# eProject

User Guide

By Ope Abidemi Bashiru

Student1236848

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**Introduction**

The thirst for learning, upgrading technical skills and applying the concepts in

real life environment at a fast pace is what the industry demands from IT

professionals today. However busy work schedules, far-flung locations,

unavailability of convenient time-slots pose as major barriers when it comes to

applying the concepts into realism. And hence the need to look out for

alternative means of implementation in the form of laddered approach.

The above truly pose as constraints especially for our students too! With their

busy schedules, it is indeed difficult for our students to keep up with the genuine

and constant need for integrated application which can be seen live especially so

in the field of IT education where technology can change on the spur of a

moment. Well, technology does come to our rescue at such times!!

Keeping the above in mind and in tune with our constant endeavor to use

Technology in our training model, we at Aptech have thought of revolutionizing

the way our students learn and implement the concepts using tools themselves

by providing a live and synchronous eProject learning environment!

So what is this eProject?

eProject is a step by step learning environment that closely simulates the

classroom and Lab based learning environment into actual implementation. It is a

project implementation at your fingertips!! An electronic, live juncture on the

machine that allows you to

 Practice step by step i.e. laddered approach.

 Build a larger more robust application.

 Usage of certain utilities in applications designed by user.

 Single program to unified code leading to a complete application.

 Learn implementation of concepts in a phased manner.

 Enhance skills and add value.

 Work on real life projects.

 Give a real life scenario and help to create applications more

complicated and useful.

**** Mentoring through email support**.**

**Acknowledgment**

This is to certify that OPE ABIDEMI BASHIRU STUDENT1236848 has successfully submitted the eProject

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**Objectives**

The Objective of this program is to give a sample project to work on real life

projects. These applications help you build a larger more robust application.

The objective is not to teach you the concepts but to provide you with a real life

scenario and help you create applications using the tools.

**Project Description**

**Write a Python/R Program for Find a Word.**

You are supposed to create a Python/R Program for finding a Word.

User will have to guess the randomly generated word. You can create a list from which the word

would have to be guessed and also set a cap on the number of guesses allowed.

When the user inputs the word, you can indicate whether the alphabet written appears in this

particular position or not. You will need a function to check if the user is inputting alphabets or

numbers and to display error messages appropriately

You can have levels in the program as –

Beginners: Max 5 letter words

Moderate: 6 – 8 letter words

Expert: Above 8 letter words

**Hardware**

 A minimum computer system that will help you access all the tools in the

courses is a Pentium 166 or better

 128 Megabytes of RAM or better

 Windows 2000 Server (or higher if possible)

**Software**

Use software as per your requirement

 Windows OS /Python/R/JAVA/Notepad

**User Guide**

This is a step by step documentation on how to use the program

**Prerequisites**

* Have Python3 installed
* Use any command line of your choice

**How to use**

* Unzip the project
* Launch the command line of your choice
* Navigate to the projects folder
* Navigate to the **src** folder
* Enter the following command

**python3 main.py**

or

**python main.py**