

Final Year Project Report

Project Name

Fun Math



Project Advisor:

Syed Farooq Ali

Submitted By:

Tariq Ali 12002105021

Ahmad Raza 12002105004

Session

2016-2017

University of Management and Technology

C-II Johar Town Lahore Pakistan

DEDICATION

“First of all we are thankful to Almighty ALLAH, who gave us strength and knowledge to accomplish this work.

We would like to dedicate our project to Mr. Syed Farooq Ali, our project advisor and Mr. Ahtsham Ali Co-advisor. He helped us in the entire possible manner. He involved in our project training and development, or endeavor in which one human being seek to support the growth and development of another.

Also, appreciate the efforts of the Dean Computer Science department. All the respected faculty members of UMT are also appreciated for their support and believe in us

Finally bestow this project to our families whose untiring support and assistance have made possible the fruition of our efforts. To our friends and classmates for their cooperation while conducting study.

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 _____

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

- **Co-Supervisor**

ACKNOWLEDGEMENT

“The achievement of this task could not have been possible without help of Mr. Syed Farooq Ali and our parents and their contributions sincerely appreciated and gratefully acknowledged.

We Thanks especially Mr. Syed Farooq Ali, for his endless support during our project development and documentation.

We also pay tribute to our family and friends for their moral support.

Above all, thanks to the ALLAH Almighty, for providing us an excellent opportunity to accomplish this task.

We thank you.

Project Title	Fun Math (Android Base)
Objective	Provide opportunity for learning math concepts and developing positive attitude towards mathematics
Undertaken by	Ahmad Raza, Tariq Ali
Supervised by	Mr.Syed Farooq Ali
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Tools Used	Android Studio, Paints
Operating System	Microsoft Windows
Documentation	Microsoft Office

Plagairism Report

University of Management and Technology, Lahore

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Abstract

This application is developed for students. This application is providing to learn the mathematics with fun. This application facilitates 1st grade to 12th grade students. Initial three Grades have thirty questions and four to twelve Grades have fifty Questions. It is a multiple choice questions(MCQs) based game, which has one question with four options and every question has a forty-second time slot. If the user selects the correct option, ten points will be added to their scores and if they select a wrong option, ten points will be subtracted from their total points. It has many other options that make this game exciting, for example: If the user is not sure about their answer they can click the hint button in which one wrong option will be discarded. We have developed this game by using Android Studio. We use Java and XML language to implement this game, Paint, and Photoshop for making questions of every grade. The features regarding performance and user-friendly interface are also considered in this application.

REVISION CHART

Edition	Primary Authors	Description of Edition	Completed Date
<i>outline</i>	Tariq Ali	Requirement Analysis	20 Feb 2016
<i>Preliminary</i>	Ahmad Raza	Software Specification Requirements	18 March 2016
<i>Final</i>	Tariq Ali	Software Designing	14 July 2016
<i>Revision 1</i>	Tariq Ali	User Interface Designing 1	05 Aug 2016
<i>Revision 2</i>	Ahmad Raza	User Interface Designing 2	28 Oct 2016
<i>Etc.</i>	Tariq Ali	Requirement Analysis	20 Feb 2016

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Definitions and Acronyms

Acronyms	Definitions
UMT	University of Management and Technology
POS	Point of Sale
UML	Unified Modeling Language

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1. INTRODUCTION

1.1 Motivations

Our project is a mathematics game called “Math Is Fun”. Students from grade 1st to grade 12th can use this game to learn and improve their mathematics concepts. It provides an interactive and enjoyable environment that does not make learning math’s tedious.

At a young age, I myself had to face many problems in learning mathematics. I used to sit for hours looking at the books, but futile. Gradually, as I grew up, and had the chance to interact with many other students. I found that they also shared the same problem in learning mathematics. Therefore, I decided to use technology, pedagogy technique for better and enjoyable learning.