20.02.2021

**Learn** **English**

**Sentences**

Program for Learning English  
Тenses Easy && Quick

PROJECT ACTIVITY

Presented by

LET

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# Program for Learning English Тenses Easy && Quick

## Information and Development of a plan

**PRESENTATION OF THE PROJECT**

Our project is a program for studying the tenses and

irregular verbs in English

### Roles in the team

|  |  |
| --- | --- |
| № | Roles in the team |
|  | Nikolay Brankov – Scrum Trainer |
|  | Kostadin Taligadzhiev – Quality Engineer |
|  | Veselin Stoyanov – Front End Developer |
|  | Mario Berberov – Back End Developer |
|  | Radoslav Ivanov – Code Check |

### Introduction

|  |  |
| --- | --- |
| № | Introduction |
|  | What is the product?  The product is a program containing a test with 4 exercises for Present Simple, Present Continuous, Past Simple, Past Continuous, Present Perfect and Future Simple tenses in English. Also a learning table for Irregular verbs and a Guess The Word game. |
|  | Where is it available?  Our collaborative work took place in GitHub and in order for the files to be accessible to everyone they were uploaded in the GitHub Repository of our project. |
|  | Communication?  Communication is realized through Teams. Thanks to all the features and the provided visualization - on-screen communication and feedback are sufficiently complete. |
|  | What technologies are used?  The technologies used are Visual Studio as Code Editor, C ++ is the programming language with which the code is written, Git and GitHub for collaborative work, Teams - connection and communication, PowerPoint - preparing a presentation, Word - preparing documentation. |

### Method and Manner of implementation

|  |  |
| --- | --- |
| № | METHODS AND MANNER OF IMPLEMENTATION |
|  | Productive work  The tasks are defined in a way that everyone is aware of the tasks performed so far in order to present and answer quickly, clearly and accurately, and teamwork is more efficient and productive. |
|  | Distribution of tasks  For each task, a person is selected who is more familiar with the field and will be able to perform the task in the most competent way possible. |
|  | Terms  Observance of dates was reminded by the Scrum Trainer. A meeting of the team is held every week to discuss the amount of time needed to complete the assigned task. |

## tables in the code

|  |  |
| --- | --- |
| № | Questions |
|  | Table for selecting a program  The user has a choice between "Practice English Tenses", "Play Guess The Word", "Practice Irregular Verbs", to select you must enter the appropriate number. |
|  | Table for selecting a tense  The tenses provided for practice are Present Simple, Continuous and Perfect, Past Simple, Past Prolonged and Future Time. |
|  | Result Table  The result of the game Guess The Word is printed on the console in the table. And in Practice English Tenses, a score calculated according to the scale is also displayed. |
|  | Table for Irregular verbs  Inside the table, only irregular verbs in their infinitive form are initially displayed. You can then control what appears on the screen with commands or correct answers. |
|  | Exit or Return Table to Menu  At input 1 the program returns to the Main Menu. At 0, the program ends. |

## Testing the Plan

### All tasks to perform

|  |  |
| --- | --- |
| № | Completed tasks |
|  | Create a home page and menu  The home page contains a logo, a horizontal line, and the three options provided. The menu is to practice the tenses in English. |
|  | Create a game Guess The Word  A game in which the vowels are erased and the word must be guessed. |
|  | Printing the man in case of mistakes  In the first mistake the head is printed, in the second the body and the head, and in the third the game ends and the whole man is printed. |
|  | Present Simple and types of exercises  The types of tasks are a missing word, with an optional answer, correcting mistakes and transforming a sentence into a question. |
|  | Add the rest of the tenses  Four types of exercises are provided for each of the six times. |
| 7 | Learning of Irregular Verbs  Table with incorrect verbs in their three tenses. It is possible to enter each of them, regardless of which one is in order. |
| 8 | Add commands  The commands can be used as needed. Each of them has a unique function for helping and interactively learning verbs. |
| 9 | Presentation  The presentation is automated. The voice of each team member is recorded in the presentation. |
| 10 | Documentation  Periodically made documentation describes the whole work and each application of the program. |
| 11 | Block Diagram  The block diagram is a visualized, sequential representation of the code. |
| 12 | QR Documentation  Checking the correctness of the code |

### Rules for the Game

|  |  |
| --- | --- |
| № | Regulations |
|  | Introduction to the game  When entering the player has the right to only a whole word, if you try to enter a missing letter, the program will accept the answer as wrong. |
|  | Purpose of the game  The goal is to get to know as many words as possible. |
|  | More features  In case of a third error, the "Enter" key on the keyboard must be pressed. |

### Rules for irregular verbs

|  |  |
| --- | --- |
| № | Regulations |
| 1 | The introduction to the game  Commands and spelling of incorrect verbs are the same. |
| 2 | Command Function  This function is performed when entering "Command" - shows or hides the command menu. |
| 3 | Show and Hide Functions  After entering these two commands, an additional number must be entered for the corresponding line, "Show" shows the answers, and "Hide" hides them. |
| 4 | ShowAll and HideAll Functions  These two commands do the same as the above two, differing in that here you do not have to enter an additional number, but show or hide all the answers. |
| 5 | Add and Del Functions  With the "Add" function, you must enter all three forms of the verb you want to add, and with "Del" the number of the line you want to delete. |
| 6 | Finish Function  When you enter this command, the program ends |
| 7 | Proper input  The type and interval of the number / word to be entered must be observed. |

## Implement the plan

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| № | Acttion | Ready on | % Ready | Performed by |
|  | Home page and menu | 02.02.2021 | 100% | Front End |
|  | Guess The Word | 05.02.2021 | 100% | Back End |
|  | Mistakes Printing | 05.02.2021 | 100% | Front End |
|  | Present Simple | 07.02.2021 | 100% | Back End |
|  | Types of Exercises | 07.02.2021 | 100% | Back End |
|  | Present Continuous | 12.02.2021 | 100% | Back End |
|  | Past Simple | 12.02.2021 | 100% | Code Check |
|  | Past Continuous | 12.02.2021 | 100% | Back End |
|  | Future Simple | 12.02.2021 | 100% | Back End |
|  | Present Perfect | 12.02.2021 | 100% | Code Check |
|  | Irregular Verbs | 17.02.2021 | 100% | Front End |
|  | Irregular Verbs commands | 19.02.2021 | 100% | Front End |
|  | Output Function | 20.02.2021 | 100% | Code Check |
|  | Code optimization | 20.02.2021 | 100% | Quality Engineer |
|  | Comments on the code | 21.02.2021 | 100% | Code Check |
|  | Presentation | 21.02.2021 | 100% | Scrum Trainer |
|  | Documentation | 21.02.2021 | 100% | Scrum Trainer |
|  | Block Diagram | 21.02.2021 | 100% | Front End |
|  | QR Documentation | 25.02.2021 | 100% | Quality Engineer |
|  | README | 25.02.2021 | 100% | Quality Engineer |

# Program for Learning English Тenses Easy && Quick

## Function Names and Their Application

|  |  |  |
| --- | --- | --- |
| NAME | FUNCTION | LINE |
| displayLogo(); | Shows the logo in the console „LET” | 12 |
| displayStartPage(); | Prints out the main menu | 36 |
| displayTheTable(); | Table with the tenses | 72 |
| displayTheDeadBoyHead() | Displays the head of the figure | 84 |
| displayTheDeadBoyBody() | Displays the body of the figure | 101 |
| displayTheDeadBoyLegs() | Displays the legs of the figure | 114 |
| playGuessTheWord(); | Starts the game | 129 |
| displayTheResultOfGuessTheWord(); | Result - points of the game | 201 |
| displayMenu() | Displays a menu with the options of the tenses | 245 |
| answerCheckEx(); | Checks answer | 275 |
| answerCheckExMultipleChoice() | Checks answer | 292 |
| displayTheUsagePresentSimpleTense(); | Rules for using the present simple | 311 |
| displayTheUsagePresentContinuousTense(); | Rules for using the present continuous | 427 |
| DisplayTheUsagePastSimpleTense(); | Rules for using the past simple | 548 |
| displayTheUsagePastContinuousTense(); | Rules for using the past continuous | 656 |
| displayTheUsageFutureSimpleTense(); | Rules for using the future tense | 770 |
| displayTheUsagePresentPerfectTense(); | Rules for using the present perfect | 883 |
| Practise…TenseEx1();  Practise...TenseEx2();  Practise…TenseEx3();  Practise…TenseEx4(); | Displays the missing word  Displays the optional answer  Corrects the mistakes  Transforms a sentence into a question | -  -  -  - |
| displayTheResultOfTheExercises(); | Result - points from the tests | 999 |
| IrregularVerbsCommandTable(); | Shows and hides the table with commands | 1053 |
| IrregularVerbsCommandFunctions(); | Performs the command | 1073 |
| practiseIrregularVerbs(); | Starts a table for irregular verbs | 1170 |
| startProgramme(); | Main function | 1268 |
| processMenu(); | Output function | 1381 |

## Block diagram

### Block diagram

### Description of the block diagram

|  |  |  |
| --- | --- | --- |
| № | Color | Meaning |
| 1 | Grey | Beginning and End |
| 2 | Blue | Main Function |
| 3 | Green | Function |
| 4 | Yellow | Function Content |
| 5 | Red | Output Function |