Teach yourself € A B C

In this project, you will build software for kids to learn numbers and alphabets with some fun times! The application will have several modes, as described below:

Learning

In this mode, the left half of the screen contains the letters of the alphabet and numbers from 1 – 10. When user clicks on an alphabet, the right side of the screen shows a list of images. These images include animals, fruits, vegetables and other common material stuff whose name starts with the selected letter. The list is scrollable by clicking on a Next and a Prev. button, placed at the bottom left and right locations of the image pane

Quiz A B C 1 2 3

In this mode, the system quizzes the user. The screen shows a letter, and 4 images to choose from. The user (kid) needs to click on the image that he things starts with the letter on the screen. Similar quiz can be performed for numbers as well.

Quiz Images

In this mode, the system shows an image to the user and gives 4 options of letters. The user selects the letter that he thinks is the beginning letter of the object in the image. Similar quiz can be performed from the aspect of counting as well.

Some other requirements:

- The application should have audio capabilities. For example, when a kid selects 'A', and the application shows the image of an alligator, it should say "A; Alligator starts with A". The following simple code can play an audio file (WMV only):

```
#include<Windows.h>

int main()
{
    PlaySound((LPCSTR) "C:\\Users\\mrahman\\Desktop\\Speech On.wav", NULL,
SND_FILENAME | SND_ASYNC);
}
```

To terminate an asynchronously played waveform sound, you just call PlaySound with NULL in the 1st parameter.

Hint:

- Meet me and I can show you a working system to explain the requirements crisply.