

Generic Language Learning Automation

Abhishek Harsha Raj¹ Akshatha Poojari² Srinivasa Prasad K M³ Samruddi B S⁴
 Prof. Satish B Basapur⁵

^{1,2,3,4}M.Tech Student ⁵Assistant Professor

^{1,2,3,4,5}Department of Information Science & Engineering

^{1,2,3,4,5}Dr. Ambedkar Institute of Technology (Bengaluru), India

Abstract— Generic Language Learning Automation project for Japanese language as test case, converts in-person coaching to online coaching and makes it possible for business to keep track of their candidate progress and set the effective completion by visual status management features. The theme of setting computation among selected group with auto training enables capability to stretch branches modules in various educational industries starting from private institutes to public schools for effective academic exam preparations. This idea comprises of User management, Payment Management, Progress Management, Content Delivery, Content management modules. This Automation idea adopts the features of Machine Learning, Artificial Intelligence concepts which are built on XAMP stack for cost effectiveness.

Key words: GLLA (Generic Language Learning Automation), XAMP Stack, Internet

I. INTRODUCTION

With the increasing use of computers and advancement's in the Internet, e-Learning has been widely recognized as a valuable tool for learning and training. The traditional means of learning new languages has remained dominant in schools in some developing countries. With the significant growth of e-learning, teachers and students normally explore new ways of constructing their knowledge to improve their language learning skills.

II. BLOCK DIAGRAM

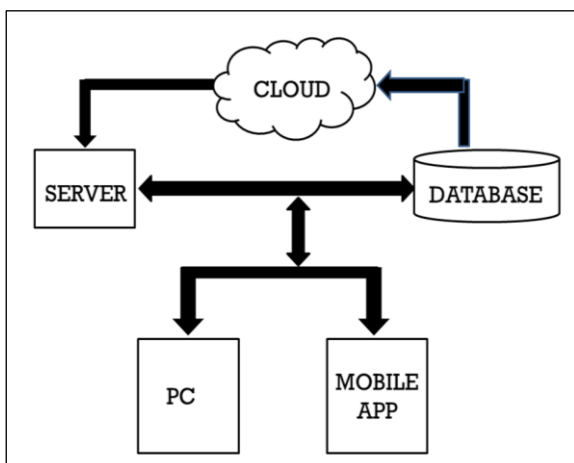


Fig. 2.1: Block Diagram of GLLA

III. WORKING

A. Application Architecture

This is going to be a web application with server client model where in servers will be hosted on cloud and various terminals including mobile phone, tablet, laptop and desktop

can connect through web browsers. Most of the server logic will be implemented in PHP and effective data communication will be handled through JSON.

The Project will have a feature to train Japanese Language equals to JLPT N5. JLPT stands for Japanese Language Proficiency Test organized by Japan for all foreigners who is seeking jobs or education in relation with Japan.

IV. HARDWARE REQUIREMENTS

A. LINUX/WINDOWS STANDALONE 64-BIT PC

Linux is a family of free and open-source software operating systems built around the Linux kernel. Linux OS was originally developed for personal computers based on the Intel 86 architecture, but has since been ported to more platforms. Linux is also the leading operating system on servers and systems such as mainframe computers.



Fig. 4.1: Linux OS

Windows is the operating system sold by the Seattle-based company Microsoft. The first version of Microsoft Windows (Microsoft Windows 1.0) came out in November 1985. It had a graphical user interface, inspired by the user interface of the Apple computers of the time.



Fig. 4.2: Windows OS

V. SOFTWARE SPECIFICATIONS

A. Apache Server

Apache is the server software which was developed and maintained by Apache Software Foundation. Apache is an open source software available for free. It runs on most of the web-servers in the world. It is fast, reliable, secure and can be highly customized to meet the needs of many different environments by using various extensions and modules.

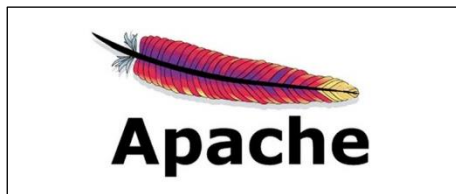


Fig. 5.1 Apache Server

B. MARIADB

Maria DB is a community developed product of the MySQL relational database management system intended to remain free under the GNU GPL. It functions in a way similar to MySQL and is can also function in various environments.

C. XAMPP STACK

XAMPP is an open source web server arrangement stack bundle created by Apache Friends, consisting of the Apache HTTP Server and MariaDB database. It also has translators for scripts written in the PHP and Perl programming languages. XAMPP abbreviates for Cross-Platform (X), Apache (A), MariaDB (M), PHP (P) and Perl (P). It is a straightforward, lightweight Apache distribution that takes the design of a web server for testing and organization to a very high degree. Since most genuine web server arrangements utilize an indistinguishable segments from XAMPP, thereby making it shift from a nearby test server to a live server simple.

VI. RESULTS

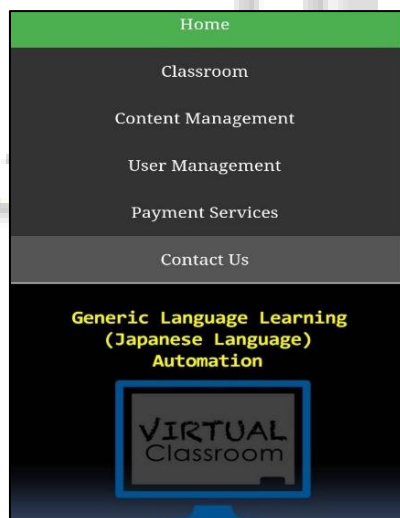


Fig. 6.1: Homepage

Welcome Seenu

USER REGISTRATION

USERNAME:

USERID:

PASSWORD:

COURSES:

Course Details

Fig. 6.2: Registration of a user

My Study Report	
Buddy Name	Percentage
deepak	64%
Lalitha	53%
rohini	50%
akshata	45%
Seenu	41%
sachin	38%
unnathi	38%
Arun	37%
rajyashree	15%
Abhishek	11%
Prashanth	8%
lalithav	5%
Mallik	4%
Mukta	3%
gurudev	3%
test4	0%
test6	0%
	0%

Fig. 6.3: Study Report of users



Fig. 6.4: Lesson in a learning course

VII. ADVANTAGES

- This Project provides online Japanese Language mechanism which is aligned with N1,N2,N3,N4 and N5 of JLPT exams held by Japan.
- Score based competitive progress management which helps class members to instantly view their capability and motivates them to achieve more.
- Easily customizable quiz patterns that can be designed, re-arranged or introduced on the fly based on the current performance of the class.
- Incorporates with User Management Module, Progress Management Module, Payment Management Module and Content Management Module.

VIII. CONCLUSION

Automation in the field of learning has no conclusion. The system proposed here introduces any language (Japanese here) to the users in a friendly and efficient manner. The Automation used here makes the learning and maintenance of the course learning hassle-free and easy for the developers to manage over.

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