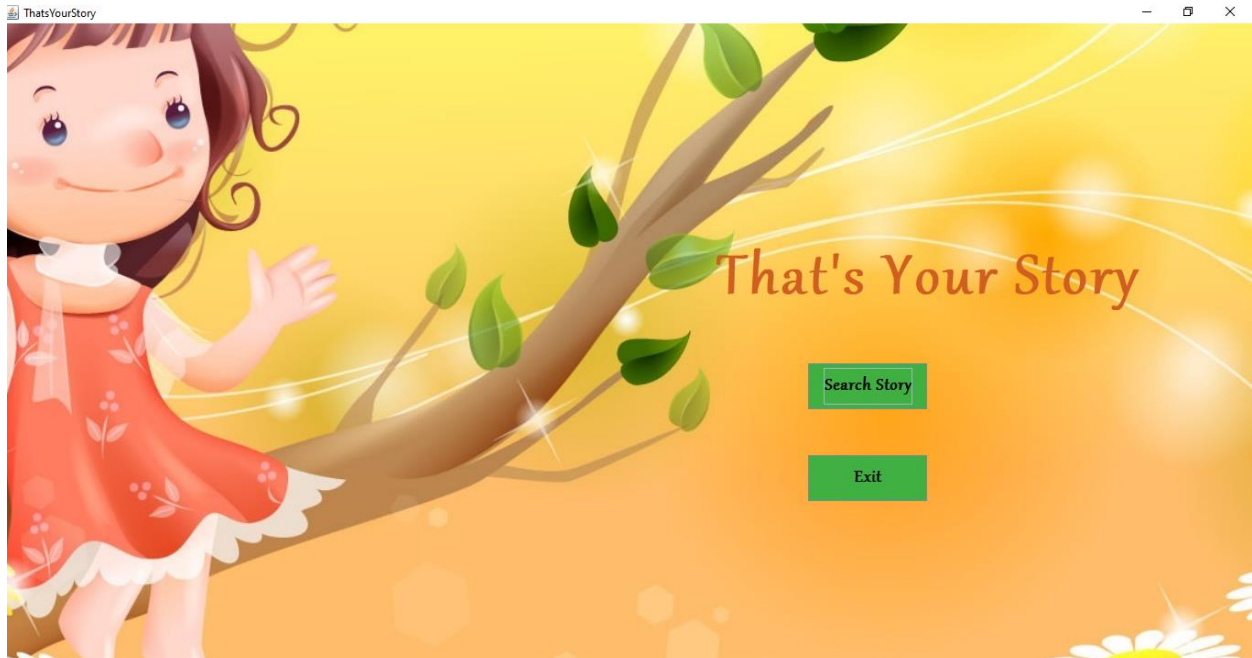


That's Your Story

The software project “That’s Your Story” is used for Children to read short stories having some moral. This application will show stories as per choice. User will be asked to enter a word and a numeric number and using those the software will search for that particular story and then if found the story will be presented (Picture of Story + Written Material)

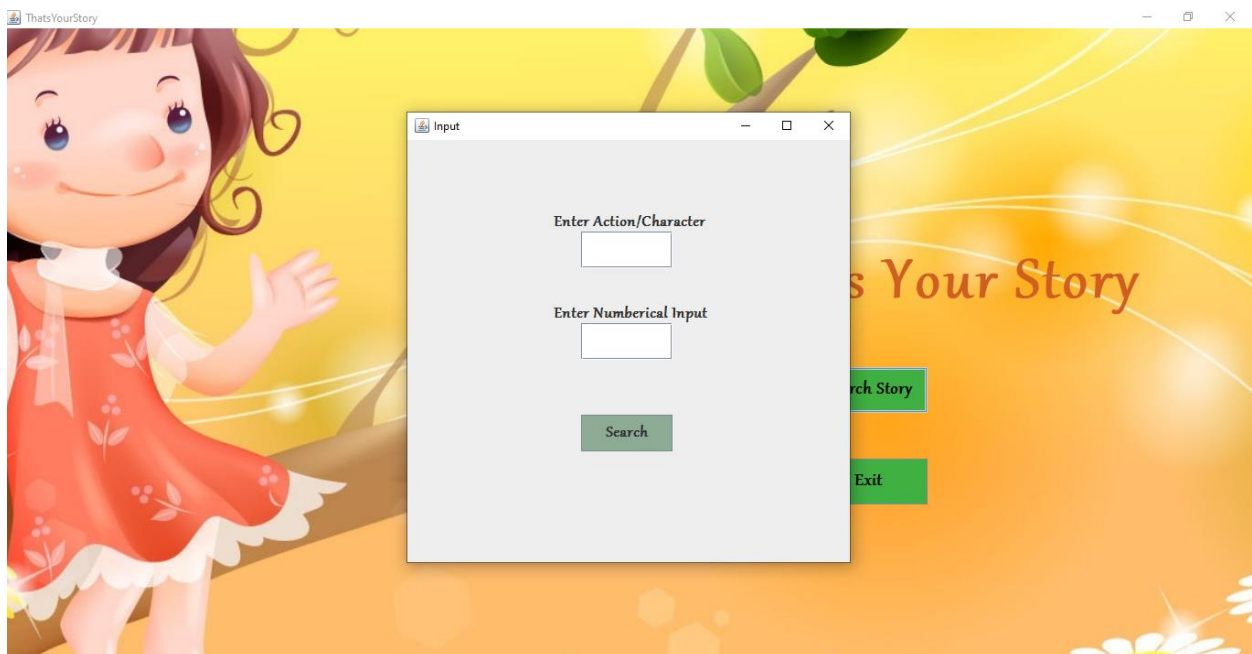
When the application is started a screen is appeared that will ask whether you want to search a story or you want to quit the application as shown below:



The interface is designed in such a way that the users may find it easier and fascinating

When user press the **EXIT** rectangle shaped button the application will be terminated.

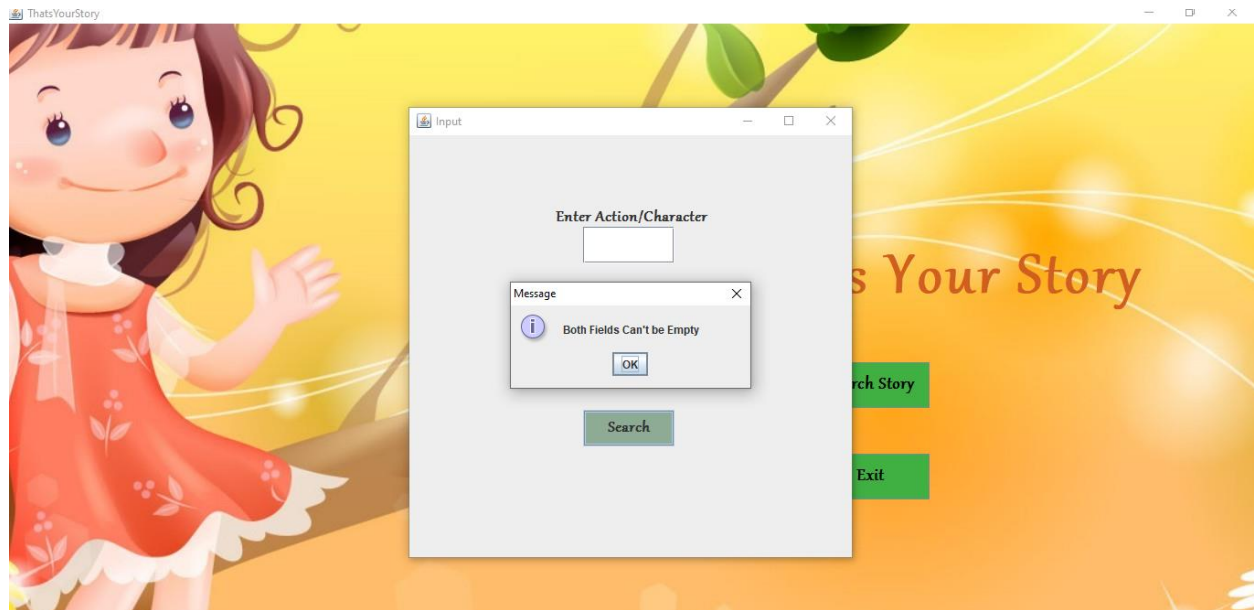
If user press the **Search Story** button the next Window will appear as shown below:



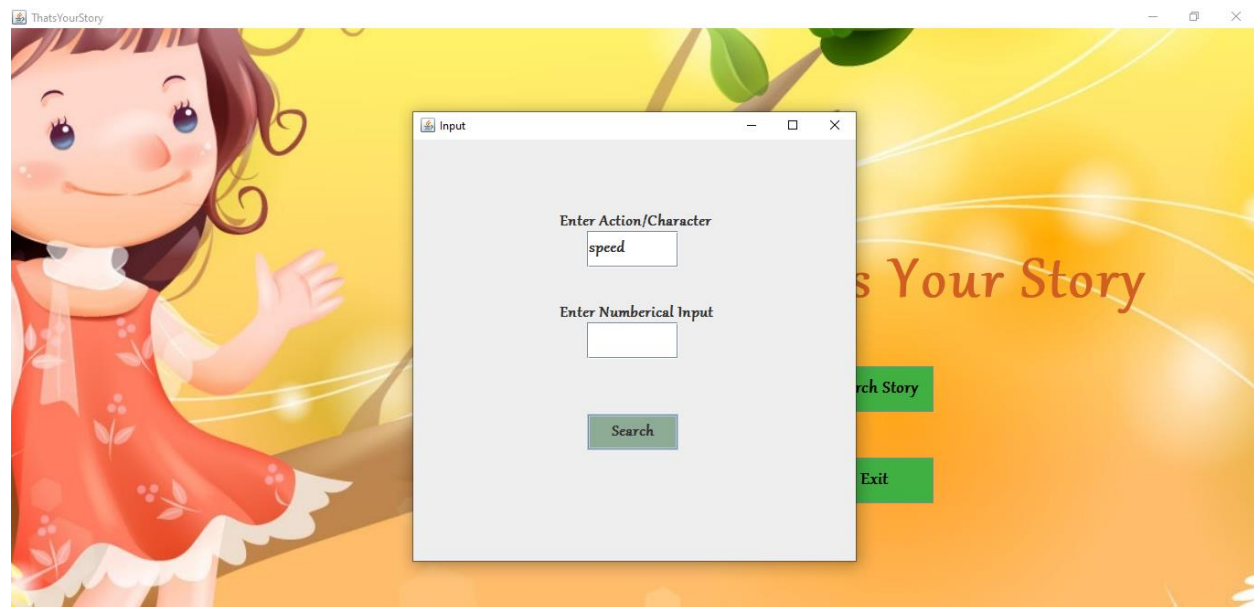
The new Input Screen will be asking user the keywords such as anything related to story i.e Characteristic, Character, Action, Attribute or a Numerical Value such as number of people/object in story to enter.

After entering the keywords user shall press **Search** button to search that particular story

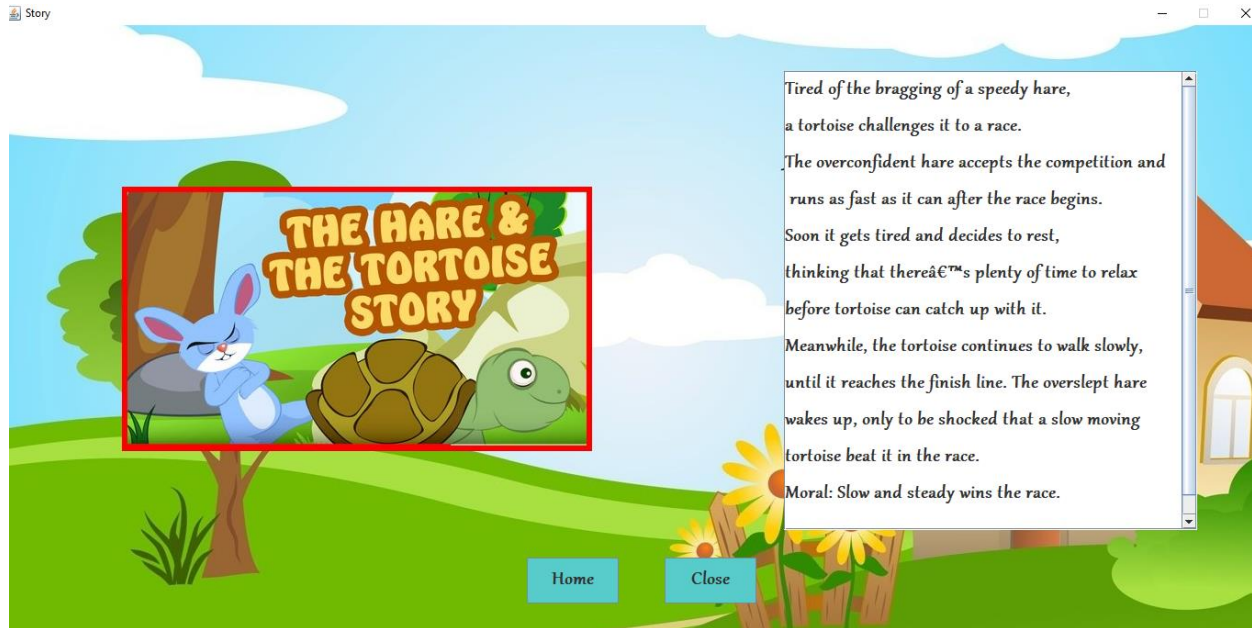
If user leaves these fields empty and press Search the application will not continue it will give user a message that fields can't be empty.



User can skip any single part either user can skip Action/Character field or the Numeric value field



If only character is inserted as input then the story related to that keyword is displayed in new screen

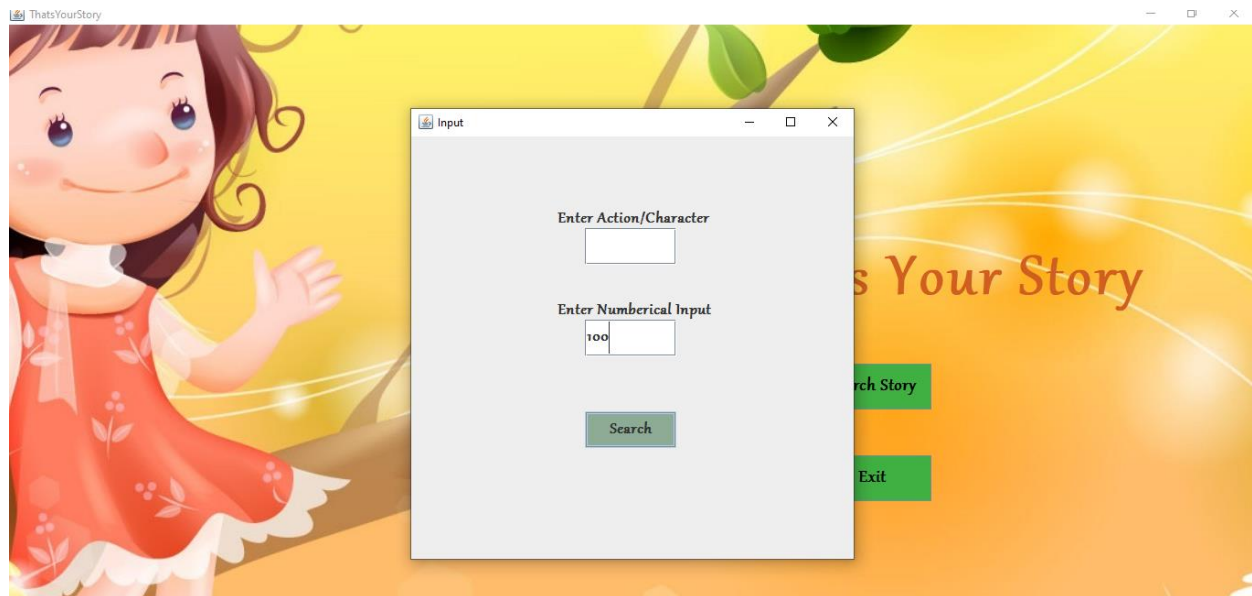


Based upon the **keyword** the Story is displayed. There are two things on Story Screen the story text and the picture related to story

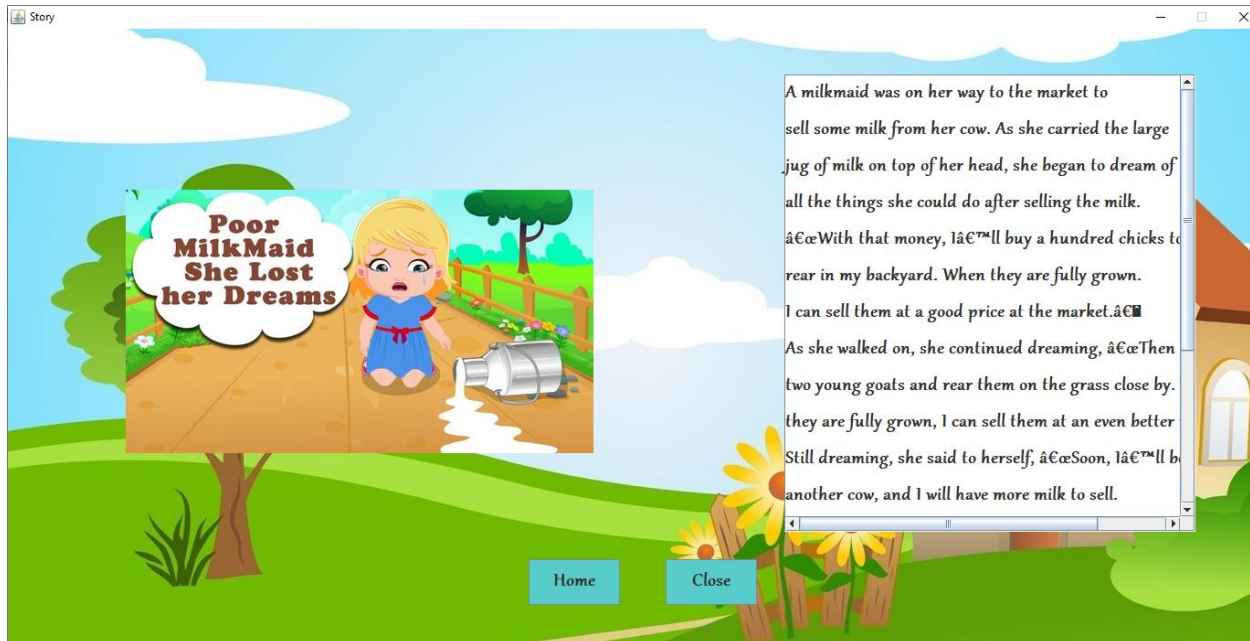
From Here user can either quit the game by clicking **Close** or can go back to the main starting screen of the game by clicking the **Home** button.

Let's try some more keywords and find which story appears:

1, By entering number 100

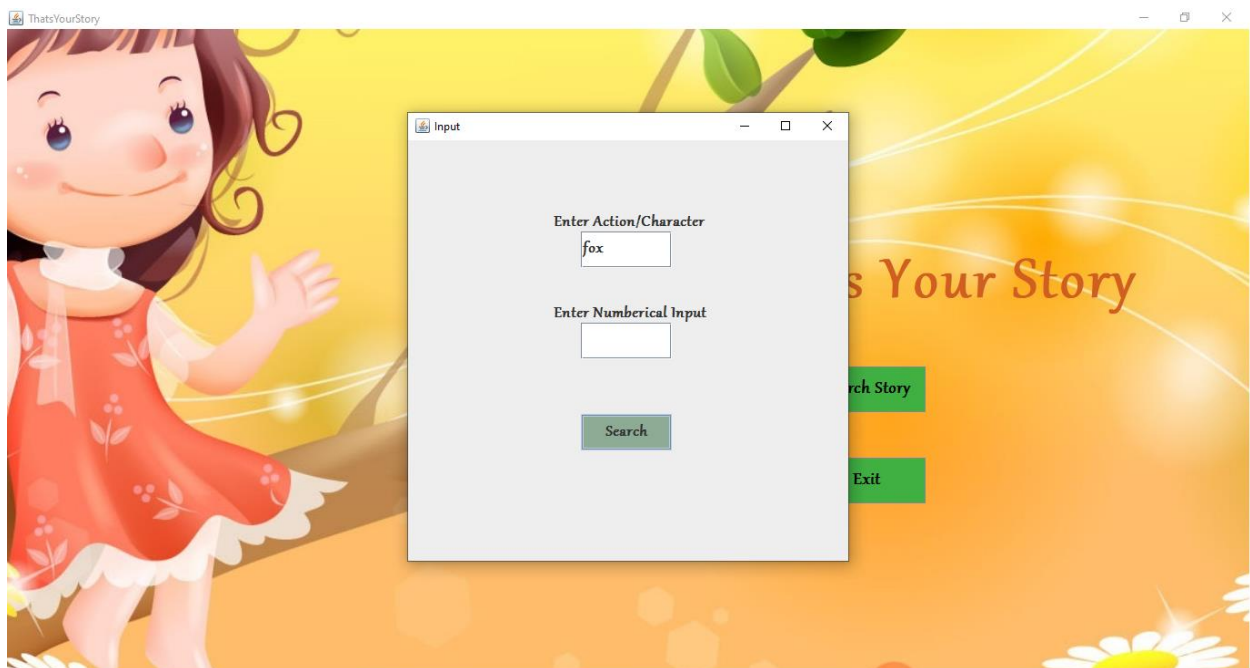


By searching a numerical value one can see the story in which such number of things are used will be displayed. In above example the character/action filed input is left as empty and the numerical value 100 is searched and the results shown are:

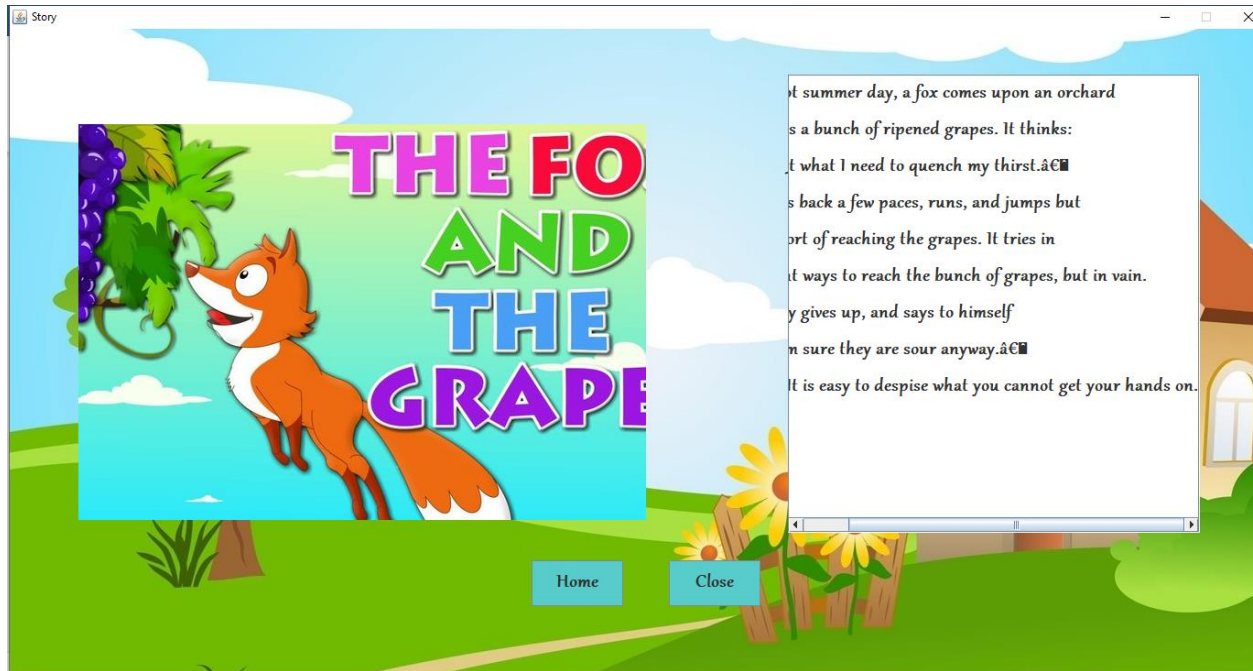


In this story the Hundred Chicks were mentioned therefore this story has been displayed

2, By Entering Fox

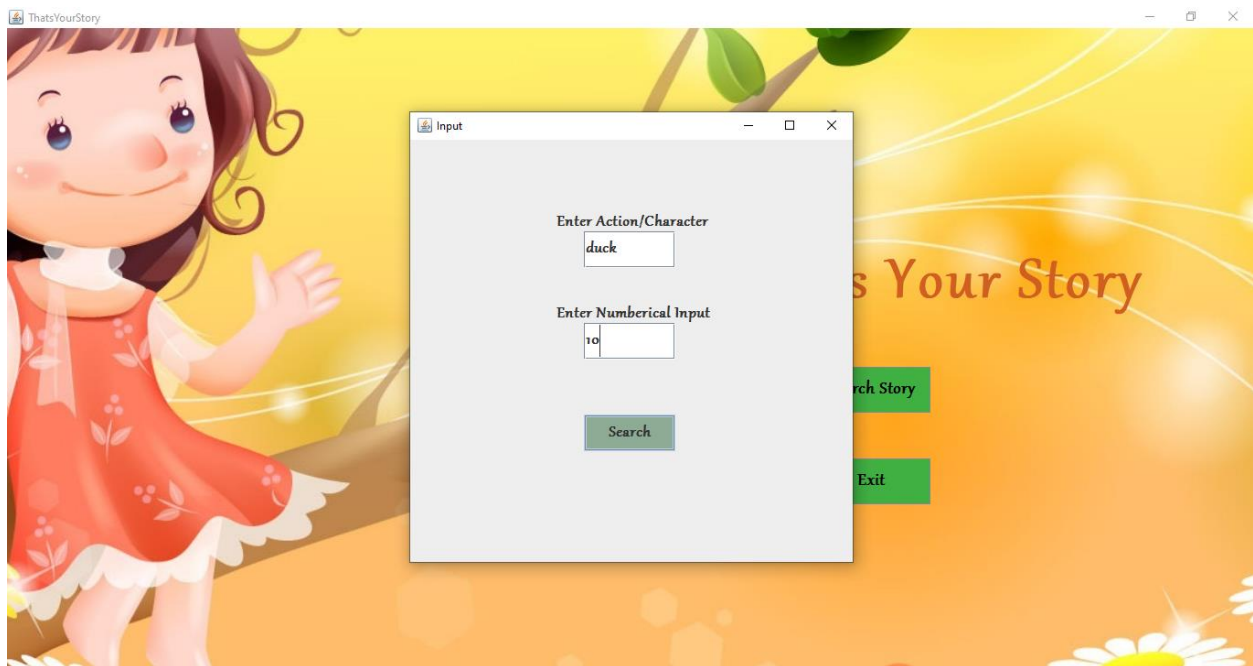


By entering fox keyword the story of the lazy fox is displayed



The text area contains scrollbars with which one can drag the text if it's not clearly visible

3, When Both Text and Numeric Values are entered



When Duck and 10 values were inserted the story with 10 Ducks is displayed

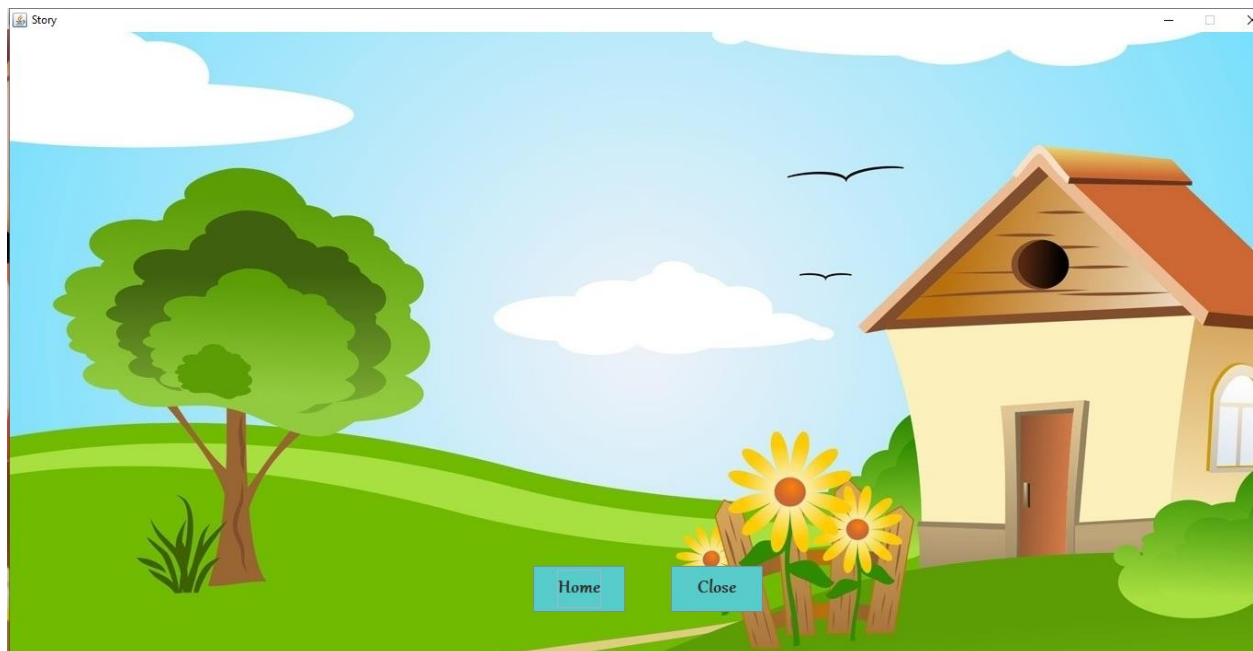


However the first priority is given to Text.

There is limited number of stories in this application .

If there isn't any story related to keyword then blank screen will be displayed

As shown below



From here user can close the app or again go to home.

Following keywords will display some stories:

challenge

race

eggs

gray

ugly

beautiful

fox

rest

relax

sour

hands

evil

rich

slow

tired

overslept

poor

orchard

and many others.