

# **APPENDIX 1**

## **TITLE OF PROJECT:**

**KIDS LEARNING GAME END TERM REPORT**

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## **APPENDIX 2**

### **Student Declaration**

This is to inform that this report and project is completely done by me and my team without any mal practices like coping or cheating something like that. Nothing from the report had copied everything were done by us. All the info included from other sources have been duly acknowledged. And me and my team were responsible if any part of our work found to be copied.

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## **APPENDIX-3**

**TITLE: KIDS LEARNING GAME.**

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## **APPENDIX 4**

### **BONAFIDECERTIFICATE**

Certified that this project report “NAME OF PROJECT” is the bonafide work of “NAME OF CANDIDATES” who carried out the project work under my supervision.

<<Signature of the Supervisor>>(Due to Covid19, signature is exempted)

**Dr. Dhanpratap Singh**

**Associate professor**

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## **BACK GROUND**

**Python** is an interpreted, high-level and general-purpose programming language. Created by Guido van Rossum and first released in 1991, Python's design philosophy emphasizes code readability with its notable use of significant whitespace. Its language constructs and object-oriented approach aim to help programmers write clear, logical code for small and large-scale projects. Python programmes are very easy to understand and to develop. We can develop python coding without having any knowledge about C and C++. Its very and simplified language to be learn. We are having this language as a subject in our 3 semester.

And coming back to the project, my assignment is about to design a project of any “Kids learning game”. We are a group of two people and we decided to divide the work between us and started our work and we both given our bests in completion of our work. Firstly, we have collected all the necessary modules and all the required things for the project. Then we had discussed about it how to implement and all the things about it.

Then we both divided one of us took the work related to coding and another one about test cases and if we had any doubt, we both discussed each other and clarified among ourselves.

And then we had completed our code with many ups and downs. But at last we are succeeded in doing the code. And then testing phase also took some of our time. Anyway, at last we are done with our code and also with test cases successfully.

## **Motivation**

We are very much interested in these types of works such as coding, developing something like that using our brains. It is very good thing for us to gain more knowledge regarding coding and also getting practical knowledge even. So, we thought this project is a good platform for us to grab more knowledge.

Actually, Python is a very easy and simplified language compare to other languages. And we given this project before one month which is more sufficient for us to do work not physically but virtually can't meet so we decided to do our work through online. It's a very good experience for us. And divided this work in to two and then started doing all the work through a mobile call. And we made and developed a code for kids to enjoy and learn some what from that. And we got to know about many things such python coding and its implementation etc.

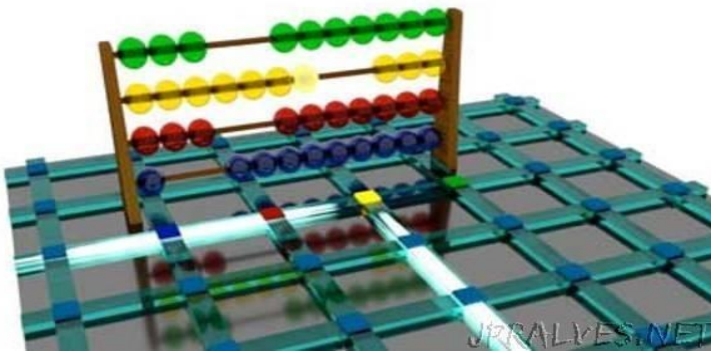
For the completion of our work we took help from many people like our cousins, friends and mainly our faculty also played a major role in completion of work ntime without any delays or something like that.

## **Learning outcomes**

By the end of our project we learnt many things such as developing a code in python and its implementation. Actually we developed a game, its not only a game bt juz to learn in a creative manner. We got to know about developing a game in a creative manner without any loops. We got a perfect grip on coding and implementing that. And also we learned about managing time I didn't expected that my work will be done within the time. But by proper schedule and work we made it . And I refered to many videos and took suggestions from elders and at last these are my learning outcomes from my work.

## OBJECTIVES:

Our project name is Kids learning game. In this game we are dealing with Abacus addition. It is very useful and a very good one to learn. Actually in this game we are designed in such a way that firstly we have to enter any random number then the number will display in the form of abacus scale and then we should give another input so that the first and second input will be added and will be displayed in form of abacus scale.



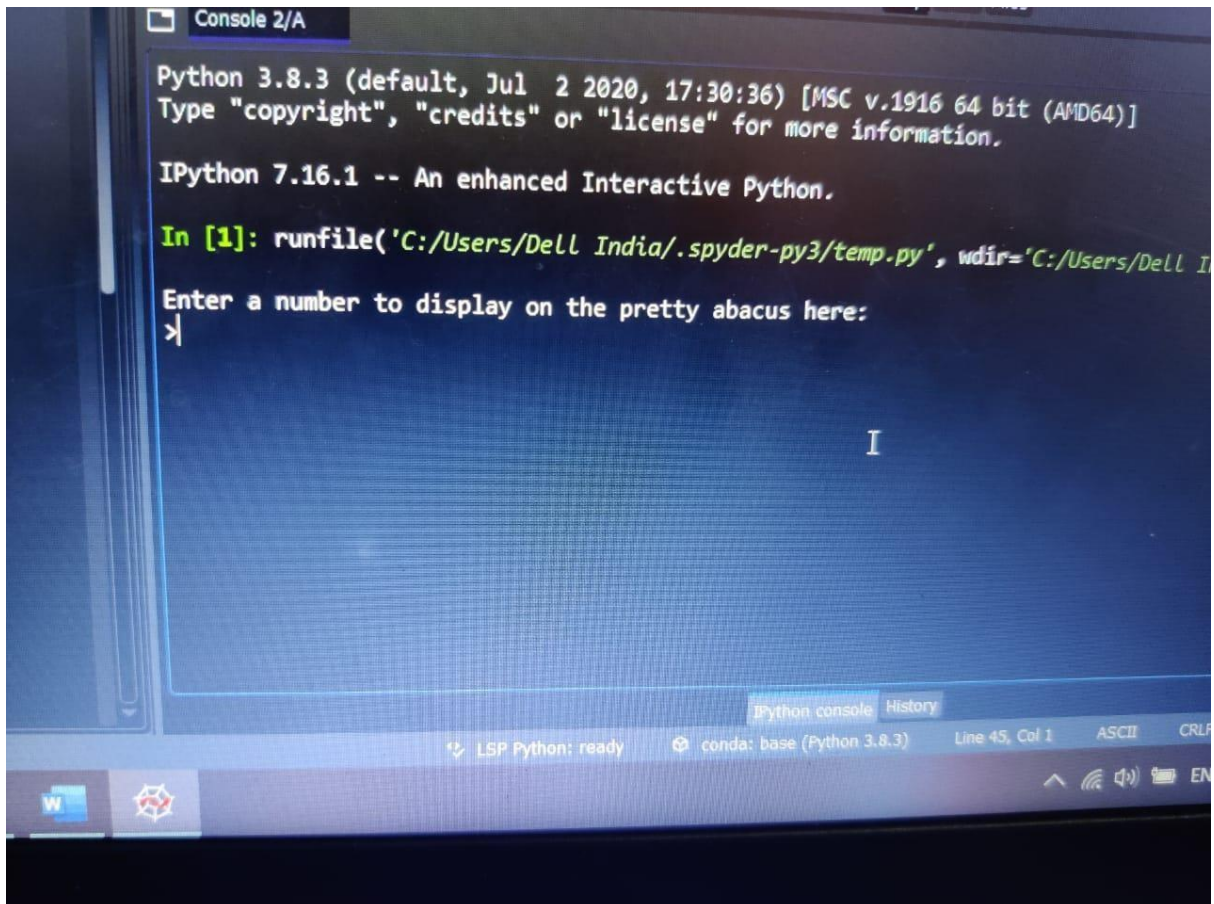


## 2.1 Description and Overview of the game:

This game can be only played by a single player.

### 2.1.1) Theory of the game:

Firstly after execution of the code, on the compiler screen we will have options like we should give an input such as any integer value as shown in fig.



```
Python 3.8.3 (default, Jul 2 2020, 17:30:36) [MSC v.1916 64 bit (AMD64)]
Type "copyright", "credits" or "license()" for more information.

IPython 7.16.1 -- An enhanced Interactive Python.

In [1]: runfile('C:/Users/Dell India/.spyder-py3/temp.py', wdir='C:/Users/Dell India')

Enter a number to display on the pretty abacus here:
>
```

Then, we have assigned any random integer so that the assigned value will be converted in the form of abacus scale and the output will be displayed in the form of abacus scale. For example, take a random integer such as 54. Now 54 will be represented in the form of abacus scale as shown in fig.

```
Python 3.10.1 -- An enhanced interactive Python.

In [1]: runfile('C:/Users/Dell India/.spyder-py3/temp.py', wdir='C:/Users/Dell India/.spyder-py3')

Enter a number to display on the pretty abacus here:
>54
Displaying abacus showing value: 54.0
=====
- - - - -
  I   |
- - - - -
=====
- - - - -
  I   |
- - - - -
=====
- - - - -
  I   |
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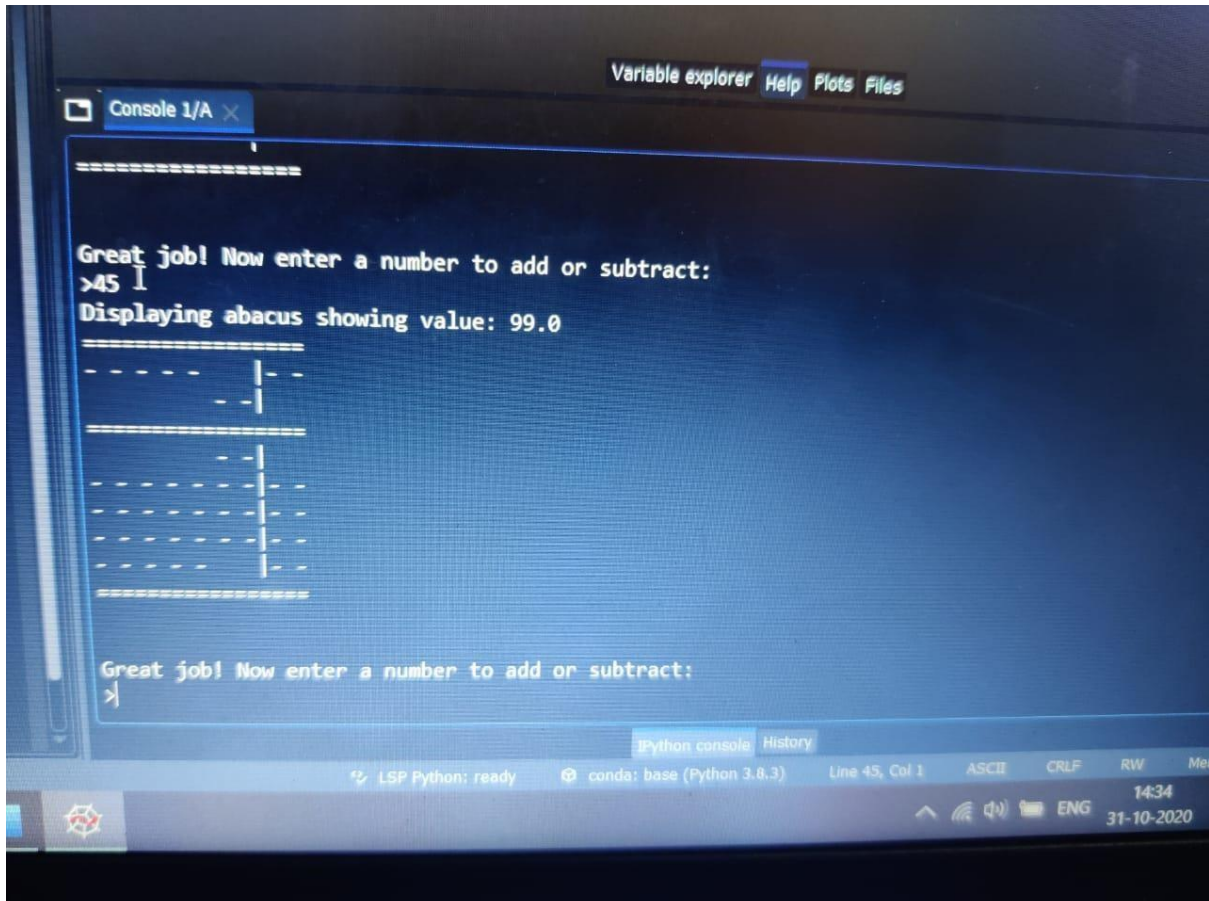
Great job! Now enter a number to add or subtract:
>|
```

Then we will be having an option like enter another value preceding to the given input 54 for addition. As shown in fig.

```
Great job! Now enter a number to add or subtract:
>|
```

And then if we enter any integer we will get output as the addition of both i.e input 1 and input 2 and they will be represented in the form of abacus cycle.

For example our input 1 is 54 and then our input 2 is 45 so the out will be 99 and represented in the form of Abacus scale as shown in fig.



And the addition will be continued like that,till the user get bored off.It is a very intresting one because if we give any input directly it will be in the form of abacus scake and kids will have good time with this game.This is not onle a game it also can be used as a calculator for addition purposes.And also by making small changes we can also perform substraction also..

## **Bibliography**

While completing the project we also had a few doubts some of them were cleared by our lecturer and for the other some we had took reference from some of the best online sites. Those are:

<https://www.geeksforgeeks.org/python-exception-handling/>

<https://www.geeksforgeeks.org/python-gui-tkinter/>

[https://www.tutorialspoint.com/python/python\\_gui\\_programming.htm](https://www.tutorialspoint.com/python/python_gui_programming.htm)

## **Conclusion**

In this project we need to prepare about many things such as efficient coding, pure basics of python and GUI because of our project is mainly based on this things. Before doing this project, we are not having proper knowledge on this concepts. But, after completion of this project we got an clear and complete idea about developing the code in python and I got idea about the Graphical User Interface(GUI).

Our project is based on abacus scales and addition. We concluded that our project is very useful to the kids who wants to improve the mathematical knowledge without pen and paper.

## **GitHub link**

<https://github.com/Meher1624/Kids-learning-game>