

## Cloud Based 24x7x365 skill e-branding interface

Deepak Jangid<sup>1</sup> Prof. S. Saritha<sup>2</sup>

<sup>1</sup> MCA Final Year, <sup>2</sup> Asst. Professor

1, 2 Department of MCA, The Oxford College of Engineering

Bommanhalli, Hosur Road, Bangalore – 560068

**Abstract:** - E-learning means, learning or teaching using various tools and technologies. E-learning totally based on web applications. Using web tools we can learn from one place in the world. As we know just because of these technologies world is becoming small, in the sense no need to travel more for education. Our education tract is very poor. E-learning facilities us to reduce the traditional based education system. Now our day's technologies going on top so, graduate students and company employees need to catch the current technologies to their personal growth as well living standard. Moreover, conference based E-learning classes is increasing since it change the students mentality to improve their skills with advance technologies. To implement cloud based education system has its trait and therefore needs exclusive approach for developing countries such as India where technologies and internet condition is very poor. In parallel to E-learning, cloud computing becoming a popular technology and it serve as the server-side services. Using cloud based computing E-learning system becoming as centralized sources for education. In this proposed system, all the components based on E-learning functionality are working. This system includes the component like managing course details, content management, managing reports and so on.

**Keyword** - E-learning, Generating Reports, Cloud Computing, Video Conference.

### I. INTRODUCTION

New education system is turning into greater thrilling in this period of era. Developing schools and establishments, there are massive opposition to populate the establishments and schools. Because of this era all of the institutions also becoming technological primarily based institution and gaining repute. And also various institutions are covering the whole world by providing their facilities to the students. And alternatively students also need to attain and analyse the modern technology to improve their personal growth on this competitive day. From various places students wants to learn various courses and technology to boom their knowledge. For this purpose different technologies are using to run the institutions. Such as internet technology, by using, people are being becoming very fast and intelligent in this competitive period.

In these busy and rapid lifestyles students in addition to corporation additionally want to update with modern technologies. Even using this technologies IT employer as well as the subject expert wants to facilitate theirs precious time and they are earning money through the online. For this purpose, various institutions exist, growing and they are providing the online courses facilities for the students and tutors to gain and share their knowledge.

ACTIVITIES	MONTHS				
	JAN	FEB	MAR	APR	MAY
Requirement Specification					
Analysis and Design	Synopsis, SRS Submission				
Coding		Design Submission			
Testing and Maintenance			Project Demo & Testing Report Submission		
					Final Report Submission

Fig. 1 Timeline of E-Learning System

Universities and institution are approaching to enhance their teaching environment. They are framing their education with the internet and technologies. Companies also want to enhance their employee skills as well company reputation by teaching employees with new technologies using E-learning system.

Cloud computing is acceptable an adorable technology and due to its activating scalability and able acceptance of the resources; it can be activated beneath circumstances where the availability of resources is limited and in cloud computing content management becomes an easy and scalable task. Due to all these technology and internet, searching content is not a tip finger task. However it seems to be like seek a costly issue in deep water. So, content material management has a vital

function for any business enterprise or establishments to position the exact records for actual cause.

Courses which institutions are providing have to manage in an effective way to facilitate to their students and instructors to teach their students. For a specific problem a selected expert instructors has to choose.

For any organizations or institutions to manage and proper execution, report has an important role to run the organization. A document incorporates all of the information about the scholars and instructors for higher enhancement of establishments.

## II. SYSTEM DESIGN

Procedure design is the procedure or craft of characterizing the gear and programming Auxiliary Configuration, Components, Modules, Interfaces, and Expertise for a pc framework to fulfil decided necessities. One might see it because the utilization of frameworks hypothesis to registering. Some cover with the manipulation of frameworks investigation seems inevitable.

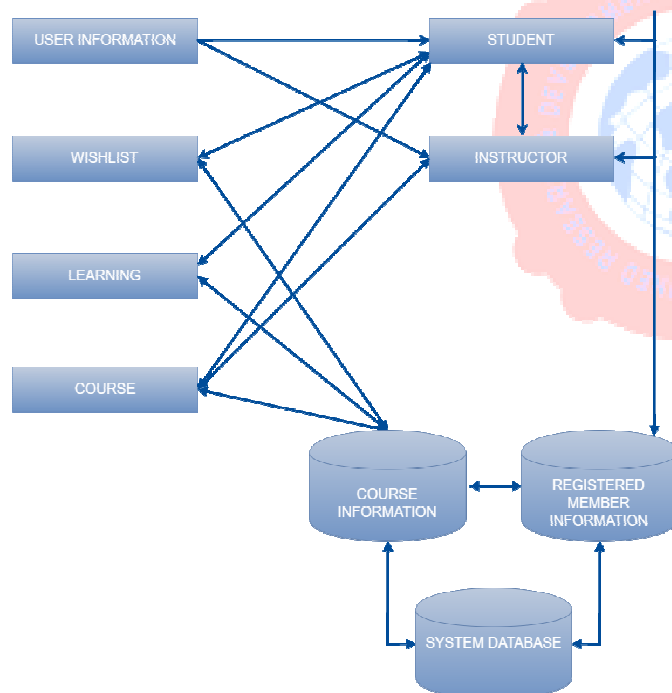


Fig. 2 Architecture Diagram of E-Learning System

## III. TOOLS AND TECHNOLOGIES USED

### PHP

It is a scripting language embedded with HTML. Most syntax in PHP is borrowed from other language such as JAVA, C,

and Perl with a unique couple of features added to it. Basically PHP is used for web development most social site such as Facebook using PHP. PHP refers as Hypertext Preprocessor.

### Bootstrap

Bootstrap basically use for content management. It's faster and easier for web development. It uses HTML and CSS for template designing. It also gives responsive website layout ability with minimum efforts.

### HTML

HTML refers as Hypertext Markup Language. In web development it is very useful to design the pages. It has two types of extensions one is .htm and another one is .html both are used for HTML web page.

### JavaScript

JavaScript is used to extend the functionality of the website. It provides more effectiveness in the web site. Using JavaScript we can create dynamic as well as static pages in the web site.

### MySQL

MySQL is an open source relational database management system that uses the basic structure of SQL. It is suited with the all the platform. It is becoming the leading database of web users.

## IV. EXISTING SYSTEM OF E-LEARNING SYSTEM

In existing system education is becoming boring for the students because they have to go to attend the classes and they have to maintained the attendance as well they have write the exam for the certification and degree. All these things is time taking. The education system, in India is very poor just because of lack of technologies and education system.

### Drawback of Existing System

- Limited Time
- Technology Independent
- Material Incompatibility

## V. PROPOSED SYSTEM OF E-LEARNING SYSTEM

Simply E-learning means electronic learning; this means we are using the electronic devices and electronic parts with respective technologies. In this proposed system all courses are available online so they can learn at home by registering in the site. Many peoples are thinking about the e-learning to bring the computers in the class room to learn but the proposed system will remove that human element in the class room that means no need to come to attend the class because time has passed and technology progress so now we can use

our smartphones and tablet either in class room, office and home to make the learning system more effective.

#### Advantages of Proposed System

- It's cost effective and time saving
- Learning 24x7x365 at anywhere
- Make tracking of course progress
- More fun
- No boundaries and no restriction
- More flexible
- No travel
- Global
- Technological possibilities

## VI. IMPLEMENTATION

Implementation is the phase of end users where we are going to introduce the conceptual system into the real world. This phase include users, administrator, developers to come to solve the problems.

### MODULES

#### A. Searching Courses

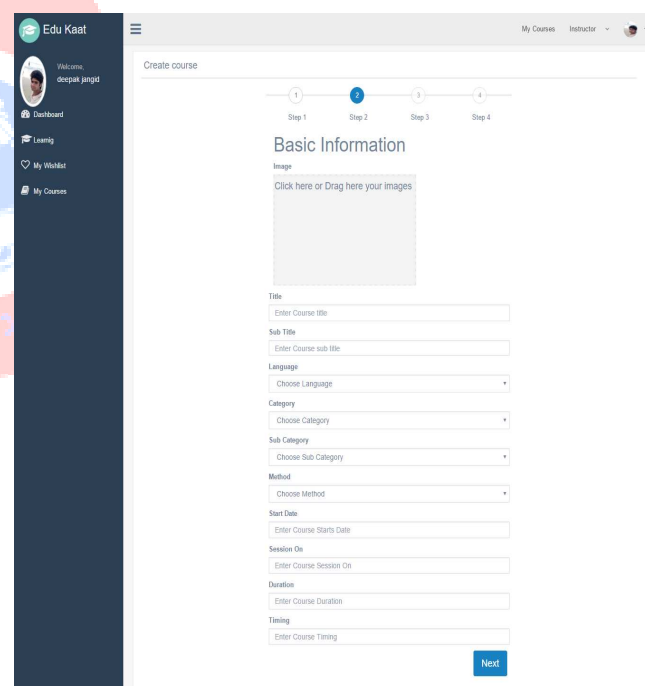
The fashion designer has used various technologies to provide suitable searching tools for the software which allows the pupil to search for the particular courses of his interest.



#### B. Instructor Module

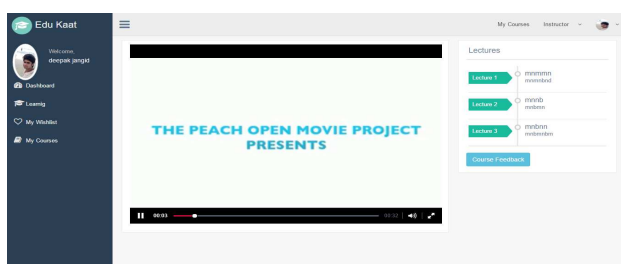
In this proposed system if the instructor is already registered then he may be logging using their e mail identity and password and if he isn't registered they must have logging to the machine using any logging methods in the system.

- Creating Course:** After logging, instructor can create own courses which he wants to teach.
- Upload Course Materials:** After creating course instructors will upload course study materials which he wants to teach.
- Edit Course:** After create the course instructor can edit their study materials.
- Delete Course:** If instructors desires to permanent delete their course he can delete the direction after a success completion of the course.



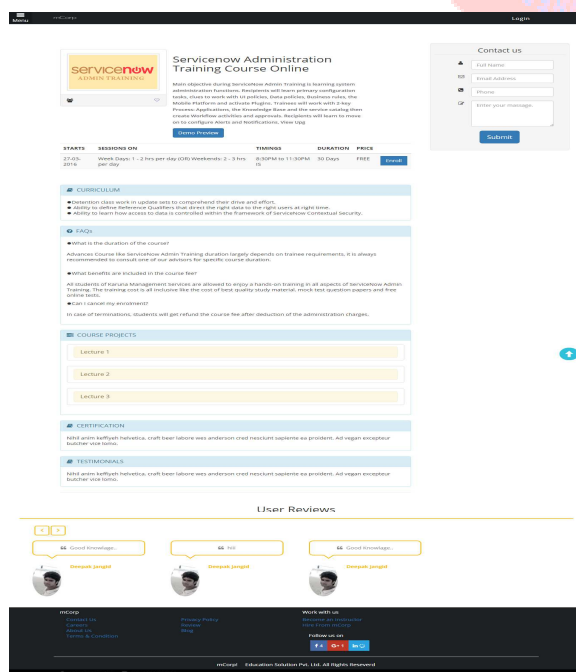
#### C. Student Module

Student will enrol in the desired course available in the system. If the course is available he will choose that particular course. If the course is paid he will pay and if the course is free he will enrol and learn. If he wants to learn that particular course he will add in his wishlist for later enrolment.



## D. Content Management

- Display Courses on Home Page:** When an instructor create course in the application those information is stored in database the designer uses various graphical tools and by retrieving the data, displays the content on the index page for the view of any kind of end user.
- Display Information about Particular Course:** When an instructor gives the certain information about his course created and wanted it to be displayed in an appropriate format then the designer i.e. content manager will manage the entire details and displays it on the page.
- Display Learning Materials:** Depending on the request and given quires the instructor accommodates the appropriate material to the requested course and can upload video files that helps the student to learn in more intellectual way and these functions will be managed by designer called content manager.



## E. Generating Report

One the most important and prominent work of designer is generating report to check the daily basis working of the application which also becomes a solid paper document for any sort of legal issues, when an analyst completes their role and provides the analysed data the designer will generate report for that data in this way efficient utilization of data can be maintained.

## VII.CONCLUSION

In this proposed system we conclude E-learning is an innovative technique for education system and it is used to provide learning experiences to the students and employees through online using internet services and web technology. This proposed system is limit boundary barrier independent and also lack of time constants. This proposed E-learning system is helpful for professional as well as students who cannot give the time in class room. This proposed system is available for 365 days.

In this E-learning system conclude the followings

- Interaction with the instructors and students is convenient for 24x7.
- It offers good carriers for the students.
- Companies can fulfill the requirement by trending their employees with latest technologies.
- This system is very effective for learner to learn and give their carrier parallel to latest technology.

This proposed system brings the new dimension in the education system by unique features of E-learning.

## VIII. FUTURE ENHANCEMENTS

- Mobile Application of E-learning System.
- Overall rating for particular course.
- Particular user rating for particular course.
- Online Conference or instructors live classes.
- Providing PPTs and PDF study material for student

## IX. REFERENCES

- [1] Steven Holzner, "The Complete Reference PHP", TATA McGraw Hill Professional.
- [2] Peter Moulding, "PHP BLACK BOOK", Wiley India Pvt. Ltd.
- [3] Dt Editorial Services, "HTML5 BLACK BOOK" 2<sup>nd</sup> Edition, Dreamtech Press.
- [4] Vikram Vaswani, "The Complete Reference MySQL", TATA McGraw Hill Edition.