

Final Year Project Report
“Child learning software (CLS)”



Project Advisor:

Mr. Rao Faizan Ali

Submitted By:

Asim Riaz	Umer Farooq	Shaheryar
12002065-087	12003065-015	12003065-362

Session:(2016-2017)

University of Management and Technology

C-II Johar Town Lahore Pakistan

Dedication

We are dedicating this project to our Parents for their prayers and support, and our teachers who make us able to complete this project. And last but not the least to our university for providing us such a wonderful learning environment.

Final Approval

Panel of Examiners

- **Head of Department** _____
Department of Computer Science
UMT Lahore

- **Program Director (Final Year Projects)** _____
Department of Computer Science
UMT Lahore

- **Advisor** _____
Department of Computer Science
UMT Lahore

- **Co-Advisor** _____

Acknowledgment

All praise for Allah Almighty who has enabled us has this brilliant idea and also enabled we complete it.

Special thanks to our project advisor Sir Rao Faizan who has given us guidance, time and support throughout the project.

We would also like to thank Sir Ansar Ahmed, project co-advisor, for his support during the project.

Project Title Child Learning Software (CLS)

Objective To provide the kids effective and easy way to learn basics.

Undertaken by Rao Faizan Ali

Supervised by Rao Faizan Ali

Starting Date 10th March, 2016

Completion Date 28th January, 2017

Tools And Techniques Used : Android Studio, Xampp, Dreamweaver, php.

Operating System MS Windows

Documentation Microsoft Office (Word, Paint)

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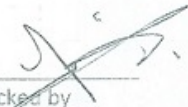
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Abstract

Technology has advanced so much that evens our youngsters consider it for many of their plays. It's want of the hour to form technology productive for them rather than time and health wastage.

It is in the nature of little kids that they are attracted to pictures and music more than words, our project is based on that idea and we included basic sections which include learning of different things through pictures.

First we're centered on learning of kid so we're planning to take a look at their learning with the help of quizzes.

REVISION CHART

Version	Primary Author	Description of Version	Date Completed
Draft	Umer Farooq	Requirement Analysis	25 May 2016
Preliminary	Shaheryar	Software Specification Requirements	15 Sept 2016
Final	AsimRiaz	Software Designing	11 Dec 2016
Revision 1	AsimRiaz	User Interface Designing 1	02 Feb2017
Revision 2	Umer Farooq	User Interface Designing 2	09 May 2017
Test Cases	Shaheryar	Test Cases	02June 2017

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DURING DEVELOPMENT WE HAVE TESTED CLS AT DIFFERENT PHASES. AFTER COMPLETION WE HAVE PLAYED IT SEVERAL TIMES. WE HAVE ALSO GIVEN THIS TO OUR SIBLINGS TO PLAY. IT'S COMPLETELY AWESOME SIMPLE AND USER FRIENDLY.**ERROR! BOOKMARK NOT DEFINED.**

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1. INTRODUCTION

CLS could be a second game that options a delightfully multi-color style to draw in children and build it easier for them to receive data and develop their skills while not losing interest. It'll play a crucial role within the starting of basic learning of youngsters as it will be additionally a brain exercise for them.

1.1 Project Overview :

This project is to make children able to learn Basic English letters and basic math (i.e. counting) so that they can learn while playing this app, in other words be more productive and have fun at the same time.

1.2 Problem Statement:

Children learn very quickly as compared to an older person. Today small children waste a lot of time while playing games on a tablet or a computer (i.e. android based or web based games). So the problem is that they are on the same level of learning, as they were before. As one cannot keep mobile phone or tablets away from children. They want fun and love is covering new things so not providing them with productive game is not beneficial. Not being able to make full use of their ever learning mind in the age at which they can learn almost anything is the main problem itself.