PROFESSIONAL TRAINING REPORT

at

Sathyabama Institute of Science and Technology

(Deemed to be University)

Submitted in partial fulfillment of the requirements for the award of

Bachelor of Engineering Degree in

Computer Science and Engineering

By

BHARAT MUNDHRA (36110166)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

SCHOOL OF COMPUTING

SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY

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SATHYABAMA

Institute of Science and Technology
(Established under Section 3 of UGC Act, 1956)
Jeppiaar Nagar, Rajiv Gandhi Salai, Chennai - 600119

SCHOOL OF COMPUTING

BONAFIDE CERTIFICATE

This is to certify that this Professional Training Report is the bonafide work of **BHARAT MUNDHRA (Reg. No. 36110166)** who underwent the professional training in **"KIDS LEARN AND PLAY WEBSITE"** under our supervision from May 2018 to June 2018.

Internal Guide
Ms. B. KEERTHI SAMHITHA, M.Tech.,

Head of the Department
Dr. S. VIGNESHWARI, M.E., PhD.,

Submitted for Viva voce Examination held on_____

Internal Examiner **External Examiner**

DECLARATION

I, **BHARAT MUNDHRA (Reg. No. 36110166)** hereby declare that the Professional Training Report on "**KIDS LEARN AND PLAY WEBSITE"** done by me under the guidance of **Ms. B. KEERTHI SAMHITHA, M.Tech.**, at Sathyabama Institute of Science and Technology is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering degree in Computer Science and Engineering.

DATE:

PLACE: **SIGNATURE OF THE CANDIDATE**

ACKNOWLEDGEMENT

I am pleased to acknowledge our sincere thanks to Board of management of **SATHYABAMA** for their kind encouragement in doing this project and for completing it successfully. I am grateful to them.

I convey my thanks to **Dr. S. Vigneshwari, M.E., PhD., Department of Computer Science And Engineering** for providing me the necessary support and details at the right time during the progressive reviews.

I would like to express our sincere and deep sense of gratitude to our Project Guide **Ms. B. Keerthi Samhitha, M.Tech.**, for her valuable guidance, suggestions and constant encouragement paved way for the successful completion of my project work.

I wish to express my thanks to all Teaching and Non-teaching staff members of the Department of **COMPUTER SCIENCE AND ENGINEERING** who were helpful in many ways for the completion of the project.

TRAINING CERTIFICATE

Centre For TotalStation & Computing

15- Days Industrial Training Report

5th June, 2018 - 25th June, 2018

Name of the Student: Bharat Mundhra

Course & Duration: Web Development (HTML and CSS)

Date of Submission: 30th June 2018

Bharat mundhra

Signature of the Student

Authorized Signatory

ABSTRACT

Studies of the everyday uses of technology in family homes have tended to overlook the role of children and, in particular, young children. A study that was framed by an ecocultural approach focusing on children's play and learning with toys and technologies is used to illustrate some of the methodological challenges of conducting research with young children in the home. This theoretical framework enabled us to identify and develop a range of methods that illuminated the home's unique mix of inhabitants, learning opportunities and resources and to investigate parent's cultural beliefs, that gave rise to the complex of practices, values and attitudes and their intersections with technology and support for learning in the home. This resulted in a better understanding of the role of technology in the lives of these 3 and 4-year-old children. Methods that are compatible with such an approach are discussed in terms of how we made decisions that can help us to understand more about children's interactions and activities and, consequently, about children's learning. The framework also gave shape to our interpretations, enabling us to illuminate the complex of practices, values and attitudes and their intersections with technology. It concludes by speculating on some of the reasons why children seem to be absent from many studies of technology in everyday life and suggesting some of the ways in which this may be remedied. Making it easier, quicker, and more efficient to continue teaching the same things in an interactive way we have always taught them will be very much helpful for small kids and making available new and better ways of teaching.

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CHAPTER 1

INTRODUCTION

This paper makes a contribution to our understanding of research in home environments by drawing attention to the dearth of research that gives full account of children's perceptions and experiences in the context of technology in the home. It describes a study of 3 and 4-year-old children's play and learning with toys and technologies in family settings and how an ecocultural approach was enlisted as a framework for understanding the home's unique mix of inhabitants, learning opportunities and resources. Methods that are compatible with such an approach are discussed in terms of how we made decisions that can help us to understand more about children's interactions and activities and, consequently, about children's learning. The framework also gave shape to our interpretations, enabling us to illuminate the complex of practices, values and attitudes and their intersections with technology.

1.1 AIM

By speculating on some of the reasons why children seem to be absent from many studies of technology in everyday life and suggesting some of the ways in which this may be remedied, which can be done by creating online web pages for learning and entertainment with a good interface for better interaction to kids.

1.2 SCOPE

Some of the project's scope are :

- Access to INFORMATION and RESOURCES
- Ability to ACCOMMODATE varied learning styles
- Opportunity to create ENGAGED learners
- Build INTERACTION towards project
- Give KNOWLEDGE to the children

1.3 GOALS

The goal of the project is to deliver knowledge to small chilldrens in a better and interactive way and to make them use to with the technology. Also, for entertainment or enjoyment of the childrens by some simple games.

1.4 OBJECTIVES

The main focus is on making it easier, quicker, and more efficient to continue teaching the same things in an interactive way we have always taught them. Making available new and better ways of teaching. Technology can support learning by facilitating, exploration and analysis of information.

Simulation of events or processes, visualization of abstract concepts, manipulation of variables, construction of knowledge, practice and drilling of skills are needed for the project.

Finally, while information does not equal knowledge and technology is not a thoughtful, meaningful, and authentic. Integration of technology and information resources can enhance learning and lead to development of knowledge.

1.5 OUTLINE OF THE PROJECT

The project describes a small children's play and learning with technologies in family settings and how an ecocultural approach was enlisted as a framework for understanding the home's unique mix of inhabitants, learning opportunities and resources.The project is all about learning and entertainment of small childrens.By this, they can learn and gain knowledge in an interactive way. They can learn alphabets, numbers and poetries.Even they can play some games for entertainment.

CHAPTER 2

PROJECT PLANS AND REQUIREMENTS

2.1 PLANS

Planning is important before starting the project. It ensures that there's a proper plan for executing on strategic goals. The plans created before starting the project helps to manage time, cost, quality, change, risk and issues.

The plans for this project are as follows:

1. Analysing the project’s objectives
2. Collection of reqirements for the project
3. Designing the webpage
4. Coding using HTML5
5. Adding interactive designs using CSS3
6. Testing

2.2 REQIREMENTS

The materials and components needed for the project are gathered or collected. It consists of three primary steps: taking inventory of the materials and components on hand, identifying which additional ones are needed and then scheduling their production.

The reqirements for this project are as follows:

1. Collection of images used in the web page.
2. Collection of pronounciation audio for alphabets
3. Collection of poetries

2.3 DESIGN

For the purposes of this project, "design" means the visual design of the site as well as the implementation details that underlie it. The design

document should describe what the finished site will look like and how you will make it work.

An important part of the design will be a set of mockup images: pictures of what you want each page to look like or perhaps of common elements such as the logo. The final product of the design phase is a webpage that contains a structured essay - a combination of text and images of your mockup pages.

The document (webpage) should contain these components:

1. Header: A title, type of the document.

2. Navigation Structure**:** A brief about the site's navigation structure using some terminology. It is a map or description of which pages connect to which other pages.

3. Page Layout and Appearance**:** A description of design decisions that are universal to the site. It should specify in writing the fonts (types and sizes), the color scheme (for text, background, links, shadows, borders, etc.), navbar position in the page and its appearance, banner, footer, the social icons bar, or background images (if any of them is applicable). In addition to the textual description of these elements, it should include a mockup image of this generic page that has only these common elements and no other content. Finally, it should describe how these universal design decisions fulfill certain goals of the website and its user.

4. Content**:** This is the longest section of the document. For every page, it needs to give a text description of the content of the page as well as an image of the mockup of the page. The text describes what goal(s) this page fulfills, and how design decisions specific to it contribute into fulfilling such goals.

5. Plan**:** A clear, specific description of the plan for building the site is provided. Outline the tasks to be accomplished. Include a list of files and folders, which will help each link to file has built. Include a complete list of everything need to get from the users (text, pictures, sound, etc.).

2.4 DEVELOPMENT AND CODING

Building of web page is started according to the design made for the page. Design of the page is carefully followed and assembled. HTML5 and CSS3 are used to create the webpage.

Hypertext Markup Language (HTML) is the standard markup language for creating web pages and web applications. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document. HTML elements are delineated by tags.

CSS Style sheets are used to define font faces, styles, sizes and colors for consistency throughout the site. It also makes it very easy to change styles, fonts and colors, site-wide, with only a few minor changes in the style sheet. CSS has a simple syntax and uses a number of English keywords to specify the names of various style properties. A style sheet consists of a list of rules. Each rule or rule-set consists of one or more selectors, and a declaration block.

2.5 TESTING

Web Testing in simple terms is checking the web application for potential bugs before its made live or before code is moved into the production environment. Testing all links in the webpages working correctly and making sure there are no broken links. Testing the site Navigation, Menus, buttons or Links to different pages on the page and ensure that it should be easily visible and consistent on all webpages.

CHAPTER 3

BRIEF ABOUT HTML5 AND CSS3

3.1 HTML5

The first thing to realize about HTML5 is, it's not a single entity. It's comprised of many elements, including the fifth revision of HTML, CSS3 and many JavaScript API's. It allows you to use the multimedia experience of the desktop on the web. With HTML5, developers can create apps and websites that function like desktop applications, which allows us to use the web platform to reach all of your users at once. An interesting aspect of HTML5 is that it will allow us to create apps that function even when not connected, or when your system is offline.

With HTML5, we can make use of a wide variety of graphics elements, such as animation, games, movies, etc. Even intense graphics effects such as lightning and shadows, 3D, special effects, vector graphics and so on are supported. A major advance is with the JavaScript engines, which are fast enough to run these applications in real time. Hardware accelerated rendering is being used in modern browsers to create smooth rendering and transitions. What this means is that browsers are using the GPU (Graphics Processing Unit) to speed up computing tasks, which will improve the user experience.HTML5 tags are backwards compatible so that HTML 4-based content won't destroy HTML5 content. The former HTML structure and formatting is retained.

Several new tags have been added, some of which are: <audio> is used for sound, <video> for video playback, <canvas> for dynamic graphics. HTML5 allows SVG and MathML graphics to be embedded inline or linked within the HTML content. The result is that developers can include complex imagery without images, nor do they need to rely on third party platforms. All the content can be in one HTML file. It's also possible work with SVG imagery using JavaScript and manipulate aspects of the images, as well.

With HTML5, we can add audio directly to a web page. Be aware that while you can control the element with HTML or JavaScript, the specification doesn't cover which the types of codecs supported and this will vary with

each browser. HTML5 allows you to embed video directly into a web page. Some of the input options are: Telephone number, email, URL, date, time, color along with different variations.

Semantic markup tags are another advance which allow to structure your content so that the structure has meaning, sometimes known as semantics. Examples of this are the: <article>, <section>, <header>, <footer>, <aside>, <nav>, and <figure> tags. The DOCTYPE has been simplified. The result is that HTML5 documents are valid XML structures. HTML5 content is XML based which means that it must follow XML formatting rules.

All of the major browsers (Safari, Chrome, Opera, Internet Explorer) support HTML5, but it's not equal across platforms, so it's important to test out the features on the different devices, platforms, etc. To make sure that you're obtaining the results you seek, it would be wise to get feedback from users during the course of development.

3.2 CSS3

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

Separation of formatting and content also makes it feasible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. CSS also has rules for alternate formatting if the content is accessed on a mobile device.

The name cascading comes from the specified priority scheme to determine which style rule applies if more than one rule matches a particular element. This cascading priority scheme is predictable.

The CSS specifications are maintained by the World Wide Web Consortium (W3C). Internet media type (MIME type) is registered for use with CSS by RFC 2318 (March 1998). The W3C operates a free CSS validation service for CSS documents.

In addition to HTML, other markup languages support the use of CSS, including XHTML, plain XML, SVG, and XUL.CSS has a simple syntax and uses a number of English keywords to specify the names of various style properties. A style sheet consists of a list of rules. Each rule or rule-set consists of one or more selectors, and a declaration block.CSS, selectors declare which part of the markup a style applies to by matching tags and attributes in the markup itself.

CSS information can be provided from various sources. These sources can be the web browser, the user and the author. The information from the author can be further classified into inline, media type, importance, selector specificity, rule order, inheritance and property definition. CSS style information can be in a separate document or it can be embedded into an HTML document. Multiple style sheets can be imported. Different styles can be applied depending on the output device being used; for example, the screen version can be quite different from the printed version, so that authors can tailor the presentation appropriately for each medium.

The style sheet with the highest priority controls the content display. Declarations not set in the highest priority source are passed on to a source of lower priority, such as the user agent style. This process is called cascading.

CHAPTER 4

DESIGN AND IMPLEMENTATION

4.1 DESIGN

4.1.1 Pages

- ***Home Page –***

  All the links for the pages in the form of tabs at the top.

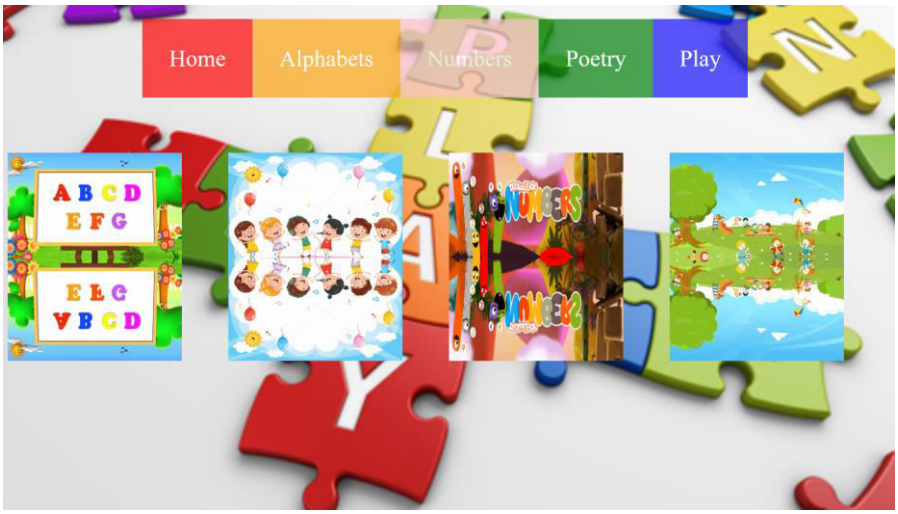

Figure 4.1 – Home Page

- ***Alphabets Page –***

  All the alphabets with their pronounciation(audio) on click over alphabet.

Figure 4.2 – Alphabets Page

- ***Numbers Page –***

  All the numbers with their pronounciation(audio) on click over numbers.

Figure 4.3 – Numbers Page

- ***Poetry Page –***

  Some poetries audio played when clicked.

Figure 4.4 – Poetry Page

- ***Play Page –***

  Some picture games like spot the difference, odd one out, etc.

Figure 4.5 – Play Page

4.1.2 Tags used for creating webpage

- ***<html>*** - Defines an HTML document
- ***<head>*** - Defines information about the document
- ***<title>*** - Defines a title for the document
- ***<style>*** - Defines style information for a document
- ***<body>*** - Defines the document's body
- ***<ul>*** - Defines an unordered list
- ***<li>*** - Defines a list item
- ***<a>*** - Defines a hyperlink
- ***
*** - Inserts a single line break
- ***<marquee>*** - Defines the movement of text or images
- ***<img>*** - Defines an image
- *** *** - Defines centered text
- *** *** - Defines a section in a document
- ***<audio>*** - Defines sound content
- ***<source>*** - Defines multiple media resources for media elements
- ***<map>*** - Defines a client-side image-map
- ***<area>*** - Defines an area inside an image-map

4.1.3 Style attributes used for html tags

- ***list-style-type –*** Specifies the type of list-item marker
- ***background-color –*** Specifies the color of background of the page
- ***position –*** Specifies the type of positioning method
- ***left –*** Set the left edge of a positioned element
- ***float –*** Specifies how an element should float
- ***display –*** Specifies the display behavior of an element
- ***text-align –*** Specifies the alignment of the text
- ***padding –*** Set the space between its content and its border
- ***text-decoration –*** Specifies the decoration added to text
- ***font-size –*** Specifies size of the text

- ***color –*** Specifies color of the text
- ***opacity –*** Specifies the visibility of the text or images
- ***href –*** Specifies the link's destination
- ***onMouseOver –*** Fires when the mouse pointer moves over an element
- ***onMouseOut –*** Fires when the mouse pointer moves out an element
- ***height –*** Specifies the height of the text
- ***width –*** Specifies the width of the text
- ***transform –*** Specifies transformation of text or images like rotate,scale.
- ***margin-top –*** Specifies the top margin of text or images
- ***border –*** Specifies the border of text or images
- ***border-radius –*** Specifies the curves of the border of the corners
- ***z-index –*** Specifies the stack order of an element
- ***alt –*** Specifies an alternate text for an image, if image cannot displayed
- ***usemap –*** Specifies the name of the image-map to use with the object
- ***shape –*** Specifies the shape of the area of an image
- ***coords –*** Specifies the co-ordinates of the area on an image
- ***cursor –*** Specifies the mouse cursor to be displayed when pointing

4.2 IMPLEMENTATION AND CODING

4.2.1 Implemention

1. Backgroung Colour or Image
2. Font Style, Colour and size
3. Margin and Alignment
4. Images
5. Audio
6. Buttons
7. Links

4.2.2 Coding

For home page :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
ul {list-style-type: none;overflow: hidden;background-
color:transparent; position:fixed;left:200px;}
li {float: left;}
li a{display: inline-block;text-align: center; padding: 44px 46px;text-
decoration: none;font-size:40px;color: white;opacity:0.7;}
li a:hover{background-color: rgba(222, 222, 222,
0);color:black;opacity:1;}
html{background: url(../img/learn.png) no-repeat center fixed;
background-size: cover;}
marquee{float:left;}
</style>
</head>
<body>
<ul>
<li><a href="index.html" style="background-color:red"
onMouseOver="this.style.color='#0F0'"
onMouseOut="this.style.color='white'">Home</a></li>
<li><a href="alphabet.html" style="background-color:orange"
onMouseOver="this.style.color='yellow'"
onMouseOut="this.style.color='white'">Alphabets</a></li>
<li><a href="number.html" style="background-color:pink"
onMouseOver="this.style.color='grey'"
onMouseOut="this.style.color='white'">Numbers</a></li>
<li><a href="poetry.html" style="background-color:green"
onMouseOver="this.style.color='red'"
onMouseOut="this.style.color='white'">Poetry</a></li>
<li><a href="play.html" style="background-color:blue"
onMouseOver="this.style.color='yellow'"
onMouseOut="this.style.color='white'">Play</a></li>
</ul><br><br><br><br><br><br><br><br><br><br><br><br>
<marquee direction="up" width="25%"><img src="..\img\abc.png"
style="height:200px;width:300px"></marquee>
<marquee direction="up" width="25%"><img src="..\img\num3.png"
style="height:200px;width:300px"></marquee>
<marquee direction="up" width="25%"><img src="..\img\num.png"
style="height:200px;width:300px"></marquee>
<marquee direction="up" width="25%"><img src="..\img\play3.png"
style="height:200px;width:300px"></marquee>
<marquee direction="down" width="25%"><img src="..\img\abc.png"
style="height:200px;width:300px;transform:scaleY(-1)"></marquee>
<marquee direction="down" width="25%"><img src="..\img\num3.png"
style="height:200px;width:300px;transform:scaleY(-1)"></marquee>
<marquee direction="down" width="25%"><img src="..\img\num.png"
style="height:200px;width:300px;transform:scaleY(-1)"></marquee>
```

```
<marquee direction="down" width="25%"><img src="..\img\play3.png"
style="height:200px;width:300px;transform:scaleY(-1)"></marquee>
</body>
</html>
```

For alphabets :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
html{background: url(../img/abcd.png) no-repeat center fixed;
background-size: cover;}
a img{opacity:0.6;height:50px;}
a img:hover{opacity:1;height:60px;}
</style>
</head>
<body>
<center><img src="..\img\abcde.png" style="height:290px;width:310px;
margin-top:25px;border:20px solid red;"></center>
<img src="..\img\Alphabets.png" style="height:190px;width:310px;
position:fixed;top:100px;right:1200px;transform:rotate(-30deg);">
<img src="..\img\alpha1.png" style="height:290px;width:210px;position:
fixed;top:425px;right:1300px;">
<div style="opacity:0;position:fixed;top:57px;right:625px;"><audio
controls><source src="..\sounds\a.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:57px;right:575px;"><audio
controls><source src="..\sounds\b.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:57px;right:525px;"><audio
controls><source src="..\sounds\c.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:57px;right:465px;"><audio
controls><source src="..\sounds\d.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:57px;right:415px;"><audio
controls><source src="..\sounds\e.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:57px;right:365px;"><audio
controls><source src="..\sounds\f.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:117px;right:625px;"><audio
controls><source src="..\sounds\g.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:117px;right:575px;"><audio
controls><source src="..\sounds\h.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:117px;right:525px;"><audio
controls><source src="..\sounds\i.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:117px;right:465px;"><audio
controls><source src="..\sounds\j.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:117px;right:415px;"><audio
controls><source src="..\sounds\k.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:117px;right:365px;"><audio
controls><source src="..\sounds\l.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:173px;right:625px;"><audio
controls><source src="..\sounds\m.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:173px;right:575px;"><audio
controls><source src="..\sounds\n.mp3" type="audio/mpeg"></audio></div>
```

```
<div style="opacity:0;position:fixed;top:173px;right:525px;"><audio
controls><source src="..\sounds\o.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:173px;right:465px;"><audio
controls><source src="..\sounds\p.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:173px;right:415px;"><audio
controls><source src="..\sounds\q.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:173px;right:365px;"><audio
controls><source src="..\sounds\r.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:231px;right:625px;"><audio
controls><source src="..\sounds\s.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:231px;right:575px;"><audio
controls><source src="..\sounds\t.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:231px;right:525px;"><audio
controls><source src="..\sounds\u.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:231px;right:465px;"><audio
controls><source src="..\sounds\v.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:231px;right:415px;"><audio
controls><source src="..\sounds\w.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:231px;right:365px;"><audio
controls><source src="..\sounds\x.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:290px;right:525px;"><audio
controls><source src="..\sounds\y.mp3" type="audio/mpeg"></audio></div>
<div style="opacity:0;position:fixed;top:290px;right:465px;"><audio
controls><source src="..\sounds\z.mp3" type="audio/mpeg"></audio></div>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;position:fixed;top:10px;right:40px;"></a></center>
</body>
</html>
```

For numbers :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
html{background: url(../img/num2.png) no-repeat center fixed;
background-size: cover;}
a img{opacity:0.8;height:50px;}
a img:hover{opacity:1;height:60px;}
</style>
</head>
<body>
<center><img src="..\img\number.png" style="height:300px;width:500px;
margin-top:25px;border:20px solid red;"></center>
<img src="..\img\num.png" style="height:150px;width:350px;
position:fixed; top:450px;right:1100px;transform:rotate(-30deg);">
<img src="..\img\num1.png" style="height:250px;width:210px;
position:fixed;top:425px;right:300px;transform:rotate(30deg);">
  <div style="opacity:0;position:fixed;top:140px;right:685px;"><audio
controls><source src="..\sounds\0.mp3" type="audio/mpeg"></audio></div>
  <div style="opacity:0;position:fixed;top:140px;right:595px;"><audio
controls><source src="..\sounds\1.mp3" type="audio/mpeg"></audio></div>
```

```
  <div style="opacity:0;position:fixed;top:140px;right:495px;"><audio
controls><source src="..\sounds\2.mp3" type="audio/mpeg"></audio></div>
  <div style="opacity:0;position:fixed;top:140px;right:405px;"><audio
controls><source src="..\sounds\3.mp3" type="audio/mpeg"></audio></div>
  <div style="opacity:0;position:fixed;top:140px;right:305px;"><audio
controls><source src="..\sounds\4.mp3" type="audio/mpeg"></audio></div>
  <div style="opacity:0;position:fixed;top:280px;right:685px;"><audio
controls><source src="..\sounds\5.mp3" type="audio/mpeg"></audio></div>
  <div style="opacity:0;position:fixed;top:280px;right:595px;"><audio
controls><source src="..\sounds\6.mp3" type="audio/mpeg"></audio></div>
  <div style="opacity:0;position:fixed;top:280px;right:495px;"><audio
controls><source src="..\sounds\7.mp3" type="audio/mpeg"></audio></div>
  <div style="opacity:0;position:fixed;top:280px;right:405px;"><audio
controls><source src="..\sounds\8.mp3" type="audio/mpeg"></audio></div>
  <div style="opacity:0;position:fixed;top:280px;right:305px;"><audio
controls><source src="..\sounds\9.mp3" type="audio/mpeg"></audio></div>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;position:fixed;top:10px;right:40px;"></a></center>
</body>
</html>
```

For poetry :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
img{width:300px;height:250px;border-radius:25px;margin:30px;}
html{background: url(../img/poetry.png) no-repeat center fixed;
background-size: cover;}
a img{opacity:0.8;height:50px;}
a img:hover{opacity:1;height:60px;}
</style>
</head>
<body>
<div style="opacity:0;position:fixed;top:380px;right:1100px;">
  <audio controls>
      <source src="..\abcd.mp3" type="audio/mpeg">
  </audio>
</div>
<div style="opacity:0;position:fixed;top:730px;right:1100px;">
  <audio controls>
      <source src="..\twinkle.mp3" type="audio/mpeg">
  </audio>
</div>
<div style="opacity:0;position:fixed;top:380px;right:-100px;">
  <audio controls>
      <source src="..\baabaa.mp3" type="audio/mpeg">
  </audio>
</div>
<div style="opacity:0;position:fixed;top:730px;right:-100px;">
  <audio controls>
```

```
      <source src="..\humpty.mp3" type="audio/mpeg">
    </audio>
  </div>
  <img src="..\img\abc.png"
  style="position:fixed;top:100px;right:1200px;">
  <img src="..\img\twinkle.png"
  style="position:fixed;top:450px;right:1200px;">
  <img src="..\img\baabaa.png"
  style="position:fixed;top:100px;right:10px;">
  <img src="..\img\humpty.png"
  style="position:fixed;top:450px;right:10px;">
  <img src="..\img\play.png" style="position:fixed;top:350px;
  right:1320px; height:50px;width:50px;z-index:-1;">
  <img src="..\img\play.png" style="position:fixed;top:700px;
  right:1320px;height:50px;width:50px;z-index:-1;">
  <img src="..\img\play.png" style="position:fixed;top:350px;
  right:120px;height:50px;width:50px;z-index:-1;">
  <img src="..\img\play.png" style="position:fixed;top:700px;
  right:120px;height:50px;width:50px;z-index:-1;">
  <center><a href="index.html"><img src="..\img\h.png" style="margin-
  top:0px;width:auto;position:fixed;top:60px;right:10px;"></a></center>
  </body>
  </html>
```

For play :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: url(../img/play1.png) no-repeat ; background-size:
cover;}
a img{opacity:0.8}
a img:hover{opacity:1;height:200px;}
</style>
</head>
<body>
<center><img src="..\img\lp.png" style="height:100px;margin-
top:50px;border-radius:10px"></center>
<center><a href="q.html"><img src="..\img\play2.png" style="margin-
top:200px;"></a></center>
<center><a href="index.html"><img src="..\img\h.png" style="height:50px
;position:fixed;top:60px;right:40px;" onMouseOver="this.style.height=
'60px'" onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For select levels :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
```

```
body{background: linear-gradient(90deg, lightblue 30%, lightgreen
70%);}
a img{width:300px;height:250px;border-
radius:25px;margin:30px;opacity:0.5;}
a img:hover{opacity:1;}
</style>
</head>
<body>
<center><img src="..\img\select.png" height="100px"></center>
<a href="q1.html"><img src="..\img\q1.png"></a>
<a href="q2.html"><img src="..\img\q2.png"></a>
<a href="q3.html"><img src="..\img\q3.png"></a>
<a href="q4.html"><img src="..\img\q4.png"></a>
<a href="q5.html"><img src="..\img\q5.png"></a>
<a href="q6.html"><img src="..\img\q6.png"></a>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:0px;width:auto;height:50px;position:fixed;top:60px;right:10px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For q1 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, lightblue 30%, lightgreen
70%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\q1.png" alt="q1" usemap="#q1" width="1100"
height="700">
</div>
<map name="q1">
  <area shape="circle" coords="1030,570,34" alt="Earth" href="a1.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a1 :

```
<!DOCTYPE html>
<html>
```

```
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, lightblue 30%, lightgreen
70%);}
div{width:1110px;margin:auto}
a img{height:50px;opacity:0.7;border-radius:25px;}
a img:hover{opacity:1;height:58px}</style>
</head>
<body>
<div><img src="..\img\a1.png" alt="a1" width="1100" height="700"></div>
<center><a href="q2.html"><img src="..\img\nl.png"></a></center>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For q2 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #37b5f2  20%, white 60%, red
80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div><img src="..\img\q2.png" alt="q2" usemap="#q2" width="1100"
height="700"></div>
<map name="q2">
  <area shape="circle" coords="130,600,70" alt="Cake"
href="a21.html"><area shape="circle" coords="660,600,70" alt="Cake"
href="a21.html">
  <area shape="circle" coords="460,600,50" alt="Tail"
href="a22.html"><area shape="circle" coords="990,600,50" alt="Tail"
href="a22.html">
  <area shape="circle" coords="340,500,50" alt="Bubbles"
href="a23.html"><area shape="circle" coords="870,500,50" alt="Bubbles"
href="a23.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a21 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #37b5f2  20%, white 60%, red
80%);}area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div><img src="..\img\a2\a21.png" alt="a21cake"
usemap="#a21"width="1100" height="700"></div>
<map name="a21">
  <area shape="circle" coords="460,600,50" alt="Tail"
href="a211.html"><area shape="circle" coords="990,600,50" alt="Tail"
href="a211.html">
  <area shape="circle" coords="340,500,50" alt="Bubbles"
href="a212.html"><area shape="circle" coords="870,500,50" alt="Bubbles"
href="a212.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a22 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #37b5f2  20%, white 60%, red
80%);}area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\a2\a22.png" alt="a22tail" usemap="#a22"width="1100"
height="700">
</div>
<map name="a22">
  <area shape="circle" coords="130,600,70" alt="Cake"
href="a211.html"><area shape="circle" coords="660,600,70" alt="Cake"
href="a211.html">
  <area shape="circle" coords="340,500,50" alt="Bubbles"
href="a213.html"><area shape="circle" coords="870,500,50" alt="Bubbles"
href="a213.html">
```

```
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a23 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #37b5f2  20%, white 60%, red
80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\a2\a23.png" alt="a23bubble" usemap="#a23" width="1100"
height="700">
</div>
<map name="a23">
  <area shape="circle" coords="130,600,70" alt="Cake"
href="a212.html"><area shape="circle" coords="660,600,70" alt="Cake"
href="a212.html">
  <area shape="circle" coords="460,600,50" alt="Tail"
href="a213.html"><area shape="circle" coords="990,600,50" alt="Tail"
href="a213.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a211 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #37b5f2  20%, white 60%, red
80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
```

```
<div>
<img src="..\img\a2\a211.png" alt="a211" usemap="#a211" width="1100"
height="700">
</div>
<map name="a211">
  <area shape="circle" coords="340,500,50" alt="Bubbles"
href="a214.html"><area shape="circle" coords="870,500,50" alt="Bubbles"
href="a214.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a212 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #37b5f2  20%, white 60%, red
80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\a2\a212.png" alt="a212" usemap="#a212" width="1100"
height="700">
</div>
<map name="a212">
  <area shape="circle" coords="460,600,50" alt="Tail"
href="a214.html"><area shape="circle" coords="990,600,50" alt="Tail"
href="a214.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a213 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #37b5f2  20%, white 60%, red
80%);}
```

```
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\a2\a213.png" alt="a213" usemap="#a213" width="1100"
height="700">
</div>
<map name="a213">
  <area shape="circle" coords="130,600,70" alt="Cake"
href="a214.html"><area shape="circle" coords="660,600,70" alt="Cake"
href="a214.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a214 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #37b5f2  20%, white 60%, red
80%);}
div{width:1110px;margin:auto}
a img{height:50px;opacity:0.7;border-radius:25px;}
a img:hover{opacity:1;height:58px}
</style>
</head>
<body>
<div>
<img src="..\img\a2\a214.png" alt="a214" width="1100" height="700">
</div>
<center><a href="q3.html"><img src="..\img\nl2.png"></a></center>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For q3 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
```

```
body{background: linear-gradient(90deg, red 30%, blue 70%);}
area{cursor:default}
div{width:1300px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\q.png" alt="q" width="1300" height="200">
<img src="..\img\q3.png" alt="q3" usemap="#q3" width="1300"
height="480">
</div>
<map name="q3">
 <area shape="rect" coords="300,20,650,450" alt="clock" href="a3.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a3 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, red 30%, blue 70%);}
div{width:1300px;margin:auto}
a img{height:50px;opacity:0.7;border-radius:25px;}
a img:hover{opacity:1;height:58px}
</style>
</head>
<body>
<div>
<img src="..\img\q.png" alt="q" width="1300" height="200">
<img src="..\img\a3.png" alt="a3" width="1310" height="490">
</div>
<center><a href="q4.html"><img src="..\img\nl3.png"></a></center>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For q4 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
```

```
body{background: linear-gradient(90deg, #e0f95e  20%, orange 60%,
lightblue 80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\q4.png" alt="q4" usemap="#q4" width="1100"
height="700">
</div>
<map name="q4">
  <area shape="circle" coords="100,140,30" alt="Cloud"
href="a43.html"><area shape="circle" coords="685,140,30" alt="Cloud"
href="a43.html">
  <area shape="circle" coords="340,235,30" alt="Wing "
href="a42.html"><area shape="circle" coords="925,235,30" alt="Wing "
href="a42.html">
  <area shape="circle" coords="320,320,27" alt="Brown"
href="a41.html"><area shape="circle" coords="905,320,27" alt="brown"
href="a41.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a41 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #e0f95e  20%, orange 60%,
lightblue 80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\a4\a41.png" alt="a41Brown" usemap="#a41"width="1100"
height="700">
</div>
<map name="a41">
  <area shape="circle" coords="100,140,30" alt="Cloud"
href="a413.html"><area shape="circle" coords="685,140,30" alt="Cloud"
href="a413.html">
  <area shape="circle" coords="340,235,30" alt="Wing "
href="a411.html"><area shape="circle" coords="925,235,30" alt="Wing "
href="a411.html">
```

```
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a42 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #e0f95e  20%, orange 60%,
lightblue 80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\a4\a42.png" alt="a42Wing" usemap="#a42"width="1100"
height="700">
</div>
<map name="a42">
  <area shape="circle" coords="100,140,30" alt="Cloud"
href="a412.html"><area shape="circle" coords="685,140,30" alt="Cloud"
href="a412.html">
  <area shape="circle" coords="320,320,27" alt="Brown"
href="a411.html"><area shape="circle" coords="905,320,27" alt="brown"
href="a411.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a43 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #e0f95e  20%, orange 60%,
lightblue 80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
```

```
<div>
<img src="..\img\a4\a43.png" alt="a43Cloud" usemap="#a43"width="1100"
height="700">
</div>
<map name="a43">
  <area shape="circle" coords="340,235,30" alt="Wing "
href="a412.html"><area shape="circle" coords="925,235,30" alt="Wing "
href="a412.html">
  <area shape="circle" coords="320,320,27" alt="Brown"
href="a413.html"><area shape="circle" coords="905,320,27" alt="brown"
href="a413.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a411 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #e0f95e  20%, orange 60%,
lightblue 80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\a4\a411.png" alt="a411" usemap="#a411" width="1100"
height="700">
</div>
<map name="a411">
  <area shape="circle" coords="100,140,30" alt="Cloud"
href="a414.html"><area shape="circle" coords="685,140,30" alt="Cloud"
href="a414.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a412 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
```

```
<style>
body{background: linear-gradient(90deg, #e0f95e  20%, orange 60%,
lightblue 80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\a4\a412.png" alt="a412" usemap="#a412"width="1100"
height="700">
</div>
<map name="a412">
  <area shape="circle" coords="320,320,27" alt="Brown"
href="a414.html"><area shape="circle" coords="905,320,27" alt="brown"
href="a414.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a413 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #e0f95e  20%, orange 60%,
lightblue 80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\a4\a413.png" alt="a413" usemap="#a413"width="1100"
height="700">
</div>
<map name="a413">
  <area shape="circle" coords="340,235,30" alt="Wing "
href="a414.html"><area shape="circle" coords="925,235,30" alt="Wing "
href="a414.html">
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For a414 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, #e0f95e  20%, orange 60%,
lightblue 80%);}
div{width:1110px;margin:auto}
a img{height:50px;opacity:0.7;border-radius:25px;}
a img:hover{opacity:1;height:58px}
</style>
</head>
<body>
<div>
<img src="..\img\a4\a414.png" alt="a414" usemap="#a414"width="1100"
height="700">
</div>
<center><a href="q5.html"><img src="..\img\nl.png"></a></center>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For q5 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, yellow  20%, black 60%, red
80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<div>
<img src="..\img\q.png" alt="q" width="1100" height="200">
<img src="..\img\q5.png" alt="q5" usemap="#q5" width="1100"
height="500">
</div>
<map name="q5">
   <area shape="rect" coords="50,10,420,480" alt="Phone"
href="a5.html">
 </map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
```

```
</body>
</html>
```

For a5 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, yellow  20%, black 60%, red
80%);}
div{width:1110px;margin:auto}
a img{height:50px;opacity:0.7;border-radius:25px;}
a img:hover{opacity:1;height:58px}
</style>
</head>
<body>
<div>
<img src="..\img\q.png" alt="q" width="1100" height="200">
<img src="..\img\a5.png" alt="a5" width="1100" height="500">
</div>
<center><a href="q6.html"><img src="..\img\nl2.png"></a></center>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

For q6 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, green  20%, blue 60%, red
80%);}
area{cursor:default}
div{width:1110px;margin:auto}
</style>
</head>
<body>
<br><br><br><br>
<div>
<img src="..\img\q6.png" alt="q6" usemap="#q6" width="1000"
height="550">
</div>
<map name="q6">
  <area shape="circle" coords="650,320,38" alt="T" href="a6.html" >
</map>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
```

```
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center></body>
</html>
```

For a6 :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
body{background: linear-gradient(90deg, green  20%, blue 60%, red
80%);}
div{width:1110px;margin:auto}
a img{height:50px;opacity:0.7;border-radius:25px;}
a img:hover{opacity:1;height:58px}
</style>
</head>
<body>
<br><br><br><br>
<div><img src="..\img\a6.png" alt="a6" width="1000" height="550"></div>
<center><a href="t.html"><img src="..\img\nl3.png"></a></center>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</html>
```

For thankyou :

```
<!DOCTYPE html>
<html>
<head>
<title>learn 'n' play</title>
<style>
html{background: url(../img/thanks.png) no-repeat center fixed;
background-size: cover;}
div{width:1110px;margin:auto}
a img{opacity:0.8}
a img:hover{opacity:1;height:200px;}
</style>
</head>
<body>
<br><br><br><br>
<center><img src="..\img\t.png" style="margin-top:200px;border-
radius:10px"></center>
<center><a href="index.html"><img src="..\img\h.png" style="margin-
top:50px;height:50px;position:fixed;top:10px;right:40px;"
onMouseOver="this.style.height='60px'"
onMouseOut="this.style.height='50px'"></a></center>
</body>
</html>
```

4.3 SCREENSHOTS OF WEBPAGES

4.3.1 Seletion Page :

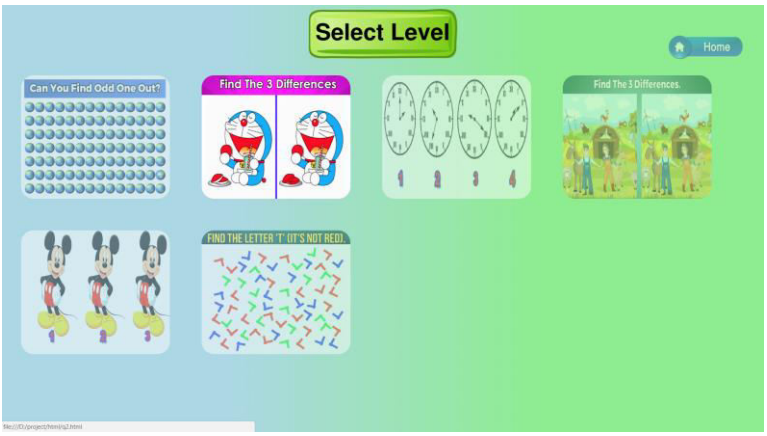

Figure 4.6 – Select Level Page

4.3.2 Games :

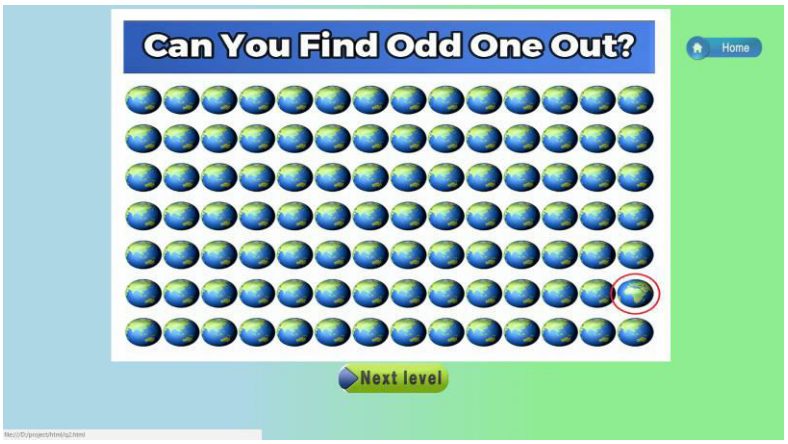

Figure 4.7 – Game 1

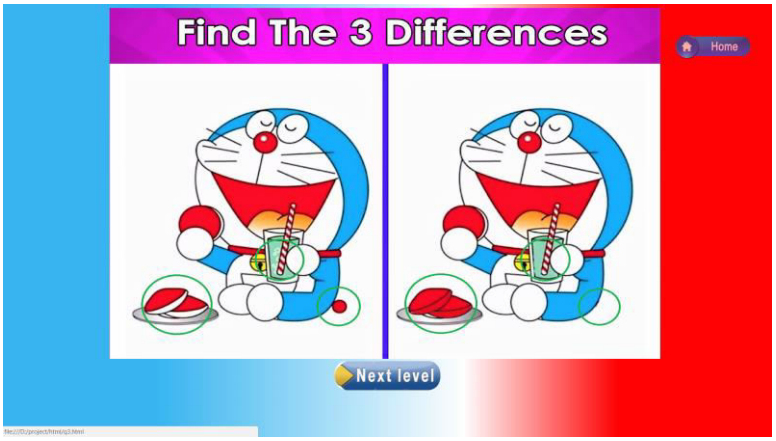

Figure 4.8 – Game 2

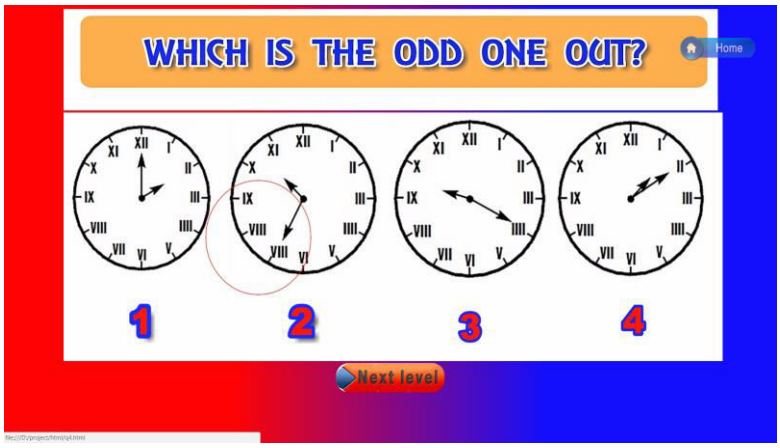

Figure 4.9 – Game 3

Figure 4.10 – Game 4

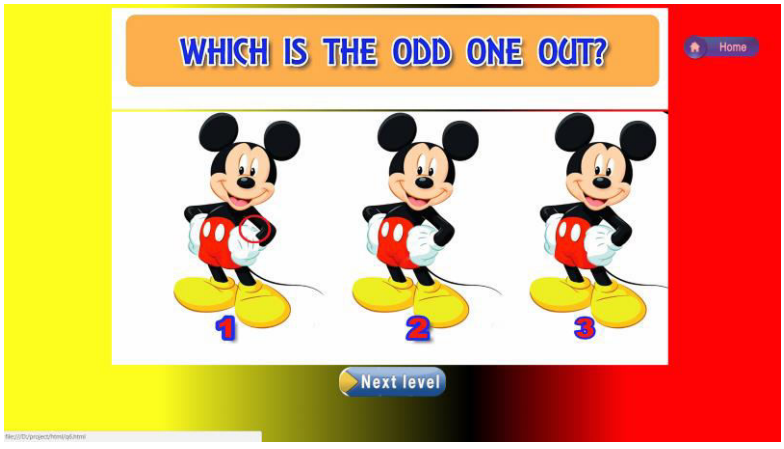

Figure 4.11 – Game 5

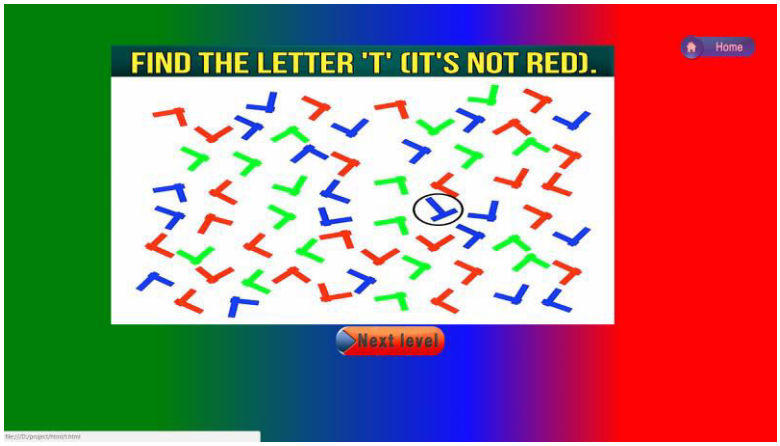

Figure 4.12 – Game 6

Figure 4.13 - Thankyou

CHAPTER 5

SUMMARY AND CONCLUSION

5.1 SUMMARY

Websites designed for children have been largely overlooked in web design articles and design roundups, but there are many beautiful and interesting design elements and layouts presented on children's websites that are worthy of discussion and analysis. There are also a number of best practices that are exclusive to web design for children's sites, practices that should usually not be attempted on a typical website. This article will showcase a number of popular commercial websites targeted towards children, with an analysis of trends, elements, and techniques used to help keep children interested and stimulated. Bright colors will easily capture and hold a child's attention for long periods of time. Although color choice is a primary factor in designing any type of website, this is especially true when designing a website for children since colors make a big impression on children's young minds**.** Color choices and combinations that would likely be rejected or laughed at when designing a typical website may be welcomed on a website for children. The design aesthetics that appeal to kids are somewhat different than they are for adults. Research shows that children prefer larger font sizes.

5.2 CONCLUSION

The term edutainment was coined to describe products that seek to be both educational and entertaining. By nature, kids enjoy exploring and learning about the world around them. Children tend to explore web sites because they seek to have fun as well as to learn. They can learn their basics like alpabets, numbers with their pronounciation. Also, they can listen poetries, and can play few picture games. Thus this website is playful and will exploit their general curiosity by making the site's content attention grabbing and, to a small degree.

REFERENCES

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