**A Level computer Science**

Component 3

Physics Homework App

Perhaps a Logo / Picture

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# Chapter One: Analysis of the problem

## Introduction

## Problem Identification

While studying Physics at A-Level, we used many different websites for homework. What I found to be the main problem with all of the websites we used is that none of them allowed for calculations to be done/uploaded as an answer. Calculations are a big part of the A-Level and Physics as a whole, so creating a homework app where you can upload your calculations so you and your teacher can see where you went wrong is very useful.

This is an example of a website allowing to answer a calculation question. As you can see in this example, you can only enter a value as an answer and then the website tells you if it is right or wrong. This is a big problem because, if you get the question wrong, you and your teacher will not be able to see where the problem in the calculation is and how to fix it.

## 1.3 Possible Computational Methods

## 1.4 Stakeholders analysis

### 1.4.1 who are Stakeholders ?

### 1.4.2 How they make use of the solution?

### 1.4.3 Why the solution is appropriate to them?

### 1.4.3 Stakeholders’ involvement (interview and conclusion)

## 1.5 Research of solutions for similar problems

*How they work?*

*Potential features/components/approaches that may be borrowed? why?*

## 1.6 Hardware and software requirements

Hardware

Software

## 1.8 The requirements of the solution

## 1.9 Features of the solution

## 1.10 Success Criteria

## 1.11 Limitations of the solution