



iJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 11 Issue: V Month of publication: May 2023

DOI: <https://doi.org/10.22214/ijraset.2023.52221>

www.ijraset.com

Call:  08813907089

E-mail ID: ijraset@gmail.com

Byte Academy-Coder Hub

Aditya Pandey¹, Prof. (Dr.) Manuj Darbari², Rudra Pratap Singh³, Rahul kr. Gupta⁴

^{1, 2, 3, 4}Department of Computer Science and Engineering, Babu Banarasi Das Institute of Technology and Management, Lucknow, Uttar Pradesh, India

Abstract: *This research paper proposes a programming learning system called Byte Academy-Coder Hub to help solve educational quizzes. Byte Academy is a coder hub that provides training, mentoring, and community support to aspiring developers to help them launch their careers in the tech industry. This paper presents an online Q&A solution that uses NET and a database to provide users with an easy and efficient way to get answers to their questions. The system is designed to appeal to a wide range of users, from students to professionals, by providing an intuitive and user-friendly interface. In addition, the system will include a chatbot to enhance user interaction and user experience. The suggested solution will be flexible, scalable, and simple to manage, making it the perfect choice for companies and organisations across a range of industries. This study examines Byte Academy's attributes and advantages as well as how it affects the software development sector. The program's curriculum, instructional techniques, and results are all examined in this essay, along with the graduate-accessible resources and the program's community. The report also compares Byte Academy to other Coder Hubs available on the market and evaluates their shortcomings.*

Keywords: *Programming language, Coder Hub, web development, interactive learning, data science & database, NLP, and chatbot.*

I. INTRODUCTION

Technology breakthroughs have caused constant change in education over time. In-depth, project-based training in software development, data science, and fintech is provided by Byte Academy, a Coder Hub. To overcome these difficulties, we suggest an online question-and-answer system that makes use of.NET and a database to give users a quick and easy method to get answers to their inquiries. A chatbot will be incorporated into the suggested system to improve user experience and speed up response times. The curriculum is created to provide prospective developers the information and abilities they need to begin their careers in the digital sector. The curriculum mixes classroom learning with practical projects and industry coaching. This essay will review Byte Academy's features and advantages and debate its impact on the software development industry. In this study, Code Portal will give users a way to expand their personal understanding of programming fundamentals and coding. Helping people with correct answers to their questions is the major contribution. To provide a social platform for new, young, and skilled programmers to communicate and exchange knowledge is an additional motivation.

With the number of people using the internet increasing, there is a greater demand than ever for quick, accurate responses to their queries. Traditional search engines may not always be able to give users the precise information they are seeking for, and getting in touch with customer service can be tedious and irritating.

The solution lies in the use of chatbots, which can quickly provide accurate answers to user queries. The usage of chatbots, which can swiftly and accurately respond to user enquiries, is the solution. In this research work, we describe a chatbot-based approach to an online question and response system. The chatbot use NLP algorithms to comprehend user inquiries and offer pertinent responses. Because of its scalability, the system can manage several user inquiries at once.

II. METHODOLOGY

Iterative design will be used to create the suggested system. The development process will be broken up into numerous iterations, each of which will include the steps below:

- 1) *Gathering Needs:* At this stage, the stakeholders' requirements for the system will be gathered. A requirements specification document will contain the requirements.
- 2) *Design:* Based on the requirements specification document, the system's design will be developed at this stage. The design will comprise the user interface design, database schema, and system architecture.
- 3) *Implementation:* Based on the design, the system will be put into place at this stage. The database will be built using SQL Server, and the backend of the system will be designed using.NET. NLP methods will be used to create the chatbot.

- 4) **Testing:** The system will undergo testing at this step to make sure it complies with the specifications. To make sure the system is operating properly, unit, integration, and system testing will be carried out.
- 5) **Deployment:** At this step, the system will be set up in a real-world setting.

A. Software Interface

SOFTWARE INTERFACE:

Server	
Browser :	Internet Explorer 9 or other
Database :	MS SQL Server 2008
Web server :	Internet Information Server (IIS) 7.5
Operating System :	Windows
Client	
Browser :	IE 9 or other browser
Operating System :	Any O.S. Windows/Linux/Solaris
Developer	
Browser :	IE 9 or any browser
IDE :	Visual Studio 2012
Database :	MS SQL Server 2008
Operating System :	Windows 8 /Windows 7
Web server :	Internet Information Server (IIS) 7.5
Documentation tool :	MS-Word, MS-PowerPoint
Designing tool :	Dreamweaver
Scripting language :	JavaScript, jQuery, Ajax








Fig. 1. Software Interface of Coder Hub Application

B. User Interface

The web application is developed using the Flask library in .net. It allows users to create an account, log in whenever they want, select and start a quiz, view their score, and navigate through questions. The interface displays the questions and answer options, and users can select an answer option by clicking on it.



Fig. 2. User Interface of Coder Hub Application

C. User Profile

User profiles will personalise the user experience and enable the web application decide how to connect with each user more intelligently. Some typical elements of a user profile in a web application include the following:

- 1) *Personal information*: This contains the user's name, email address, and location, as well as other essential details.
- 2) *Login information*: This consists of the user's login information, which may include their username and password.
- 3) *User preferences*: This contains data about the preferences of the user, including their chosen language, time zone, and notification preferences.
- 4) *User activity*: This refers to data on how a user interacts with a web application, including the pages they have viewed, the things they have done, and the material they have contributed.
- 5) *User settings*: These are options that the user may change to alter how the online application feels to them, such as the theme or colour palette.
- 6) *User history*: This is a record of how a user has interacted with the online application, including any purchases or communications they may have sent.
- 7) *User data*: This refers to any information that a user generates or uploads to a web application, including text, images, and video. user profile in a Coder Hub is a way to record and store details about a user's identity, preferences, and interactions with the web application. It can be used to give users a tailored and interesting experience and to help the application decide how to interact with each user more intelligently.

D. Quiz Database

The system draws questions and answers from this database to create new quizzes at random. The SQL Alchemy library for.net is used in the database's construction. A table of questions and answers is included in the database, and each row corresponds to a single question with four possible responses. In addition to a table for recording user scores, there are other tables for the user and admin databases.

III. CONCLUSION

Strong Coder Hubs like Byte Academy give ambitious coders the instruction, guidance, and community support they require to start successful careers in the computer sector. For companies and organisations wishing to offer online support services, the suggested online question and answer solution using.NET and a database, as well as the integration of a chatbot, offers a versatile, scalable, and trustworthy option. The solution is appropriate for organisations across a variety of industries since it is simple to use and maintain. Utilising cloud-based infrastructure guarantees the system's scalability, flexibility, and affordability. By combining more sophisticated machine learning algorithms and natural language processing techniques, the suggested solution may be further improved and upgraded. This will increase the chatbot's performance and accuracy. The programme is a tempting choice for students trying to break into the sector because of its project-based learning methods, supportive community, and tools for job placement. It is obvious that Code Portal's user-friendly interface makes it much easier for laypeople to utilise the website. Anyone with a rudimentary understanding of computers may use it and navigate it with ease because to its highly well-organized interface. Additionally, the social interaction platform adds value to the browsing experience. A comfortable and effective platform for users to ask questions and receive prompt, precise responses may be created by developing an online Q&A solution utilising the.NET framework and a database. The system is designed to be effective and user-friendly, giving consumers a smooth experience. In conclusion, I would like to state that the produced project "Code Portal" has been successfully executed, eliminating any compile-time or run-time problems, and that, to the best of my knowledge, all requirements have been met.

IV. FUTURE SCOPE

This project may be expanded in a variety of ways in the future. It may be modified, for instance, to make the experience more participatory and immersive by enabling viewers to choose different difficulty levels or respond to questions with hand gestures. The programme might also be used to develop an augmented reality game where players can engage in rivalry in a virtual gaming environment. The programme might also be used to design educational experiences, including virtual classroom settings where students can engage with the material and communicate with one another. Future updates to the chatbot might include NLP and machine learning techniques. NLP may be used to examine user inquiries and deliver more precise and pertinent answers. The chatbot may be trained to recognise patterns and give more precise replies over time using machine learning techniques.

For a more smooth user experience, the system may also be connected with other platforms like social networking and messaging applications. The system may be extended to add user profiling, enabling the chatbot to offer tailored replies depending on user behaviour and preferences. A virtual storefront where users may make purchases using augmented reality might also be created utilising the programme, to sum up.

- 1) Making the Code Queries platform as dynamic and enjoyable for users as feasible by including as many engaging tasks as possible.
- 2) Adding a new interface for Highly Qualified Coders, who are compensated for advising the registered users.
- 3) The portal will broaden its focus to include recently emerging languages as well as codes for those languages.
- 4) Putting the Expert System into Practise: - Code Portal allows for the expert system's implementation. Here, for instance, the expert system from its knowledge base can respond quickly to the user's inquiry if the user publishes a question that has already been answered or code related to it has been uploaded on the portal, eliminating the need for the user to wait to get responses.

REFERENCES

- [1] Aditya Rizki Yudiantika, Selo Sulisty, Bimo Sunarfri Hantono (2015) "The Development of Mobile Augmented Reality Quiz Visualization Methods Based on Markerless Tracking for Museum Learning Application", The International Forum on Strategic Technology (IFOST).
- [2] Songmin Jia, Chentao Diao, Guoliang Zhang, Ao Dun1, Yanjun Sun, Xiuzhi Li and Xiangyin Zhang (2019) "Object Detection Based on the Improved Single Shot MultiBox Detector", Journal of Physics: Conference Series (2019), Faculty of Information Technology, Beijing University of Technology, Beijing 100124, China.
- [3] Ashwani Kumar, Zuopeng Justin Zhang and Hongbo Lyu (2020) "Object Detection in real time based on Improved Single Shot Multi-Box Detector Algorithm", EURASIP Journal on Wireless Communications and Networking (2020), Logistics and E-Commerce School, Zhejiang Wanli University, Ningbo, Zhejiang 315100, China.
- [4] Sita M. Yadav and Sandeep M. Chaware, "Video Object Detection through Traditional and Deep Learning Methods", International Journal of Engineering and Advanced Technology (IJEAT) (2020)
- [5] H. Belhani, L.Guezouli, "Automatic detection of moving objects in video surveillance", 2016 Global Summit on Computer & Information Technology, 2016.
- [6] W. Liu, D. Anguelov, D. Erhan, C. Szegedy et. al., "SSD : Single Shot MultiBox Detector", Dec 2016.
- [7] Snelling, J. A., Attitudes of medical and dental students to dissection. (2017), "Recent Development of Augmented Reality in Surgery: A Review", Journal of Healthcare Engineering.
- [8] Malavika Suresh, Avigyan Sinha, Aneesh R P, "Real- Time Hand Gesture Recognition Using Deep Learning", International Journal of Innovations & Implementations in Engineering IJIE (2019), Regional Centre, Institute of Human Resources Development, Thiruvananthapuram.
- [9] P. Wagh, R. Thakare, J. Chaudhari, and S. Patil, 2015. "Attendance system based on face recognition using eigen face and PCA algorithms," in 2015 International Conference on Green Computing and Internet of Things (ICGCIoT).
- [10] Liu, B., & Singh, P.(2004). ConceptNet—A practical commonsense reasoning tool -kit. BT Technology Journal, 22(4),211-226.



10.22214/IJRASET



45.98



IMPACT FACTOR:
7.129



IMPACT FACTOR:
7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089  (24*7 Support on Whatsapp)