A

Project Report

on

Wildlife Impulse

In partial fulfillment of Post Graduate course

in

Master of Science (Computer Applications) – I

(Semester -II)

CSA4212 Computer Applications Project - I

SUBMITTED BY

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(2019 - 2020)



Deccan Education Society's Fergusson College (Autonomous), Pune Department Of Computer Science

CERTIFICATE

This	is	to	certify	that	the	project	entitled	"Wildlife Impulse",
submi	tted	by:						

- 1. Rutuja Gholap
- 2. Gauri Bankar

in partial fulfillment for the requirement of the completion of M.Sc.(Computer Applications) [Semester-II] CSA4212 Computer Applications Project – I, has been carried out by them satisfactorily during the academic year 2019-2020.

Place: Pune

Date: / /2020

Ms. Uma Madje

Co-ordinator
Department Of Computer Science
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Examiners Name Signature

1.

2.

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1. Introduction

1.1 Existing System:-

Today, there are a lot of websites that give information about our planet's wildlife. One such example is the site: https://kids.nationalgeographic.com/ This website gives us information about different types of life forms, such as, Mammals, Amphibians, Fishes and much more.

Apart from wildlife, this website also gives us information about Space, Science, and 'Weird but True' Facts. They also have a 'Moment of..' page where pictures focusing on a particular theme are uploaded. Examples of this are: 'moment of aww', 'moment of yikes', 'moment of joy', and 'moment of oops'.

1.2 Need of the System:-

In our proposed system, we have chosen the topics of 'Mammals', 'Marine Life', 'Birds' and 'Reptiles. Our system not only provides information, but also a follow-up quiz to test the user's knowledge based on the information provided.

We also have a video of the corresponding topic. For instance, on the main page, a video featuring all life forms of our system is played. Also, if you select 'Mammals', a short video of some selected mammals will play.

After you complete the quiz, it will immediately display your result. In case of a wrong answer, it will also display the correct option for that question.

It can be said that our system has ease of use. You can watch the video, read and learn the information, and then immediately test your knowledge by taking the quiz.

1.3 Overview of the Project:-

First on the main page, a short video of around 20 seconds will play. This video will showcase the different types of life forms we have chosen in our system. After this, on scrolling down, you can choose from the following four modules:

- 1. Mammals
- 2. Birds
- 3. Marine Life
- 4. Reptiles

Each module contains information about 6-8 animals based on that category. A picture will be provided along with a brief information about that species. After reading all the information, you can proceed to take the quiz.

The quiz contains of 10 questions. We need to answer all the questions to proceed further. Result will be shown immediately after. In case we answered a particular question wrong, the correct answer will be highlighted.

At the end of the page, we have a panel of some random facts.

2. Analysis

2.1 Feasibility Study

2.1.1 Technical Feasibility:-

This feasibility determines whether it is possible to develop the project with available equipment, software technology and manpower. It is the study of the project in terms of input, processes, output, fields, programs and procedures. It is very effective tool for long term planning and troubleshooting.

2.1.2 Economical Feasibility:-

In this feasibility the tangible and intangible benefits are considered. To access the economic feasibility of our project budget is important. This website is affordable and requires only an internet connection as it can be operated on laptop/desktop. Customers budget or developer's budget is not affected such is the economic feasibility. The purpose of an economic feasibility study is to demonstrate the net benefit of a proposed project or accepting or disbursing electronic benefits / funds, taking into consideration the benefits and costs to the agency, other static agencies and the general public as a whole.

2.1.3 Operational Feasibility:-

In this case the operationally implementation cost of the system is considered. Our system project requires no cost and can be implemented efficiently with just an internet connection.

2.2 Hardware and Software Requirement

• Hardware Requirement:

System available and used for our project are:

(a) Operating System: Linux Mint 18 'Serena'

(b) Kernel Release: 4.4.0-104-generic

(c) CPU Model: Intel ® Core(TM) i5-6200u CPU

(d) CPU core: 4

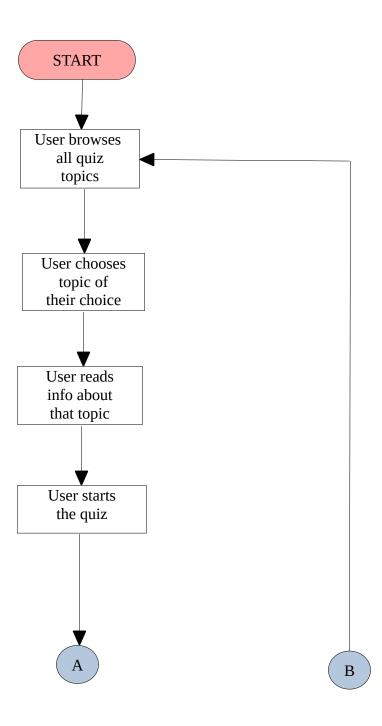
(e) CPU Speed: 2.30GHz(f) Keyboard: 105 keys

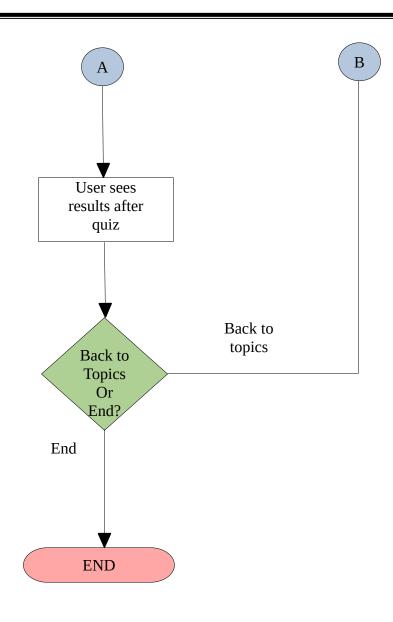
• Software Requirement:

Front-End: AngularJS, jQuery, HTML, Bootstrap, Materialize CSS

3. Design

3.1 Flowchart:





3.2 Input and Output Screens

Main Page:

Wildlife Impulse

Welcome to the wondrous world of our nature!



(main page video plays)

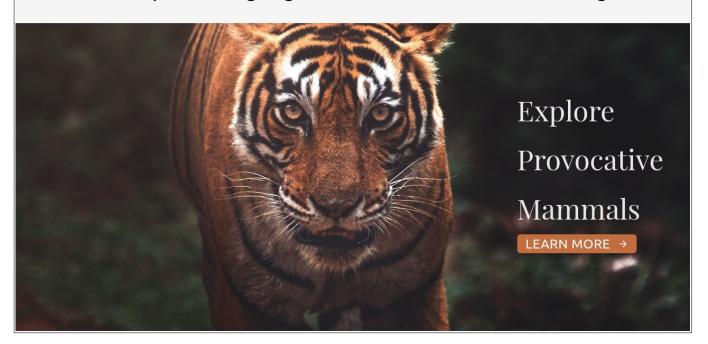
Wildlife Impulse

Welcome to the wondrous world of our nature!

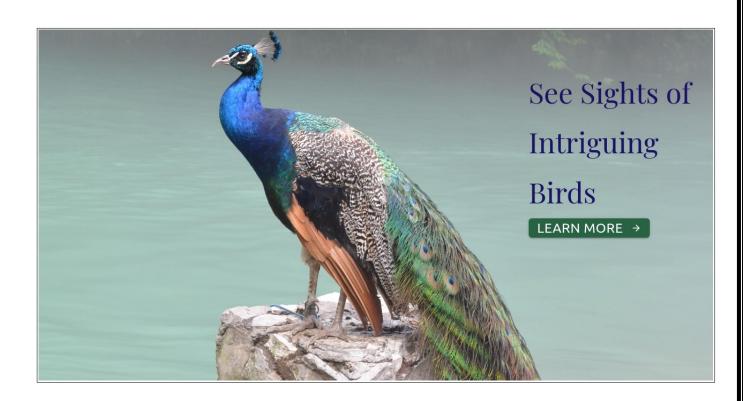


(main page video plays)

Take a deep breath, gang, as we dive into our animal kingdom.









Here's some facts you never heard before!

DID YOU KNOW?

Gray wolves are the planet's most widespread large land mammals after humans and livestock.

Here's some facts you never heard before!

DID YOU KNOW?

Only male humpback whales "sing".

The song is most complex in the animal kingdom.

Website design by Gauri Bankar & Rutuja Gholap

Mammal Module:

Mammal Facts & Quiz

Learn about all the mammals below, before you decide to take on the Mammal Quiz.



(mammal video plays)

Mammal Facts & Quiz

Learn about all the mammals below, before you decide to take on the Mammal Quiz.



(mammal video plays)

Search...







African Elephant

Locations: Africa

Size: 8.2-13 ft,5000 pounds & above

Average Lifespan: Up to 70 years

Diet: Herbivore

Learn More



Amur Leopard

Locations: Russia

Size: 6 - 7 ft, 70 - 105 pounds **Average Lifespan:** 10 - 15 years

Diet: Carnivore

Learn More



Giraffe

Locations: Africa

Size: 14-19 ft, 1,750-2,800 pounds

Average Lifespan: 25 years

Diet: Herbivore

Diet: Carnivore

Learn More



Giant Panda

Locations: Central China Size: 4 - 5 ft,300 pounds Average Lifespan: 20 years

Diet: Omnivore

Learn More



Gray Wolf

Locations: Eurasia & North America. Size: 3 - 5.25 ft, 40 - 175 pounds Average Lifespan: 6 - 8 years

Learn More



Kangaroos

Locations: Australia
Size: 9.18 ft,200 pounds

Average Lifespan: Up to 23 years

Diet: Herbivore

Learn More



Koala

Locations: Eastern Australia Size: 1.95 - 2.79 ft, 20 pounds Average Lifespan: 20 years Diet: Herbivore

Learn More



Mountain Gorilla

Locations: Africa

Size: 4 - 6 ft,300 - 485 pounds Average Lifespan: 35 years

Diet: Omnivore

Learn More



Mountain Lion

Locations: America

Size: 3.25 - 5.25 ft,136 pounds

Average Lifespan: 8 - 13 years

Diet: Carnivore

Learn More



Polar Bear

Locations: Arctic,Canada, Russia
Size: 7.25 - 8 ft, 900 - 1,600 pounds

Average Lifespan: 25 - 30 years

Diet: Carnivore

earn More



Tiger

Locations: Asia

Size: 5 - 6 ft, 240 - 500 pounds

Average Lifespan: 8 - 10 years

Diet: Carnivore

Learn More



Zebra

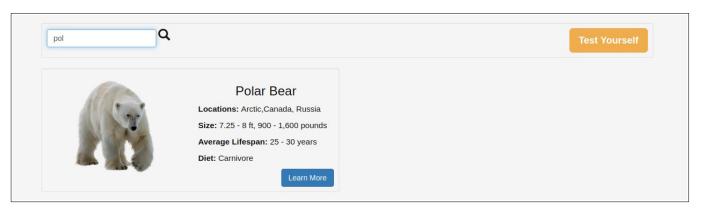
Locations: Africa

Size: 3.5 - 5 ft,440 - 990 pounds Average Lifespan: 25 years

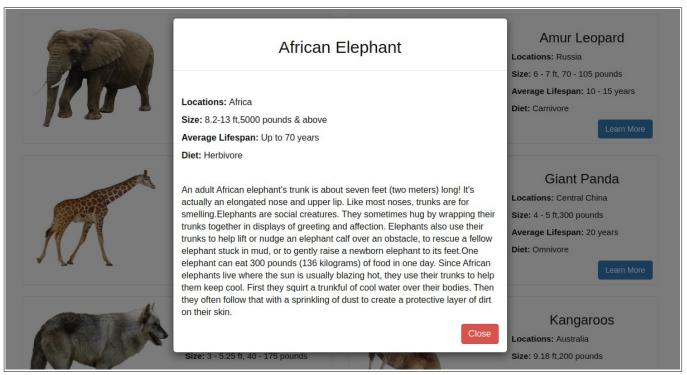
Diet: Herbivore

Learn More

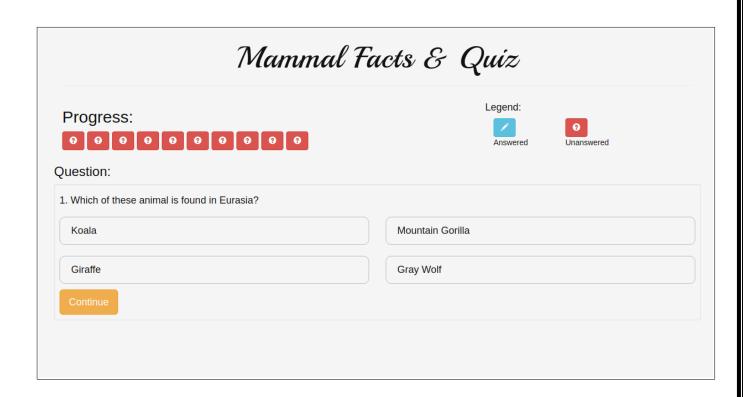
Website Design By Gauri Bankar & Rutuja Gholap

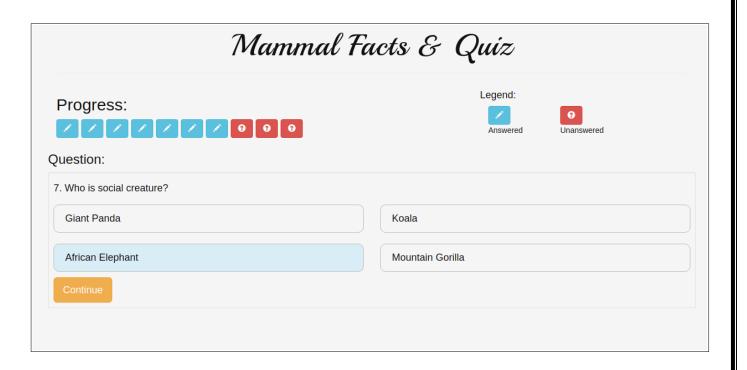


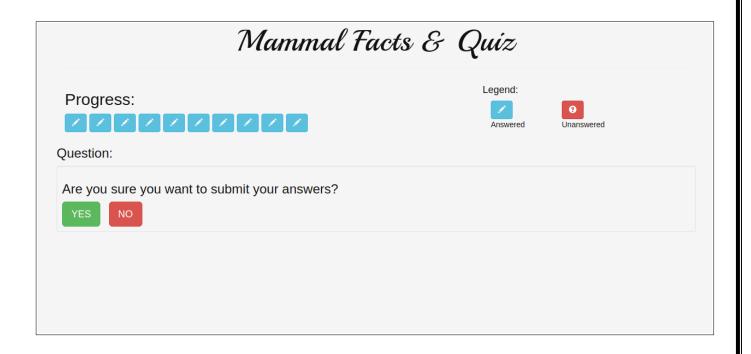
(search results)



(detailed information)





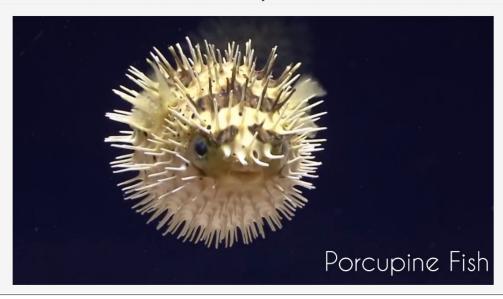




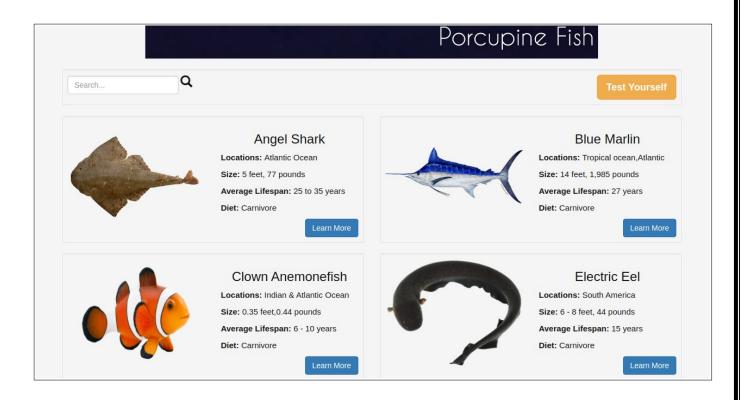
Marine Life Module:

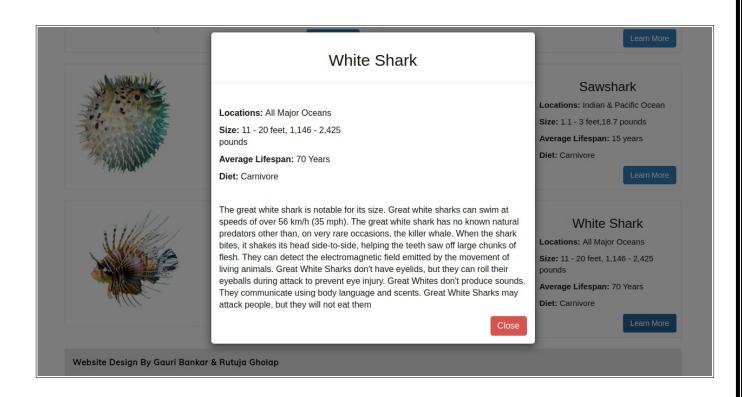
Marine Life Facts & Quiz

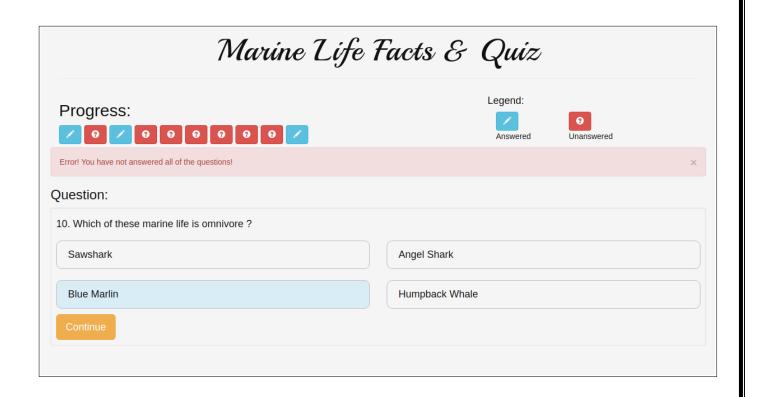
Learn about all the marine life below, before you decide to take on the Marine Life Quiz.



(Marine Life video plays)







Bird Module:

Bird Facts & Quiz

Learn about all the birds below, before you decide to take on the Bird Quiz.



Search...

Q

Test Yourself

(Bird video plays)



Indian Peacock

Diet: Omnivore

Average Lifespan: Up to 20 years

Size: 35 - 50 inches

Weight: 8.75 to 13 pounds

Learn More



Northern Mockingbird

Diet: Omnivore

Average Lifespan: 8 to 20 years

Size: 10 inches

Weight: 47-51 grams

Loarn Moro



Ostrich

Diet: Omnivore

Average Lifespan: 30 to 40 years

Size: 7 to 9 feet

Weight: 220 to 350 pounds

Learn More



Peregrine Falcon

Diet: Carnivore

Average Lifespan: Up to 17 years

Size: Body: 14 to 19 inches; Wingspan: 3.3 to 3.6 feet

Weight: 18.8 to 56.5 ounces

Learn More



Pileated Woodpecker

Diet: Omnivore

Average Lifespan: 4 to 12 years

Size: Body: 16 to 19 inches; Wingspan: 26 to 30 inches

Weight: 8.8 to 12.3 ounces

Snowy Owl

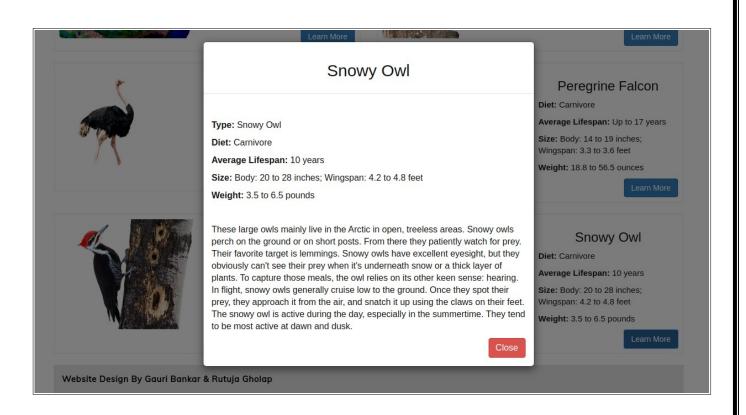
Diet: Carnivore

Average Lifespan: 10 years

Size: Body: 20 to 28 inches; Wingspan: 4.2 to 4.8 feet

Weight: 3.5 to 6.5 pounds

Learn More





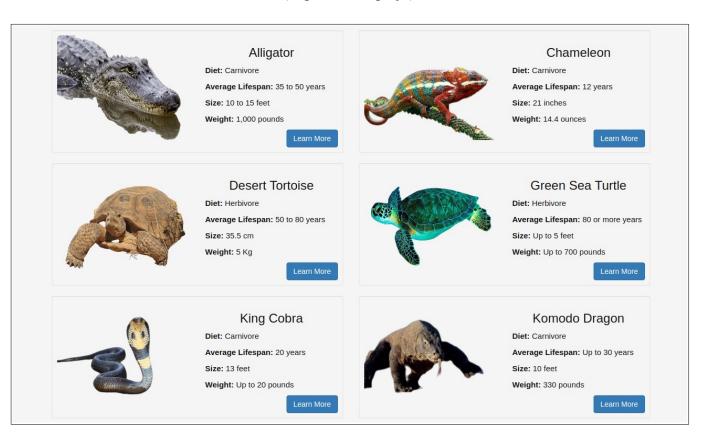
Reptile Module:

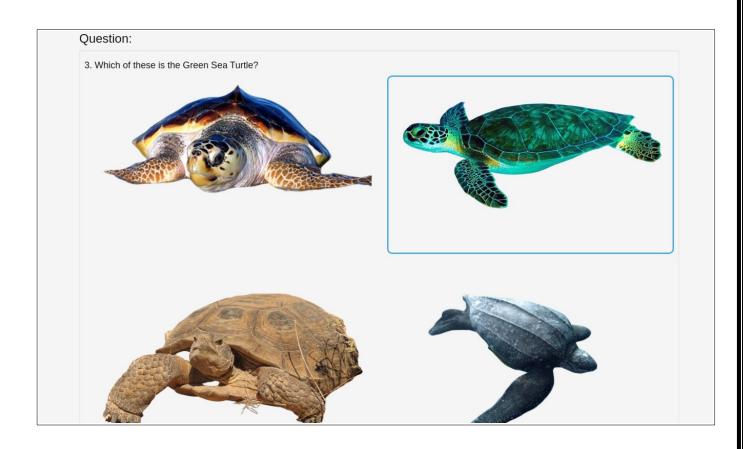
Search..

Q



(Reptile video plays)





4. Testing

4.1 Importance of Testing

In projects, testing is a way to make sure that the requirements under a project are fulfilled accurately and it is risk free from the manual errors, system environment issues, coding issues, deadlock, crashes, performance, security etc.

Testing also helps to make our product better by knowing and understanding the risks associated with it. Risks can be related to :

- 1. User experience
- 2. Usability
- 3. Functionality
- 4. Market and Competitors analysis

Following are some of the examples that state the importance of testing:

- It produces a defect-free product/software.
- It ensures that the customer/end-user is satisfied.
- It ensures the all the requirements are met.
- It ensures the proper working of all the functionalities of an application/software/product.
- It makes sure that the system is reliable.
- It ensures that the software/product works as expected.
- It ensures security and safety.
- It ensures a good performance of the system.
- It improves the quality of the product.
- The risks associated with the product/software are reduced and in turn the loss is also reduced. Hence, testing is extremely important.

4.2 Types of Testing

For our project 'Wildlife Impulse', we have performed the following tests:

- GUI Testing
- Navigation Testing
- Functional Testing

4.3 Test Cases

Search Element

Sr. No.	Test Case	Outcome	Type of Test Result
1.	Entering keywords which are present. (e.g: "pan" to search for panda, which is present)	Only entries which have the entered keyword are displayed.	Success
2.	Entering keywords which are not present. (e.g. "spa" to search for sparrow, which is not present)	No search result displayed.	Fail

Quiz Questions Answered

Sr. No.	Test Case	Outcome	Type of Test Result
1.	Answered all 10 quiz questions.	Proceed to see result.	Success
2.	Did not answer all 10 quiz questions.	Cannot proceed to result until all questions are answered.	Fail

Submitting Answers

Sr. No.	Test Case	Outcome	Type of Test Result
1.	Clicking 'Yes' when asked: 'Are you sure you want to submit your answers?'	Proceeds to results.	Success
2.	Clicking 'No' when asked: 'Are you sure you want to submit your answers?'	Back to quiz questions.	Fail

5. Drawbacks and Limitations

- Our project has a limitation on videos. We don't have audio feature in it. We also have a size limitation. We couldn't provide a individual video for every animal.
- One major drawback is that we only have one category (i.e wildlife).
- Also, as seen on the site https://kids.nationalgeographic.com/, we don't have fun games in our system.
- Like the site https://www.nationalgeographic.com/, we don't have a column for 'Latest Stories'.
- We don't have a e-mail subscription policy, where you would receive the latest news and stories straight to your inbox.

6. Future Enhancement and Conclusion

Future Enhancement:-

- In the future, this project has a scope of tremendous expansion. We can provide audio along with video. We can also make the video itself have more information, as it will be more easy for the user to remember information that is in a video format, rather than reading it.
- We can create our own YouTube channel, that will have all the necessary videos uploaded on it. On site, we can embed that video under each category, since it will have a broader scope.
- One more addition that we can do, is record and store any answer that the user gets wrong, and on completion of the quiz, give more information on that particular topic.
- In the future, we wish our project can be used in schools, for educational purposes. Hence we need to add more categories (along with wildlife) in the system. Examples include, Plant Life, Space, History and many more. We hope this system will make it interesting for the students to learn all the topics.

Conclusion:-

This project satisfies the basic requirement of any good educational website. It even has an added advantage of videos. The quiz gives us an idea about how much knowledge we actually learned.

At it's current state, this project is perfect for when we want to have a quick look on the four topics (Mammals, Marine, Birds and Reptiles), while also testing our knowledge.

7. Bibliography

National Geographic:

https://www.nationalgeographic.com/

National Geographic Kids:

https://kids.nationalgeographic.com/

AngularJS:

https://angularjs.org/

AngularJS Tutorial:

https://www.w3schools.com/angular/default.asp

Documentation – Materialize:

https://materializecss.com/

Bootstrap:

https://getbootstrap.com/docs/3.3/