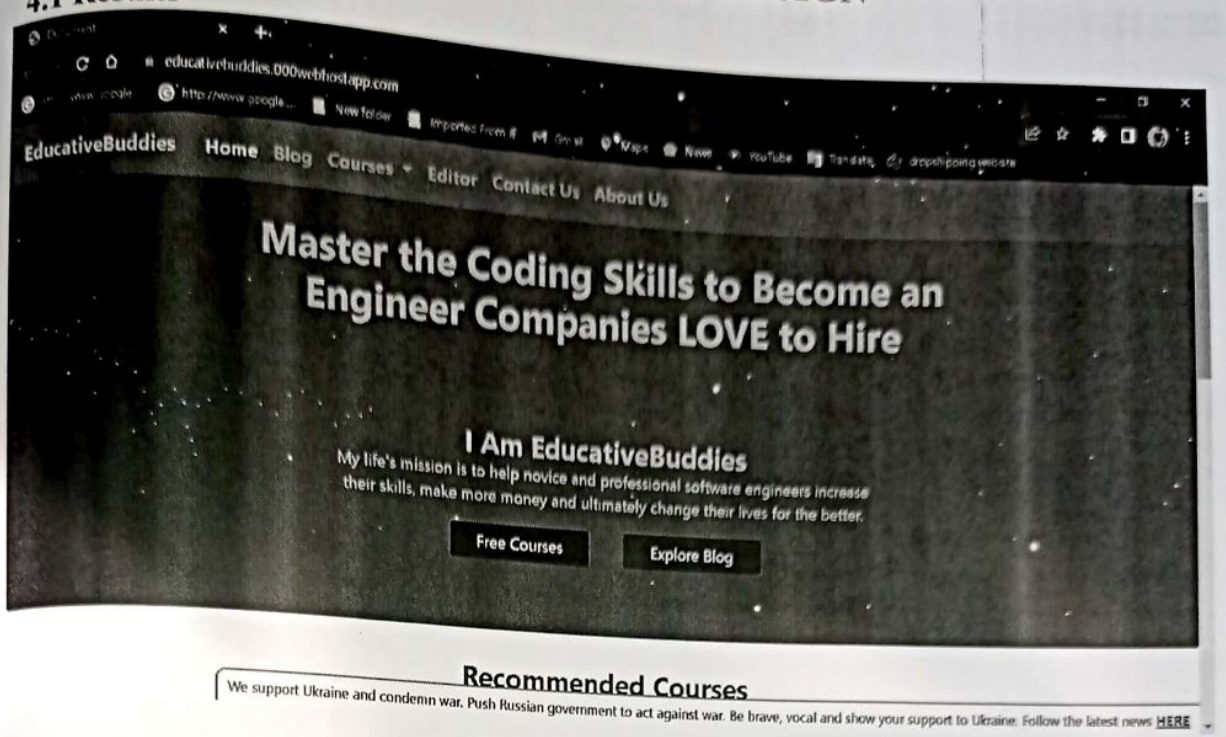

Fig 4.2.1 Dataframe

4.2 Application

User can use free resources which are on website in order to learn new technology .user can read blog which are on this website .user can use Editor which is basically html ,css,and javascript editor for making webpages.User can use resume builder for making resume.

4.3 Problems Faced

While developing the project we faced various problems some of them are:

- Since Hosting a website is expensive task so hosting is one of the problem.

4.4 Limitations

- This website is having limited content only .
- We can not download resume.

CHAPTER 5: CONCLUSION AND FUTURE SCOPE

5.1 Conclusion

The role of resources is to provide a source of learning experience for our learners, assisting the process of interaction between students and teachers during the teaching/learning process. At the same time, they help students to learn and increase their experience, meeting different learning needs .These free resources are very useful for learning.

5.2 Future Scope

- We can add more content in future.
- We will try to build more better user interface a userinterface.
- We can add more resume layouts in future.
- In future we can add download button for downloading resume.

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