WEB APPLICATION FOR READING FABLES

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BACHELOR OF ENGINEERING

IN COMPUTER ENGINEERING

MAE FAH LUANG UNIVERSITY   2022

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A COMPUTER ENGINEERING PROJECT SUBMITTED TO
MAE FAH LUANG UNIVERSITY IN PARTIAL FULFILLMENT OF
THE REQUIREMENTS FOR THE DEGREE OF
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TO BE A PARTIAL FULFILLMENT OF THE REQUIREMENTS

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EXAMINING COMMITTEE

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ACKNOWLEDGEMENT

Title   WEB APPLICATION FOR READING FABLES

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Degree   Bachelor of Engineering

                                         (Computer Engineering)

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Abstract

This senior project offers web development for children's learning. Our website is designed to introduce stories and tell stories with insights through words that children can easily hear and understand, and the design of the website wants to be cute, simple, and easy to understand. So that children will be able to understand easily about the website

Keyword: Fables, Aesop fables, Baby, Children

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CHAPTER 1

INTRODUCTION

1.1   Background and Rationale

Childhood is naturally curious, interested, and highly imaginative. which story reading is one of the activities that respond well to the nature of childhood. Telling stories to children or reading them by themselves will make them have fun. enjoy and relax The content in the story also includes the concept of morality that can be used as a guideline for life and also helps enhance language skills of speech

Writing this website so that it is easy to use and looks beautiful so that children can be interested in the website and understand the website. The design should be colorful, beautiful and cartoonish. It is necessary to imagine the whole process. Therefore, in this study We therefore offer a new learning style.

We therefore see the importance and want to develop a website that allows children and parents to access many stories through our website. Parents will have the option to read stories to their children before bedtime. Time to play with children or children to read by themselves. It is to promote the development of children's learning, both reading. broad listening and imagination

1.2   Objective

1.2.1   -To develop an information website for reading fables.

1.2.2   -User can read stories to children / grandchildren anytime, anywhere

1.2.3   - Build good family relationships

1.2.4   - Enhance the development of children by telling stories.

1.2.5   - Reading stories to listen to often helps inculcate in children the habit of reading.

1.2.6   -Children have been instilled in morals since childhood. from the content of the story

1.2.7   -Listening to fairy tales is to enhance the imagination of children.

1.2.8   -Listening to stories is a meditation practice for children.

1.3   Scope

1.3.1   Websites for children and adults.

1.3.2   Users can choose stories to read as they wish.

1.3.3   There are statistics on the press to read the tales displayed on the website.

1.4   Methodology

1.4.1   Proposal preparation and defense

1.4.2   Literature review and requirement gathering

1.4.3   System analysis

1.4.4   System design

1.4.5   Senior project 1 document preparation

1.4.6   Senior Project 1 exam

1.4.7   System development

1.4.8   System testing

1.4.9   Senior Project 2 exam

1.4.10 Senior Project 2 exam

1.5   Plan

Table 1.1 Working plan

Plan/Month	Pre-project					Project				
	Jan	Feb	Mar	Apr	May	Aug	Sep	Oct	Nov	Dec
Proposal preparation and defense	■									
Literature review and requirement gathering	■	■								
System analysis		■	■							
System design			■	■						
Senior Project 1 presentation					■					
System development						■	■	■		
System testing								■	■	
Senior Project 2 presentation										■

1.6   Expected Result

1.6.1   To be successful, we must design and construct the web application.

1.6.2   Users will be able to read a fable anytime anywhere.

1.7   Resources

1.7.1   Equipment
  1.7.1.1   Software
    -   Visual studio code
    -   Adobe XD
  1.7.1.2   Hardware
    -   Laptop CPU

CHAPTER 2

LITERATURE REVIEW

2.1 Related Theory

2.1.1 Web application

Web applications are usually coded in browser-supported languages such as JavaScript and HTML as these languages rely on the browser to render the program executable. Some applications are dynamic, requiring server-side processing. Others are completely static with no processing required at the server.

The web application requires a web server to manage requests from the client, an application server to perform the tasks requested, and, sometimes, a database to store the information. Application server technology ranges from ASP.NET, ASP and ColdFusion, to PHP and JSP.

Here's what a typical web application flow looks like:

1. User triggers a request to the web server over the internet, either through a web browser or the application's user interface

2. Web server forwards this request to the appropriate web application server

3. Web application server performs the requested task – such as querying the database or processing the data – then generates the results of the requested data

4. Web application server sends results to the web server with the requested information or processed data

5. Web server responds back to the client with the requested information that then appears on the user's display

Benefits of Web Application

- Web applications run on multiple platforms regardless of OS or device as long as the browser is compatible
- All users access the same version, eliminating any compatibility issues
- They are not installed on the hard drive, thus eliminating space limitations
- They reduce software piracy in subscription-based web applications (i.e. SaaS)
- They reduce costs for both the business and end user as there is less support and maintenance required by the business and lower requirements for the end user's computer

2.1.2   Tools of software development

Visual Studio Code is a source-code editor made by Microsoft with the Electron Framework for Windows, Linux and macOS.Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded Git. Users can change the theme, keyboard shortcuts, preferences, and install extensions that add additional functionality.

Figure 1 Tools software is Visual Studio Code

2.1.3   Dashboard

A dashboard is a page that provides a summary of your application's data analytics, trends, summaries, etc. It helps anyone using a dashboard to better understand certain issues. Explore more interesting areas and encourage additional questions to gain important insights or make important decisions.
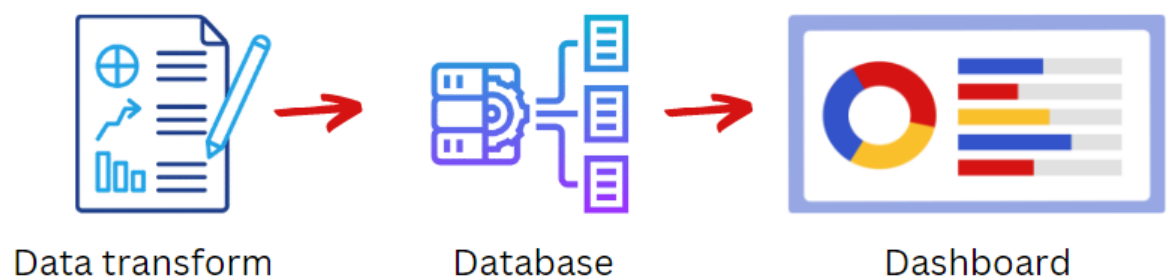

Figure 2 Show the imported data as a Dashboard

2.2   Related Research

2.2.1 Meaning of fairy tales refer to stories that are told in succession. until now It could be a story based on the truth or being recounted to be fun, exciting, mysterious, or a story that arises from the imagination of the storyteller himself. It creates imagination and also helps to instill a love of reading in children. The story that has been told from generation to generation, the author wants to have fun and enjoy and insert good thoughts, morals, and ethics as a guideline for proper conduct in living in society. An unspecified narrative that shows the history of the story. The big point is for fun. and satisfaction The narrator and listener aim to satisfy the mental needs of the listener. Sometimes it also intervenes with a moral motto. untold story It has been connected since ancient times to tie the story up. to have fun as well as inserting ideas for children be used as a guideline for life.

From the above meaning, it can be concluded that A fairy tale is a story that has been told or has been created for fun and enjoyment. creative imagination Insert good thoughts and ethics as a guideline for proper conduct. It also helps to instill a love of reading in children

2.2.2 Storytelling means Tools that lead to learning for students as well. We can use stories to benefit the students. students in several ways as follows:
1. It is a stress reliever that eliminates student boredom while studying.
2. Introduction to the lesson or prepare children
3. It is a change in attitudes or some false beliefs.
4. Used to teach children ethics such as honesty, gratitude, etc.
5. Used to teach essay subjects such as having students write their favorite subjects, etc.
6. Used to teach or practice language skills such as listening, speaking, reading, writing, etc.
7. It is an exercise in reading skills. Help children to love reading, etc.
8. Train children to be assertive, such as showing gestures for the given story.
9. To create intimacy and understanding of teachers to occur with children.
10. Help develop creativity in various forms for children. From the above meaning, it can be concluded that storytelling means helping to develop The language of thought and imagination of early childhood is the foundation for further creativity.

2.2.3 Types of fairy tales are divided into several categories.
1. Endless tales It is a story that is told over and over again. Only certain words will be changed.
2. Animal tales are stories featuring animals as characters.
3. The tales have moral content. The structure of the story about the law of karma
4. Jokes are funny short stories. show stupidity or the wit of the character
5. Bragging is incredible. Unreasonable
6. Tales IX personal content Strange events and atmosphere In addition, Wannee Sirisunthorn It has also divided fairy tales for children into 5 categories:
1. A fairy tale
    1.1 Tales about talking animals

      1.2 Never-ending tales

      1.3 Funny fairy tales

      1.4 Explanatory tales have a story that explains or answers children's questions.

      1.5 Fairy tales. Characters will have miraculous powers or as a magician can do things for humans. General can't do

2. Fables are short stories. The characters have both And the animals have a simple plot. Use enlightening lessons, such as Aesop's fables. This type of fable will include parables of proverbs and Jataka fables.

3. Mythology (myth) is a story that shows events and stories in the ancients. celestial And human behavior has a god to control natural phenomena.

4. Epic and hero tales with different myths The characters of this type of fairy tales are human. not god There are brave actions to overcome obstacles and suffer. The result was finally achieved.

5. A picture book that is a modern saddle story for children with animal characters (Animal Stories) has 5 formats:

      1. Legend is an ancient story that describes life. natural phenomena and things that exist in the world

      2. Suan Yai tales are about animals. ends with a moral Teach the way of life to people

      3. The golden tale is a moral story. The same, but it feels more real. Local myths and tales are stories that have a true story and a real-life event.

      4. Fairy tales are for fun and enjoyment. will refer to the wonderland and stories of other 5 supernatural uses such as Ban people songs, proverbs, aphorisms, riddles, jokes, Ban people poems, and children's poems. from the aforementioned It can be concluded that In categorization of fairy tales, there can be many types using different classification criteria according to the style and content of storytelling

      2.2.4 Importance and value of storytelling for early childhood The importance of storytelling for early childhood Storytelling is an activity that kindergarten teachers regularly use to convey knowledge. Attitudes and concepts towards early childhood without contrary to the needs of the child because it is an activity that listeners have fun in terms of promoting child development. The story is also an extension. language development Because it allows children to have the opportunity to practice listening and speaking skills in emotional development and storytelling society helps children to express themselves. Build a good relationship between children together. and between teachers and children As for the promotion of intellectual and physical development Fairy tales also help children practice thinking, thinking, and being creative. and if the children were to tell stories to their friends and teachers Or read a story book in the corner of the book. an open book page will help little fingers And children's hand muscles

are strong, so always telling stories to children. Therefore, it promotes the development of children in terms of language, intelligence, social and physical emotions, as well as encourages creativity

2.2.5 The value of fairy tales in the teaching and learning of early childhood provides experiences for children using fairy tales Leading to various experiences because storytelling plays an important role in enhancing personality and promoting emotional development in children.
Storytelling has the following qualities:

1. Help compensate and enhance the development of language, thinking and imagination.
2. Train children to be good listeners, picking up what they hear as they age.
3. Create fun for children
4. Help to instill a sense of listening to stories. and the feeling of admiration in a storybook or before read comprehend
5. Cultivate children to be generous accept the truth in everyday life
6. Help teachers and adults Get to know children's thoughts and feelings through conversations or questions while listening.

From the foregoing, it can be concluded that Storytelling is the most accurate art of entertainment, one of the ways to improve children's social mood. Helping to practice language skills: listening, speaking, reading, writing, promoting reading create enjoyment Fresh happiness for children Helping children to recognize small aspects from fairy tales. Help teach children ethics such as honesty, generosity. In addition, storytelling is behavior. One that shows the love and care of an adult who has a child.

2.3   Related Work

- This is a website for read an Aesop fables (for more information, visit https://www.pagebypagebooks.com/Aesop/Aesops_Fables/index.html)

2.4 Related Technology

2.4.1 HTML

HTML is the language in which most websites are written. HTML is used to create pages and make them functional.The code used to make them visually appealing is known as CSS and we shall focus on this in a later tutorial. For now, we will focus on teaching you how to build rather than design.

Figure 3 *platform HTML*

2.4.2 CSS

CSS, short for Cascading Style Sheets, is a style sheet language that describes the style and formatting of a document. It is used in conjunction with HTML and JavaScript on most websites to create user interfaces for web applications.

CSS can add a new look to your old HTML documents. And you can completely change the look of your website by making small changes to the CSS code before applying CSS tags such as fonts, colors, background styles. Element alignment Borders and sizes must be the same on all web pages. This is a very long process, CSS was created to solve this problem. CSS style definitions are saved in an external CSS file, so the entire website can be changed with a single change. CSS provides more detailed attributes than plain HTML to define the look and feel of a website.

Figure 4 *platform CSS*

2.4.3 JavaScript

JavaScript is a programming language that is one of the core technologies of the World Wide Web, alongside HTML and CSS. As of 2022, 98% of websites use JavaScript on the client side for webpage behavior, often incorporating third-party libraries. All major web browsers have a dedicated JavaScript engine to execute the code on users' devices.
JavaScript is a high-level, often just-in-time compiled language that conforms to the ECMAScript standard.[14] It has dynamic typing, prototype-based object-orientation, and first-class functions. It is multi-paradigm, supporting event-driven, functional, and imperative programming styles. It has application programming interfaces (APIs) for working with text, dates, regular expressions, standard data structures, and the Document Object Model (DOM).

The ECMAScript standard does not include any input/output (I/O), such as networking, storage, or graphics facilities. In practice, the web browser or other runtime system provides JavaScript APIs for I/O.

JavaScript engines were originally used only in web browsers, but are now core components of some servers and a variety of applications. The most popular runtime system for this usage is Node.js.

Although Java and JavaScript are similar in name, syntax, and respective standard libraries, the two languages are distinct and differ greatly in design.

Figure 5 *platform CSS*

2.4.4 Audacity

Audacity is an easy-to-use, multi-track audio editor and recorder for Windows, macOS, GNU/Linux and other operating systems.
Audacity is free, open source software.

We use this program to record voice overs from the read aloud button of Microsoft Edge for providing the voiceover of that story to users who can't or don't want to read. but want to listen for comfort

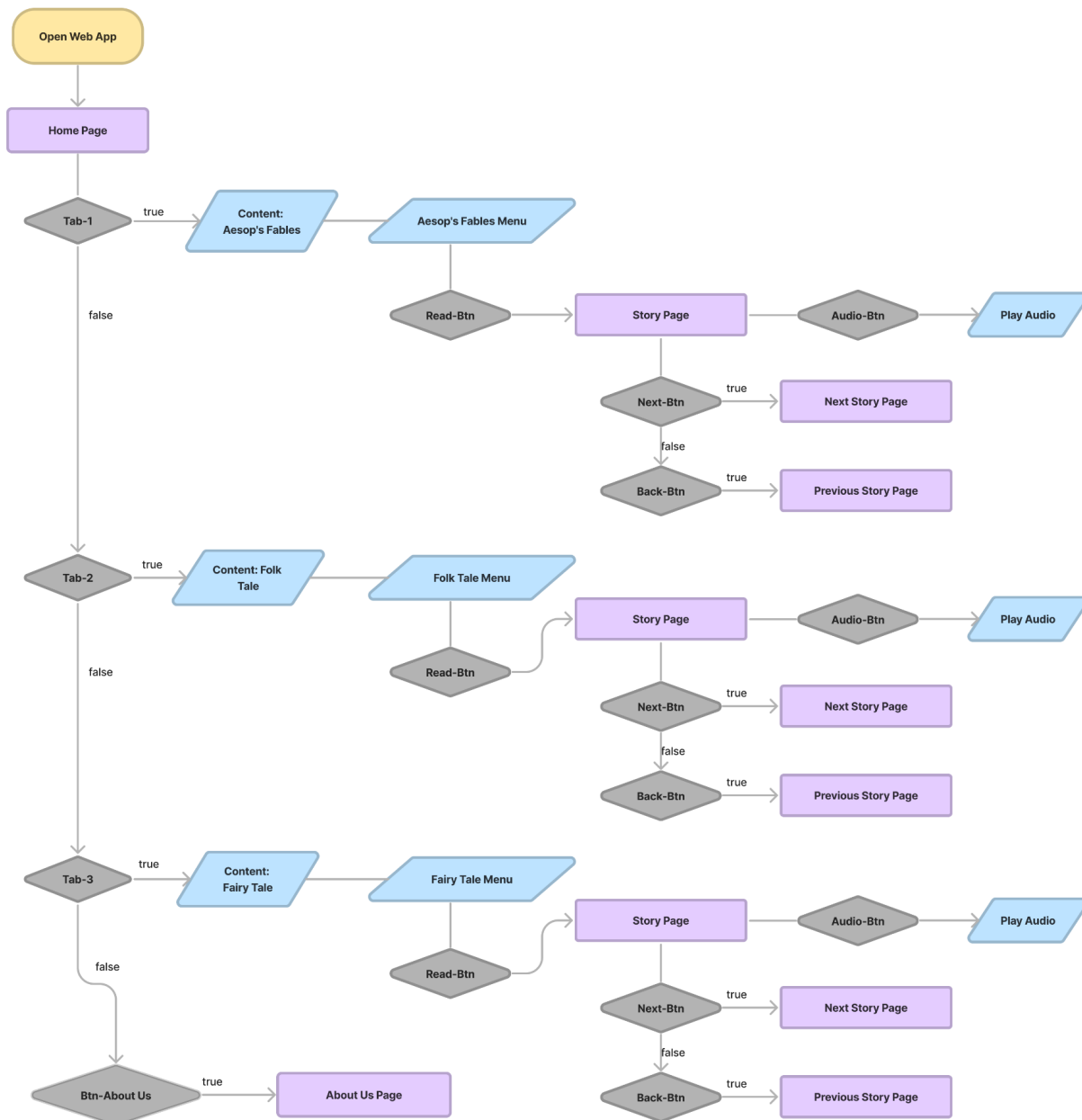*Figure 6* *audacity*

CHAPTER 3

ANALYSIS AND DESIGN

3.1 Flowchart

Figure 7 *Flowchart*

3.2   Web Design (We use Adobe XD as software)

Figure 8 *Web Design* *UxUi-TheCloudStory*

3.3 Use case diagram
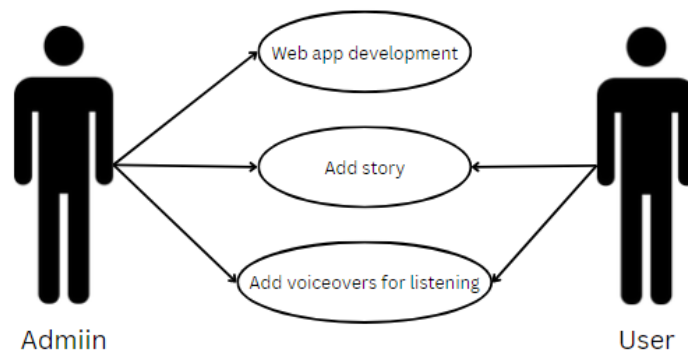
Figure 9 *Use case diagram*

This is a use case diagram showing the use. The admin will be the one who creates and develops the website for users to press to read and listen.
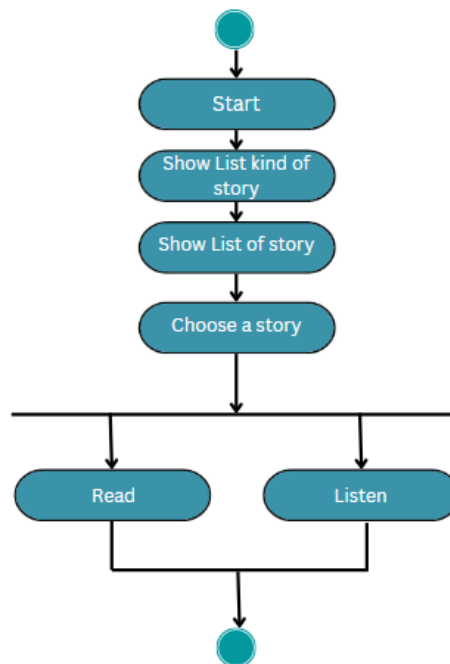
3.4 Activity diagram

Figure 10 *Activity diagram*

This is an activity diagram showing the website's workflow starting with the user selecting a story type. and stories to read then press to read or listen

CHAPTER 4 RESULT

4.1 Experiment Result
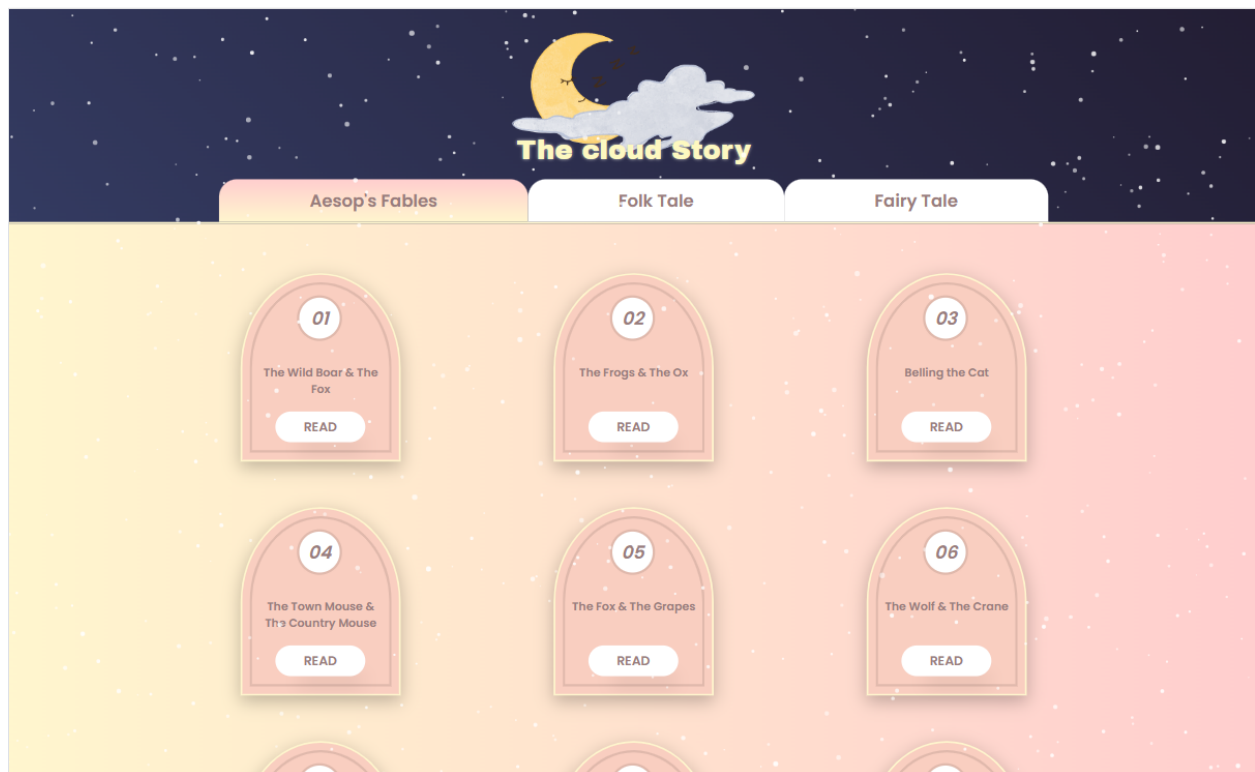
4.1.1. Responsive Web

```
@media (max-width: 1920px)
```


Figure 11 *Responsive web (max-width: 1920px)*

```
@media (max-width: 820px)
```


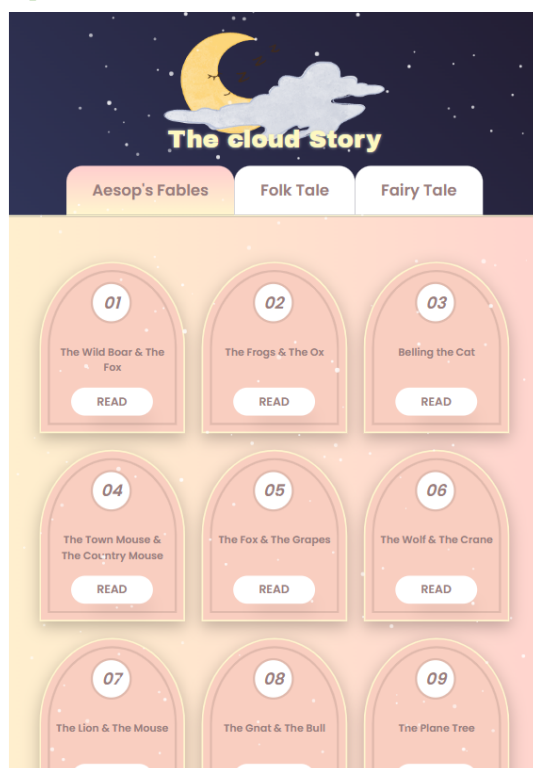***Figure 12*** *Responsive web (max-width: 820px)*
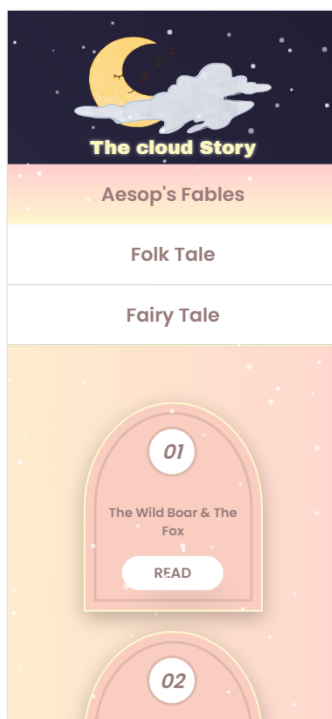
```
@media (max-width: 416px)
```


Figure 13 *Responsive web (max-width: 416px)*

CHAPTER 5 CONCLUSION

5.1 Conclusion

This project is made for children's learning. to tell ideas through stories to be used as a guideline for living Help children enjoy and relax with the content. and promote the development of children's learning in terms of reading listening and imagination

5.2 Recommendation

1. If the user is not comfortable to read, they can press the play button to turn on the dub.
2. You can read aloud to practice speaking skills.
3. Children can practice comprehension of content.

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APPENDIX

APPENDIX A : PROGRAMMING

Our source code :

https://github.com/neesherlan/The-Cloud-Story