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QUICK LEARN

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ABSTRACT: Quick Learn is a web-based application that performs the task of creating the user's query's response. In order to handle user material, the programme also functions as a kind of information management system. A brief movie that has gained popularity is employed in the suggested system, Fast Learn, to supplement the shortness of other online platforms that would cover the domain criteria. Quick Learn can assist pupils in finding explanations for the subjects they find challenging. Teachers and content creators can quickly connect with students and assist them in clearing up their doubts.

KEYWORDS: ER – Entity Relationship, DFD – Data Flow Diagram

I. INTRODUCTION

Quick Learn is a web-based application that implements the process of producing answers to the user's queries. In order to control user material, the software also functions as a semi-information management system. The software has been designed with simplicity in mind, aiming to minimize the risk of data entry mistakes. Additionally, it includes an error notification feature to alert users when they input incorrect data. Its user-friendly interface does not require any formal training to operate, making it accessible to anyone. Fast Learn has the potential to streamline organizational management by providing an error-free, secure, customizable, and efficient system. By reducing the time spent sifting through data, users can focus on what is essential, ultimately leading to improved resource allocation. To understand the context of the information given to the software and put it together, the solution uses web-based models and concepts. It is here to respond to the queries put forth by the user. The system makes an effort to take data as input and derive context from the data. By giving the consumer a way to search for the content they need, this aids in their academic endeavors. The user interface of the app will look like that. Managing data can be a challenging task for any software, regardless of its size. Each implementation has specific branch requirements, which is why we've developed a tailored solution based on your specifications. Our solution aims to simplify content search and ensure that you have the right knowledge and information to achieve your objectives.

II. RELATED WORK

- [6] "A hybrid method to news video categorization multimodal features," P. Wang, R. Cai, and S.-Q. Yang, Proc. Joint Conf. 4th Int. Conf. Inf. Commun. Signal Process. 4th Pacific Rim Conf. Multimedia, pp. 787-791, 2003. This study describes a novel method for categorising news videos. Other methods use both sound and visuals, although they are less reliable than written words. As a result, the writers devised a style that relies heavily on the words in the news article while also relying on sounds and visuals. They segregated the words, sounds, and visuals for computer analysis before merging the results to establish the category of the news item. They discovered that their strategy beat alternatives that relied purely on words or a combination of words and sounds or visuals in TV news pieces [7]J. Nam, M. Alghoniemy and A. H. Tewfik, "Audiovisual content-based violent scene characterization", Proc. Int. Conf. Image Process. (ICIP 1998), pp. 353- 357. They have devised a novel method for locating and cataloguing violent scenes in television programmes and motion pictures. They wanted to identify the violent sections and mark them so that they could be quickly recognised and indexed. To help the audience better grasp what is happening in each scene, they combine music and images. This can be helpful in a

number of ways, including keeping kids from watching violent movies, applying special effects to hide violent parts, and categorising digital video libraries according to genre [3]"Content-based video indexing and retrieval," S. W. Smoliar and H. Zhang, IEEE Multimedia, vol. 1, no. 2, pp. 62-72, Summer 1994. The tools and methods for managing and editing movies are focused on the small dots, or pixels, that make up the image, rather than an understanding of what the image is about. This implies that, while video editing software is capable of changing factors such as time and pixel appearance, it does not completely "understand" the film's content, such as the existence of a basketball in the scene.

III. PROPOSED SYSTEM

The proposed system is going to be a proof-of-concept prototype like system which intends to show as to how much of the envisioned scope can actually be implemented.

The proposed system will implement the search system for users, a query generation system, a login-registration view for users, an information processing module, a user dashboard for the user to access all the information related to them and an about us page combined with a contact us view.

Modules:

- Welcome Module
- Login Module
- User Dashboard View
- Upload Data Page
- Home Page
- Result Page

The proposed system is going to be built completely on web base programming language. Thus, it being completely open source and having a scope to be extended as whatever and however one desires to.

IV. METHODOLOGY

The proposed system is going to work on a few actions parallelly, these core actions are displayed in the flow of the system as shown below.

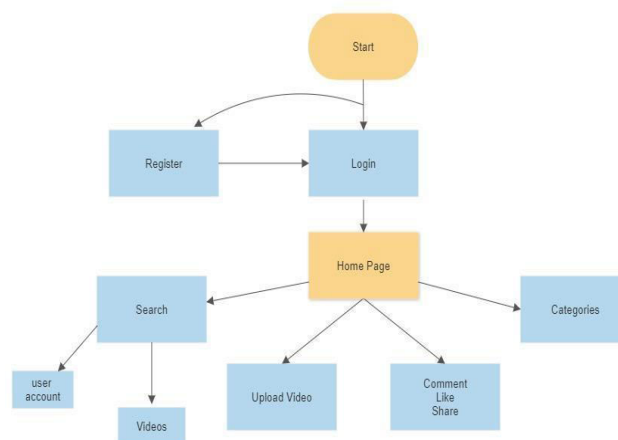


FIG: FLOW OF THE SOLUTION

Another part of the system is where the user provides input data. This input data is clean and processed for its context. Once the input data is understood, answer are generated on the same.

Once the user has login in/register the systems. First they go on to the home page of the application, then it takes the input data question from the user based on which they can either search for videos related to their topic or connect with fellow users on the platform.

Users can also add a video of their own and like, share and comment on it. For example: If a user wants to find a video related to maths then they can search for maths category. All the while, all the data which is generated is stored securely in an individual user wise data store.

V. SIMULATION RESULTS

With this, we successfully implemented our project ‘Quick Learn’ which includes the following output:

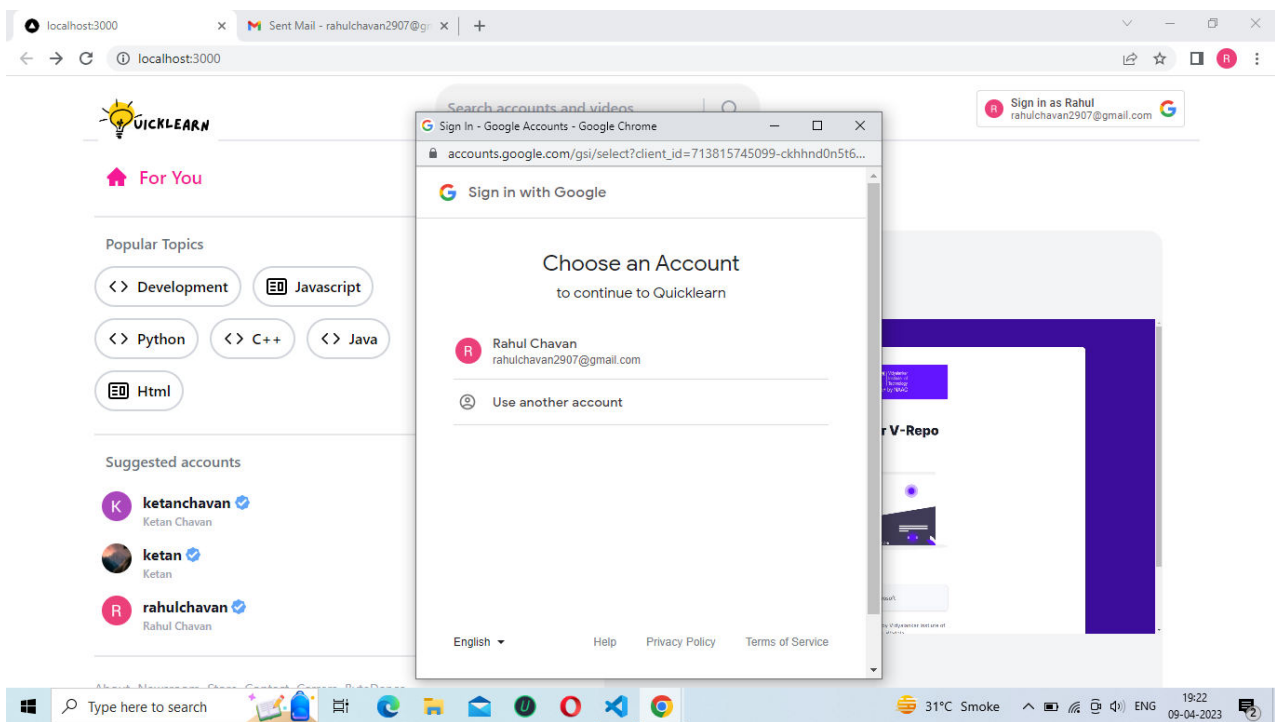


FIGURE : LOGIN PAGE

The above image shows the login page which was created using google auth and user can login into the system using google account.

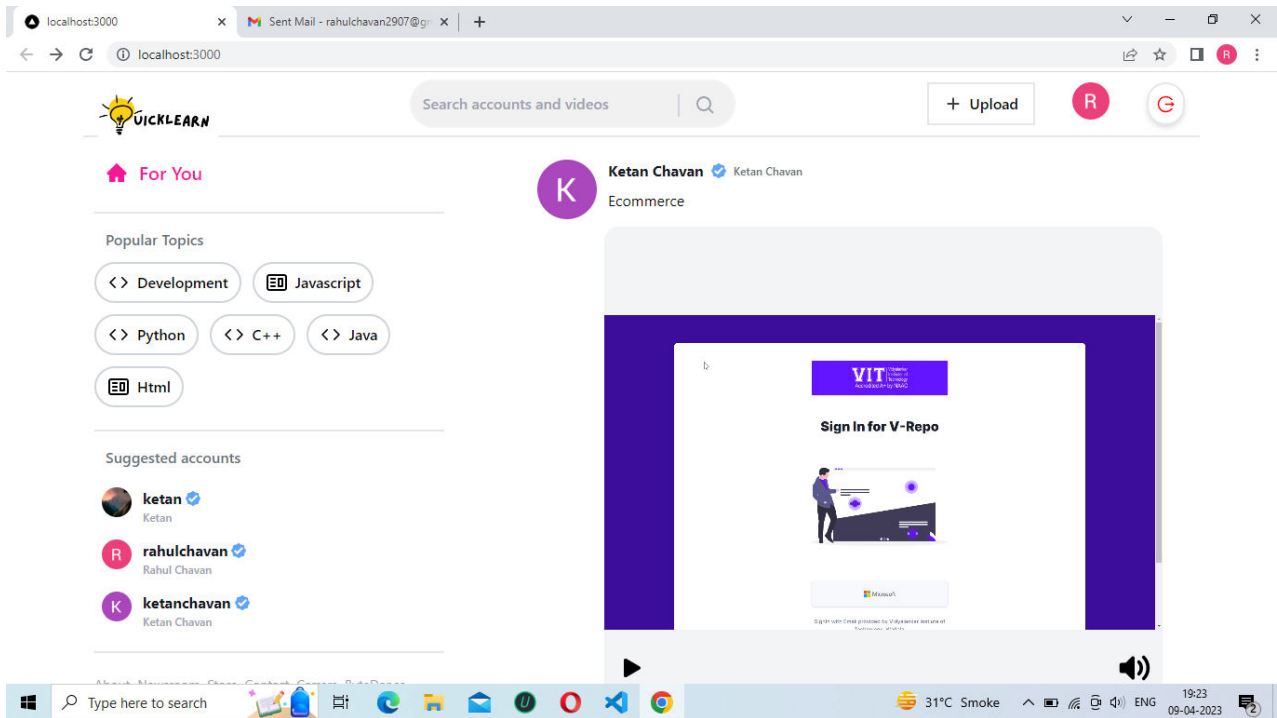


FIGURE2: HOME PAGE

As shown in fig 2, we can see the home page after the user is successfully logged into the system. The user can see videos and search videos according to this requirement and need.

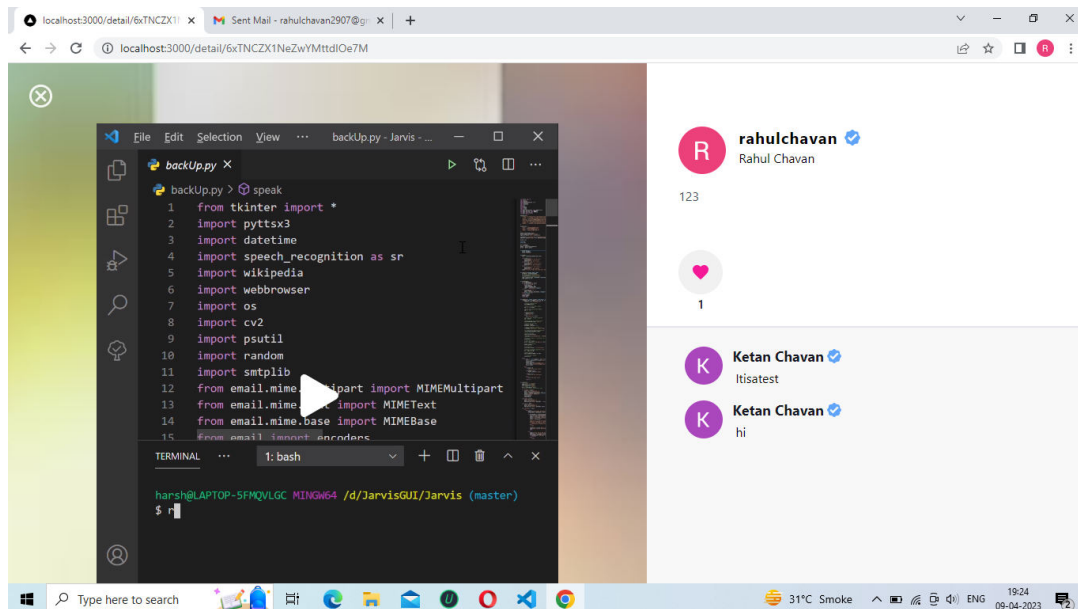


FIGURE 3: VIDEO PAGE

As shown in fig 3, user can watch video which he/she opt to see. This page also includes the like and comment button.

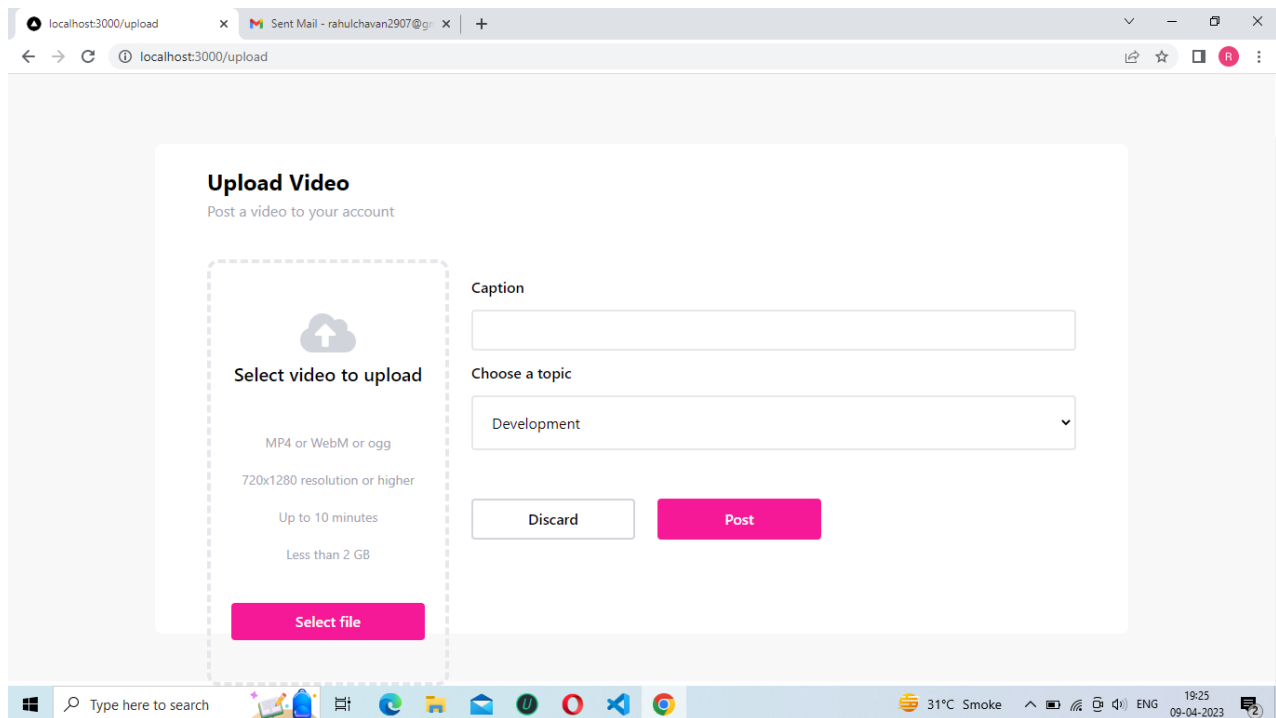


FIGURE 4: UPLOAD PAGE

As shown in fig 4 , user can upload video. In this, user as to select the topic of the video which he/she uploaded.The limit is set to 10 min and size is upto 2gb

VI. CONCLUSION AND FUTURE WORK

In conclusion, Quick Learn is a web-based application that provides users with a simple and efficient way to search for content and derive useful information. The application was developed using a methodology that prioritized simplicity, ease of use, and error prevention, making it accessible to anyone without any formal training. The use of web-based models and concepts allowed the application to derive context from user input data, ensuring accurate and relevant results. Extensive testing was conducted to ensure that the application was error-free, secure, customizable, and efficient. By streamlining organizational management and improving resource allocation, Quick Learn has the potential to make a significant impact in various industries. Ongoing maintenance and support ensure that the application continues to function correctly and efficiently, making it a reliable and valuable tool for users.

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5. In 2005, Chad Hurley, Jawed Karim, and Steve Chen started YouTube. It was built on video transcoding technology, which allowed user-generated content to be streamed in video format from anywhere on the Internet.
6. In 2012, Snapchat began enabling users to share 10-second videos. Snapchat is a multi-media instant messaging service and software created in the United States by Snap Inc., formerly known as Snapchat Inc.



7. Instagram is a social media platform owned and operated by Meta Platforms, an American company. The platform allows users to share pictures and videos, which can be edited using filters and organized by hashtags. In addition, content can also be categorized by location to help users find relevant posts. Users can upload their own media to the app and easily share it with their followers.
8. The Chinese corporation ByteDance is the owner of the short-form video hosting services TikTok and Douyin. Videos uploaded by users are hosted there, and they can be anything from three seconds to ten minutes long. The mobile software enables users to make quick films that may be sped up, slowed down, or altered with a filter. These videos frequently include music playing in the background.



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