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CHILDREN'S STORY BOOK AND EDUCATIONAL

Software Design Pattern

A PROJECT REPORT

Submitted by

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in partial fulfilment for the award of the degree

Of

BACHELOR OF ENGINEERING

IN

Computer Science & Engineering

JULY - 2024

CHILDREN'S STORY BOOKS AND EDUCATIONAL

INTRODUCTION:

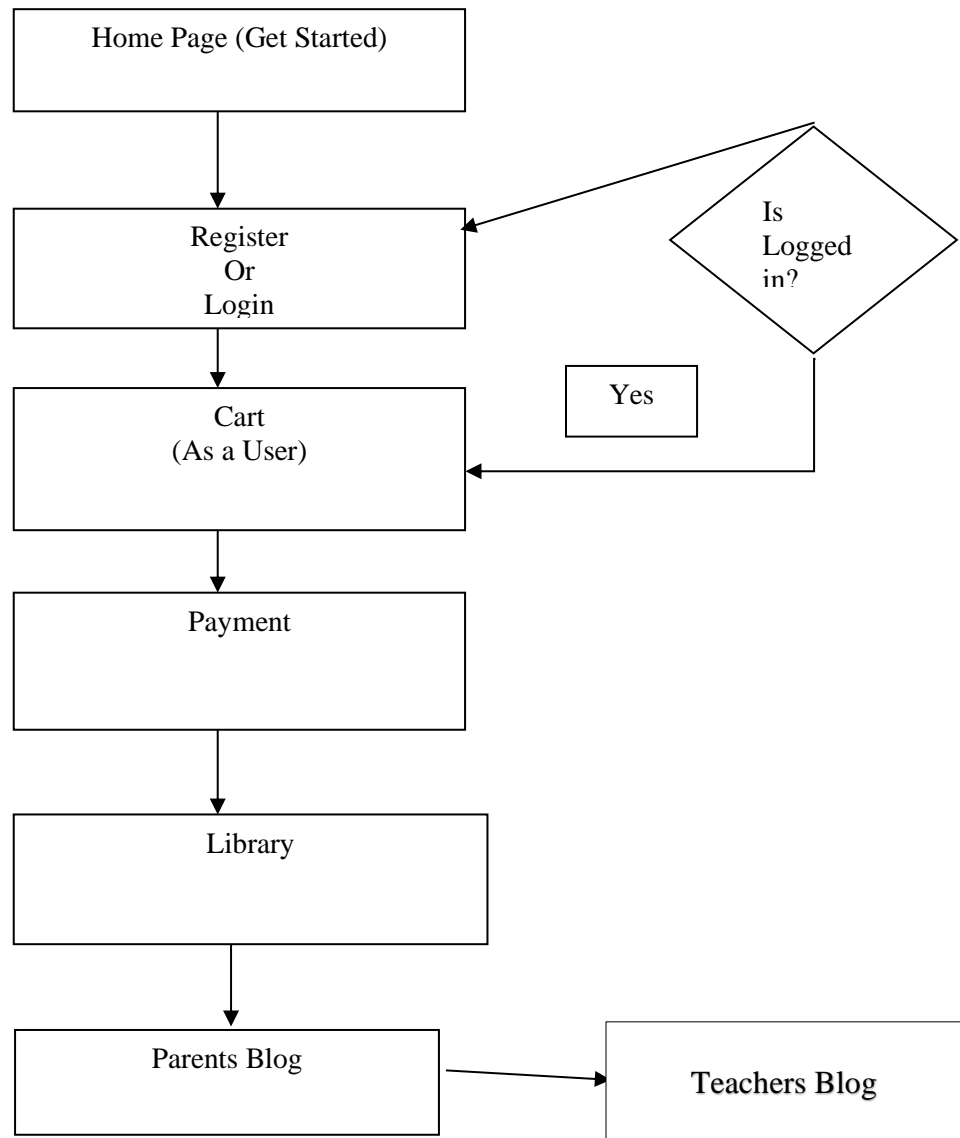
In today's digital age, children are increasingly interacting with electronic devices from a young age. This shift necessitates the adaptation of educational and entertainment resources to digital formats. Our project aims to meet this need by developing a software application that not only replicates the charm and educational value of traditional storybooks but also incorporates interactive elements to captivate young readers.

The process of developing this application involves various stages, including requirement analysis, design, implementation, and testing. Each stage is crucial in ensuring the final product is both user-friendly and educational. Our goal is to create an application that is intuitive for children to use, yet robust and scalable enough to handle the diverse range of stories and interactive features we plan to include.

OBJECTIVE:

The primary objective of time and task management is to optimize the use of time and resources to achieve personal and professional goals efficiently. This involves

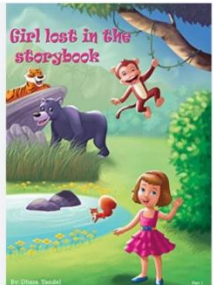
- Prioritization** Identifying and focusing on high-priority tasks that align with overall goals and deadlines.
- Efficiency** Utilizing strategies and tools to complete tasks in the shortest time possible without compromising quality.
- Organization** Keeping tasks and deadlines organized to ensure nothing is overlooked and everything progresses smoothly.
- Stress Reduction** Minimizing stress through effective planning and the allocation of sufficient time for all tasks.
- Productivity** Enhancing productivity by breaking down large projects into manageable tasks and avoiding procrastination.
- Work-Life Balance** Ensuring a balance between work responsibilities and personal life to maintain overall well-being.
- Continuous Improvement** Regularly reviewing and adjusting time and task management strategies to improve efficiency and effectiveness.

USER FLOW CHART:

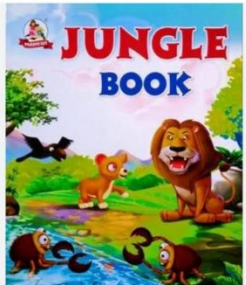
USER MODULES:

Welcome to the Bookshop


Discover Your Next Great Read



Girl lost in the storybook
by Roald Dahl



Jungle book
by Beatrix Potter



Hansel & Gretel
by Maurice Sendak

Home Page

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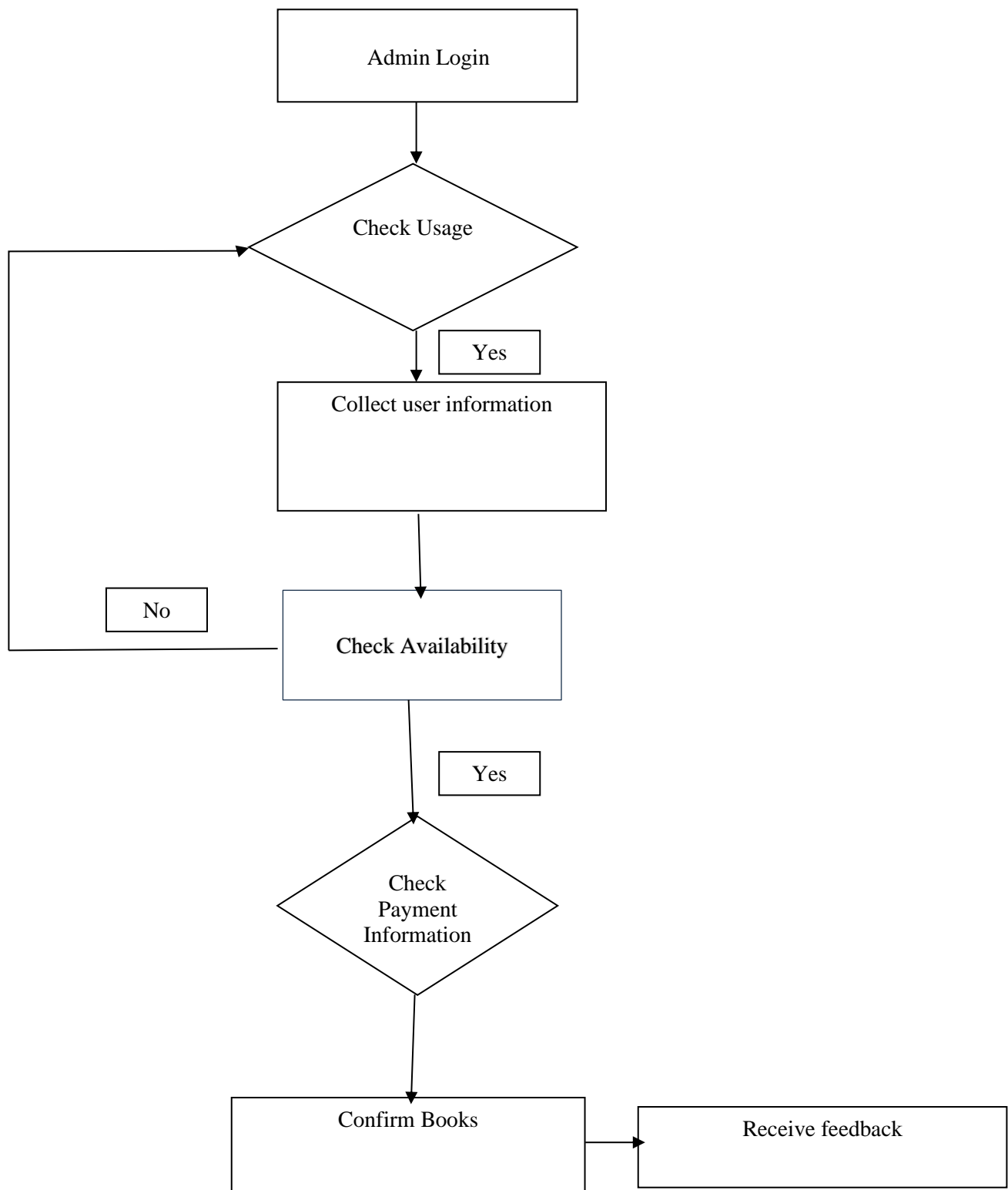
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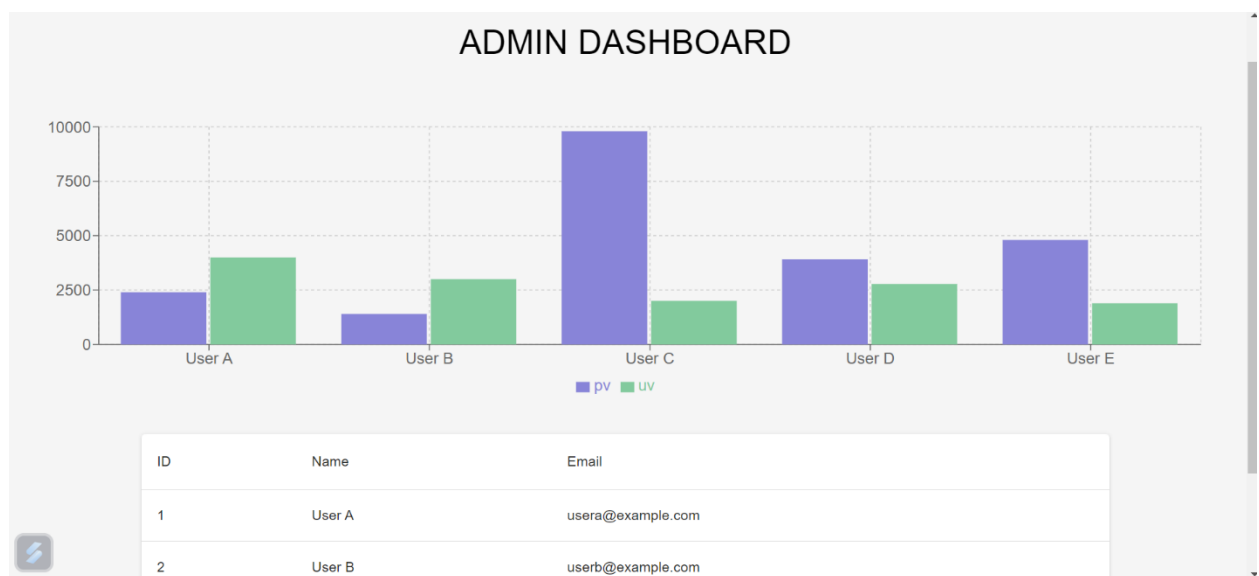
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LOGIN

Admin Login Page



Admin Dashboard Page

CONCLUSION:

The development of software applications for children's storybooks represents a significant advancement in the way stories are delivered and experienced by young readers. Through this project, we have demonstrated the potential of combining traditional storytelling with modern technology to create an interactive, engaging, and educational platform.

Our software development process, which included requirement analysis, design, implementation, and testing, has been instrumental in achieving a product that is both user-friendly and educational. The integration of interactive elements, such as animations, sound effects, and user-driven story progression, has added a dynamic dimension to the reading experience, making it more appealing and engaging for children.