FINAL YEAR PROJECT REPORT

SKILL TRADE HUB: A HUB FOR LEARNING TECHNOLOGY SKILLS

In fulfillment of the requirement
For degree of
BS (COMPUTER SCIENCES)

By

ABDULLAH GOHAR	**70435 (BSCS)**
MUHAMMAD RAHEEL	**73030 (BSCS)**
ABDULLAH SURIHO	**73234 (BSCS)**

SUPERVISED

BY
MS. ASIA SAMREEN

BAHRIA UNIVERSITY (KARACHI CAMPUS)

FALL-2024

DECLARATION

We hereby declare that this project report is based on our original work except for citations and quotations which have been duly acknowledged. We also declare that it has not been previously and concurrently submitted for any other degree or award at Bahria University or other institutions.

Signature: ----------

Name : Abdullah Gohar

Reg No. : 70435

Signature: ----------

Name : Muhammad Raheel

Reg No. : 73030

Signature: ----------

Name : Abdullah Suriho

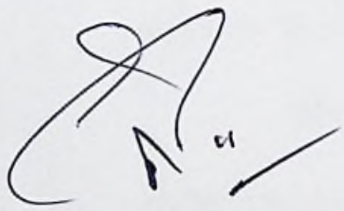
Reg No. : 73234

Date : 11-12-2024

APPROVAL FOR SUBMISSION

We certify that this We certify that this project report entitled **"SKILL TRADE HUB: A HUB FOR TECHNOLOGY SKILLS"** was prepared by **MUHAMMAD RAHEEL/ABDULLAH GOHAR/ABDULLAH SURIHO** has met the required standard for submission in partial fulfilment of the requirements for the award of Bachelor of Science in Computer Science at Bahria University.

Approved by,



Signature: _____

Supervisor: **MISS ASIA SAMREEN**

Date: **11-12-2024**

Specially dedicated to

my beloved grandmother, mother and father

Abdullah Gohar

my beloved grandmother, mother and father

Muhammad Raheel

my beloved grandmother, mother and father

Abdullah Suriho

ACKNOWLEDGEMENTS

We would like to thank everyone who had contributed to the successful completion of this project. We would like to express my gratitude to my research supervisor, Miss Asia Samreen for her invaluable advice, guidance and his/her enormous patience throughout the development of the research.

In addition, we would also like to express my gratitude to our loving parent and friends who had helped and given us encouragement.

SKILLTRADE HUB: A HUB FOR LEARNING TECHNOLOGY SKILLS

ABSTRACT

To address the growing demand for technical expertise in fields like web development and database management, this project introduces a comprehensive online learning platform tailored to the diverse needs of aspiring computer science professionals. The platform seeks to overcome the challenges posed by fragmented resources and the limited availability of hands-on learning opportunities. It provides a collection of carefully selected educational materials and interactive tools designed to bridge the gap between theoretical concepts and practical application. Through an in-depth analysis of existing literature and industry best practices, the platform is structured to deliver a dynamic learning experience that covers both frontend and backend development, databases, and object-relational mapping. Utilizing modern technologies such as HTML, CSS, Bootstrap, JavaScript, ASP.NET Core, and MySQL, the platform follows a Waterfall Model approach, comprising phases of requirements gathering, design, development, testing, and final implementation. Key features include user authentication, content management, interactive learning modules, discussion boards, feedback systems, responsive design, and an admin dashboard. By creating a unified hub for comprehensive computer science education, the platform aims to empower learners with the skills, knowledge, and confidence to excel in the rapidly evolving tech landscape.

TABLE OF CONTENTS