

End-Term Project Report  
Mobile Application Development



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Project Title

# LEARNIT

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## 1. Project Description

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The objective of this project is to create a language learning app called **LearnIt** in Flutter with modules for vocabulary, grammar, and pronunciation practice. The application Include flashcards, quizzes, and gamification elements to boost user engagement. Additionally, the app integrates with inventory management APIs for finding synonyms, antonyms, definition of the word provided by the user and uses state management for real-time updates.

## 2. Problem Statement

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Language learning has become increasingly important in a globalized world. Traditional methods often lack engagement and flexibility, which can hinder progress. To address this, we aim to create an innovative language learning app called LearnIt, leveraging modern technologies and interactive methods to enhance the learning experience.

LearnIt (Education): Create a language learning app in Flutter with modules for vocabulary, grammar, and pronunciation practice. Integrate audio resources or third-party language learning APIs (if applicable). Include flashcards, quizzes, and gamification elements to boost user engagement. Employ Provider or Bloc for state management in handling user progress and scores.

## 3. Analysis

### 3.1 Hardware Requirements

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- Processor: Intel Core i3 or higher
- RAM: 8 GB or higher
- Storage: 50 GB of free space
- Smartphone: Android 6.0 or higher / iOS 11.0 or higher
- Internet Connection: Stable broadband connection

### 3.2 Software Requirements

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- Operating System: Windows 10 or higher / macOS / Linux
- Flutter SDK
- Dart Programming Language
- Integrated Development Environment (IDE): Android Studio / Visual Studio Code
- Firebase (for backend services)
- API Services: RESTful APIs for inventory management
- Version Control: Git

## 4. Design

### 4.1 Algorithmic Approach / Algorithm / DFD / ER diagram/Program Steps

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#### *Get Started Screen*

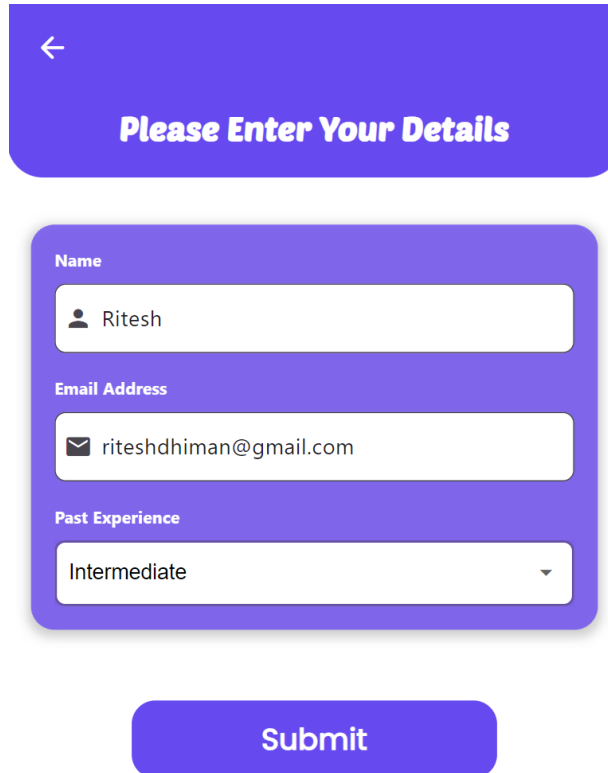
The **Get Started Screen** is the main page of the application. It contains a simple Elevated Button to proceed to the next screen that is the User Details Screen. This page serves as the entry point to the application.



### *User Details Screen*

The **User Details Screen** is aimed to get the user details which are name, email and past language experience. The name is stored in with the help of Provide to be used again in the proceeding pages.

**Form Validation** is also used to validate the entry made by by the user and only allow continuation to the next page after proper validation.



The image shows a mobile app screen for user details. At the top is a purple header bar with a white back arrow on the left and the text "Please Enter Your Details" in white. Below the header is a white rounded rectangle containing three input fields. The first field is labeled "Name" and contains the text "Ritesh" next to a person icon. The second field is labeled "Email Address" and contains the text "riteshdhiman@gmail.com" next to an envelope icon. The third field is labeled "Past Experience" and is a dropdown menu showing "Intermediate". Below the input fields is a large purple button with the text "Submit" in white.

## ***Main Screen***

The **Main Screen** is the page from where the User can navigate to other pages. This page essentially contains all the core functionalities of the application.

Main screen contains cards to different functionalities which are :-

1. Vocabulary Page
2. Grammar Page
3. Saved Words
4. Quotes Page
5. Quizzes Page



## *Vocabulary Screen*

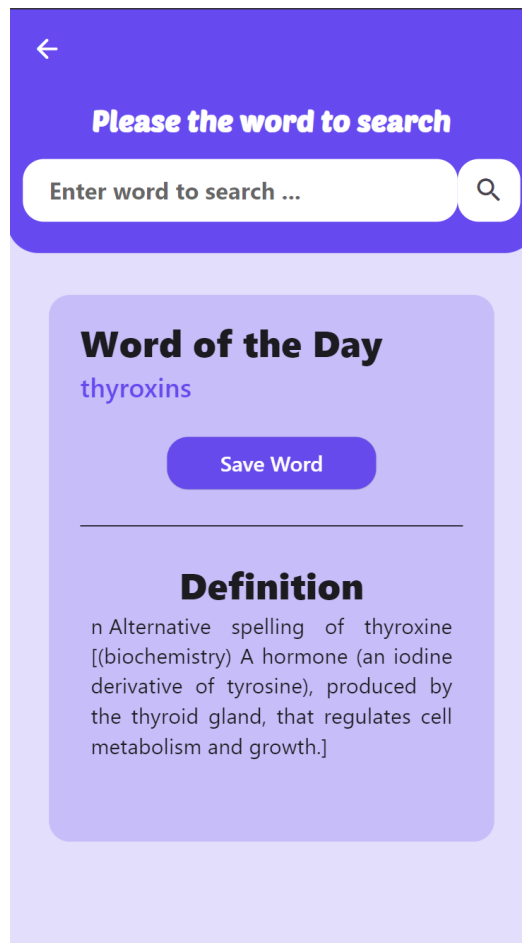
The **VocabularyScreen** displays **Word of the day** which is obtained as a response of **Random Word API**.

An option is also provided to save the word for future reference. Provider State Management is used for this where the word is added in a List variable which has global accessibility.

**Search Functionality** is also provided which gives 3 results :-


1. Word Definition
2. Synonyms
3. Antonyms

By default the definition, synonyms and antonyms are displayed for word of the day.




## Grammar Screen


The **Grammar Screen** provides the rules of grammar that one should be aware and always follow as the course of learning the language.



**Grammer Rules**

**1. Subject-verb agreement** 

In English sentences, subjects and verbs must be in sync. When they agree in number, sentences flow with a natural rhythm, establishing logical coherence. For example, this grammar rule is why we write "The dog chases its tail" (singular subject, singular verb) and not "The dog chase its tail" (singular subject, plural verb). And don't get confused with the "s" at the end of the verb -- adding the "s" doesn't make it plural.

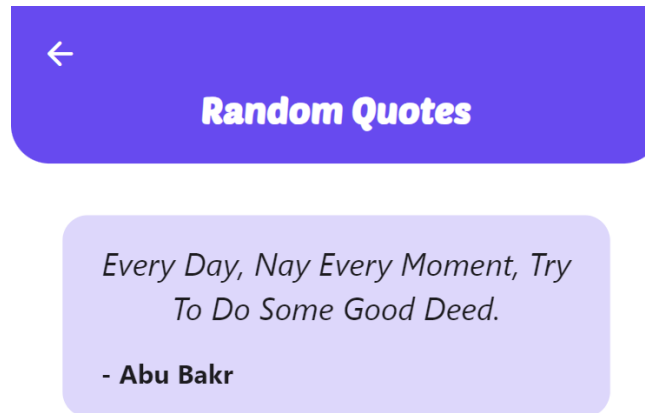
**2. Adjectives and adverbs** 

Artists of language, adjectives and adverbs add vivid details to narratives. Adjectives describe qualities of objects, people, and places (nouns), while adverbs describe verbs, adjectives, and other adverbs. In the phrase "The quick brown fox," the adjective "brown" describes the fox. In the phrase "He runs swiftly," the adverb "swiftly" modifies the verb "runs."



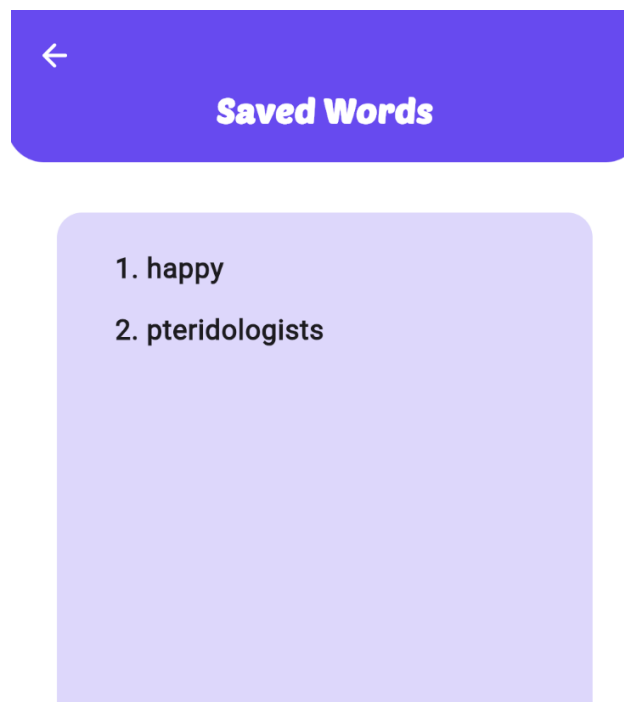
### *Quotes Screen*

The **Quotes Screen** displays a random quote every time along with the author of that quote.



### *Saved Words Screen*

The **Saved Words Screen** displays the words that were saved by the user on the vocabulary page. The saved words are fetched using the provider the Provider which were saved in a List variable.



## *Vocabulary Quiz Screen*

The **Quizzes Screen** offers a quiz format to test users' vocabulary knowledge. Each question presents multiple-choice answers, with the design featuring:

- A title bar matching the app's color theme.
- Question and answer options displayed within cards for a clean, modern look.
- A button to move to the next question, updating the user's score accordingly.
- A dynamic scoring system to track user progress.

## **State Management**

The app employs the Provider package for state management, ensuring efficient handling of user progress and scores. The **VocabularyQuizProvider**, **SavedWordsProvider** and **GrammarProvider** classes manage name of the user, email of the user, the list of questions, track user answers, saved words and update scores.

### *VocabularyQuizProvider*

Manages vocabulary quiz questions, tracks the current question index, and updates scores based on user answers.

### *GrammarProvider*

Handles grammar quiz questions, maintains the current question index, and calculates the score.

### *SavedWordsProvider*

Used to keep a list of saved words as a List on the basis of user input.

## **External API Integration**

**Random word API** is integrated to generate random words which are displayed as word of the day. This random word received as the response from the API is used to fetch more details by passing it to another API called **Datamuse API**.

The **Datamuse API** is integrated to fetch synonyms, antonyms, related words, and definitions for vocabulary learning. This integration allows the app to provide rich language data without needing an API key, making it accessible and easy to use.

The **Dummyjson API** is integrated to fetch random quotes along with the author of the quote.

## Algorithmic Approach

The Language Learning App utilizes several algorithms and systematic approaches to handle different functionalities such as fetching data, managing user progress, and displaying quizzes. Here is an overview of the algorithmic approaches used:

### 1. Fetching Vocabulary Data:

- Fetch synonyms, antonyms, related words, and definitions from the Datamuse API.
- Store the fetched data locally for display.

### 2. Managing Quiz Questions:

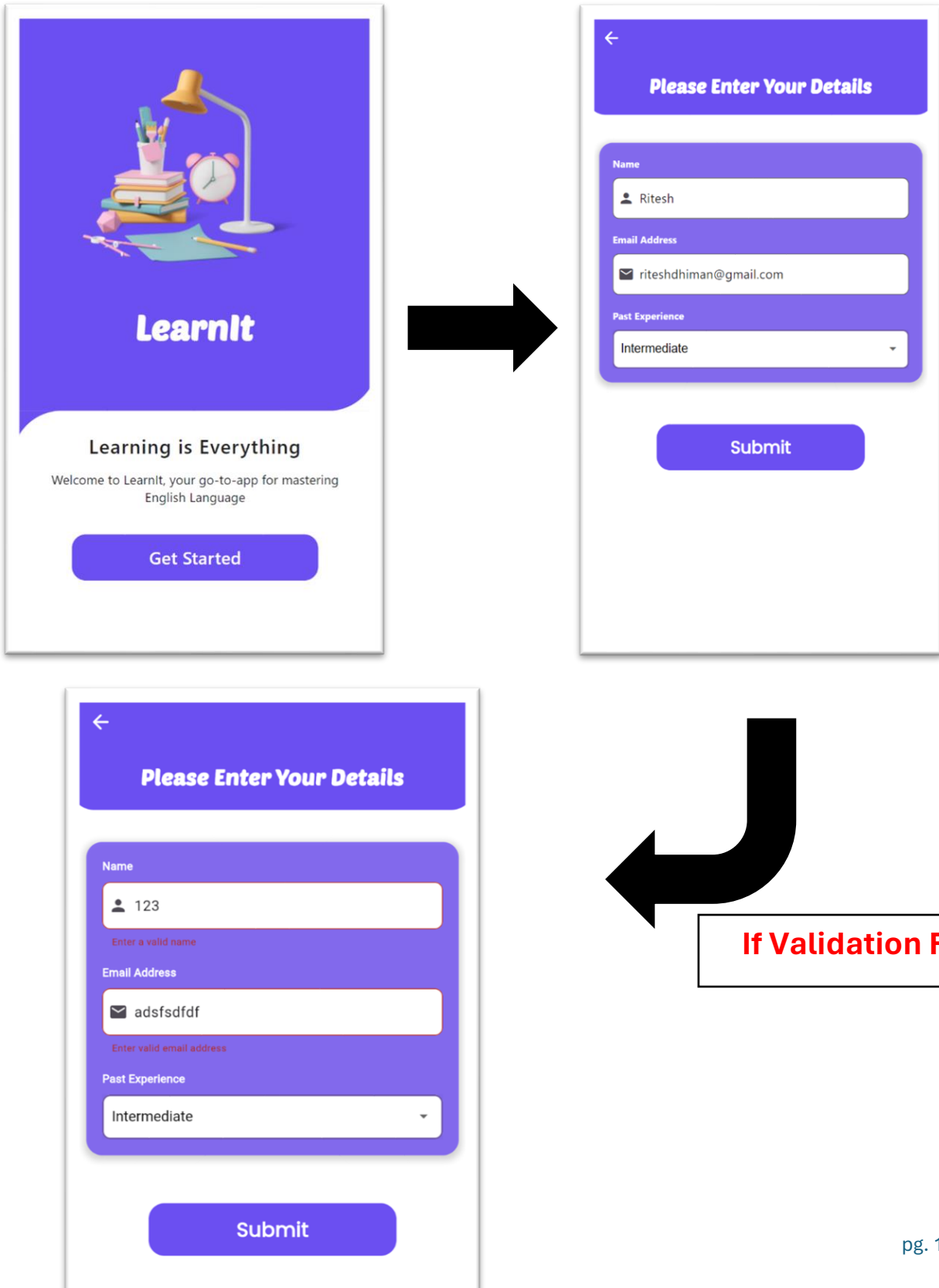
- Store quiz questions and options.
- Track the current question index.
- Check user answers and update scores accordingly.

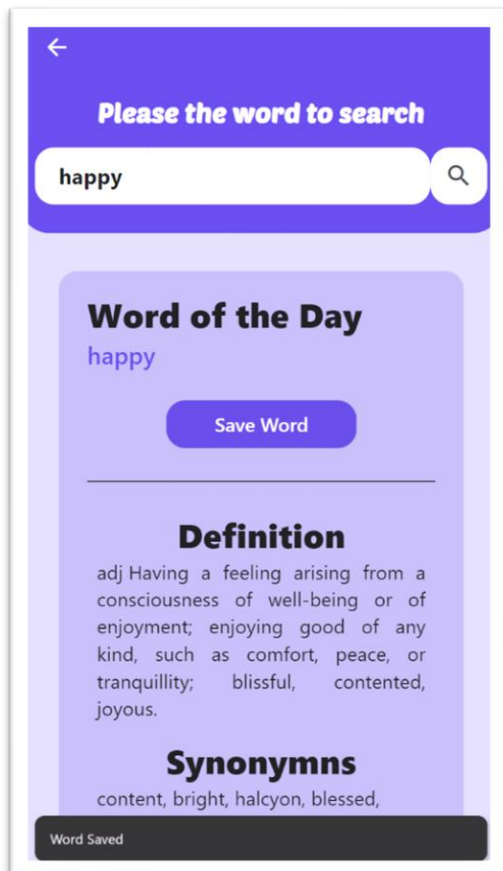
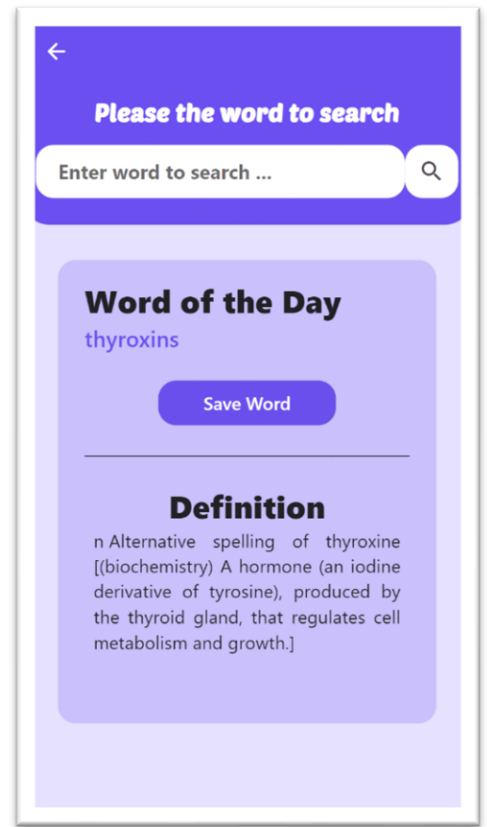
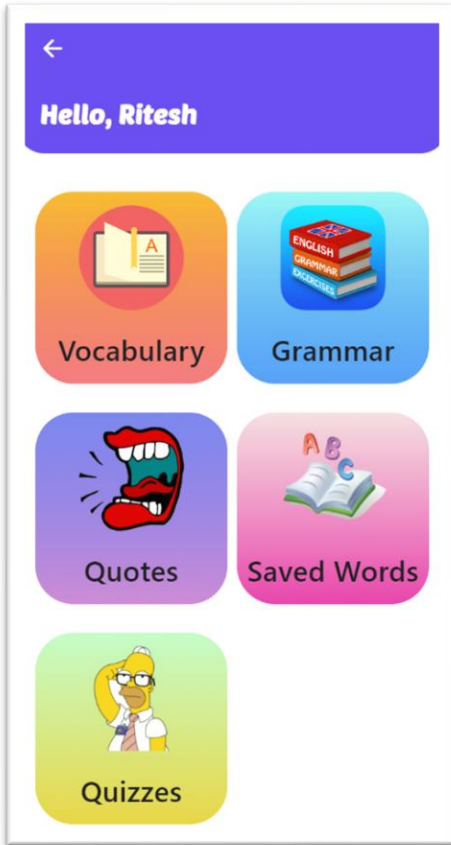
### 3. User Progress Management:

- Use Provider for state management.
- Update user scores based on their answers.
- Reset scores and question indices as needed.

## 5. Output (Screenshots)

### Stepwise Output





Vocabulary Screen

Saving Word

←

**Please the word to search**

Enter word to search ... 🔍

**Word of the Day**  
pteridologists

Save Word

**Definition**  
n A person who studies ferns and other pteridophytes.

Word Saved

**Saving Another Word**



←

**Saved Words**

1. happy  
2. pteridologists

**Saved Words Screen**

←

**Grammar Rules**

**1. Subject-verb agreement** ✍️

In English sentences, subjects and verbs must be in sync. When they agree in number, sentences flow with a natural rhythm, establishing logical coherence. For example, this grammar rule is why we write "The dog chases its tail" (singular subject, singular verb) and not "The dog chase its tail" (singular subject, plural verb). And don't get confused with the "s" at the end of the verb -- adding the "s" doesn't make it plural.

**2. Adjectives and adverbs** 📖

Artists of language, adjectives and adverbs add vivid details to narratives. Adjectives describe qualities of objects, people, and places (nouns), while adverbs describe verbs, adjectives, and other adverbs. In the phrase "The quick brown fox," the adjective "brown" describes the fox. In the phrase "He runs swiftly," the adverb "swiftly" modifies the verb "runs."

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**3. Punctuation** 📝

When considering grammar rules, how to use commas and other punctuation marks correctly is a hot topic. Punctuation (like a comma, semicolon, and period) signals when to pause and stop -- much like traffic lights -- and can steer readers off course when misused. For example, "Lets eat, Grandma" reads much differently than "Lets eat Grandma," and the only difference is a comma.

**4. Sentence structure** 🏗️

A well-structured sentence is like a well-constructed bridge -- it carries the reader

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#### 4. Sentence structure

A well-structured sentence is like a well-constructed bridge — it carries the reader from one idea to another. Typical sentence structure is a subject, verb, and object, and following this is an excellent way to increase your writing fluency. For example, "John (subject) scrolls (verb) the smartphone (object)."

#### 5. Verb conjugations and tenses

In the English language, verbs conjugate according to tense, such as the present perfect tense. Like placing markers on your narratives timeline, correctly adding verb tense avoids disorienting mistakes that disrupt writings flow and logic. For instance, using "She danced" (past tense) rather than "She dances" for a past event.

## Grammar Screen




### Random Quotes

*Every Day, Nay Every Moment, Try  
To Do Some Good Deed.*

- Abu Bakr

## Saved Words Screen

 Vocabulary Quiz

**Question 1: Choose the word that is most nearly similar in meaning to the word in capital letters.: 1) BESEECH**

Starving


Implore

weak

Highly skilled

Next Question

Score: 0

 Vocabulary Quiz

**Question 2: 2) RAVENOUS**

Starving

Voracious

Easily broken

Highly skilled

Next Question

Score: 10

## Quizzes Screen

## 6. Conclusion and Future Scope

The Language Learning App is a comprehensive tool designed to enhance vocabulary, grammar, and pronunciation skills. By integrating quizzes, and gamification elements, the app provides an engaging and effective learning experience. The use of the Datamuse API enriches the app with extensive language data, while state management with Provider ensures smooth tracking of user progress. Overall, the app combines educational content with interactive features, making language learning both fun and effective.



## Future Scope

1. **Enhanced Pronunciation Practice:**
  - Integrate speech recognition for real-time feedback.
  - Add more audio examples and exercises.
2. **Expanded Vocabulary Database:**
  - Include additional language resources and APIs.
  - Provide more contextual examples and usage scenarios.
3. **Adaptive Learning:**
  - Implement machine learning to personalize the learning experience.
  - Dynamically adjust the difficulty level of quizzes.

## GITHUB REPOSITORY LINK

<https://github.com/RiteshDhiman/LearnIt-App>