

# JOURNAL OF INTERNSHIP PROJECT FOR OFFLINE LEARNING MANAGEMENT SYSTEM

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## Abstract

The application that we made is the improvement from previous offline application that has the same function. It needs improvement because the previous one has different interface from The Online version. It can make user confuse to use the application and decrease their interest to use Offline version. So to make user want to use Offline version, we have made our application's goal is to help learning process for BINUS Online Learning student becoming more flexible and easy to use.

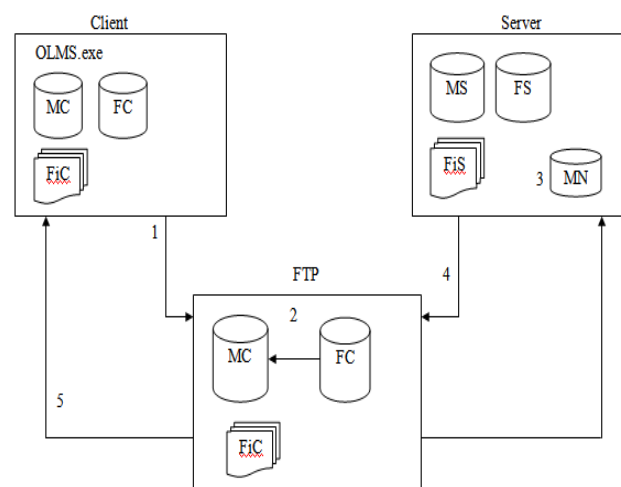
Index Terms: Offline, HTML, and Management System.

## I. Introduction

This project is made to fulfill the requirement graduation for Internship course subject on our

sixth grade in Bina Nusantara University. The internship took place at IT Directorate Bina Nusantara. Application that we made here is an offline application version from BINUS Online Learning. This offline application has the same interface just like the online version has, where user can look and change their private data, course information, and learning progress. This application is using Object Oriented Programming in Qt SDK platform and HTML5.

## II. Design and Architecture



Note:

- MC: Database Master Client
  - MS: Database Master Server
  - MN: Database Master New
  - FC: Database Flag Client
  - FS: Database Flag Server
  - FiC: File – file Client
  - FiS: File – file Server
1. Client sent the copy of database Master (MC) with database flag (FC) and files (FiC) to FTP server
  2. Server will read MC according to FC
  3. Server made new database (MN) that contains data from client that has been updated, whether from server or from client, made based its last created time
  4. Then database MN and FiS will be placed in FTP
  5. Then Client will download database MN together with FiS.

This system uses Qt, and based on *client* and *server*, using SQLite database for *client* and SQL Server for *server*. For synchronize, which uses

ASP.NET language, needs *service* from BINUS Online Learning web. This application also uses FTP as container for file during the synchronization progress.

### III. Conclusion

According to analysis results above, we can conclude:

1. Offline Learning Management System (OLMS) application can solve on dependence problems of internet usage in learning process of Binus Online Learning.
2. Offline Learning Management System (OLMS) application can solve digital content distribution problems in BINUS Online Learning.
3. The database that is used OLMS is easier to be developed because we use HTML, where the tags are easy modified. The size of database is smaller because the format is plain text.
4. The application which using Qt can be operated in many Operating System.