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Project Report on

Kids Learning Game

Submitted by:

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Submitted to:

Introduction :

Kids learning game:

Based on image recognition design a game in which the kids watch the various image for some particular time duration and after that they have to recognize them by the name of image.

Tools used

Graphical User Interface:

A Graphical user interface is an interface through which an user can interact with electronic devices such as computer and other applications ,with the help of mouse there are so many graphical user interfaces tkinter is mostly used as it is fast and easy to create GUI applications This interface uses icons, menus and other visual indicator representations to display information and related user controls, unlike text-based interfaces, where data and commands are in text.

1. Python 3.7.0:

Python is a general purpose programming language. Hence, you can use the programming language for developing both desktop and web applications. Also, you can use Python for developing complex scientific and numeric applications. Python is designed with features to facilitate data analysis and visualization

2. Tkinter:

Tkinter is Python's standard GUI (Graphical User Interface) package. Tkinter is not the only GuiProgramming toolkit for Python. It is however the most commonly used one.

TABLE OF CONTENTS

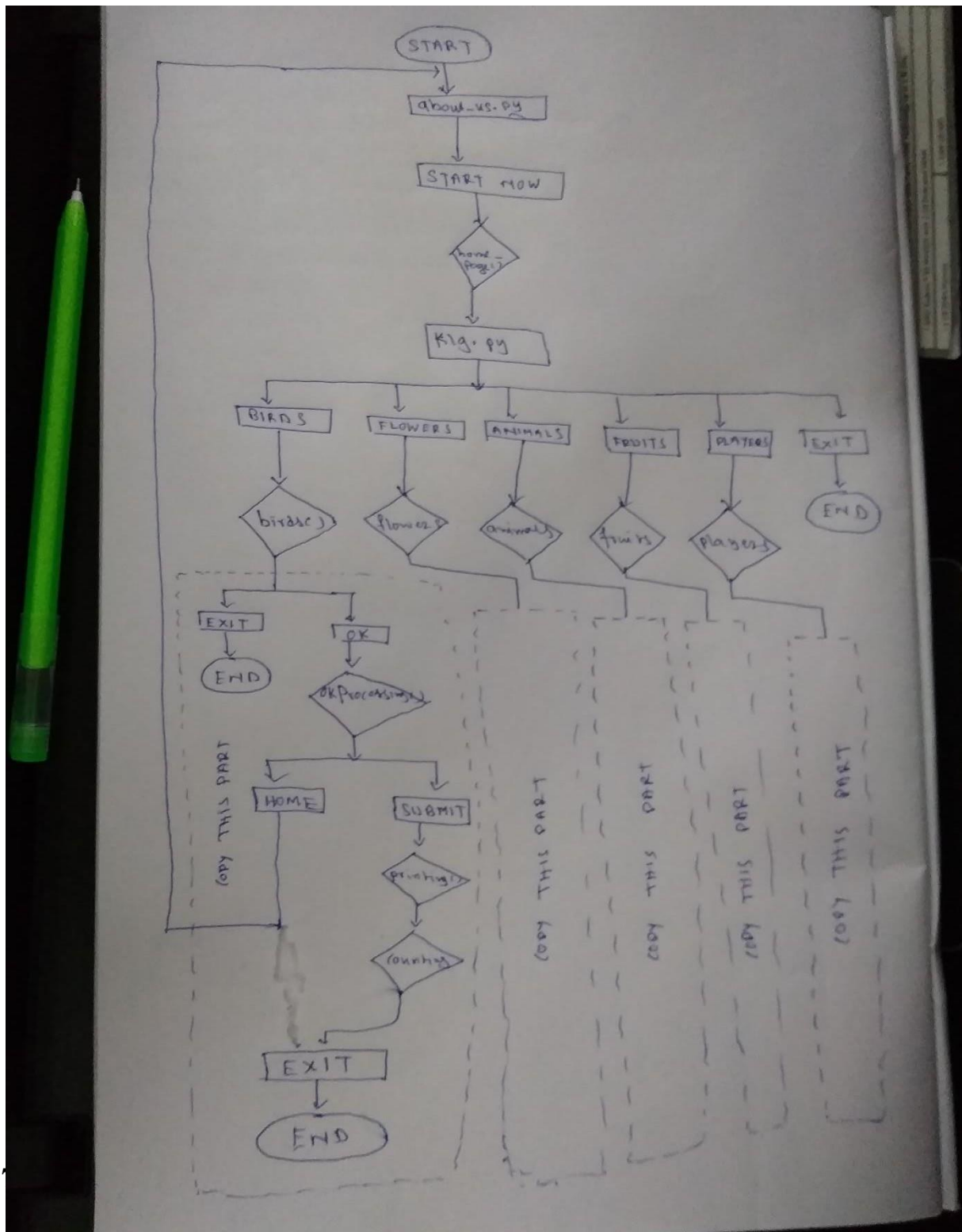
CONTENTS

1. INTRODUCTION.....	
1.1. Introduction.....	
1.2. Uses.....	
1.3. Special Button.....	
2. METHODOLOGY.....	
2.1. planning	
2.2. requirement.....	
2.3.design & Implementation.....	
2.4. coding	
2.5. testing	
3. TECHNOLOGY.....	
3.1. Python 3.7.....	
3.2. GUI.....	
3.3. IDE.....	
3.4. Tkinter.....	
3.5. Widgets classes.....	
3.6Option with values.....	

Timeline of project

Description of project	duration	Start date	End date
research	3	27-09-2022	07-10-2022
requirement analysis	4	07-10-2022	12-10-2022
design & implementation	6	12-10-2022	17-10-2022
coding	15	17-10-2022	25-10-2022
Testing & debugging	5	25-10-2022	30-10-2022
Final report	3	30-10-2022	02-11- 2022

Flow Chart



We divide the project into three modules. Each module is designed by one of us.

Module-1

Module Name:- About Us home page & Displaying Image

Member Name:- sahil ding

Description:-First of all import all the definitions from tkinter. Title is given by using title widgets. Created window named as about_us_window. He created three more frames named as about_us_window1, about_us_window2 and about_us_window3 and pack them on about_us_window. He created three PhotoImage object and place them on about_us_window1. Description about the images is pack on the about_us_window2. A photoimage object and a START button is created and placed on about_us_window3. Those things are in the program named as “about-us.py”.

He displays the 12 images on the window named as window1 and it is present on the program named as “klg.py”. He created an OK button and EXIT button. A good luck image is pack on this frame.

Widgets and option used are...

- Title
- Frame-bg, cursor
- Pack-fill, expand, padx, pady
- Grid-row, column, rowspan, colspan, padx, pady, ipadx, ipady
- PhotoImage-file
- Button-text, padx, pady, ipadx, ipady, command
- Label-text, fg, bg, font

Module-2

Module Name:-Kids Learning Game home page.

Member Name:- md ishtiyaque

Description:-He created the home page of program named as “klg.py”. He created five objects of the five images and pack them on the window and those will act as button. A label with some content is created and pack them on window. A EXIT button is created to exit from program.

Widgets and option used are...

- Button-text, fg, bg, command
- Frame- bg, cursor
- Pack-side, fill, anchor, padx, pady
- Photoimage-file
- Label-text, fg, bg, text

Module-3

Module Name:-Listing the image name & Finding accuracy

Member Name:- md lucky ahmad

Description:-He created 20 check button and grid them on window. Each check button will return the value other 1 or 0.

A HOME button is created to go to the program named as “about_us.py”.

He made the logic to show how many images was correctly recognized by user.

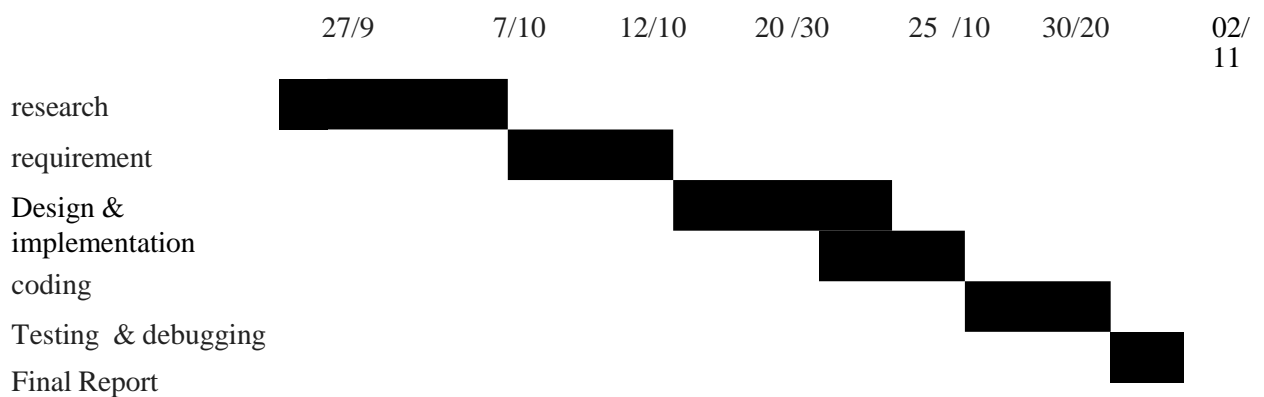
A SUBMIT button is place on the frame. On clicking that button a printing() function will call and will return the number of images that are correctly recognize. Config module will show/print the return value.

A thank you image is created and grid it on the window.

Widgets and option used are...

- Label-text, fg, bg
- Button-text, bg, fg, command
- Pack-side, fill, anchor, padx, pady
- Config-text
- Photoimage-file

Gantt Chart



Work Division

S. No.	Student Name	Module Name
1.	Sahil ding	About Us home page & Displaying Image
2.	Md ishtiyaque	Kids Learning Game home page
3.	Md lucky ahmad	Listing the image name & Finding accuracy

We went through different website and learn those concept that will used in making this project. Some of the website are...

- <https://www.python.org>
- <https://www.w3schools.com>
- <https://www.google.com/>
- We followed the text book named “Introduction to Programming Using python” by Y. Daniel Liang.