

**Project Report**

**On**

**JUMBLE JUGGLE**

**Session 2018-19**

**Name of discipline**

**Submitted By**

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**STUDENT’S DECLARATION**

I hereby declare that the work being presented in this report entitled “JUMBLE JUGGLE” is an authentic record of my work carried out under the supervision of Mr. “GOPAL GUPTA”.

The matter embodied in this report has not been submitted by me for the award of any other degree.

**Dated: Signature of students**

**(Rajat Shrivastava)**

**Department:CSE**

This is to certify that the above statement made by the candidates is correct to the best of my knowledge.

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**Signature of Supervisor**

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**CHAPTER 1**

**INTRODUCTION**

‘Jumble Juggle’ is a game which aims to improve the vocabulary by solving Jumble words. Jumble words contain some scrambled words which are to be arranged in a sequence such that it forms a meaningful sentence. The game displays various words on different boxes and user can click on the box to form a meaningful sentence. The more interactive and exiciting the learning environment is the more better a student learn. As practical exercise with visual touch are proven to be best for proper growth of children’s mind, ‘Jumble Juggle’ makes the vocabulary of a child better with the modern visual learning methods.

**Problem Introduction**

**Motivation**

The twelve days training session in python encouraged me to apply all those knowledge to build something productive. This game is a result of all those practical research which I did and the knowledge which I gained during training.

**Project Objective**

The objective of the game is to improve the vocabulary by solving Jumble words. The game contains many boxes on which different words are written. The players need to click on different boxes in such a way that when the words are combined they form a meaningful sentence. By this way the user will learn how the sentence are framed in English language and will also learn the basic and important grammar concept which will develop his vocabulary.

**Scope of the Project**

* The game contain five levels with the length and difficulty increasing in each level.
* Each level contain five question each.
* 5 points is awarded if the solution is meaningful and 0 if not.
* In the first level only four word sentences are given and one word is increased in each level.
* When the game begin the user has to first register himself.
* Then he can login to play the game.
* The game can be played any number of times till all the question are attempted.
* No two attempt will be given to solve one problem. But user can give any number of attempt before clicking on submit button.
* The user can check the correct answer by clicking on ‘See detailed information’ under profile section.

1.2.Introduction to Technologies

1.2.1 Language

In this you have to explain the features and history of language used to develop project.

1.2.2 Library / In-built function / package / modules used in your project

List and explain all Library / In-built function / package / modules used in your project

1.2.3. Hardware Requirement

Write hardware requirement for your project

1.2.4. Software Requirement

Write s/w requirement for your project

1.2.5. IDE

Explain about IDE( Integrated Development Tool) / tool used

**SYSTEM DESIGN**

**2.1 Algorithm / Approach**

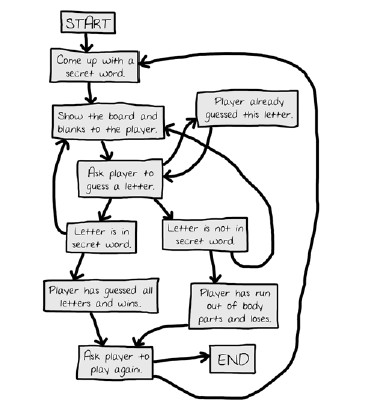
Write detailed algorithm / approach used in project development.

**2.2 Work Flow Diagram**

Explain the detailed implementation steps of your project. Explain all the intermediate steps of your project that give the clear picture of its functioning. Using flow control box and flow

control arrows explain the work flow pattern.

**Sample Work flow**



**2.3. Explain your Code**

Write code with proper comment .

**RESULTS**

**3. Snapshots / Output of Interfaces**

**Display all possible Output.**

**CHAPTER 4**

**CONCLUSION**

**References**

**1.** Doe, N., *Control System Principles*, New York: John Wiley, 1999.

**2**. <https://www.w3schools.com/python/default.asp>

3. https://www.javatpoint.com/data-structure-tutorial