Abstract

This is the era of progressive technology where the main players comprise of mobile and mobile devices. Mobile application pool has grown tremendously because of high availability and the portable nature of mobile phones and public API’s. M-learning or mobile learning is defined as “learning across multiple contexts, through social and content interactions, using persona electronic devices”. This learning allows seeking information with our personal smart-phones and with ease. Combining E-learning concept, with a motive of providing mobility for learning and seeking the usefulness of OCR, an interactive E-learning system has been developed. The proposed system includes image processing, client (mobile) – sever (computer) communication for interaction and exchange of data. The client side will first send the image consisting of the source code to the server (any personal computer) and the server side will make use of OCR technique to convert the text (in the image) into editable text form, compile it, generate and send the output/result of the source code in the form of a text file, back to the client side (mobile).
References


Index Terms

Computer Science Information Systems

Keywords

E-learning, m-learning, Image Processing, Client-Server Communication, OCR.