Project name: IELTS Practice

Introduction: This is an android app that offers various features that can help a IELTS exam candidate to prepare for their exams. It is made for IELTS preparation but a person can also get better in English using this app. This app is very colorful and user friendly. All of the features are easy to understand and use.

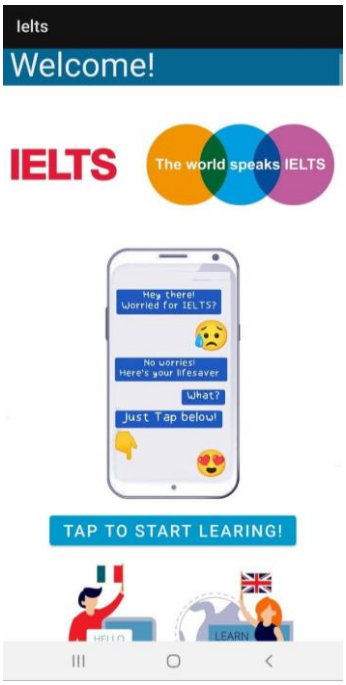
Motivation: in this time of COVID-19 we wanted to create something educational which can help the students at home to learn a something instead of idling away their time. And also, most students now days have an Android device. So, it is in everyone's great interest to build an educational app. We chose this IELTS platform because it is a good way to learn English and the candidates can also prepare themselves using this app. Helping everyone to learn English in a fun way was out main motivation.

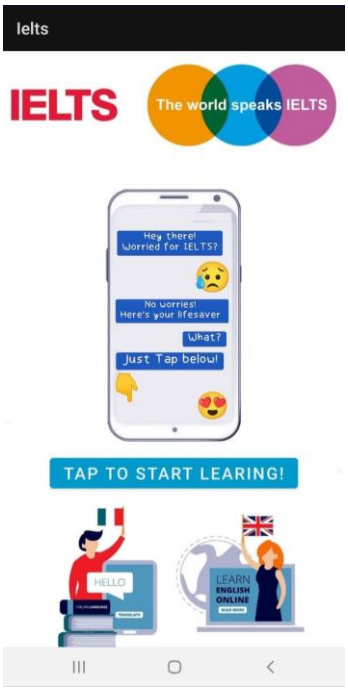
Objectives: Our main objectives were…

- Making the app colorful and eye catching
- Implementing useful features
- Not wanting unnecessary permissions from users
- Keeping the app easy to understand
- Making everything user friendly
- Keeping the app all age friendly
- Making the app as small as possible
- Removing unnecessary features
- Implementing only those features that works
- making learning English fun
- IELTS preparation easier
- Keeping the features straight forward
- Keeping room for future updates
- Not collecting personal data of the user

Working Procedure:

- **Starting Activity**





When the app is opened the user will be greeted with this welcoming page and as we can see this page is in Scroll View layout. The user can tap on any of the pictures or on the start button to get started with the app.

- **Feature Selecting**

I This activity links all the other activity of this app. This is basically the mainActivity of this app. This is in Scroll view and it showcases all the features of this app. Taping on the icon or the name will take the user to that activity. Suppose can press the Reading Test icon or I can also press the “Reading Text” text to get into this activity.

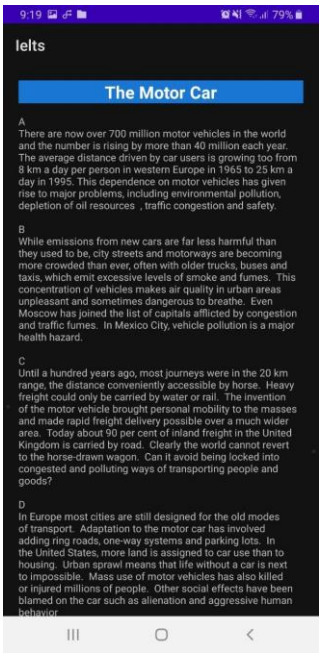
- ## Reading Test

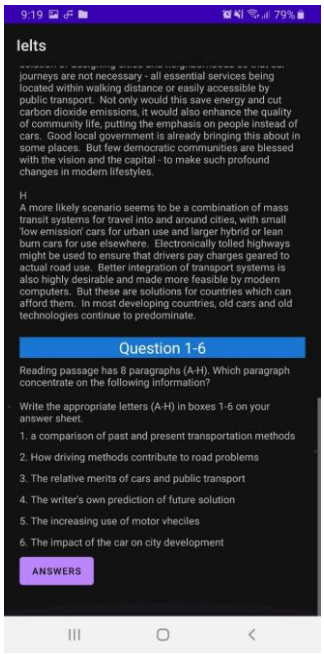
By clicking on the Reading text, the user will enter Reading Practice menu. Here the reading tests are listed here in a **Custom List view.**

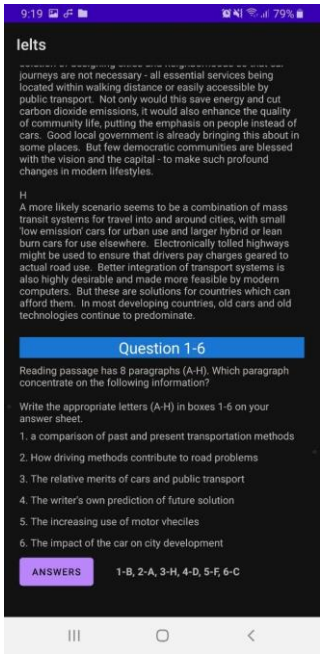
Clicking on the item of the List view will take the user to that specific reading test.

As of now there are 4 reading tests. In future this can be

Lets click in the first Reading test item…

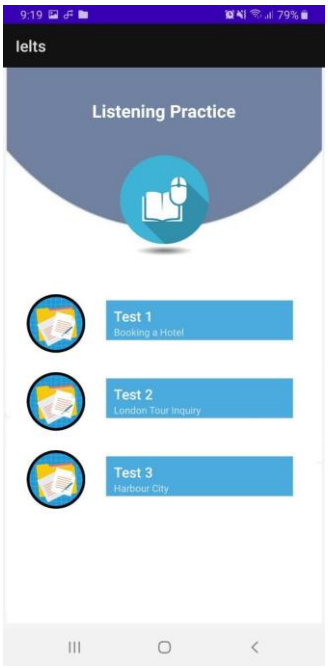






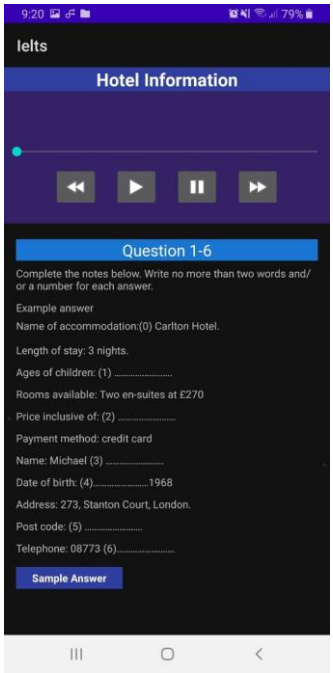
We can see that the app is displaying the first reading test paragraphs and questions based on the paragraphs. This reading test also provides answers which can be seen by clicking the answer button.

- **Listening test**



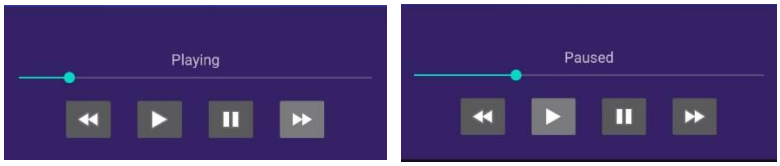
Clicking the Listening Test, the user will be presented with listening practices. Currently the app has 3 listening tests, this can be updated in future iteration. The listening tests are shown in **a custom List view.**

Let's enter one of the listening tests.



Entering the listening test, we can see that there is a media player for listening to the audio for the listening test. Hearing the audio recording the user will answer the following questions and as before this listening test provides the user with the answers. It can be accessed by pressing the sample answer button.

This media player can play the audio, pause the audio

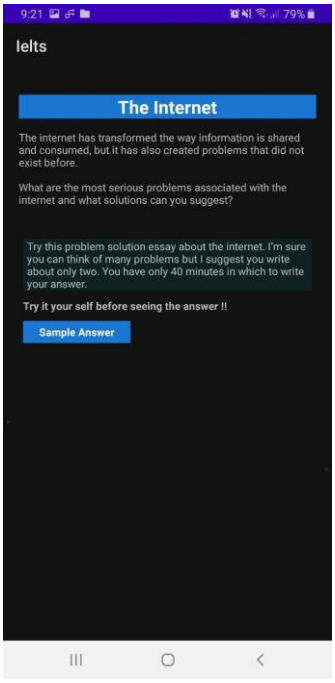


Playing **Paused**

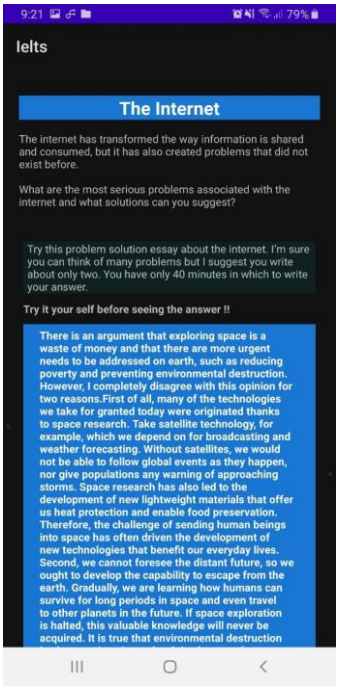
Pressing the **Forward button**, the audio will go forward for **5 sec** and pressing the **Back button** the audio will go backwards for **5 sec.**

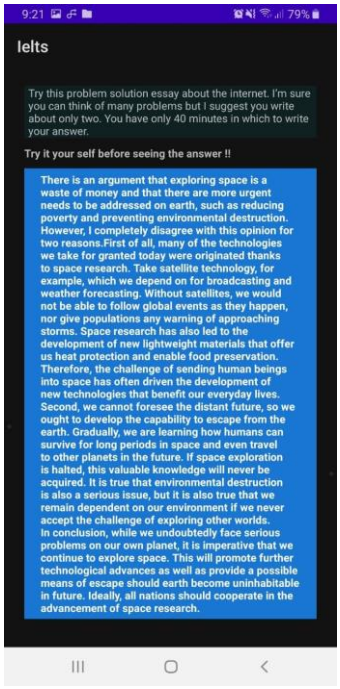
The **Seek bar** gets synced every **100 milliseconds.**

- **Writing Practice**



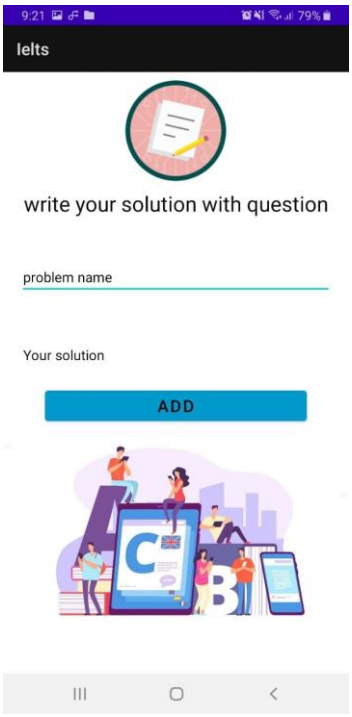
Going into the Writing Practice the user will see some writing practices. Currently the app contains 3 writing tests. This are displayed in **custom List view** and tapping on one of them the user can see the test.

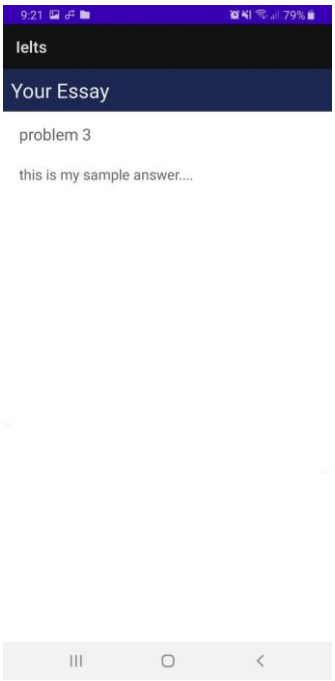




So, this is one of the writing tests and as shown in the picture by tapping on the **sample answer** button the user will be presented with the answer.

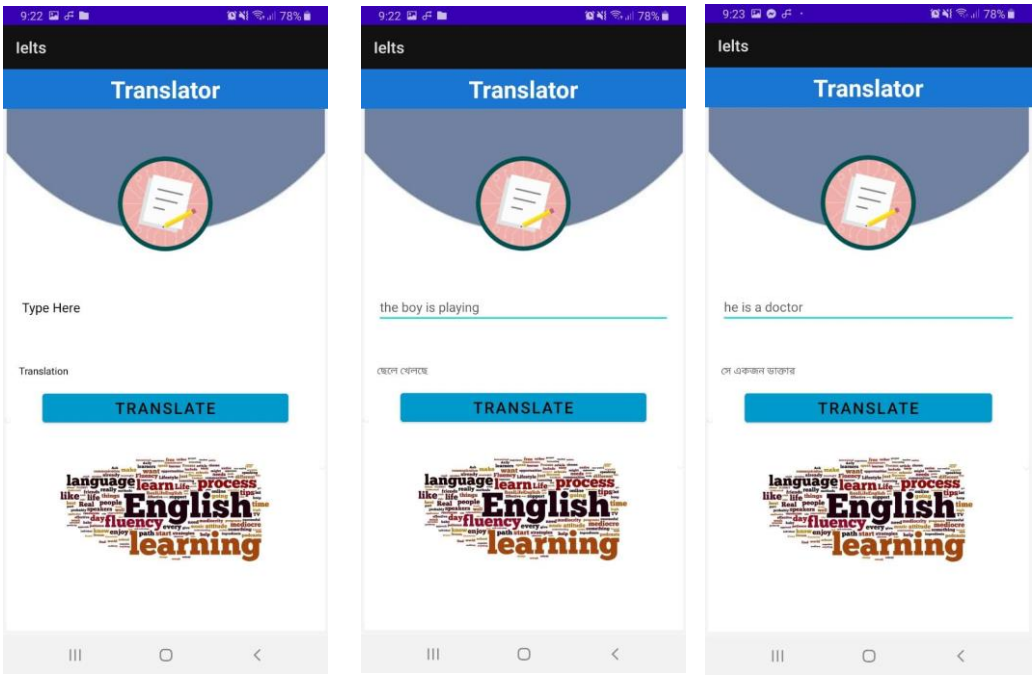
- **Write an Answer**

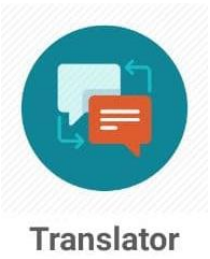




In this Activity the user can write something on this app. The page contains two text areas. The user can write the problem number or problem name and his answer to the problem. After pressing the Add button his writings will show on Essay page of the app. This doesn't store the data. It just gives the user the fun of seeing their writing popping up in another page. This is indeed and entertaining thing and the design of the page makes it more fun for the user to practice his writing skills.

- ## Translator





This app contains a translator tool

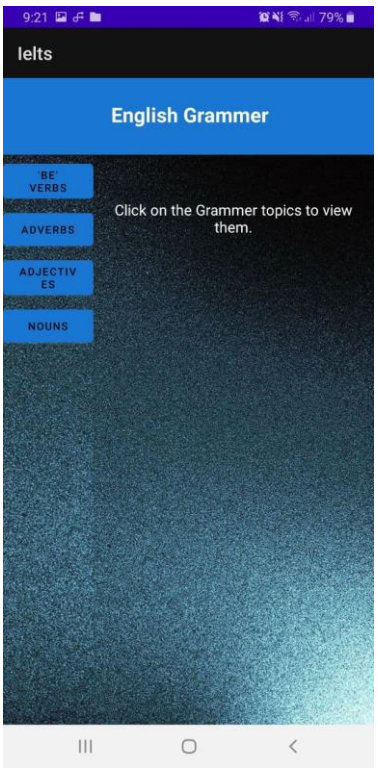
This is an **English to Bangla translator**. Which going through the tests if the user encounters any unfamiliar word, they can easily translate that word into Bangla and understand it better.

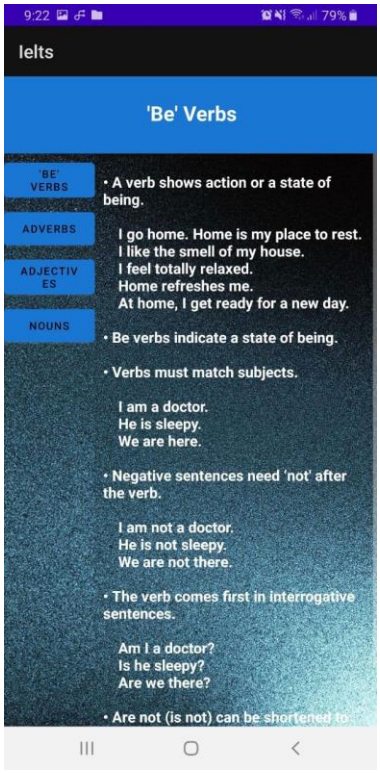
- ## Vocabulary

This app provides a vocabulary activity which contains some vocabularies. This is not sufficient enough at this moment but in future iteration more vocabularies can easily be added. All of the vocabularies are shown in a **Table Layou**

- **Grammar**

Grammer





The grammar activity has some basic English grammars

The grammar topics are listed on the left of the screen

And this uses **Fragment** to show the grammar topic Descriptions on the same page.