

# PRECURSOR INFO SOLUTIONS



**SUMMER TRAINING**

**SESSION – 2015-2016**

**PROJECT REPORT ON KIDZEE APPLICATION**

**SUBMITTED TO:**

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## **INTRODUCTION**

- This is a **Learning Application For Kids** named as **KIDZEE**.
- In this Application, kid's from age group of 1-6 years can learn poems, English alphabets and watch or read stories .
- It is one of the way to provide education to the children in a very interesting manner.
- This Application helps the children to create their interest in studies by providing interactive user interface.
- It is one of the best Educational Application for kids and toddlers.
- Online Learning Games for kids are a great way to build the skills that kids need to succeed in school. KIDZEE is one of the effort to provide this.
- Education is the part of the life so it should be fun and challenging not boring.

## **OBJECTIVE**

- This Project aims at improving the learning ways for kids.
- To provide attractive user interface.
- To provide education to the children.
- To enhance the learning abilities of kids and their grasping power.
- To motivate them for education.

# **REQUIREMENTS**

## **HARDWARE:**

- Memory of 4 GB RAM or more
- Monitor resolution of 1024 x 768 or higher
- Intel Pentium 4 or AMD Athlon 2 GHz (or faster)
- 1 GB (or more) available hard disk space
- Operating Systems-Windows XP, Windows 7, Windows 8, Windows 8.1  
Mac OS X Snow Leopard 10.6, Mac OS X Lion 10.7 or Mac OS X Mountain Lion 10.8, Linux Ubuntu 12.04

## **SOFTWARE:**

- Eclipse version 4.5
- Android Studio version 2.1.2
- Android SDK tools 25.0.0
- Android 4.2.2 platform API 23,24
- Java Runtime Environment 1.8
- Java SE JDK v8.0

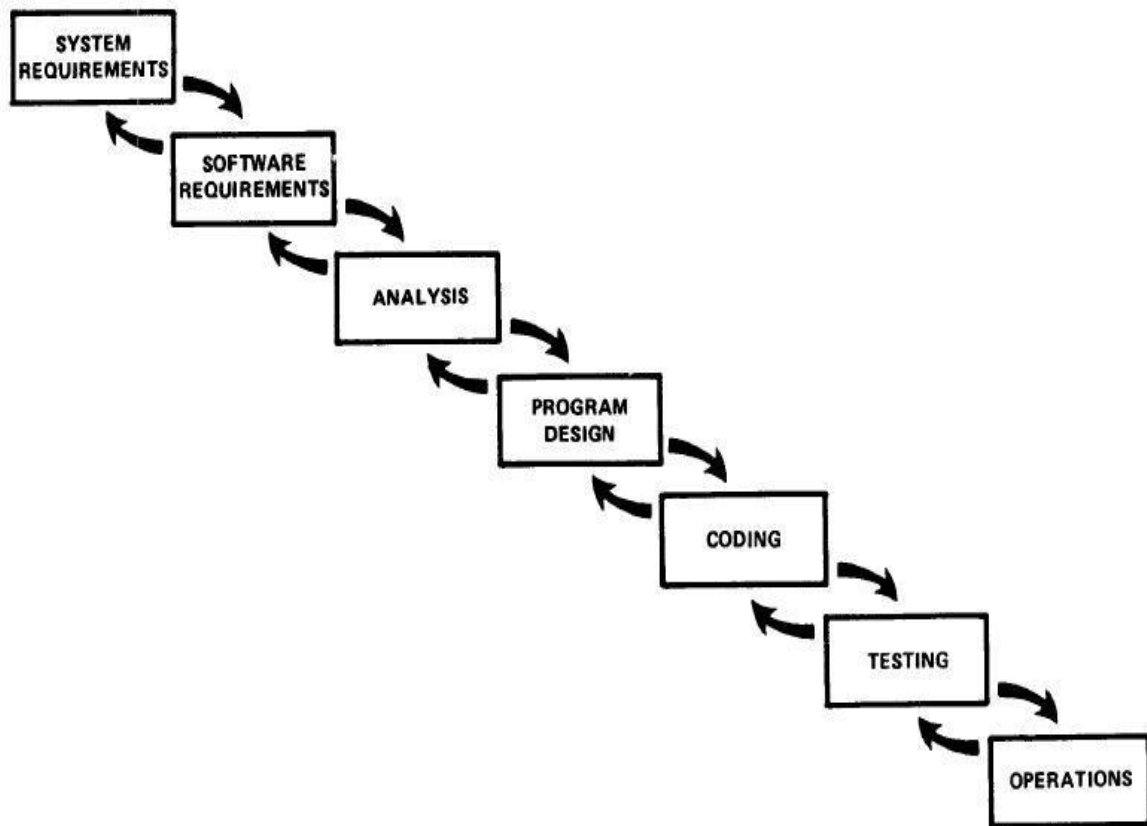
## **MODULES**

- Kids can choose various categories to use this application.

Categories are-

- View various stories.
- Listen different types of poems.
- Story reading application.
- Alphabet learning.

## MODEL USED



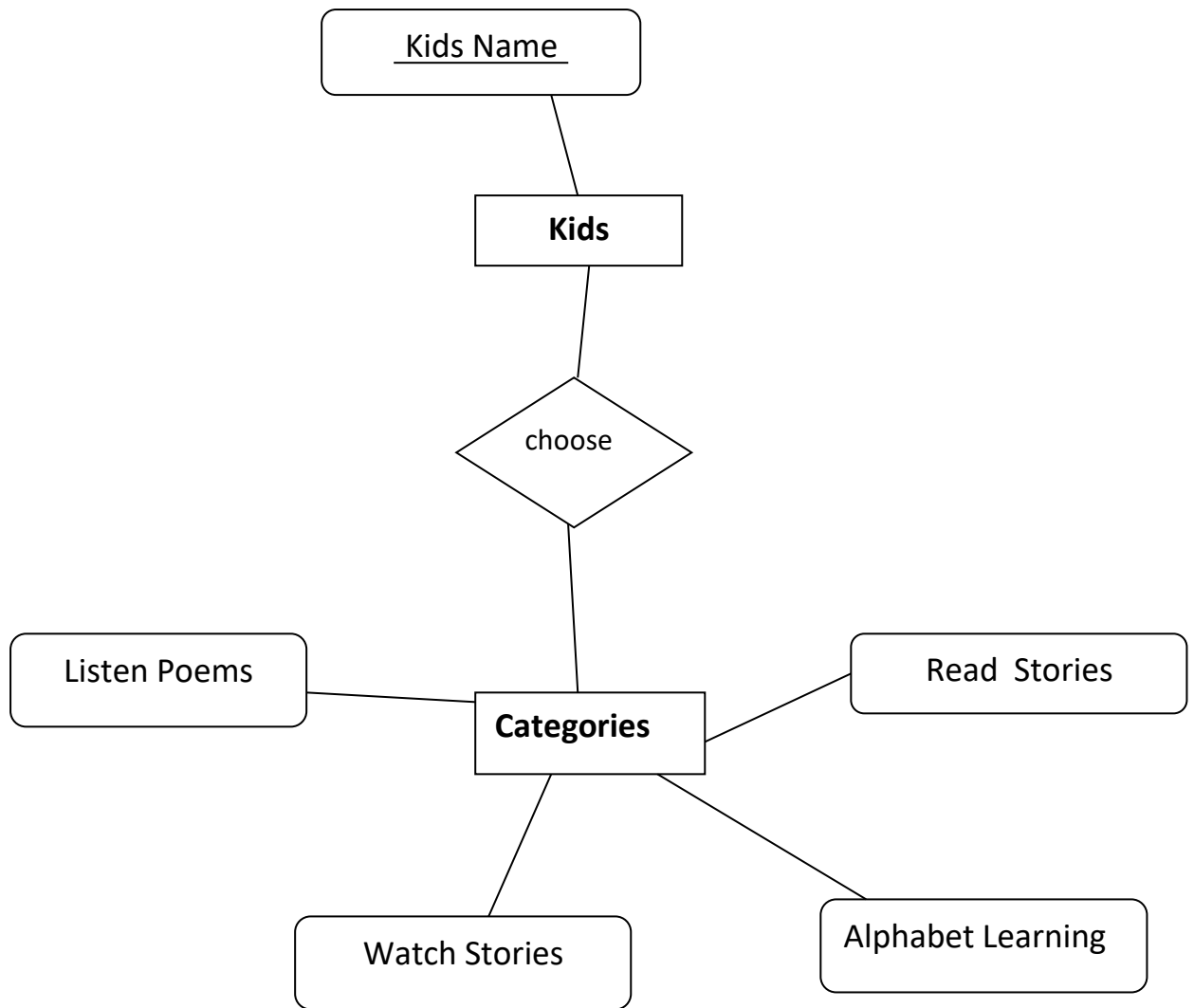
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### Description of iterative waterfall model :

We have used Iterative waterfall model to develop this project. Iterative waterfall model uses the same concept as the Waterfall model except that it also provides an iterative approach to do any kind of modification needed even if the phase of software development life cycle is complete.

In the first phase the all the requirement for the software is gathered. In the second phase the analysis of the project is sixth phase done. In the third phase work is done on the design. In the fourth phase coding is done. In the fifth phase testing is done and in the last phase maintenance is performed. In Iterative model no stage is final stage and one can move in backward direction hence the name Iterative Waterfall. In this model we can iterate the whole SDLC lifecycle as many times as we feel like, as there is no boundation.

## E-R DIAGRAM



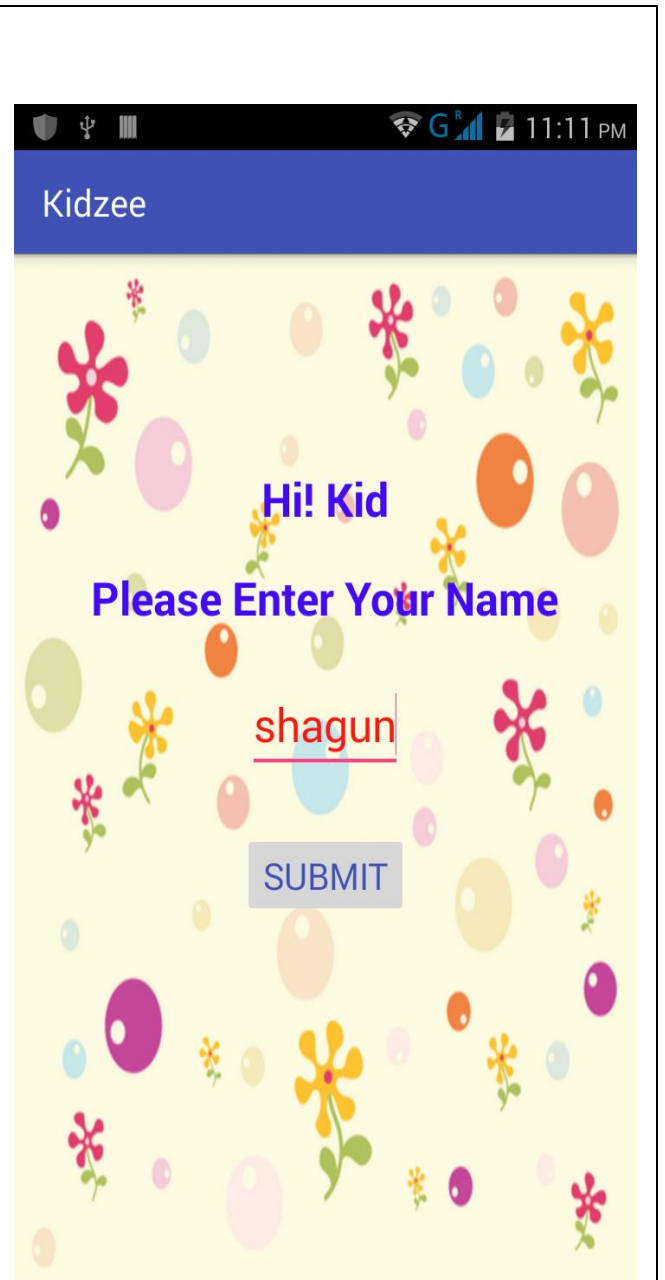
# **DATA FLOW DIAGRAM**

## **Level 0 Data Flow Diagram**





## SCREEN SHOTS





Kidzee

## CATEGORIES



**Watch Stories**



**Listen Poems**



**Read Stories**



**Learn Alphabets**

<div data-bbox="194 232 805 286"> </div> <div data-bbox="194 286 805 409"> <p>Kidzee</p> </div> <div data-bbox="194 409 805 1610"> <div data-bbox="391 456 619 521"> <h1>STORIES</h1> </div> <div data-bbox="242 613 416 669"> <p>Magic Pot</p> </div> <div data-bbox="242 743 399 797"> <p>Runaway</p> </div> <div data-bbox="242 871 635 925"> <p>An Elephant and a Tailor</p> </div> <div data-bbox="242 999 628 1050"> <p>The Horse and the Snail</p> </div> <div data-bbox="242 1126 525 1182"> <p>The Thirsty Crow</p> </div> </div>	<div data-bbox="825 232 1428 286"> </div> <div data-bbox="825 286 1428 409"> <p>Kidzee</p> </div> <div data-bbox="825 409 1428 1610"> <div data-bbox="845 443 1404 958"> </div> <div data-bbox="825 958 1428 1420"> </div> <div data-bbox="825 1420 1428 1610"> <div data-bbox="981 1464 1262 1509"> </div> <div data-bbox="825 1554 1428 1590"> <p>00:06 04:31</p> </div> </div> </div>
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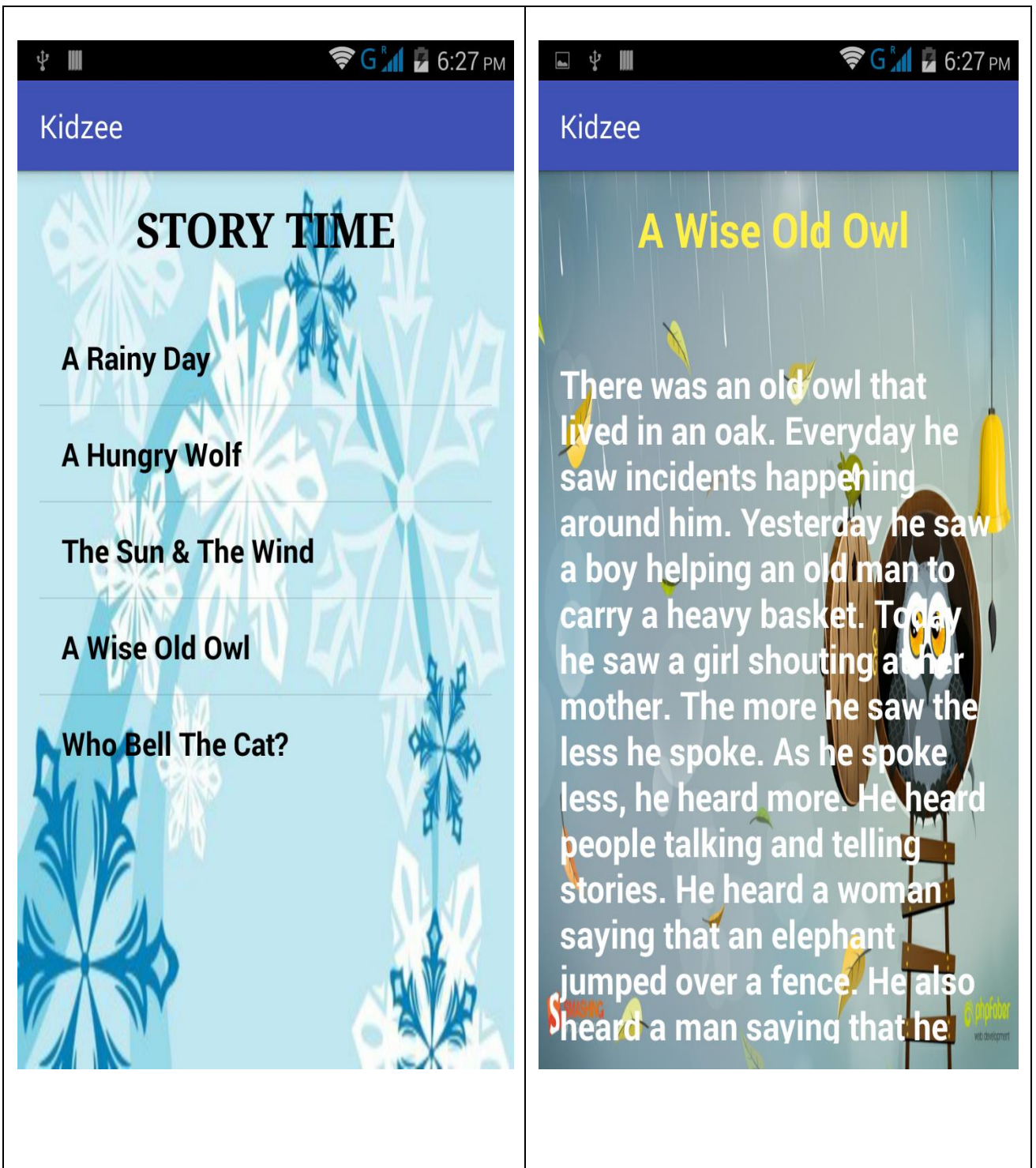
Kidzee

## POEMS

- ☐ Twinkle Twinkle
- ☒ Humpty Dumpty
- ☐ Johnny Johnny
- ☐ Jack and Jill
- ☐ Baa Baa Black Sheep

STOP







## **LIMITATIONS**

- Limited functionality.
- There is an age limit so can't be used by the childrens beyond that age limit.
- Required large space on mobile.
- Lack of security.

## **FUTURE SCOPE**

- To enhance the functionality of Application.
- Reduce the size required by the Application on mobile.
- Improvement in security factors.
- Increase the scope of Application by increasing the age limit.



## **REFERENCES**

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- [4] [www.developers.android.com](http://www.developers.android.com)
- [5] Android Application Development – Black Book