ENLARGEMENT OF SELF LEARNING AND INFORMATION SHARING SYSTEM

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ABSTRACT: "The project titled "ENLARGEMENT OF SELF LEARNING AND INFORMATION SHARING SYSTEM" is an E-learning platform comprises all forms of electronically supported learning and teaching. E-learning is essentially the computer and network-enable to transfer of skills and knowledge. This project contains the learning materials for academic courses and placement preparation in the form of text, audio, video which are uploaded by the teachers. The learners first register their details and then login to the website to view those materials and they can also able to download those materials for the effective learning purpose. This system also having the online examination and quiz features. The learners are able to attend the quizzes and take the examination for each academic course and for the competitive exams. And the learners are able to ask doubts in the subjects by posting their questions in the discussion forum and chat options. The teachers are able to answer for those questions, so the student will get the multiple answers for their questions. A detailed report about the performance level of each student will be generated. Students can view those reports and make analysis about their performance. And they can improve their performance level.

1.INTRODUCTION

The enormous amount of data stored in file, database, and other repositories, it is increasingly important if not necessary to develop powerful means for analysis and

perhaps interpretation of such data and for the extraction of interesting knowledge that could help in decision-making.

It also popularly known as Knowledge Discovery in Databases (KDD) refers to the nontrivial extraction of implicit previously unknown and potentially useful information from data in databases.

Data mining derives searching for valuable information in a large database and mining rocks for a vein of valuable ore. Both imply either sifting through a large amount of material or ingeniously probing the material to exactly pin point where the values reside. Nevertheless, data mining became the accepted customary term, and very rapidly a trend that even overshadowed more general terms such as knowledge discovery in databases that describe a more complete process.

2. EXISTING SYSTEM

Moodle is an e-learning system that is used in many institutions, organization, schools and colleges. It allows for many different types of content formats to be uploaded and available for use by the student and instructor. It allows for communication between the course instructor and the

learning. The communication in this range from various forms, blogs, chats and messages among the individuals who are enrolled within the course. And it is having the quiz and the online examinations for different courses.

3. PROPOSED SYSTEM

Our System has the best and effective report generation feature for the learner and instructor activities such as quiz, online examination, etc., The reports are in the form of graphs of different types for easy understanding for both the learners and the instructors.In our system, the amount of time taken by the learner to answer the single question in the quiz section is available to the report. And it is having the feature of number of students who answered the questions correctly and wrongly to the report. So the results are easily viewed and understandable for both learners and instructors. And it is having the different learning materials such as video tutorials, lectures notes.

4.CONCLUSION

Traditional classrooms take a main role in present day education. They are interactive environment for any participant to communicate with each other. It is a nature thought for us to build a virtual classroom over network. Itprovides live courses and lecture for instructor and student while closing the gap between the participants in distance. A platform that provide live course should be simple, learner-oriented, supporting rich multimedia document formats. The source and commercial e-learning products are available in the market. These systems are complex and tutor-oriented. Professors and students can create a learner-centric and teacher-centric environment for learners. Most of the students in the developing world, suffer from limited English proficiency, in addition to their limited computer skills. These obstacles compose a barrier and limitations on the design and implementation of E-learning systems.

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