



EduFun

1. Introduction

The most popular method of learning in current scenario is learning through books, kids always find pictures in books very attractive and probably remember the content in the pages with pictures better than those with none. This is the proof that some kind of visual markers or pictures help remember much more easily. The current generation of kids spend more time on tablets or laptops rather than spend their spare time reading story books or on coloring books. They show much more interest in interactive gaming and fun, hence they remember the story of Frozen or Zootopia rather than remember the chapters in their English textbook.

The Y-Generation of kids have constant access to digital media hence it is easier to teach them through gaming and interactive media than through books. This change from conventional books to non-conventional digital interactive media is a drastic change and will help in revolutionizing the education system in the future.

Taking this into consideration we aim to create a learning platform for school going kids to help them in tasks like counting numbers and understanding simple concepts. The idea is to combine education and gaming, so as to give them a medium to learn and spend their spare time on. One more motivation is to let them explore subjects on their own rather than being spoon fed by teachers or parents. Thus, we came up with this idea to provide kids an interactive platform where they can learn stuff with a dash of fun.

2. Project Goal and Objectives

2.1 Overall Goal:

The goal of EduFun is to mix fun and education together in such a way so as to make the process of learning a fun filled process, hence the name EduFun. EduFun is a platform of educational games on which kids can learn while having fun and playing games, never getting bored in the process of learning. With games like counting objects, balancing and mass estimation, the project aims at teaching kids various concepts of physics and math making it easy for them to make learning easy. With different concepts applied in various ways EduFun aims at teaching kids to apply the concepts in real life rather than just learn it. For example, let's take the concept of a see-saw which can also be used to teach the concept of fulcrum. Taking this example EduFun tries to integrate difficult concepts into easy examples.

2.2 Specific Objective:

The Specific objective of the project is to teach kids simple math and physics concepts and make it easy for them to learn and apply.

2.3 Specific Features:

2.3.1 Interactive Digital Media

2.3.2 Simple Games to Understand Concepts

2.3.3 Quizzes – Scoring and timed

2.3.4 Scoreboard

2.3.5 Puzzles

2.4 Significance:

The apps currently available in the market are either an educational quiz or games for entertainment. In this application, we aim to combine both games interaction and animation to make the process of learning an entertainment filled pastime. The availability of such games encourages children to learn more efficiently and make it a fun filled experience. The app includes various subjects and levels to encourage them to understand the concept and apply it with ease.

3.Features:

EduFun includes education with interactive media. Education involves Mathematics, Physics, Astrology. Each Subject gives the basic knowledge of the subject and also tests the user what he learned so far. This is achieved by conducting the Quiz and showing the score to user. User should answer in limited amount of time.

- Interactive Gaming: User can enjoy these types of games instead of studying the books and can also grasp the subject knowledge easily in less span of time. This saves a lot of time.
- Mathematics: Most of the children feel hard to handle with numbers and to understand the basic concepts in school-level as this is the most important. EduFun makes this easy by showing how to understand them.
- Physics: Physics give the most trivial laws in our daily life which plays a key role in the natural world. This is explained by giving the most basic information to them. So, that they can go on easily in school.
- Chemistry: Chemistry is one of the branch of physical science which deals with the structures, composition and properties of matter. The interaction between atoms and chemical compounds with the help of intermolecular forces.
- Astrology: Children are interested about galaxy, stars, moon and sun. They want to know about them but the information is not included in curriculum, here we show the live satellite transmission how earth revolves around sun.

Challenges Faced in 3rd Increment:

- How to store the registration details data in “MongoDB”
- Login page has been changed with two different types of login
- Quiz Questions can be changed manually for Mathematics, Physics and Chemistry
- Ball Simulator game has been added to the topic physics
- API Implementation of MongoDB API for registration details and login details,Text to speech Api key

Total Features implemented so far:

- Integrating with MongoDB.
- Ball Simulator.
- New Log In and Register Pages for child and parent login.

Features to be implemented:

- Statistical Data of User to be Displayed.
- Unity Game

Improvements:

All the modules have been Improved.

4.Existing Services

We used an existing Login template and changed it according to the convenience to our app like including the Facebook Oauth 2.0. To store the register details, we used Mongo DB database which can be used to store the data using API key and enabling access to it. Implementing quizzes on basic concepts. Web service we used here is International Space Station(ISS) Live streaming video API using YouTube API key.

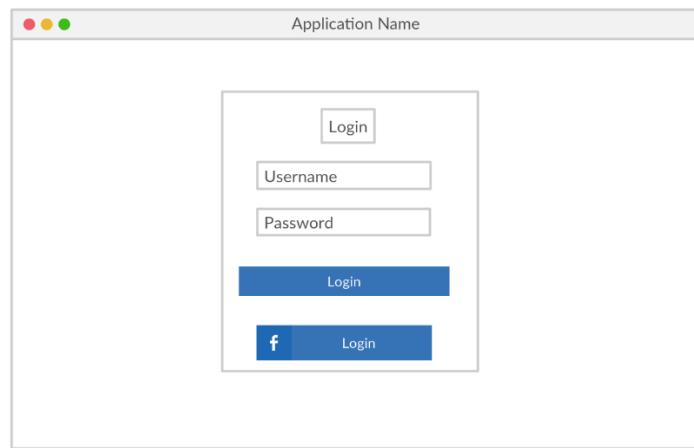
List of API's Used:

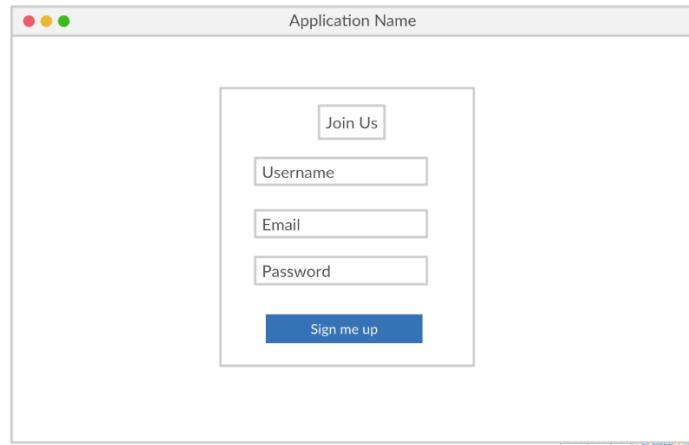
- ISS API key
- YouTube API key
- Facebook API Key
- MongoDB API key
- Text to speech API Key

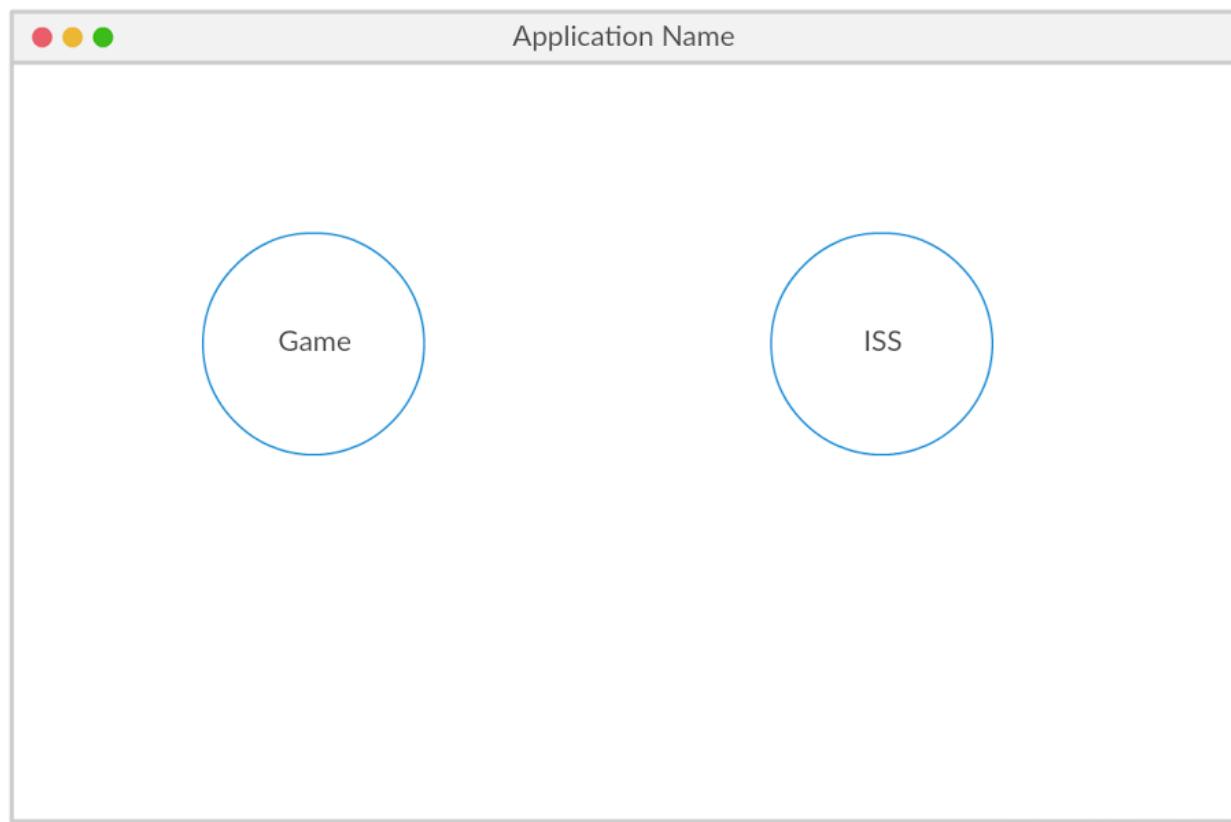
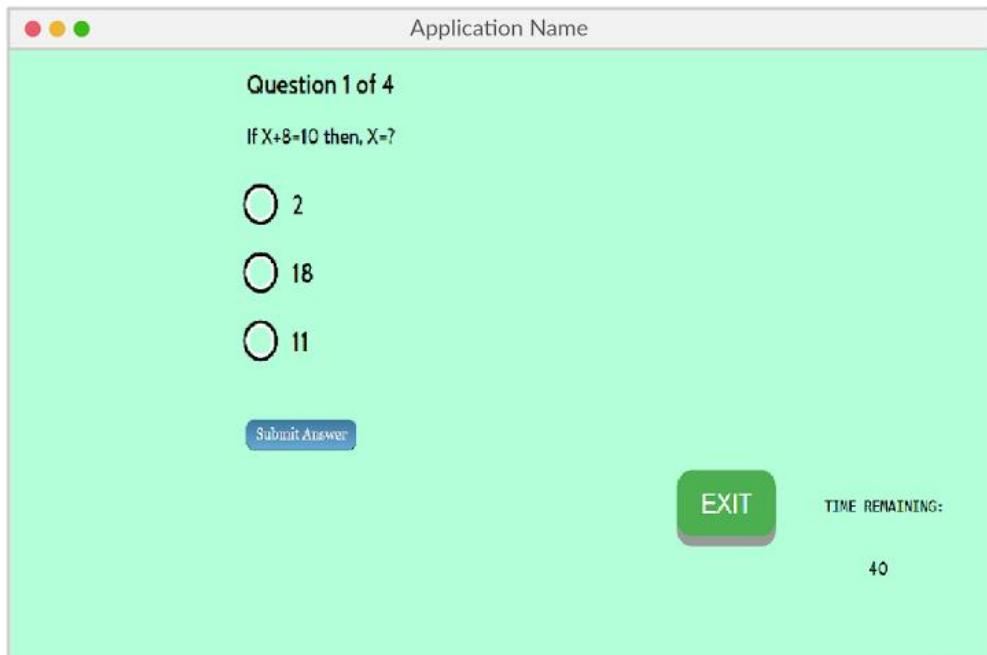
5.Detail Design of features:

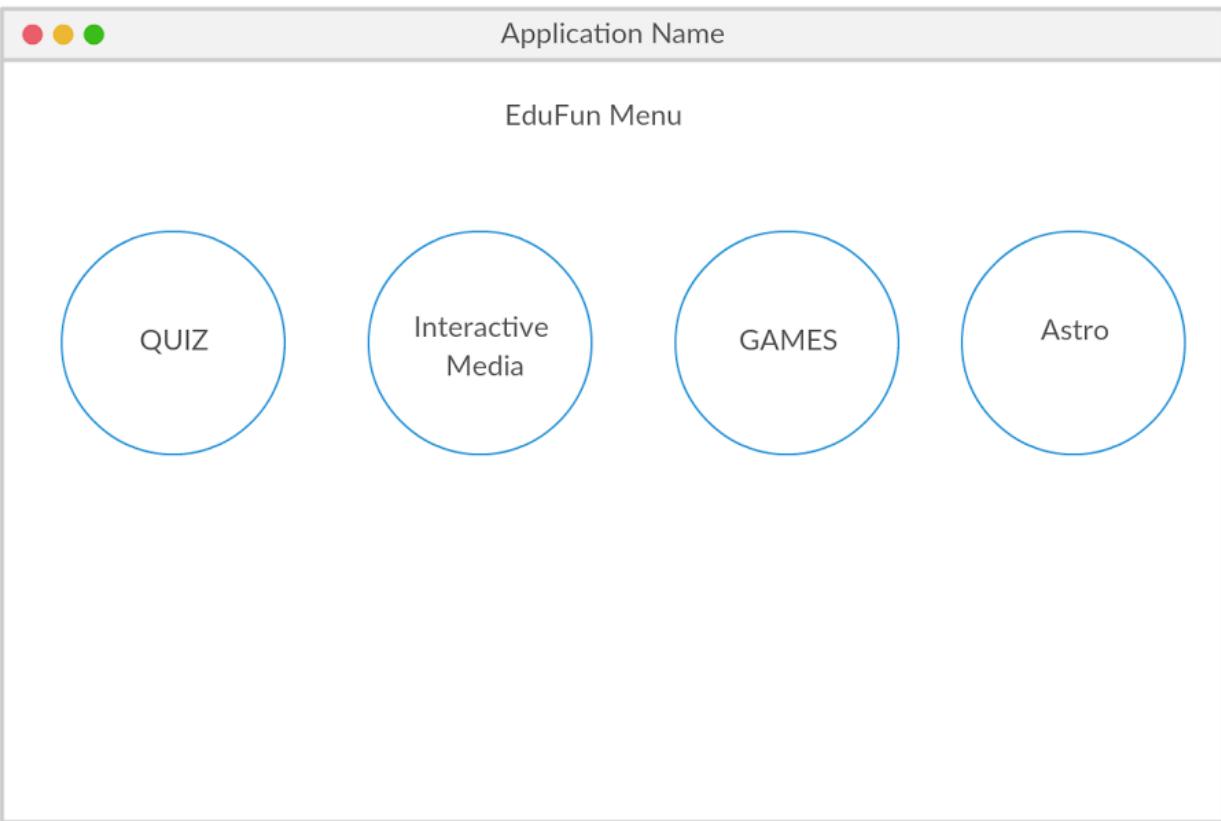
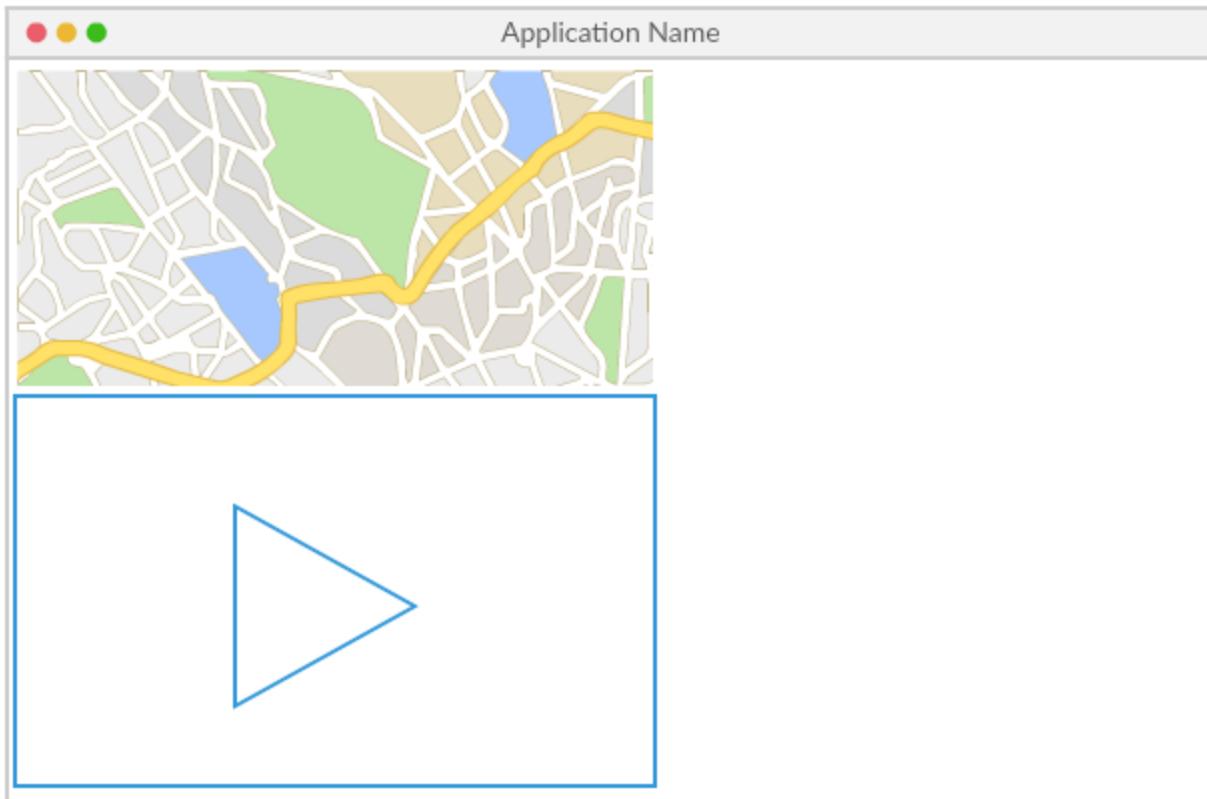
5.1 Detail Design of Features

5.1.1 Wireframes and Mockups







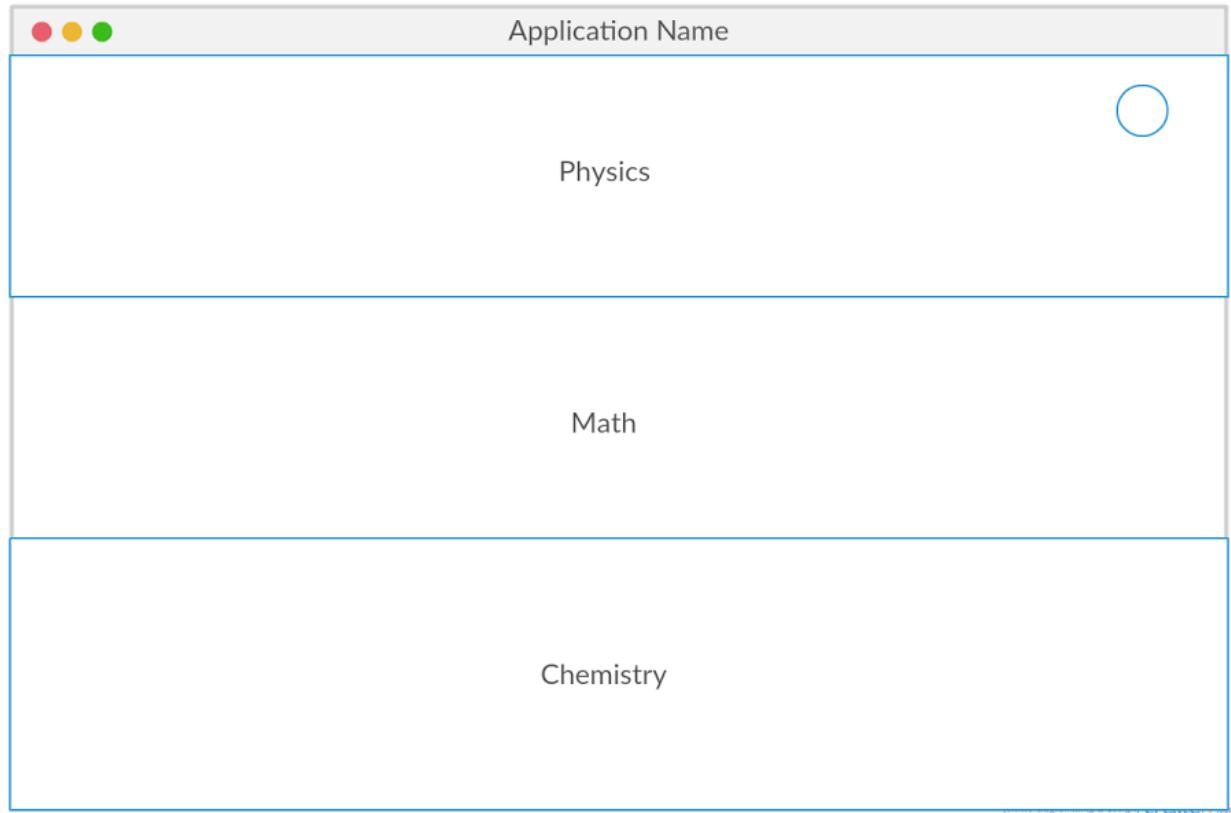


The screenshot shows a window titled "Physics". The main content area contains the following text:

Force of Attraction between Bodies

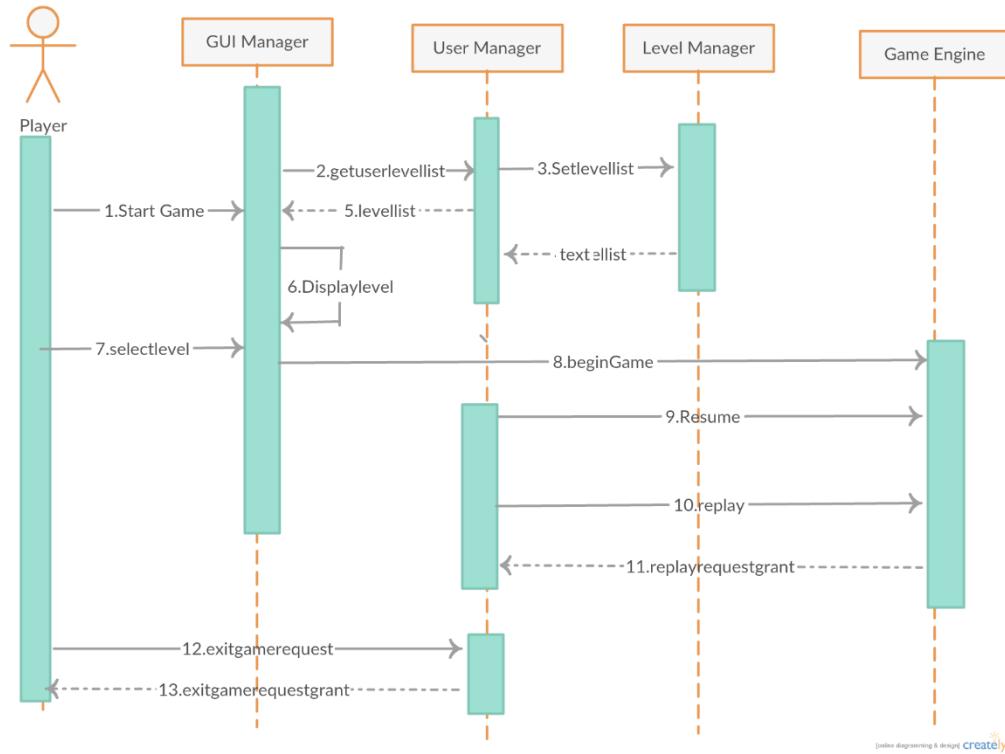
A force of attraction is any type of force that causes objects to come together, even if those objects are not close to or touching each other. The first force that causes attraction is the gravitational force. According to Newton's Universal Law of Gravitation every object in the universe attracts every other object in the universe. Gravity is an attractive force since any object with mass will experience a force of attraction from other objects with mass. Gravity is the reason for the statement 'What goes up must come down.' The second force that can cause attraction is the electric force, also known as the electrostatic force. While gravity affects objects with mass, electrostatic forces affect objects that have charge. Charge is determined by the number of electrons and protons in an object. Most objects are electrically neutral, which means they have an equal amount of electrons, whic

[Take a Quiz](#)

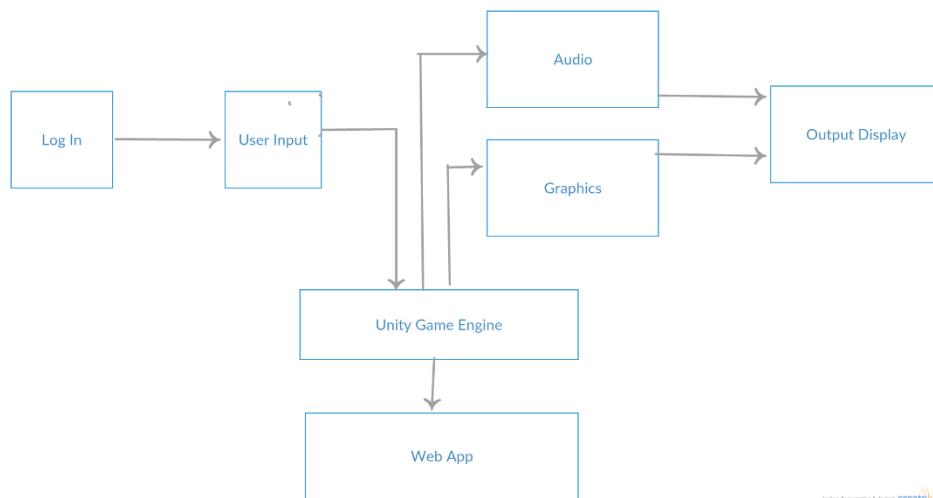


5.2 Architecture diagram/Sequence diagram/Class diagram

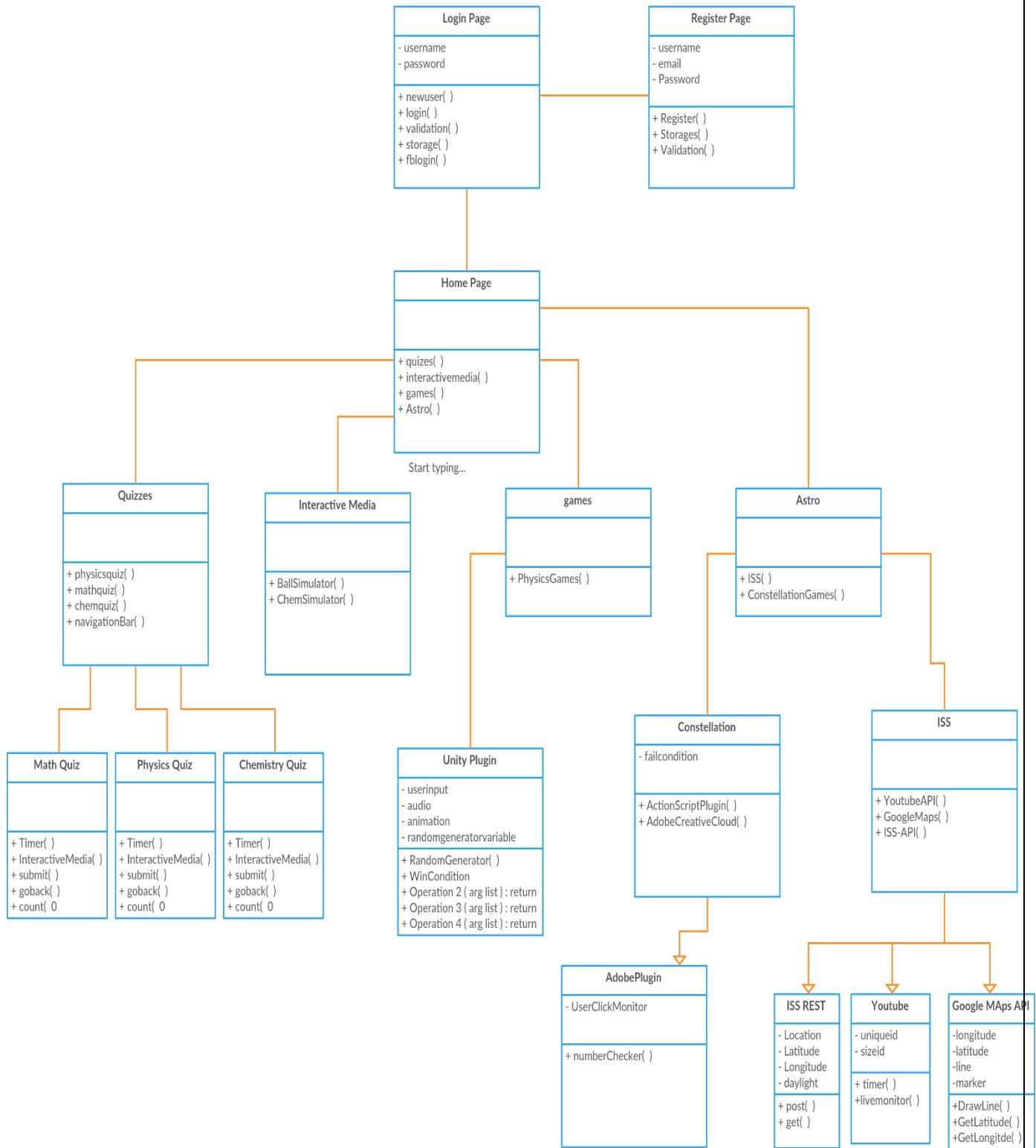
Sequence Diagram



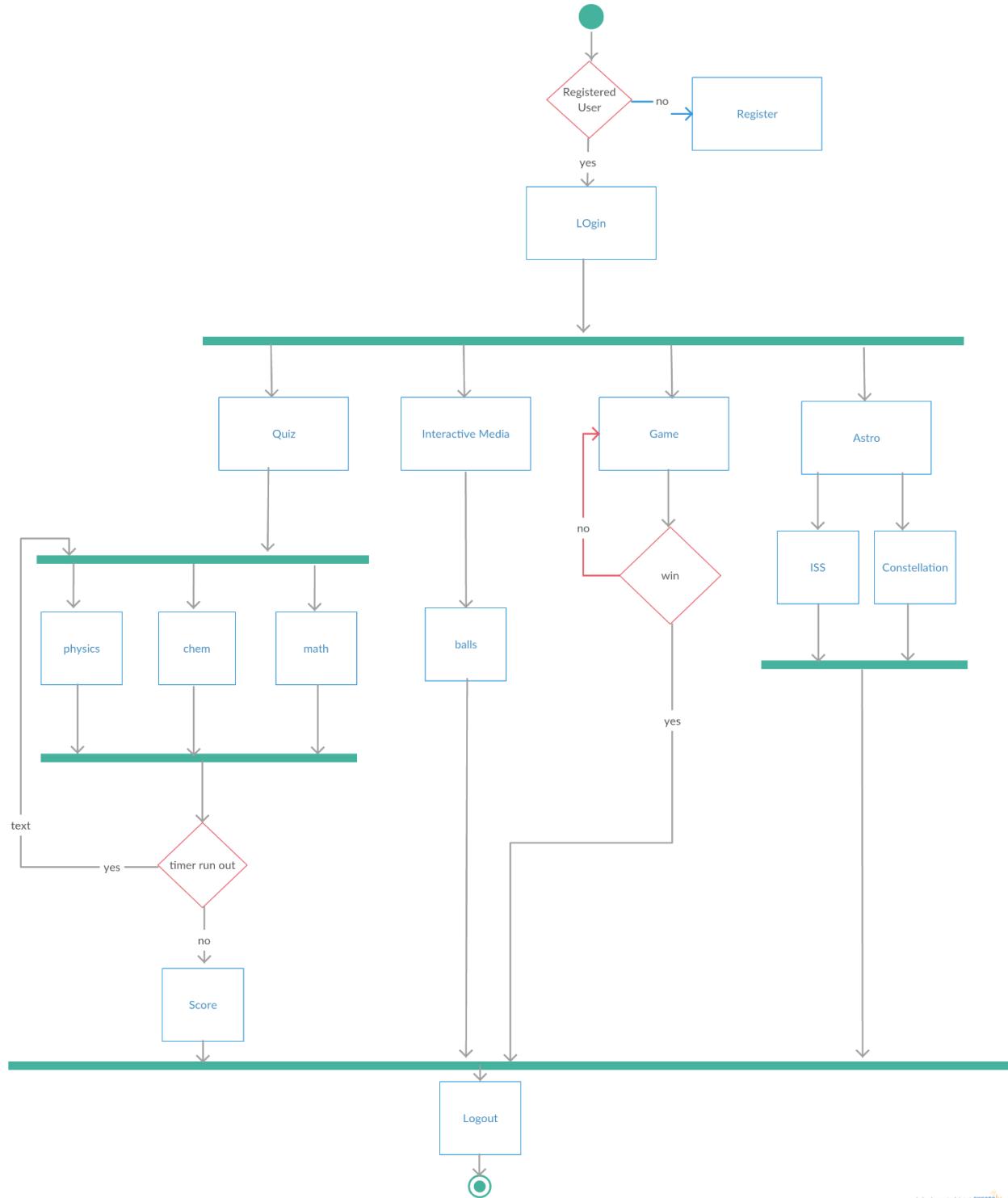
Architecture Diagram



Class Diagram:

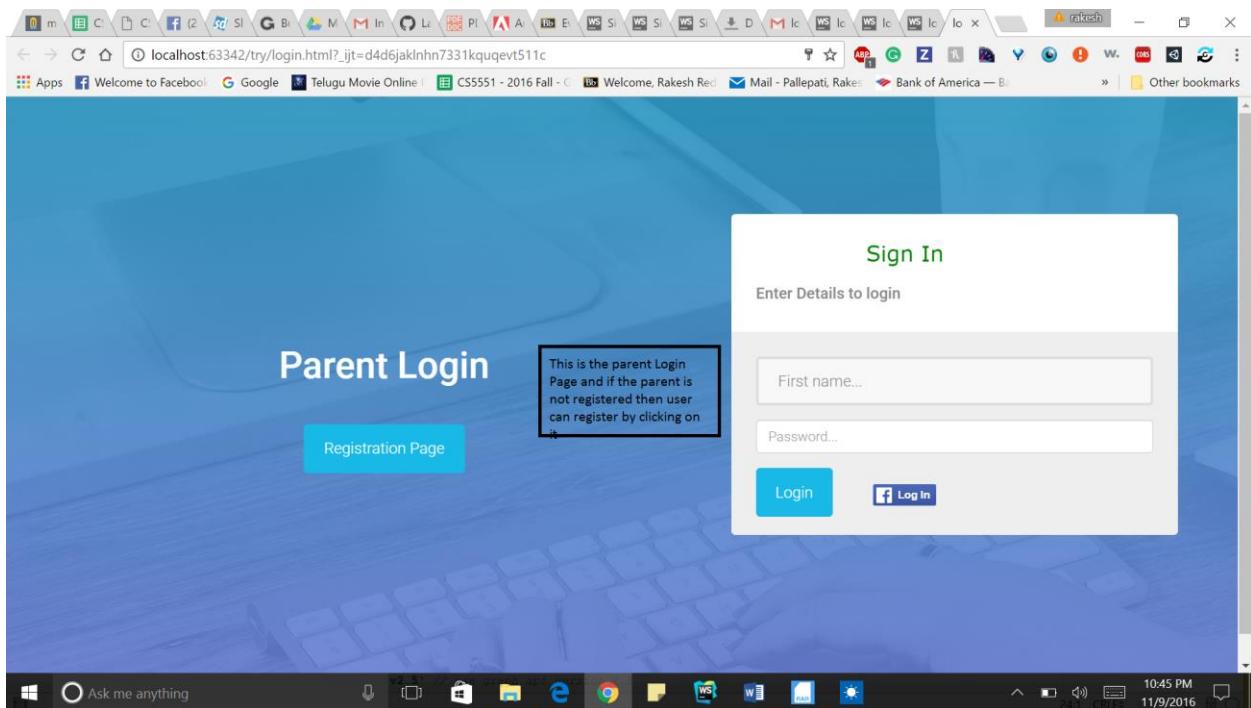
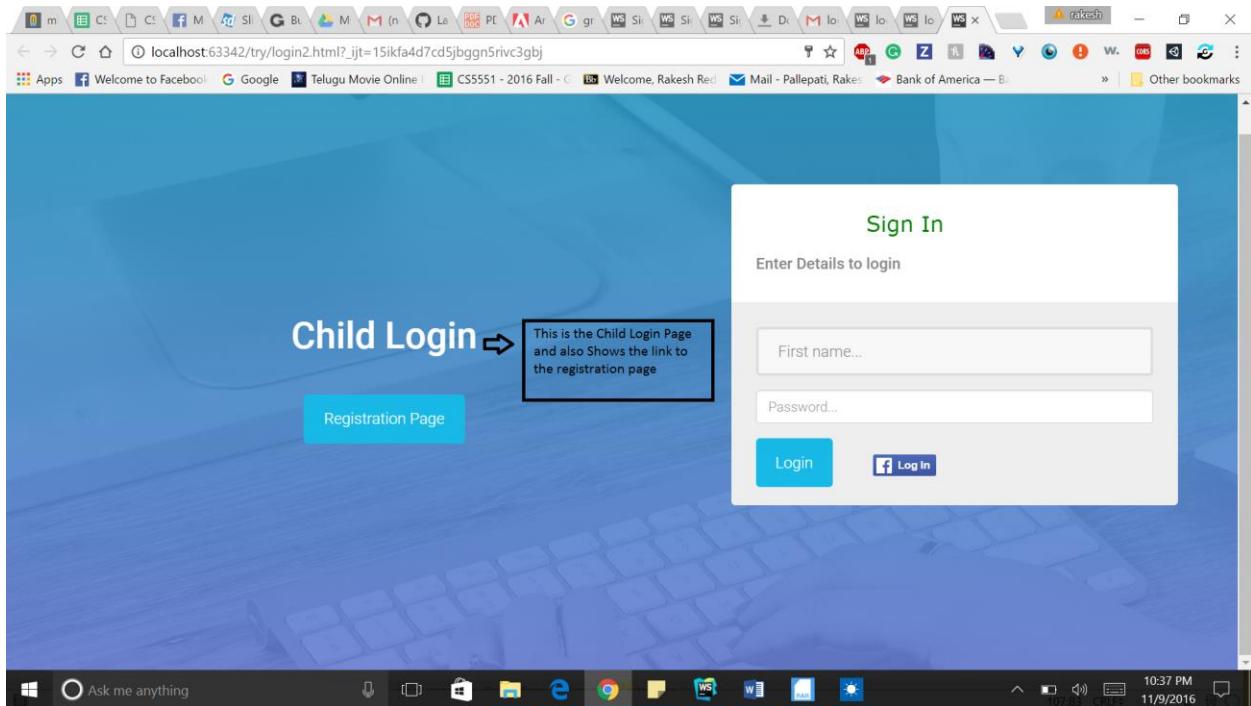


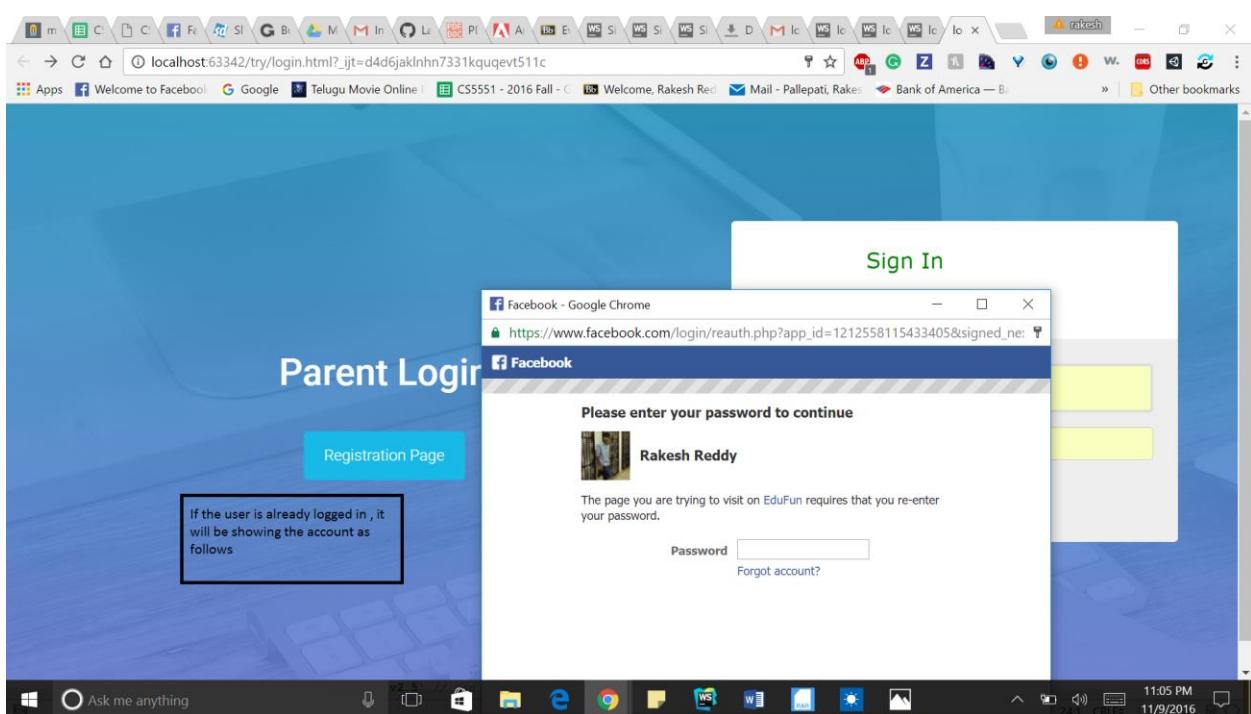
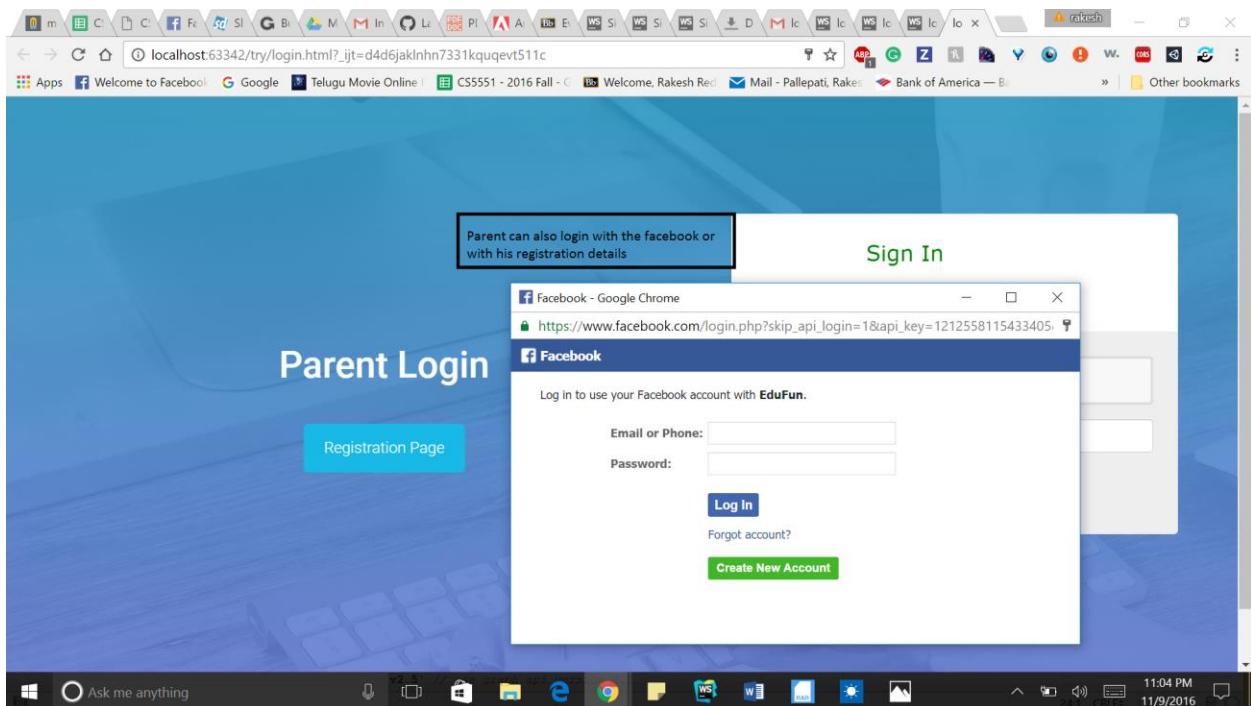
Activity Diagram:

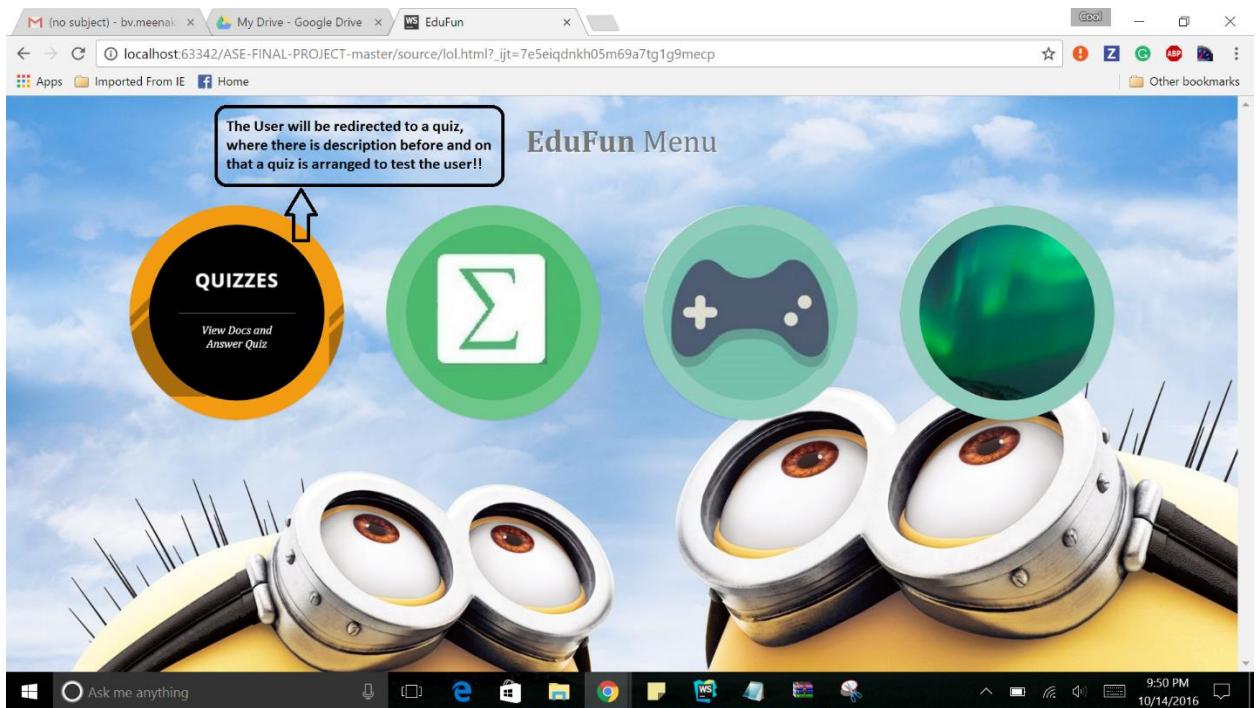


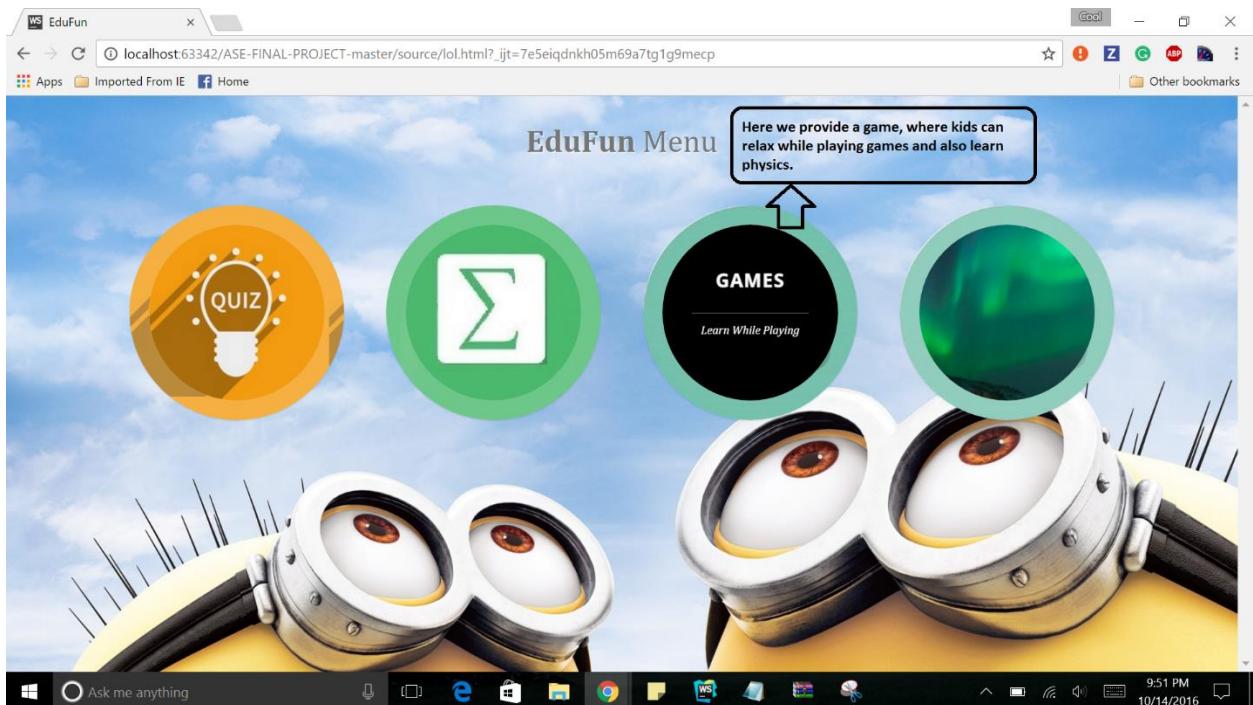
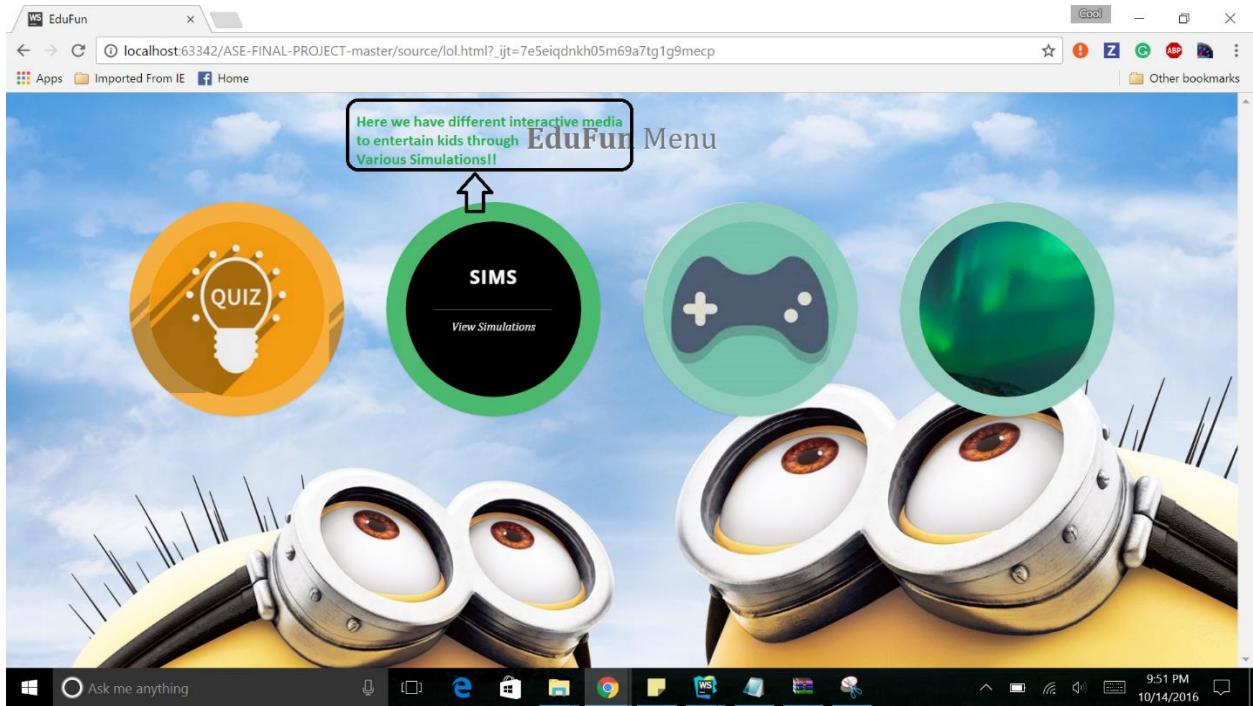
5.3. User Stories:

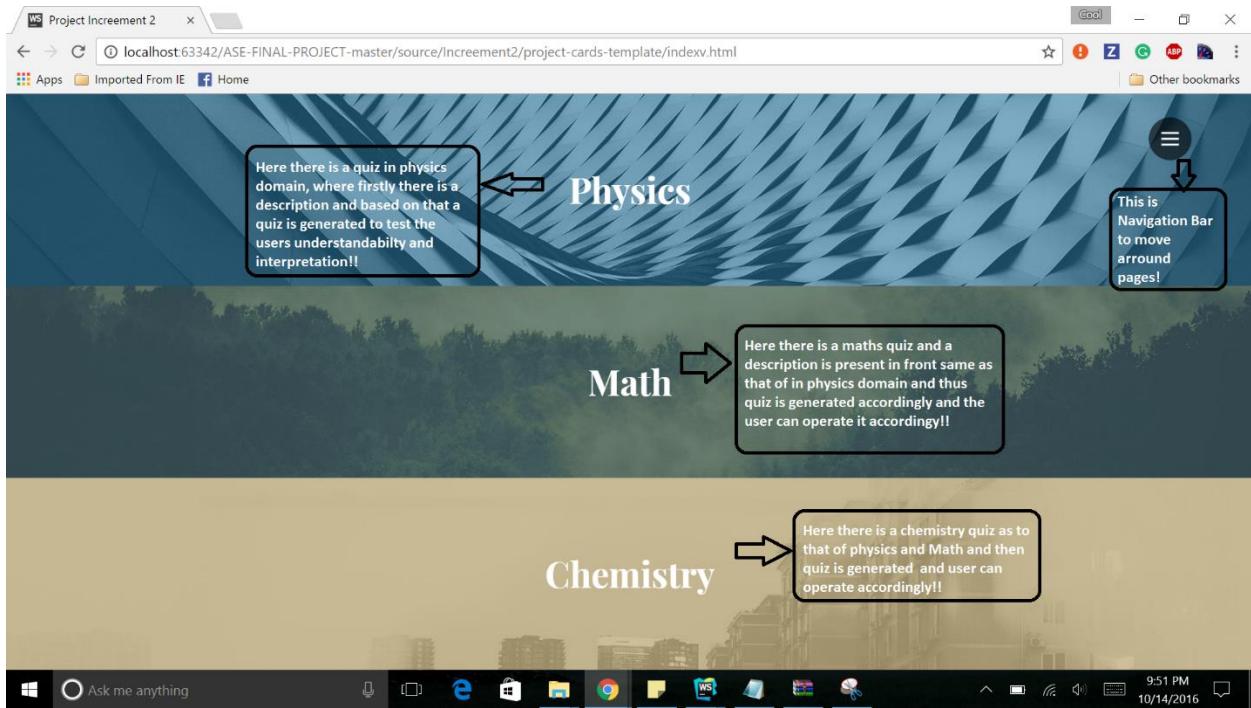
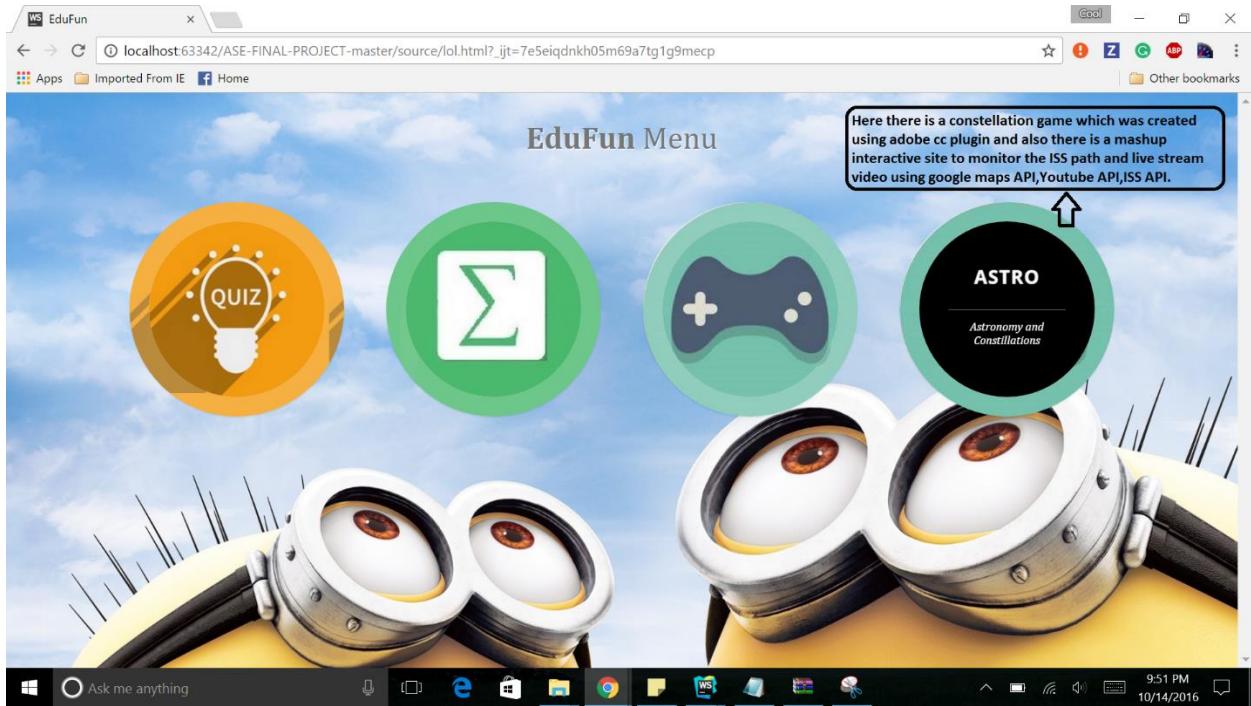
Login Page













Force of Attraction between Bodies

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This is a Physics quiz and there is description firstly and then quiz is generated for the user to take it!!



objects are electrically neutral, which means they have an equal amount of electrons, which carry a negative charge, and protons, which carry a positive charge. But sometimes, objects can lose electrons and be positively charged, or gain electrons and become negatively charged. The attraction occurs when two objects of opposite charge are in close proximity, and the electrical force causes these objects to attract. Therefore, positive and negative charges will attract each other. Hence the saying 'Opposites attract.' The third force that may cause attraction is the magnetic force. The magnetic force attracts objects that have magnetic properties. A magnet will attract metals rich in iron, like steel, as well as nickel and cobalt. But when an object is magnetized, the magnetic force is attractive when a north magnetic pole is brought into close proximity to a south magnetic force. The main source of magnetism is electric currents. When charges move, there is an electric current. So charges that don't move are affected by the electric force and charges that move are affected by the magnetic force. Magnetic attraction can also be the reason behind the saying 'Opposites attract.'

Take a Quiz

When the user clicks on this button the user gets redirected to the quiz interaction page!!



localhost:63342/ASE-FIN

Question 1 of 4

Which one of the following forces is purely attractive?

This is the choice from where user can select

Gravitational force
Electrostatic force
Magnetic force

When user clicks on this button user either goes to next question or gets the final score.

Submit Answer

When the user presses this button the user goes back!!

EXIT

TIME REMAINING: 40

This is a timer where when the time is over the user will be redirected out of page

Ask me anything

localhost:63342/ASE-FIN

Question 4 of 4

Who Observed Gravity first?

Einstein
Stephen
Newton

Using these radio buttons the user can decide what option to choose for the given question.

Submit Answer

EXIT

TIME REMAINING: 13

Ask me anything

localhost:63342/ASE-FIN

localhost:63342/ASE-FINAL-PROJECT-master/source/Incrementation2/quiz.html?_jtt=v6aepspr353m91o406d5ch86up

Feedback

Who Observed Gravity first?

Einstein

Stephen

Newton

Submit Answer

The timer freezes here as the quiz is completed!!

TIME REMAINING: 10

Correct Answers :

3 → This segment shows the no of correct answers the user marked for all the questions given!!

EXIT

Ask me anything

9:52 PM
10/14/2016

EduFun

localhost:63342/ASE-FINAL-PROJECT-master/source/Astro.html

EduFun Menu

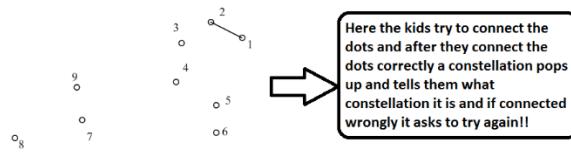
Leo

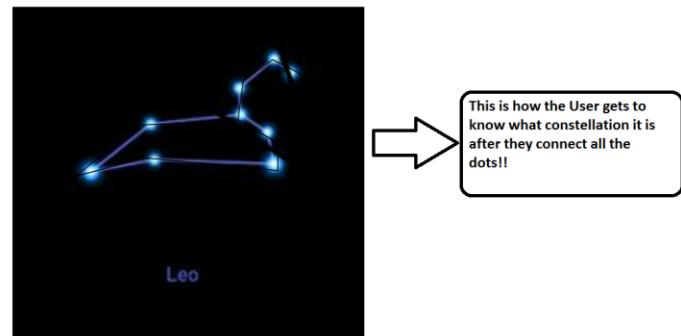
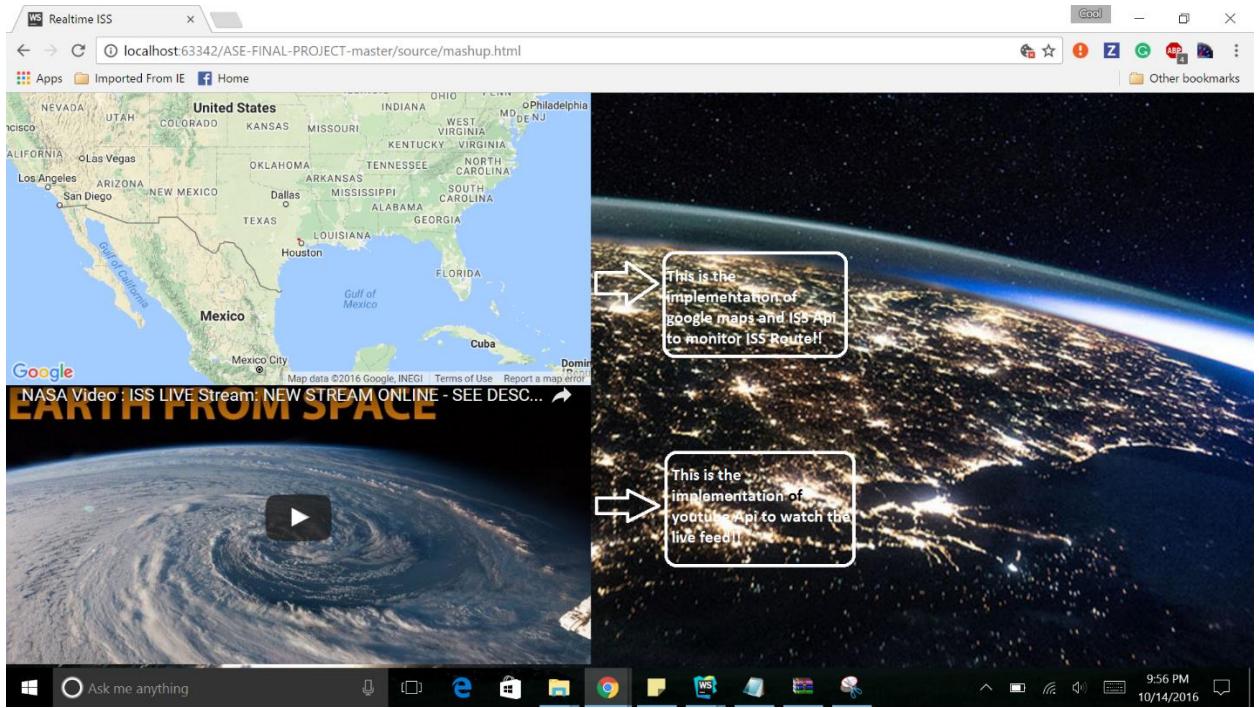
This is the constellation game, where we used adobe CC plugin and here the aim is that kids try to form constellations by connecting the dots and when the plot is done we tell them what constellation is that!!

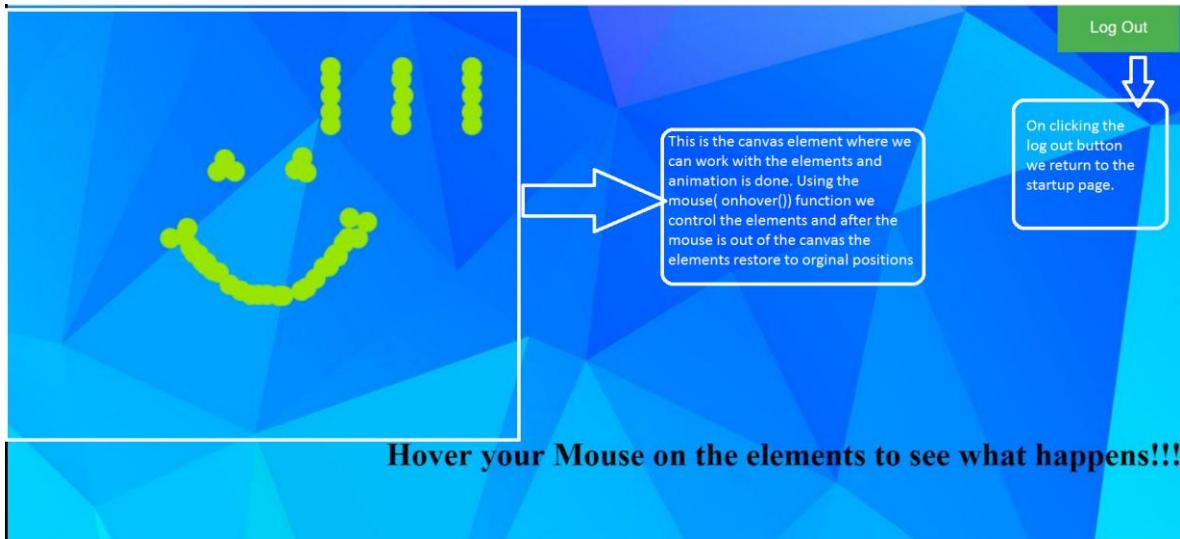
This is the ISS interaction media where user can monitor the route of ISS and also watch the live stream video. This is a mashup of Youtube API, Google Maps API and ISS API.

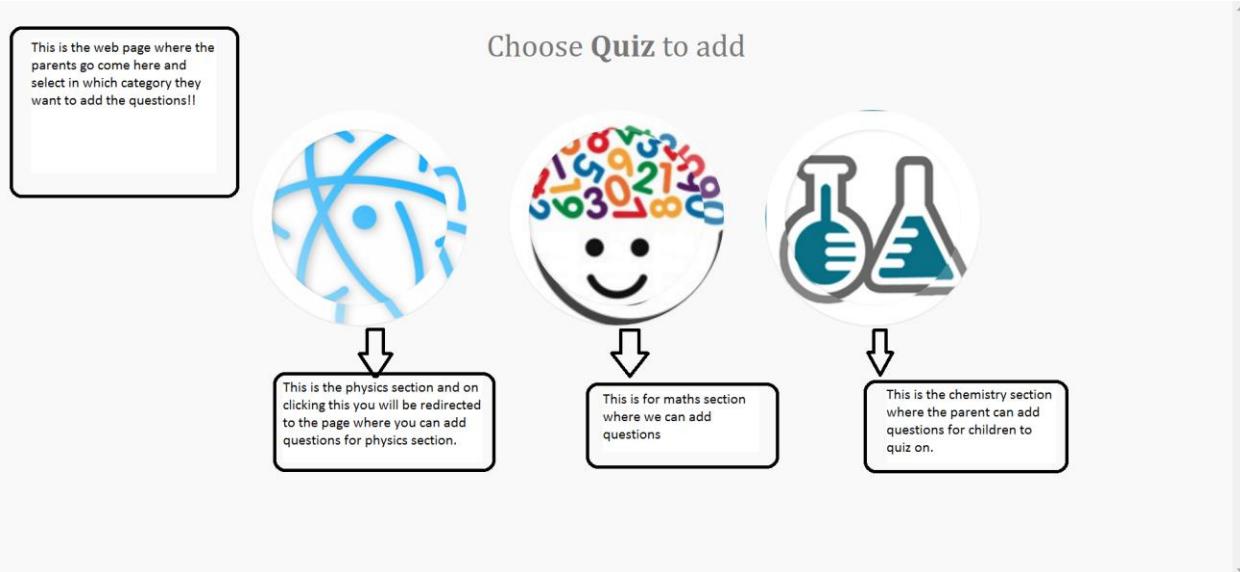
Ask me anything

9:53 PM
10/14/2016









you can add questions in this page and the questions added by the parent here can be updated in child's quiz for him/her to learn on this topic!!

Add Questions!!

Your question*

Your option 1*

Your option 2*

Your option 3*

When this is pressed then it will be redirected out to the home page where the children can quiz on!!



Your question*

→ This is where the parents add in the question!!

Your option 1*

Your option 2*

Your option 3*

Correct Answer*

→ This is where the parents adds in the choices for the question specified!!

→ This is where the correct answer choice is mentioned

Set your Question!



Your question*

Who invented telephone?

Your option 1*

Alexander flemming

Your option 2*

Graham Bell

Your option 3*

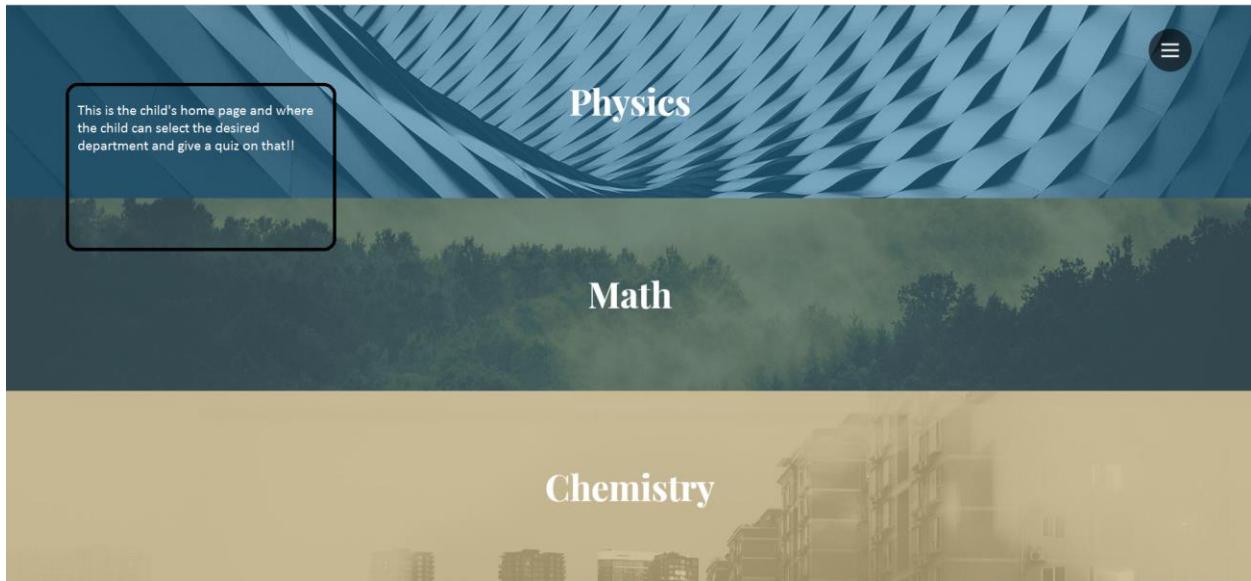
Einstein

This is where the question is added for the physics department and this question will be updated in the child quiz section department and the child can quiz on that!!

Correct Answer*

B

Set your Question!



objects are electrically neutral, which means they have an equal amount of electrons, which carry a negative charge, and protons, which carry a positive charge. But sometimes, objects can lose electrons and be positively charged, or gain electrons and become negatively charged. The attraction occurs when two objects of opposite charge are in close proximity, and the electrical force causes these objects to attract. Therefore, positive and negative charges will attract each other. Hence the saying 'Opposites attract.' The third force that may cause attraction is the magnetic force. The magnetic force attracts objects that have magnetic properties. A magnet will attract metals rich in iron, like steel, as well as nickel and cobalt. But when an object is magnetized, the magnetic force is attractive when a north magnetic pole is brought into close proximity to a south magnetic force. The main source of magnetism is electric currents. When charges move, there is an electric current. So charges that don't move are affected by the electric force and charges that move are affected by the magnetic force. Magnetic attraction can also be the reason behind the saying 'Opposites attract.'

Take a Quiz

By pressing this button the
child can give the quiz on
updated questions!!

Question 1 of 4

Who invented telephone?

- Alexander flemming
- Graham Bell
- Einstein

[Submit Answer](#)

This is the question that is added by the parent before and it got updated on the child's so that he/she can give quiz on what the parent selects as the question!!

[EXIT](#)

TIME REMAINING:

39

Your question*

What is 4-3

This is for Maths section!!

Your option 1*

1

Your option 2*

12

Your option 3*

13

Correct Answer*

A

[Set your Question!](#)

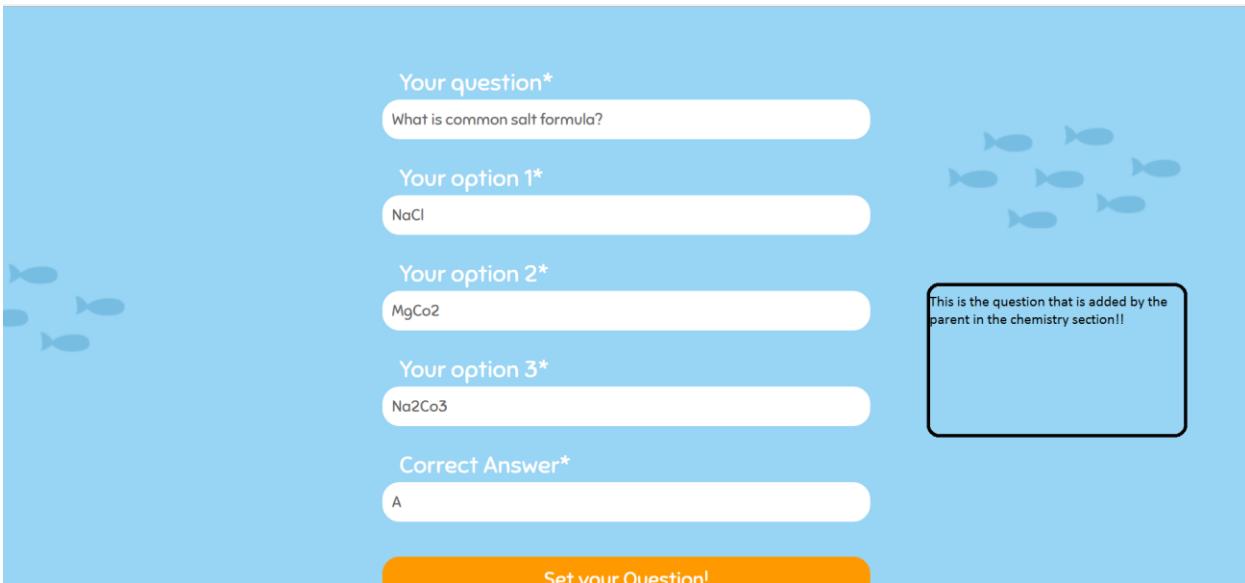
Your question*
What is common salt formula?

Your option 1*
NaCl

Your option 2*
MgCo2

Your option 3*
Na2Co3

Correct Answer*
A



This is the question that is added by the parent in the chemistry section!!

Set your Question!

Question 1 of 4
What is 4-3

1
 12
 13

This is the updated question set by the parent in maths section for child's maths quiz section!!

Submit Answer

EXIT

TIME REMAINING:
34

Question 1 of 4

What is common salt formula?

-
-
-

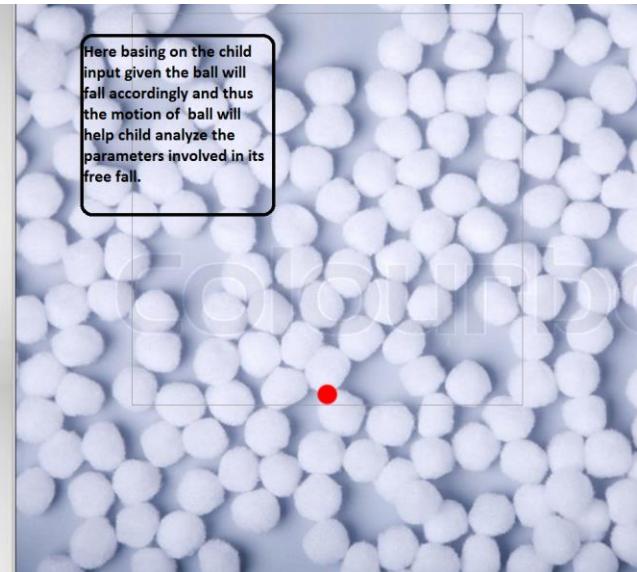
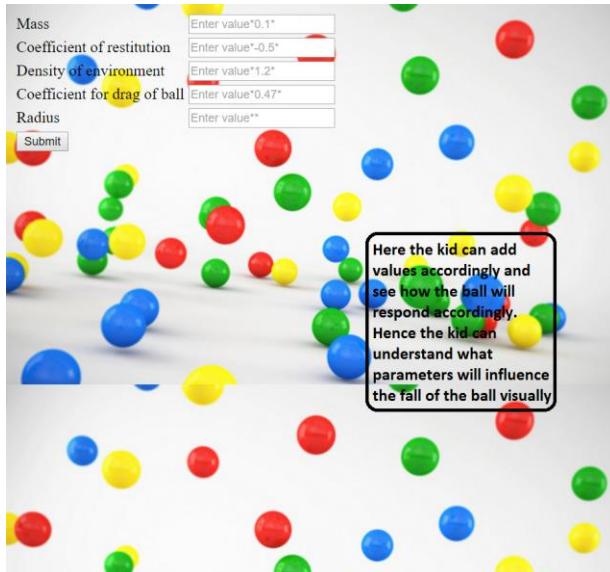
[Submit Answer](#)

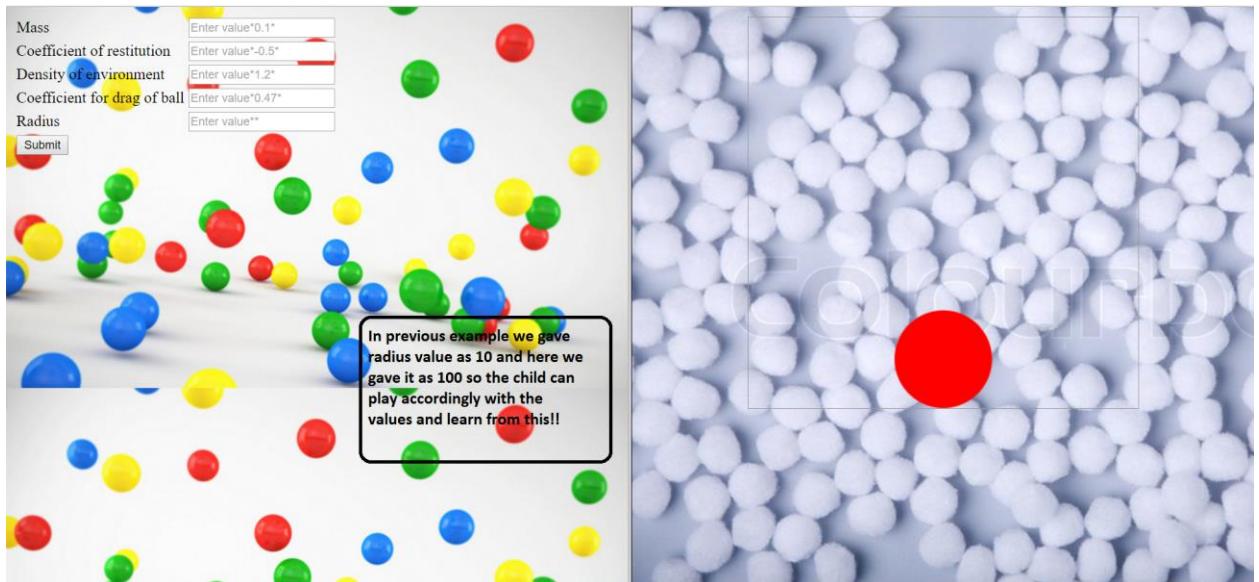
This is the question that is updated after adding this question by the parent and then this is shown in child's quiz!!

[EXIT](#)

TIME REMAINING:

40





6. Testing

6.1 Unit Testing

S.NO	Test case Title	Description	Expected Outcome	Result
1	Successful User Verification	The user logs in using correct credentials (correct login name and password)	The user credentials must be verified correctly.	Success
2	Unsuccessful User (Invalid Authentication)	Wrong credentials Given so invalid login.	If invalid details given, then authentication must fail.	Success
3	Successful User Login	Given the correct credentials user should be redirected to home page.	If the valid details are given, then authentication is a success and it must be redirected to home page.	Success
4	New user should register	If the user is new, then he should be redirected to register page and get registered.	For a new user a registration page will be displayed and they can add details to be registered.	Success
5	Invalid Email	Email validation must be checked if invalid then it must be return check credentials.	If invalid email is given, then an alert box pops up showing check credentials.	Success
6	Field details required	Every field detail is compulsory nothing must be left empty.	If all the field details are given, then the activity continues if not an alert box pops up saying check credentials.	Success

7	Facebook Login Validation	Facebook validation is checked here.	If Facebook login is valid then it should be redirected to the home page otherwise an alert box pops up showing login failed.	Success
8	Log out Validation	The page must be redirected to the startup page when log out button is pressed.	If the user wants to log out, then by clicking the log out button they will be redirected to startup page.	Success
9	Element Animation 1	Checking for element animation.	If the mouse is hovered upon the elements, then all the elements get scattered and move accordingly to the mouse co-ordinates.	Success
10	Element Animation 2	Checking for element animation.	When the mouse is moved away from the canvas element, then all the elements restore to their normal positions.	Success
11	Constellation game	In Constellation game if the dots are connected correctly	They should all form a constellation and tell what constellation it is	Success
12	Constellation game	In Constellation game if the dots are not connected correctly	They should all form a constellation and tell what constellation it is	Fail
13	ISS Interactive Media	In ISS interactive media during day light satellite image is shown	Satellite image has to be shown and its route is also shown clearly during daylight	Success
14	ISS Interactive Media	In ISS interactive media during night satellite image is not shown	Satellite image has to be shown and its route is also shown clearly during daylight	Fail

15	Quiz Interactive game	In quiz if time expires then the test must be stopped and gets redirected to the home page	Home page must not be present after an alert box pops up.	Fail
16	Quiz Interactive game	If the time expires and user is still taking test	Home page must be present after the alert box pops up	Success
17	Quiz Interactive game	After all the questions are answered the no of correct questions answered must be shown on the screen	Correct questions count must be displayed after the test is completed	Success
18	Quiz Interactive game	After the exit button is pressed and then it must retrace its path back using the history	Previously opened page must be displayed after this button is pressed	Success

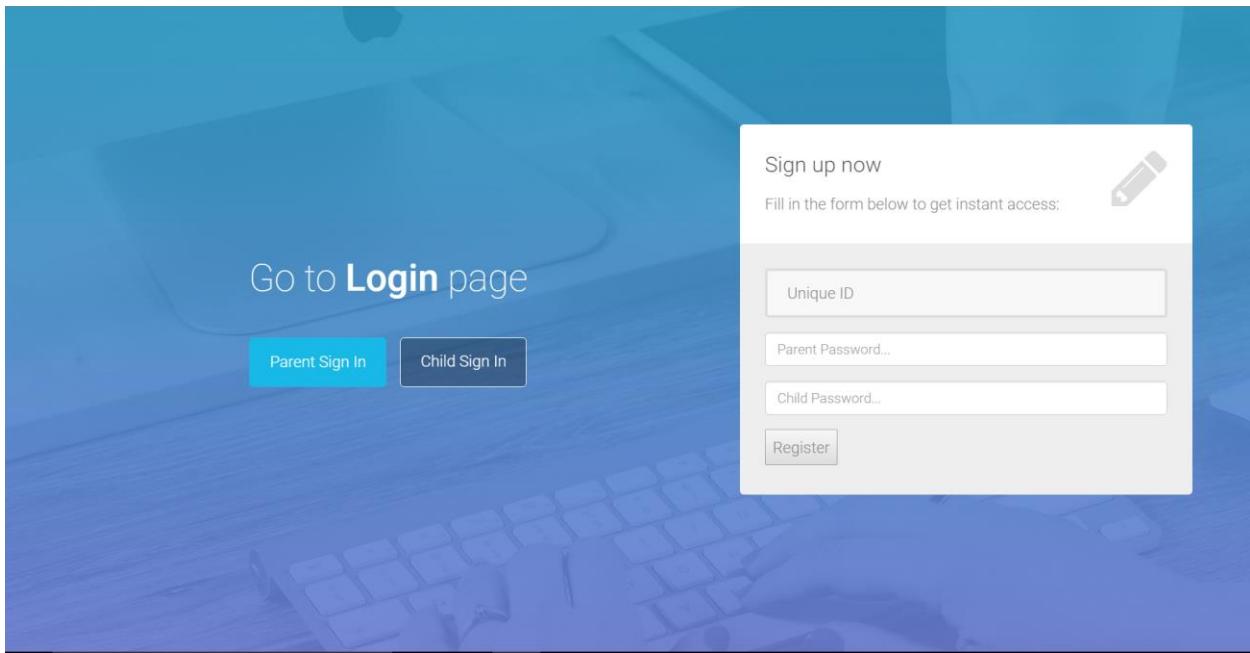
For Increment 3:

Register (MongoDB)	After Clicking Register, Details Should enter in Mongo DB	It should open login page.	Pass
Login (MongoDB)	Details of user is first verified in the MongoDB database and proceed.	It will be verifying with the Unique id and enters to home page	Pass
Parent login	After clicking on parent login, it should redirect to parent login page	Parent login page need to be opened	Pass

Child Login	After clicking on child login, the user should redirect to the Child Login page	Child Login Page should be opened	Pass
Quiz Questions	Questions can be added to any topic (Physics, Chemistry, Math's)	Questions to be displayed in their respective topic page	Pass
Ball Simulator	Values can be varied in different categories (Mass, Density, Medium, etc...,)	It will open the ball page and move as per given values	Pass

6.2. Performance testing:

The performance test has been implemented using Yslow Analyser, it will issue the grades according to the code Quality. These has been tested for all HTML files:



A screenshot of the Yslow Analyser report for the "Parent Login" page. The report shows an overall grade of A with a score of 95. It includes sections for "Grade A", "Grade C on Make fewer HTTP requests", and "Grade C on Make fewer HTTP requests". The "Grade A" section lists rules applied: Small Site or Blog, Ruleset applied: Small Site or Blog, URL: http://localhost:63342/try/login.html?..., and Overall performance score 95. The "Grade C" sections provide detailed feedback on combining external Javascript scripts and CSS files to reduce the number of components. The interface includes standard browser navigation and sharing buttons.

The screenshot shows a web browser window with a blue header bar. The main content area has a light blue background with a circular watermark. At the top center, there is a white modal window titled "Sign In" with the sub-instruction "Enter Details to login". Below this, a yellow bar contains the word "User". The main content area features a large green title "Child Login". Below the title, a navigation bar includes links for "Home", "Grade", "Components", and "Statistics". The "Grade" link is highlighted with a green border. To the right of the navigation bar are buttons for "Rulesets", "Small Site or Blog", "Edit", and "Help".

Grade A Overall performance score 95 Ruleset applied: Small Site or Blog URL: http://localhost:63342/try/login2.html

ALL (15) FILTER BY: [CONTENT \(5\)](#) | [CSS \(5\)](#) | [IMAGES \(2\)](#) | [JAVASCRIPT \(3\)](#) | [SERVER \(2\)](#)

C Make fewer HTTP requests

- [A Avoid empty src or href](#)
- [A Compress components with gzip](#)
- [A Put CSS at top](#)
- [A Put JavaScript at bottom](#)
- [A Avoid CSS expressions](#)
- [A Reduce DNS lookups](#)
- [A Minify JavaScript and CSS](#)

Grade C on Make fewer HTTP requests

This page has 7 external Javascript scripts. Try combining them into one.
This page has 5 external stylesheets. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

[»Read More](#)

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The screenshot shows a web browser window with a blue header bar. The main content area has a light blue background with a circular watermark. At the top center, there is a white modal window titled "Sign up now" with the sub-instruction "Fill in the form below to get instant access:". To the right of the modal is a pencil icon. Below the modal, a yellow bar contains the text "Unique ID". The main content area features a large green title "Go to Login page". Below the title, a navigation bar includes links for "Home", "Grade", "Components", and "Statistics". The "Grade" link is highlighted with a green border. To the right of the navigation bar are buttons for "Rulesets", "Small Site or Blog", "Edit", and "Help".

Grade A Overall performance score 94 Ruleset applied: Small Site or Blog URL: http://localhost:63342/try/register.html

ALL (15) FILTER BY: [CONTENT \(5\)](#) | [CSS \(5\)](#) | [IMAGES \(2\)](#) | [JAVASCRIPT \(3\)](#) | [SERVER \(2\)](#)

D Make fewer HTTP requests

- [A Avoid empty src or href](#)
- [A Compress components with gzip](#)
- [A Put CSS at top](#)
- [A Put JavaScript at bottom](#)
- [A Avoid CSS expressions](#)
- [A Reduce DNS lookups](#)
- [A Minify JavaScript and CSS](#)

Grade D on Make fewer HTTP requests

This page has 9 external Javascript scripts. Try combining them into one.
This page has 5 external stylesheets. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

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Physics

chrome-extension://ninejcohidippngpapilnmkgilmakh/yslow.html#1446

Home Grade Components Statistics | Rulesets Small Site or Blog ▾ Edit Help ↴

Grade A Overall performance score 95 Ruleset applied: Small Site or Blog URL: http://localhost:63342/Increment2/project-cards-template/index.html?...

ALL (15) FILTER BY: CONTENT (5) | CSS (5) | IMAGES (2) | JAVASCRIPT (3) | SERVER (2)

A Make fewer HTTP requests

- A Avoid empty src or href**
- C Compress components with gzip**
- A Put CSS at top**
- A Put JavaScript at bottom**
- A Avoid CSS expressions**
- A Reduce DNS lookups**

Grade A on Make fewer HTTP requests

This page has 3 external stylesheets. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

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Tweet Share

Project Increment 2

localhost:63342/Increment2/project-cards-template/index.html?_jt=a746b5rerbm76nkdl9n8t5g08g

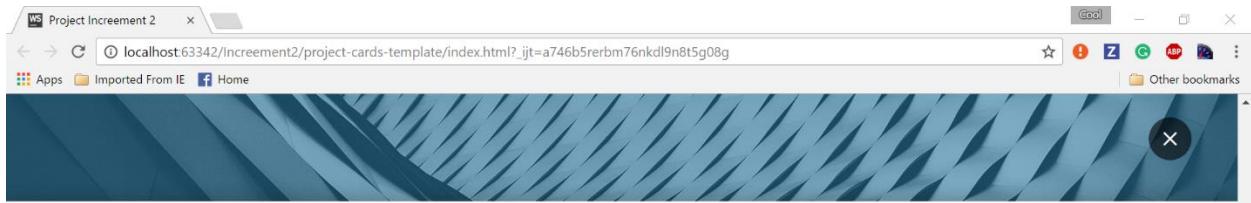
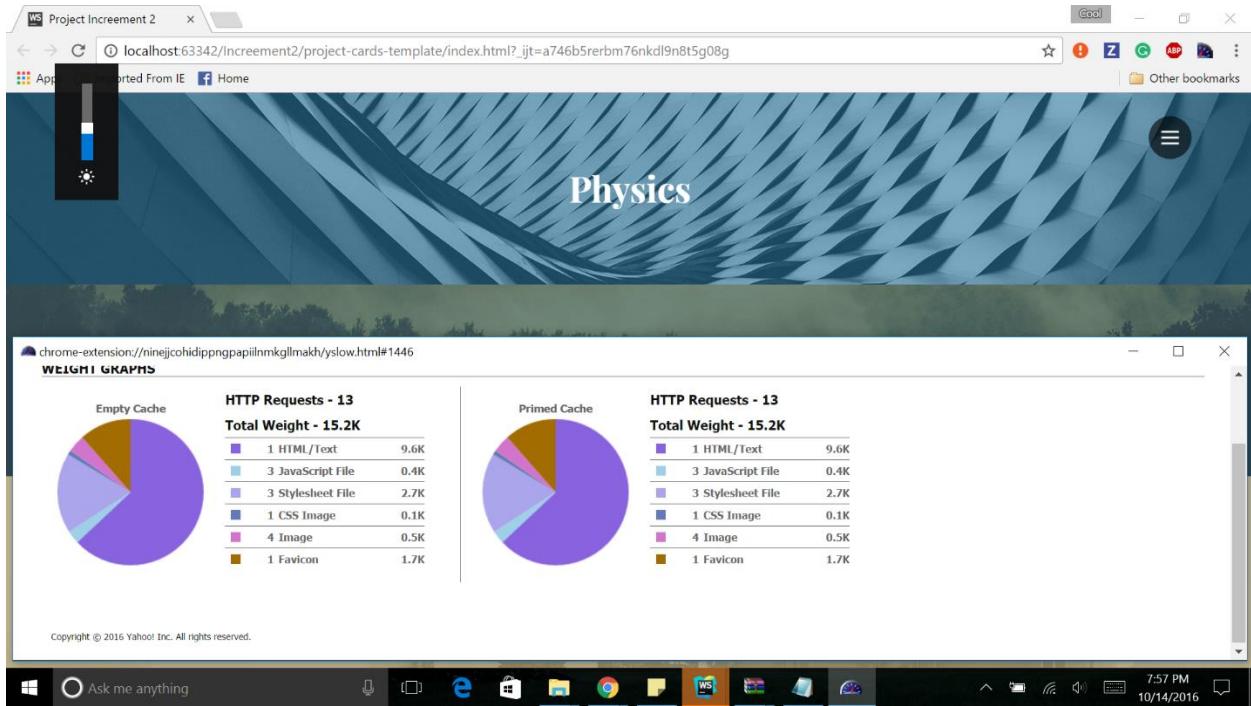
Apps Imported From IE Home Other bookmarks

chrome-extension://ninejcohidippngpapilnmkgilmakh/yslow.html#1446

TYPE	SIZE (KB)	GZIP (KB)	COOKIE RECEIVED (bytes)	COOKIE SENT (bytes)	HEADERS	URL	EXPIRES (Y/M/D)	RESPONSE TIME (ms)	ETAG	ACTION
doc (1)	9.6K									
js (3)	0.4K									
css (3)	2.7K									
cssimage (1)	0.1K									
image (4)	0.5K									
favicon (1)	1.7K									

* type column indicates the component is loaded after window onload event
† denotes 1x1 pixels image that may be image beacon

Ask me anything 7:57 PM 10/14/2016



Force of Attraction between Bodies

Grade A Overall performance score 96 Ruleset applied: Small Site or Blog URL: http://localhost:63342/Increement2/project-cards-template/index.html...

ALL (15) FILTER BY: [CONTENT \(5\)](#) | [CSS \(5\)](#) | [IMAGES \(2\)](#) | [JAVASCRIPT \(3\)](#) | [SERVER \(2\)](#)

A Make fewer HTTP requests

- A Avoid empty src or href**
- B Compress components with gzip**
- A Put CSS at top**
- A Put JavaScript at bottom**
- A Avoid CSS expressions**
- A Reduce DNS lookups**

Grade A on Make fewer HTTP requests

This page has 3 external stylesheets. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

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Force of Attraction between Bodies

chrome-extension://ninejcohidippngpapilnmkgllmakh/yslow.html#1446

A Make fewer HTTP requests

- A Avoid empty src or href**
- B Compress components with gzip**
- A Put CSS at top**
- A Put JavaScript at bottom**
- A Avoid CSS expressions**
- A Reduce DNS lookups**
- A Minify JavaScript and CSS**
- A Avoid URL redirects**
- A Remove duplicate JavaScript and CSS**
- A Reduce the number of DOM elements**
- E Avoid HTTP 404 (Not Found) pages**

Grade A on Make fewer HTTP requests

This page has 3 external stylesheets. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

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Force of Attraction between Bodies

chrome-extension://ninejcohidippngpapilnmkgllmakh/yslow.html#1446

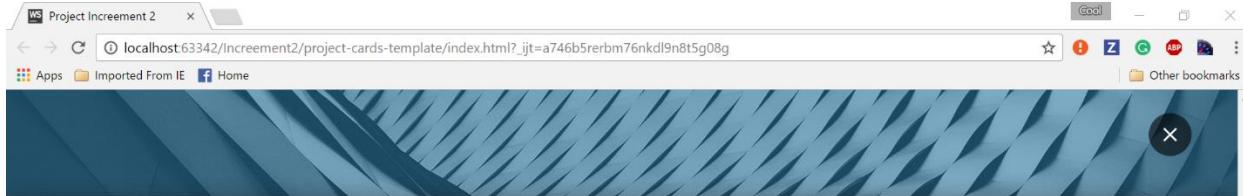
Components The page has a total of 13 components and a total weight of 5.8K bytes

[»Expand All](#)

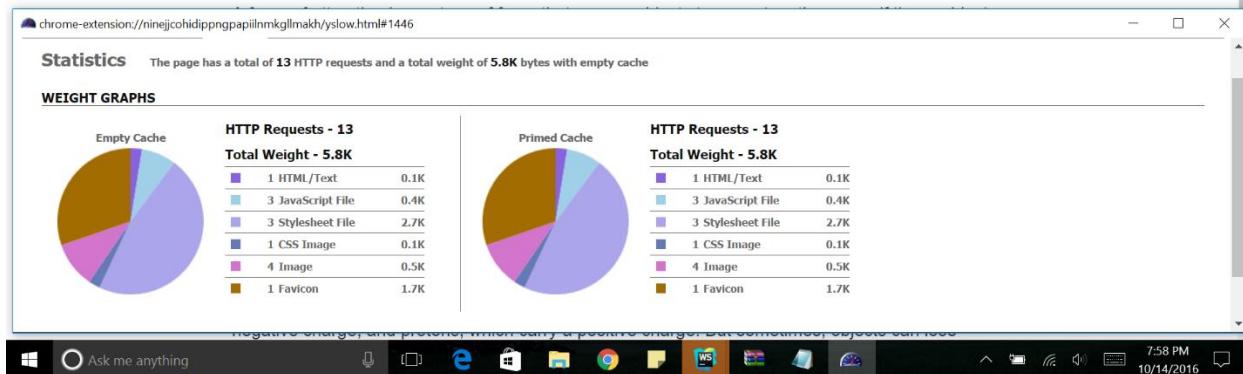
TYPE	SIZE (KB)	GZIP (KB)	COOKIE RECEIVED (bytes)	COOKIE SENT (bytes)	HEADERS	URL	EXPIRES (Y/M/D)	RESPONSE TIME (ms)	ETAG	ACTION
doc (1)	0.1K									
js (3)	0.4K									
css (3)	2.7K									
cssimage (1)	0.1K									
image (4)	0.5K									
favicon (1)	1.7K									

* type column indicates the component is loaded after window.onload event

negative energy, and proto, which carry a positive charge of electrons, objects can lose



Force of Attraction between Bodies



WS Increment2 - [C:\Users\vbmxh\Desktop\ASE\Increment2] - ...\\project-cards-template\\index.html - WebStorm 2016.2.3

File Edit View Navigate Code Refactor Run Tools VCS Window Help

Increment2 project-cards-template index.html

Project tree: cd-arrow.svg, cd-logo.svg, gas.gif, img-1.jpg, img-2.jpg, img-3.jpg, liquid.gif, solid.gif, statofmatter.gif, js, jquery-2.1.4.js

Code editor: html.no-js, head, style

```

19
20
21 .button {
22     background-color: #4CAF50; /* Green */
23     border: none;
24     color: white;
25     padding: 16px 32px;
26     text-align: center;
27     text-decoration: none;
28     display: inline-block;
29 }
30
31
  
```

WS warning: Page 'http://localhost:63342/L...-template/css/liquid.gif' requested without authorization, you can copy URL and open it in browser to trust it.

chrome-extension://ninejcohidippngpapilnmkgilmakh/yslow.html#1446

Home Grade Components Statistics |

Grade A Overall performance score 96 Ruleset applied: Small Site or Blog URL: http://localhost:63342/Increment2/project-cards-template/index.html?...

ALL (15) FILTER BY: CONTENT (5) | CSS (5) | IMAGES (2) | JAVASCRIPT (3) | SERVER (2)

A Make fewer HTTP requests

- A Avoid empty src or href**
- B Compress components with gzip**
- A Put CSS at top**
- A Put JavaScript at bottom**
- A Avoid CSS expressions**
- A Reduce DNS lookups**

Grade A on Make fewer HTTP requests

This page has 3 external stylesheets. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

[Read More](#)

Windows taskbar: Ask me anything, File Explorer, Task View, Start button, Taskbar icons, Date/Time: 7:59 PM, 10/14/2016.



Mathematics - Algebra

Algebra (from Arabic "al-jabr" meaning "reunion of broken parts"[1]) is one of the broad parts of

chrome-extension://ninejcohidippngpapilnmkgllmakh/yslow.html#1446

Home Grade Components Statistics | Rulesets Small Site or Blog Edit Help

Grade A Overall performance score 96 Ruleset applied: Small Site or Blog URL: http://localhost:63342/Increement2/project-cards-template/index.html?...

ALL (15) FILTER BY: [CONTENT \(5\)](#) | [CSS \(5\)](#) | [IMAGES \(2\)](#) | [JAVASCRIPT \(3\)](#) | [SERVER \(2\)](#)

A Make fewer HTTP requests

- A Avoid empty src or href**
- B Compress components with gzip**
- A Put CSS at top**
- A Put JavaScript at bottom**
- A Avoid CSS expressions**
- A Reduce DNS lookups**

Grade A on Make fewer HTTP requests

This page has 3 external stylesheets. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

[»Read More](#)

Ask me anything 7:59 PM 10/14/2016



Mathematics - Algebra

Algebra (from Arabic "al-jabr" meaning "reunion of broken parts"[1]) is one of the broad parts of

chrome-extension://ninejcohidippngpapilnmkgllmakh/yslow.html#1446

TYPE	SIZE (KB)	GZIP (KB)	COOKIE RECEIVED (bytes)	COOKIE SENT (bytes)	HEADERS	URL	EXPIRES (Y/M/D)	RESPONSE TIME (ms)	ETAG	ACTION
<input type="checkbox"/> doc (1)	0.1K									
<input type="checkbox"/> js (3)	0.4K									
<input type="checkbox"/> css (3)	2.7K									
<input type="checkbox"/> cssimage (1)	0.1K									
<input type="checkbox"/> image (4)	0.5K									
<input type="checkbox"/> favicon (1)	1.7K									

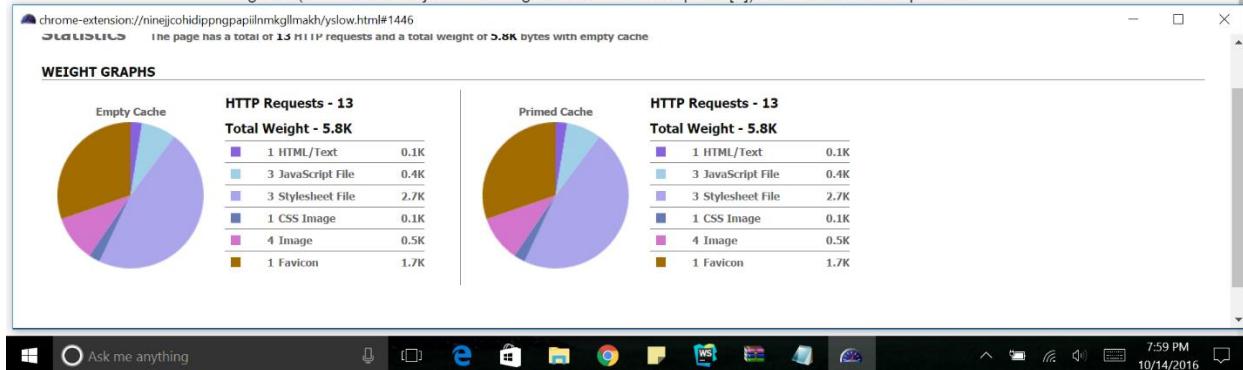
* type column indicates the component is loaded after window onload event
† denotes 1x1 pixels image that may be image beacon

Ask me anything 7:59 PM 10/14/2016



Mathematics - Algebra

Algebra (from Arabic "al-jabr" meaning "reunion of broken parts"[1]) is one of the broad parts of



States of Matter

In physics, a state of matter is one of the distinct forms that matter takes on. Four states of matter

Grade A Overall performance score 96 Ruleset applied: Small Site or Blog URL: http://localhost:63342/increment2/project-cards-template/index.html?...

ALL (15) FILTER BY: CONTENT (5) | CSS (5) | IMAGES (2) | JAVASCRIPT (3) | SERVER (2)

A Make fewer HTTP requests

- A Avoid empty src or href
- B Compress components with gzip
- A Put CSS at top
- A Put JavaScript at bottom
- A Avoid CSS expressions
- A Reduce DNS lookups

Grade A on Make fewer HTTP requests

This page has 3 external stylesheets. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

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In physics, a state of matter is one of the distinct forms that matter takes on. Four states of matter

Components The page has a total of 13 components and a total weight of 5.8K bytes

Type	Size (KB)	GZIP (KB)	Cookie Received (bytes)	Cookie Sent (bytes)	Headers	URL	Expires (Y/M/D)	Response Time (ms)	Etag	Action
doc (1)	0.1K									
js (3)	0.4K									
css (3)	2.7K									
cssimage (1)	0.1K									
image (4)	0.5K									
favicon (1)	1.7K									

In physics, a state of matter is one of the distinct forms that matter takes on. Four states of matter

Statistics The page has a total of 13 HTTP requests and a total weight of 5.8K bytes with empty cache

WEIGHT GRAPHS

HTTP Requests - 13	Total Weight - 5.8K
Empty Cache 	Primed Cache

In physics, a state of matter is one of the distinct forms that matter takes on. Four states of matter

Statistics The page has a total of 13 HTTP requests and a total weight of 5.8K bytes with empty cache

WEIGHT GRAPHS

HTTP Requests - 13	Total Weight - 5.8K
Total Weight - 5.8K 	Total Weight - 5.8K

localhost:63342/Increement2/quiz.html?_jtt=fl5tgr48dv2ooo2v0u8kbe7q35

Question 1 of 4

Which one of the following forces is purely attractive?

Gravitational force

Electrostatic force

chrome-extension://ninejcohidippngpapilnmkgilmakh/yslow.html#1530

Home Grade Components Statistics | Rulesets Small Site or Blog Edit Help

Grade A Overall performance score 99 Ruleset applied: Small Site or Blog URL: http://localhost:63342/Increement2/quiz.html?... ALL (15) FILTER BY: CONTENT (5) | CSS (5) | IMAGES (2) | JAVASCRIPT (3) | SERVER (2)

A Make fewer HTTP requests

A Avoid empty src or href

A Compress components with gzip

A Put CSS at top

A Put JavaScript at bottom

A Avoid CSS expressions

A Reduce DNS lookups

Grade A on Make fewer HTTP requests

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

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Ask me anything 8:03 PM 10/14/2016

localhost:63342/Increement2/quiz.html?_jtt=fl5tgr48dv2ooo2v0u8kbe7q35

Question 1 of 4

Which one of the following forces is purely attractive?

Gravitational force

Electrostatic force

chrome-extension://ninejcohidippngpapilnmkgilmakh/yslow.html#1530

Home Grade Components Statistics | Rulesets Small Site or Blog Edit Help

Components The page has a total of 3 components and a total weight of 2.3K bytes

>Expand All

TYPE	SIZE (KB)	GZIP (KB)	COOKIE RECEIVED (bytes)	COOKIE SENT (bytes)	HEADERS	URL	EXPIRES (Y/M/D)	RESPONSE TIME (ms)	ETAG	ACTION
doc (1)	0.1K									
css (1)	0.3K									
favicon (1)	1.7K									

* type column indicates the component is loaded after window onload event
† denotes 1x1 pixels image that may be image beacon

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Ask me anything 8:03 PM 10/14/2016

localhost:63342/Increm... x

localhost:63342/Inrement2/quiz.html?_ijt=fl5gr48dv2ooo2v0u8kbe7q35

Apps Imported From IE Home Other bookmarks

Question 1 of 4

Which one of the following forces is purely attractive?

Gravitational force

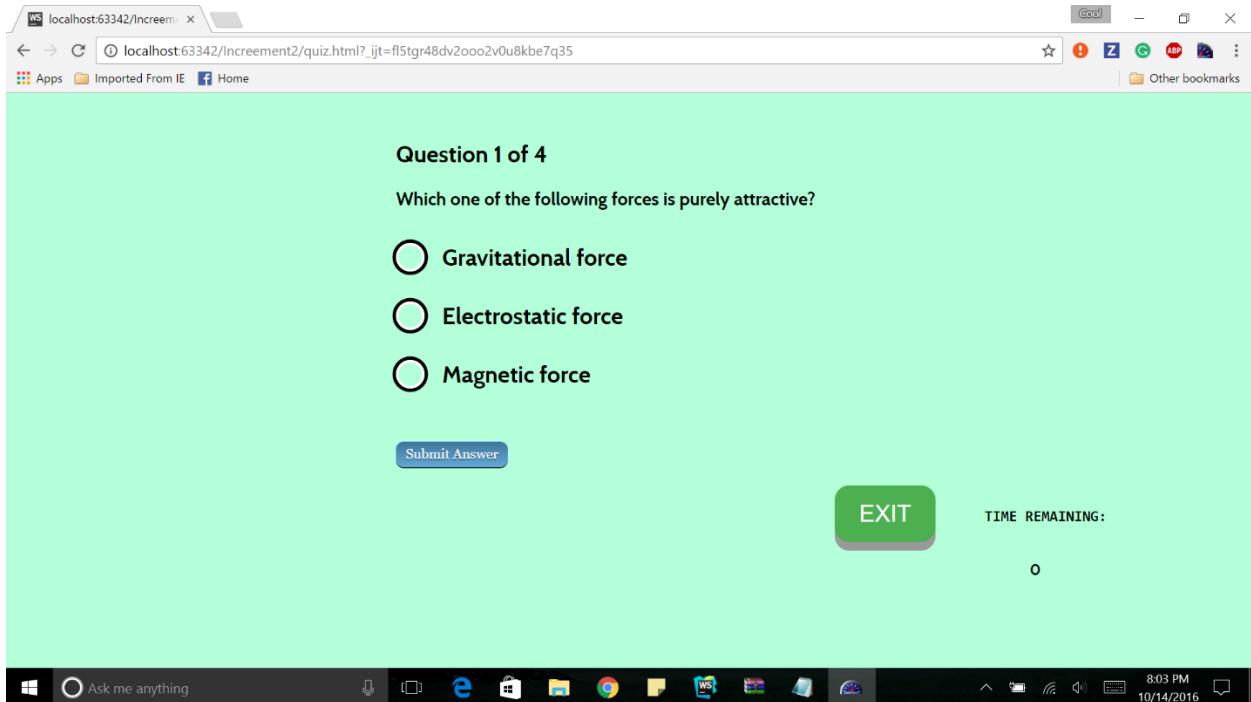
Electrostatic force

Magnetic force

Submit Answer

EXIT

TIME REMAINING: 0



localhost:63342/Increm... x

localhost:63342/Inrement2/quiz.html?_ijt=fl5gr48dv2ooo2v0u8kbe7q35

Apps Imported From IE Home Other bookmarks

Question 1 of 4

Which one of the following forces is purely attractive?

Gravitational force

Electrostatic force

chrome-extension://ninejcohidipppngpapillnmkgilmakh/yslow.html#1530

Statistics The page has a total of 3 HTTP requests and a total weight of 2.3K bytes with empty cache

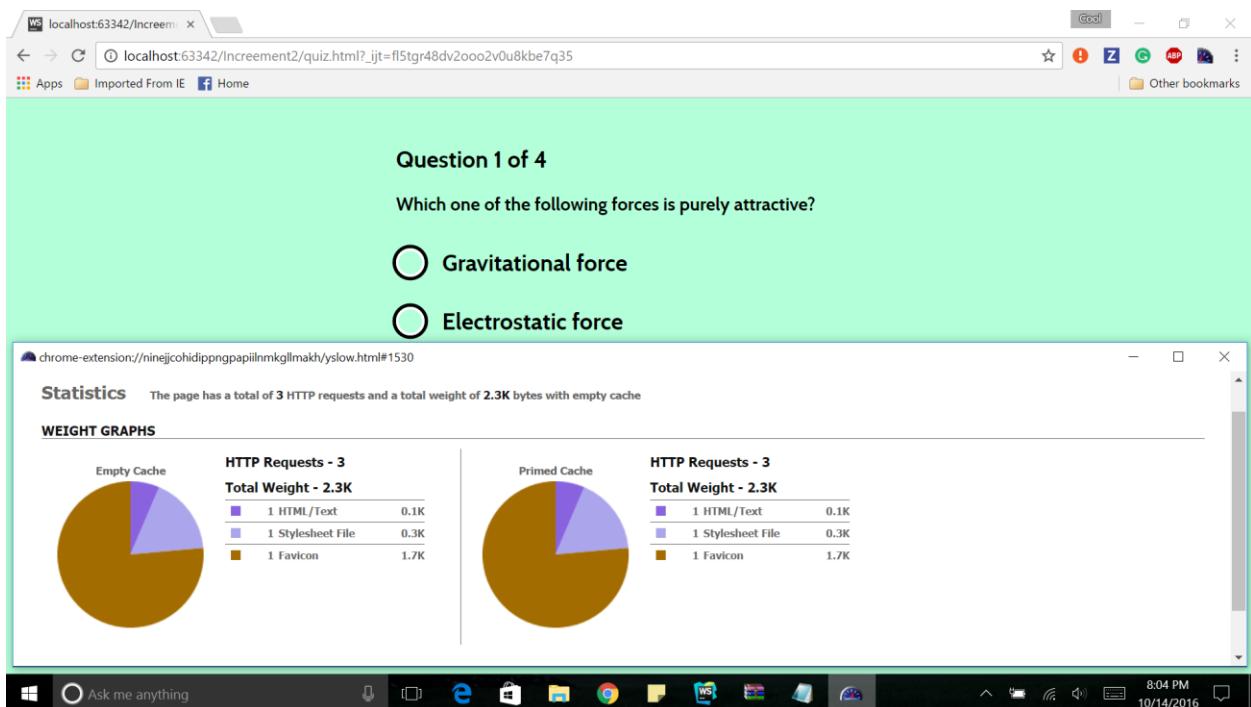
WEIGHT GRAPHS

HTTP Requests - 3
Total Weight - 2.3K

Type	Weight
1 HTML/Text	0.1K
1 Stylesheet File	0.3K
1 Favicon	1.7K

HTTP Requests - 3
Total Weight - 2.3K

Type	Weight
1 HTML/Text	0.1K
1 Stylesheet File	0.3K
1 Favicon	1.7K



EduFun Menu

chrome-extension://ninejcohidippngpapilnmkgilmakh/yslow.html#1

Home Grade Components Statistics |

Grade A Overall performance score 96 Ruleset applied: Small Site or Blog URL: http://localhost:63342/ASF-FINAL-PROJECT-master/source/lo.html?...

ALL (15) FILTER BY: CONTENT (5) | CSS (5) | IMAGES (2) | JAVASCRIPT (3) | SERVER (2)

B Make fewer HTTP requests

- A Avoid empty src or href
- A Compress components with gzip
- A Put CSS at top
- A Put JavaScript at bottom
- A Avoid CSS expressions
- A Reduce DNS lookups

This page has 5 external stylesheets. Try combining them into one.
This page has 7 external background images. Try combining them with CSS sprites.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

[»Read More](#)

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EduFun Menu

chrome-extension://ninejcohidippngpapilnmkgilmakh/yslow.html#1

Components The page has a total of 15 components and a total weight of 8.2K bytes

[»Expand All](#)

TYPE	SIZE (KB)	GZIP (KB)	COOKIE RECEIVED (bytes)	COOKIE SENT (bytes)	HEADERS	URL	EXPIRES (Y/M/D)	RESPONSE TIME (ms)	ETAG	ACTION
doc (1)	0.1K									
js (1)	0.1K									
css (5)	5.1K									
cssimage (2)	1.0K									
favicon (1)	1.7K									

* type column indicates the component is loaded after window onload event
† denotes 1x1 pixels image that may be image beacon



chrome-extension://ninejjcohidippngpapiilmkgllmakh/yslow.html#1

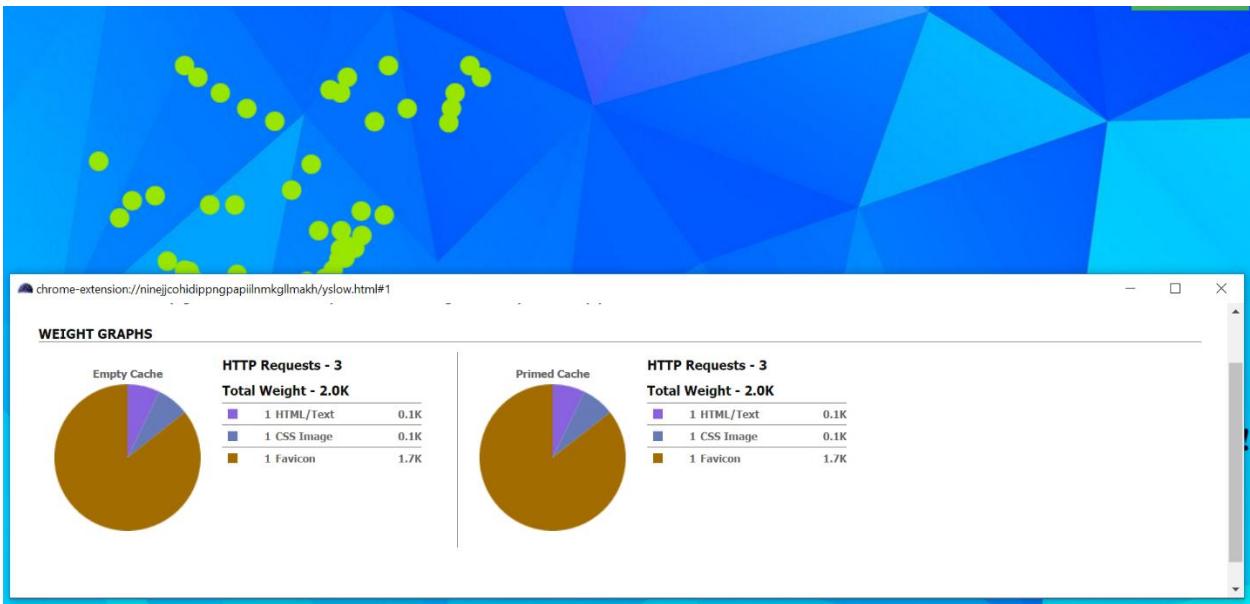
Home Grade Components Statistics | Rulesets Small Site or Blog ▾ Edit Help ↴

Components The page has a total of 3 components and a total weight of 2.0K bytes

TYPE	SIZE (KB)	GZIP (KB)	COOKIE RECEIVED (bytes)	COOKIE SENT (bytes)	HEADERS	URL	EXPIRES (Y/M/D)	RESPONSE TIME (ms)	ETAG	ACTION
doc (1)	0.1K									
cssimage (1)	0.1K									
favicon (1)	1.7K									

* type column indicates the component is loaded after window.onload event
† denotes 1x1 pixels image that may be image beacon

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EduFun Menu

chrome-extension://ninejjcohidippngpapiilmkgilmakh/yslow.html#1

Home Grade Components Statistics |

Grade A Overall performance score 97 Ruleset applied: Small Site or Blog URL: http://localhost:63342/ASE-FINAL-PROJECT-master/source/Astro.html

ALL (15) FILTER BY: CONTENT (5) | CSS (5) | IMAGES (2) | JAVASCRIPT (3) | SERVER (2)

B Make fewer HTTP requests

- A Avoid empty src or href
- A Compress components with gzip
- A Put CSS at top
- A Put JavaScript at bottom
- A Avoid CSS expressions
- A Reduce DNS lookups

This page has 5 external stylesheets. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

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EduFun Menu

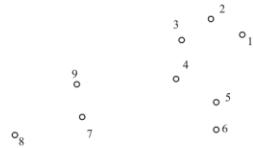
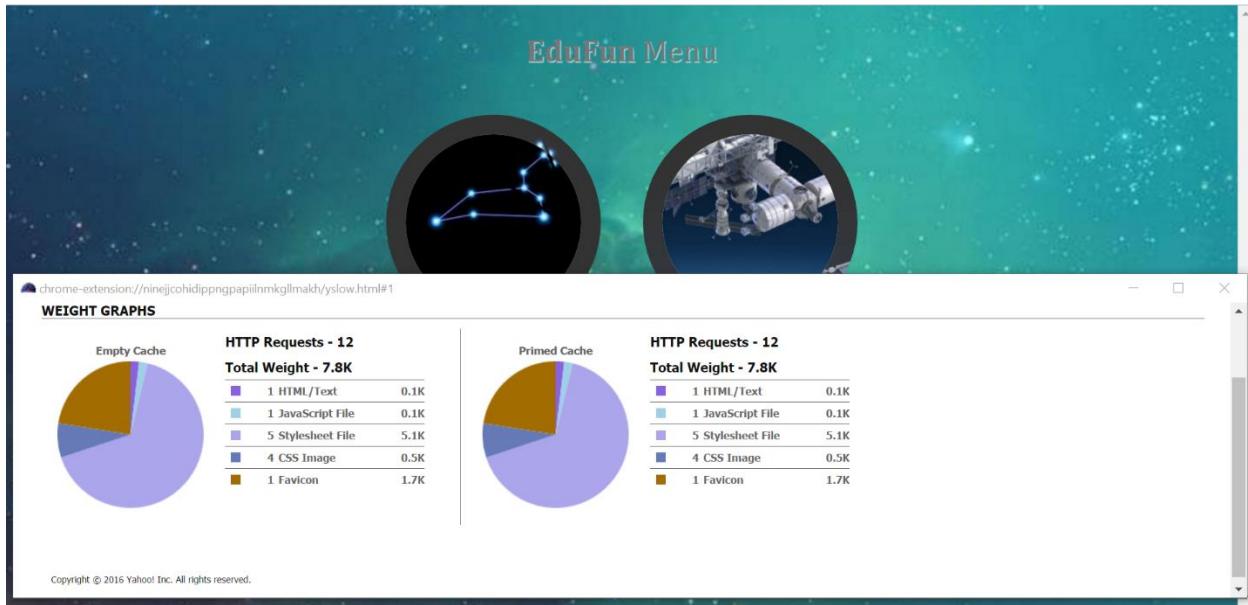
chrome-extension://ninejjcohidippngpapiilmkgilmakh/yslow.html#1

Home Grade Components Statistics |

Components The page has a total of 12 components and a total weight of 7.8K bytes

[»Expand All](#)

TYPE	SIZE (KB)	GZIP (KB)	COOKIE RECEIVED (bytes)	COOKIE SENT (bytes)	HEADERS	URL	EXPIRES (Y/M/D)	RESPONSE TIME (ms)	ETAG	ACTION
doc (1)	0.1K									
js (1)	0.1K									
css (5)	5.1K									
cssimage (4)	0.5K									
favicon (1)	1.7K									



chrome-extension://ninejcohidippngpapiiinmkglmakh/yslow.html#1

Home Grade Components Statistics | Rulesets Small Site or Blog Edit Help

Grade A Overall performance score 100 Ruleset applied: Small Site or Blog URL: http://localhost:63342/ASE-FINAL-PROJECT-master/source/game.html

ALL (15) FILTER BY: CONTENT (5) | CSS (5) | IMAGES (2) | JAVASCRIPT (3) | SERVER (2)

A Make fewer HTTP requests

A Avoid empty src or href

A Compress components with gzip

A Put CSS at top

A Put JavaScript at bottom

A Avoid CSS expressions

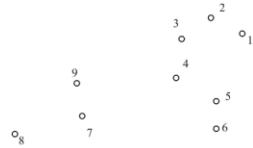
A Reduce DNS lookups

Grade A on Make fewer HTTP requests

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

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chrome-extension://ninejcohidippngpapilnmkgilmakh/yslow.html#1

Home Grade Components Statistics | Rulesets Small Site or Blog ▾ Edit | ? Help ▾

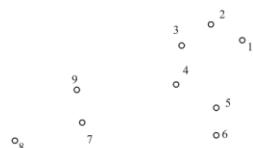
Components The page has a total of 3 components and a total weight of 2.0K bytes

Expand All

TYPE	SIZE (KB)	GZIP (KB)	COOKIE RECEIVED (bytes)	COOKIE SENT (bytes)	HEADERS	URL	EXPIRES (Y/M/D)	RESPONSE TIME (ms)	ETAG	ACTION
doc (1)	0.1K									
flash (1)	0.1K									
favicon (1)	1.7K									

* type column indicates the component is loaded after window onload event
† denotes 1x1 pixels image that may be image beacon

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chrome-extension://ninejcohidippngpapilnmkgilmakh/yslow.html#1

WEIGHT GRAPHS

HTTP Requests - 3
Total Weight - 2.0K

1 HTML/Text	0.1K
1 Flash Object	0.1K
1 Favicon	1.7K

HTTP Requests - 3
Total Weight - 2.0K

1 HTML/Text	0.1K
1 Flash Object	0.1K
1 Favicon	1.7K

chrome-extension://ninejcohidippngpapiilmkgilmakh/yslow.html#1

Home Grade Components Statistics | Rulesets Small Site or Blog Edit | Help

Grade A Overall performance score 91 Ruleset applied: Small Site or Blog URL: http://localhost:63342/ASE-FINAL-PROJECT-master/source/mashup.html

ALL (15) FILTER BY: CONTENT (5) | CSS (5) | IMAGES (2) | JAVASCRIPT (3) | SERVER (2)

F Make fewer HTTP requests

Avoid empty src or href
Compress components with gzip
Put CSS at top
Put JavaScript at bottom
Avoid CSS expressions
Reduce DNS lookups

Grade F on Make fewer HTTP requests

This page has 17 external Javascript scripts. Try combining them into one.

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

[»Read More](#)

[Tweet](#) [Share](#)

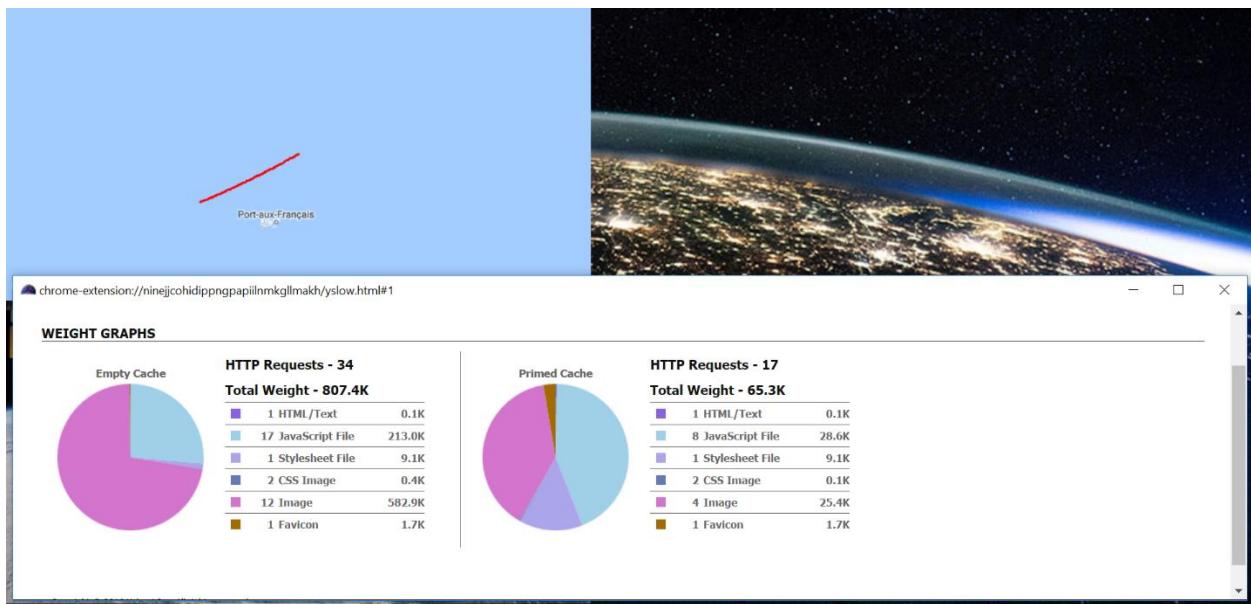
chrome-extension://ninejcohidippngpapiilmkgilmakh/yslow.html#1

Home Grade Components Statistics | Rulesets Small Site or Blog Edit | Help

Components The page has a total of 34 components and a total weight of 807.4K bytes

[»Expand All](#)

TYPE	SIZE (KB)	GZIP (KB)	COOKIE RECEIVED (bytes)	COOKIE SENT (bytes)	HEADERS	URL	EXPIRES (Y/M/D)	RESPONSE TIME (ms)	ETAG	ACTION
+ doc (1)	0.1K									
+ js (17)	624.6K									
+ css (1)	9.1K									
+ cssimage (2)	0.4K									
+ image (12)	582.9K									



The screenshot shows a 'Choose Quiz to add' interface with three circular icons representing different quiz categories: a brain with numbers, chemistry flasks, and a globe.

The YSlow extension interface below shows the following details:

- Grade A** Overall performance score 95 Ruleset applied: Small Site or Blog URL: http://localhost:63342/Increement2/addqueuehome.html?...
- ALL (15) FILTER BY:** CONTENT (5) | CSS (5) | IMAGES (2) | JAVASCRIPT (3) | SERVER (2)
- B Make fewer HTTP requests**
- Avoid empty src or href**
- Compress components with gzip**
- Put CSS at top**
- Put JavaScript at bottom**
- Avoid CSS expressions**
- Reduce DNS lookups**
- Grade B on Make fewer HTTP requests**
- This page has 5 external stylesheets. Try combining them into one.
- Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.
- [Read More](#)

Your question*

Your option 1*

Grade A Overall performance score 99 Ruleset applied: Small Site or Blog URL: http://localhost:63342/Increement2/queadd5.html

ALL (15) FILTER BY: [CONTENT \(5\)](#) | [CSS \(5\)](#) | [IMAGES \(2\)](#) | [JAVASCRIPT \(3\)](#) | [SERVER \(2\)](#)

A Make fewer HTTP requests

- A Avoid empty src or href**
- A Compress components with gzip**
- A Put CSS at top**
- A Put JavaScript at bottom**
- A Avoid CSS expressions**
- A Reduce DNS lookups**

Grade A on Make fewer HTTP requests

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

[»Read More](#)

Mass
Coefficient of restitution
Density of environment
Coefficient for drag of ball
Radius

Enter value "0.1"
Enter value "-0.5"
Enter value "1.2"
Enter value "0.47"
Enter value**

Submit

Grade A Overall performance score 100 Ruleset applied: Small Site or Blog URL: http://localhost:63342/Increement2/ballhome.html?...

ALL (15) FILTER BY: [CONTENT \(5\)](#) | [CSS \(5\)](#) | [IMAGES \(2\)](#) | [JAVASCRIPT \(3\)](#) | [SERVER \(2\)](#)

A Make fewer HTTP requests

- A Avoid empty src or href**
- A Compress components with gzip**
- A Put CSS at top**
- A Put JavaScript at bottom**
- A Avoid CSS expressions**

Grade A on Make fewer HTTP requests

Decreasing the number of components on a page reduces the number of HTTP requests required to render the page, resulting in faster page loads. Some ways to reduce the number of components include: combine files, combine multiple scripts into one script, combine multiple CSS files into one style sheet, and use CSS Sprites and image maps.

[»Read More](#)

7.Implementation (using WebStorm and Adobe CC):

Server Implementation:

Database:

Here we are using the Mongo Db for the registration details of user for their username, Email-Id and password with the help of API key and enabling it.

8.Deployment:

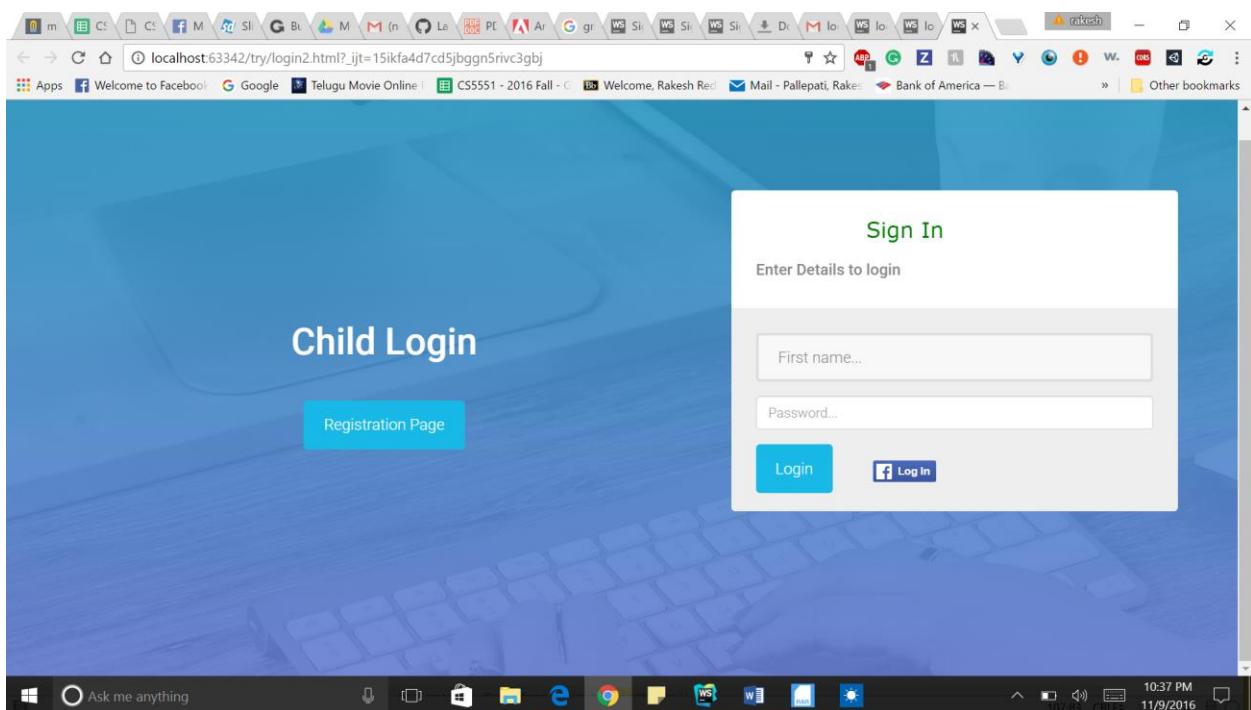
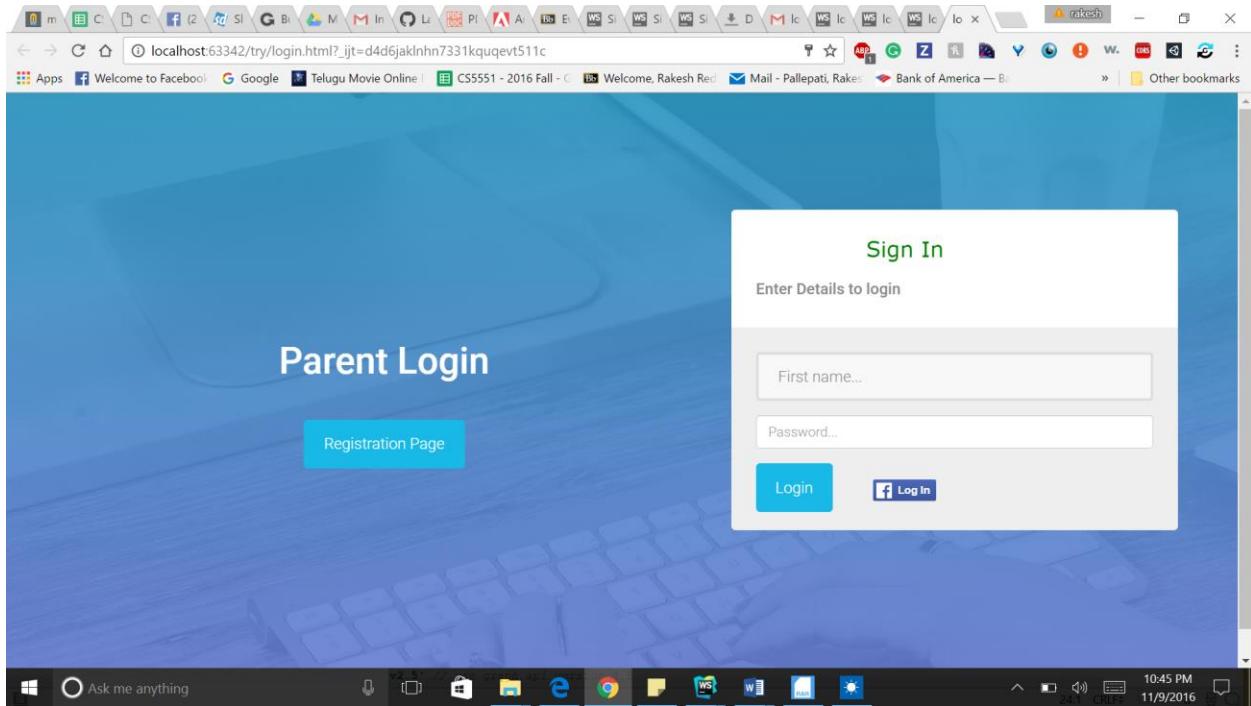
GitHub url: The below link is given for Second Increment Report which includes Source and Documentation.

GitHub Wiki:

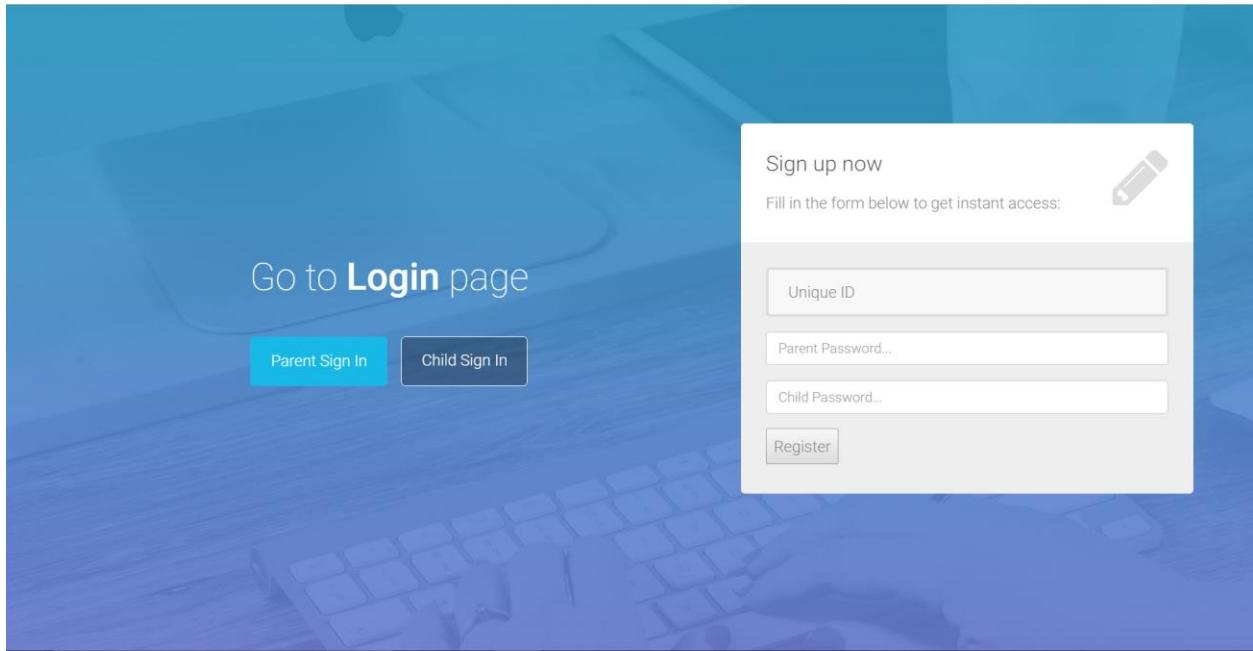
<https://github.com/UdayKiranDora/ASE-FINAL-PROJECT/wiki/Project-Report-3>

Screenshots:

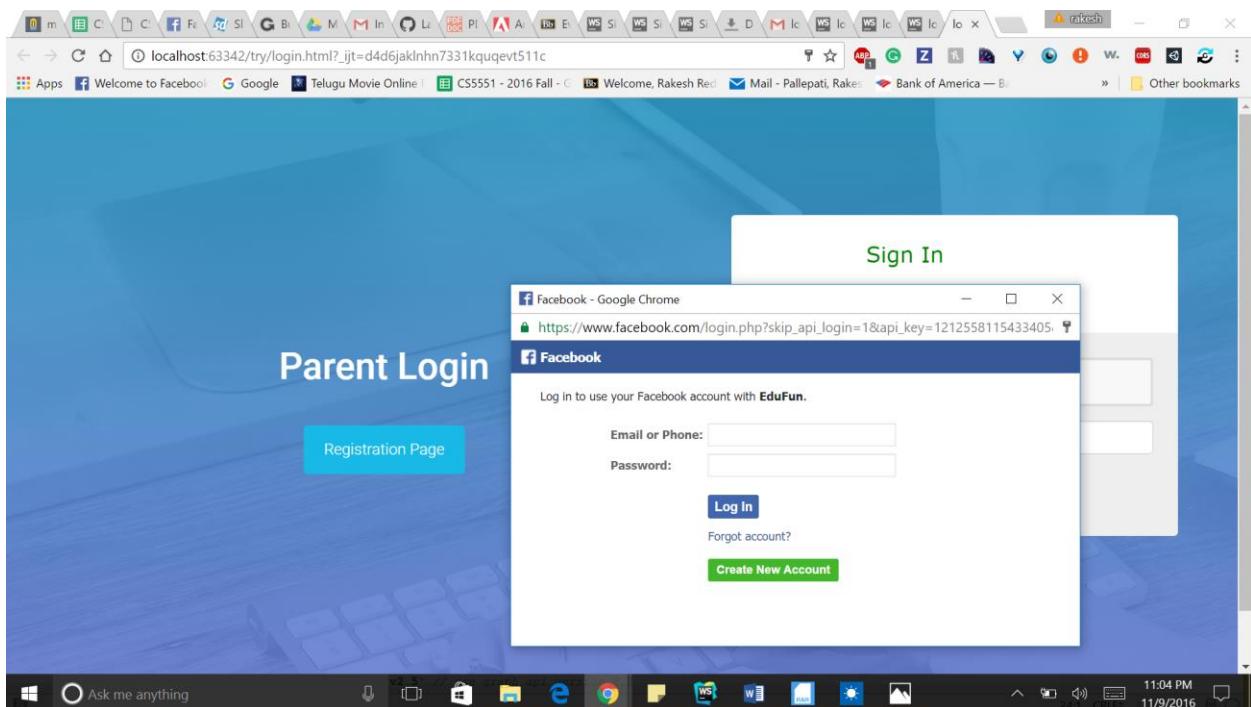
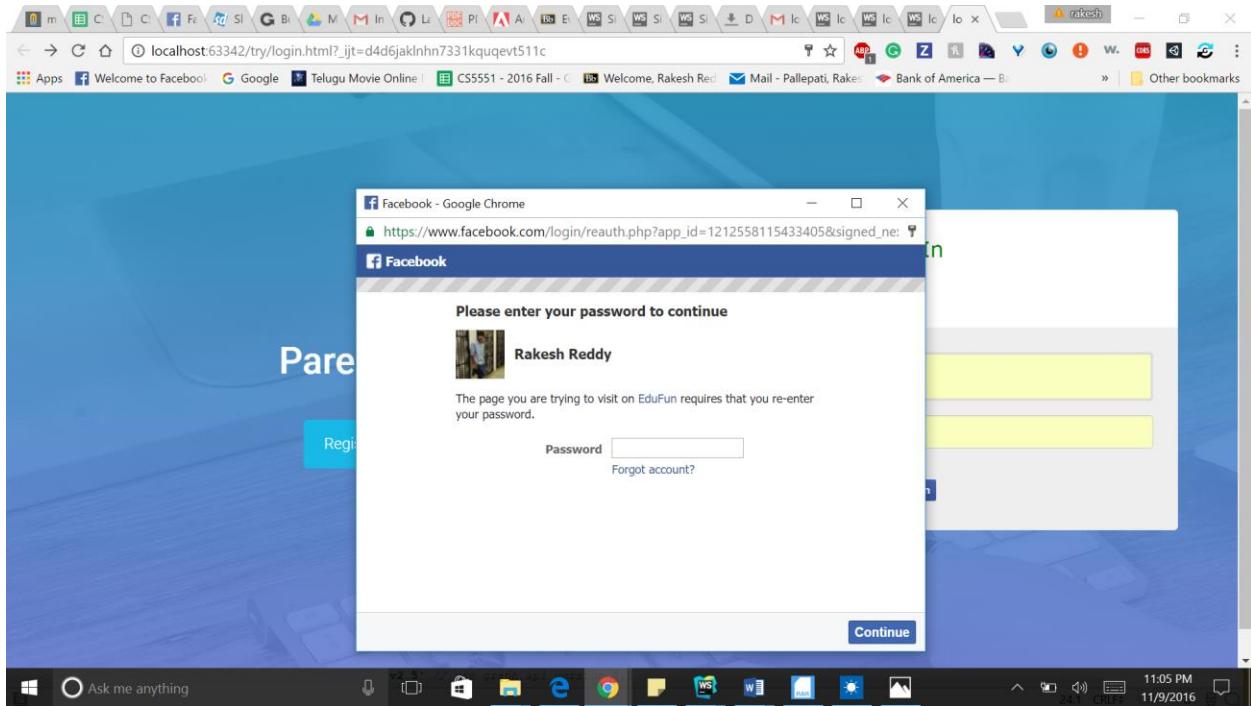
Login Page

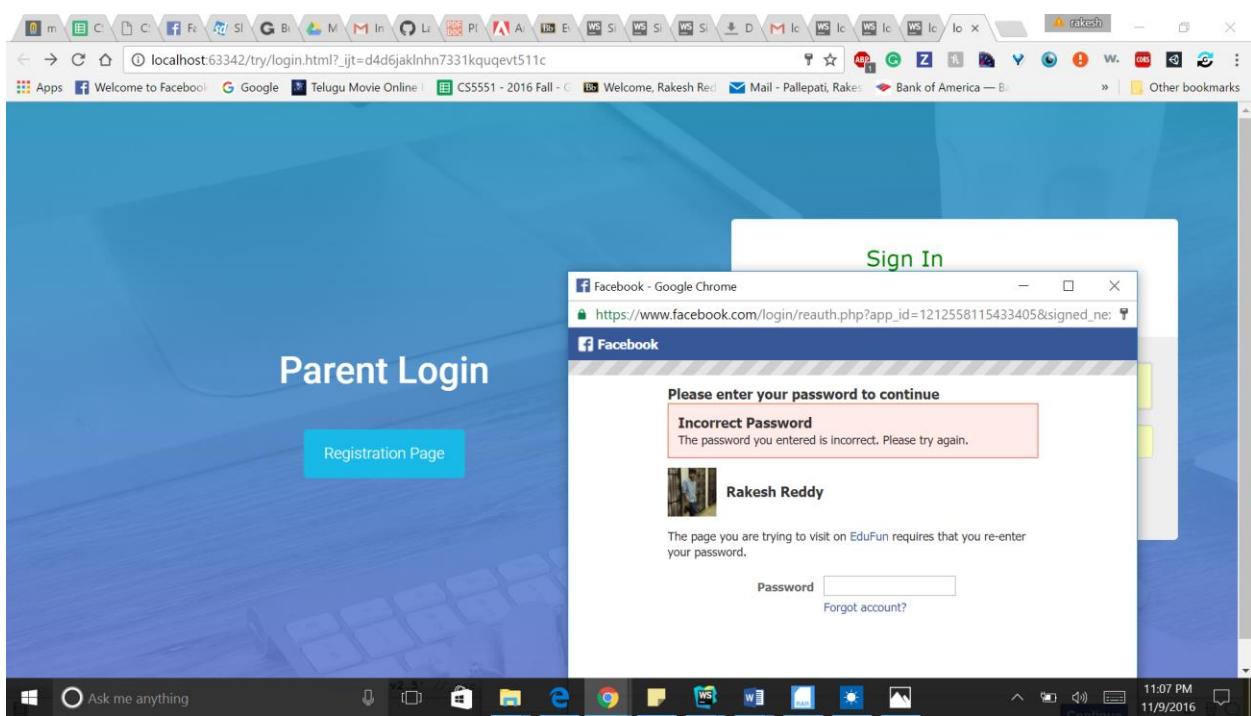
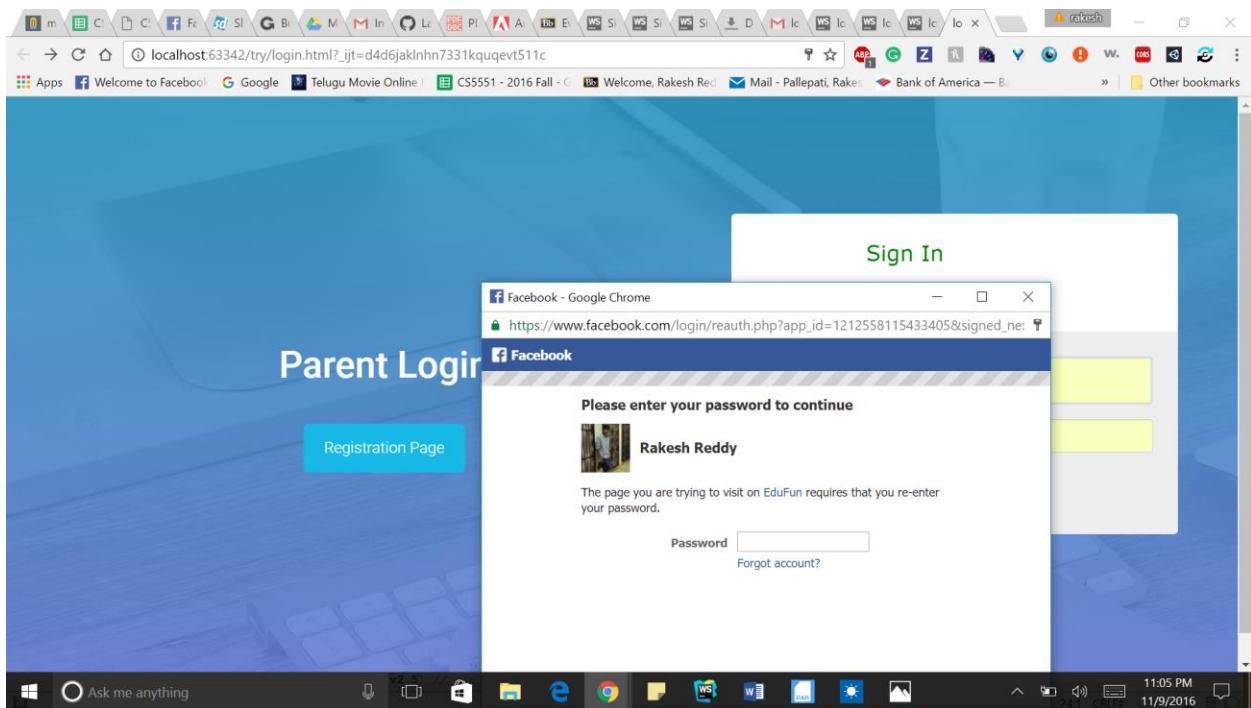


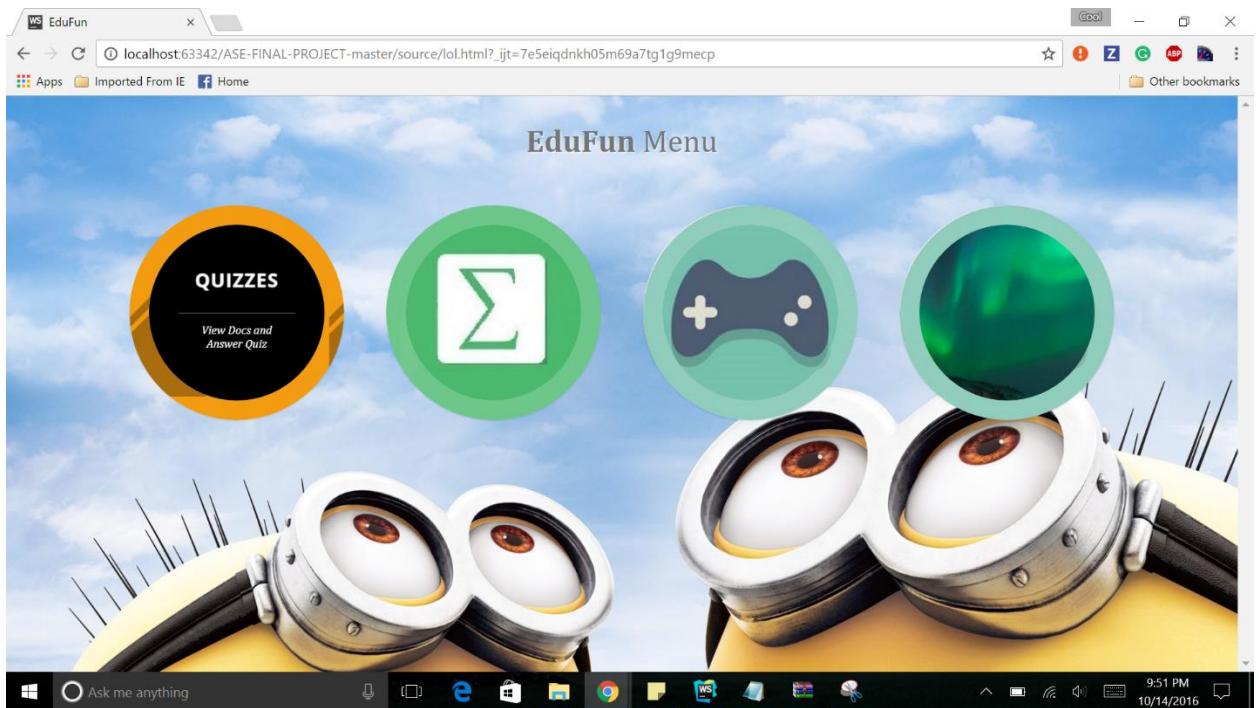
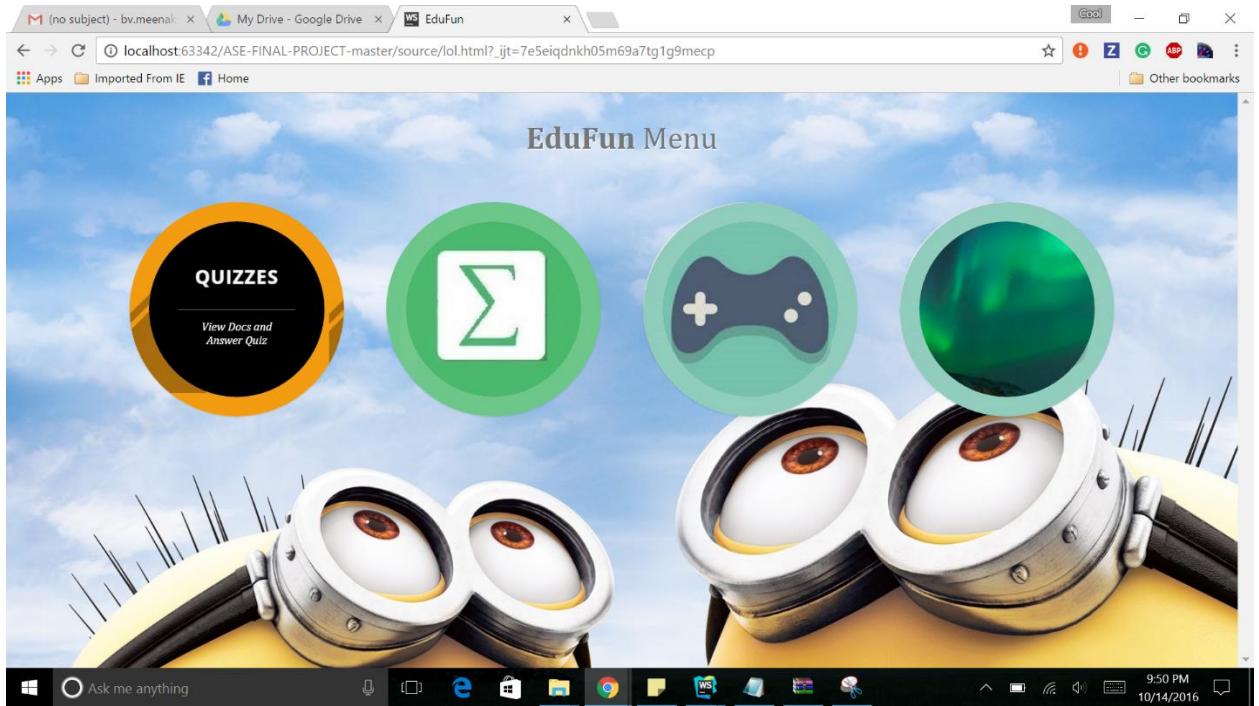
Registration Page

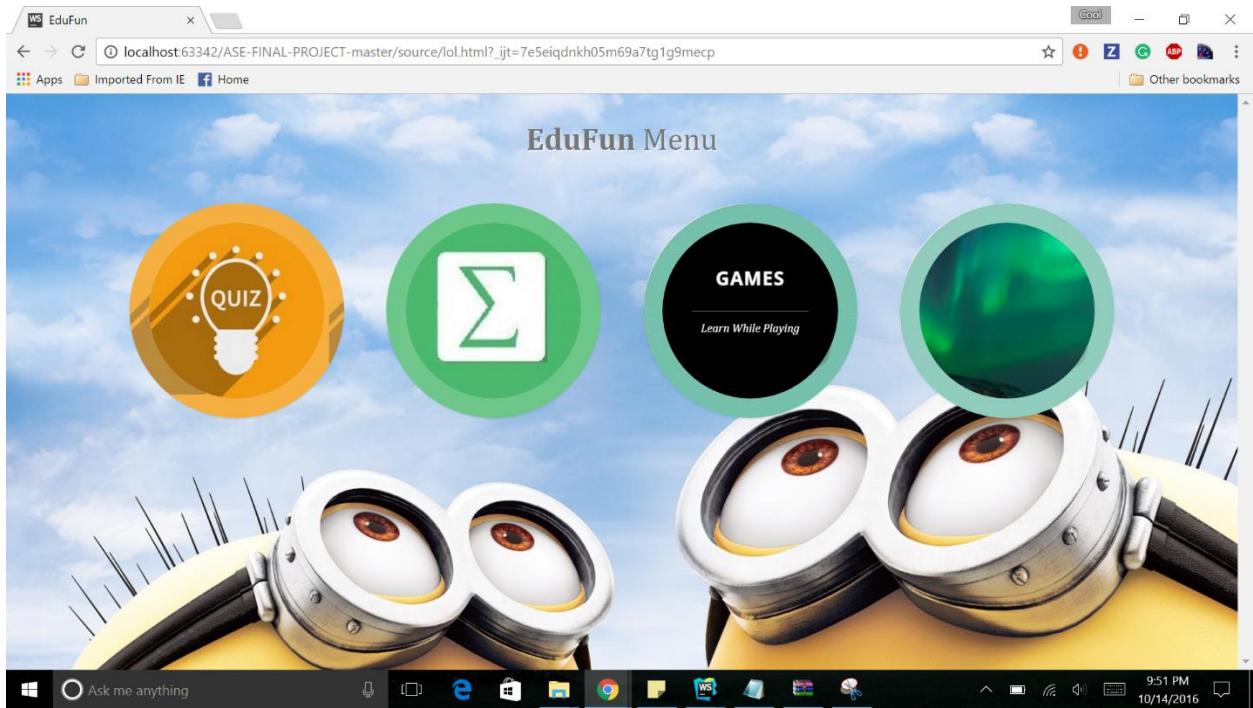
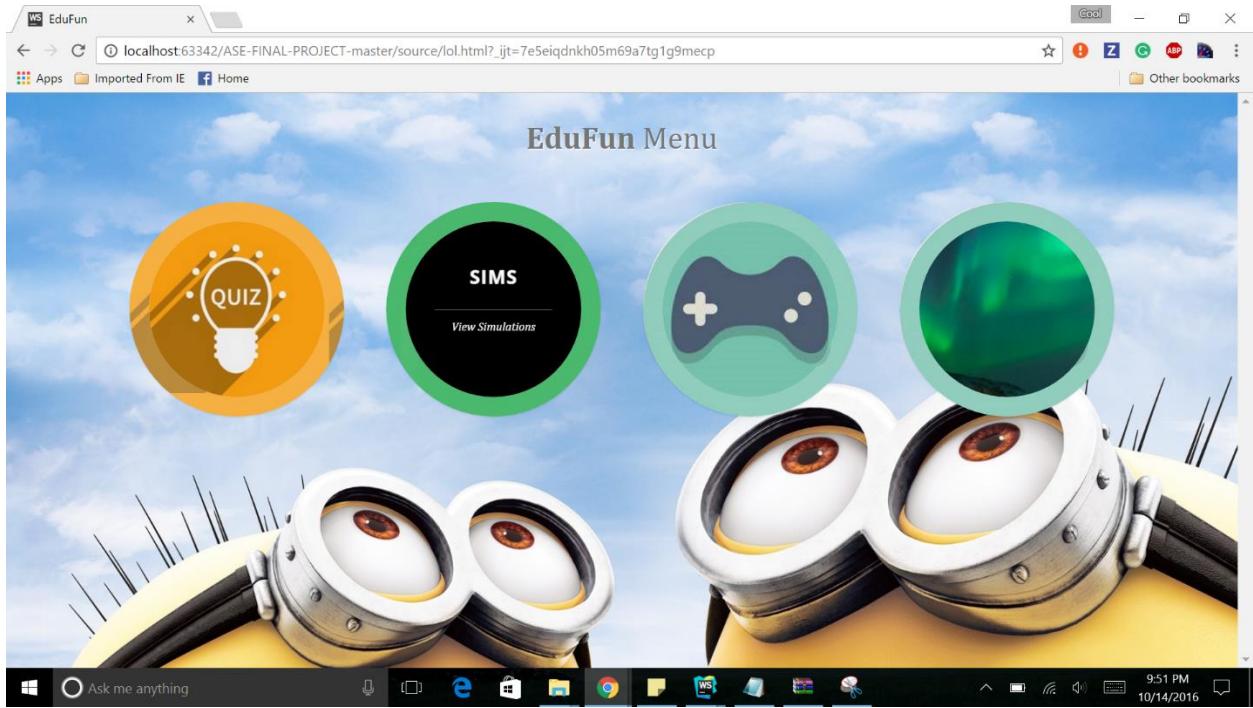


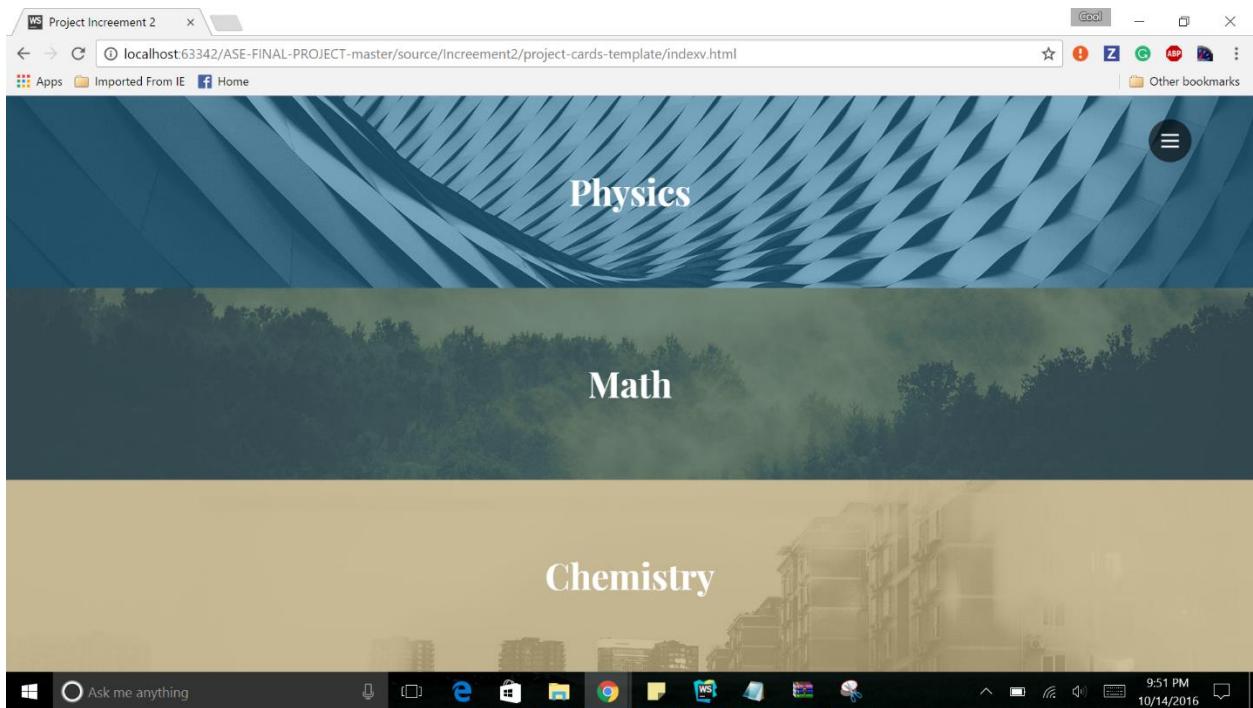
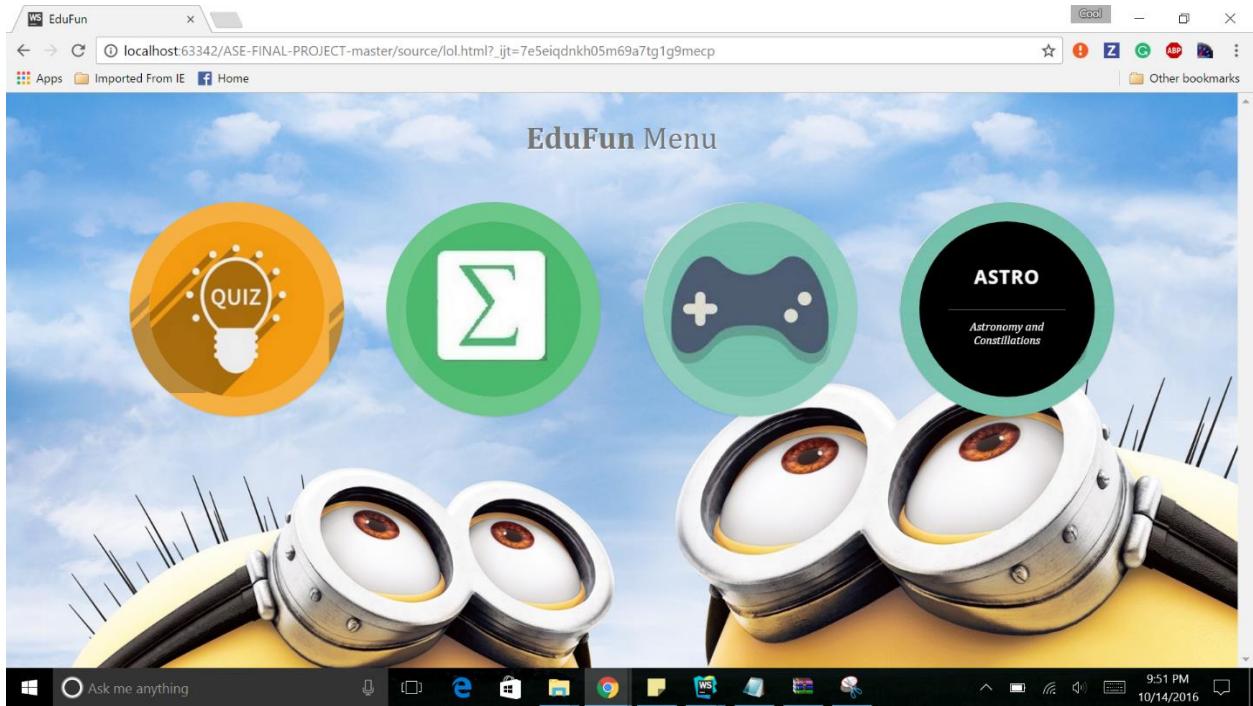
Facebook Login













Force of Attraction between Bodies

A force of attraction is any type of force that causes objects to come together, even if those objects are not close to or touching each other. The first force that causes attraction is the gravitational force. According to Newton's Universal Law of Gravitation every object in the universe attracts every other object in the universe. Gravity is an attractive force since any object with mass will experience a force of attraction from other objects with mass. Gravity is the reason for the statement 'What goes up must come down.' The second force that can cause attraction is the electric force, also known as the electrostatic force. While gravity affects objects with mass, electrostatic forces affect objects that have charge. Charge is determined by the number of electrons and protons in an object. Most objects are electrically neutral, which means they have an equal amount of electrons, which carry a negative charge, and protons, which carry a positive charge. But sometimes, objects can lose electrons and be positively charged, or gain electrons and become negatively charged. The



objects are electrically neutral, which means they have an equal amount of electrons, which carry a negative charge, and protons, which carry a positive charge. But sometimes, objects can lose electrons and be positively charged, or gain electrons and become negatively charged. The attraction occurs when two objects of opposite charge are in close proximity, and the electrical force causes these objects to attract. Therefore, positive and negative charges will attract each other. Hence the saying 'Opposites attract.' The third force that may cause attraction is the magnetic force. The magnetic force attracts objects that have magnetic properties. A magnet will attract metals rich in iron, like steel, as well as nickel and cobalt. But when an object is magnetized, the magnetic force is attractive when a north magnetic pole is brought into close proximity to a south magnetic force. The main source of magnetism is electric currents. When charges move, there is an electric current. So charges that don't move are affected by the electric force and charges that move are affected by the magnetic force. Magnetic attraction can also be the reason behind the saying 'Opposites attract.'

Take a Quiz



localhost:63342/ASE-FIN

localhost:63342/ASE-FINAL-PROJECT-master/source/increment2/quiz.html?_jtt=v6aepspr353m91o406d5ch86up

Apps Imported From IE Home Other bookmarks

Question 1 of 4

Which one of the following forces is purely attractive?

Gravitational force
 Electrostatic force
 Magnetic force

Submit Answer

EXIT

TIME REMAINING: 40



localhost:63342/ASE-FIN

localhost:63342/ASE-FINAL-PROJECT-master/source/increment2/quiz.html?_jtt=v6aepspr353m91o406d5ch86up

Apps Imported From IE Home Other bookmarks

Question 1 of 4

Which one of the following forces is purely attractive?

Gravitational force
 Electrostatic force
 Magnetic force

Submit Answer

EXIT

TIME REMAINING: 37



localhost:63342/ASE-FIN

Question 1 of 4

Which one of the following forces is purely attractive?

Gravitational force ←

Electrostatic force

Magnetic force

Submit Answer

EXIT

TIME REMAINING:

29



localhost:63342/ASE-FIN

Question 2 of 4

Which one of the following forces depends on moving charges?

Magnetic Force

Electric Force ←

Gravitational Force

Submit Answer

EXIT

TIME REMAINING:

23



localhost:63342/ASE-FIN

Question 3 of 4

What is the main source of Magnetic Force?

Magnetic Currents

Attraction force

Poles Strength ←

Submit Answer

EXIT

TIME REMAINING: 18



localhost:63342/ASE-FIN

Question 4 of 4

Who Observed Gravity first?

Einstein

Stephen

Newton ←

Submit Answer

EXIT

TIME REMAINING: 13



localhost:63342/ASE-FIN

localhost:63342/ASE-FINAL-PROJECT-master/source/increment2/quiz.html?_jtt=v6aepspr353m91o406d5ch86up

Feedback

Who Observed Gravity first?

Einstein

Stephen

Newton

Submit Answer

Correct Answers :

3

TIME REMAINING:

10

Ask me anything

9:52 PM
10/14/2016

localhost:63342/ASE-FIN

localhost:63342/ASE-FINAL-PROJECT-master/source/increment2/quiz.html?_jtt=v6aepspr353m91o406d5ch86up

Feedback

Who Observed Gravity first?

Einstein

Stephen

Newton

Submit Answer

Correct Answers :

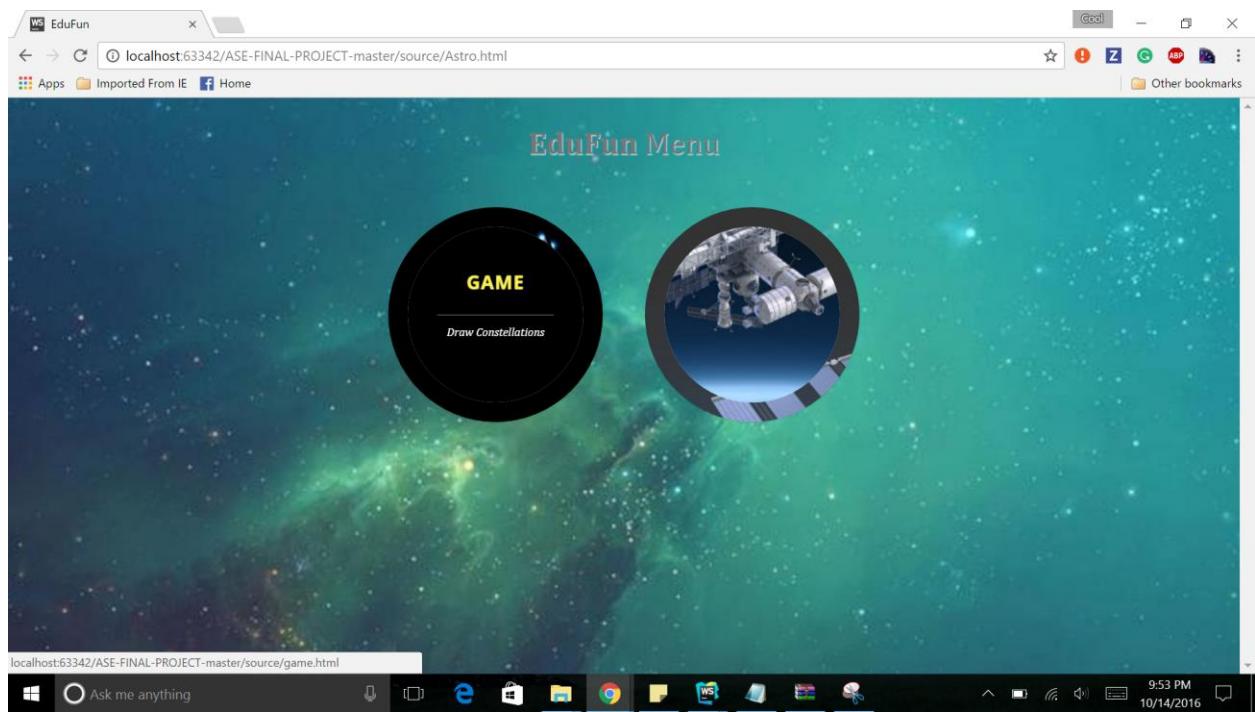
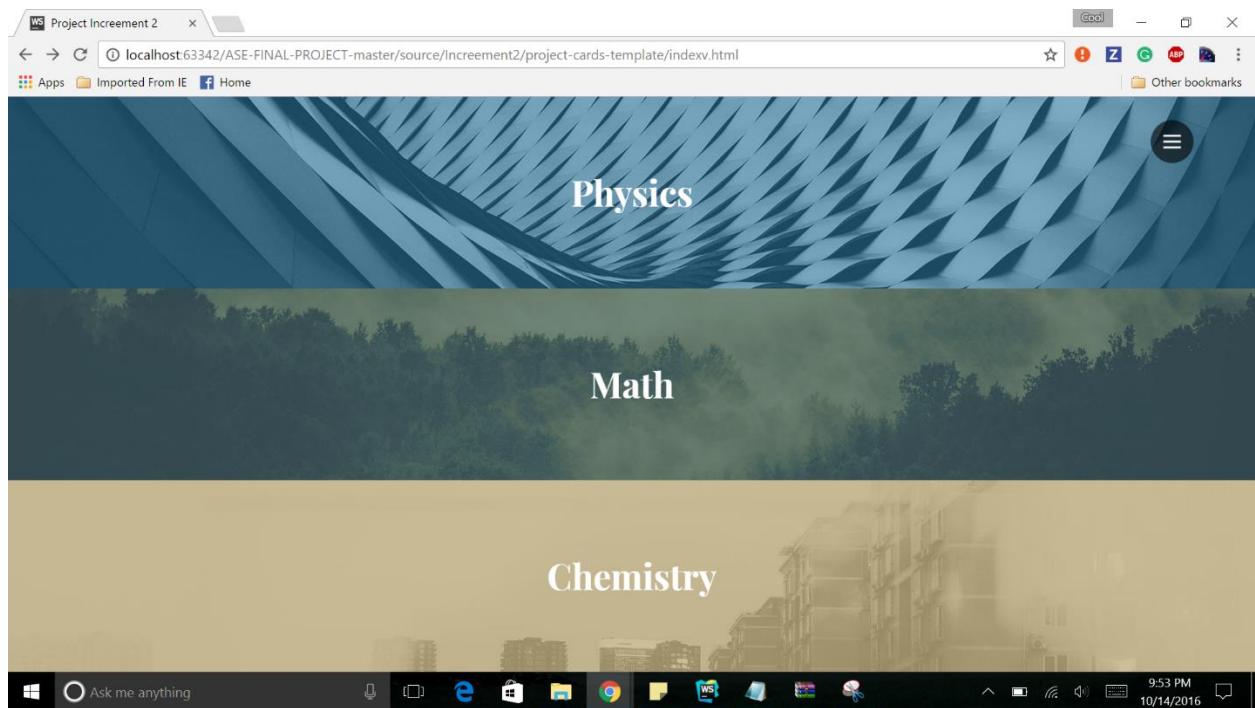
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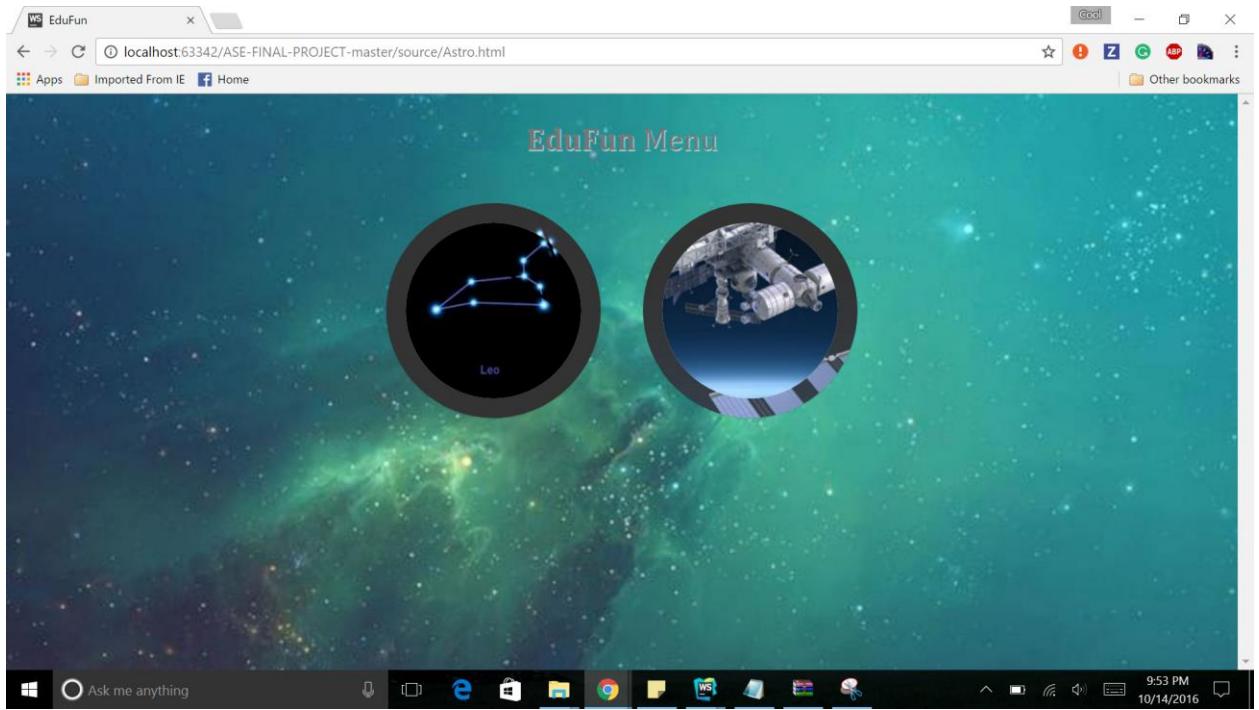
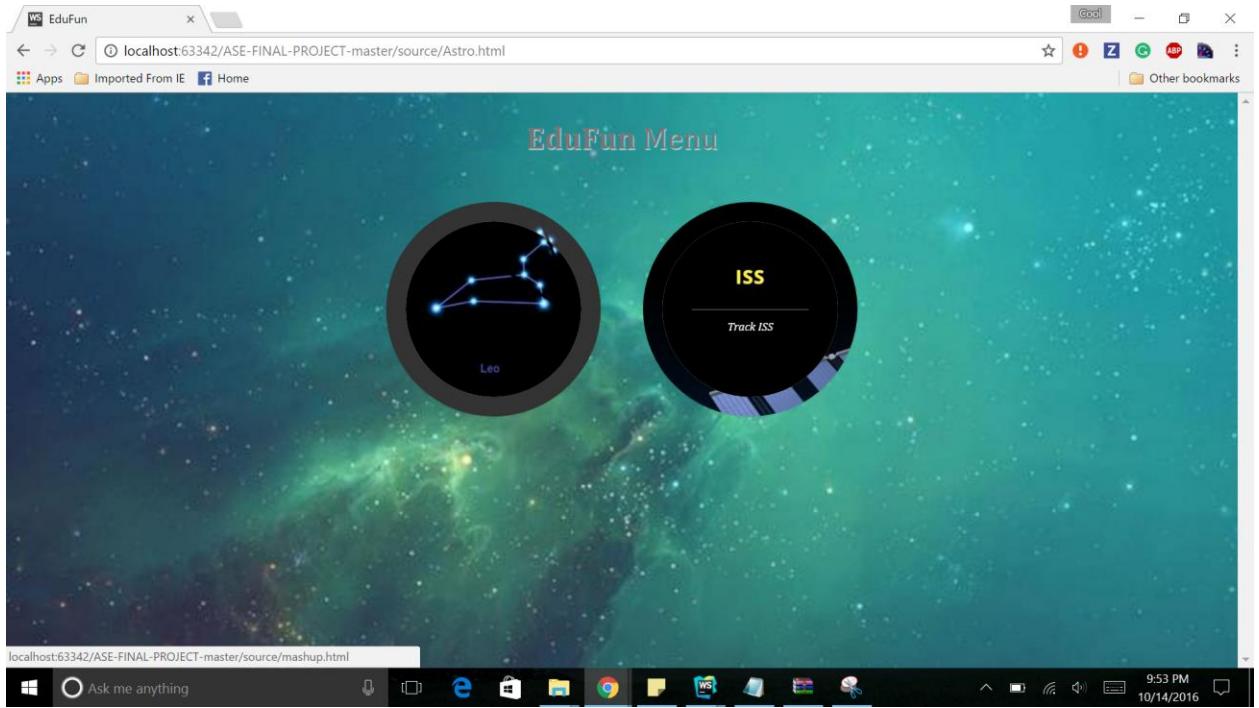
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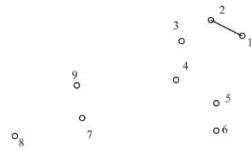
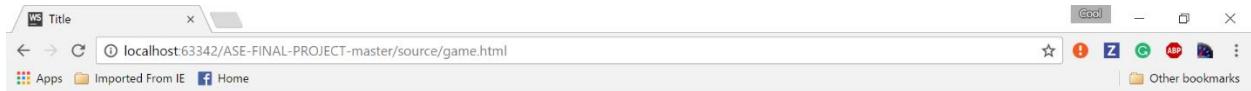
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Ask me anything

9:52 PM
10/14/2016

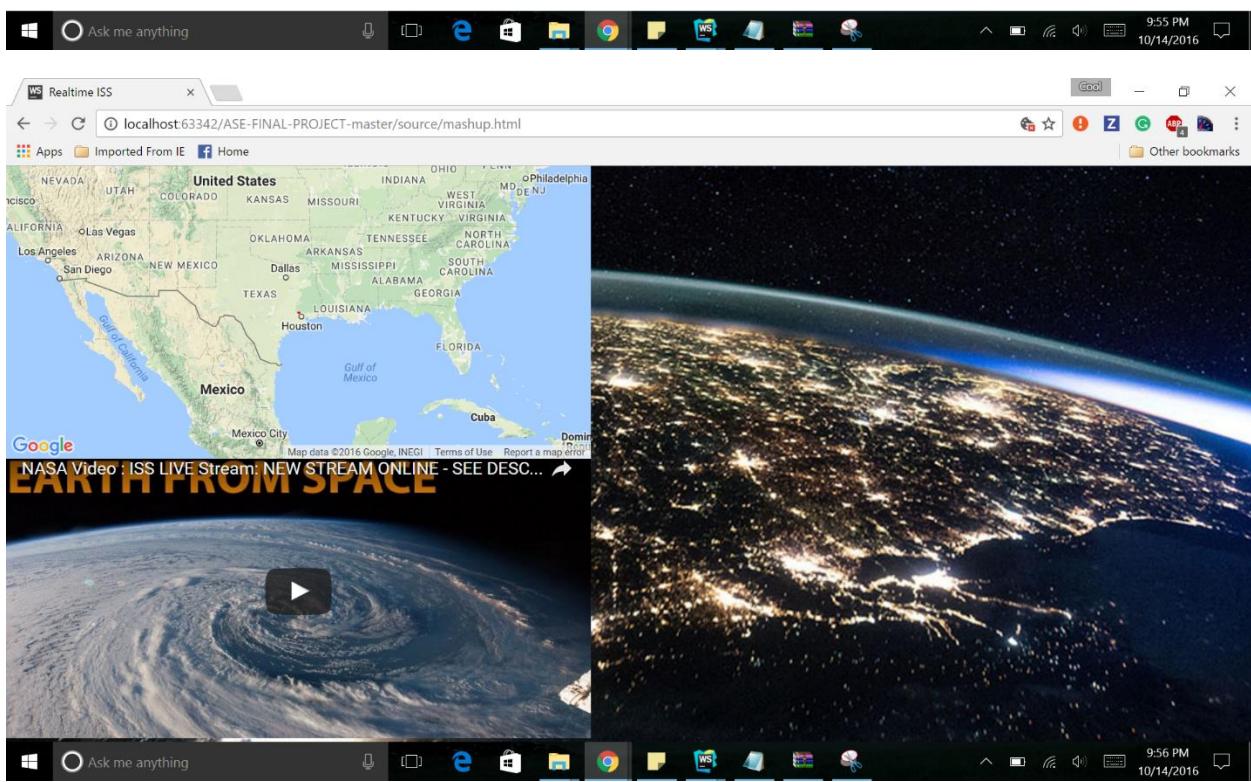
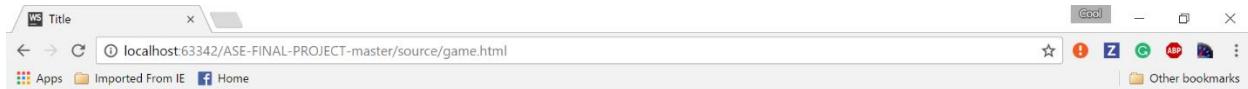


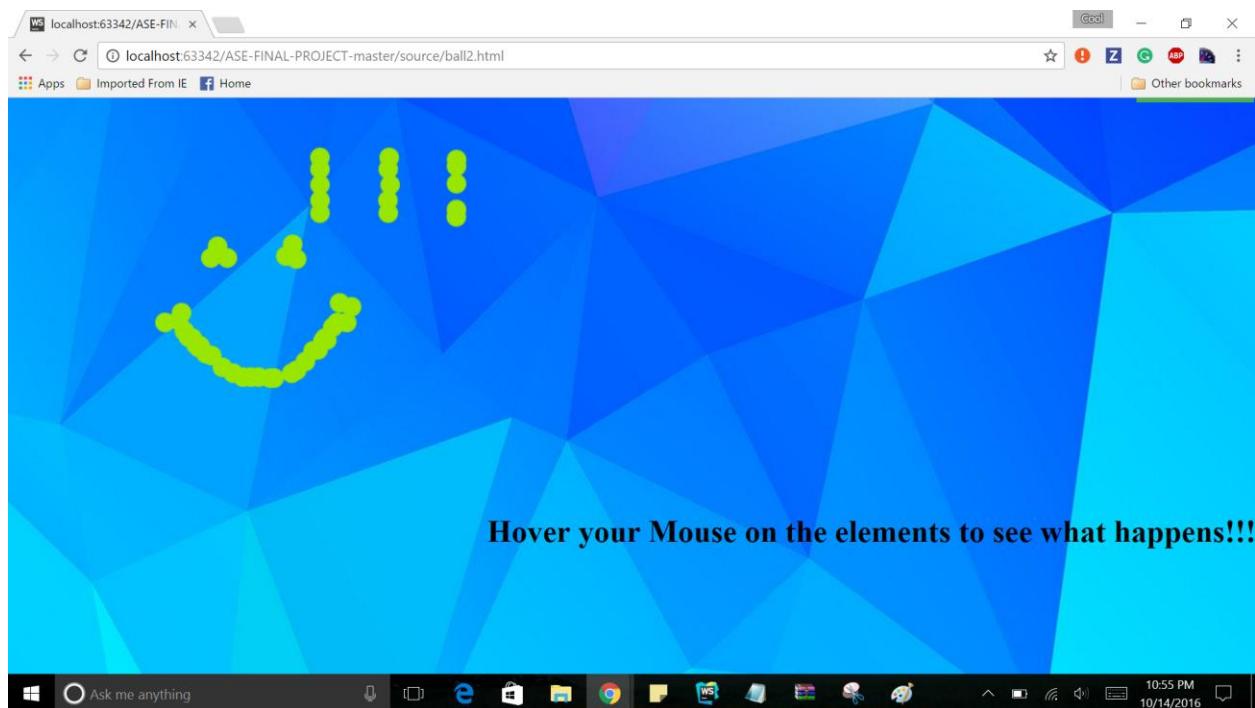
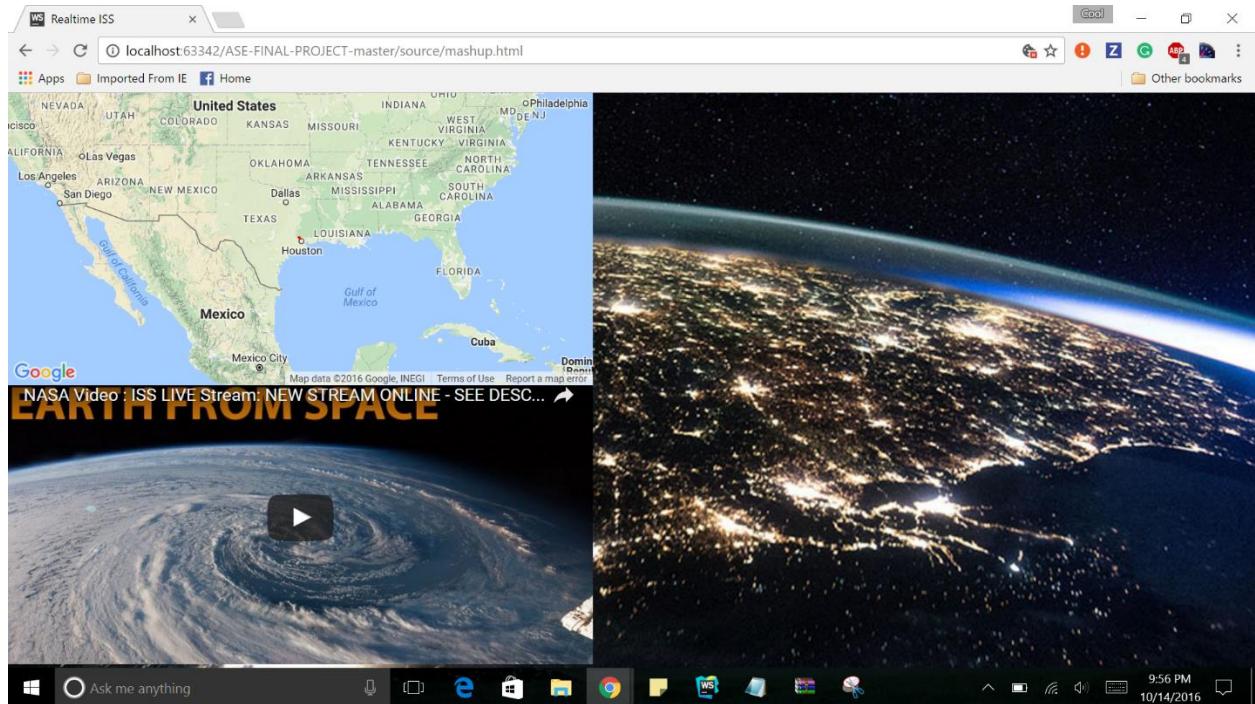




TRY AGAIN







Choose Quiz to add



Add Questions!!

Your question*

Your option 1*

Your option 2*

Your option 3*



Your question*

Your option 1*

Your option 2*

Your option 3*

Correct Answer*



Set your Question!



Your question*

Your option 1*

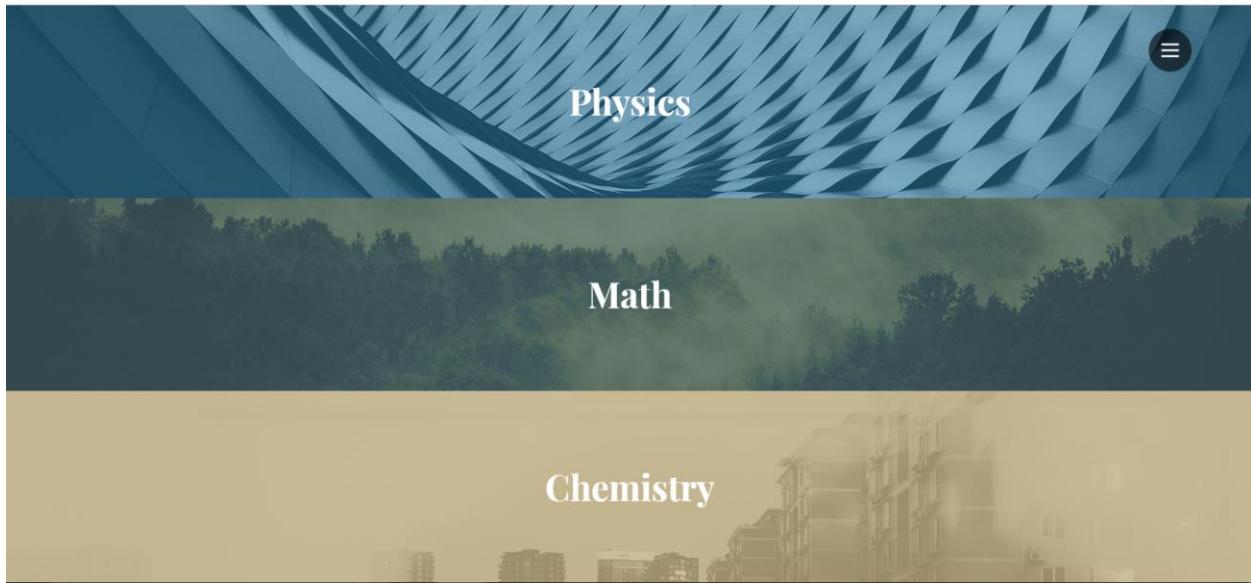
Your option 2*

Your option 3*

Correct Answer*



Set your Question!



objects are electrically neutral, which means they have an equal amount of electrons, which carry a negative charge, and protons, which carry a positive charge. But sometimes, objects can lose electrons and be positively charged, or gain electrons and become negatively charged. The attraction occurs when two objects of opposite charge are in close proximity, and the electrical force causes these objects to attract. Therefore, positive and negative charges will attract each other. Hence the saying 'Opposites attract.' The third force that may cause attraction is the magnetic force. The magnetic force attracts objects that have magnetic properties. A magnet will attract metals rich in iron, like steel, as well as nickel and cobalt. But when an object is magnetized, the magnetic force is attractive when a north magnetic pole is brought into close proximity to a south magnetic force. The main source of magnetism is electric currents. When charges move, there is an electric current. So charges that don't move are affected by the electric force and charges that move are affected by the magnetic force. Magnetic attraction can also be the reason behind the saying 'Opposites attract.'

[Take a Quiz](#)

Question 1 of 4

Who invented telephone?

- Alexander flemming
- Graham Bell
- Einstein

[Submit Answer](#)

[EXIT](#)

TIME REMAINING:

39

Your question*

What is 4-3

Your option 1*

1

Your option 2*

12



Your option 3*

13



Correct Answer*

A

[Set your Question!](#)

Question 1 of 4

What is 4-3

- 1
- 12
- 13

[Submit Answer](#)

[EXIT](#)

TIME REMAINING:

34

Your question*

What is common salt formula?



Your option 1*

NaCl

Your option 2*

MgCo₂

Your option 3*

Na₂Co₃

Correct Answer*

A

[Set your Question!](#)

Question 1 of 4

What is common salt formula?

-
-
-

[Submit Answer](#)

[EXIT](#)

TIME REMAINING:

40

Mass

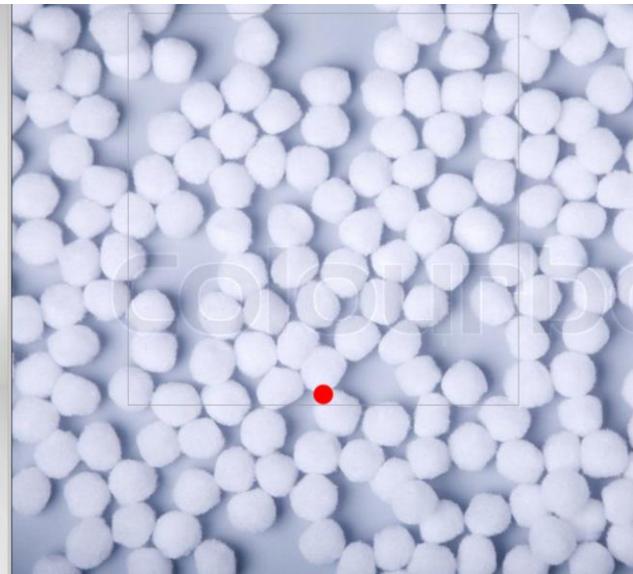
Coefficient of restitution

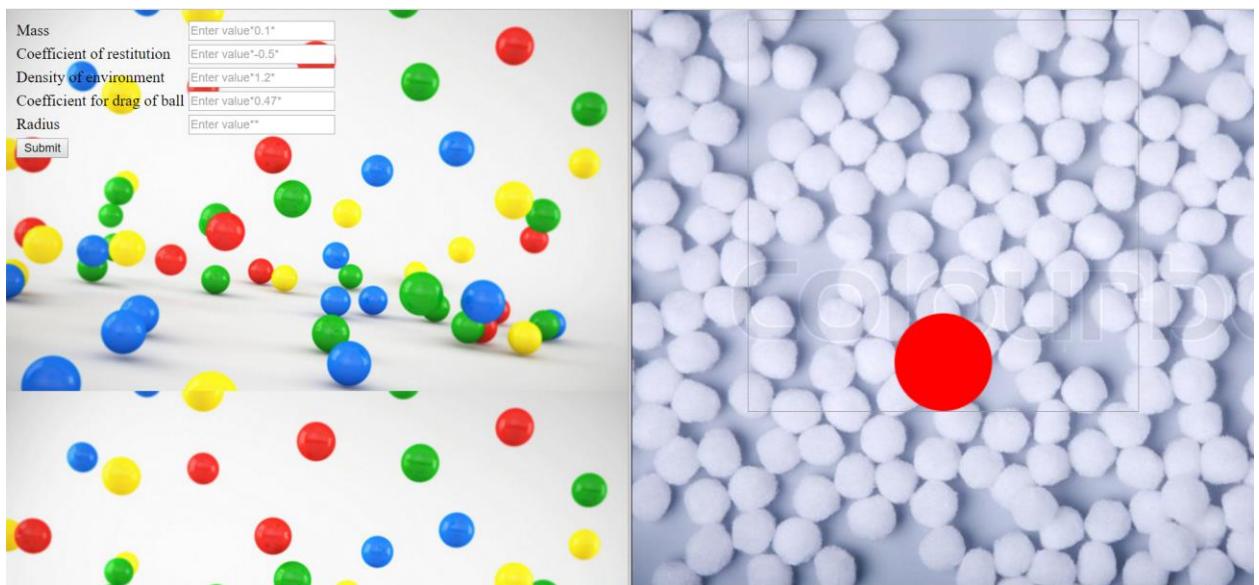
Density of environment

Coefficient for drag of ball

Radius

[Submit](#)





9.Project Management:

9.1 Third Increment Report:

For the Third Increment Report, we added the new login, register pages for child and parent. Menu page consisting different categories. It contains Quizzes, Game, Simulations. Quizzes includes from different subjects they are Mathematics, Physics, Chemistry.

These Quizzes are conducted to get the basic knowledge on each subject, these questions can be added manually by the parent which is having limited amount of time and shows the score displaying number of questions answered correctly. This has been done in all topics such as Mathematics, Physics and Chemistry. Each subject also includes some basic information and then it will redirect to Quiz.

Ball simulator has been added which is related to the physics. This interactive game demonstrates how the weight changes in different mediums. User can change the mass, density medium, diameter, Coefficient of restitution, coefficient to drag of ball. This gives the user clear idea about how the ball will be moving per the various parameters such as gravitational force, velocity and density.

Users who want to use the EduFun web service will register and those registration details will be saved in the MongoDB. This has been done by using MongoDB API key and enabling its access. It will be saving the details such as Username, Email Id, Password with unique id.

9.1.1 Project Timelines, Members, Task Responsibility:

Project Timelines: The Project is submitted in 4 increments and the aim is to achieve the said goals and tasks reported in the project.

Members:

- Uday Kiran Dora
- Meenakshi Borusu
- Rakesh Reddy
- Ramana Kumar

Task Responsibility:

Team includes four members. Each member has done their own part of work related to the project.

9.2 Work Completed:

- Ball simulator.
- Manual entry of quiz Questions has been added.
- MongoDB Integration
- Student and Parent Login

Description:

Stories(Issues):

The below image shows the issues created during the project to enhance the project regarding

The screenshot shows a GitHub Issues page with the following details:

- Search Bar:** is:issue is:closed milestone:Increment3
- Filters:** 0 Open, 7 Closed
- Issues List:**
 - #25 by UdayKiranDora was closed 8 days ago Increment3
 - #24 by rpd54 was closed 6 minutes ago Increment3
 - #23 by rpd54 was closed 8 minutes ago Increment3
 - #22 by rpd54 was closed 3 hours ago Increment3
 - #21 by rpd54 was closed 11 days ago Increment3
 - #20 by rpd54 was closed 9 minutes ago Increment3
 - #8 by UdayKiranDora was closed 9 minutes ago Increment3
- Footer:** ProTip! Mix and match filters to narrow down what you're looking for.
- Page Bottom:** © 2016 GitHub, Inc. Terms Privacy Security Status Help Contact GitHub API Training Shop Blog About

various issues. The open issues and closed issues describe the various stages in the github.

Those are labelled with level of difficulty and milestone with the type of functionality to it

Service Design:

Service Implementation:

Responsibility(Task and Person):

Meenakshi- Addition of questions by parents for child's quiz (5 hrs)

Meenakshi - Userstories(1/2 hr)

Uday-Constellation Game(3 hrs)

Uday-Login Page with MongoDB(3 hrs)

Rakesh-Constellation Game(3 hrs)

Rakesh- Register Page with Mongo DB(4 hrs)

Rakesh-UI Design(2 hrs)

Rakesh-Unit Testing(1 hr)

Ramana-Activity Diagram(1/2 hr)

Ramana-Documentation(2 hrs)

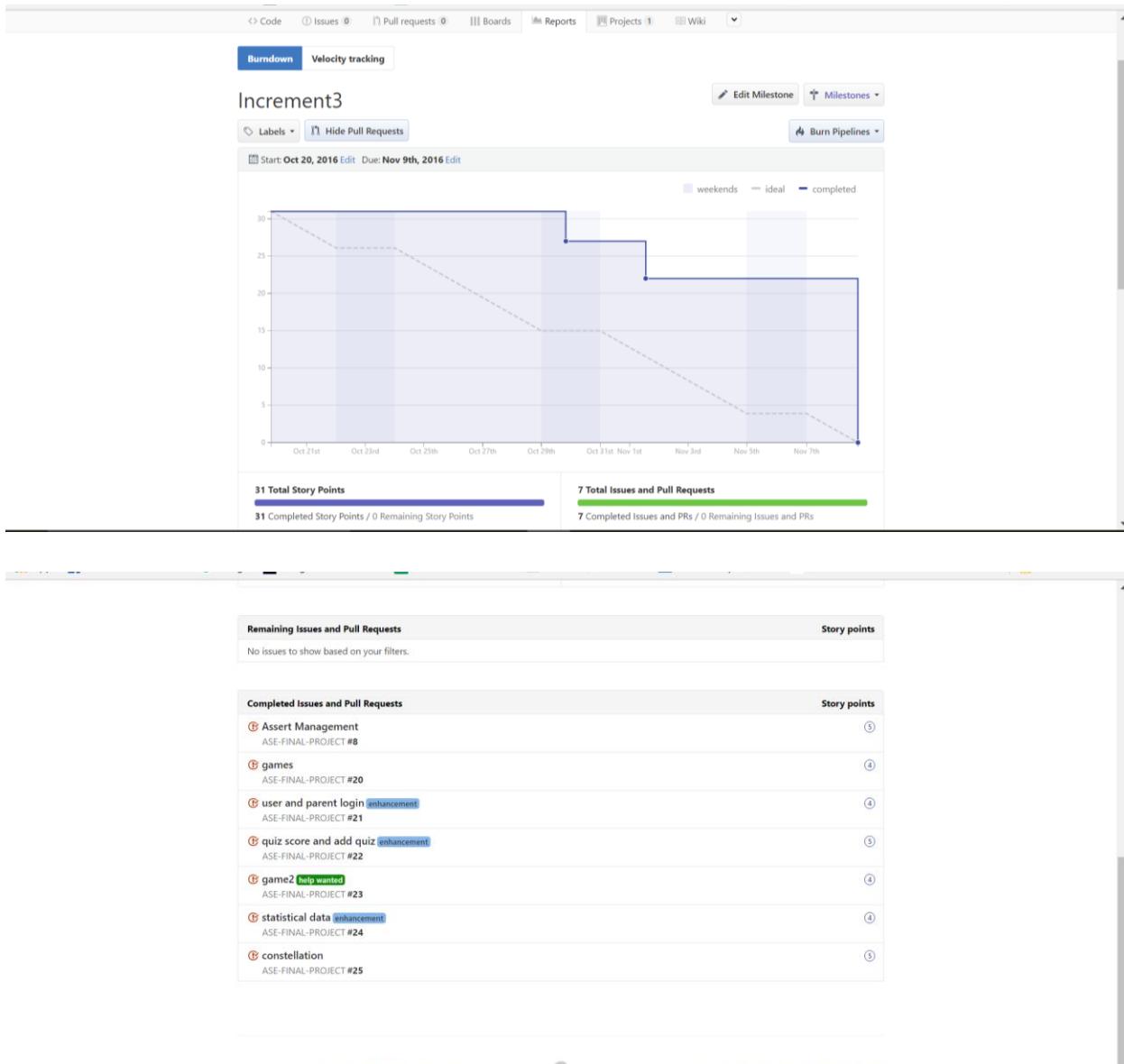
- Contribution
 - Everyone had equal contribution.

9.3 Work to be Completed:

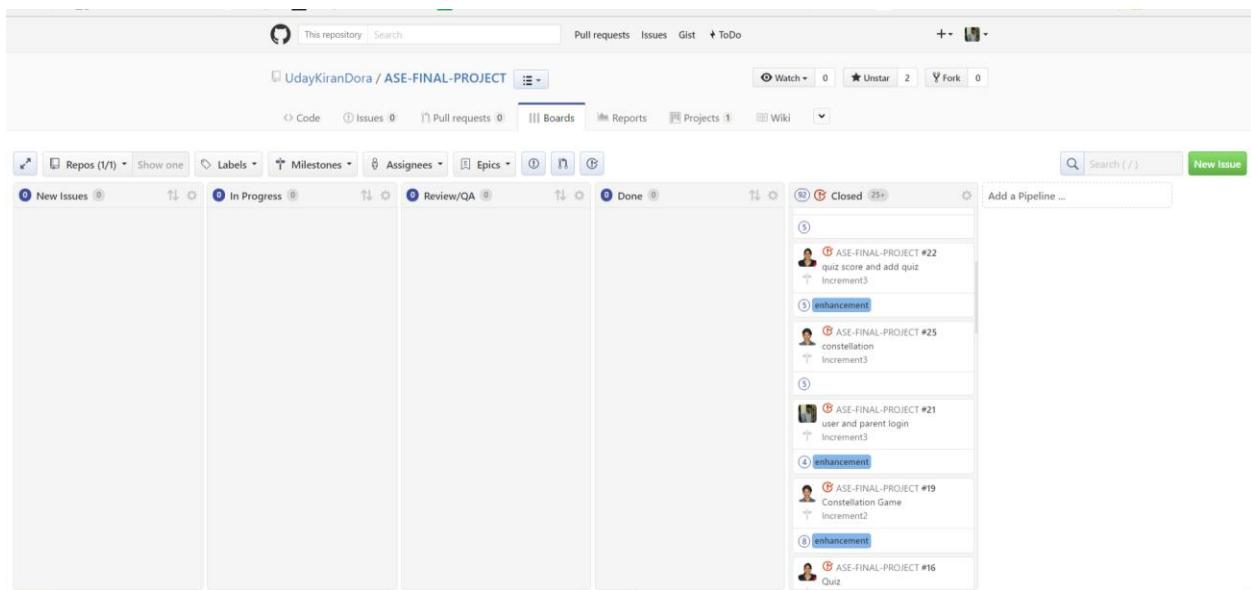
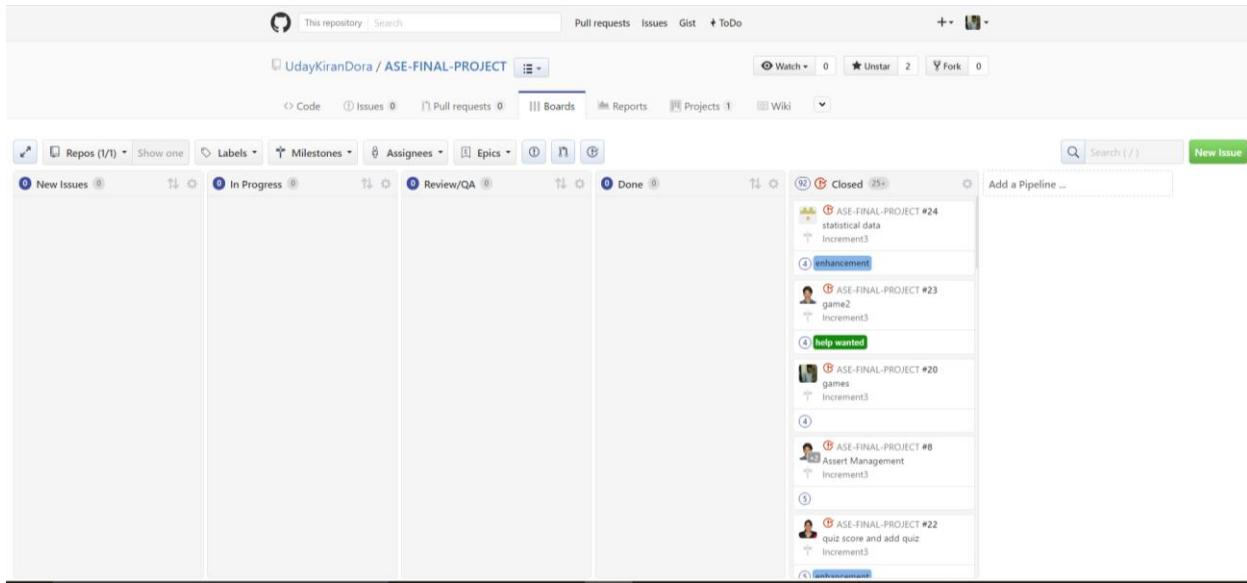
Description:

- Statistical Data to be displayed
- Unity Game

Burndown Chart:



The above burndown chart shows how the issues are resolved in the span of time.



6.Bibliography

- <http://www.blahblahtech.com/2008/03/the-future-of-gaming-interactive-gaming.html>
- https://en.wikipedia.org/wiki/Interactive_Learning
- https://en.wikipedia.org/wiki/Game_physics
- <http://brm.io/game-physics-for-beginners/>