

# **Final Year Project Report**



## **Kids Learning Package**

**Computer Parts**

**Know Pakistan**

**Know Islam**

**Car Brands**

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## **Dedication**

We dedicate our dissertation work to my beloved father,"Hafiz Abdul Rasheed", my beloved brother "Khalid Hussain", who taught me that the best kind of knowledge to have is that which is learned for its own sake. A special feeling of gratitude to our entire families, whose words of encouragement and push for tenacity rang in our ears. Without their cooperation it would have not been possible. We also dedicate this dissertation to our teachers and many friends who were the part of our Software Engineering family and friends from all specializations. We will always appreciate all they have done and how they supported us.

## Final Approval

### Panel of Examiners

1) **Head of Department** \_\_\_\_\_

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2) **Program Director (Final Year Projects)** \_\_\_\_\_

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3) **Supervisor** \_\_\_\_\_

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4) **Co-supervisor** \_\_\_\_\_

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**Project Title:**

Kids Learning Package

**Objective:**

The main objective of our package is to promote interactive learning and developing the interest of kids in learning things in a much easier and interesting way. The package consists of four Applications which are completely entertaining and knowledge based. Educational applications can be highly knowledgeable and by kids perspective being on Smartphone, it would simply hook up their interest which won't make them bore as compared to book learning. But in fact, sometimes due to bad design problems kids don't go for them on Smartphone as well. Keeping everything under consideration, we have developed our games with high quality Graphics within all HCI principles being used in every Application.

**Supervised by**

Sir Syed Farooq Ali

**Starting date**

2 March 2015

**Completion date**

21 February 2016

**Tools**

The overall applications of this package are being developed on Android studio

**Languages**

We used Java and Extensible Mark-up Language(XML) as development languages in overall Applications

**Operating System**

Android

**Team size**

Two members

# 1. INTRODUCTION

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## 1.1 Abstract

Our major and core purpose of developing this package is to promote interactive learning. Learn and fun, it will not make studies boring and develop the interest of kids towards learning. We chose game approach because games have a psychological effect. While playing game a kid is more ambitious to get to its end. He will have a psychological effect to make more score clear more stages and while doing this he will be learning unintentionally.