ABSTRACT

In this fast-moving world, it is essential for an individual to make arrangements according to the time available. Time optimization plays a key role in all parts of life. It is essential to main time even in the field of education. Seamless knowledge in a limited time is the main goal in today’s generation. It is also noted that number of companies provide this anytime learning feature that helps the user to login at anytime, anywhere to learn their concept. In today’s market, the e-learning application mainly focuses and provided coaching for school students. There is no wide spread application for learning courses for their won knowledge or for appearing in any certificate courses. Lazy Learn helps the users to learn and teach from/for other users of application. You can rate the course accordingly and help other users to make arrangements accordingly. The user can create course of their own and start uploading the tutorial videos. These helps the user for better understanding if the prior enrolled classes were not satisfied enough. Users can view the content after enrolling the course and learn the complete course and make the best use of the course in future where ever required.

KEYWORDS: Education, Better Understanding, Lazy Learn, Certificate Courses, Platform

1. INTRODUCTION

Lazy Learn enables the user to learn and also teach people in a single platform. This helps the user to create course and upload the videos of the respective subject and make users understand the concept and content of the section. This application enables user to find the subjects according to the domain they wish to learn about. The categories and respective subject are sorted and can learn the subject with the help of the materials posted by the mentor. As Lazy Learn is completely for user who have limited time with great potential and helps them with visual content which is the easier form of understanding. It is accepted globally that 80% of people are able to understand concept through visual content which are represented graphically for their easy understanding and effectiveness. This helps the Lazy Learn users to grasp content easily and motivate users to create their own content in future and post them online. This allows the new user to understand how Lazy Learn is effective and help user understand concepts better. Most of the users use a product with the help of the product rating and review. If the review is good the quality of the product is always said to be better. Thus, review and rating feature are allotted as a feature in Lazy Learn. The existing system is completely role based which allows the user to just do works according to the access control. In cases if the enrolled student has completed the course, he will not be able to teach other upcoming students. The existing system allows the mentor to post their contents and the students/ learners can view the content. Which
becomes a traditional method of learning and learner loses the interest as there is huge number of learning applications available in the market as of now. The number of sections and the number of contents to be posted are completely customizable where in the expert can decide the number of sections required for that particular topic. No restrictions in the number of courses or the number of contents uploaded are the features mainly concentrated in the field of learning.

2. SURVEY WORKS

The existing system is completely role based which allows the user to just do works according to the access control. In cases if the enrolled student has completed the course, he will not be able to teach other upcoming students. The existing system allows the mentor to post their contents and the students/learners can view the content. Which becomes a traditional method of learning and learner loses the interest as there is huge number of learning applications available in the market as of now. The number of sections and the number of contents to be posted are completely customizable where in the expert can decide the number of sections required for that particular topic. No restrictions in the number of courses or the number of contents uploaded are the features mainly concentrated in the field of learning.

Proposed system (lazy Learn) has overcome almost all the disadvantaged of the existing system. It allows single access for both the mentor and student which becomes a common portal for both the users and get to know about the environment better. Proposed system allows users to post as much as contents required.

3. PROPOSED FRAMEWORK:

![FIG.1. MODULES INVOLVED IN PROPOSED FRAMEWORK]

I. **Categories Module:** This module helps the user to select the category of their own. This module enables the user to search according to the user’s will and wish.

II. **Profile Module:** This module helps the user to edit and update the profile accordingly and help in the maintenance of the user data in admin section.

III. **Enrolled Courses:** This module helps the user to view all the courses he/she has enrolled since the beginning. It also help the user to view the list to contents he/she must learn according to the subject.

IV. **Favourite Subject:** This module enable user to list the entire favourite subject which seeks their attention and gain more importance than other subjects. It allows the user to prioritize the learning accordingly.

V. **Add To Cart:** This module enables the user to purchase the entire favourite subject he/she wishes to learn. It displays the total amount of the course and allows the user to purchase it.

VI. **Add Course:** This module allows the user to create the course and upload the required
content of the course and allows the user to describe all about the course.

4. TOOLS AND LANGUAGES
Hypertext Mark-up Language (HTML) is the standard mark-up language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript, Python etc. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document. Python is an interpreter, high-level, general-purpose programming language. Created by Guido van Rossum and first released in 1991, Python's design philosophy emphasizes code readability with its notable use of significant whitespace. Its language constructs and object-oriented approach aim to help programmers write clear, logical code for small and large-scale projects. Python is dynamically typed and garbage-collected. It supports multiple programming paradigms, including procedural, object-oriented, and functional programming. Python is often described as a "batteries included" language due to its comprehensive standard library. Django is a Python-based free and open-source web framework, which follows the model-template-view (MTV) architectural pattern. It is maintained by the Django Software Foundation (DSF), an independent organization established as a 501(c)(3) non-profit. Django's primary goal is to ease the creation of complex, database-driven websites. The framework emphasizes reusability and "pluggability" of components, less code, low coupling, rapid development, and the principle of don't repeat yourself. Python is used throughout, even for settings files and data models. Django also provides an optional administrative create, read, update and delete interface that is generated dynamically through introspection and configured via admin models. SQLite is a relational database management system (RDBMS) contained in a C library. In contrast to many other database management systems, SQLite is not a client–server database engine. Rather, it is embedded into the end program. SQLite is ACID-compliant and implements most of the SQL standard, generally following PostgreSQL syntax.

5. IMPLEMENTATION PROCEDURES
The implementation phase is less creative than system design. A system project may be dropped at any time prior to implementation, although it becomes more difficult when it goes to the design phase. The final report to the implementation phase includes procedural flowcharts, record layouts, report layouts, and a workable plan for implementing the candidate system design into an operational one. Conversion is one aspect of implementation. Several procedures of documents are unique to the conversion phase. The conversion portion of the implementation plan is finalized and approved. Files are converted. Parallel processing between the existing and the new system are logged on a special form. Assuming no problems, parallel processing is discontinued. Implementation results are documented for reference.

6. SYSTEM MAINTENANCE
The objectives of this maintenance work are to make sure that the system gets into work all time without any bug. Provision must be for environmental changes which may affect the computer or software system. This is called the maintenance of the system. Nowadays there is the rapid change in the software world. Due to this rapid change, the system should be capable of adapting these changes. In our project the process can be
added without affecting other parts of the system. Maintenance plays a vital role. The system liable to accept any modification after its implementation. This system has been designed to favour all new changes. Doing this will not affect the system’s performance or its accuracy. Maintenance is actually the implementation of the review plan. As important as it is, many programmers and analysts are to perform or identify themselves with the maintenance effort. There are psychological, personality and professional reasons for this. Analysts and programmers spend far more time maintaining programs than they do writing them. Maintenance accounts for 50-80 percent of total system development. Maintenance is expensive. One way to reduce the maintenance costs are through maintenance management and software modification audits.

7. RESULT ANALYSIS

Proposed system (lazy Learn) have overcome almost all the disadvantaged of the existing system. It allows single access for both the mentor and student which becomes a common portal for both the users and get to know about the environment better. Allows users to post as much as contents required.

8. CONCLUSION

The project titled “Lazy Learn” has been developed to avoid boring and traditional way of learning. It has been developed to make the process of learning and teaching in a easy phase that helps the user understanding and usability. The program was developed in an efficient and well-equipped manor so as to make it user friendly. The system screen was made completely interactive and user dependent. The navigation over the forms was made much more in an effective way so as to enhance the project scope. The project accessibility is purely high so as to improve the efficiency of the throughput. The project makes use of the database in more efficient manor than the other existing system update. The system can be built using the android system, which could make the system even more effective and efficient for the future purpose. The system can build using android studio makes the user interaction.
much more enhanced and hence more user friendly. Further the system can be made handy and easily accessible when converted into an application-based program. Once the system is developed then it will be more effective than the pre-dominant system now. The screen setup can be still more enhanced, making it more attractive.

REFERENCES


