

Submit To

Rayhan Hossain Mukul

Lecturer (Software Department)

Group Name

SIM

Group Member

* Ashraful Islam Sheiblu

152-35-1129

* IshakAhammed

152-35-1162

* MazedMourshed

152-35-1215

Page 1

**Project Name**

**Learn With Fun**

Page 2

ACKNOWLEDGEMENT

First, we express our heartiest thanks and gratefulness to almighty Allah for His divine blessing makes us possible to complete this project successfully.

We fell grateful to and wise our profound our indebtedness to **Rayhan Hossain** (Lecturer, Department of Software Engineering, Daffodil International University, Dhaka) . For her deep knowledge and keen interest in the field of our project, named “**Listen and learn**”with C programming influenced us to carry out project.

We would like to express our heartiest gratitude to Head, Department of SWE, for his kind help to finish our project and also to other faculty members and the staffs of SWE department of Daffodil International University.

Finally, we must acknowledge with due respect the constant support and patients of our parents.

**Daffodil International University**

Shukrabad, Dhanmondi, Dhaka

Page 3

**Preface**

We are now living in a digital world, where everything has changed to make our life easier. Our educational system need to be change. That’s why we are trying to move this system into digital educational system and which one is easier for us. We are not blaming our current educational system but we need to change a little bit to improve ourselves.

In our current system we used board and chalk or marker pen to teach children. In this system they don’t enjoy the learning & also there are many difficult to learn them on this way.

Page 4

**Executive Summary**

To improve our C programming language skills, Daffodil International University kept an outstanding course “Software Engineering Project Using C”. It’s most important course in B.S.C under Software Engineering.

In this project document, the processes of software development life cycle have been followed as much as possible to develop the software. The first chapter has an introduction of this project document with an overall description in the second chapter. Software requirement specification (SRS) is the most important part of this document. The SRS has been included in the fifth chapter of the document with its analysis diagrams in the fifth chapter titled Requirement Analysis Diagrams. The implementation function has been included in the sixth chapter where the implemented functions have been described with its using process. The testing phase is so much important for a software development. In the next chapter a test plan for the software project has been included.

All the phases have been included in this document which has actually been followed during the project development life cycle. In the last chapter there is a conclusion on this project document

based on the experience we got during the long duration of project development.

**Table of content**

Page 5

Page Number

1. Chapter 1

* Introduction ------------------------------------------------------ 08
* Purpose --------------------------------------------------------- 08
* Abstract ------------------------------------------------------- 09

1. Chapter 2

* Problem of the Current System ------------------------------------ 11
* Proposed System ---------------------------------------------------- 11

1. Chapter 3
   * Feasibility Study ------------------------------------------------------- 13
   * Review Works ------------------------------------------------------ 13
2. Chapter 4

* Project Scope --------------------------------------------------------- 15
* Tools And Other ---------------------------------------------------- 15

1. Chapter 5

* Stakeholder -------------------------------------------------------- 17
* Operating Environment ------------------------------------------- 17
* Functional Requirements ------------------------------------------ 18
* Non-Functional Requirements --------------------------------- 18
* Software Requirement Specification ------------------------------ 19

1. Chapter 6
   * Use Case Diagram -------------------------------------- 21
   * Implement Process ------------------------------------- 22
   * Activity Diagram ------------------------------------- 23
   * Sample Input and Output --------------------------------- 24
2. Chapter 7

* Constraint ,Testing and Test Planning --------------------- 26

1. Chapter 8

* Graphical Interface ------------------------------------------ 28

1. Chapter 9

* Discussion of Future Work ------------------------------------- 33

Page 6

**List of figure**

* + Use Case Diagram ---------------------------------------- 21
  + Activity Diagram ---------------------------------------- 23
  + Fig 3:Screen Short 1 ---------------------------------------- 28
  + Fig 4:Screen Short 2 ---------------------------------------- 28
  + Fig 5:Screen Short 3 ---------------------------------------- 29
  + Fig 6:Screen Short 4 ---------------------------------------- 29
  + Fig 7:Screen Short 5 ---------------------------------------- 30
  + Fig 8:Screen Short 6 ---------------------------------------- 30
  + Fig 9:Screen Short 7 ---------------------------------------- 31
  + Fig10:Screen Short 8 ---------------------------------------- 31

Page 7

Chapter 01

Introduction

Page 8

**1.1 Introduction**

This section gives an overview of everything included in this project report document as well as purpose for this document is described. There is also a list of abbreviations and definitions are provided.

* 1. **Purpose**

The purpose of this document is to give detailed description of the project report for the “Learn & Fun” system. The complete description of this system willbe described in this document. The intended audience includes all stakeholders in the potential

system. Future developer should consult this document and its revisions as the only source of requirements for the project as well as for the design, implementation details and testing report.They should not consider any statement, written and verbal as valid until they appear in this document or its revision history.

Page 9

**1.3 Abstract**

Listen & Learn system can be most important for our current education system for children. It’s noteasy to teach children. By using this system we can easily teach them & they” learn with enjoy.

Page 10

Chapter 02

About System

Page 11

2.1 **Problem of the Current System**

Our current education system is not well developed. Today we use board, chalk, book etc to teach children. But many children don’t enjoy this system & they don’t enjoy this and its one of the reason to loose interest on learn although guardian.

2.2 **Proposed System**

By using this system children can enjoy learn by listening. They’ll get internet for study and enjoy it. That’s why there will be no fear for them and guardian can easily teach them.

Page 12

Chapter 03

About work

Page 13

3.1 **Feasibility Study**

If children can’t cope with our current education system they’ll face many problems. But using this system education system for child will change and we can also test their skills and IQ easily.

3.2 **Review Works**

We have reviewed all of our works properly which we have covered in our program. We have checked out all of the information that we took from other source to make our program good for all. We now think, we have done our best to make our program work properly.

* **Merits:**
* Easy to new coder
* Take not much time to execute.
* Easy to understand the source code for new coder.
* Easy to learn with help of learning.
* Easy to test IQ
* User friendly
* **Demerits:**

Too much long coding .

Page 14

Chapter 04

Software development Plan

Page 15

4.1 **Project Scope**

In this system first of student to input their name, then they name select subject. In subject there is lots of feature. They can listen and learn easily. They can also test their skill though exam and get their merit.

4.2 **Tools and other**

To complete this program we use Code Blocks and C Free compiler. We use Windows 8 operating system. For this reason this program can be easily executed in Windows XP, Windows 7, Windows 8 and all other available Windows OS.

Page 16

Chapter 05

Software Requirement Specification

Page 17

**5.1 Stakeholder:**

**Primary**

* Developer
* User (Student,Teacher,Guardian)

**Secondary**

* Supporters Team
* Mentors

**5.2 Operating system:**

* Windows(all version), Mac, Linux
* Compiler(code-block)

Page 18

**5.3 Functional Requirement:**

**Functional**

* Name
* Feature
* Exam
* Learn
* Option

**Non-Functional**

* Loading
* Auto move
* Color

Page 19

**5.4 Software Requirement Specification**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| SRS ID | SRS NAME | SRS DESCRIPTION | SRS TYPE | PRIORITY |
| SIM-1 | Listen & Learn | This is a offline based listen and learn for children. | Functional | High |
| SIM-2 | Enter Name | Student most inter his/her name. | Functional | Medium |
| SIM-3 | Choose Topic | Student chose is topics from list. | Functional | High |
| SIM-4 | Choose  Learn & Exam | He can chose learn and exam from selected topics. | Functional | High |
| SIM-5 | Sound System | Sound system help him . | Non-Functional | Medium |
| SIM-6 | Voice Exam | Student can participate in voice exam | Functional | Medium |
| SIM-7 | Result | Student will get result after finishing exam. | Functional | High |

Page 20

Chapter 06

System Design

|  |
| --- |
| Page 21  **6.1 Use casediagram**  Supporting Team  Mentors  User  Developer |

**Fig 2 : Use Case Diagram**

6.2 **Implement Process**

Page 22

In our project we mainly use c & c++.

**Main header file for c**

#include<stdio.h>

#include<string.h>

**Main headerfile for c++**

#include<windows.h>

**In c we use**

* Function
* Array
* For loop
* While loop
* System
* If-else
* Sound

**In c++ we use**

* Sleep

Page 23

6.3 **Activity Diagram**

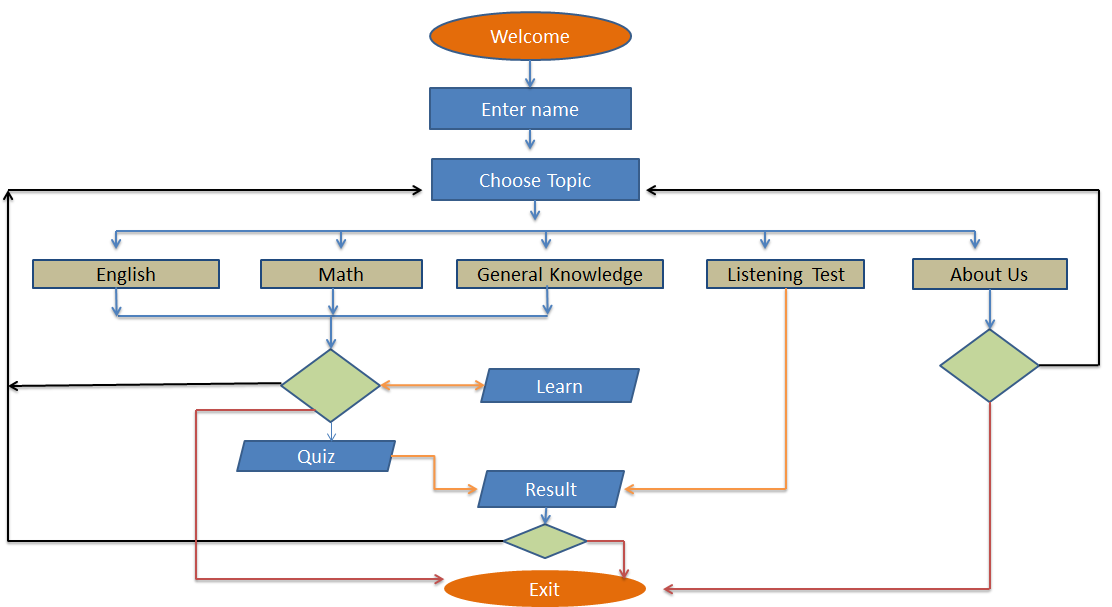
****

Fig:

Page 24

**6.4 Project outcome**

Sample input and output:

* **Input:**
  + - * + Enter name
        + Chose option
        + Learn, test skill
* **Output:**
* Loading/name
* Show the result
* Show Learn Data

Page 25

**Chapter 7**

**Testing**

Page 26

**7.1 Test Plan**

We already complete full of our work. We done English, math, general knowledge, Quiz , feature about us, and another design. Mainly we done sound system, learn exam, back option etc.

**7.2 Constraint**

We collected all information from different sources. We had to collect data by observation from school, but most of the data was collected by brainstorming. This was a little bit tough but somehow we managed it and our honourable teacher helped us.

Page 27

**Chapter 8**

Graphical User Interface

Page 28

**8.1 User Interface**

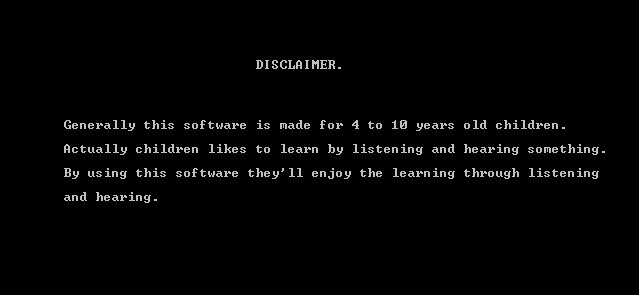


Fig 3: Screen Shot 1

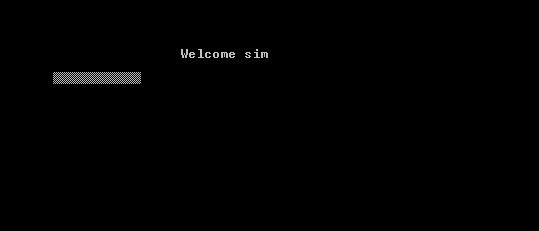
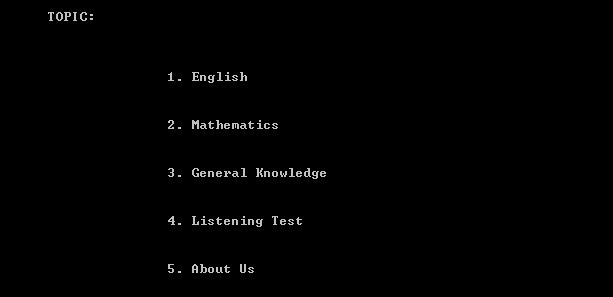


Fig 4: Screen Shot 2

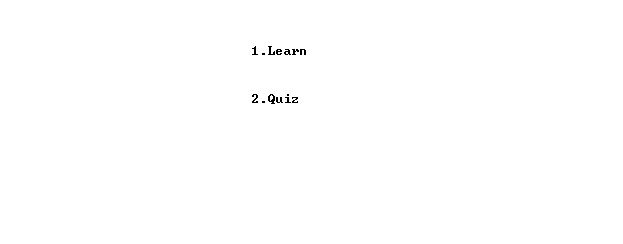


Page 29

Fig 5: Screen Shot 3



Fig 6: Screen Shot 4



Page 30

Fig 7: Screen Shot 5

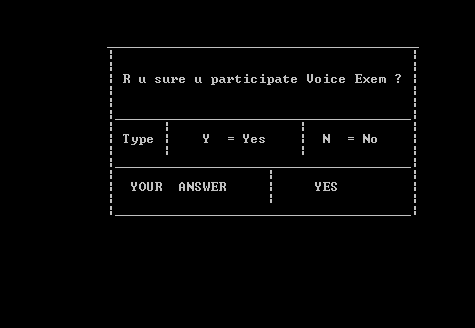


Fig 8: Screen Shot 6

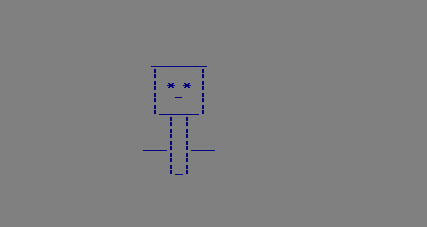
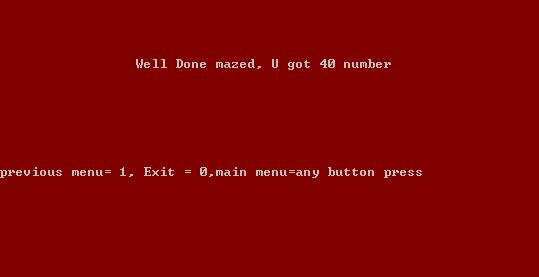


Fig 9: Screen Shot 7



Page 31

Fig 10: Screen Shot 8

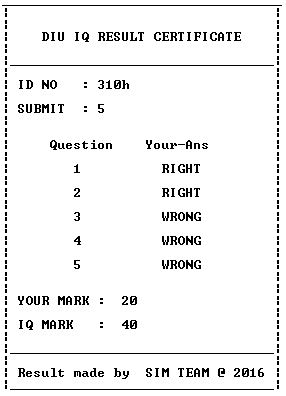


Fig 11: Screen Shot 9

Page 32

**Chapter 09**

**Future Plan**

Page 33

**9.1 Future Work**

In Future we try to move this system in Android apps , software version . And also try to all more subject and change English to Bengali.

**Thank You**