CONTENTS

	Page No
1. INTRODUCTION	**1**
1.1Introduction	2
1.2 Motivation	3
1.3 Problem Definition	4
1.4 Objective of the Project	4
1.5 Limitations of the Project	5
1.6 Organization of the Report	5
2. SYSTEM SPECIFICATIONS	**6**
2.1 Introduction	7
2.2 Software Specifications	8
2.2 Hardware Specifications	8
3. LITERATURE SURVEY	**10**
3.1 Introduction	11
3.2 Existing System	11
3.3 Disadvantages of Existing System	12
3.4 Proposed System	13
4. DESIGN AND IMPLEMENTATION	**14**
4.1 Introduction	15
4.2 UML Diagrams	21
4.3 Source Code	24
4.4 Output Screens	56
4.5 Testing and Validation	60

5. CONCLUSION **63**

Conclusion 63

Future Enhancement 63

REFERENCES **64**

LIST OF FIGURES

FIGURE NO.	FIGURE NAME	PAGE NO.
2.4.1	Existing system and proposed system	13
4.2.1	Flow diagram	21
4.2.2	Class diagram	22
4.2.3	Use Case diagram	22
4.2.4	Sequence diagram	23
4.2.5	Component diagram	23
4.4.1	Sign-Up page of the website	56
4.4.2	Login page of the website	56
4.4.3	Home Page of the website	57
4.4.4	Navigation bar and footer of the website	57
4.4.5	Home page – Learn Section	57
4.4.6	Home page – Read Section	57
4.4.7	Learn Page of the website	58
4.4.8	Learn page(a)	58
4.4.9	Learn page(b)	58
4.4.10	Results page	58
4.4.11	Read page	59
4.4.12	Story page	59
4.4.13	Play page – Education Games	59
4.4.14	Game page	59
4.4.15	Play page – Maths Games	59

4.4.16	Addition page	59
4.4.17	Profile page(a)	60
4.4.18	Profile page(b)	60