

LANGUAGE LEARNING APP

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Programming in c

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INTRODUCTION

Language learning is very important in the contemporary world .It helps to learn and share ideas. Language learning app helps one to improve their vocabulary and are easily affordable and accessible.This report is about developing language learning app using c programming.

PROBLEM STATEMENT

Language learning plays crucial role in gaining more knowledge and ideas.Learning languages at coaching centers are time consuming and cannot be done according to our convenience.But language learning app makes it easier for one to learn according to their time and also saves our time.C programming makes it wok better.

OBJECTIVES

- **Learning vocabulary**
- **Practice quiz**
- **Progress tracking**

SYSTEM REQUIREMENTS

HARDWARE REQUIREMENTS

Laptop Specifications:

Device name:DESKTOP-LVTK968

Installed ram:8.00 GB (7.87 GB usable)

Processor:Intel(R) Core(TM) i7-6600U

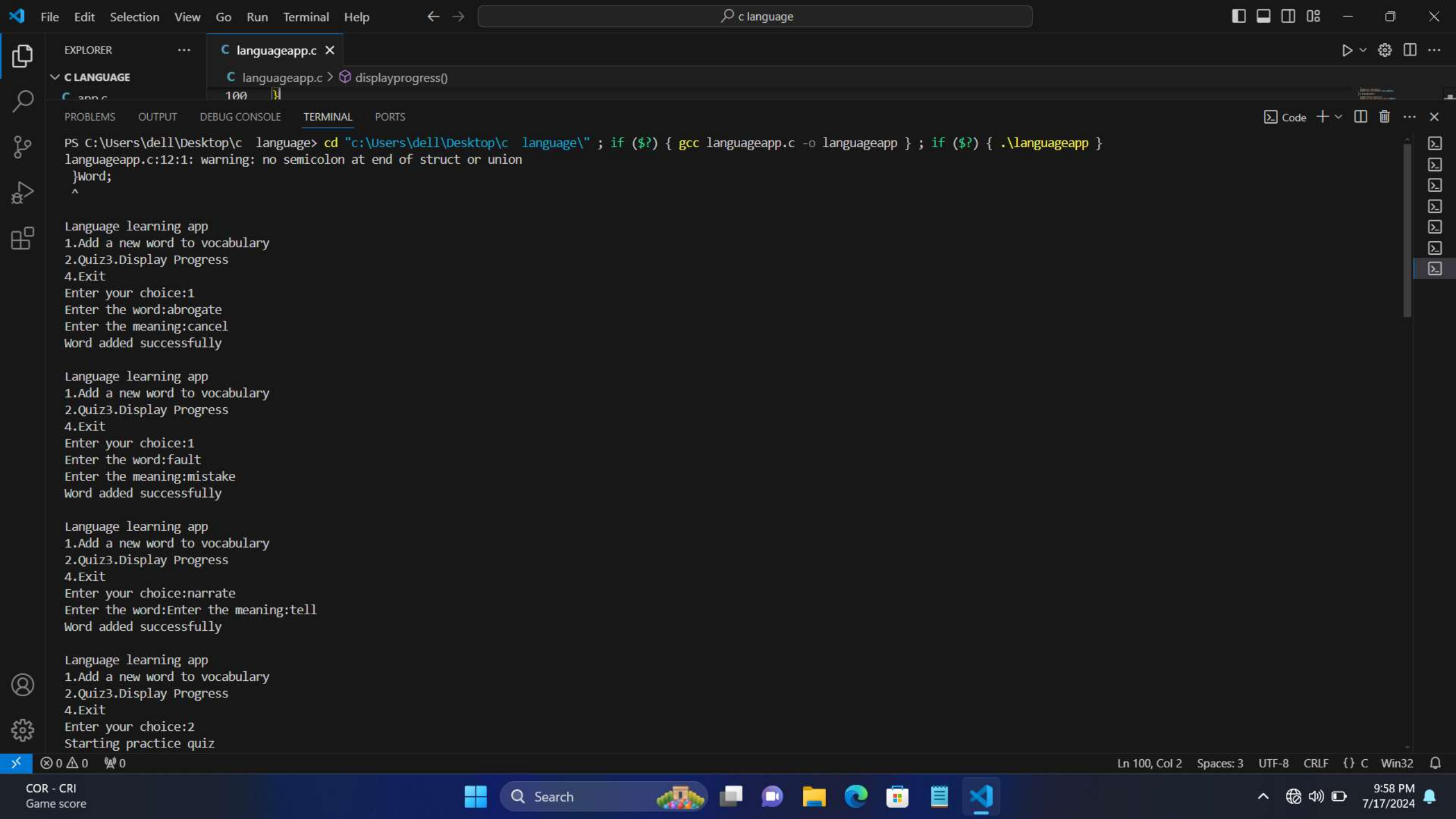
Software Specifications:

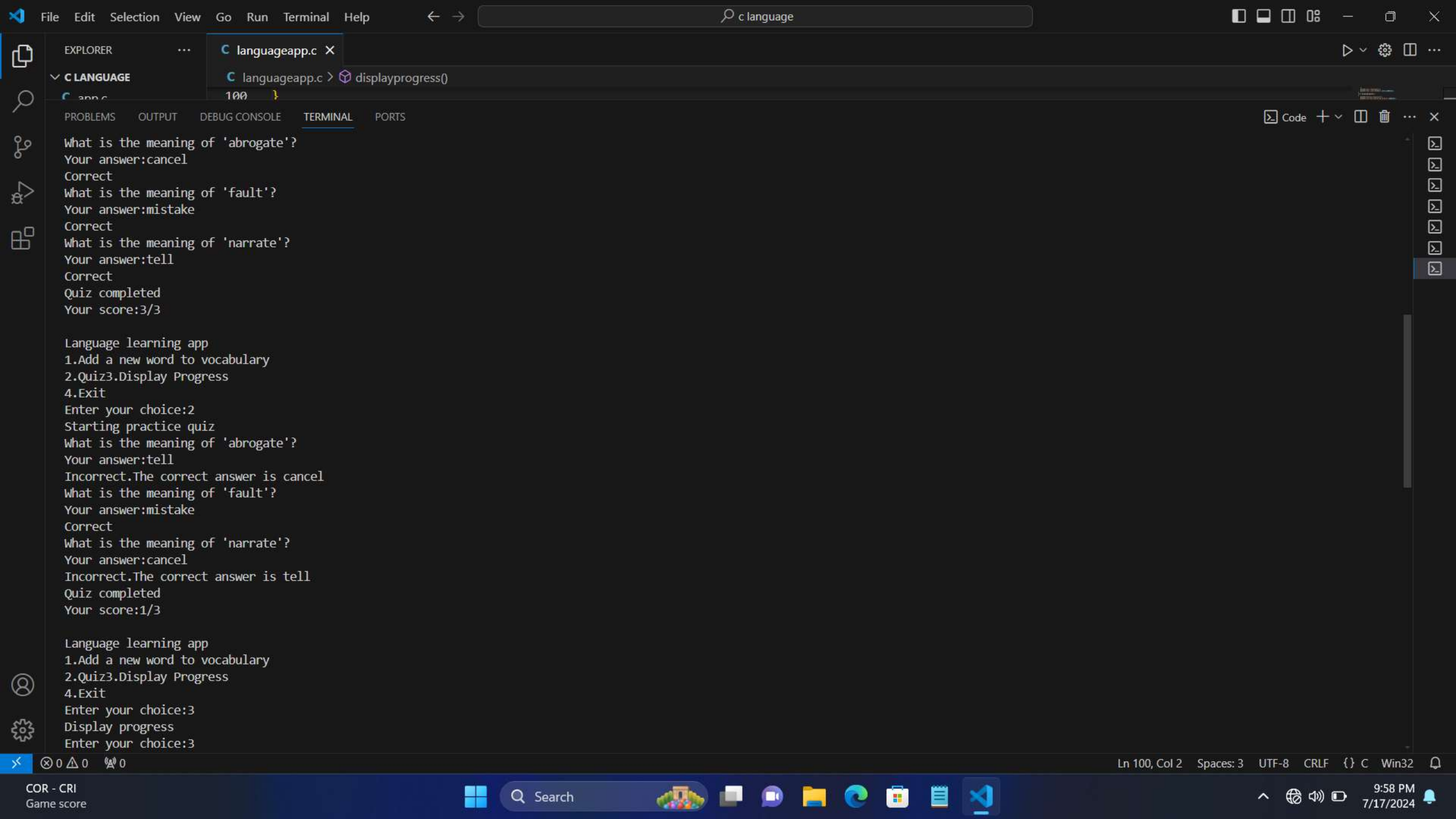
Windows edition:Windows 11 Pro

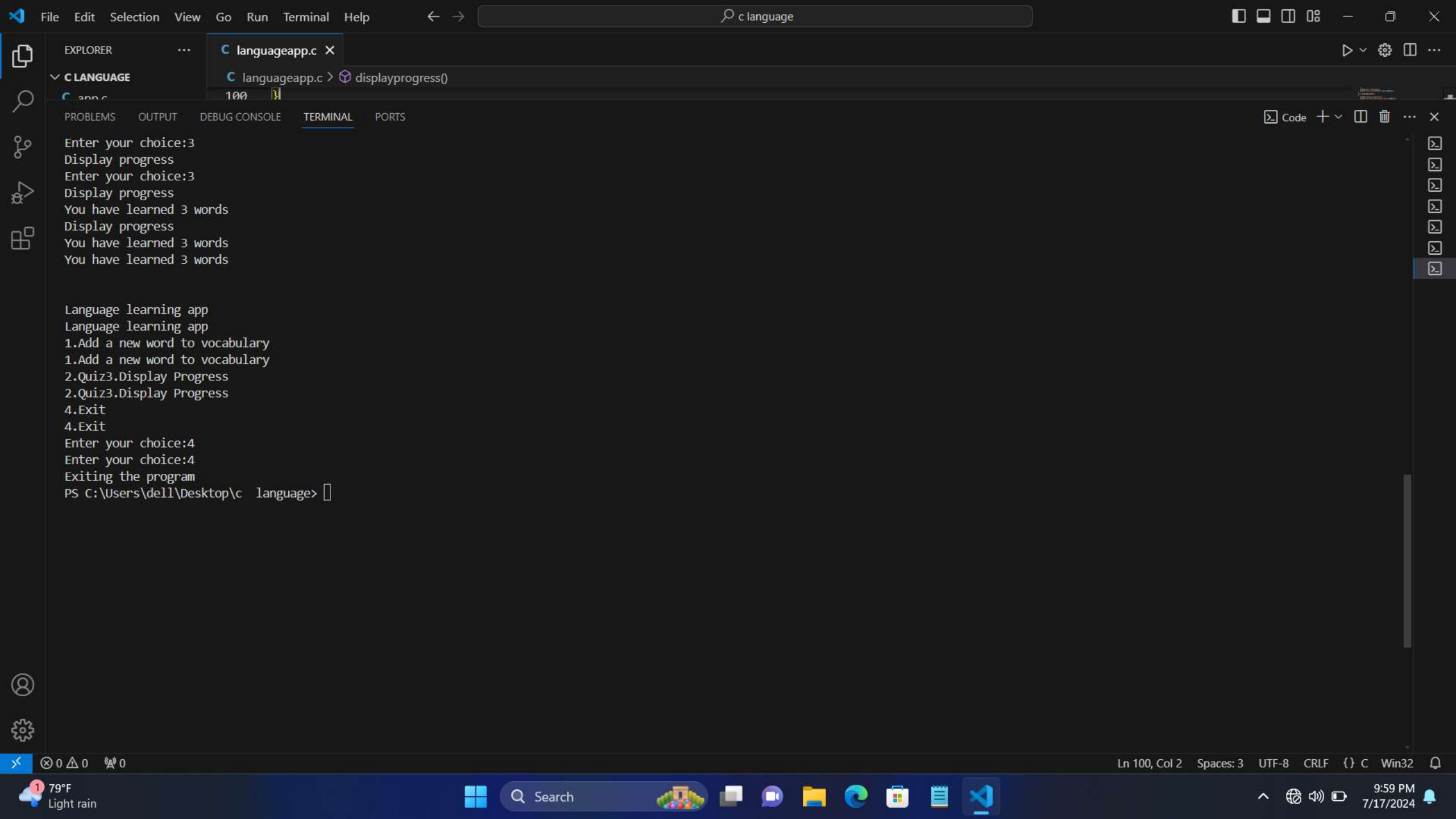
IDE Code:Visual Studio code

DESIGN AND DEVELOPMENT

- DESCRIPTION OF THE PROGRAM LOGIC
- The language learning app is designed to learn new words with their meaning and to test the learning by conducting quiz and to track the progress so far. The program consists of many parts
 1. Menu: Provides options to choose
 2. Vocabulary: Helps to learn new words and their meaning
 3. Quizz: Allows to test what we have learned
 4. Progress tracking: shows the progress we have made







BEGIN

Define WORDS as 100

Define WORD_LEN as 100

Define struct Word:

 word: array of characters of length WORD_LEN

 meaning: array of characters of length WORD_LEN

Define vocabulary as an array of Word with size WORDS

Define numWords as an integer, initialized to 0

Define addword function:

 IF numWords equals WORDS:

 PRINT "Cannot add new words"

 Return

PRINT "Enter the word: "

READ input into vocabulary[numWords].word

PRINT "Enter the meaning: "

READ input into vocabulary[numWords].meaning

Increment numWords by 1

PRINT "Word added successfully"

Define quiz function:

IF numWords equals 0:

PRINT "No word in the vocabulary"

Return

Initialize score to 0

PRINT "Starting practice quiz"

For each word in vocabulary up to numWords:

PRINT "What is the meaning of 'word'?"

Read user input into ans if ans is equal to vocabulary[i].meaning:

PRINT "Correct"

Increment score by 1

ELSE:

PRINT "Incorrect. The correct answer is meaning"

PRINT "Quiz completed"

PRINT "Your score: score/numWords"

Define displayprogress function:

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PRINT "Display progress"
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PRINT "You have learned <numWords> words"
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Define main function:

- Initialize choice as an integer

- Loop indefinitely:

- PRINT "Language learning app"

- PRINT "1. Add a new word to vocabulary"

- PRINT "2. Quiz"

- PRINT "3. Display Progress"

- PRINT "4. Exit"

- PRINT "Enter your choice:"

- Read choice from user

- Switch on choice:

- Case 1:

- Call addword function

- Break

Case 2:

- Call quiz function

- Break

Case 3:

- Call displayprogress function

- Break

Case 4:

- Print "Exiting the program"

- Exit program

Default:

- Print "Invalid choice"

End of main function

END

CONCLUSION

- In conclusion this language learning application in c provides a basic yet functional framework for managing vocabulary and testing knowledge through quizzes. Also users can also view the progress made and number of words stored Language learning app helps one to improve their vocabulary and are easily affordable and accessible.

FUTURE ENHANCEMENTS

Error handling: Improve input validation to handle edge cases such as empty inputs

File handling: Implement file I/O to save and load vocabulary data between sessions for persistence

User feedback: Enhance quiz feedback with more detailed explanation of correctness