

**A  
Project Report  
On  
"LEARN WITH FUN"**

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**CERTIFICATE**

This is to certify that the report entitled “**LEARN WITH FUN**” is a bonafied work carried out by **Naitik Pandya(D19DCS156), Darshan Nagda(D19DCS162) , Krutarth Somaiya(D19DCS158)** under the guidance and supervision of **Assistant Prof. Ms.Krishna Patel** for the subject **CS255-Software Group Project-II (CE/CSE/IT)** of 4<sup>th</sup> Semester of Bachelor of Technology in **DEPSTAR** at Faculty of Technology & Engineering – CHARUSAT, Gujarat.

To the best of my knowledge and belief, this work embodies the work of candidate himself, has duly been completed, and fulfills the requirement of the ordinance relating to the B.Tech. Degree of the University and is up to the standard in respect of content, presentation and language for being referred to the examiner.

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## **Abstract**

Our project is android based application. So we have tried to make an application with combination of 3D models and audio. This 3D models are consists of alphabets, numeric, vegetables, etc. as the objects. There is card view which we have used as our projects main page which consists three components. Basic, Science, and Videos are the three components which we have used. In this Basic component alphabets, numbers, days, months, occupation, and colours are components inside it. In Science component Body parts, food, birds, fruits, vegetables, animals, vehicles, and gadgets are components inside it. In Video component some videos will be implemented in it. Then opening the components like alphabets, numbers, body parts etc. inside that again another components also opens for example, If alphabets are open then it contains A, B, C, D, E,.....X, Y, Z. etc. as its components. The other main feature is audio. When we open any components its spelling audio effected is been come as output audio. Thus kids can know that what the spell of this object is? Thus kids can found interesting to learn with having some fun. We have use some libraries to use the 3D models. Software which we have used are android studio, 3D max, Blender, Tindercad, FL studio, etc. through android studio we have developed our applications. 3D max. Blender, Tindercad etc. used for designing 3D models. FL studio to create the audio and implement as output audio in our project. Thus we have developed application for kids which is helpful to them for learning.

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## Description

- It is android based application.
- It will contains 3D modules with audio.
- Basically this 3D module will be alphabetic, numeric digits vegetables, fruits, etc. objects like things.
- While tapping on any of the objects sound will be released as output audio.
- Kids can learn while playing with 3D modules which makes this application more interesting to them like games.
- Here we have used audio creating application to create audios.
- 3D module can be rotate in x and y axis.
- Nowadays kids from 2 – 3 years are using mobile phones very well so due to this application they can make good use of it.
- Thus we have developed this application keeping this thing in mind and to make use of this disadvantage.

# **Software and Hardware Requirements, Environment**

## **Software Requirements (Developers Side):-**

1. Android Studio
2. FL Studio
3. 3Dx Max
4. Blender

## **Hardware Requirements (Developers Side):-**

1. PC with core i3 4<sup>th</sup> gen or later.
2. Minimum 4GB RAM.
3. AVD in android studio if possible.

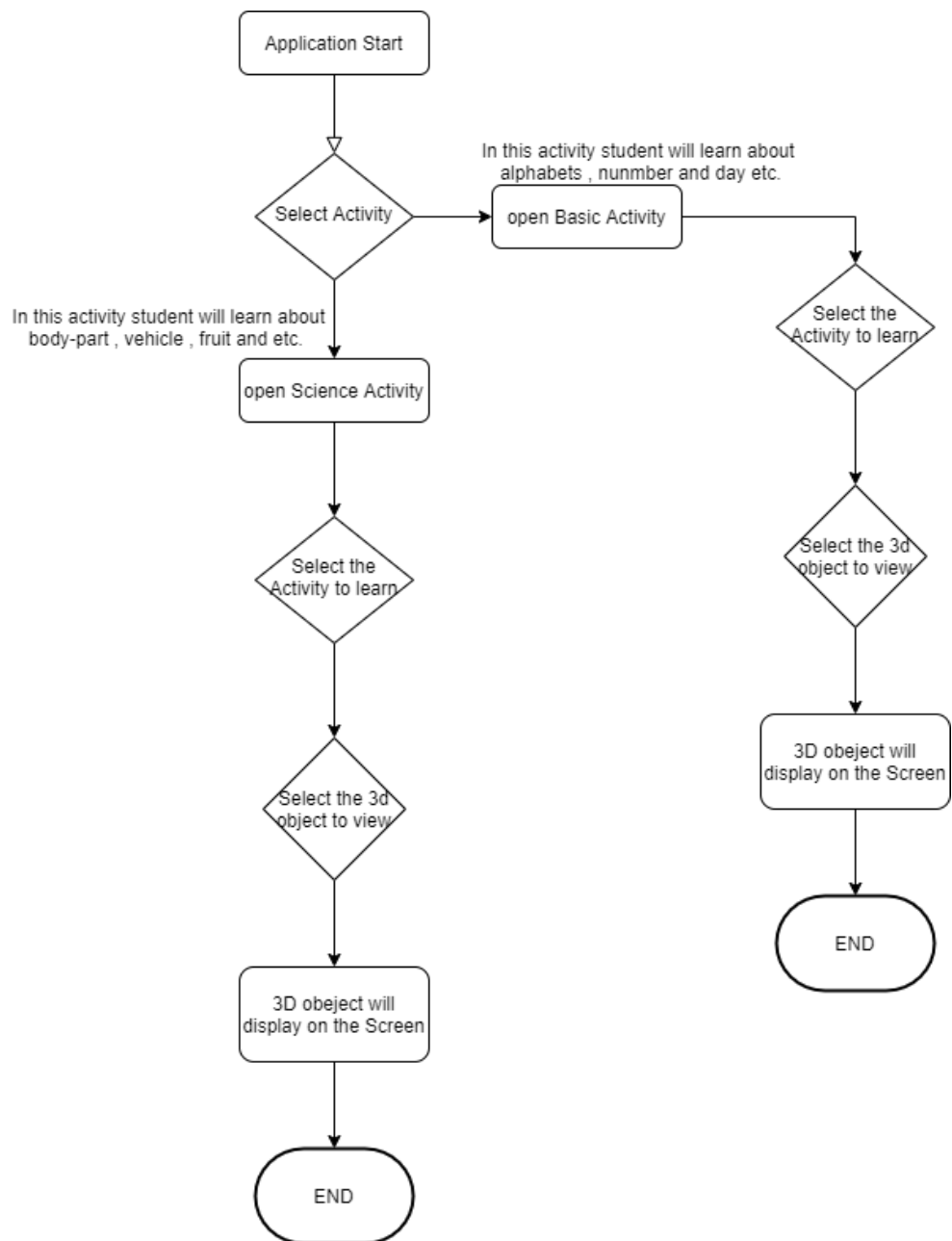
## **Hardware & Software Requirements (Client Side):-**

1. Android Device with version 5.0.1 or above.

## **Major Functionality**

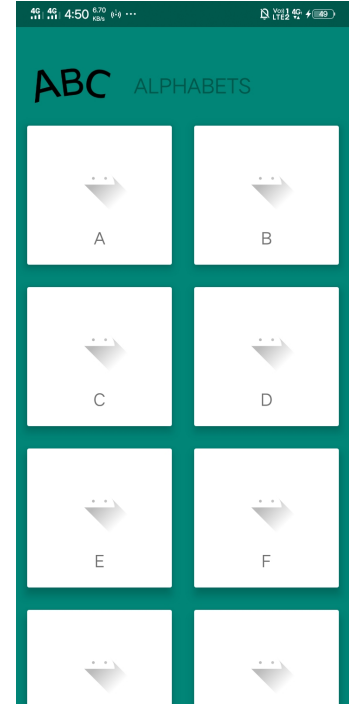
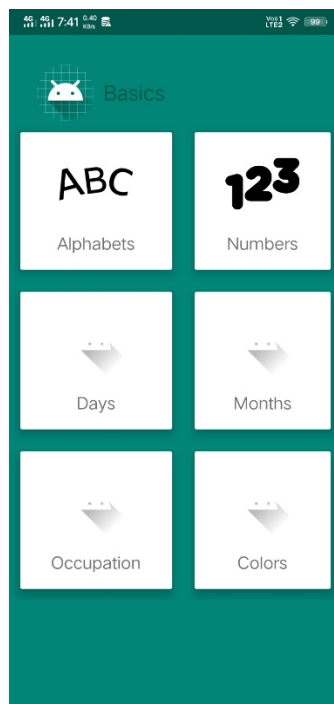
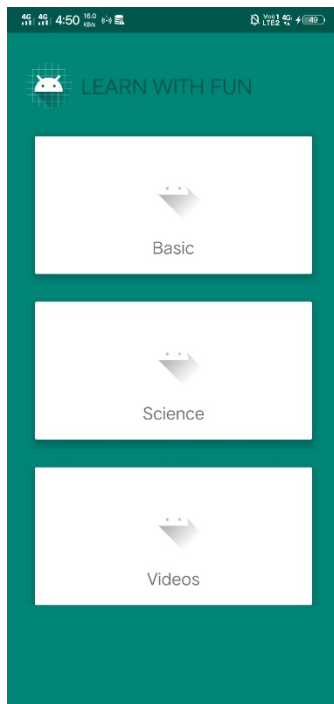
- The Major Functionality of this application is 3D model and audio of the component's objects like Apple, Banana, Cow, Cat, Horse etc.
- When last component are open at that time 3D models are opened of the component's object. This models bring interest into kids to learn by playing with it.
- This 3D model can move in x and y axis so it can give perfect resolution to kids of that particular object.
- After that when last component's object is opened it releases audio of that objects so that kids can come to know that this object is known by these audio or voice.

# SYSTEM FLOW CHART





## Screenshots of your project output



## **Limitations of project**

- Audio which we were to implement cant implement due to some libraries error but we will try it to solve as soon as possible by adding some of libraries which we are not able to find it.
- 3D models are not that much attractive and accurate but we will try to make more attractive in further as our hands will get perfect on it and getting some experience in it.
- No user authentication or login sign up are there which makes our application less secure from any hacker or fishers who tries to make some suffices to society and application as well.

## **Project Outcomes**

- Our application is not developed as per your planning and views but we are little bit satisfied of it.
- This application can be used by kids as well as elders who are willing of learning English but we have developed it by consulting kids only.
- Due to this application, we have learned to use 3D modelling designing application and how 3D models are being developed.
- We have demonstrate the use of FL sound creation as well.
- We have learned the basic use of android studio to develop android application.
- We take more time compare to require but we learned many things which will be further be in used to us.

## **Future Enhancement**

- We will create more attractive and good looking 3D models compare to now which are available with us.
- We will implement videos which will be prepared by us and uploads it to the application.
- We will implement some music as well which would be liked by kids for example beam boxing, etc.
- We will use more good looking layout and advanced layout for the application which makes it look attractive.

## References

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