VISVESVARAYA TECHNOLOGICAL UNIVERSITY

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An Internship Project Report

on

Bed Time Stories App

Submitted in partial fulfillment of the requirements for the VIII Semester of degree of **Bachelor of Engineering in Information Science and Engineering** of Visvesvaraya Technological University, Belagavi

By

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RNS INSTITUTE OF TECHNOLOGY

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DEPARTMENT OF INFORMATION SCIENCE AND ENGINEERING

CERTIFICATE

Certified that the Internship work entitled ***Bed time stories app*** has been successfully completed by **Bhoomika.S (1RN18IS033)** bonafide students of **RNS Institute of Technology, Bengaluru** in partial fulfillment of the requirements of 8th semester for the award of degree in Bachelor of Engineering**in Information Science and Engineering** of **Visvesvaraya Technological University, Belagavi** during academic year **2021-2022.**
The internship report has been approved as it satisfies the academic requirements in respect of internship work for the said degree.

Mrs . Akashata S Bhayyar	**Dr. Suresh L**	**Dr. M K Venkatesha**
Internship Guide	Professor and HoD	Principal
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External Viva

Name of the Examiners	**Signature with Date**
1._____	**1.**_____
2._____	**2.**_____

DECLARATION

I, **Bhoomika.S [USN: 1RN18IS033]** students of VIII Semester BE, in Information Science and Engineering, RNS Institute of Technology hereby declare that the Internship work entitled **Bed time Stories app** has been carried out by us and submitted in partial fulfillment of the requirements for the VII Semester degree of **Bachelor of Engineering in Information Science and Engineering** of Visvesvaraya Technological University, Belagavi during academic year 2021- 2022.

Place : Bengaluru **Bhoomika.S**

Date : **(1RN18IS033)**

ABSTRACT

A bedtime story is a traditional form of storytelling, where a story is told to a child at bedtime to prepare the child for sleep. The bedtime story has long been considered "a definite institution in many families".

Reading bedtime stories yields multiple benefits for parents and children alike. The fixed routine of a bedtime story before sleeping can improve the child's brain development, language mastery, and logical thinking skills.

Bedtime stories are also useful for teaching the child abstract virtues such as sympathy, selflessness, and self-control

ACKNOWLEDGMENT

At the very onset I would like to place our gratefulness to all those people who helped me in making the Internship a successful one.

Coming up, this internship to be a success was not easy. Apart from the sheer effort, the enlightenment of the very experienced teachers also plays a paramount role because it is they who guided me in the right direction.

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Bhoomika.S

1RN18IS033

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ABBREVIATIONS

UI	:	User Interface
FK	:	Flutter Kick
IoT	:	Internet Of Things
FCL	:	Flutter Cycle Length
AOT	:	Ahead Of Time
SDK	:	Software Development Kit

Chapter 1

INTRODUCTION

Introduction to Flutter

Flutter is Google's Mobile SDK to build native iOS and Android, Desktop (Windows, Linux, macOS), Web apps from a single codebase. When building applications with Flutter everything towards Widgets – the blocks with which the flutter apps are built. They are structural elements that ship with a bunch of material design-specific functionalities and new widgets can be composed out of existing ones too. The process of composing widgets together is called composition. The User Interface of the app is composed of many simple widgets, each of them handling one particular job. That is the reason why Flutter developers tend to think of their flutter app as a tree of widgets.

History

Flutter launched as a project called Sky which at the beginning worked only on Android. Flutter's goal is enabling developers to compile for every platform using its own graphic layer rendered by the Skia engine. Here's a brief presentation of Flutter's relatively short history.

Flutter is a free and open-source mobile UI framework created by Google and released in May 2017. In a few words, this allows you to create a native mobile application with only one code. It means that you can use one programming language and one codebase to create two different apps (IOS and Android).

The first version of Flutter was known by the codename "Sky" and ran on the Android operating system. It was unveiled at the 2015 Dart developer summit[6] with the stated intent of being able to render consistently at 120 frames per second.[7] During the keynote of Google Developer Days in Shanghai in September 2018, Google announced Flutter Release Preview 2, which is the last big release before Flutter 1.0. On December 4th of that year, Flutter 1.0 was released at the Flutter Live event, denoting the first "stable" version of the Framework. On December 11, 2019, Flutter 1.12 was released at the Flutter Interactive event.[8]

On May 6, 2020, the Dart software development kit (SDK) in version 2.8 and the Flutter in version 1.17.0 were released, where support was added to the Metal API,

improving performance on iOS devices (approximately 50%), new Material widgets, and new network tracking.

On March 3, 2021, Google released Flutter 2 during an online Flutter Engage event. This major update brought official support for web-based applications with new CanvasKit renderer and web specific widgets, early-access desktop application support for Windows, macOS, and Linux and improved Add-to-App APIs.[9] This release included sound null-safety, which caused many breaking changes and issues with many external packages, but the Flutter team included instructions to mitigate these changes as well.

On September 8th, 2021, the Dart SDK in version 2.14 and Flutter version 2.5 were released by Google. The update brought improvements to the Android Full-Screen mode and the latest version of Google's Material Design called Material You. Dart received two new updates, the newest lint conditions have been standardized and preset as the default conditions as well Dart for Apple Silicon is now stable.

Framework-Architecture

The major components of Flutter include:

- Dart platform
- Flutter engine
- Foundation library
- Design-specific widgets
- Flutter Development Tools (DevTools)

Dart platform

Flutter apps are written in the Dart language and make use of many of the language's more advanced features.

On Windows, macOS, and Linux[11] Flutter runs in the Dart virtual machine, which features a just-in-time execution engine. While writing and debugging an app, Flutter uses Just In Time compilation, allowing for "hot reload", with which modifications to source files can be injected into a running application. Flutter extends this with support for stateful hot reload, where in most cases changes to source code are reflected immediately in the running app without requiring a restart or any loss of state.

For better performance, release versions of Flutter apps targeting Android and iOS are compiled with ahead-of-time (AOT) compilation.

Flutter engine

Flutter's engine, written primarily in C++, provides low-level rendering support using Google's Skia graphics library. Additionally, it interfaces with platform- specific SDKs such as those provided by Android and iOS.[10] The Flutter Engine is a portable runtime for hosting Flutter applications. It implements Flutter's core libraries, including animation and graphics, file and network I/O, accessibility support, plugin architecture, and a Dart runtime and compile toolchain. Most developers interact with Flutter via the Flutter Framework, which provides a reactive framework and a set of platform, layout, and foundation widgets.

Foundation library

The Foundation library, written in Dart, provides basic classes and functions that are used to construct applications using Flutter, such as APIs to communicate with the engine.

Design-specific widgets

The Flutter framework contains two sets of widgets that conform to specific design languages: Material Design widgets implement Google's design language of the same name, and Cupertino widgets implement Apple's iOS Human interface guidelines.

Chapter 2

LITERATURE SURVEY

Introduction

In contemporary times, reading to children has occupied a prominent place in accounts of parents' roles in their children's literacy development (Pulvertaft, 1985; Wiener, 1988; Spreadbury, 1992, 1995; McMackin, 1993). Reading to children has been attributed with a wide range of educational effects, including fostering intellectual development (Toomey & Allen, 1991), contributing to the development of children's reading and writing skills (Rowe, 1990), encouraging positive attitudes to books (Teale, 1984) and training the child in school-type protocols (Heath, 1983). It is not my aim here to test whether these claims are true but to regard them as the 'official view' and thus part of the discursive field (Weedon, 1987) in which parents position themselves and are positioned. In most current documentation of literacy research on parents, 'parent' is used as a generic term, intended to cover the range of adult persons holding primary responsibility for children's care (e.g. Redding, 1991). This is in contrast to research conducted from the 1950s to the 1970s in which the reference was generally to 'mothers'. This shift can be understood in relation Downloaded from cie.sagepub.com by guest on August 21, 2015 Susan Nichols 316 to two social initiatives: a move to combat sexist language in government documentation, and official recognition that, in a pluralistic society such as Australia, alternative family formations mean that a range of adults, including grandparents, are involved in children's care. However, the gender-neutrality of this language has not been associated with any significant change in the target group of literacy research and educational programmes. On the whole, research and policy in the area of literacy has continued to reflect the conventional view that mothers do, and should, have the primary responsibility for children's literacy development, particularly in the early years. Gender-neutral language has served to mask gender-differentiated practices in the area of parental participation, policy and programmes (David, 1993).

This can be seen in the slippage from ‘parent’ to ‘mother’ that can be found in educational documents (e.g. Rich, 1985). It is also seen in the type of parental activities that are frequently associated with involvement in children’s literacy, activities such as routine housework tasks (e.g. Dzama, 1983) that are usually carried out by the adult responsible for ‘home duties’. In an early childhood educational journal, Pulvertaft (1985) warns that ‘the bedtime story as an established part of family routine is disappearing faster than home-made gravy’ and enjoins the ‘parent’ to forget about ‘ironing trackpants’ and concentrate on story reading. In this way, the gendered division of labour is taken for granted and extended to the domain of literacy labour. The association between mothers’ work and literacy work is reflected also in media images. A typical example occurs in an advertisement for air conditioning that appeared in a popular Australian women’s magazine (Australian Women’s Weekly, 1995). The image contains two views of a family scene. Both depict the same father, mother and young son sitting on a sofa in what is clearly a middle-class home. In one scene, the mother is reading a book to the child, who is seated on her lap while the father reads a magazine. In the matching image, the father and son sit side by side, both handling a toy aeroplane. The mother leans towards the father and son pair, observing their discussion with every indication of interest. In this image, the woman’s reading activity is associated with her mothering role while the father’s reading is presented as a form of leisure. This positions the father and mother quite differently in relation to literacy and to parenting. At the same time, this image is representative of what has been called the ‘shared parenting’ model (Ehrensaft, 1987). The father is actively involved with and focused on his child. That the child is a son is, as I will argue, not coincidental. Studies of Western middle-class families suggest that the ideal of shared parenting, where fathers and mothers are equally involved in their children’s care, is often subscribed to (O’Brien, 1982; Ehrensaft, 1987; Lareau, 1989). However, it appears that many families find this a difficult arrangement to sustain in practice, due to a range of factors such as inflexibility of paid work schedules (Russell et al, 1988; Mass, 1989), men’s willingness to assign to women the role of ‘expert’ (Ehrensaft, 1987) and women’s reluctance to vacate OF this role. It is in this climate of negotiations over domestic and child-rearing responsibilities that parents’ literacy work is carried out. In the discussion that follows, I have aimed to strip story reading of its taken for grantedness.

Chapter 3

ANALYSIS

Hardware and Software Requirements

The Hardware requirements are very minimal and the program can be run on most of the machines.

Processor	:	Pentium 4 Processor
Processor Speed	:	2.4 GHz
RAM	:	2 GB
Storage Space	:	40 GB

The software requirements are very minimal and the program can be run on the machines with these requirements satisfied:

Editor	:	Visual Studio Code
Operating System	:	Windows/Mac OS
IDE	:	VS Code
Backend Tool	:	SQLite

Tools/ Languages/ Platform

Various tool used in making this project is given below:

Editor/IDE	:	Visual Studio Code
Operating System	:	Windows/Mac OS
Languages	:	Dart, Swift, SQLite
Backend Tool	:	SQLite

Functional Requirements

Flutter

Flutter is Google's Mobile SDK to build native iOS and Android apps from a single codebase. When building applications with Flutter everything towards Widgets – the blocks with which the flutter apps are built. The User Interface of the app is composed of many simple widgets, each of them handling one particular job. That is the reason why Flutter developers tend to think of their flutter app as a tree of widgets.

Compared to its contemporary technologies like React Native, Kotlin, and Java, Flutter is much better in regard to having a Single Codebase for Android and iOS, Reusable UI and Business Logic, high compatibility, performance, and productivity.

Dart

Dart is an open-source general-purpose programming language developed by Google. It supports application development in both client and server-side. But it is widely used for the development of android apps, iOS apps, IoT(Internet of Things), and web applications using the Flutter Framework.

Syntactically, Dart bears a strong resemblance to Java, C, and JavaScript. It is a dynamic object-oriented language with closure and lexical scope. The Dart language was released in 2011 but came into popularity after 2015 with Dart 2.0.

SQLite

SQLite is a self-contained, high-reliability, embedded, full-featured, public-domain, SQL database engine. It is the most used database engine in the world. It is an in-process library and its code is publicly available. It is free for use for any purpose, commercial or private. It is basically an embedded SQL database engine. The SQLite database file format is cross-platform so that anyone can easily copy a database between 32-bit and 64- bit systems. Due to all these features, It is a popular choice as an Application File Format.

Chapter 4

SYSTEM DESIGN

Home page widget tree:

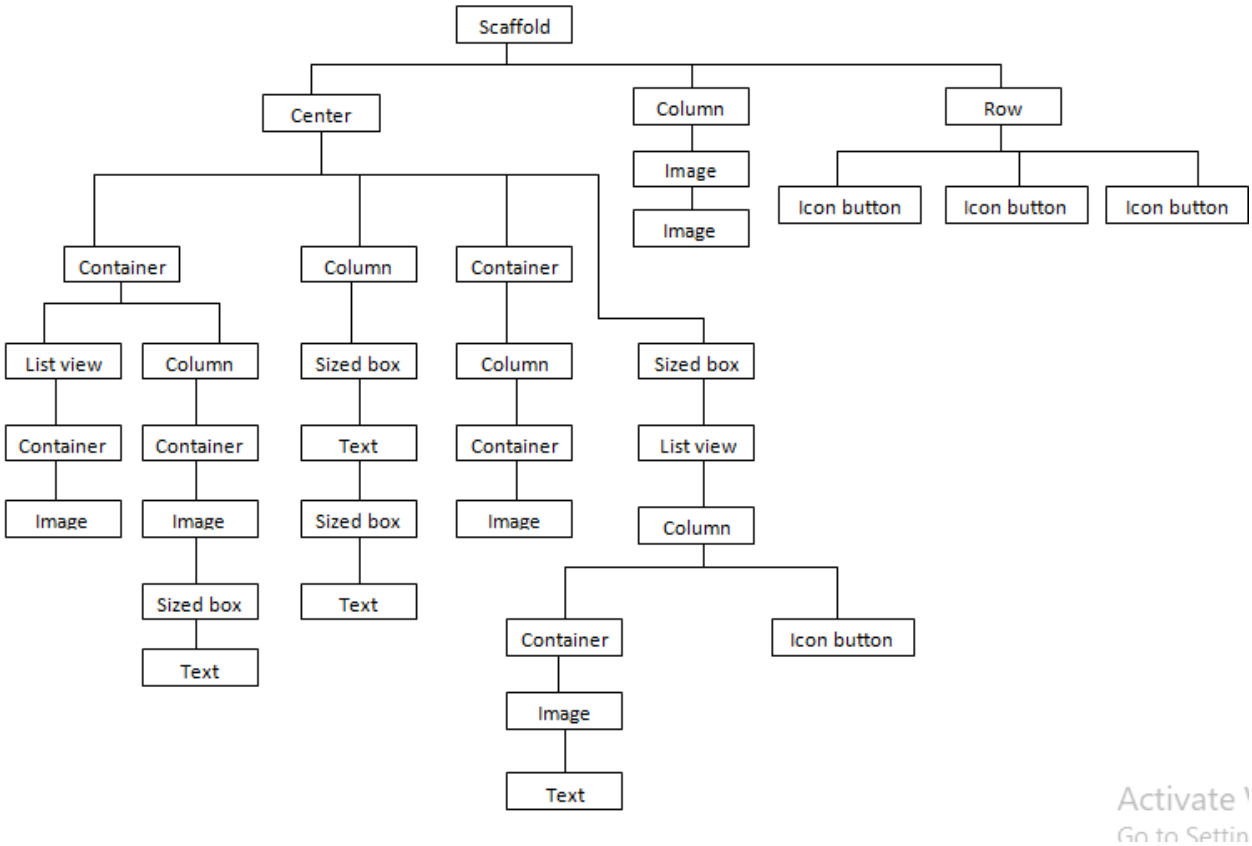

Fig 4.1 HomePage Widget Tree

Configuration page widget tree:

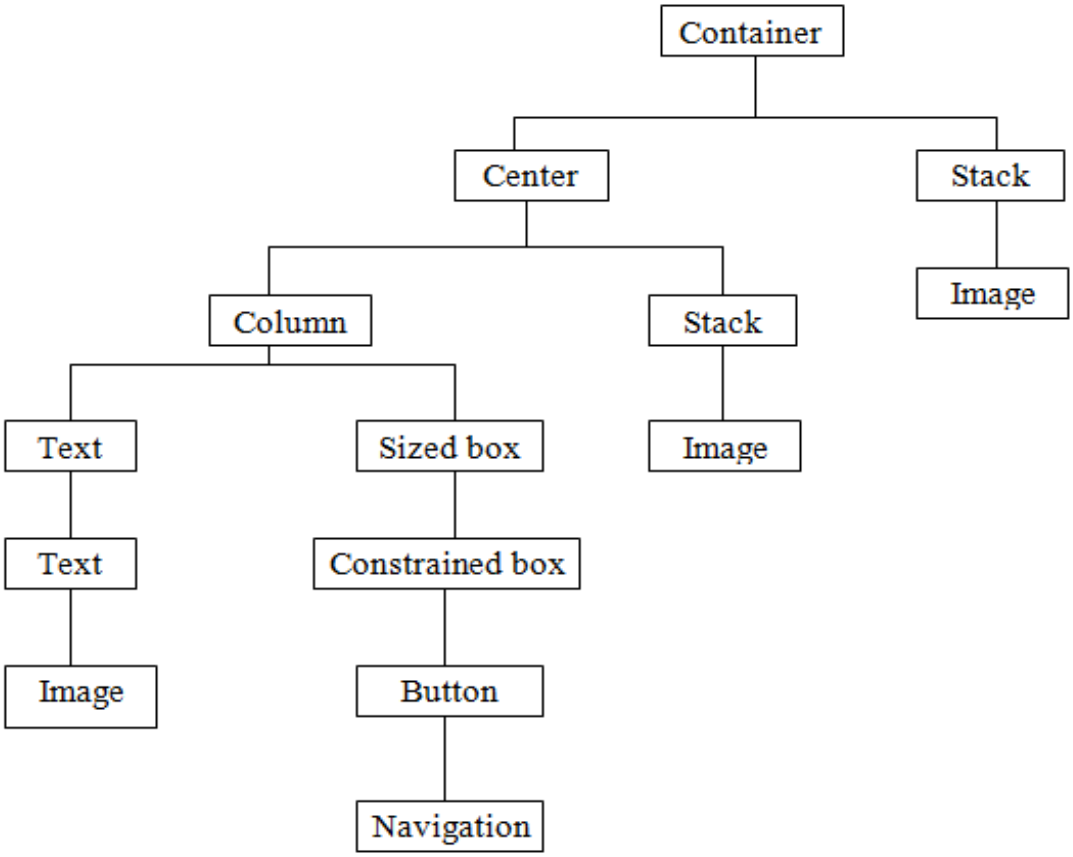

Fig 4.2 Configuration Page Widget Tree

Main page widget tree:

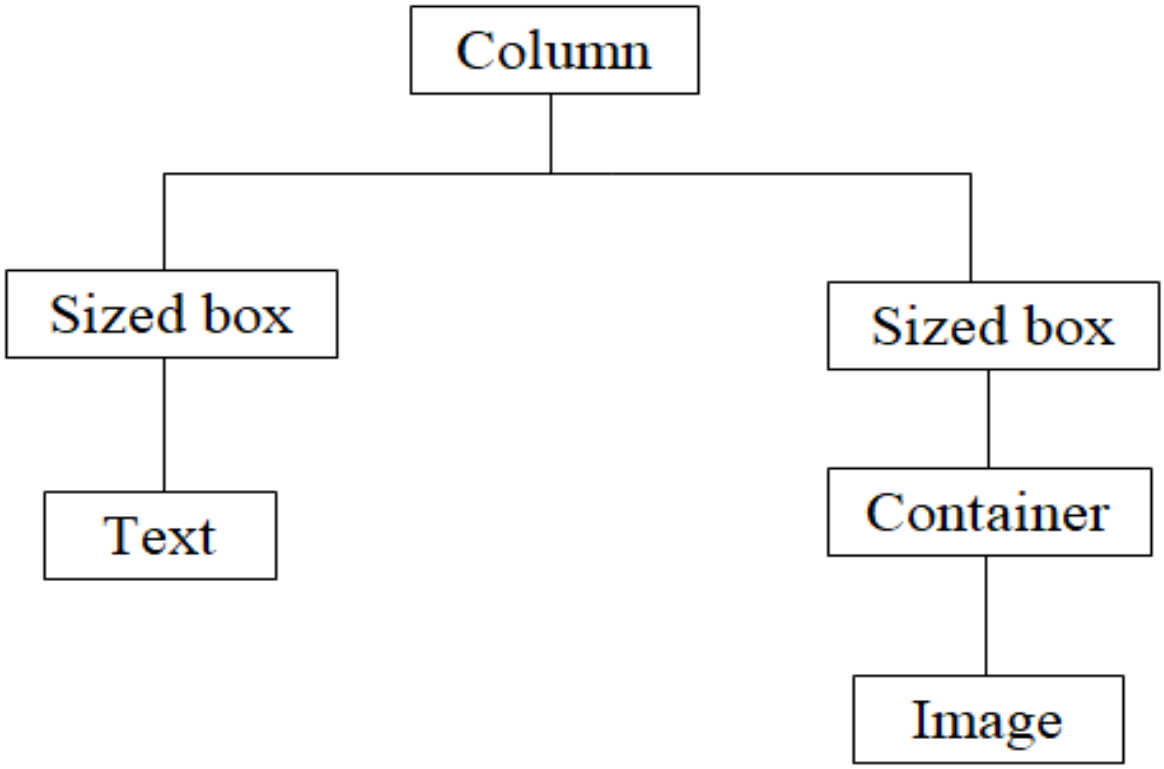

Fig 4.3 Main page widget tree

Chapter 5

IMPLEMENTATION DETAILS

5.1 main.dart

```
import'package:flutter/material.dart';
import'package:flutter_svg/flutter_svg.dart';
import'package:bedtime_stories_app/HomePage.dart';

voidmain() {
  runApp(MaterialApp(
    debugShowCheckedModeBanner: false,
    home: GetStarted(),
  ));
}

classGetStartedextendsStatelessWidget {
  // This widget is the root of your application.
  @override
  Widgetbuild(BuildContextcontext) {
    returnScaffold(
      backgroundColor: constColor(0xFF03174C),
      body: Container(
        child: Stack(
          children: [
            SvgPicture.asset(
              'assets/bg_wave.svg',
              fit: BoxFit.cover,
              alignment: AlignmentDirectional.topStart,
            ),
            Center(
              child: Stack(
                children: [
                  SvgPicture.asset(
                    'assets/bg_clouds.svg',
                    fit: BoxFit.fitWidth,
                  ),
                  Column(
                    children: [
                      SizedBox(
                        height: 120,
                      ),
                      Text(
                        "Welcome to Bedtime stories",
                        style: TextStyle(
                            fontSize: 30,
```

```
                        fontWeight: FontWeight.bold,
                        color: Colors.white),
                  ),
                  SizedBox(
                    height: 10,
                  ),
                  Padding(
                    padding: constEdgeInsets.all(20.0),
                    child: Text(
                        "Explore the new king of sleep, it uses visualisation to create
perfect conditions for refreshing sleep",
                      style: TextStyle(
                        fontSize: 15,
                        color: Colors.white,
                      ),
                      textAlign: TextAlign.center,
                    ),
                  ),
                  SizedBox(
                    height: 50,
                  ),
                  Stack(children: [
                    Align(
                      alignment: Alignment.topRight,
                      child: SvgPicture.asset(
                        'assets/bg_birds.svg',
                        fit: BoxFit.fill,
                      ),
                    ),
                  ]),
                  SizedBox(
                    height: 60,
                  ),
                  Padding(
                    padding: constEdgeInsets.all(20.0),
                    child: ConstrainedBox(
                      constraints:
                          BoxConstraints.tightFor(width: 400, height: 50),
                      child: ElevatedButton(
                        child: Text(
                          "Get Started".toUpperCase(),
                          style: TextStyle(fontSize: 14),
                        ),
                        style: ButtonStyle(
                          foregroundColor: MaterialStateProperty.all<Color>(
                              Colors.white),
                          backgroundColor: MaterialStateProperty.all<Color>(
                              Color(0xFF8E97FD)),
                          shape: MaterialStateProperty.all<
                                  RoundedRectangleBorder>(
                              RoundedRectangleBorder(
                                  borderRadius: BorderRadius.circular(18.0),
                                  side: BorderSide(
```

```
                                    color: Colors.deepPurpleAccent))),
                            ),
                            onPressed: () {
                              Navigator.push(
                                context,
                                MaterialPageRoute(
                                    builder: (context) =>HomePage()),
                              );
                            },
                          ),
                        ),
                      ),
                    ],
                  ),
                ],
              ),
            ),
          ],
        ),
      ),
    );
  }
}
```

homepage.dart

```
import'package:flutter/cupertino.dart';
import'package:flutter/material.dart';
import'package:flutter/painting.dart';
import'package:flutter_svg/flutter_svg.dart';
import'package:bedtime_stories_app/config/configurations.dart';
import'package:bedtime_stories_app/content.dart';

classHomePageextendsStatefulWidget {
  @override
  _HomePageStatecreateState() =>_HomePageState();
}

class_HomePageStateextendsState<HomePage> {
  @override
  Widgetbuild(BuildContextcontext) {
    returnScaffold(
      backgroundColor: constColor(0xFF03174C),
      body: SingleChildScrollView(
        child: Stack(
          children: [
            SvgPicture.asset(
              'assets/bg_home_border.svg',
              width: MediaQuery.of(context).size.width,
              height: MediaQuery.of(context).size.height,
              alignment: AlignmentDirectional.topStart,
            ),
            SvgPicture.asset(
              'assets/bg_moon_home.svg',
              width: MediaQuery.of(context).size.width,
              height: MediaQuery.of(context).size.height,
              alignment: AlignmentDirectional.topStart,
            ),
            SafeArea(
              child: Center(
                child: Column(
                  children: [
                    SizedBox(
                      height: 30,
                    ),
                    Text(
                      "Sleep Stories",
                      style: TextStyle(
                          fontSize: 28,
                          fontWeight: FontWeight.bold,
                          color: Colors.white),
                      textAlign: TextAlign.center,
                    ),
                    SizedBox(
```

```
                    height: 30,
                  ),
                  Text(
                    "Soothing bedtime stories to help you fall \n into a deep and natural
sleep",
                    style: TextStyle(
                        fontSize: 15,
                        fontWeight: FontWeight.normal,
                        color: Colors.white),
                    textAlign: TextAlign.center,
                  ),
                  SizedBox(
                    height: 40,
                  ),
                  Container(
                    height: 90,
                    child: ListView.builder(
                        scrollDirection: Axis.horizontal,
                        itemCount: categories.length,
                        itemBuilder: (context, index) {
                          returnContainer(
                            child: Column(
                              children: [
                                Container(
                                  padding: EdgeInsets.all(10),
                                  margin: EdgeInsets.only(left: 20),
                                  decoration: BoxDecoration(
                                      color: primaryBlue,
                                      borderRadius:
                                          BorderRadius.circular(10)),
                                  child: Image.asset(
                                    categories[index]['iconPath'],
                                    height: 40,
                                    width: 40,
                                  ),
                                ),
                                SizedBox(
                                  height: 10,
                                ),
                                Text(
                                  categories[index]['name'],
                                  style: TextStyle(color: Colors.white),
                                  textAlign: TextAlign.center,
                                )
                              ],
                            ),
                          );
                        }),
                  ),
```

```
                Container(
                  padding: EdgeInsets.all(20.0),
                  child: Column(
                    children: [
                      Container(
                        width: double.infinity,
                        height: 250,
                        decoration: BoxDecoration(
                            borderRadius: BorderRadius.circular(20),
                            image: DecorationImage(
                                image: AssetImage('assets/bg_moun.png'),
                                fit: BoxFit.fill)),
                      ),
                    ],
                  ),
                ),
                SizedBox(
                  height: 130,
                  child: ListView.builder(
                      scrollDirection: Axis.horizontal,
                      itemCount: listItems.length,
                      itemBuilder: (context, index) {
                        returnContainer(
                          child: Column(
                            children: [
                              InkWell(
                                onTap: () {
                                  Navigator.push(
                                      context,
                                      MaterialPageRoute(
                                          builder: (context) =>
                                              ContentScreen(index: index)));
                                },
                                child: Container(
                                  margin: EdgeInsets.only(left: 20),
                                  decoration: BoxDecoration(
                                      color: primaryBlue,
                                      borderRadius:
                                          BorderRadius.circular(20)),
                                  child: Image.asset(
                                    listItems[index]['iconPath'],
                                    height: 100,
                                    width: 140,
                                    fit: BoxFit.fill,
                                  ),
                                ),
                              ),
                              SizedBox(
                                height: 10,
```

```
                                ),
                                Text(
                                  listItems[index]['name'],
                                  style: TextStyle(color: Colors.white),
                                  textAlign: TextAlign.center,
                                )
                              ],
                            ),
                          );
                        }),
                  ),
                ],
              ),
            ),
          ),
        ],
      ),
    ),
    bottomNavigationBar: BottomNavigationBar(
      currentIndex: 0,
      backgroundColor: Color(0xFF03174C),
      // this will be set when a new tab is tapped
      type: BottomNavigationBarType.fixed,
      items: [
        BottomNavigationBarItem(
          icon: newIcon(Icons.home),
          label: 'Home',
        ),
        BottomNavigationBarItem(
          icon: newIcon(Icons.nights_stay_outlined),
          label: 'Sleep',
        ),
        BottomNavigationBarItem(
          icon: newIcon(Icons.nightlife),
          label: 'Meditate',
        ),
        BottomNavigationBarItem(
          icon: newIcon(Icons.music_note),
          label: 'Music',
        ),
        BottomNavigationBarItem(icon: Icon(Icons.person), label: 'Profile')
      ],
    ),
  );
 }
}
```

Content .dart

```
import'package:flutter/material.dart';
import'package:bedtime_stories_app/config/configurations.dart';

classContentScreenextendsStatelessWidget {
  varindex;
  ContentScreen({this.index});

  @override
  Widgetbuild(BuildContextcontext) {
    returnScaffold(
      backgroundColor: constColor(0xFF03174C),
      appBar: AppBar(
        backgroundColor: constColor(0xFF03174F),
        title: Text(listItems[index]['name']),
      ),
      body: Content(index: index),
    );
  }
}

classContentextendsStatelessWidget {
  varindex;
  Content({this.index});

  @override
  Widgetbuild(BuildContextcontext) {
    returnSingleChildScrollView(
      child: Column(
        children: [
          SizedBox(
            height: 30,
          ),
          Container(
            alignment: Alignment.center,
            child: Image.asset(
              listItems[index]['iconPath'],
            ),
          ),
          SizedBox(
            height: 30,
          ),
          Text(
            contentList[index],
            style: TextStyle(color: Colors.white, fontSize: 17),
            textAlign: TextAlign.start,
```

```
          )
        ],
      ),
    );
  }
}
```

Chapter 6

TESTING

Introduction

Testing is a process of executing a program with the interest of finding an error. A good test is one that has high probability of finding the yet undiscovered error. Testing should systematically uncover different classes of errors in a minimum amount of time with a minimum number of efforts .Two classes of inputs are provided provided to test the process

1. A software configuration that includes a software requirement specification, a design specification and source code.
2. A software configuration that includes a test plan and procedure, any testing tool and test cases and their expected results.

Levels of Testing

Unit Testing

Unit testing is a level of software testing where individual units/ components of a softwareare tested. The purpose is to validate that each unit of the software performs as designed. A unit is the smallest testable part of any software. It usually has one or a few inputs and usually a single output.

Unit testing is commonly automated, but may still be performed manually. The objective in unit testing is to isolate a unit and validate its correctness. A manual approach to unit testing may employ a step-by-step instructional document. The unit testing is the process of testing the part of the program to verify whether the program is working corrector not. In this part the main intention is to check the each and every input which we are inserting to our file. Here the validation concepts are used to check whether the program istaking the inputs in the correct format or not.

Unit testing may reduce uncertainty in the units themselves and can be used in a bottom-up testing style approach. By testing the parts of a program first and then testing the sum of its parts, integration testing becomes much easier. Unit test cases embody characteristics that are critical to the success of the unit.

Integration Testing

Integration testing is also taken as integration and testing this is the major testing process where the units are combined and tested. Its main objective is to verify whether the major parts of the program is working fine or not. This testing can be done by choosing the optionsin the program and by giving suitableinputs.

System Testing

System testing is defined as testing of a complete and fully integrated software product. This testing falls in black-box testing wherein knowledge of the inner design of the code isnot a pre-requisite and is done by the testing team. System testing is done after integrationtesting is complete. System testing should test functional and non-functional requirementsof the software.

Validation Testing

In this, requirements established as part of software requirements analysis are validated against the software that has been constructed. Validation testing provides final assurance that software meets all functional, behavioral and performance requirements. Validation can be defined in many ways but a simple definition is that validation succeeds when software Function in a manner that can be reasonably by the customer.

1. Validation test criteria
2. Configuration review
3. Alpha and Beta testing (conducted by end user)

Output Testing

After preparing test data, the system under study is tested using the test data. While testing the system using test data, errors are again uncovered and corrected by using above testing and corrections are also noted for future use.

User Acceptance Testing

User acceptance testing is a type of testing performed by the end user or the client to verify/accept the software application to the production environment.

User Acceptance Testing is done in the final phase of testing.

Chapter 7

DISCUSSION OF RESULTS

Main page

This is the Home page of the application where we see the start button to start button

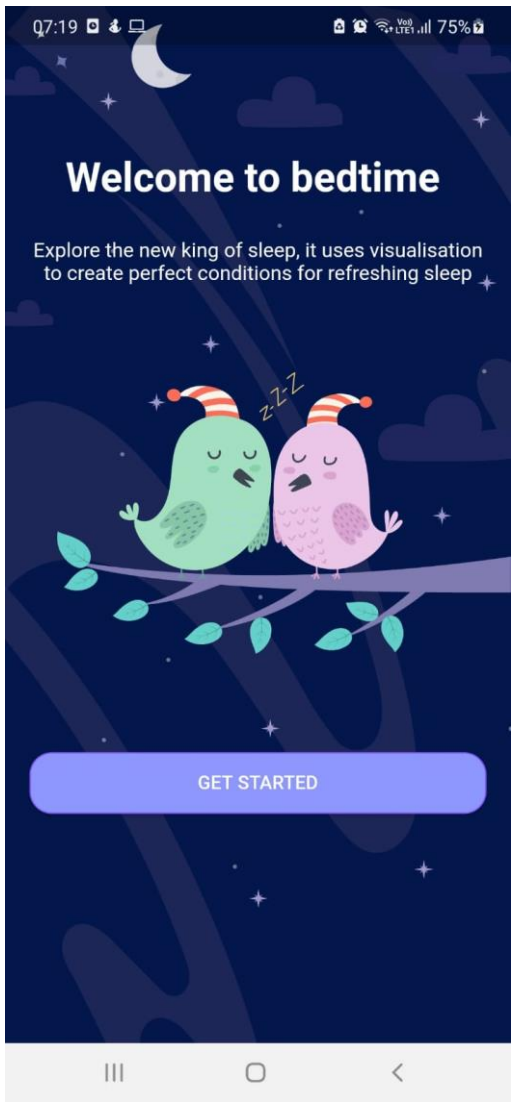

Fig 7.1 Main Page

Home page

This page shows the list heading, description and many other buttons which will takes us to story page.

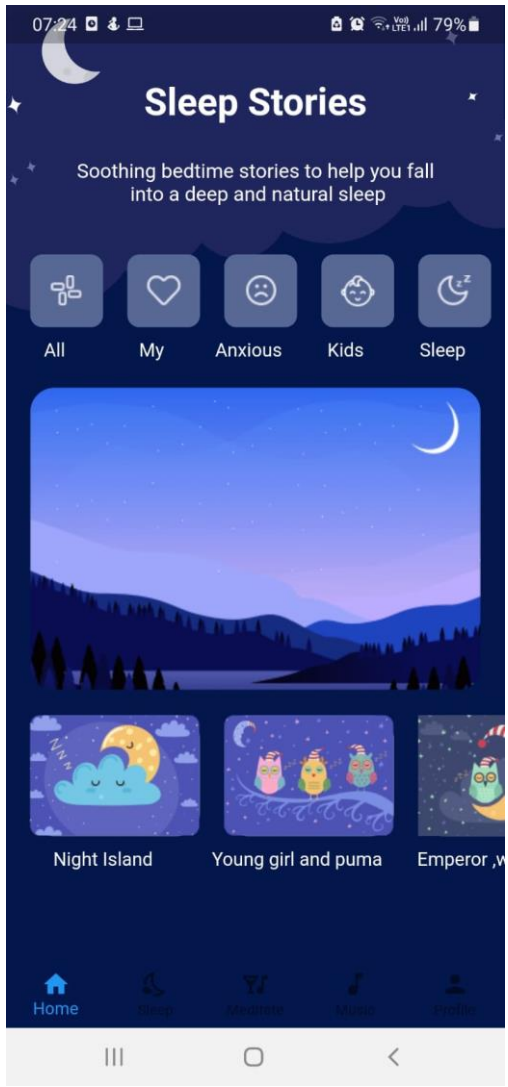

Fig 7.2 Home Page

Story page

Story page where user can read the story whenever he/she wants.

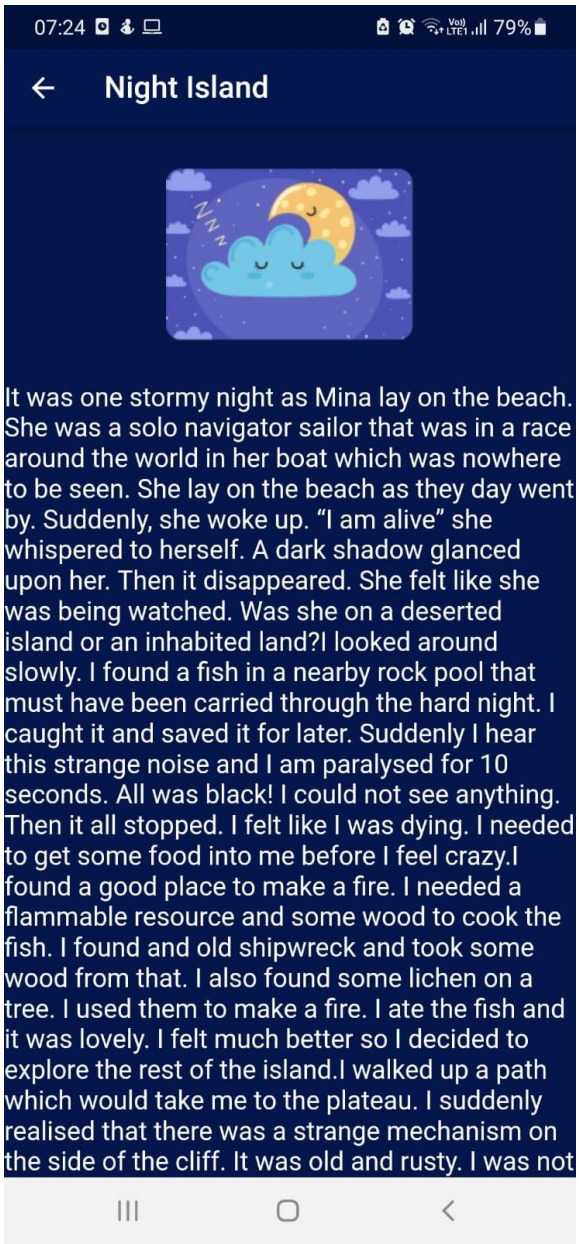

Fig 7.3 Story page

Chapter 8

CONCLUSION AND FUTURE WORK

Conclusion

- A bedtime story is a traditional form of storytelling, where a story is told to a child at bedtime to prepare the child for sleep.
- A bedtime story is a traditional form of storytelling, where a story is told to a child at bedtime to prepare the child for sleep
- The applications will give morals of stories which can good for children in future days
- The app was successfully implemented and designed so that the users can read stories to their children successfully ,improve their hold on the knowledge.

Future work

- To overcome the drawbacks mentioned above, This project can be developed so that one can search a story of their choice.
- We can also some soothing songs in the background which can make you sleep peacefully
- We can also do backend part and store as many as stories user want to , this may be also helpful to add user favorites to one folder , Moral stories in one, children's stories in one and many more

Chapter 9

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