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Student Online Course Guidance System K. UDAY KUMAR REDDY¹, M. KUSUMA²

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Abstract: This system provides an online solution to provide teaching and learning environment located within a computer mediated communication system. It consists of asset of group communication and work "spaces". Existing system is not providing the information about faculty's achievements. Existing system doesn't provide online exams. Existing system doesn't have the facility to send the mails to other students. Existing system is not having the facility for faculty to upload the assignments. The Existing System doesn't provide the facility for the students to download the assignments. Students can choose courses, attend lectures, take exams, view their attendance records, progress reports etc as per their convenience. Registration for multiple courses. Attend lectures either at the scheduled time or on request view lecture at a later time. Faculties can take lectures, upload assignments, announcements, evaluate answer sheets and also can upload lectures and other discussions in various formats as in videos, power point presentation etc. Upload and Download of various assignments, college notices, student's notices, journals, videos. There can be forums, blogs etc to discuss various queries and to put up suggestions posted both by students and teachers. Administrator can generate reports, log files, backup/recovery of data at any time. Shared documents and media library that can help in active learning of a student. Users must have valid User ID and password to login thus creating their individual profiles. Students can take up various guizzes which can help them to realize their inbuilt talents in various fields.

Keywords: Admin, Faculty, Student.

I. INTRODUCTION

Developing a virtual classroom system to promote a greater count of students to splurge into the field of Education. It integrates the benefits of a physical classroom with the convenience of a no-physical-bar virtual learning environment, minus the commuting hazards and expenses. It will usher in the immense flexibility and sophistication in the existing learning platform structures, with the perfect blend of synchronous and asynchronous interaction. It provides a means of collaborative learning for the students. If you're a teacher or student, you probably know that Virtual Class Room designed to help professors and instructors create and teach courses online or use online technology to help run classes. In educational software circles, it's also often called an e-learning system, a learning management system, or a virtual learning environment.In the recent era of globalization, technological advancement has increased dramatically in every sphere including mainstream education. These advances have introduced new educational nomenclature i.e. "virtual classroom". Profound investments in technology in this decade have given rise to a worldwide explosionof information. Many educational institutions have been mystified by this information chaos. They are driven by the goal to use newly found access to global data communication. This step will increase enrolment and will award a vast range of degrees through massive investments in distance education programmes. There has been much talk among educators that these acts begin to modify the students' worth to the academic world, as the students begin to assume both the tangible and intangible characteristics associated with those of a "Customer" as opposed to the characteristics of a student.

Marketing strategies abound that beseech the "studentscustomer" to take advantage of "fast, universal access", "earn a degree in a short period of time", and other creative approaches that guarantee satisfaction and quick delivery of the degree-of-choice. Moreover, in the fast growing competition in the job market, there have been increasing demands for specialists, professionals over population, increasing awareness as well as demand for higher education, shortage of qualified teachers and infrastructure facility. Virtual classroom has taken a lead role in the teachinglearning process. Generically, the virtual classroom is a teaching and learning environment located within a computer mediated communication system. It consists of asset of group communication and work "spaces" and facilities that are constructed in software. Virtual Class Room System allows you to incorporate dynamic, interactive training into your learning landscape and manage it across the enterprise. This reduce training costs while increasing impact, scope, and frequency of training to keep pace with your business-using only a Web browser. Ensure customers, partners, and employees are always up-to-date on new product releases, corporate initiatives, and soft skills. Train the widest audience possible with anytime, anywhere access to recorded training sessions.

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II. MODULE DESCRIPTION

The system after careful analysis has been identified to be presented with the following modules, The Modules involved are

- Student
- faculty
- Administrator
- Security And Authentication
- Reports

Student: Students can choose courses, attend lectures, take exams, view their attendance records, progress reports etc as per their convenience. Students can take up various quizzes which can help them to realize their inbuilt talents in various fields.

Faculty: Faculties can place the lectures, upload assignments, announcements, evaluate answer sheets and also can upload lectures and other discussions in various formats as in videos, power point presentation etc.

Administrator: Administrator can generate reports, log files, backup/recovery of data at any time. Shared documents and media library that can help in active learning of a student. Administrator will provide users valid User ID and password to login by creating their individual profiles.

Security and Authentication:

- Student Registration.
- Login as student or faculty and Administrator
- Change password
- Forgot Password

Reports: In this module, different actors can generate the different types of reports according to their responsibilities.

UML Diagrams: UML stands for Unified Modeling Language. UML is a language for specifying, visualizing and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.There are various kinds of methods in software design:They are as follows:

Class Diagram

- Use case Diagram
- Sequence Diagram
- Class Diagram
- Activity Diagram

Class Diagram: In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among the classes. It explains which class contains information.

Abstract Data Access Object:

AbstractDataAccessObject

Attributes
private Connection mCon
private Properties mProps
Operations
public Properties getProperties()
public void setProperties(Properties aProps)
public Connection getConnection()
public int_getSequencelD(String tableName, String pkid)

Course Master:

CourseMasterDao
{ From dao }
Attributes
Operations
public boolean insertCourseMaster(CourseMasterForm cmform)
public CoreList ViewCourseMaster(String storepath)
public CourseMasterForm ViewCourseMasterById(String storepath, int CourseId)
public boolean deleteCourseMaster(int Courseld)
public boolean UpdateCourseMaster(CourseMasterForm cmform)

Assignment Remarks:

AssignmentRemarksDao { From dao }
Attributes
Operations public boolean insertAssignmentRemarks(AssignmentRemarksForm arform) public CoreList ViewAssignmentRemarks() public AssignmentRemarksForm ViewAssignmentRemarksById(int StudentExamId) public boolean deleteAssignmentRemarks(int StudentExamId) public boolean UpdateAssignmentRemarks(AssignmentRemarksForm arform)

Examination Schedule:

ExaminationScheduleDao
{ From dao }
Attributes
Operations
public boolean insertExaminationSchedule(ExaminationScheduleForm esform)
public CoreList ViewExaminationSchedule()
public ExaminationScheduleForm ViewExaminationScheduleByld(int ExaminationId)
public boolean deleteExaminationSchedule(int ExaminationId)
public boolean UpdateExaminationSchedule(ExaminationScheduleForm esform)

Use Case Diagram: A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted.

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Sequence Diagram: A sequence diagram in Unified Modeling Language (UML) is a kind of interaction diagram that shows how processes operate with one another and in what order. It is a construct of a Message Sequence Chart. Sequence diagrams are sometimes called event diagrams, event scenarios, and timing diagrams.

Admin Sequence Diagram:











Activity Diagram: Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency. In the Unified Modeling Language, activity diagrams can be used to describe the business and operational step-by-step workflows of components in a system. An activity diagram shows the overall flow of control.

Admin Activity Diagram:





Deployment Diagram: Deployment diagram represents the deployment view of a system. It is related to the component diagram. Because the components are deployed using the deployment diagrams. A deployment diagram consists of nodes. Nodes are nothing but physical hardwares used to deploy the application.













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Collaboration Diagram for Faculty:



Collaboration Diagram for Students:



Component Diagram: Component diagrams are used to describe the physical artifacts of a system. This artifact includes files, executables, libraries etc. So the purpose of this diagram is different, Component diagrams are used during the implementation phase of an application. But it is prepared well in advance to visualize the implementation details. Initially the system is designed using different UML diagrams and then when the artifacts are ready component diagrams are used to get an idea of the implementation.



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IV. CONCLUSION

The virtual classroom system was successfully designed and is tested for accuracy and quality. During this project we have accomplished all the objectives and this project meets the needs of the organization. The developed will be used in searching, retrieving and generating information for the concerned requests.

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