# KIDS LEARNING GAME

Mini Project Synopsis submitted in partial fulfilment of the requirements for

the Degree of

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in

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**ACKNOWLEDGMENT**

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**DECLARATION**

STUDENT DECLARATION

This is to declare that this report has been written by us. No part of the report is copied from other sources. All information included from other sources have been duly acknowledged. We aver that if any part of the report is found to be copied, we are shall take full responsibility for it.

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CHAPTER 1

## INTRODUCTION

# Kids Learning Game

Kids Learning Game project is based on the image recognition, design game in which the kids will watch the various images for some particular time duration and after that they have to recognize them by the names of images.

In first panel/window some images will be there, user will recognise the image then user will press ok button. On pressing OK

button at least 10 names will appear and the list also contain name of the images last displayed and then user select the name from the check box and then can submit it. After submitting the count will appear that will show how many images are correctly recognized.

Project contains widgets in which button box, Label, Entry, Frame, Check box, Radio button, Frame etc. are used.

Project contains frame which of two type frame and bottom frame inserted in the root.

CHAPTER 2

## METHODOLOGY

In this project we are using different type of methodology.

Python offers multiple options for developing GUI (Graphical User Interface). Out of all the GUI methods, tkinter is most commonly used method. It is a standard Python interface to the Tk GUI toolkit shipped with Python. Python with tkinter outputs the fastest and easiest way to create the GUI applications. Creating a GUI using tkinter is an easy task To create a tkinter:

1. Importing the module – tkinter
2. Create the main window (container) 3. Add any number of widgets to the main window

4. Apply the event Trigger on the widgets.

There are two main methods used you the user need to remember while creating the Python application with GUI.

1. TK(): To create a main window, tkinter offers a method ‘Tk(screenName=None, baseName=None, className=’Tk’, useTk=1)’. To change the name of the window, you can change the className to the desired one.
2. mainloop(): There is a method known by the name mainloop() is used when you are ready for the application to run. mainloop() is an infinite loop used to run the application, wait for an event to occur and process the event till the window is not closed.
3. pack() method:It organizes the widgets in blocks before placing in the parent widget.
4. grid() method:It organizes the widgets in grid (table-like structure) before placing in the parent widget.
5. place() method:It organizes the widgets by placing them on specific positions directed by the programmer.

CHAPTER 3

## TECHNOLOGIES USED

In this project (travelling sales man problem) there is three parts . one part is GUI , second part is Database , and third part is Algorithm. In GUI we will use Tkinter Python’s de-facto standard (Graphic User Interface) package. It is a thin object- oriented layer on top of Tcl/Tk . Tkinter is not the only Gui Programming toolkit for python .

It is however the most commonly used one. We will use Python - Tkinter Frame.

The Frame widget is very important for the process of grouping and organizing other widgets in a somehow friendly way. It works like a container, which is responsible for arranging the position of other widgets.

There is a simple but and perhaps obvious relationship between a class of objects, a database table and the table represented as a two dimensional array in a programming language. The class is the table and every instance of the class forms a row in that table. Using Python class to array conversion is equally simple. we will use Freezing Your Code.

“Freezing” your code is creating a single-file executable file to distribute to end-users, that contains all of your application code as well as the Python interpreter.

CHAPTER 4

## WORK DIVISION

## 1st Module GUI

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2nd Module Database

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Most common databases for Python web apps. PostgreSQL and MySQL are two of the most common open source databases for storing Python web applications&#39; data. SQLite is a database that is stored in a single file on disk. SQLite is built into Python but is only built for access by a single connected at a time.

3rd Module Algorithm

Sadman Haque Sakib

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Design and analysis of algorithms are a fundamental topic in computer science and engineering education. Many algorithms courses include programming assignments to help students better understand thealgorithms. Python represents an algorithm-oriented language that has been sorely needed in education.

REFERNCES

All the Data taken from a Book Python GUI Programming Cookbook

By Burkhar A. Meier(Author)

https://www.geeksforgeeks.org/python-gui-tkinter/ https://www.wikipedia.org/