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Codex-Learn: Website for Learning Management System

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ABSTRACT: A Learning Management System (LMS) is a term used to describe software tools designed to manage user learning interventions. LMS is a web-based technology used to plan, implement and assess a specific learning process. This website provides various facilities to the learners.

Codex learn is a free learning website and great platform for students to learn languages. Students here can watch videos , give quizzes and read notes.

KEYWORDS: Codex-Learn , E-Learning Platform, Study materials.

I. INTRODUCTION

The aim of this project is to develop an e-learning website for a students to learn coding languages. This website is free for students, where students can read notes, watch videos and also give quizzes for learn languages like java, python, etc. This very useful website for those students who want to learn coding languages and have a career in it. It is very easy to learn online as per your time. Administrator is responsible to maintain the CodexLearn website. Administrator can manage users by blocking/unblocking users. The administrator manages Courses, Quizzes, Videos on the CodexLearn website, like uploading new videos, deleting an old videos and uploading a quizzes, etc

II. LITERATURE SURVEY

We have identified the problem that we need some platform for the Students to share and expand their knowledge. We have compared the present Websites and Applications that are being used for this purpose. We found out that there are some platforms for this problem but these are paid, and those are:

- 1) Sololearn:-SoloLearn operates a mobile learning platform that offers online courses. There are no videos in this applications and They can ask for money to open some features.
- 2) Udemy:-Udemy is an American open online course provider. Udemy has paid courses middle class cant afford it.

III. METHODOLOGY

- 1) When user/student have to access our website the first step is to login to the website using email and password then he/she can access our website. If the user doesn't have an account, he/she can sign up/register from the signup screen as shown in the Figure-1. After successful signup and verification of the email, the user will be redirected to the login page for login, as shown in the Figure 2. From there he she can login to the website. After successful login, the user will be directed to the home page.

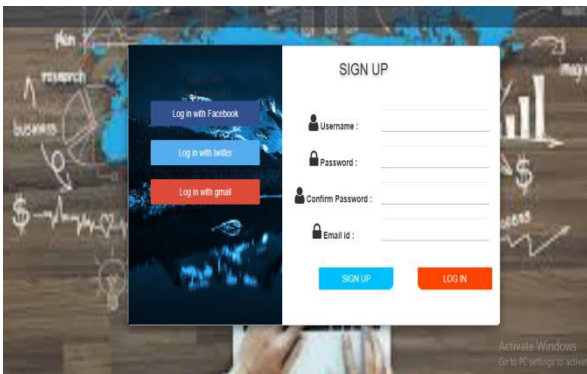


Figure1:Sign Up

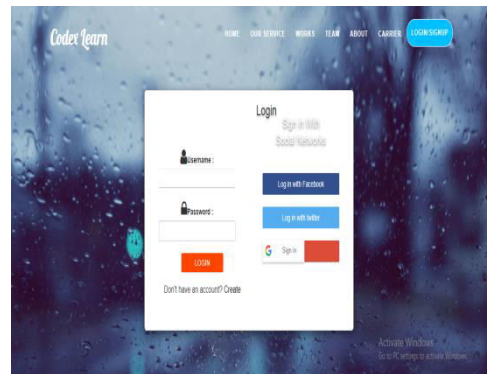


Figure 2:Login



Figure3:Welcome Page

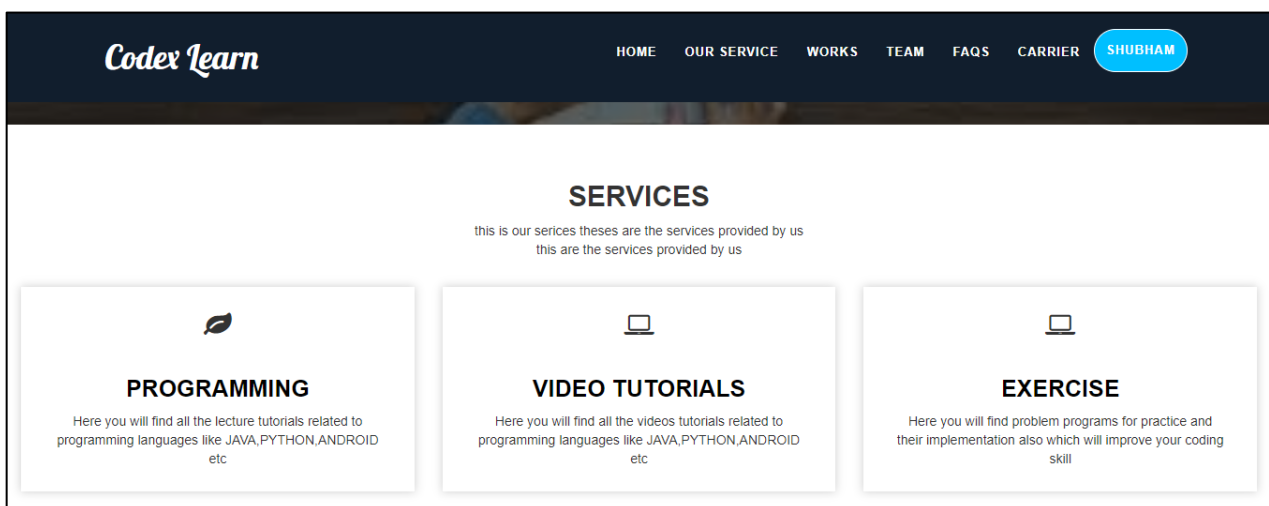


Figure 4:Services

2) As shown in figure 4 we provide 3 services. These are Programming ,Video Tutorials and Exercise.

In Programming as shown in figure 5 we provide lecture tutorials related to programming languages like Java,Python,Android,etc to gain your knowledge.

In VideoTutorials you will find all the videos related to programming languages like Java,Python, Android,etc as shown in figure 6.

In Exercise you will find problem programs for practice and their implementation also which will improve your coding skill as shown in figure 7.



Figure 5: Programming Languages



Figure 6 : Videos

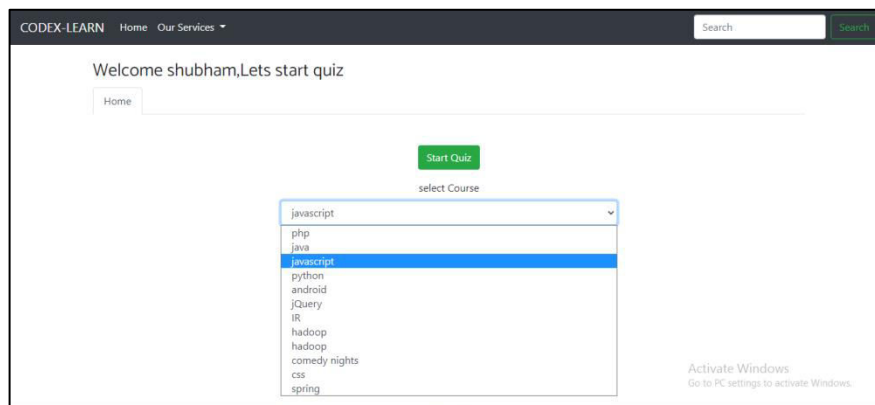


Figure 7 : Quiz



IV. CONCLUSION

We have successfully developed Codex-Learn. This website will save the time and money of the learners. The aim of our project is to provide E-Learning platform for students who are interested to learn languages. I hope this project will be helpful for our students.

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