

DISTANT LEARNING

*A Thesis/Project Submitted in Partial Fulfillment of the Requirements for the
Degree of*
Bachelor of Science in Computer Science and Engineering

by

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Abstract

The Distance Learning becomes important, because it gives the user the comfortable and easy way for learning various programming language from home . The implementation and design of new software, apk, ios is spreading all over the world. This platform has been distributed in each part of world, these platform can connect the every student through one Websites towards the country. The software consist of HTML , CSS , PHP and Mysql basic language. The html, css and java script used to make the gui perfect for the student and made this very comfortable. Php and mysql used to make admin panel and posting various information and tutorial. The platform is so ease to access and ease to learn programming language.

Approval

The project report “Distant Learning” submitted by Md.Habibur Rahman ID: CSE 04906400 to the Department of Computer Science & Engineering has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of Bachelor of Science (B.Sc.) in Computer Science & Engineering and as to its style and contents.

Board of Examiner’s Name, Signature and Date:

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Date:

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Supervisor’s Signature and Date:

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Supervisor Name

Date:

Declaration

We, hereby, declare that the work presented in this Thesis/Project is the outcome of the investigation performed by us under the supervision of Maliha Mahbub, lecturer, Department of Computer Science & Engineering, Stamford University Bangladesh. We also declare that no part of this Project and thereof has been or is being submitted elsewhere for the award of any degree or Diploma.

Signature and Date:

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Student Name:

Date:

Acknowledgements

I take this occasion to thank Allah, almighty for blessing me with his grace and taking our endeavor to a successful culmination. I extend my sincere and heartfelt thanks to my esteemed guide, Maliha Mahbub, Lecturer of Stamford University Bangladesh for providing me with the right guidance and advice at the crucial junctures and for showing me the right way. I also take this opportunity to express a deep sense of gratitude to my class coordinators, Maliha Mahbub always support me, valuable suggestions and guidance. I extend my sincere thanks to our respected Chairman, Associate Professor Dr. Kamruddin Md. Nur for allowing us to use the facilities available. We would like to thank the other faculty members also, at this occasion. Last but not the least, I would like to thank my friends and family for the support and encouragement they have given me during the course of my work.

CHAPTER 1

INTRODUCTION

1.1 Overview

The objective of this project is to design and prototype a websites that exploit as a “Learning Station”. It will become very resourceful by experienced teacher and expertise for the newbie's who really want a platform where they can upgrade their skill from their home from the deepest area of the country with lot of eBooks, videos and taking quiz by the help of the websites authority. This websites also giving the opportunity to learn software development, App development and websites making instruction very carefully.

1.2 Introduction

This document will propose all features and procedures to develop the system. These documents specially containing details about objectives, scope, design model, primary requirements and finally monitoring and reporting mechanisms.

Computer programs are collections of instructions that tell a computer how to interact with the user, interact with the computer hardware and process data. The first programmable computers required the programmers to write explicit instructions to directly manipulate the hardware of the computer. This “machine language” was very tedious to write by hand since even simple tasks such as printing some output on the screen require 10 or 20 machine language commands. Machine language is often referred to as a “low level language” since the code directly manipulates the hardware of the computer.

The Internet of Things (IOT) is transforming every corner of life, the home, the office, city streets and beyond. Western people improving the software and App every day. If we want to build our way of life by technological way for our better future. We have to learn more thing about the software and app making. Day by day IOT is exceeding to the far area of the world. The importance of making the accessories and platform easy and flexible towards the people of world is needed now a days. “Distant Learning” is able to improve the communication facility between Teacher and Student and improving developer skill. This platform built by PHP, MYSQL, JAVA SCRIPT and front end with HTML and CSS. The admin panel built by PHP and MySQL.

1.3 Motivation

“Virtual people” may be hard to connect with, but making an effort to actually get to know classmates can be rewarding. If students from his area, consider a group study at a restraint or bookstore. You’ll understand the material better when you have a chance to explain it out loud and will be motivated to stay on task in order to keep up with the conversation. Whether it be a night on the town, a new dress, or even a new car, setting up a reward system just may be the extra push you need to succeed.

1.4 Scope, Aim and Objective of the Study

The main objectives of this research work are as follows:

1. To build connection between Expert and newbie developer.
2. To solve regular problems of programming language.
3. To make easy to get the tuition from home
4. To improve skill of the developer
5. To introduce the programming world to the people

CHAPTER 2

LITERATURE REVIEW

2.1 Background of the Study

In Bangladesh application of learning technology increased enormously in the recent years. Some of organizations are working in numerous sectors such as WebCoachBd.

The main intention of this paper is to develop an online portal Programming Knowledge with suitable features and lack of ambiguities. The system allows reading, commenting, liking and watching a video tutorial about the topic.

2.2 Tools

2.2.1 HTML

Hyper Text Markup Language, usually referred to as HTML, is the most common markup tool to make any website. HTML defines the contents of a website. Along with CSS and JavaScript, HTML is a cornerstone technology used to create web pages as well as to create web interfaces for mobile and web applications. Web browsers can read HTML files and render them into visible or audible web pages. HTML describes the structure of a website semantically and, before the advent of CSS, included cues for the representation or appearance of the document or web page which makes it a markup language rather than a programming language .

2.2.2 CSS

CSS is a style sheet language for describing the presentation of a document written. In a markup language. Although most often used to set the visual style of web pages and user interfaces written in HTML or XHTML, the language is perfectly capable of being applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most website to create visually engaging web pages, user interfaces for web applications, and user interfaces for many mobile applications. CSS is capable of maintaining style of multiple web pages at once.

2.2.3 JAVA SCRIPT

JavaScript extends HTML by defining how a webpage should behave when particular HTML events occur. It is the programming language of the web. It is also a high level and object-oriented language. It is a high-level, un typed, and interpreted programming language. It has been standardized in the ECMA Script language specification. Alongside HTML and CSS, it is one of the tree core technologies of the World Wide Web content production. The majority of websites enjoy it and it is supported by all modern web browsers without plug-ins. JavaScript has a API for working with text, arrays, dates and regular expressions, but does not include any I/O, such as networking, storage or graphics facilities. It relies for these upon the host environment upon which it is embedded .

2.2.4 PHP

PHP is a very popular and widely-used sever scripting language. It is powerful tool for making dynamic websites. It is free and can be used as general purpose programming language as well. PHP originally stood for Personal Home Page, but now stands for the recursive acronym PHP: Hypertext Preprocessor .PHP code may be embedded into HTML code, or it can be used in combination with various web template systems, web content management system and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web pages. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

2.2.5 MySQL

MySQL is a freely available open source Relational Database Management System (RDBMS) that uses Structured Query Language (SQL). SQL is the most popular language for adding, accessing and managing content in a database. It is most noted for its quick processing, proven reliability, ease and flexibility of use.

2.3 Software Development Life Cycle (SDLC)

The Software Development Life Cycle (SDLC) stands for software development life cycle. SDLC is a process that ensures good software is built. Each phase in the life cycle has its own process and deliverables that feed into the next phase [4]. There are typically 5 phases starting with the analysis and requirements gathering and ending with the implementation. Let's look in greater detail at each phase:

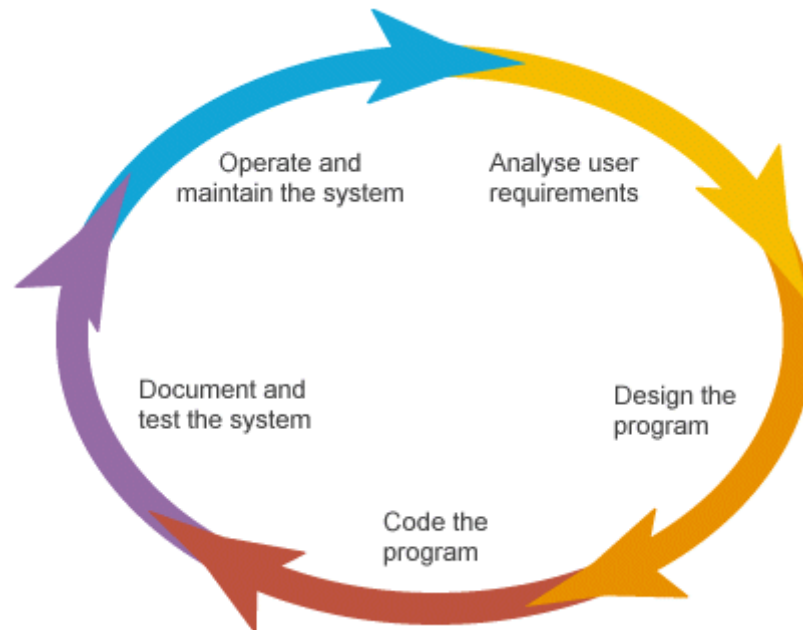


Figure 2.1 Software Development Life Cycles

2.3.1 Analyses User Requirements

This phase is critical to the success of the project. Expectations (whether of a client or your team) need to be fleshed out in great detail and documented. This is an iterative process with much communication taking place between stakeholders, end users and the project team. The following techniques can be used to gather requirements:

- Identify and capture stakeholder requirements using customer interviews and surveys.
- Build multiple use cases to describe each action that a user will take in the new system.
- Prototypes can be built to show the client what the end product will look like. Tools like Omni raffle, HotGloo and Balsamic are great for this part of the process.

In a corporate setting, this means taking a look at your customers, figuring out what they want, and then designing what a successful outcome would look like in a new bit of software.

2.3.2 Design The Program

Technical design requirements are prepared in this phase by lead development staff that can include architects and lead developers. The Business Requirements are used to define how the application will be written. Technical requirements will detail database tables to be added, new transactions to be defined, security processes and hardware and system requirements. Let's look in more detail at some of the activities involved in this stage:

Risk analysis

- Threats and vulnerabilities which may arise from interactions with other systems.
- External or legacy code needs to be analyzed to determine if there are security vulnerabilities.
- High-risk privacy projects could require review with a legal department. This review should consider what personal data to collect, how to collect it, and permissions/authorizations to make changes. This type of review is especially necessary with corporate projects.

Functional Specifications

- Includes a description of interface requirements such as definition of data entry fields (allow numeric or alpha only, can it be left blank?)
 - Important details, like: can date entered be before current date? What time zone will user logins default to?
 - Workflow – after clicking approve button, which screen appears next?
 - Audit trail for every update on the database. This is where error monitoring and logging tools can be useful.

Non-Functional Specifications

- Extensibility of the system – will current system easily allow new enhancements or features with the next rollout? This is critical for any application that you'll be adding new features and updating often.
 - Has the current or future capacity been analyzed for database requirements? Will the current build plan result in capacity issues shortly after you finish building?
 - Performance and response time – Has the expected response time been determined?
 - Resource Constraints – Are there constraints that need to be taken into consideration in this phase? Common ones include disk space, bandwidth, etc.

2.3.3 Code The Program

This phase is the actual coding and unit testing of the process by the development team. After each stage, the developer may demonstrate the work accomplished to the Business Analysts and tweaks and enhancements may be required. It's important in this phase for developers to be open-minded and flexible if any changes are introduced. This is normally the longest phase of the SDLC. The finished product here is input to the Testing phase.

2.3.4 Document and Test the System

Once the application is migrated to a test environment, different types of testing will be performed including integration and system testing. User acceptance testing is the last part of testing and is performed by the end users to ensure the system meets their expectations. At this point, defects may be found and more work may be required in the analysis, design or coding. Once sign-off is obtained by all relevant parties, implementation and deployment can begin.

2.3.5 Operate and Maintain the System

The size of the project will determine the complexity of the deployment. Training may be required for end users, operations and on-call IT staff. Roll-out of the system may be performed in stages starting with one branch then slowly adding all locations or it could be a full blown implementation.

One of two methods can be followed in a SDLC process. Waterfall is the more traditional model and has a well-structured plan and requirements to be followed. This method works well for large projects that may take many months to develop. The Agile Methodology is more flexible in the requirements, design and coding process and is very iterative. This process works best for smaller projects and expectations of continuous improvement to the application. Whether you use one over the other will also depend to a large extent on the corporation and skills of the IT dept.

2.4 SDLC Models

The development models are the various processes or methodologies that are being selected for the development of the project depending on the project's aims and goals. There are many development life cycle models that have been developed in order to achieve different required objectives. The models specify the various stages of the process and the order in which they are carried out. There are various Software development models or methodologies. They are as follows [5]:

1. Waterfall model
2. V model
3. Incremental model
4. RAD model
5. Agile model
6. Iterative model
7. Spiral model

2.5 About the Project Model

Choosing right model for developing of the software product or application is very important. Based on the model the development and testing processes are carried out. We have built this system according to waterfall model. Because waterfall model is the more traditional model that has a well structured plan and requirements to be followed. This method works well for large projects that may take many months to develop.

2.5.1 Waterfall Model

The **waterfall model** is a sequential design process, used in software development processes, in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of conception, initiation, analysis, design, construction, testing, production/implementation and maintenance [6]. It is also referred to as a **linear-sequential life cycle model**. It is very simple to understand and use. In a waterfall model, each phase must be completed fully before the next phase can begin. This type of model is basically used for the project which is small and there are no uncertain requirements. At the end of each phase, a review takes place to determine if the project is on the right path and whether or not to continue or discard the project. In this model the testing starts only after the development is complete. In waterfall model phases do not overlap [7].

2.5.2 Waterfall Model design

Waterfall approach was first SDLC Model to be used widely in Software Engineering to ensure success of the project. In "The Waterfall" approach, the whole process of software development is divided into separate phases. In Waterfall model, typically, the outcome of one phase acts as the input for the next phase sequentially [8].

Following is a diagrammatic representation of different phases of waterfall model:

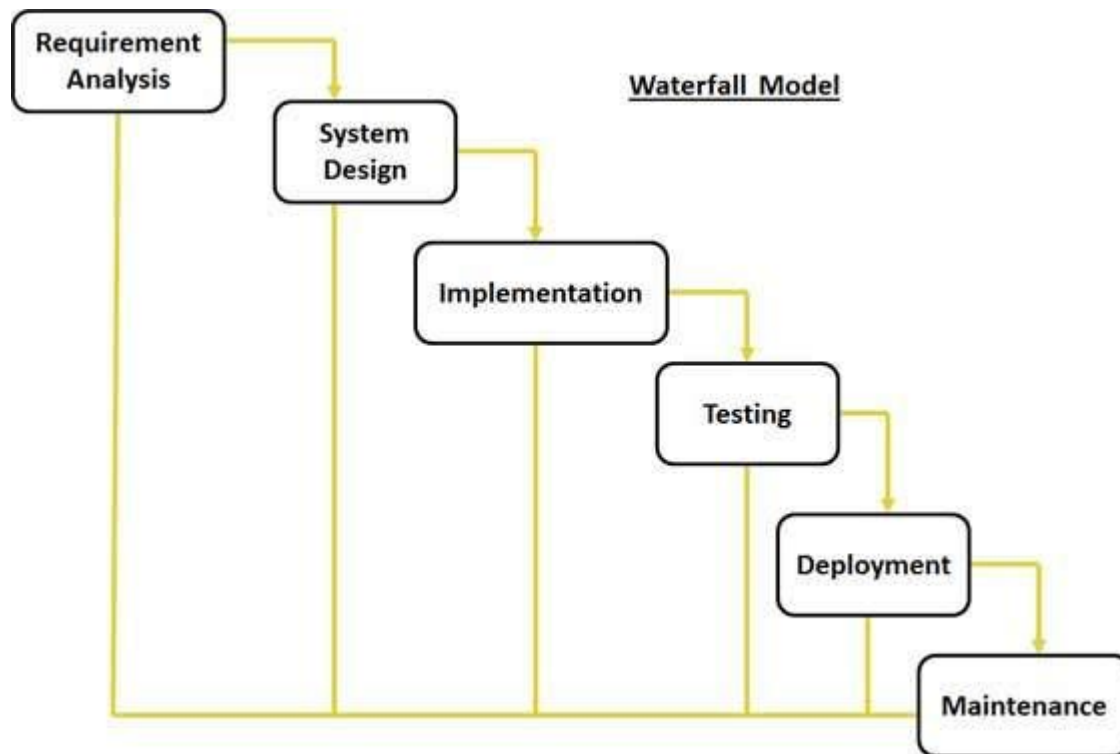


Figure 2.2 Waterfall model

- **Requirement Gathering and analysis:** All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification doc.
- **System Design:** The requirement specifications from first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture.
- **Implementation:** With inputs from system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality which is referred to as Unit Testing.
- **Integration and Testing:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.
- **Deployment of system:** Once the functional and non functional testing is done, the product is deployed in the customer environment or released into the market.
- **Maintenance:** There are some issues which come up in the client environment. To fix those issues patches are released. Also to enhance the product some better versions

are released. Maintenance is done to deliver these changes in the customer environment.

All these phases are cascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name "Waterfall Model". In this model phases do not overlap.

2.6 Advantage and Disadvantage of Waterfall Model

Advantages and disadvantages of waterfall models are [7]

Advantages of waterfall model:

This model is simple and easy to understand and use.

- It is easy to manage due to the rigidity of the model – each phase has specific deliverables and a review process.
- In this model phases are processed and completed one at a time. Phases do not overlap.
- Waterfall model works well for smaller projects where requirements are very well understood.

Disadvantages of waterfall model:

- Once an application is in the testing stage, it is very difficult to go back and change something that was not well-thought out in the concept stage.
- No working software is produced until late during the life cycle.
- Not a good model for complex and object-oriented projects.
- Poor model for long and ongoing projects.
- Not suitable for the projects where requirements are at a moderate to high risk of changing.

2.7 When to use Waterfall Model

Below are some conditions when we should use this waterfall model [7]:

- This model is used only when the requirements are very well known, clear and fixed.
- Product definition is stable.
- Technology is understood.
- There are no ambiguous requirements
- Ample resources with required expertise are available freely

CHAPTER 3

REQUIREMENT ANALYSIS

3.1 Requirement Analysis

Requirements analysis in systems engineering and software engineering, encompasses those tasks that go into determining the needs or conditions to meet for a new or altered product, taking account of the possibly conflicting requirements of the various stakeholders, such as beneficiaries or users.

Requirements analysis is critical to the success of a development project. Requirements must be actionable, measurable, testable, related to identified business needs or opportunities, and defined to a level of detail sufficient for system design. Requirements can be functional and non-functional. When a person wants a website there must be some kind of specifications like how the site will look like, how it will work, what s/he wants to achieve, what is his her targeted audience. That information's must be known before developers build it. When the information is gathered, then we can put the requirement into more concise format and can start the development.

3.2 Admin User Requirements

To provide the best service to the users we tried to find out the users requirements which are given below:

Admin Aspect

- Logging into the system.
- Addition and deletion of a new user rules.
- Update the information
- Editing/Deleting/Creating the post.
- View everything.

3.3 Computing Device Requirements

The requirements are:

- Any kind of browser
- Internet connection

3.4 Hardware Requirements

Server side hardware

- Hardware recommended by all the software needed.

- RAM: 256 MB or more
- Hard Drive: 10 GB or more
- Communication hardware to serve client requests

Client side hardware

- Hardware recommended by respective client's operating system and web browser.
- RAM: 256 MB or more
- Communication hardware to communicate the server.

3.5 Software Requirements

Server side software:

- Web server software, Apache Tomcat, Xamp Server
- Server side scripting tools: PHP
- Database tools: MySql DBMS.
- Compatible operating system: Windows

Client side software:

- Web browser supporting JavaScript.

3.6 Functional Requirements

The functional requirements are as follows:

- The administrator will be given more powers (edit/delete/update) than other users.
- It will be ensured that the information entered is of the correct format. For example name cannot contain numbers. In case if incorrect form of information is added, the user will be asked to fill the information again.
- The system can be accessed anytime.

3.7 Nonfunctional Requirements

Performance:

After valid user name or password then user can be entered the admin panel and see the dashboard. The software shall support use of multiple users at a time.

Usability:

The website should be user friendly and should require least effort to operate.

Portability:

The website is made using HTML, CSS, PHP, JQuery etc. which are platform independent and can be transported to other servers with minimum effort.

Safety Requirements:

The database may get crashed at any certain time due to virus or operating system failure. Therefore, it is required to take the database backup.

Security Requirements:

We are going to develop a secured database. There are two categories of users such as administrator and people who will be able to view either all or some specific information from the database. Depending upon the category of user the access rights are varied. It means if the user is an administrator then he is able to add new data or modify the existing data but all the other users only have the right to view

CHAPTER 4

SYSTEM DESIGN

4.1 Use Case

In software and systems engineering, a use case is a list of action or event steps, typically defining the interactions between a role (known in the Unified Modeling Language as an *actor*) and a system, to achieve a goal. The actor can be a human, an external system, or time [2]. A use case is a software and system engineering term that describes how a user uses a system to accomplish a particular goal. A use case acts as a software modeling technique that defines the features to be implemented and the resolution of any errors that may be encountered.

4.1.1 Actor Description

Actors are external entities that interact with the system. Actor initiates system activities for the purpose of completing some task.

So actors in this project are as follows:-

- **Admin:- Adds new users and manages the whole system.**

4.1.2 Use Cases of Distant Learning System

A use case describes a sequence of interactions between a user and system, without specifying the user interface. Use cases describe the system functions from the perspective of external users and in a manner and terminology they understand.

List of use cases are:

- Admin login.
- User login.

Table 4.1 Admin login use case

Use case name	Admin Login
Primary Actor (s)	Admin
Description	This use case is used when the administrator wants to access the system to edit/delete/update the data of the everything.
Preconditions	The administrator must need a user name and password to login into the system.
Post conditions	The system state is unchanged by this use case
Basic Flow	
<ol style="list-style-type: none"> 1. The system prompts the administrator for the Username and password 2. The administrator enters the Username and password 3. The system verifies the password and sets the user's authorization. 4. The administrator is given access to the system to perform his tasks 	
Alternative Flow	
<ol style="list-style-type: none"> 1. <i>The administrator enters invalid Username and password then he/she will not be allowed to enter the system.</i> 	

Table 4.2 User Login use case

Use case name	User Login
Primary Actor (s)	User
Description	This use case is used for User access in the system.
Preconditions	All registered User can login into the system.
Post conditions	Access the system
Basic Flow	
<ol style="list-style-type: none"> 1. Give User Username and Password 2. System checks Username and password in database. 3. User can view his/her personal profile. 4. User can view his/her profile. 5. User can view his/her post list. 6. Can change his/her post. 7. The use case end. 	
Alternative Flow	
<ol style="list-style-type: none"> 8. If User enter wrong or unregistered Username or password for login then the system give an error. 	

4.2 Activity Diagram

4.2.1 Definition of Activity Diagram

Activity *diagram* is basically a flow chart to represent the flow from one *activity* to another *activity*. The *activity* can be described as an operation of the system. So the control flow is drawn from one operation to another. This flow can be sequential, branched or concurrent [3].

4.3 Activity diagrams for Distant Learning

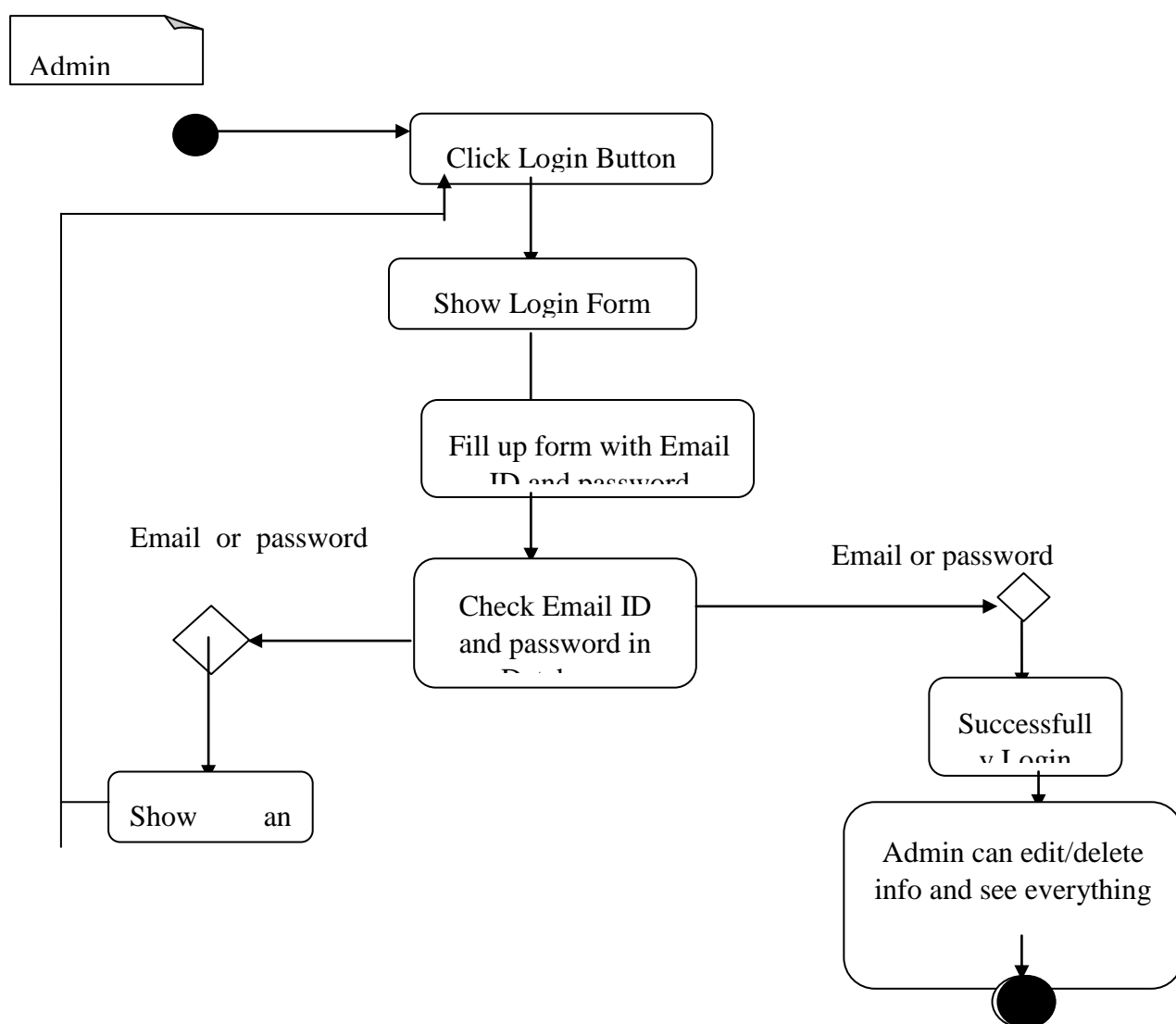


Figure 4.1 Activity Diagram for admin login

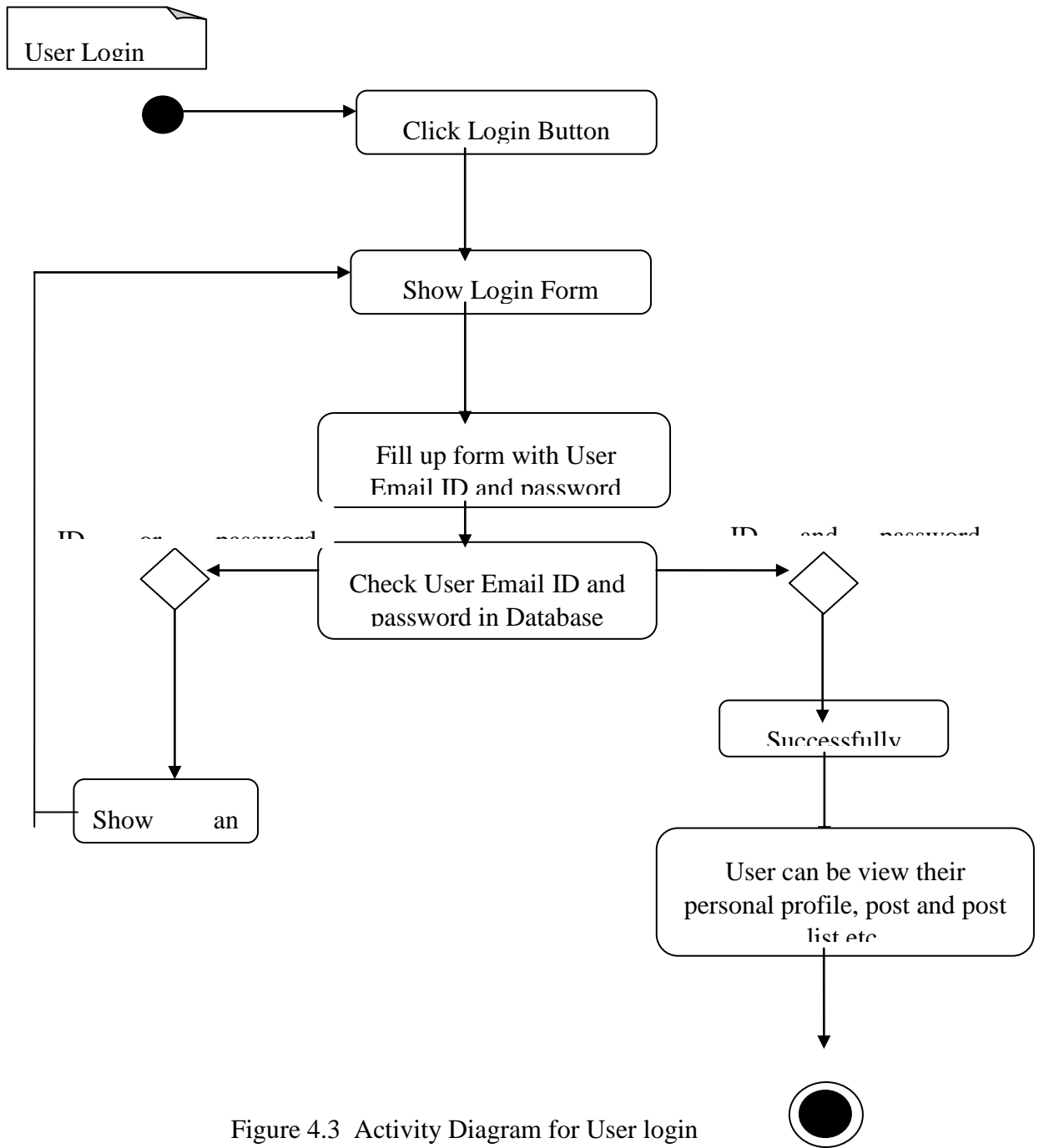


Figure 4.3 Activity Diagram for User login

CHAPTER 5

USER MANUAL

5.1 Home Page

A home page is called index page or main page on a website. A home page usually refers to:

- The main web page of a website, sometimes called the “Front page” (by analogy with newspapers).
- It is also called the start page for appearing upon opening a web browser program. This ‘start page’ can be a websites page with various browser functions such as the visual display of websites that are often visited in the web browser.
- The web page or local file that automatically loads when a web browser starts or when the browser’s “home” button is pressed; this is also called a “home page”. The user can specify the URL of the page to be loaded, or alternatively choose e.g.to-load the most recent web page browsed.
- Personal web page, for example at a web hosting service or a university web site that typically is stored in the home directory of the user.

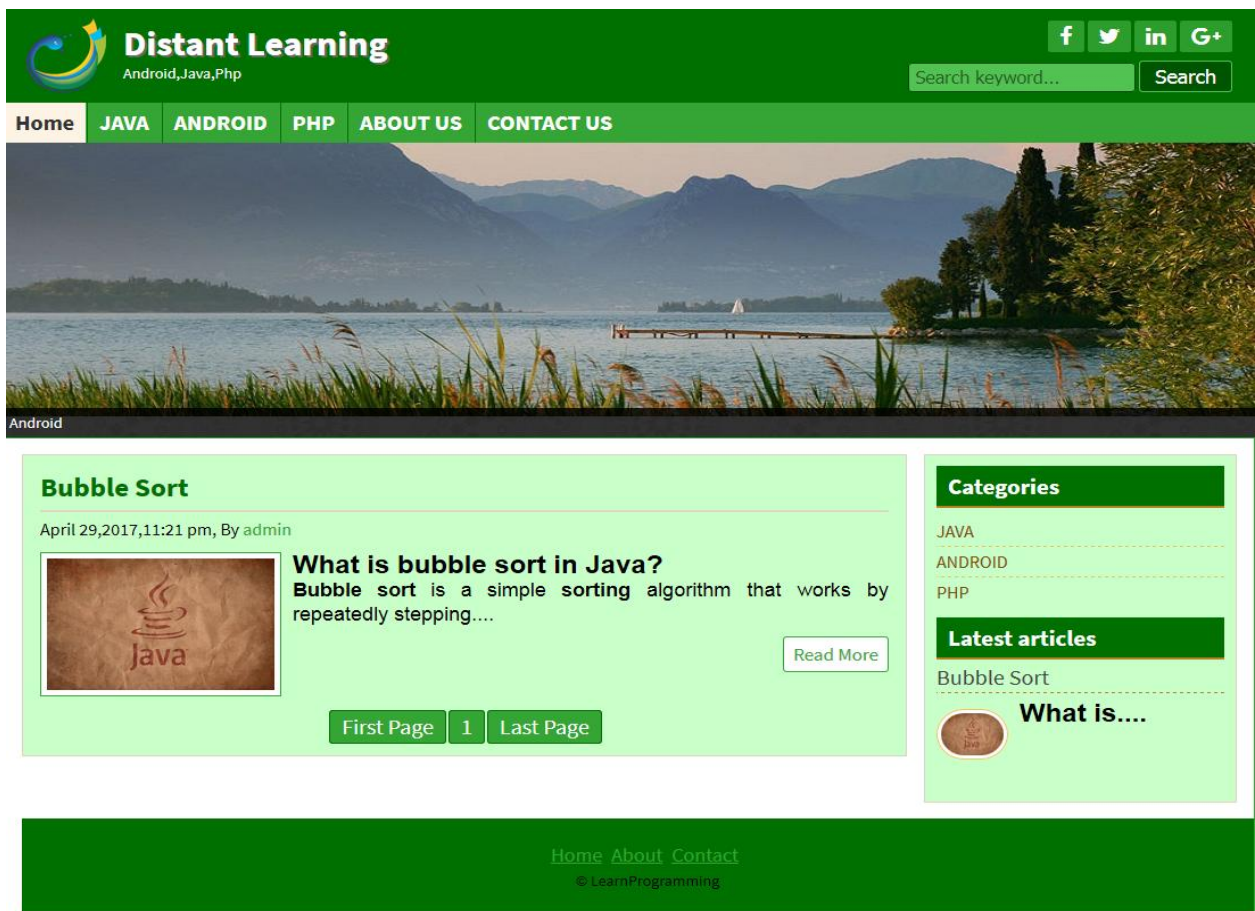


Figure 5.1 Home Page.

5.2 Admin Login Page

Admin can login by using Login page. To login for admin need a Username and password.

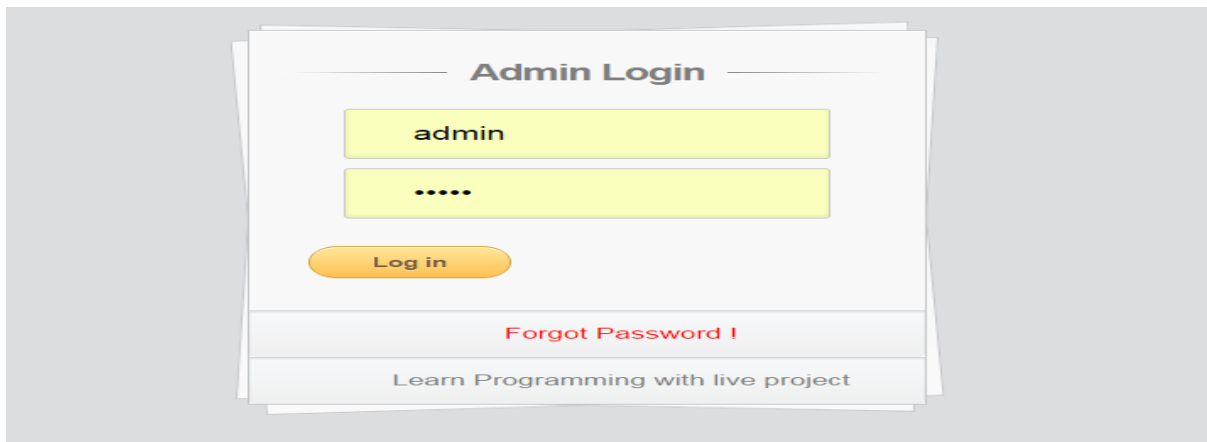


Figure 5.2 Admin login page.

5.3 Admin Password Recovery Page

If admin forget his/her password. He/ She can recovery his/her password using by his/her valid email.

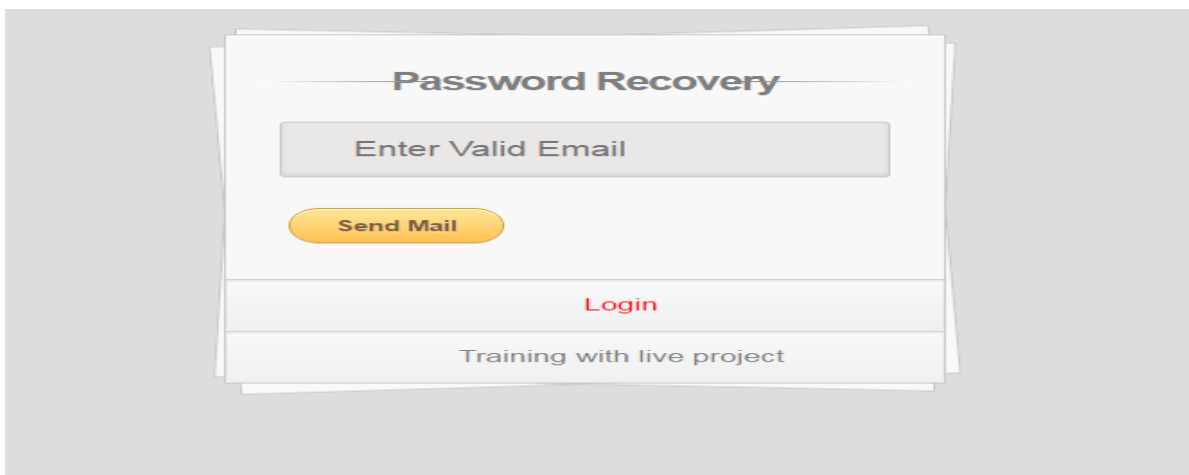


Figure 5.3 Admin password recovery page.

5.4 Admin Home Page

This is the admin home page. From here admin can add post, post category, add user, pages add. Admin can manage his/her web page from here.

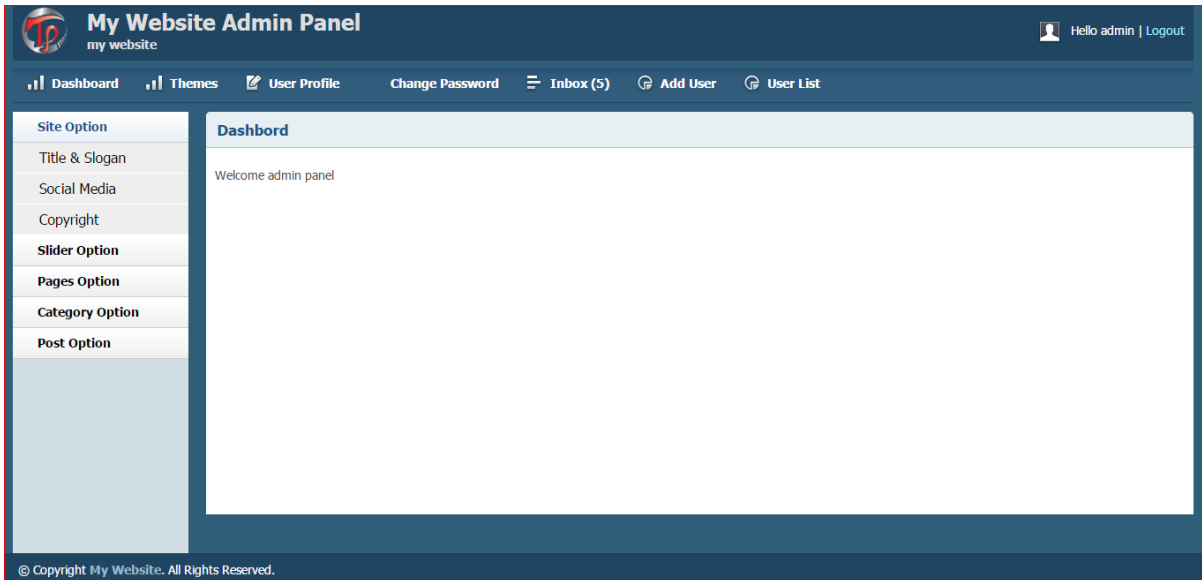


Figure 5.4.Admin home page.

5.5 Add Category

A member can add content category from this page like Web development, Android apps, Software development, Others etc.

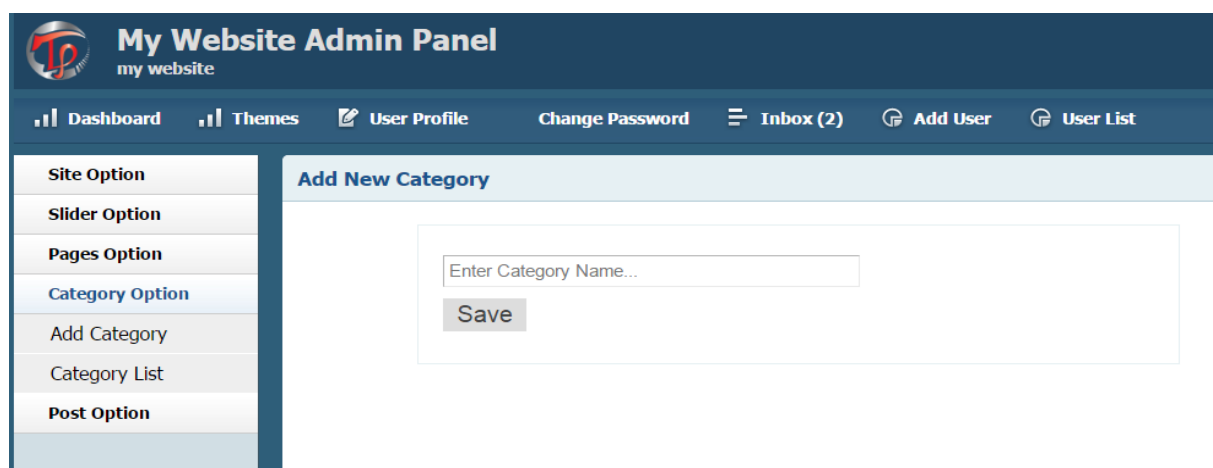


Figure 5.5 Add Category Page.

5.6 Category List

All category list that's are add from category.

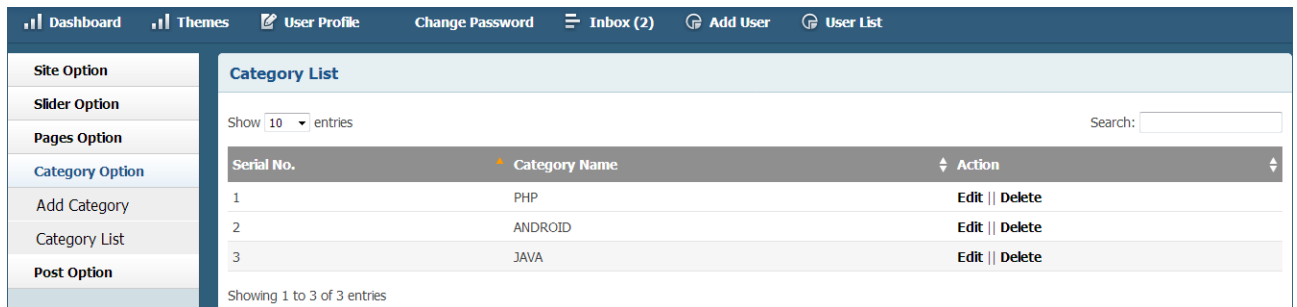


Figure 5.6 Category list page.

5.7 Add Post

Admin/User can add the new post.

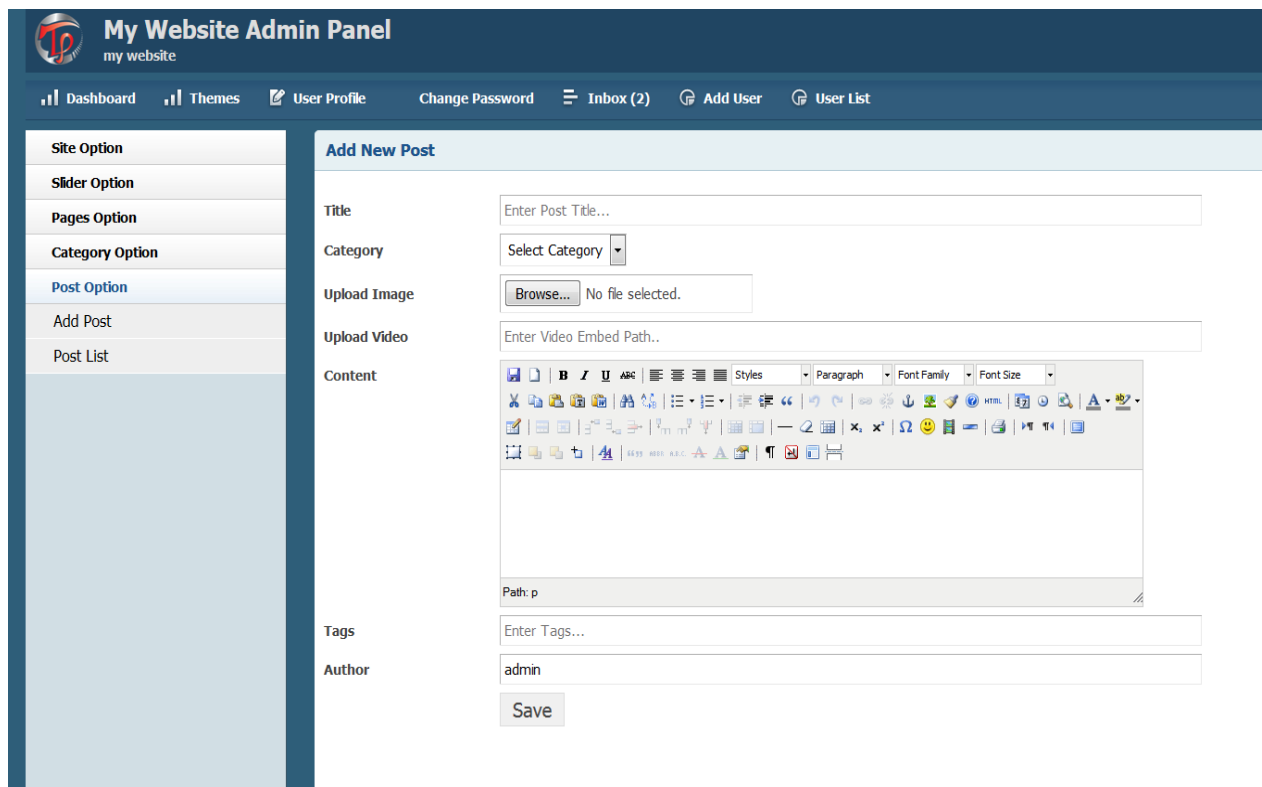


Figure 5.7. Add new post page .

5.8 Post List Page

Admin/User can see the all post list

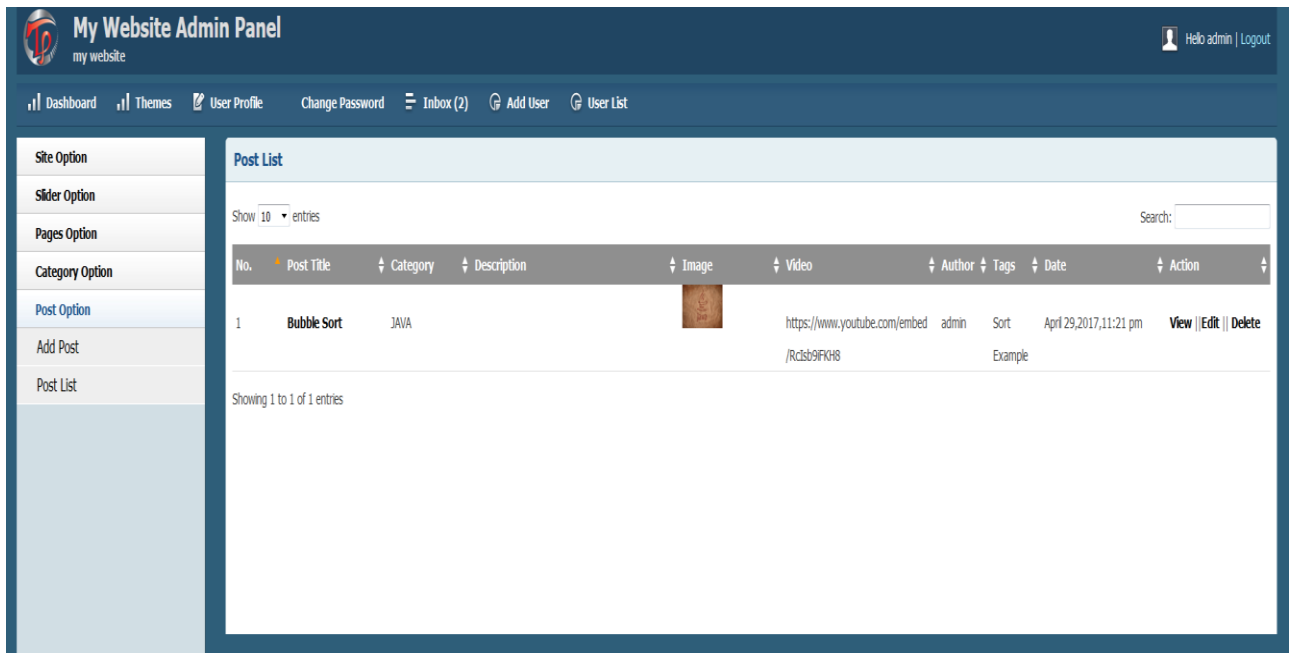


Figure 5.8 View Post list

5.9 Update Site Title and Description

Admin can changes website title and description dynamically

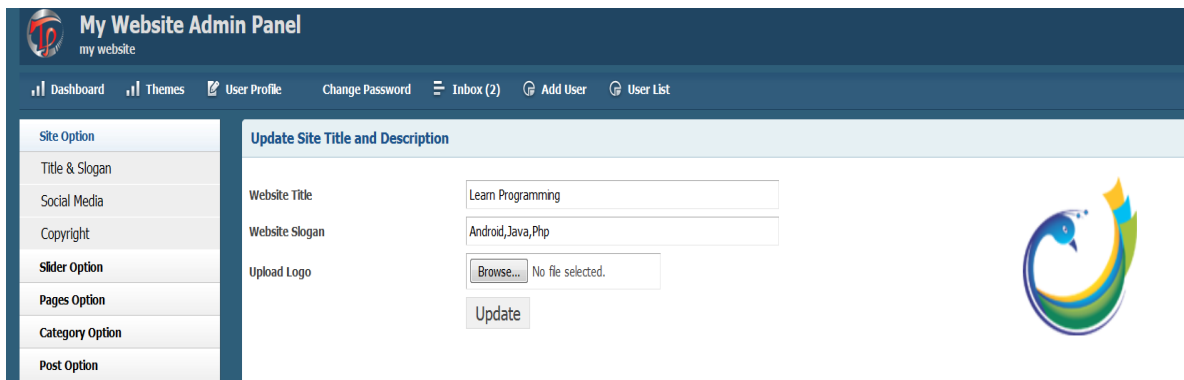
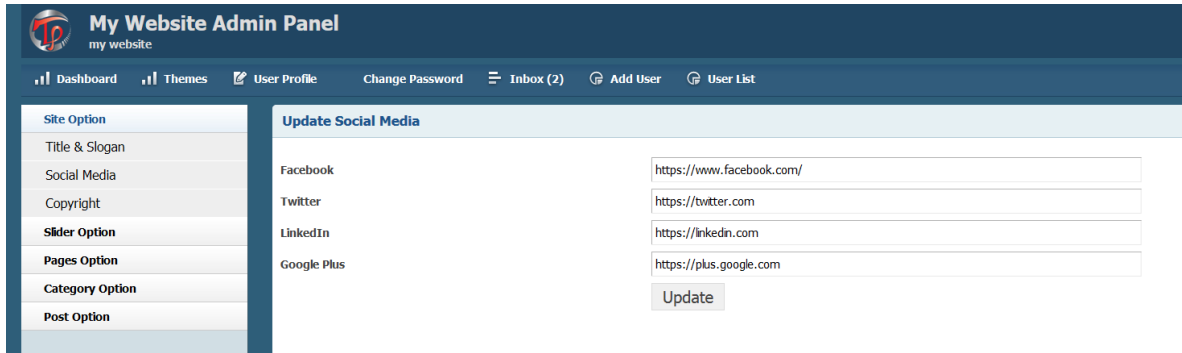


Figure 5.9. Update site title and description

5.10 Update social media

Admin can update social media link

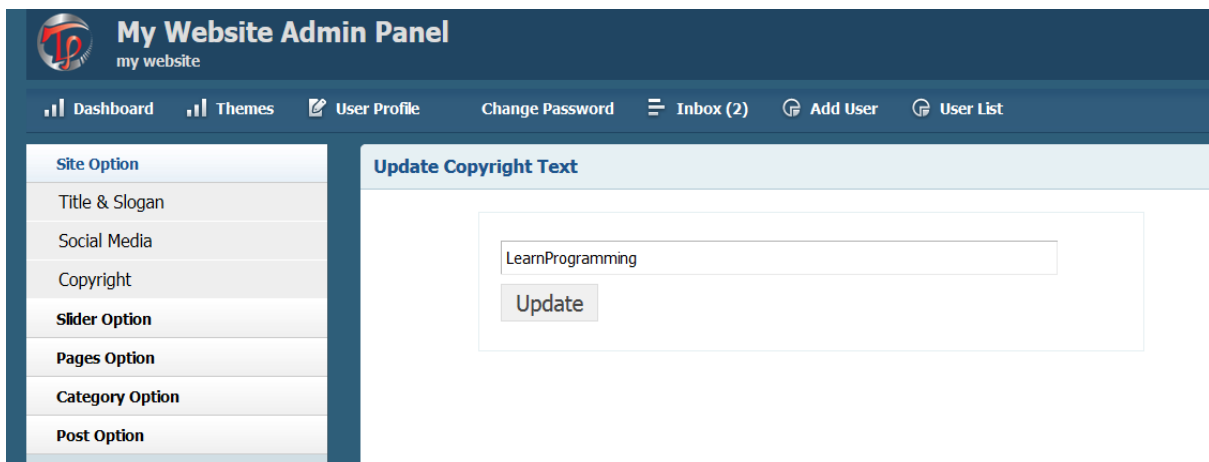


The screenshot shows the 'My Website Admin Panel' interface. The top navigation bar includes 'Dashboard', 'Themes', 'User Profile', 'Change Password', 'Inbox (2)', 'Add User', and 'User List'. A left sidebar lists various options: 'Site Option', 'Title & Slogan', 'Social Media', 'Copyright', 'Slider Option', 'Pages Option', 'Category Option', and 'Post Option'. The main content area is titled 'Update Social Media' and contains four input fields for social media links: Facebook (https://www.facebook.com/), Twitter (https://twitter.com), LinkedIn (https://linkedin.com), and Google Plus (https://plus.google.com). An 'Update' button is located below the input fields.

Figure 5.10 Update social media

5.11 Update Copyright Text

Admin update copyright text in footer section



The screenshot shows the 'My Website Admin Panel' interface. The top navigation bar includes 'Dashboard', 'Themes', 'User Profile', 'Change Password', 'Inbox (2)', 'Add User', and 'User List'. A left sidebar lists various options: 'Site Option', 'Title & Slogan', 'Social Media', 'Copyright', 'Slider Option', 'Pages Option', 'Category Option', and 'Post Option'. The main content area is titled 'Update Copyright Text' and contains a single input field with the text 'LearnProgramming' and an 'Update' button below it.

Figure 5.11 Update copyright text.

5.12 Add New User

Only admin can create a new user and use can't see the add user button

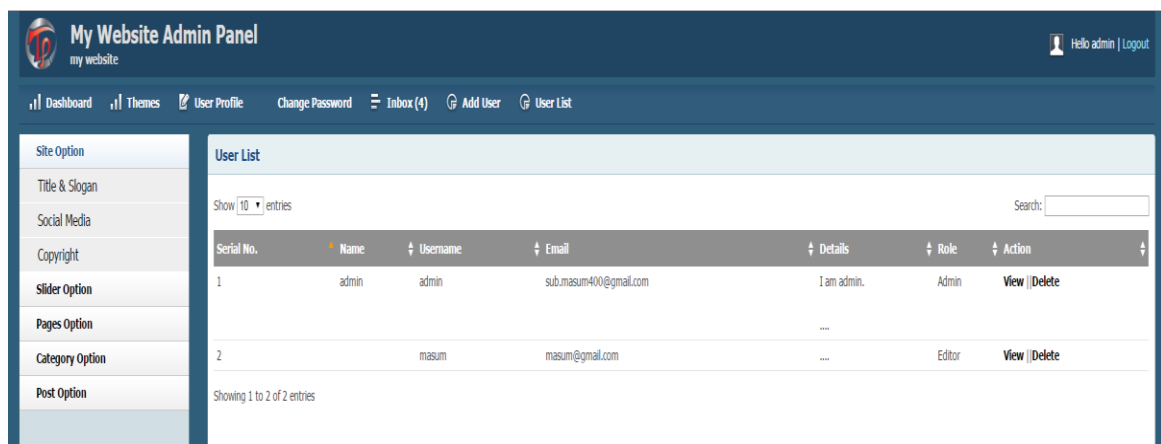


The screenshot shows the 'Add New User' form within the 'My Website Admin Panel'. The form is located in the main content area, with a sidebar on the left containing site options like 'Title & Slogan', 'Social Media', and 'Copyright'. The form fields include 'User Name', 'Password', 'Email', and 'User Role' (a dropdown menu), followed by a 'Create' button.

Figure 5.12 Add new user.

5.13 User List

Admin/User can see the user list item



The screenshot shows the 'User List' table in the 'My Website Admin Panel'. The table displays a list of users with columns for 'Serial No.', 'Name', 'Username', 'Email', 'Details', 'Role', and 'Action'. The 'Action' column contains 'View' and 'Delete' links. The table shows two users: 'admin' and 'masum'.

Serial No.	Name	Username	Email	Details	Role	Action
1	admin	admin	sub.masum40@gmail.com	I am admin.	Admin	View Delete
2		masum	masum@gmail.com	...	Editor	View Delete

Figure 5.13 User list.

5.14 Update User Profile

When admin/user enter admin panel then admin/user can update his/her profile.

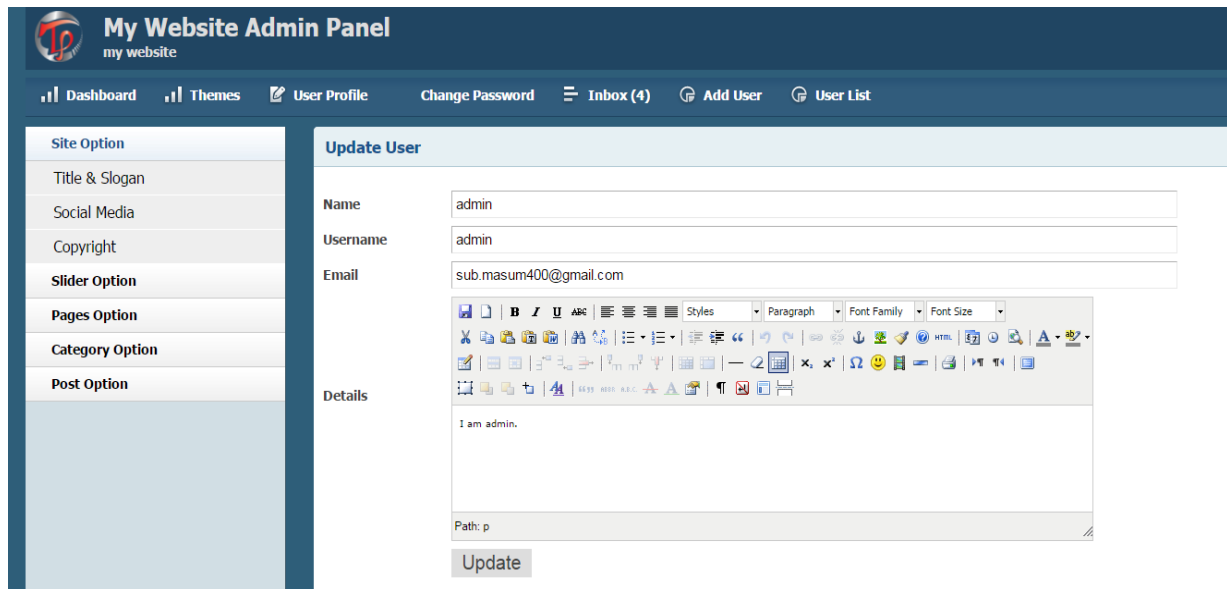


Figure 5.14 Update user profile.

5.15 Inbox

When any user visit this site and enter contact page and send a message then admin see the inbox message

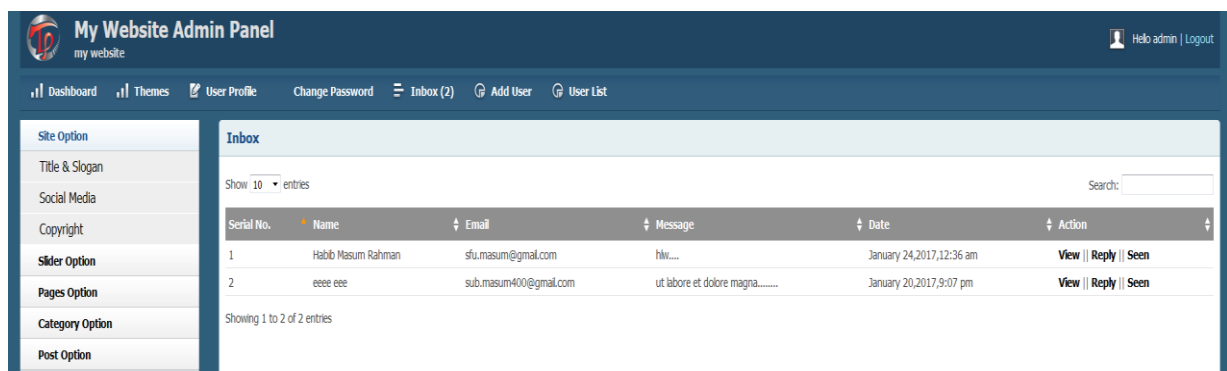


Figure 5.15 Message inbox.

5.16 Complete Inbox

Admin when seen button click then this message automatically remove inbox message and show in seen message box

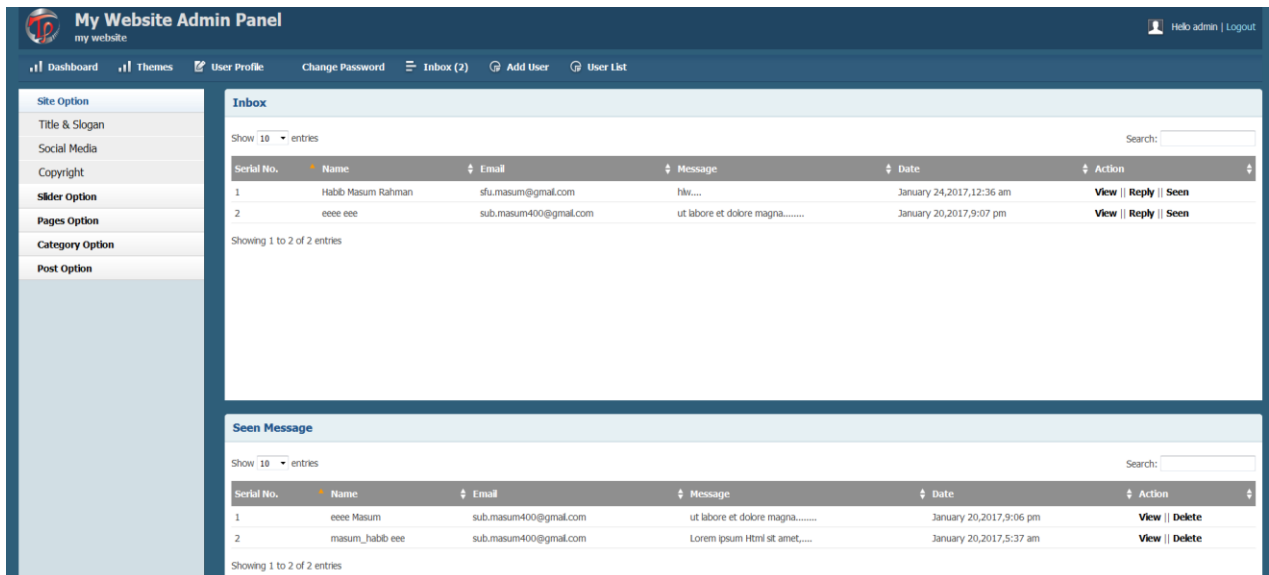


Figure 5.16 Complete inbox .

5.17 Change Theme

Admin/User can chose different theme then automatically full change the website background

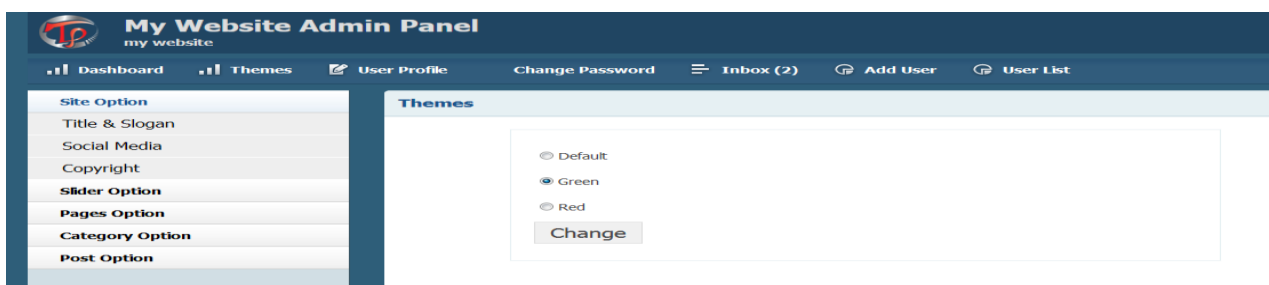


Figure 5.17 Change Theme.

CHAPTER 6

CONCLUSION AND FUTURE WORK

6.1 Conclusion

This Web Application System made computerized to reduce human errors and to increase the efficiency. The maintenance of the record is made efficient, as all the records are stored in the database.

The applications for Distance Learning are potentially limitless. Educators are finding that even subjects that seemed beyond its scope, such as java, apk, ios etc are now being successfully taught in Distance Learning programs. Distance Learning is an education delivery system that has come of age. The technology now exists to provide an effective and efficient distance education delivery system that overcomes the barriers that prevent individuals from achieving all they can through education: The barriers of distance, time, educational resources, and cost are being overcome with the continued refinement of distance learning programs.

At the completion of this project the system fully provided the features with no errors.

6.2 Limitations

- People can't post this site
- Only admin and user(permission to admin) are post
- Only admin moderate all post but user moderate his/her post

6.3 Future plans

- Develop public blog site.
- Develop all public user post this site and admin review this post and then admin published this post.
- Public user login system in home page.
- The system will be made more protected and secure.

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