

**Final Year Project Report**  
**Project Name: Fun Math and Automated Scoreboard Generation**



**Project Advisor: Syed Farooq Ali**

**Submitted by:**

|                                |                    |
|--------------------------------|--------------------|
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**Session**  
**2014-2017**

**University of Management and Technology**  
**C-II Johar Town Lahore Pakistan**

## Final Approval

### Panel of Examiners

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

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

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

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- **Co-Supervisor**

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| <b>Project Title</b>    | <b>Fun Math and Automated Score Board Generation</b> |
| <b>Objective</b>        | <b>Android Application</b>                           |
| <b>Supervised by</b>    | <b>Syed Farooq Ali</b>                               |
| <b>Starting Date</b>    | <b>19/03/2017</b>                                    |
| <b>Completion Date</b>  | <b>19/03/2018</b>                                    |
| <b>Tools Used</b>       | <b>Android Studio</b>                                |
| <b>Operating System</b> | <b>Android</b>                                       |

## **Abstract**

The project is based on a knowledge based android game containing mathematical questions on the basis of curriculum of class 5<sup>th</sup> to 8<sup>th</sup> containing multiple levels with variable complexity level. The relation between student and teacher is not so relaxing due to fear and respect relation students are unable to learn efficiently and take stress and depression.so we are providing platform in the form of learning game so that the students are able to learn and gain mathematical skills with and ease.

## REVISION CHART

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| <b>Version</b> | <b>Primary Author(s)</b> | <b>Description of Version</b>                   | <b>Date Completed</b>               |
|----------------|--------------------------|---|-------------------------------------|
| Draft          | Syed Farooq<br>Ali       | When project idea discuss with teacher          | mention date                        |
| Preliminary    | Syed Farooq<br>Ali       | Work portion, like WBS                          | nov-15-2016                         |
| Final          | Syed Farooq<br>Ali       | All diagrams                                    | Mention date                        |
| Revision 1     |                          | Prototype and different working<br>mention here | Mentions<br>date                    |
| Revision 2     |                          | About prototype                                 | Mention date                        |
| Final Revision |                          | Changes mention here                            | Mention date<br>When you<br>discuss |

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## **Introduction**

### **1.1 Motivations**

Most of the government school cannot compete the private sector school. There are many reason of that. One of them is mathematically concepts. So we think about that to make a mathematically game for children of class 5<sup>th</sup> and 8<sup>th</sup>. We get the idea from the private sectors school they provide smart materiel to their teaching staff for teach their students. They use cartoon and E-learning stuff for their students. We think about that to use our abilities and skills for the student of government sector.

We decide to make a game for them which teaches them accurately and enhance their learning abilities.it also enhance the ability of the student of how to use social media.

Because we also add a feature of share on social media in our game.