2024 – Lab Exam 03
Report

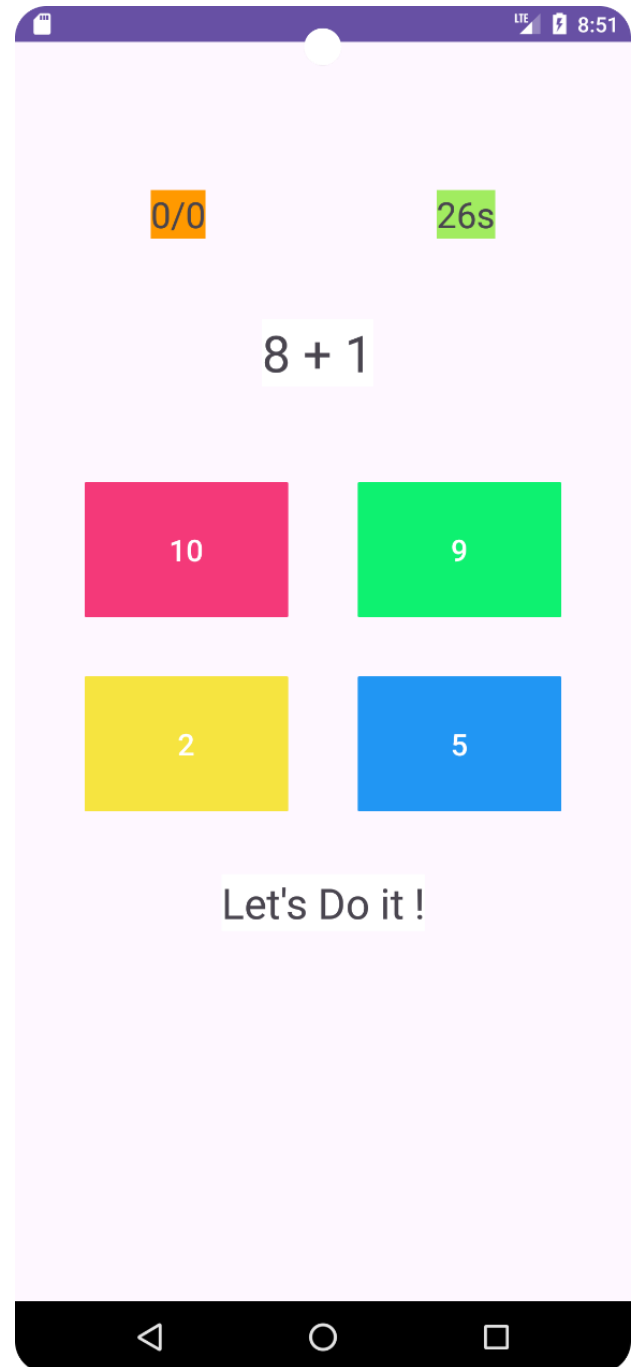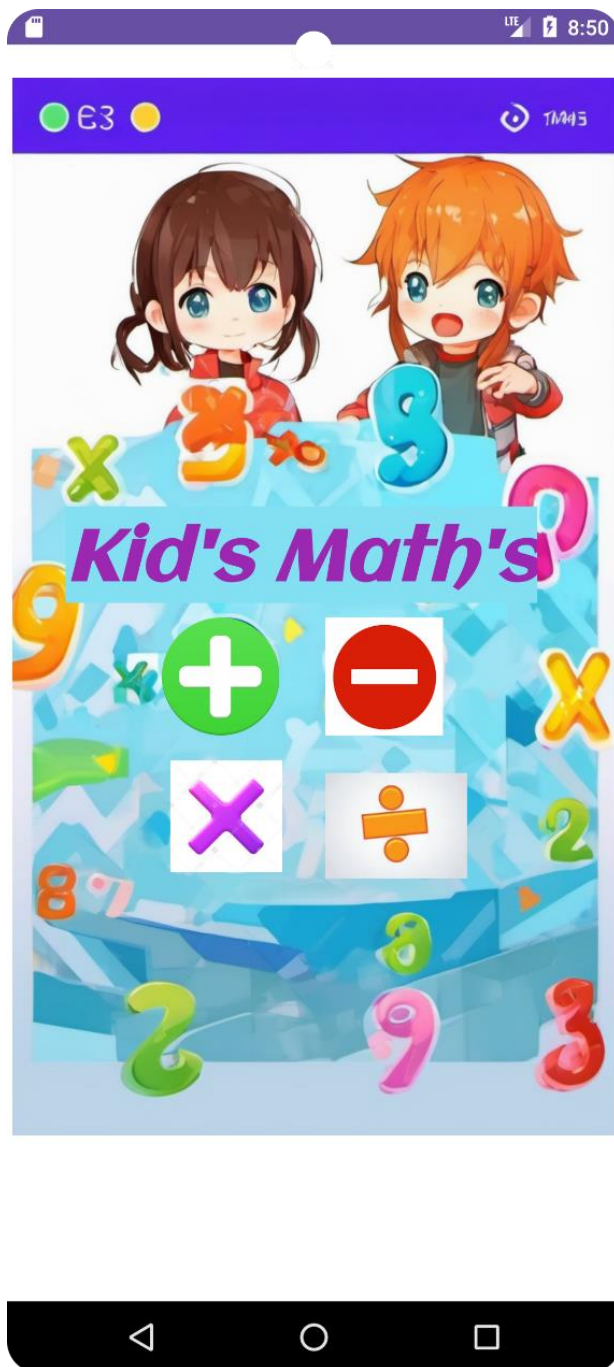| Student ID	IT22577610
Batch	WD.IT.09.02
Marks	
1. Code Quality and Organization (2 Points)	
2. Functionality (4 Points)	
3. Creativity and User Interface Design (2 Points)	
4. Performance and Stability (2 Point)	
Total: 10 Marks	
Evaluator	

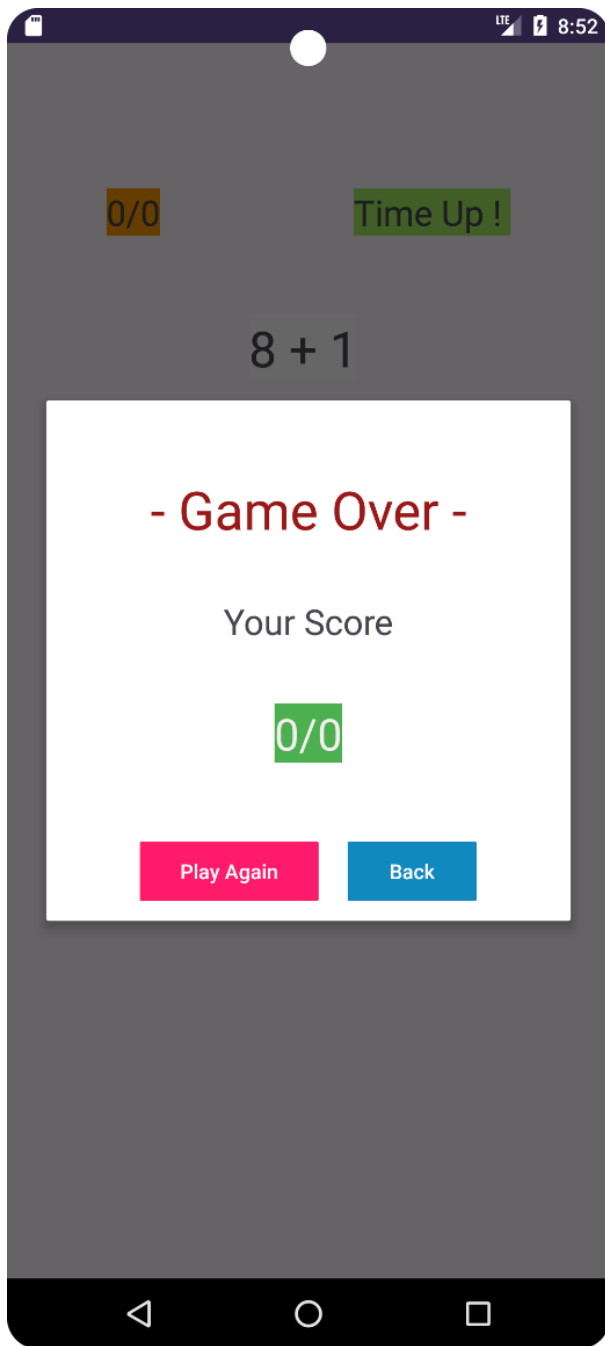# KID'S MATHS GAME

Description

An entertaining and interesting educational game called Kids Maths Game was created to assist kids in developing their math abilities. Children can practise addition, subtraction, multiplication, and division with randomised questions and multiple-choice answers thanks to the bright graphics and simple gameplay. The app's countdown timer adds excitement and inspires fast thinking, while score monitoring fosters development and confidence. Kids Maths Game is appropriate for kids five years old and up, and it offers a fun way to study in both home and classroom environments.

Instructions

- Launch the App: Turn on your device and launch the Kids Maths Game app.
  Chose the Action: Decide if you want to practise addition, subtraction, multiplication, or division in maths.
- Start the Game: As soon as you choose an operation, the game will launch automatically.
- Answer Questions: Choose the right response from the multiple-choice options to solve the maths problems that are displayed on the screen.
- Track Your Score: As you advance in the game, keep note of your score. You receive points for each right response.
- Beat the Timer: Try to answer as many questions as you can before the countdown timer expires
- Play Again: To raise your score and set new challenges for yourself, you can choose to play the game again once it ends.
- Enjoy Learning: Kids Maths Game allows you to have fun while honing your math skills.

Screenshots

0/0

Time Up !

8 + 1

- Game Over -

Your Score

0/0

Play Again   Back

Code

Strings.xml

```xml
<resources>
    <string name="app_name">KidsMathsGame</string>
    <string name="kids_maths">Kid\'s Math\'s</string>
    <string name="question">29 + 12</string>
    <string name="time">30s</string>
    <string name="score">0/0</string>
    <string name="message">Let\'s Do it !</string>
    <string name="game_over">- Game Over -</string>
    <string name="your_score">Your Score</string>
    <string name="final_score">0/0</string>
</resources>
```

Colors.xml

```xml
<?xml version="1.0" encoding="utf-8"?>
<resources>
    <color name="black">#FF000000</color>
    <color name="white">#FFFFFFFF</color>
    <color name="yellow">#F6E440</color>
    <color name="green">#0EF170</color>
    <color name="pink">#F43979</color>
    <color name="blue">#2196F3</color>
    <color name="puple">#E17AF8</color>
</resources>
```