

Online Education Portal

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Abstract: *The online education Course System is a website that will be useful for students, teachers and professionals to improve their knowledge. Now-a-days everything has become digitalised. Online education is becoming one of the major growing fields now. Many websites provides online education but we are tend to pay money to get certified. But this paper focuses on providing the free educational course and free certificates for those who completes the course and the quiz properly will be given with the certificate at the end of the course.*

Keywords: HTML, CSS, JavaScript

I. INTRODUCTION

1.1 HTML

HTML is stands for Hyper Text Markup Language which can be used to create web pages and web applications. Hyper Text-Hypertext refers to "Text within Text." A text has a link within it, which is called a hypertext. Whenever we click on a link, it will bring us to a new web page, we have clicked on a hypertext. Hypertext is a method to link two or more web pages together. Markup language-A markup language is used to apply layout and format conventions to a text document. It can change text into images, tables, links, etc. It makes text more interactive and dynamic.

1.2 CSS

CSS is a simple design language used to control the style of a web document. It is done in a simple and easy way. CSS stands for "Cascading Style Sheet". It is used to make web pages presentable. CSS handles the presentation part of a web page. With CSS, the color, the style of fonts, the spacing, usage of background images or colors, layout designs can be controlled. It is simple to maintain and loads page faster.

1.3 JavaScript

A script can be defined as a small piece of program which helps to add interactivity to website. A script can provide a pop-up alert box message, or provide a drop down menu. Event handlers, which are small functions can be written using any scripting language and then functions are used to trigger using HTML attributes. This script can be written with JavaScript or Vb Script. Only JavaScript and associated frameworks are being used now-a-days by most of the web developers. Using multiple <script> tags, you can include multiple script files. A default scripting language can be specified for all your *script* tags.

II. RELATED WORKS

Over the past 20 years, there was a great revolution in the teaching process. Education has grown in many different ways. Many researchers started developing different platforms for the online education. Horace Ho Shing Ip & et al., (2019)^[1] proposed the design and evaluation methodologies for delivering immersive learning experience to MOOC learners via multiple media. They delivered immersive learning content for distant learners to appreciate and experience how the traditional culture and folklore of Hong Kong impact upon the lives of its inhabitants in the 21st Century. Jose Luis martin nunez & et al., (2015)^[2] proposed that data were examined from 112 students enrolled in four different academic years, during which changes were progressively incorporated to transform the traditional course to an open course. The final course provides useful input for future developments and a more effective student-focused methodology. Shuruti Wang & et al., (2015)^[3] proposed about the combination of qualitative and quantitative, from the perspective of user experience, integrates data obtained through literature research, interview and network research to determine

evaluation indices. The Delphi method and analytic hierarchy process are used to determine the weights of various indices and set the scoring level. the user experience evaluation system proposed in this research is reliable, which can provide a reference for the construction of online live course platform and the optimization of user experience. S. Ros & et al.,(2020)^[4] has proposed about the analyzes students' self-perception of success and learning effectiveness after using non-compulsory gamification in an online Cybcourse. They designed a cybersecurity game based on cognitive constructivism learning theory. Thus, Chronological analysis of the performance reveals that the intention to play the game could be a simple dropout predictor.

III. IMPLEMENTATION

3.1 Modules

1. Homepage
2. Login
3. Register
4. Quiz
5. Feedback

A. Homepage

A Home Page is the default or front page of a site. It is the first page that visitors see when the load a URL. Web manages can control the home page as a way of directing the user experience. Home Pages are located in the root directory of website. Many Home Pages act as a virtual directory for a site. In addition the home page often serves to orient visitors by providing title, headlines and images.

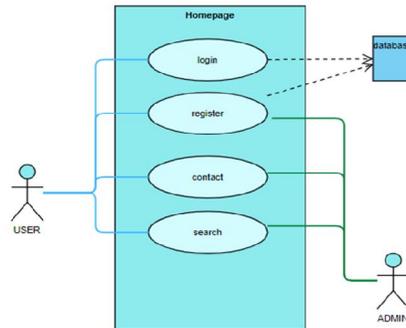


Fig 3.1: Use Case Diagram for Home Page

B. Login

Login page is a web page or an entry page to a website that requires user identification and authentication, regularly performed by entering a user name and password combination.

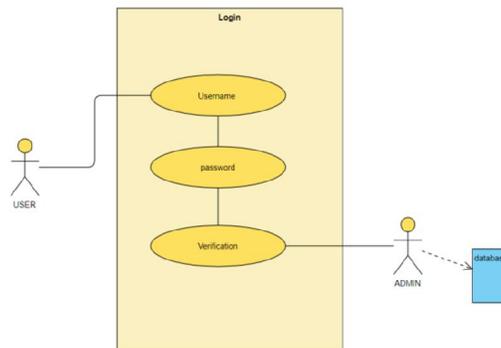


Fig 3.2 Use Case Diagram for Login Page



C. Register

In a simple HTML form that we have created, and the data entered is decided to the printed after the user submits it. The 'react' part of an HTML form is handled by our java script function, which is called with an help of an attribute called 'on click' added to the submit button.

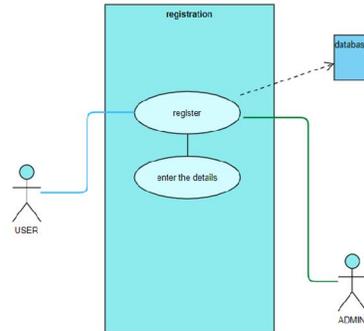


Fig 3.3: Use Case Diagram for Registration Page

D. Quiz

A quiz is form of game or mind sport in which players attempt to answer questions correctly about a certain or variety of subjects. Quizzes can be used as brief assessment in education and similar fields to measure growth in knowledge, abilities or skills.

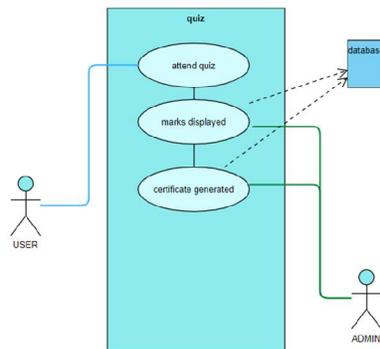


Fig 3.4: Use Case Diagram for Quiz

E. Feedback

During the creation of websites front line classes, shopping or anything else, you need to attach a feedback form to get the feedback from the customer. Those feedback help the organization to improve their services. It is consider one of the most efficient and economical methods of understanding users and measuring user satisfaction.

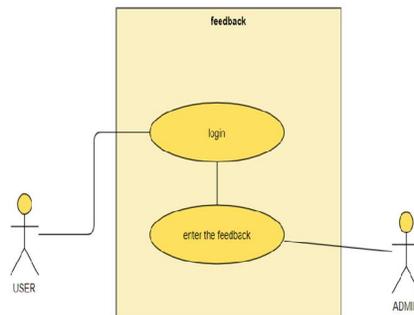


Fig 3.5 Use Case Diagram for Feedback

IV. EXISTING SYSTEM

Online education has become more popular and common around the world. There are many websites available for providing online courses. But they provide with many restrictions and sometimes they may not be user friendly. The user have to pay money to get certified for some courses.

V. PROPOSED SYSTEM

In this website the online education is made easier and free of cost. This website aims to provide you with all the required details about your favourite courses. The user will be provided with all the materials needed for the particular course. In this website, the completion of each course will be tracked .On the completion of course and on attending the quiz , everyone will be provided with the certificate. At last, the feedback will be collected.

VI. CONCLUSION

Figure 3.1 shows the output obtained for the homepage which contains the overall work of the project. Figure 3.2 shows the login page where the user can login and access the courses. Figure 3.3 shows the register page where a person can register for the courses. Figure 3.4 depicts the quiz page where the candidate has to attend the quiz and get the certificate. Figure 3.5 depicts the feedback page where the candidate can submit their feedback. This project focuses on providing the education for the students who are interested to do extra learnings. This website allows the student to register and learn about various computer technologies. Once registered each one will be given the user name and password. They can access and learn through texts and videos given and they will have to attend the quiz and only then the certificates will be provided.

VII. FUTURE WORK

The only goal of this project is to provide education through texts and videos at one's own place only about computer technologies. This project might be enhanced by providing other extra courses and materials. Asking doubts is not available. Downloading and uploading of materials can be implemented. These advancements can be made as a future work.

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