Project Synopsis

on

CALCULATOR SYSTEM

For the degree

BACHELOR OF COMPUTER APPLICATION

SUBMITTED BY

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Project : CALCULATOR SYSTEM

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Chapter 1 : Introduction

An **electronic calculator** is typically a portable electronic device used to perform calculations, ranging from basic arithmetic to complex mathematics.

The first solid-state electronic calculator was created in the early 1960s. Pocket-sized devices became available in the 1970s, especially after the Intel 4004, the first microprocessor, was developed by Intel for the Japanese calculator company Busicom.

Modern electronic calculators vary from cheap, give-away, credit-card-sized models to sturdy desktop models with built-in printers. They became popular in the mid-1970s as the incorporation of integrated circuits reduced their size and cost. By the end of that decade, prices had dropped to the point where a basic calculator was affordable to most and they became common in schools.

Computer operating systems as far back as early Unix have included interactive calculator programs such as dc and hoc, and interactive BASIC could be used to do calculations on most 1970s and 1980s home computers. Calculator functions are included in most personal digital assistant (PDA) type devices.

Features

- Easy Visual Content Modules
- Responsive Design Options
- Multi-Language Support
- Search Engine Optimization Tools
- Focused Content Publishing.

CHAPTER 2: FEASIBILITY STUDY

- **Information assessment:** Identifies information about whether the system helps in achieving the objectives of the organization. It also verifies that the system can be implemented using new technology and within the budget and whether the system can be integrated with the existing system.

- **Information collection:** Specifies the sources from where information about website can be obtained. Generally, these sources include users (who will operate the website), organization (where the website will be used), and the website development team (which understands user requirements and knows how to fulfill them in website).

- **Report writing:** Uses a feasibility report, which is the conclusion of the feasibility study by the website development team. It includes the recommendations whether the website development should continue. This report may also include information about website scope, budget, and schedule and suggestions of any requirements in the system.

- **General information:** Describes the purpose and scope of feasibility study. It also describes system overview, project references, acronyms and abbreviations, and points of contact to be used. System overview provides description about the name of the organization responsible for the website development, system name or title, system category, operational status, and so on. Project references provide a list of the references used to prepare this document such as documents relating to the project or previously developed documents that are related to the project. Acronyms and abbreviations provide a list of the terms that are used in this document along with their meanings. Points of contact provide a list of points of organizational contact with users for information and coordination.

- **Environment:** Identifies the individuals responsible for website development. It provides information about input and output requirements. It also identifies system security requirements and the system's processing requirements

- **Current functional procedures:** Describes the current functional procedures of the existing system, whether automated or manual. It also includes the data-flow of the current system and the number of team members required to operate and maintain the website.

- **Functional objective:** Provides information about functions of the system such as new services, increased capacity, and so on.

- **Performance objective:** Provides information about performance objectives such as reduced staff and equipment costs, increased processing speeds of website, and improved controls

- **Operational impact:** Describe effects on operations such as user operating procedures, data processing, data entry procedures, and so on.

CHAPTER 3 : METHODOLOGY

- Project will make use of HTML, CSS, JAVASCRIPT , SQL , PHP
- Apps will be Cross-Platform and Browser Accessible.
- UI will be created using HTML,CSS ,JAVASCRIPT .
- The project shall be uploaded to a hosting platform and will be accessible over the internet.
- Once it is online, users will be able to access it.
- Each user will have a login ID with which he/she will be able to access data available at his level.
- User will be able to Create, Delete, Modify Transactions; Generate reports, Print Reports, Email Reports, Send Notifications, etc. based on their authentication level.

CHAPTER 4 : FACILITIES REQUIRED

Minimum Software Requirements:

- Chrome Browser Version 50+
- OS: Windows 10, MacOS X, Linux
- Frontend : HTML, CSS , JAVASCRIPT
- Backend: SQL , PHP

Minimum Hardware Requirements :

- Architecture : 32-bit or higher
- Processor Cores : 1
- Processor: Intel Pentium G4560+, AMD Athlon
- RAM: 2 GiB
- Storage : 10 GiB
- Display Resolution : 1377 x 768

CHAPTER 5 : CONCLUSION

The precedents for the use of powers of two, and the processes of doubling and halving (duplation and mediation) to accomplish multiplication can be traced to the Rhind (or Ahmes) papyrus from ancient Egypt (1650 BCE). The process was commonplace in the Middle Ages, and an interesting instance from relatively modern times is found in the so-called "Russian Peasant Multiplication" algorithm. Napier's Binary Chessboard Calculator is thus a brilliant synthesis of mathematical concepts that long preceded him, realized however with the classic simplicity inherent in commonplace objects.

The Chessboard Calculator has proven to be an excellent vehicle for teaching the binary number system and binary arithmetic, the distributive property, and place value. The first author has introduced and demonstrated Napier's Binary Chessboard Calculator as an enrichment topic to elementary and secondary teachers (at universities and at an Eisenhower Institute) and to college students in a Liberal Arts Mathematics class with great success, and to enthusiastic response. All this activity required were bingo chips and cardboard checkerboards!

CHAPTER 6 : BIBLIOGRAPHY

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