Elab System

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P.E.S's Modern College Of Engineering



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- All UML Model(Use case, Sequence, Activity, class etc.)
- Data Dictionary
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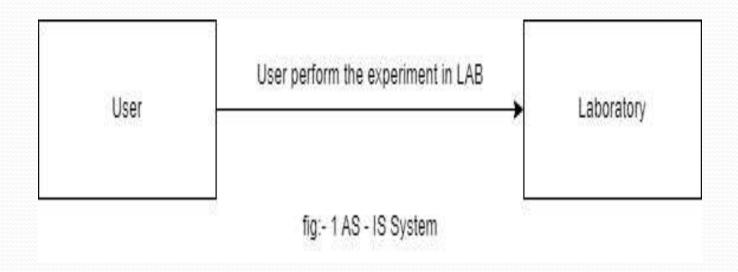
Project Introduction

• The ELab is built on the premise that teaching lab experiments online may be done more effectively and inexpensively. Students without access to physical laboratories or in situations where equipment is unavailable due to scarcity or high cost can also be given access to the labs. As well as bridging the digital divide and geographic boundaries, this enables them to compete with pupils at schools with richer resources. The experiments are accessible at any time and from any location, eliminating the temporal restrictions associated with having limited access to a physical lab.

Company Profile

- Abhinav DigiCompSoft Services Pvt. Ltd., 915, Satyaniwas, Near Raut Baug, Dhankwadi, Pune 411043, www.abhinavdcs.com
- Foundation Year 2012
- Services Websites Responsive static HTML, Wordpress, e-commerce (WooCommerce, Magento, Prestashop).
 Mobile Apps Native Android and native iOS apps, Flutter Apps.
 Cloud based solutions CRM, Payroll, Inventory & Invoice, 3D Modelling, MIS.
- Products AbhinavMIS, CRM, DigiInvoice, DigiTime
- Clients Matrix Solutions, Lucoled NV (Netherlands), Cosign NV (Belgium), Pooja Communications, Abhinav Education Society (Pune).

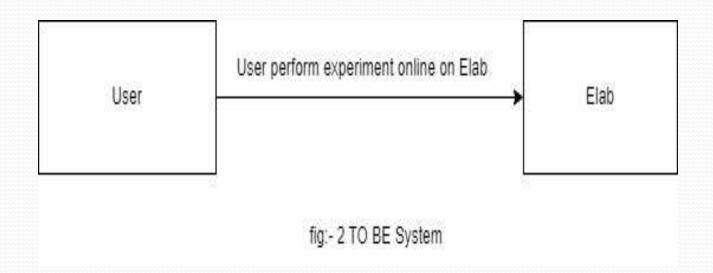
AS-IS Sysyem



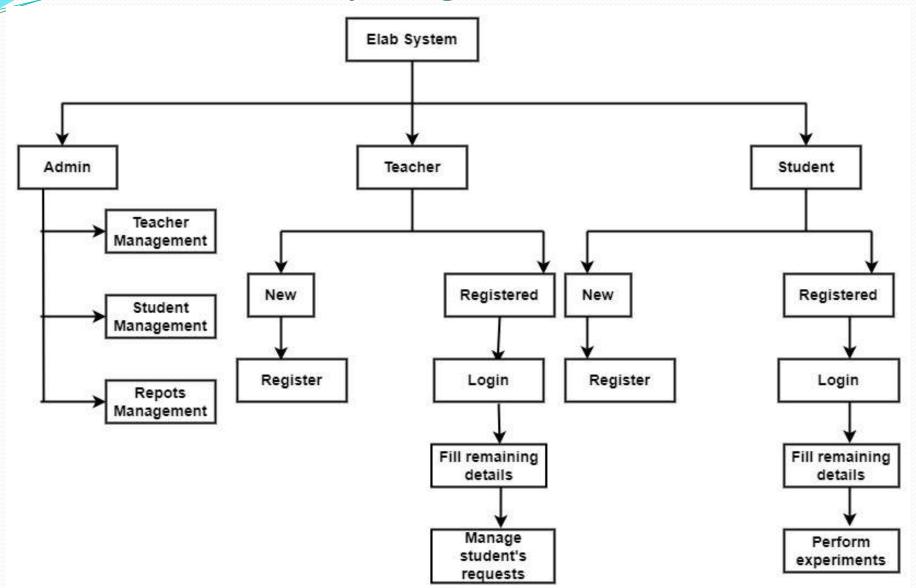
AS-IS system limitations

- Limited experimentation: Some AS-IS systems may not allow for a wide range of experimentation or may only support a limited number of experiments. This could be due to a lack of equipment or software capabilities, or the need for expensive materials that are not readily available.
- Inadequate data collection: The current system may not be equipped to collect and store data from experiments, which can be a valuable resource for both students and instructors.
- Limited scalability: If the current AS-IS system is not scalable, it may not be able to support a growing number of students or experiments. This could result in slow or unresponsive system performance, or the need to invest in costly upgrades or infrastructure.

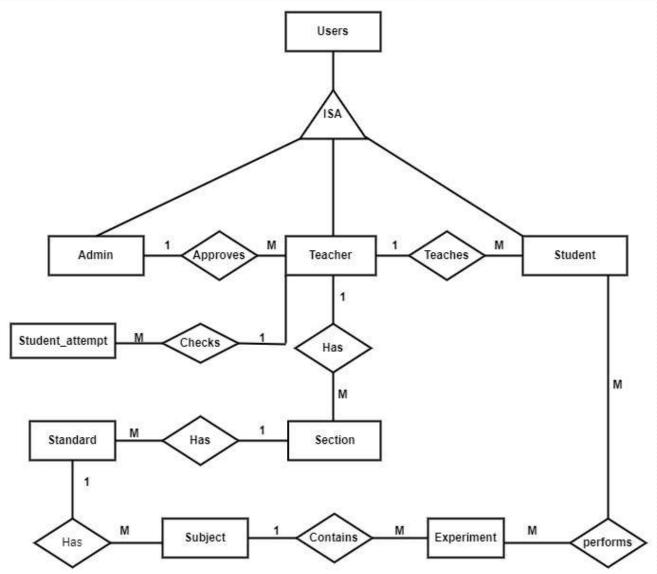
TO-BE System



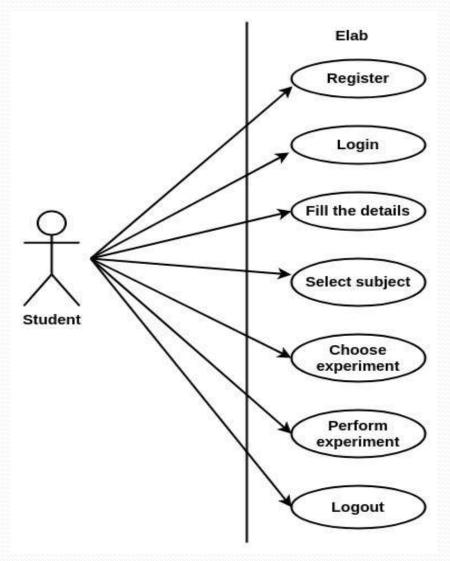
Module Hierarchy Diagram



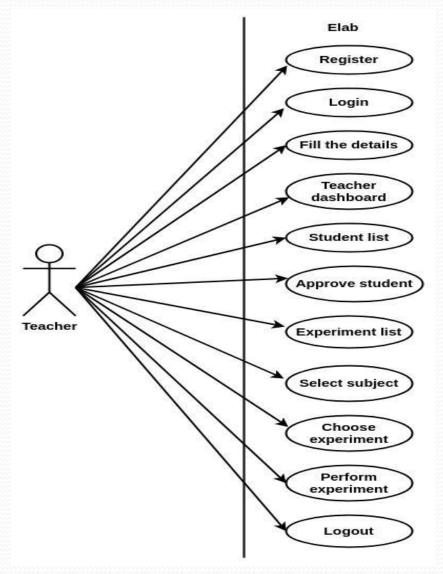
Entity Relationship diagram



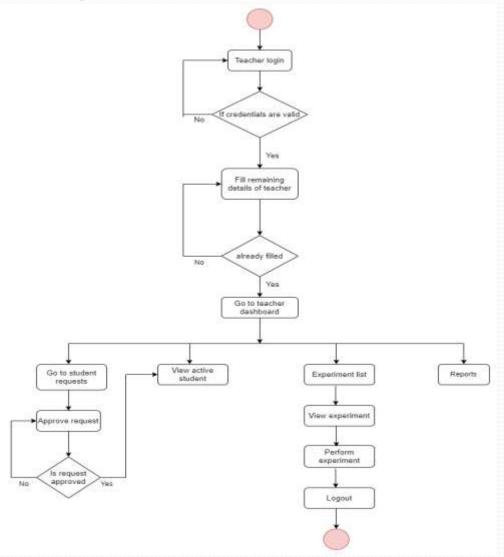
Use case Diagram of student



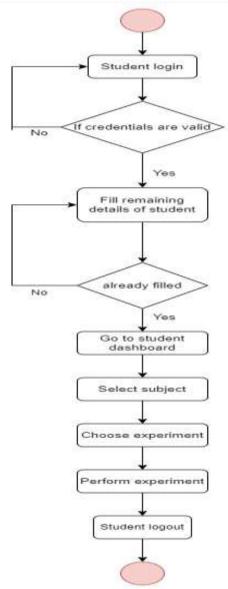
Use case Diagram of Teacher



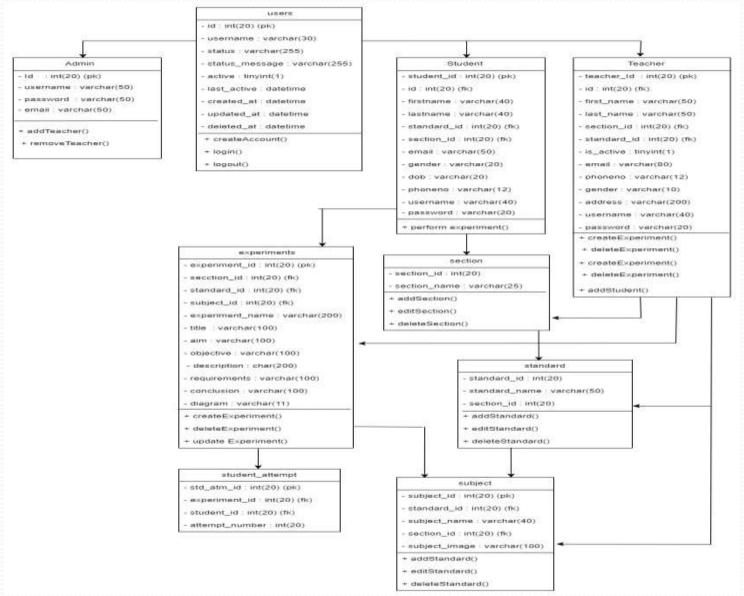
Activity Diagram for teacher:



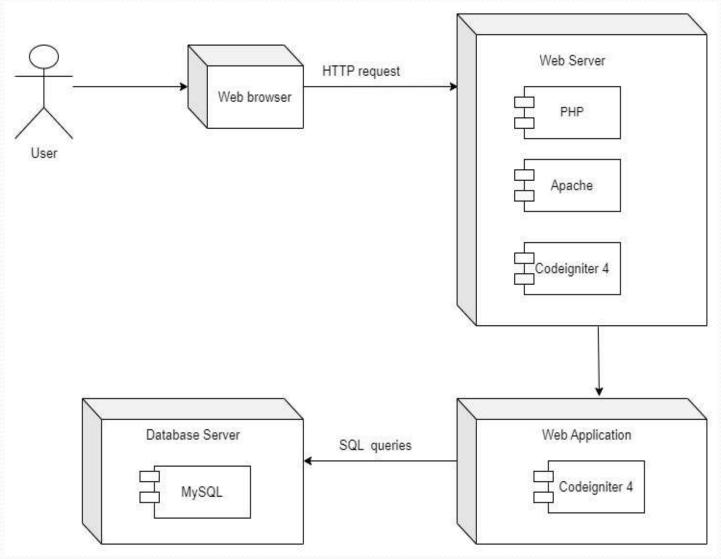
Activity Diagram for student:



Class Diagram



Deployment diagram



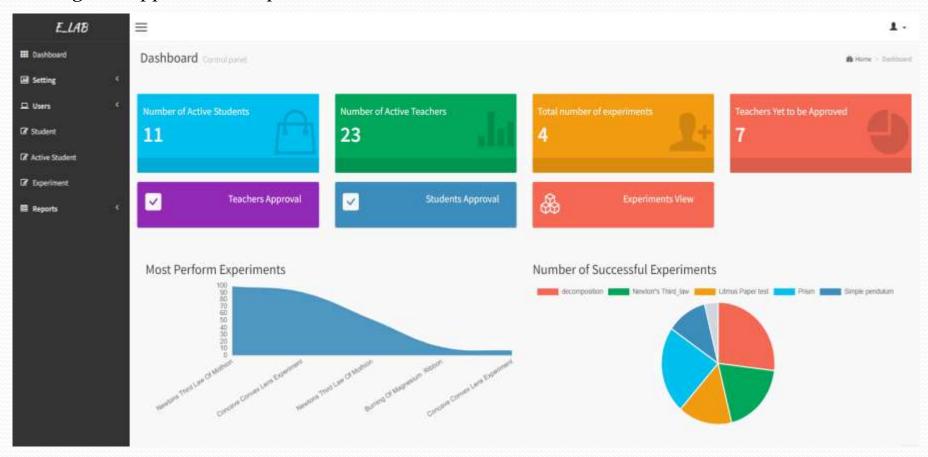
Data Models

- Users: This component would include information about the users of the system, such as their name, email, password, role (student, instructor, etc.), and any other relevant information.
- Experiments: This component would include information about the experiments being conducted, such as the name, description, equipment required, duration, and any other relevant information.
- Equipment: This component would include information about the equipment being used in the experiments, such as the name, description, specifications, and any other relevant information.
- Data: This component would include information about the data being collected during the experiments, such as the type of data, the format in which it is collected, and any other relevant information.
- Results: This component would include information about the results obtained from the experiments, such as the data collected, any calculations or analyses performed, and any other relevant information.
- Reports: This component would include information about the reports generated from the experiments, such as the format in which they are generated, the data and results included, and any other relevant information.

Screen Layouts

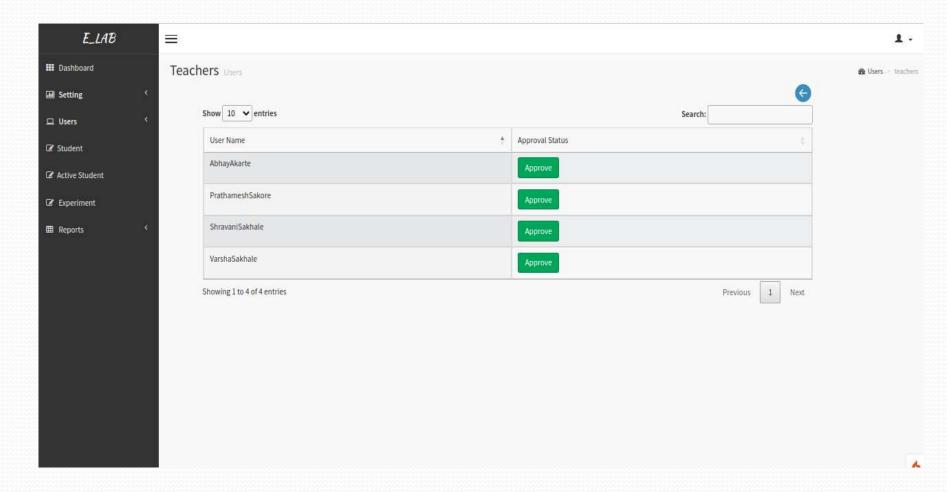
Admin Dashboard:

This is a admin dashboard where admin can handle teacher and student details and has right to approve the request of teacher.

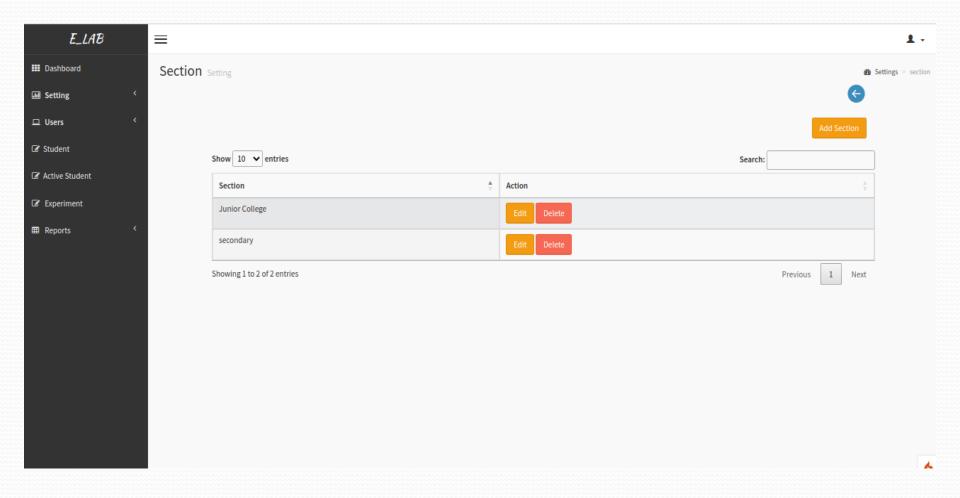


Admin approves teacher's request:

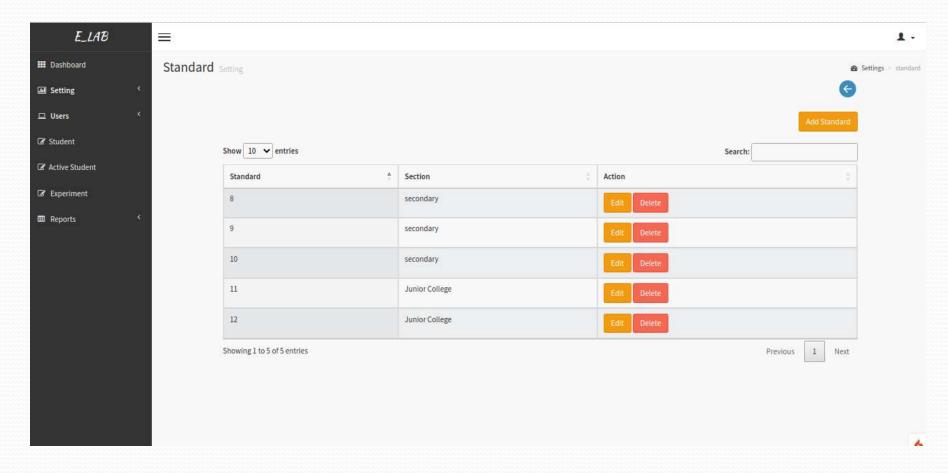
Here admin can see the list of those teachers who have already registered but cannot login until the admin has approved the request.



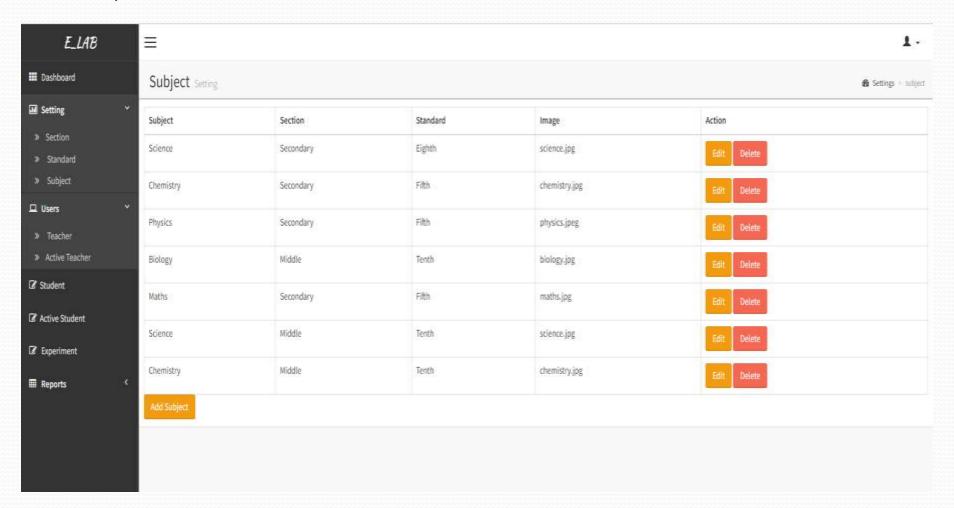
Section:



Standard

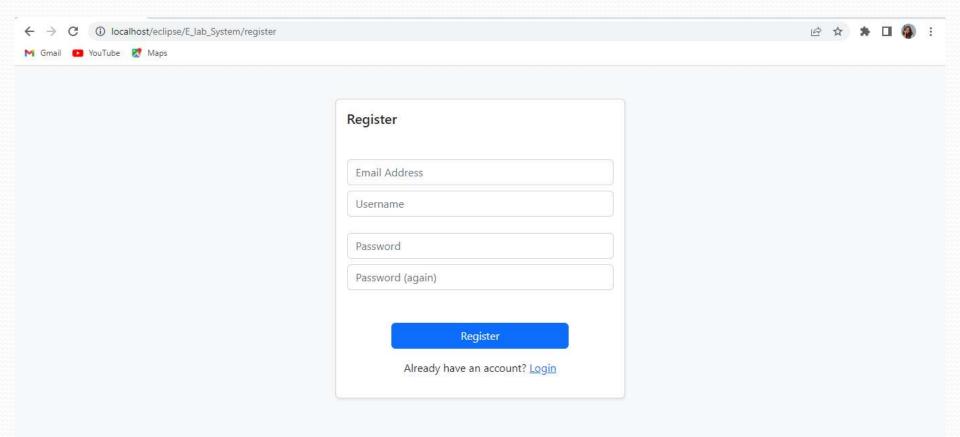


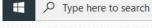
Subjects



Registration form:

This is a registration form where teacher and student can register.

























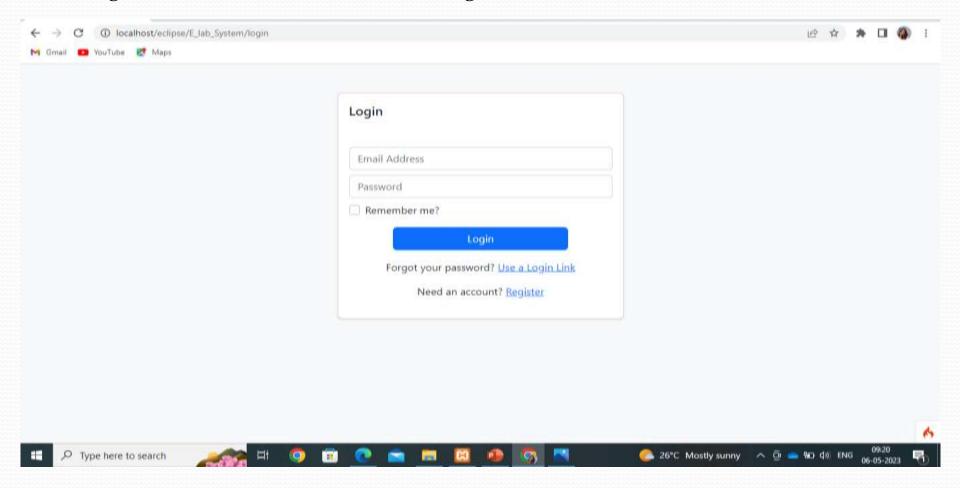




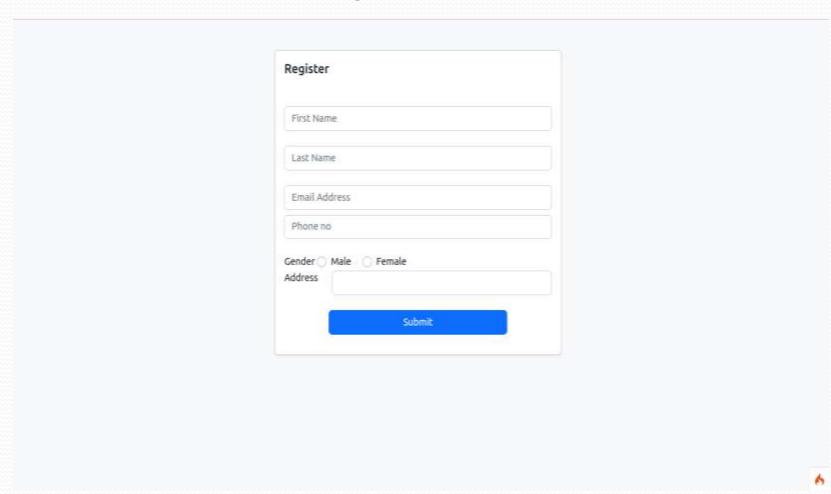


Login Page :

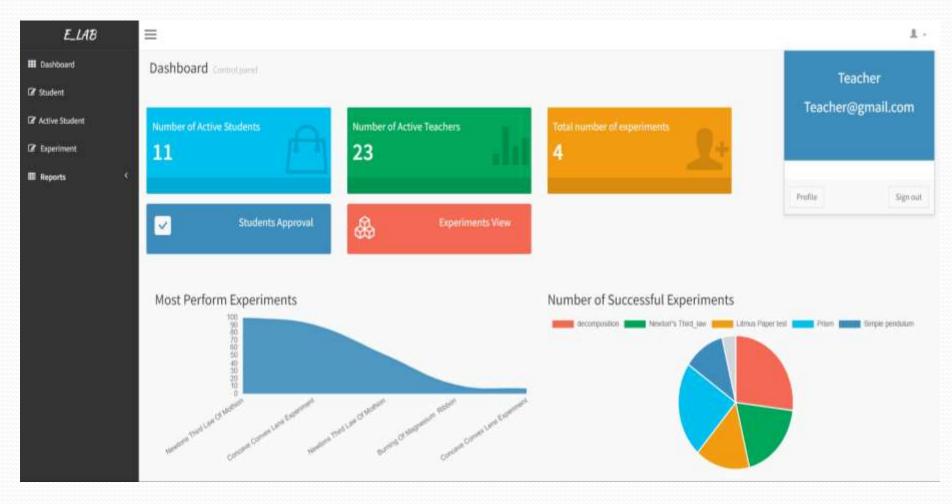
After registration teacher and student can login.



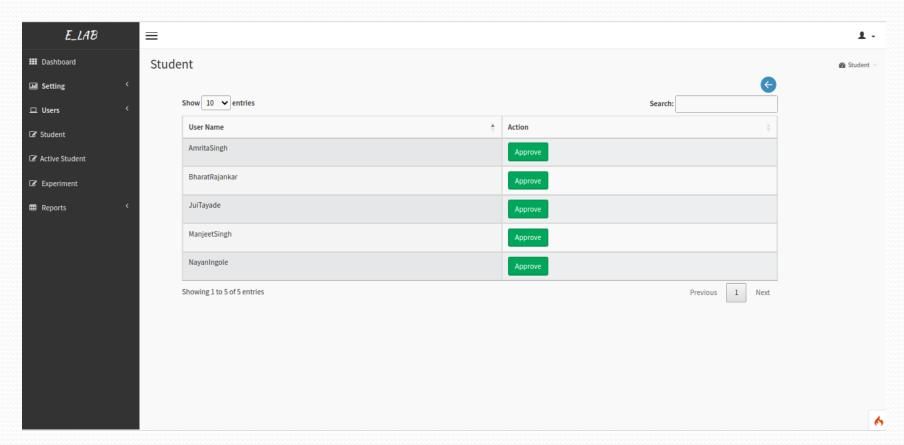
Details to be filled after teacher's login:



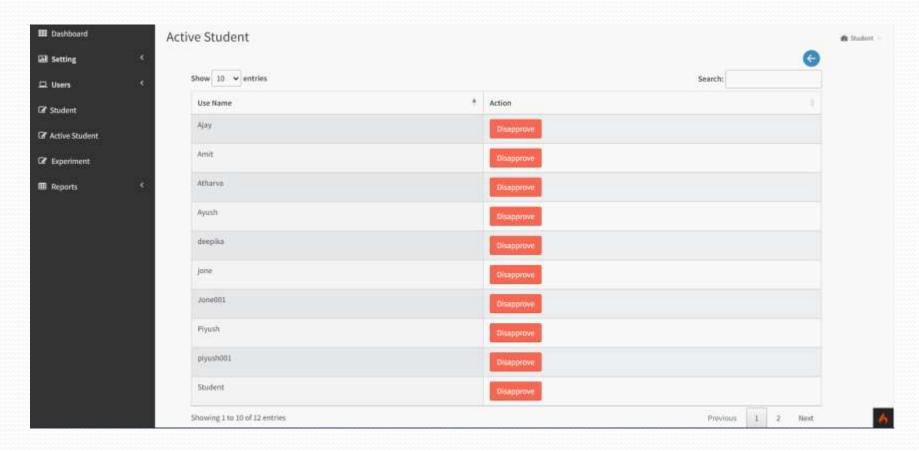
Teacher Dashboard:



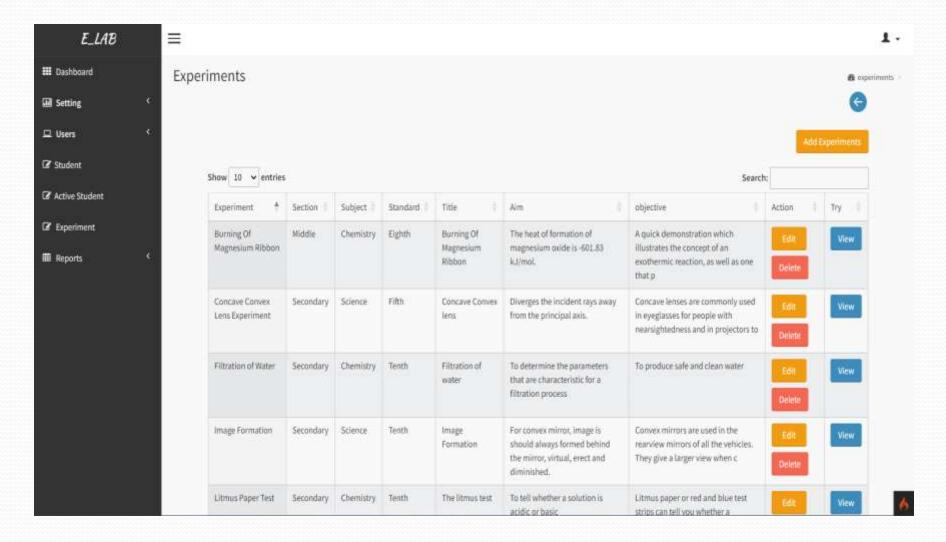
Teacher approves student request:



Active Students



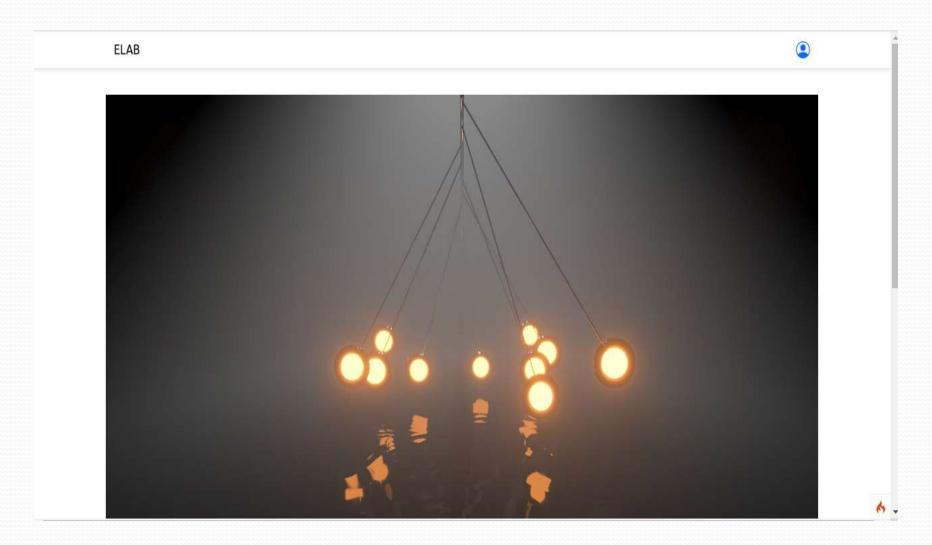
Experiment:



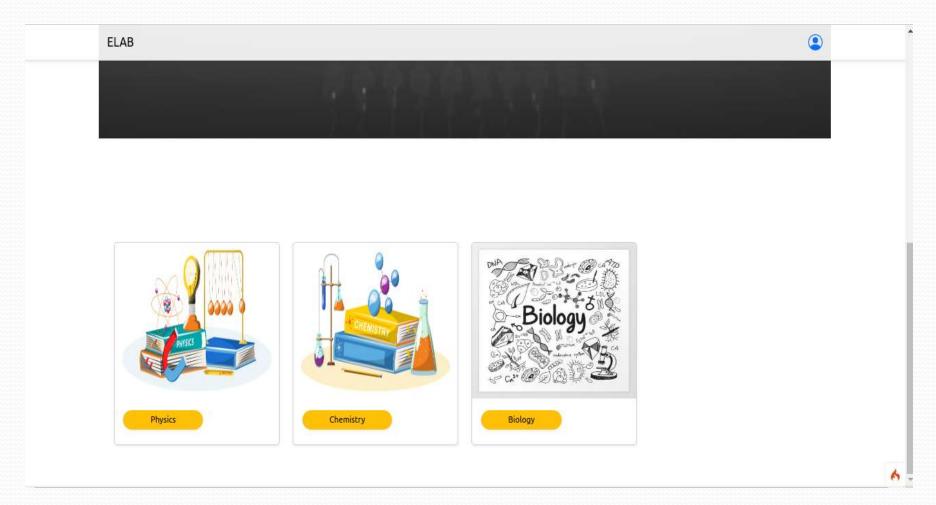
Details to be filled after student's login :

Register	
First Name	
Last Name	
Standard	
Section	
dd/mm/yyyy	0
Phone Number	
Gender Male Female Address	
Submit	

Student Dashboard:



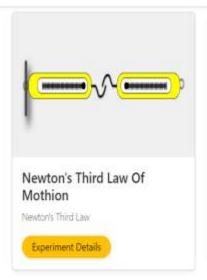
Select subject



Select Experiment:

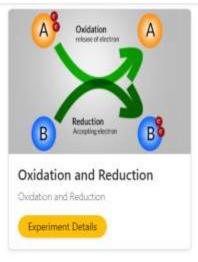
ELAB











Perform Experiment:

ELAB Title Aim Objective Description Requirements Conclusion Diagram Simulation

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Title

Concave Convex lens

Aim

Diverges the incident rays away from the principal axis.

Objective

Concave lenses are commonly used in eyeglasses for people with nearsightedness and in projectors to

Description

A concave lens is thinner in the middle and thicker at the edges. A convex lens is thicker in the middle and thinner at the edges. Used in the camera, overhead projector, projector microscope, simple telescope, magnifying glasses, etc. It is also used for the correction of the problem in long sight.

Requirements

concave, convex lens, tourch

Back

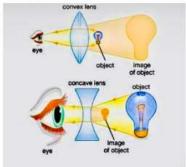
Requirements

concave, convex lens, tourch

Conclusion

In the convex lens, the curve is outward facing, whereas, in the concave lens, the curve faces inwar

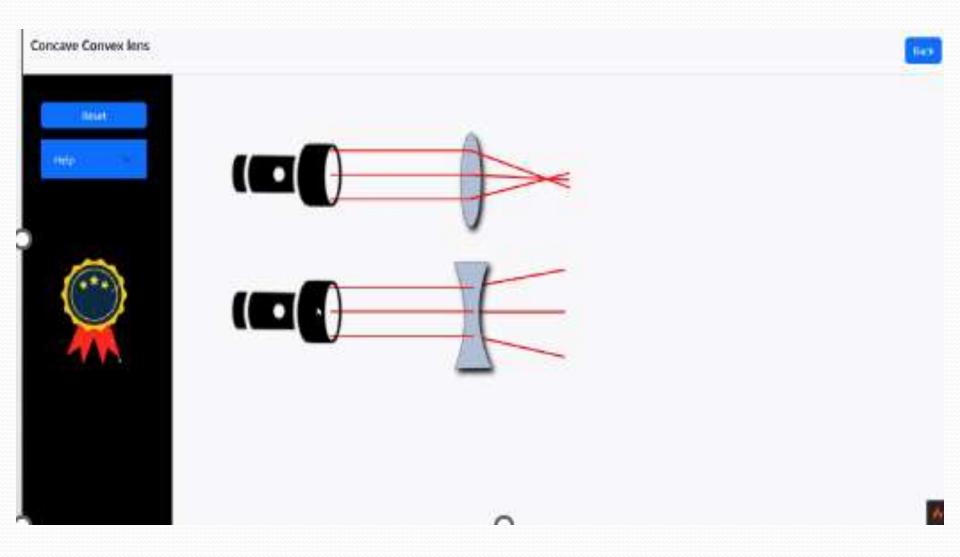
Diagram



Simulation

Start Simulation

Simulation:



Limitations & future Enhancements

- Incorporating 3D elements: While a 2D system can be useful, incorporating 3D elements can provide a more immersive and realistic experience for students. This could include 3D models of equipment and environments, allowing students to explore and interact with virtual objects in a more tangible way.
- Increased interactivity: To make the laboratory experience more engaging and interactive, the system could include more opportunities for students to actively participate in experiments. This could include interactive simulations, real-time data collection and analysis, and more opportunities for students to control variables and make decisions.
- Gamification: Adding game-like elements to the laboratory system, such as points, badges, and leaderboards, can motivate students and encourage them to engage with the material in a more meaningful way.

