



Kid's Learning Tool

Submitted By:

Nusrat Sarmin

ID: 162-35-1624

Supervised By:

Khalid Been Md.Badruzzaman Biplob

Lecturer

Department of Software Engineering

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Department of Software Engineering

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CHAPTER 1
INTRODUCTION

1.1 Project Overview:

Learning through play is a term used in education and psychology to describe how a child can learn to make sense of the world around them. Through play children can develop social and cognitive skills, mature emotionally, and gain the self-confidence required to engage in new experiences and environments.

Key ways that young children learn include playing, being with other people, being active, exploring and new experiences, talking to themselves, communication with others, meeting physical and mental challenges, being shown how to do new things, practicing and repeating skills and having fun.

For this reason, I choose kids learning tool for kids so that they can easily learn many things about it. In my project, there are 2 types of stakeholder's who can use this system. one is admin and another is user. This system has 3 types of subject. Bangla, English and Math.

Admin can sign in the system, add videos, various kinds of exercises. Admin can add new items, check userlist.

User can sign in the system. They can play videos, answer questions, reads and learning many things from the system.

1.2 Purpose:

This document is meant to delineate the features of Kids learning tool), so as to serve as a guide to the developers on one hand and a software validation document for the prospective user on the other. For online application is intended to provide complete solutions for Admin as well as user through a single get way using the internet. It will enable Admin to monitor system, user can learn many things from using kids learning tool and get a help from the Admin.

1.2.1 Background:

Kids learning tool is far more powerful for children, however, than many parents realize. It's actually the key to learning. Researchers and educators across the world have found that play can help enrich learning and develop key skills of kids. Kids can easily learn many things from that system and they can feel very happy and joyful when they using it.

1.2.2 Benefits & Beneficiaries:

Learning tools and technology enable students to develop effective self-directed learning skills. They are able to identify what they need to learn, find and use online resources, apply the information on the problem at hand. This increases their efficiency and productivity.

The benefits of learning through play are-

- Problem solving and learning cause and effect.
- Learning how to play with others through compromise, conflict resolution and sharing.
- Development of fine and gross motor skills.
- Nurturing their creativity and imagination.
- Discovering their independence and positive self-esteem.

1.2.3 Goals:

Kids can easily practice funny examples, that can help their present a future educational life. Any time they can use this system. This skills boost kids-confidence, increase their ability to build healthy relationships with others, and help them as they adapt to new environments and rising expectations.

1.3 Stakeholders Proposed system Model:

There are 2 types of Stakeholders. They are-

- 1.Admin &
2. User

Admin:

Admin can login the system.He can manage whole the system. He can view homepage,delete topics,edit topics.Mainly he/she can control the whole system and view user work.

User:

User can visit this site.After login they can view the sites home page.They can view subjects,topics.Using this system kids can easily learning many enjoyable things.

1.4 Proposed System Model (Block Diagram)

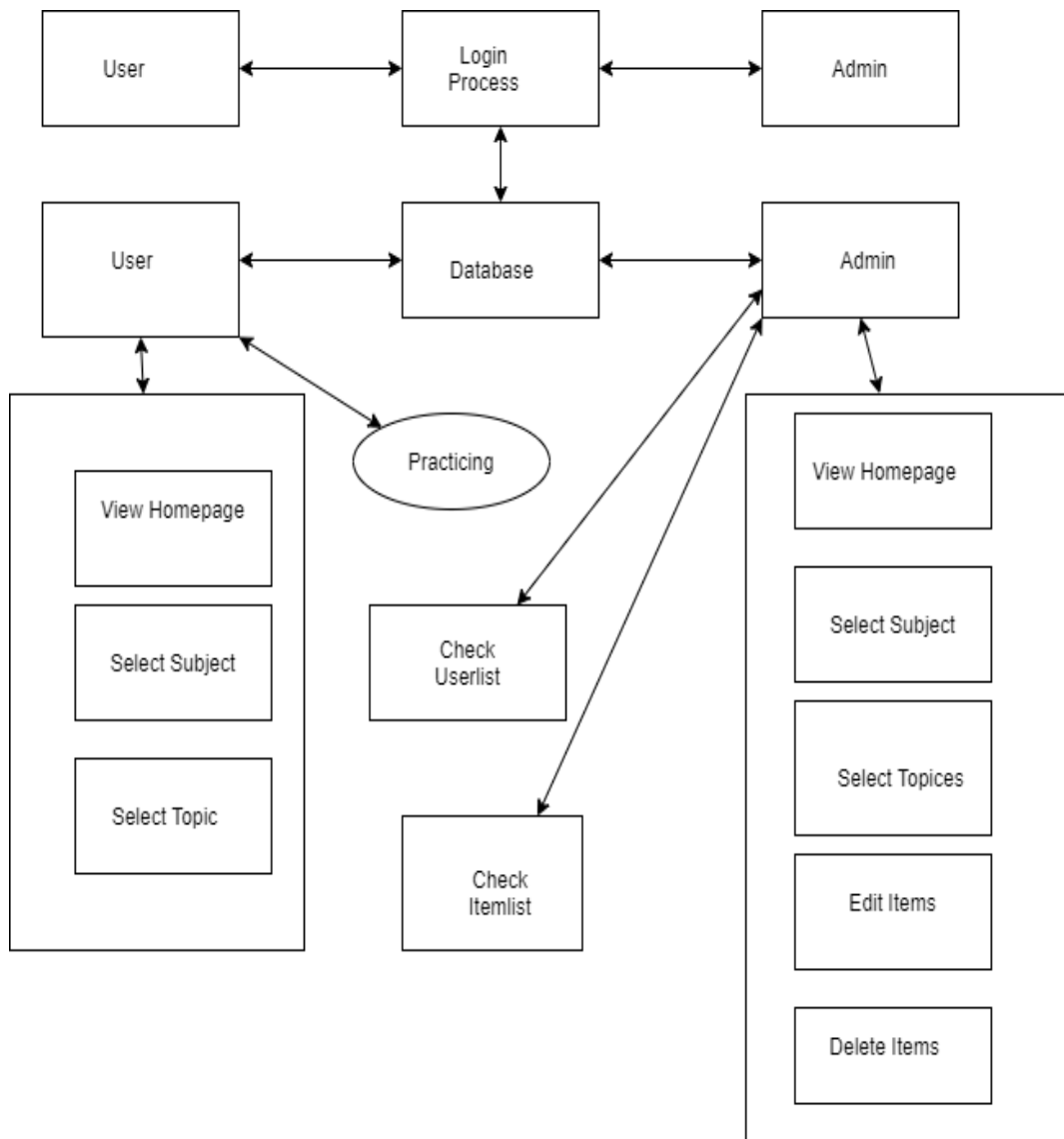


Fig 1.4: Block Diagram

1.5 Project schedule:

In project management, a schedule is a listing of a project's milestones, activities, and deliverables, usually with intended start and finish dates. Those items are often estimated by other information included in the project schedule of resource allocation, budget, task duration, and linkages of dependencies and scheduled events. A schedule is commonly used in the project planning and project portfolio management parts of project management. Element on a schedule may be closely related to the work breakdown structure (WBS) terminal elements, the Statement of work, or a Contract Data Requirements Ltd.

1.5.1 Gantt Chat:

A **Gantt chart** is a project management tool assisting in the planning and scheduling of projects of all sizes, although they are particularly useful for simplifying complex projects.

Weeks → Activity ↓	1	2	3	4	5	6	7	8	9	10	11	12	13	14		15	16
Requirement Gather																	
Analysis																	
Feasibility Study																	
Project Proposal																	
UML Diagrams																	
Project UI																	
Pre-defense																	
Implementation																	
Testing																	
Documentation																	
Defense																	

Fig 1.5.1: Gantt Chat

CHAPTER 2: SOFTWARE REQUIREMENT SPECIFICATION

2.1 Functional Requirement:

The Functional Requirements Specification is designed to be read by a general audience. Readers should understand the system, but no particular technical knowledge should be required to understand the document.

FR-1: User and admin can access the system

Description: To access the system they must have to login first. They must have an account as an admin and a user.

Then Stakeholders: User, Admin.

FR-2: User and admin can view all the home page.

Description: they can view subjects, view topics.

Then Stakeholders: User, Admin.

FR-3: User can view videos from the system.

Description: User can view videos and then practices exercises.

Then Stakeholders: customer, admin.

FR-4: Admin can control the whole system.

Description: admin can view user list, subjects, topics, they can add new topics, update topics, delete item from the system.

Then Stakeholders: Admin.

2.2 Data Requirement:

The data requirements analysis process employs a top-down approach that emphasizes business-driven needs, so the analysis is conducted to ensure the identified requirements are relevant and feasible. The process incorporates data discovery and assessment in the context of explicitly

qualified business data consumer needs. Having identified the data requirements, candidate data sources are determined and their quality is assessed using the data quality assessment process described. The data requirements analysis process consists of these phases:

1. Identifying the business contexts.
2. Conducting stakeholder interviews
3. Synthesizing expectations and requirements
4. Developing source-to-target mappings

2.3 Performance Requirements

2.3.1 Speed and Latency Requirements:

The Landing page will response within a second

Description: Responses to view information shall take no longer than 5 seconds to appear on the screen

Stakeholders: Admin, User.

2.3.2 Precision or Accuracy Requirements:

It is a description of systematic errors, a measure of statistical bias, low accuracy causes a difference between a result and a true value. ISO calls this trueness.

2.3.3 Capacity Requirements:

Capacity requirement deal with the amount of information or services that can be handle by the component or system.

Description: The system will handle thousands of data and needs to handle thousands of data all time.

Stakeholder: User

2.4 Dependability Requirement:

2.4.1 Reliability and Availability Requirement:

The system must be available 24x7.

Description: The system must be available 24 hours in a day. And it must be updated regularly

Stakeholders: N/A.

2.4.2 Robustness or Fault-tolerance Requirements:

However, fault- tolerance and robustness are sub-attributes of reliability.

Description: Fault Tolerance is nothing ,It is just tolerating the faultes that are done by mistake by user. The System handle all user access without system errors.

Stakeholder: N/A

2.5 Maintainability and Supportability Requirements:

2.5.1 Maintance Requirements:

Lines of codes easy to maintain.so that user can easily maintain it.

Description:User can maintain their information very carefully.

Stakeholder:N/A

2.5.2 Supportability Requirements:

The security requirements must cover areas such as:

- Authentication and password management
- Authorization and role management
- Audit logging and analysis
- Network and data security
- Code integrity and validation testing

- Cryptography and key management
- Data validation and sanitization
- Third party component analysis

2.6 Security Requirements:

System will secure all sensitive data Description System will use secured database. Normal users can just read information but they cannot edit or modify anything except their personal and some other information. System will have different types of users and every user has access constraints.

Stakeholders: Admin, User.

2.6.1 Access Requirement:

A requirement is a specification that informs the developer what should be included or implemented in a database application.

Every module is designed in such a way that it only gives access to the authorized and authenticated users.

Stakeholders: Admin, User

2.6.2 Privacy Requirements:

System use shall not cause any harm to human users.

Description: System will designed as per requirement so that it does not harm any human user. It is very important to ensure privacy of the system users. Privacy requirements enhance the protect stakeholder's privacy

Stakeholders: Admin, User.

2.7 Usability and Human-Interaction Requirements:

In general, usability is an essential concept in HCI and is concerned with making systems easy to learn, easy to use, and with limiting error frequency and severity Achieve efficient,

effective, and safe interaction in terms of both individual Human Computer Interaction and group interaction.

Usability is defined by the five quality components:

1. Learnability
2. Efficiency
3. Memorability
4. Error
5. Satisfaction

2.7.1 Ease of Use Requirements:

Ease of Use Requirement, You first need to identify what makes users think a system is easy to use

Description: A usability requirement specifies how easy the system must be to use. Usability is a non-functional requirement, because in its essence it doesn't specify parts of the system functionality, only how that functionality is to be perceived by the user, for instance how easy it must be to learn and how efficient it must be for carrying out user tasks.

1. Ease of learning. The system must be easy to learn for both novices and users with experience from similar systems.
2. Task efficiency. The system must be efficient for the frequent user.

Stakeholder: User, Admin

2.7.2 Understandability and Politeness Requirements :

It is already said that the application which we are going to develop, is understandable enough. The system provides hints to users whether any error occurred or wrong. By reading those errors users can be able to operate the system easily.

2.7.3 User Documentation Requirements:

1. Use a (Good) Requirements Document Template.
2. Organize in a Hierarchical Structure.
3. Use Identifiers to our Advantage.
4. Standardize our Requirements Document Language.
5. Be Consistent with Imperatives.
6. Make Sure Each Requirement is Testable.
7. Write Functional Requirements to be Implementation-Neutral.

Stakeholder: N/A

2.7.4 Training Requirements :

It is not necessary for kids to training for using this website .they can easily use this system without knowing anything about it.it is so simple website so that any user easily understand that

Stakeholder : N/A

2.8 Look and Feel Requirements :

Look and feel requirements mainly refers to how the system will look like and how the user interface or graphical user interface of our system will display to the user.

CHAPTER 3: SYSTEM ANALYSIS

3.1 Use Case Diagram:

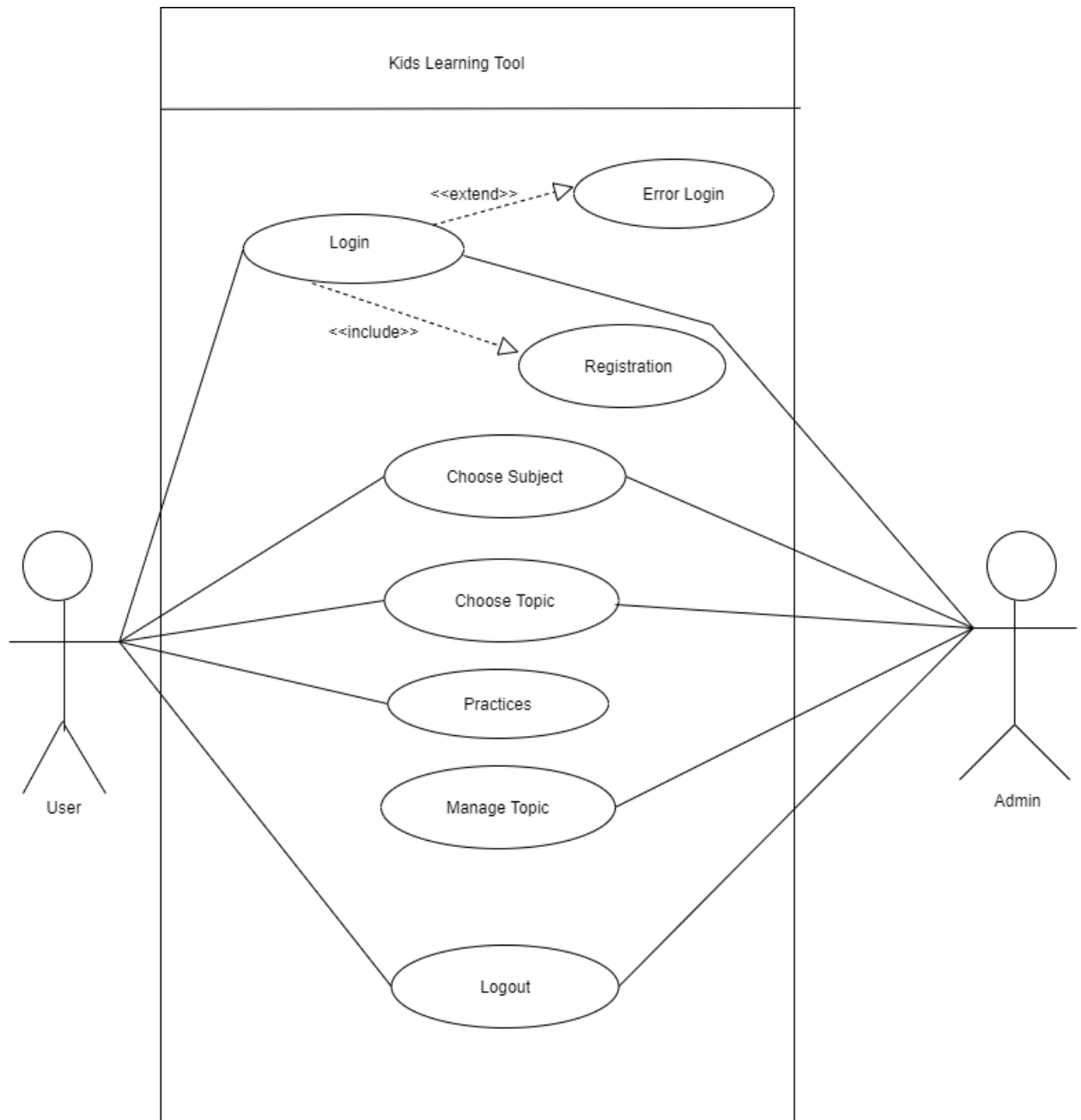


Fig 3.1 : Use Case Diagram

3.2 Use Case Description

3.2.1 Login

Use Case No.	01	
Use Case Name	Login	
Actor	User	
Trigger	Admin can login the system	
Brief Description:	Ths use case description for login process to the system	
Stakeholders	Admin	
Precondition	Only Admin can login to the System	
Post condition	After login user can view homepage.	
Flow Of Activities	Actor	Server
	Admin connect to the system	System takes the Admin to the homepage.
Exception Condition	1.only admin can login to the system 2.other actor cann't access login to the system	

3.2.2 Registration

Use Case No.	02	
Use Case Name	Registration	
Actor	User	
Trigger	User opens the Registration form.	
Brief Description:	This use case describe how can user register to the system	
Stakeholders	User(kids)	
Precondition	Without registration user cann't access to the system	
Post condition	Afer registration user can access to the homepage	
Flow Of Activities	Actor	Server
	User can connect to the System	System takes the user to the hompage
Exception Condition	If user not give any authentic information for registration they cann't access to the system	

3.2.3 View Homepage

Use Case No.	03	
Use Case Name	View homepage	
Actor	User Admin	
Trigger	Actor can view homepage	
Brief Description:	This use case description is how to view homepage.	
Stakeholders	Admin and User(kids)	
Precondition	Without login admin cann't view homepage Without Registration user cann't view homepage.	
Post condition	Successfully access to the system actor can view homepage.	
Flow Of Activities	Actor	Server
	After login and registration actor can view homepage.	System can view the actor to the homepage
Exception Condition	Without authentic information any Actor cann't access to the system	

3.2.4 Choose Subject

Use Case No.	04	
Use Case Name	Choose Subject	
Actor	User Admin	
Trigger	Actor can choose subject	
Brief Description:	This is the usecase descripton for choose subject so that they can select subject easeliy.	
Stakeholders	Admin and User	
Precondition	Without login and registration no one can choose subject	
Post condition	After successfully access to the system actor can choose subject	
Flow Of Activities	Actor	Server
	After login and registration actor can choose Bangla,English and Math subject	System can view actor to the click Subject.
Exception Condition	Without authentic login and registration actor cann't choose sujet.	

3.2.5 Choose Topic

Use Case No.	05	
Use Case Name	Choose Topic	
Actor	User Admin	
Trigger	Actor can choose topic	
Brief Description:	Actor choose topic so that they can practice and view topic	
Stakeholders	User and Admin	
Precondition	Without select topic they can't choose topic	
Post condition	After choose topic they can view picture,videos.	
Flow Of Activities	Actor	Server
	Actor must click subject then they select their subject and then they click choose topic	System Shows actor to the videos and picture
Exception Condition	System failed to load page.	

3.2.6 Manage Topic

Use Case No.	06	
Use Case Name	Manage Topic	
Actor	Admin	
Trigger	Admin can manage topic	
Brief Description:	After login Admin can update and delete topic.	
Stakeholders	Admin	
Precondition	Without login admin can't manage topic	
Post condition	After login successfully admin can easily change and delete topic	
Flow Of Activities	Actor	Server
	Admin click to manage option to update and delete topic	System can store data
Exception Condition	System failed to load the page.	

3.2.7. Logout

Use Case No.	07	
Use Case Name	Logout	
Actor	User Admin	
Trigger	Actor can log out to the system	
Brief Description:	Actor can logout to the system using logout button.	
Stakeholders	User and Admin	
Precondition	User must Registration Admin must login	
Post condition	After successfully access to the system actor can logout	
Flow Of Activities	Actor	Server
	Actor click logout button to exit the system	System can logout to the actor
Exception Condition	System failed to load the page.	

3.3 Activity Diagram

3.3.1 Login

Without Valid login admin cann't access to the system

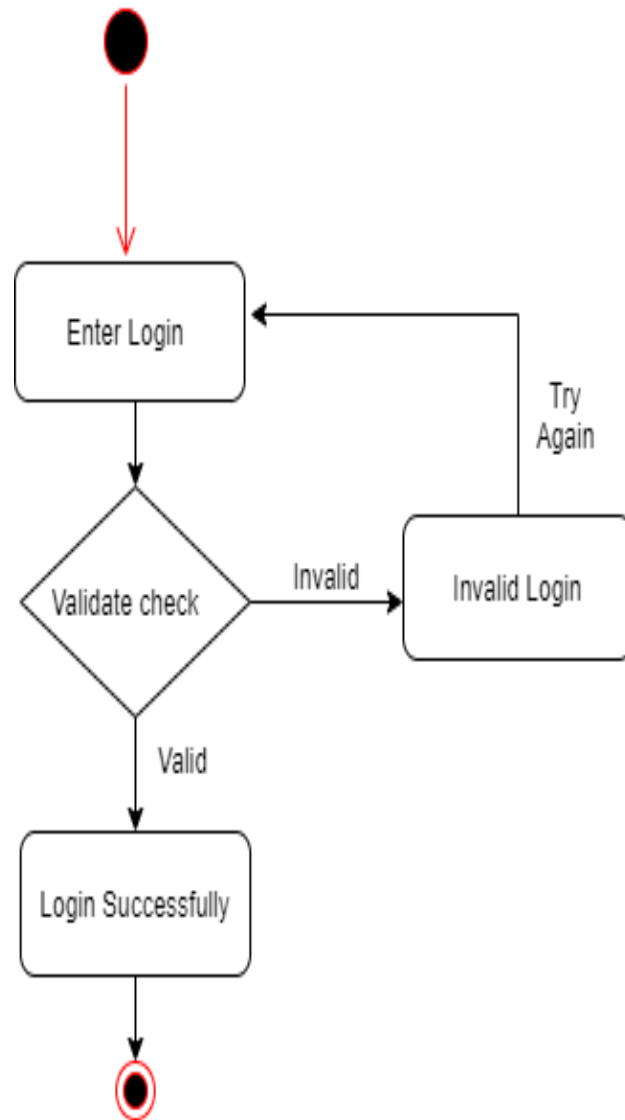


Fig 3.3.1 : Login

3.3.2 Choose Subject

There are three types of subject in this website.user can choose subject for learning

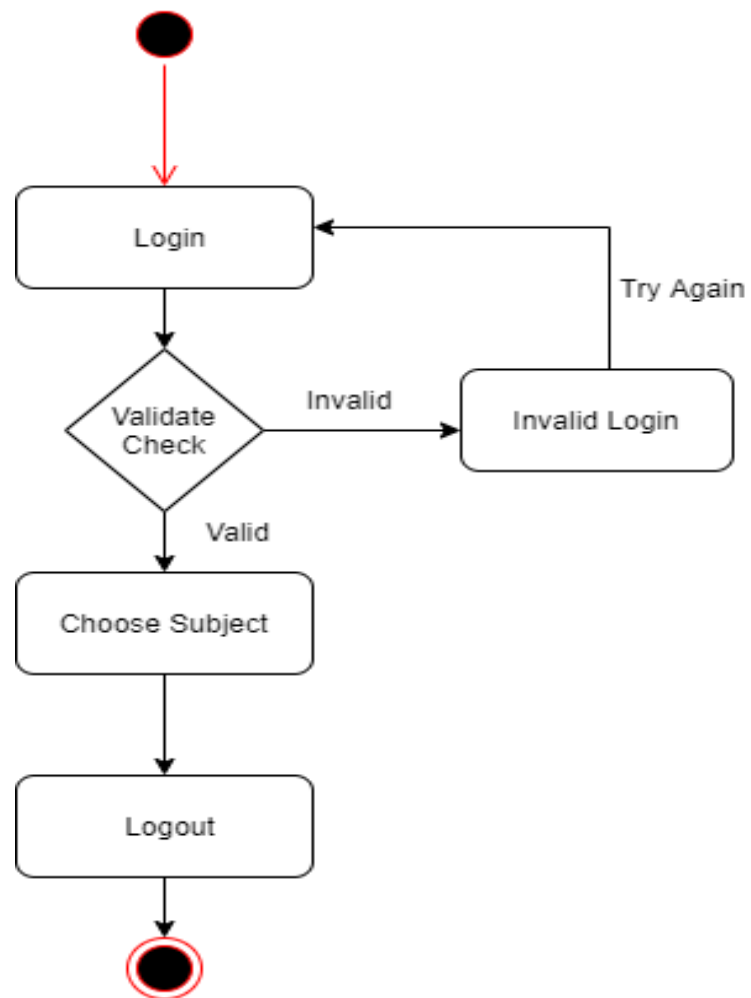


Fig 3.3.2 :Choose Subject

3.3.3 Choose Topic

After choose any subject user can choose any topic and learning

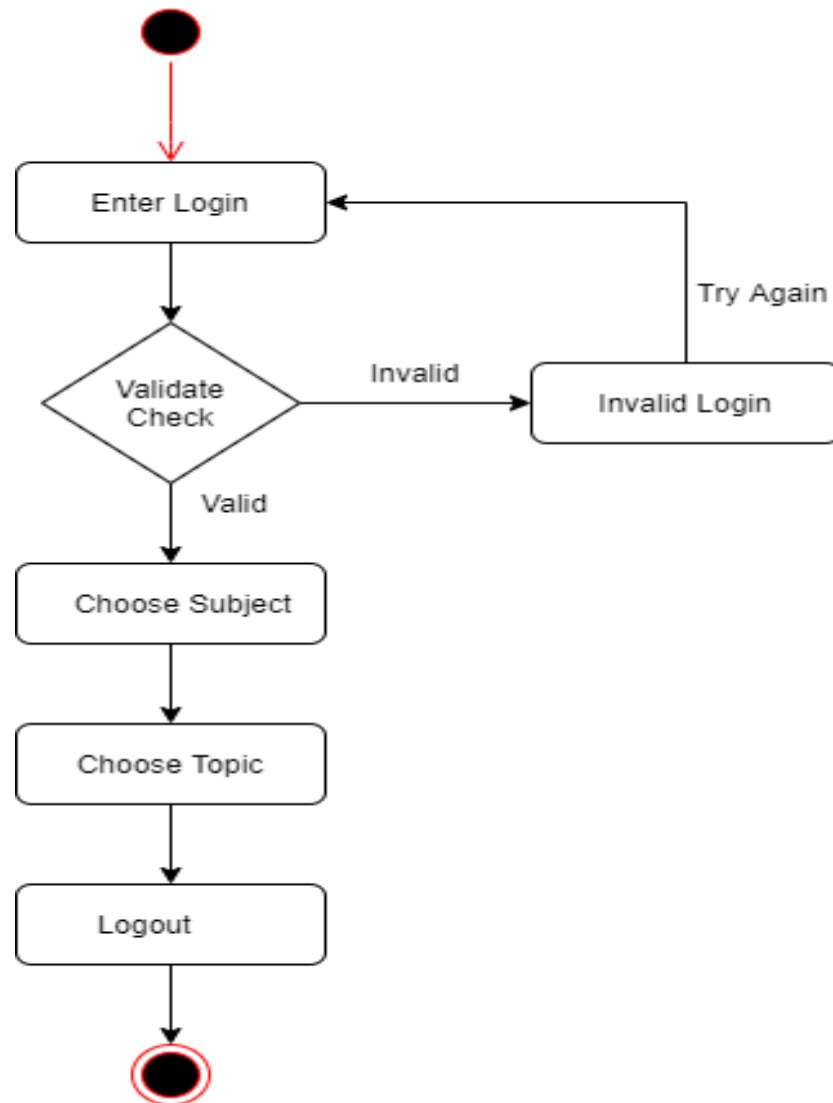


Fig 3.3.3: Choose Topic

3.3.4 Practices:

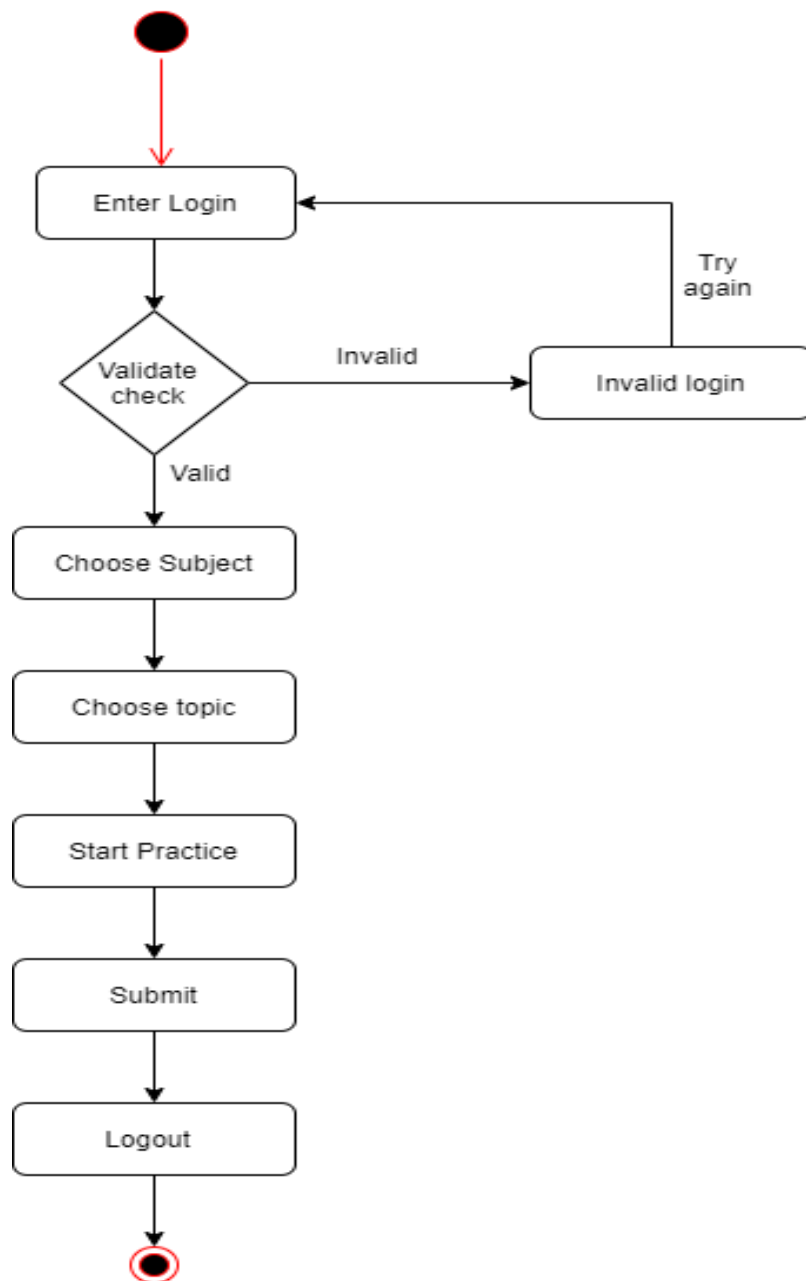


Fig 3.3.4 :Practices

3.3.5 Manage Topic

After login successfully Admin can update and manage topic.

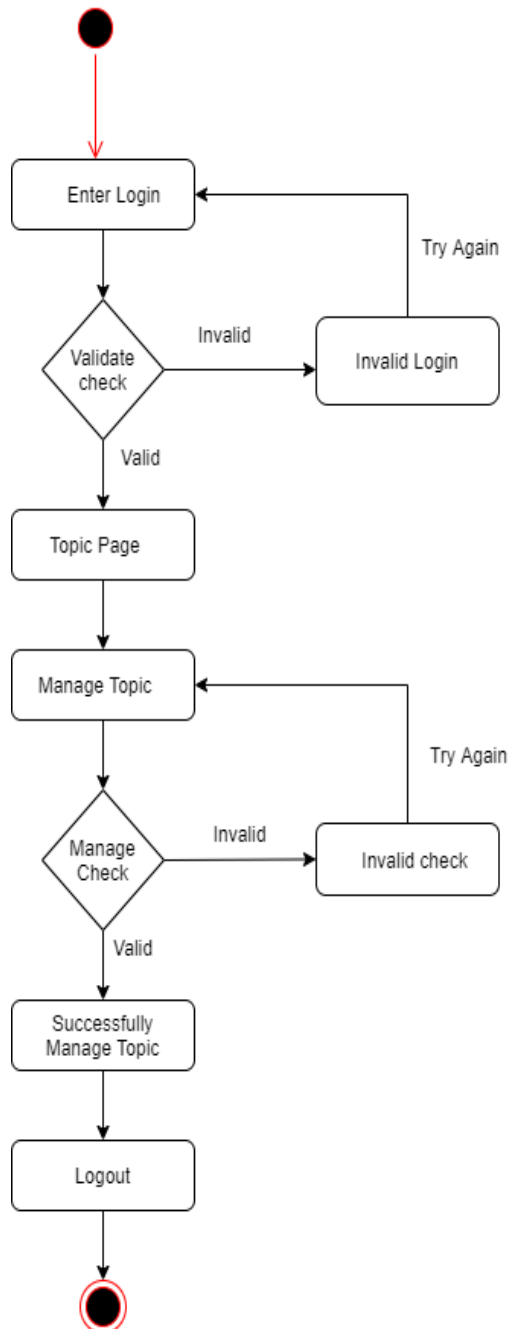


Fig 3.3.5: Manage Topic

CHAPTER 4;System Design Specification

4.1 ENTITY RELATIONSHIP DIAGRAM

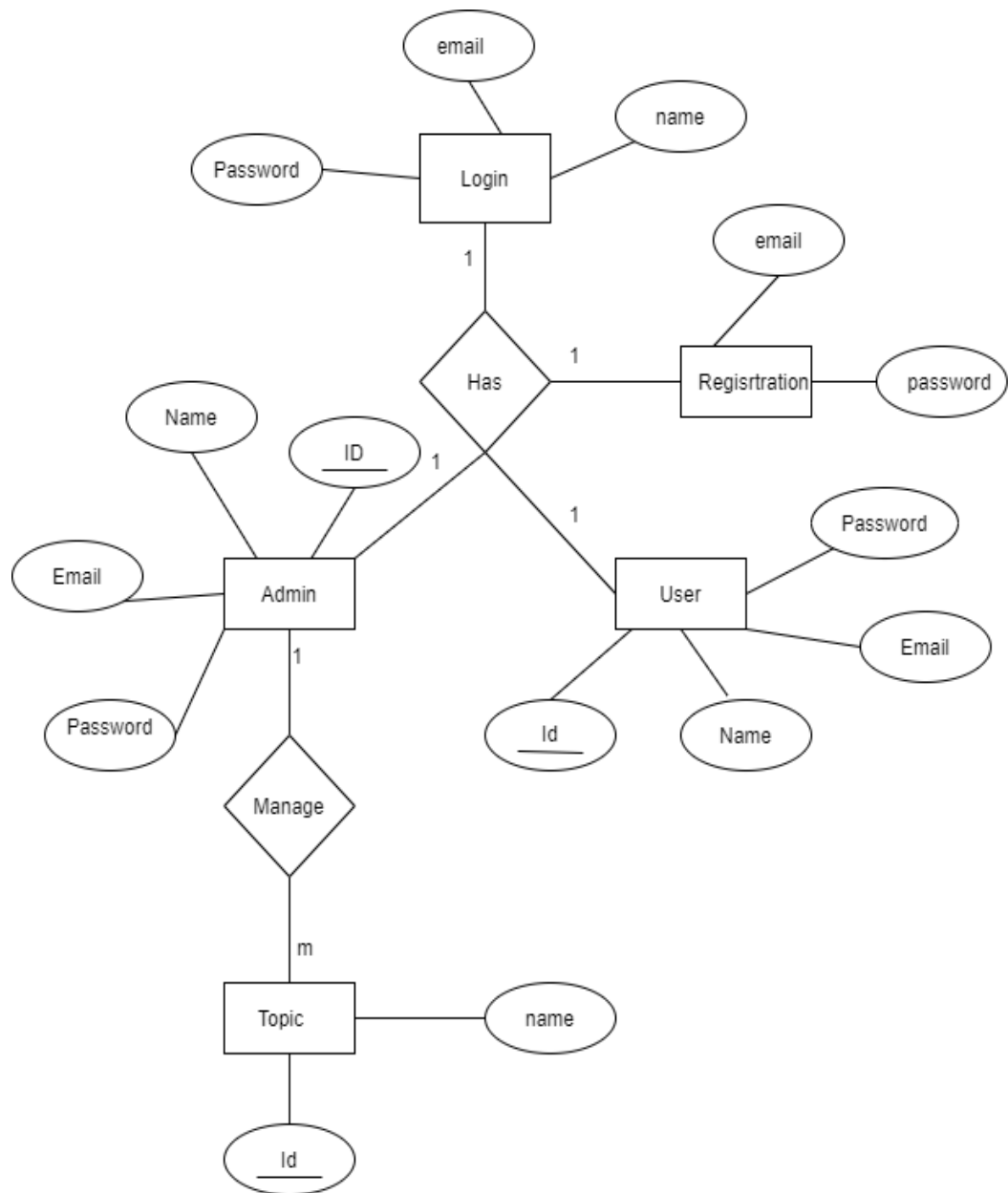


Fig 4.1 : ENTITY RELATIONSHIP DIAGRAM

4.2 Sequence Diagrams

4.2.1 Login

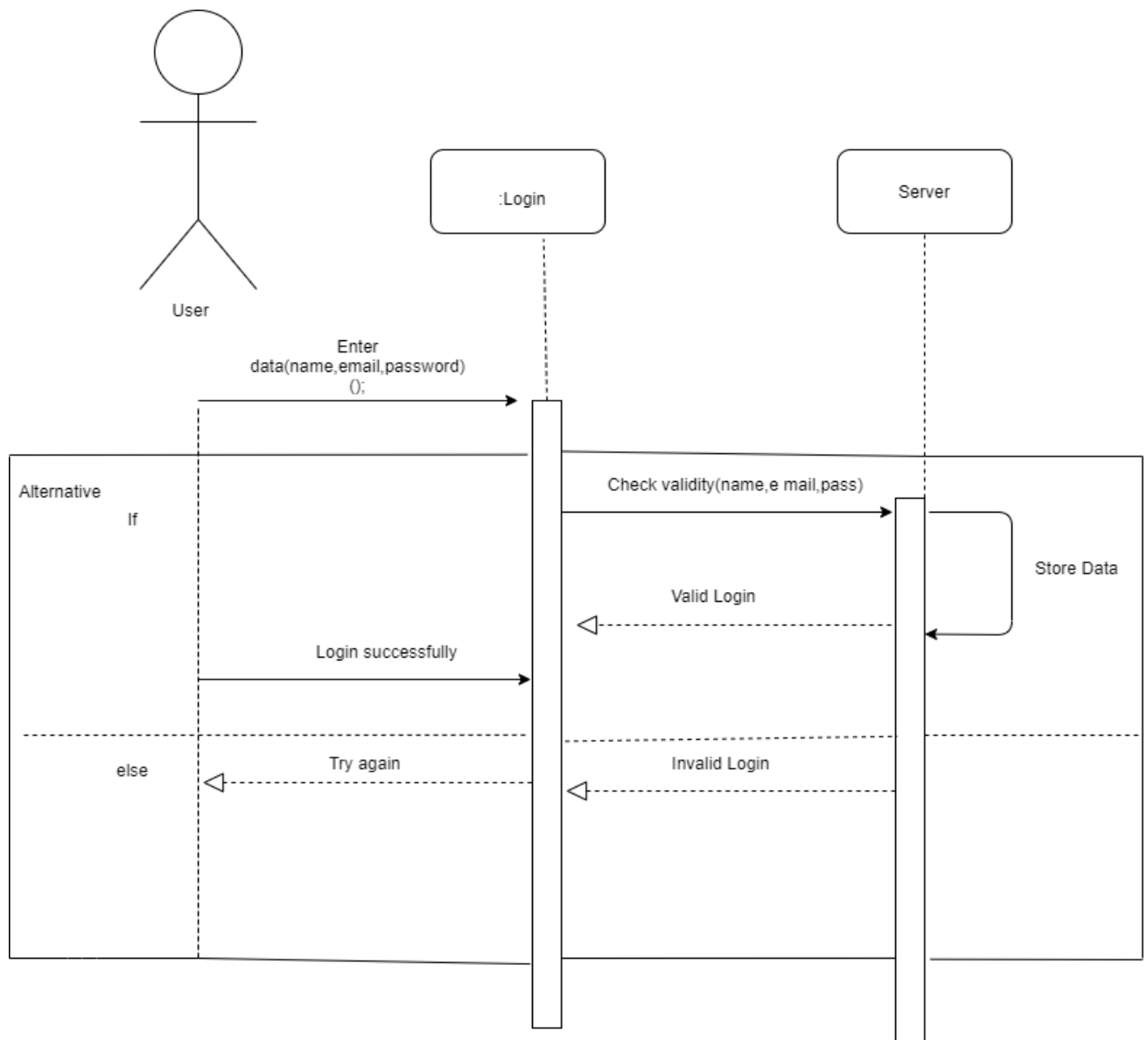


Fig 4.2.1: Login

4.2.2 CHOOSE SUBJECT

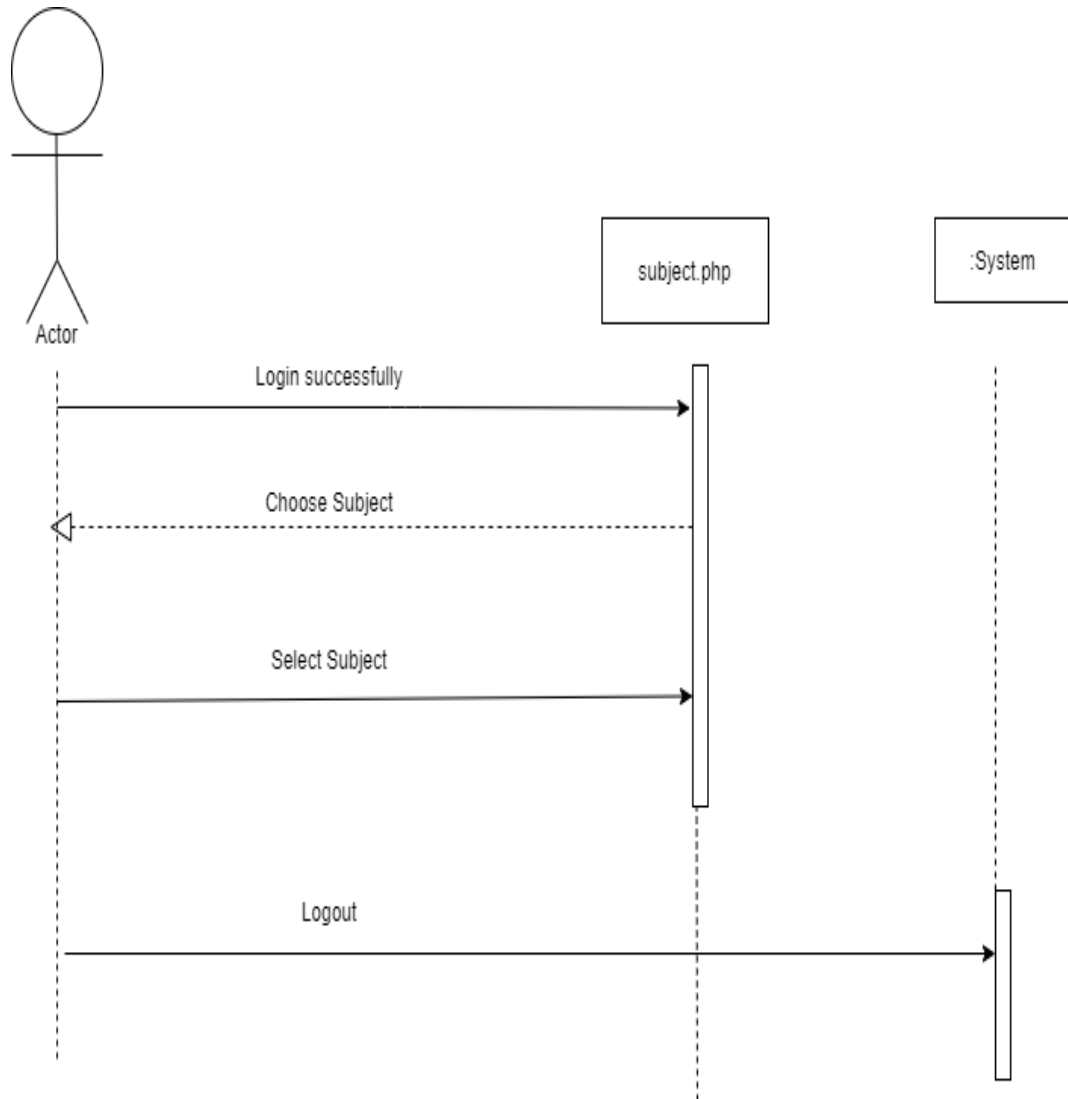


Fig 4.2.2: CHOOSE SUBJECT

4.2.3 MANAGE TOPIC

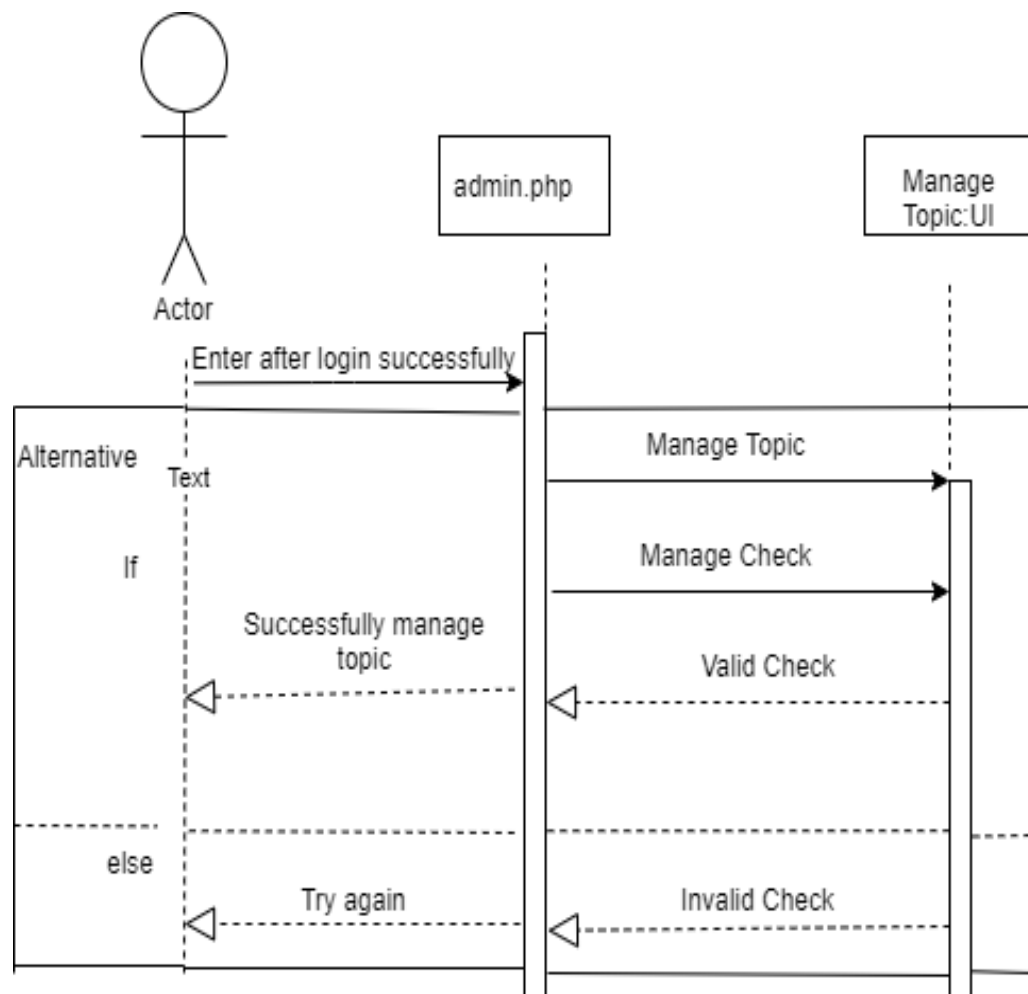


Fig 4.2.3: MANAGE TOPIC

4.3 Development tool and Tecnology

4.3.1User Interface Technology

4.3.1.1 php:

PHP is a general-purpose scripting language that is especially suited to web development. It was originally created by Danish-Canadian programmer Rasmus Lerdorf in 1994; the PHP reference implementation is now produced by The PHP Group. PHP originally stood for Personal Home Page, but it now stands for the recursive initialism PHP: Hypertext Preprocessor.

4.3.1.2 Bootstrap (css framework):

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation, and other interface components.

Bootstrap is a web framework that focuses on simplifying the development of informative web pages (as opposed to web apps). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. As such, the primary factor is whether the developers in charge find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. The result is a uniform appearance for prose, tables and form elements across web browsers. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-colored tables, page headings, more prominent pull quotes, and text with a highlight.

4.3.1.3 HTML(Markup Language):

HyperText is the method by which you move around on the web — by clicking on special text called hyperlinks which bring you to the next page. The fact that it is hyper just means it is not linear — i.e. you can go to any place on the Internet whenever you want by clicking on links — there is no set order to do things in.

Markup is what HTML tags do to the text inside them. They mark it as a certain type of text (italicised text, for example).HTML is a Language, as it has code-words and syntax like any other language. HTML consists of a series of short **codes** typed into a text-file by the site author — these are the tags. The text is then saved as a html file, and viewed through a browser

4.3.1.4 CSS(Cascading Style Sheet):

- CSS stands for Cascading Style Sheets
- CSS describes how HTML elements are to be displayed on screen, paper, or in other media
- CSS saves a lot of work. It can control the layout of multiple web pages all at once
- External stylesheets are stored in CSS files

Before CSS, nearly all presentational attributes of HTML documents were contained within the HTML markup. All font colors, background styles, element alignments, borders and sizes had to be explicitly described, often repeatedly, within the HTML. CSS lets authors move much of that information to another file, the style sheet, resulting in considerably simpler HTML.

4.3.1.5 JS(JavaScript):

The JavaScript syntax defines two types of values:

- Fixed values
- Variable values

Fixed values are called Literals.

Variable values are called Variables.

JavaScript is enabled in your web browser. ... A lot of websites use Javascript as a part of their core functionality, and if you browse the internet without JavaScript enabled then you probably won't have the full experience that you normally would. Some websites may not work properly, others may not work at all.

4.3.2 Implementation Tools & Platforms

4.3.2.1 Notepad++:

Notepad++ is a text and source code editor for use with Microsoft Windows. It supports tabbed editing, which allows working with multiple open files in a single window. The project's name comes from the C increment operator. Notepad++ is distributed as free software.

1. x64 build available.
2. Fix the DLL Hijacking Vulnerability of previous versions (by updating NSIS to v3.0).
3. Auto-updater improvement: periodical check can be disable via auto-update prompt dialog.
4. Installer enhancement: Check if Notepad++ is running and ask the user to close it before continue.
5. Enhancement: add conflict detection to Shortcut Mapper.
6. Fix auto-completion on XML comment and `<?xml>` tag bug.

7. Fix file saving crash which can be reproduced through a specific way to save file.
8. Fix a crash issue while UDL's user keyword list is too long.
9. Fix HDPI issues for some components (task list, margins and shortcut mapper).
10. Add a new feature(optional): Close the last document will quit Notepad++.
11. Add more Change Case variants (Title Case, Sentence case, iVERT cASE, rANdOm caSe).
12. Add Open file & open containing folder commands on selected file/folder name in text content.
13. Add Search on Internet command on selected word(s) in text content.
14. Add Scroll Tab Bar with mouse wheel capacity.
15. Add commands for moving the current file tab Forward/Backward.
16. Fix bug of monitoring not working for files under root.
17. Ruby is supported by Function List.
18. Added new option: Enable scrolling beyond last line.
19. Add an option to restore old behavior (open files in folder) while folder being dropped.

4.3.2.2 MySQL Community Server 5.5:

MySQL Community Edition is a freely downloadable version of the world's most popular open source database that is supported by an active community of open source developers and enthusiasts. MySQL Cluster Community Edition is available as a separate download.

4.3.2.3 Localhost

In computer networking, localhost is a hostname that refers to the current computer used to access it. It is used to access the network services that are running on the host via the loopback network interface. Using the loopback interface bypasses any local network interface hardware.

Chapter 5: System Test

5.1 Testing Environment :

A testing environment is a setup of software and hardware for the testing teams to execute test cases. In other words, it supports test execution with hardware, software and network configured. Test bed or test environment is configured as per the need of the Application Under Test.

Here are the essential software testing steps every software engineer should perform before showing their work to someone else.

1. Basic functionality testing. Begin by making sure that every button on every screen works. ...
2. Code review. ...
3. Static code analysis. ...
4. Unit testing. ...
5. Single-user performance testing

5.2 Test Cases :

A TEST CASE is a set of actions executed to verify a particular feature or functionality of your software application. A Test Case contains test steps, test data, precondition, postcondition developed for specific **test** scenario to verify any requirement. The key purpose of a test case is to ensure if different features within an application are working as expected. It helps tester, validate if the software is free of defects and if it is working as per the expectations of the end users. Other benefits of test cases include: Test cases ensure good test coverage

5.2.1 Test Case No – 1

Test case #1	Test case name: Login
System: kids Learning Tool	Subsystem: N/A
Design by: Nusrat	Design Date:

Executed by:		Executed Date:		
Short Description: Admin can login to the system				
Precondition: Admin have to visit the website				
Step	Action	Response	Pass/Fail	Comment
1	Login data save to the database	System takes the admin to the system	Pass	
Post Condition: Admin can access to the system				
Fail Case: If admin give wrong email and password then admin cann't login to the system				

5.2.2 Test Case No – 2

Test case #2		Test case name: Registration		
System: kids Learning Tool		Subsystem: N/A		
Design by: Nusrat		Design Date:		
Executed by:		Executed Date:		
Short Description: Target of this case is user can register to the system.				
Precondition: User have to visit the homepage				
Step	Action	Response	Pass/Fail	Comment
1	Registration Data is save to the database.	System takes the user to the system	Pass	
Post Condition: User can Registration to the system				
Fail Case: If user provide a wrong information they don't accesse to the system.				

5.2.3 Test Case No – 3

Test case #3		Test case name: Choose Subject		
System: kids Learning Tool		Subsystem: N/A		
Design by: Nusrat		Design Date:		
Executed by:		Executed Date:		
Short Description: Actor can choose subject				
Precondition:				
Step	Action	Response	Pass/Fail	Comment
1	After select subject actor can choose bangla,English and math subject	System takes actor to the subject page	Pass	
Post Condition:After successfully click subject actor can choose any subject				
Fail Case: If they can't choose subject they cann't choose topic				

5.2.4 Test Case No – 4

Test case #4		Test case name: Choose Topic		
System: kids Learning Tool		Subsystem: N/A		
Design by: Nusrat		Design Date:		
Executed by:		Executed Date:		
Short Description: Target of this case Actor can choose topic for practice and view .				
Precondition: without select topic they can view topic				
Step	Action	Response	Pass/Fail	Comment
1	Actor can view,manage topic	System takes user to the topic page.	Pass	
Post Condition:Actor can visit topics page.				
Fail Case: Actor can't view topics.				

5.2.5 Test Case No – 5

Test case #5		Test case name: Manage Topic		
System: kids Learning Tool		Subsystem: N/A		
Design by: Nusrat		Design Date:		
Executed by:		Executed Date:		
Short Description: Target of this case admin can update and delete topic				
Precondition: without login admin can't manage topic				
Step	Action	Response	Pass/Fail	Comment
1	Admin click to manage option to update and delete topic	System can store data.	Pass	
Post Condition: After successfully login admin can easily change and delete topic				
Fail Case: If system fail admin can't manage the data.				

CHAPTER 6: User Manual

6.1 Homepage:

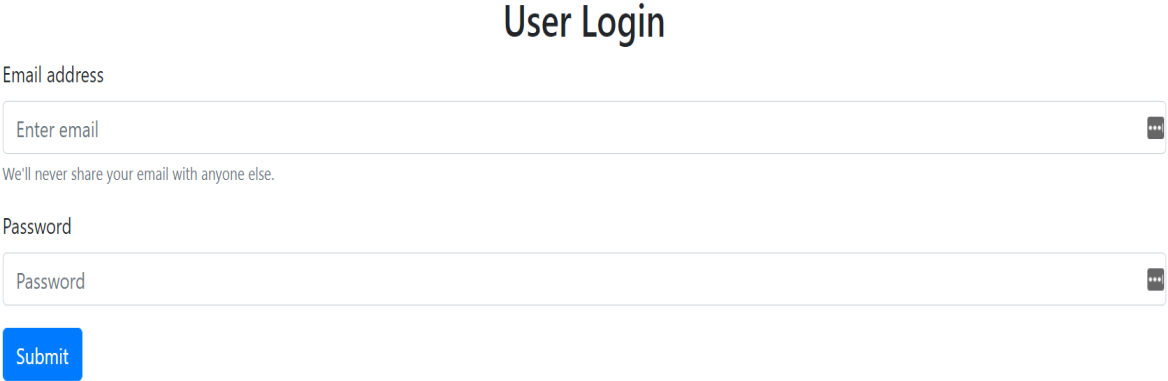
This is the homepage for All type of user.They can easily login and registration to access the system.



Fig 6.1:Home Page

6.2 Login Page:

After registration user can login to the system any time. If the email address and password are not valid user can't login to the system. After valid login they can access to the system



The image shows a 'User Login' form. At the top, the title 'User Login' is centered. Below it, there are two input fields. The first is labeled 'Email address' and contains the placeholder text 'Enter email'. Below this field is a small line of text: 'We'll never share your email with anyone else.' The second input field is labeled 'Password' and contains the placeholder text 'Password'. Below the password field is a blue 'Submit' button. The entire form is enclosed in a light gray border.

Fig 6.2:Login Page

6.3:Registration:

To access to the system admin and user must be registration to the system.After Registration they can easily access to the system.

User Registration

User name

Enter Username

Email address

Enter email

We'll never share your email with anyone else.

Password

Password

Submit

Fig 6.3:Registration

6.4:User Dashboard:

After access to the system user can view user dashboard.user can logout to the system without using the system.



Fig 6.4: User Dasboard

6.5 Admin Dashboard:

After access to the system admin can view admin dashboard. Admin can manage whole the system.



Fig 6.5 :Admin Dashboard

6.6 Select Bangla:

After access to the system user and admin can select to the Bangla subject. user can view to the lessons ,video and admin can view Bangla subject page.



6.7 Select English:

After access to the system user and admin can select to the English subject. user can view to the lessons ,video and admin can view English subject page.

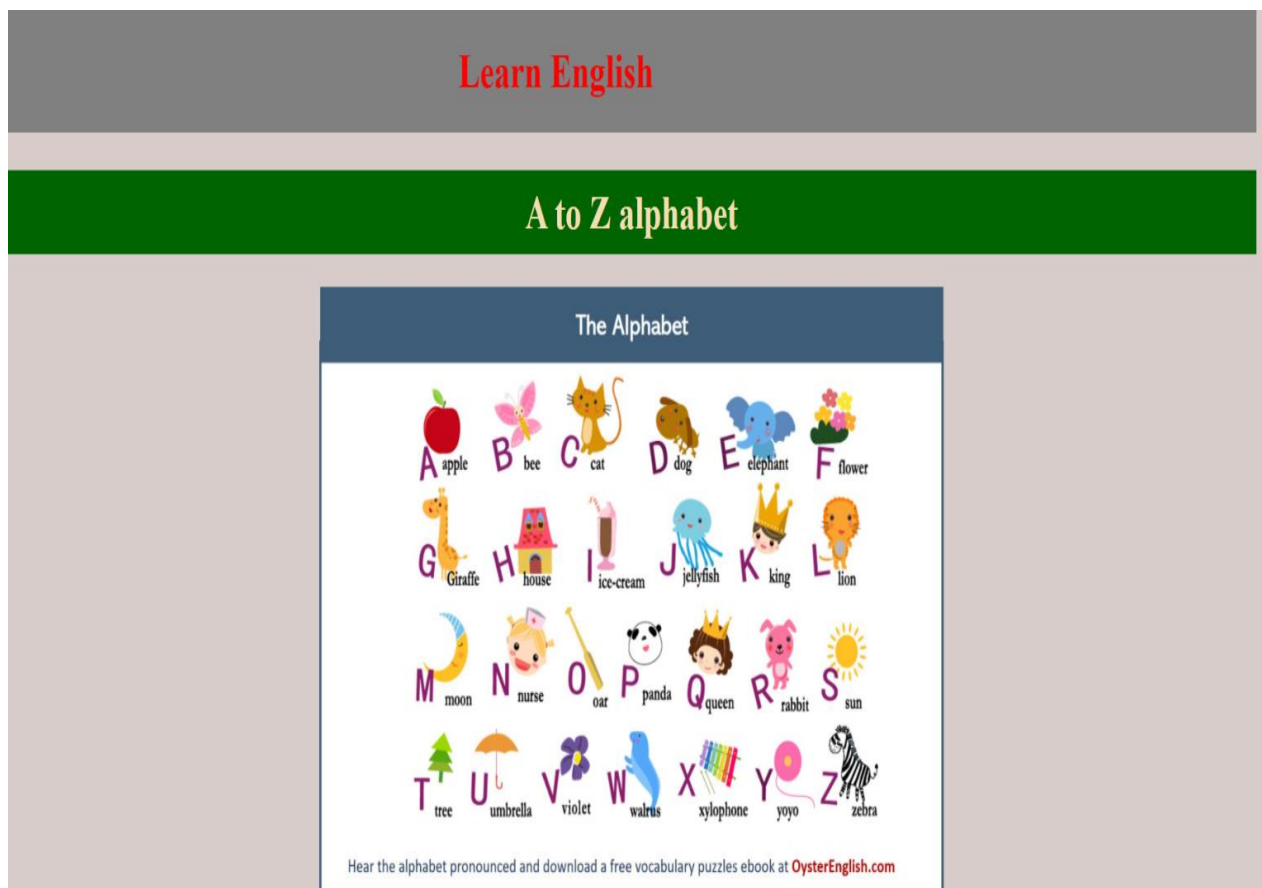


Fig 6.7: Select English

6.8 Select Math:

After access to the system user and admin can select to the Math subject. user can view to the lessons ,video and admin can view Math subject page.

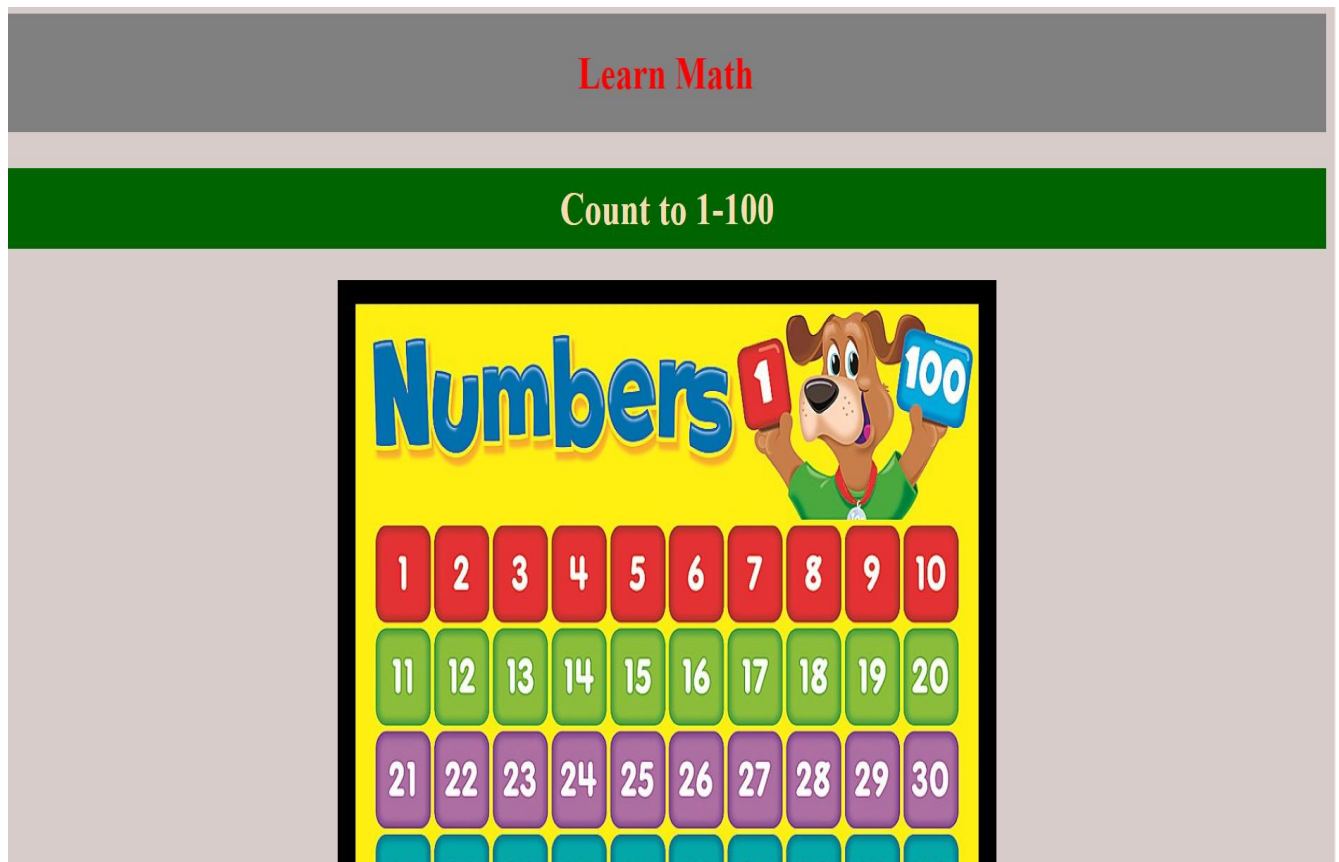


Fig 6.8 :Select Math

6.9 Manage Bangla:

Admin can Manage Bangla topic by adding image,video.Admin can upload many new video,image After adding new topic admin can check it by viewing select Bangla topic.

Bangla Topic

Subject Name

Enter subname

Upload image

Choose File

No file chosen

Upload Video

Choose File

No file chosen

Submit

Fig 6.9 : Manage Bangla

6.10 Manage English:

Admin can Manage English topic by adding image,video.Admin can upload many new video,image
After adding new topic admin can check it by viewing select English topic.

English Topic

Subject Name

Upload image No file chosen

Upload Video No file chosen

Fig 6.10: Manage English

6.11 Manage Math:

Admin can Manage Math topic by adding image,video.Admin can upload many new video,image
After adding new topic admin can check it by viewing select Math topic.

Math Topic

Subject Name

Upload image

Choose File

No file chosen

Upload Video

Choose File

No file chosen

Submit

Fig 6.11:Manage Math

6.12 Manage Question

Admin can Manage Question By adding Bangla,English,Math Question.After Adding question Admin can check It.

QUESTION

QUESTION

Fig 6.12: Manage Question

6.13 Bangla Question:

After access to the system both user and admin can check the bangla question .Admin can view it.user can also view and practicing it.

Logout		
Home Page		
ID	Question Name	
10	ব্যঞ্জনবর্ণ .ক খ অনুশীলন কর	Answer
11	ভোর হলো দোর খোল অনুশীলন কর	Answer

Fig 6.13 :Bangla Question

6.14 English Question:

After access to the system both user and admin can check English question .Admin can view it.user can also view and practicing it.

Logout		
Home Page		
ID	Question Name	
2	Practice A to Z alphabet.	Answer

Fig 6.14: English Question

6.15 Math Question:

After access to the system both user and admin can check the Math question .Admin can view it.user can also view and practicing it.

Logout		
Home Page		
ID	Question Name	
2	Count to 1-100	Answer

Fig 6.15 : Math Question

6.16 Answer

This is the page for answer to the question. After viewing question user can answer to the question.

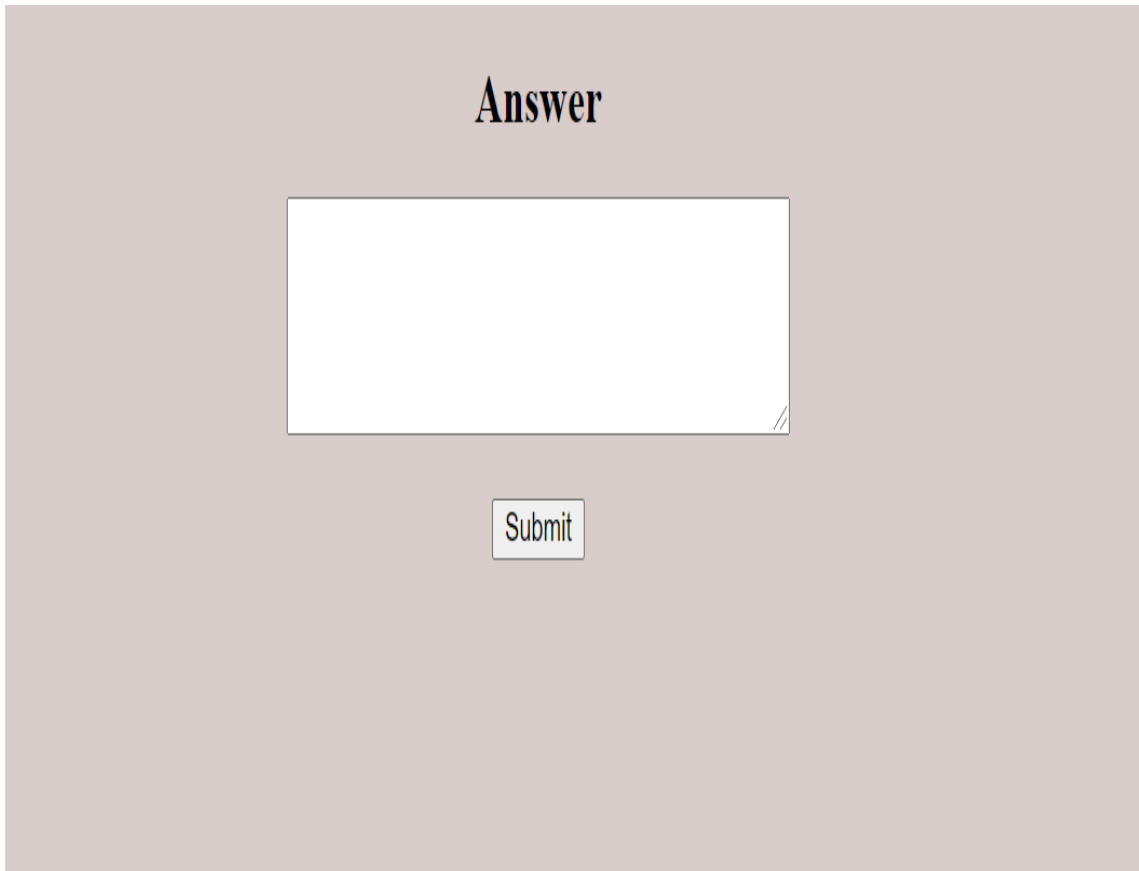
The image shows a web interface for providing an answer. It features a light brown background. At the top center, the word "Answer" is written in a large, bold, black serif font. Below this, there is a large, empty white rectangular box with a thin black border, intended for the user's response. In the bottom right corner of this box, there are two small, parallel diagonal lines. Centered below the text box is a small, light gray rectangular button with the word "Submit" written in a black sans-serif font.

Fig 6.16 :Answer

6.17 User List:

Admin can check User List For manage the system.

User List			
Logout			
Back			
ID	USER NAME	EMAIL	PASSWORD
24	tani	tani@gmail.com	123456
25	admin	admin@gmail.com	12345
26	mdwakin	munnaaftab01@gmail.com	12345
27	tania	nusrat@gmail.com	5678
28	tania	nusrat@gmail.com	12345

Fig 6.17 :User List

CHAPTER 7: PROJECT SUMMARY

7.1 Limitations:

There are some limitation in my project .Such as-without Registration user are not able to access the system.There are another limitation that the system cann't handle million data and signals at a time.

7.2 Obstacles & Achievements:

There are some obstacles in my project such as-it is difficult to collect requirements sometimes,difficult to complete work timely.

This project work can help the kids to learn effectively and cheerfully in this technology based era.the tool is helpful for kids to learn whenever they want without going outside.it will also help their parents to do their own works without worrings,about kids as it is helpful to keep the kids busy in teaching .However,Learning can be enjoyable to kids with the kids learning tool.

7.37 Future Scope:

Kids learning tool is a paperless and global technology.In my project there are some future scope of my project.Such as-added flexibility and self-paced learning,better time management ,new technical skills

7.4 References:

[https://en.wikipedia.org/wiki/Schedule_\(project_management\)](https://en.wikipedia.org/wiki/Schedule_(project_management))

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