

**Project Report**

**On**

**JUMBLE JUGGLE**

**Session 2018-19**

**Name of discipline**

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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**

* First user need to create an account in order to play the game.
* After registering they can login to play the game.
* The game contain five levels with the length and difficulty increasing in each level.
* Each level contains 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.
* The game can be played any number of times till all the question are attempted.
* The user can check the correct answer by clicking on ‘See detailed information’ under profile section.
* Only last 5 responses will be shown to the user.
* The user can click on “Restart game” any time to play game from beginning.
* The various other tools like reset password, view profile, edit profile, change password are also given.

**Introduction to Technologies**

**Language**

Python is a simple, general purpose, high level, interpreted, and object-oriented programming language. It is discovered by Guido Van Rossum in 1991. Its Features are:

* It is a Cross-Platform as well as Portable Language.
* It has got name “Python” because its founder was very fond of character Monty Python.
* Python is also called as “Batteries Included” because it’s all libraries are very fast in execution.
* It is known as a multiprogramming language because it can be used with web, enterprise, 3D CAD, etc.
* As it is a interpreted language, so it makes debugging very fast.

**Library / In-Built Programs / module**

In this project, I used the module “**tkinter**”. The module is use to create a GUI for python program. It has various widget namely: Button, Label, Entry, Frame. I have also used “**Messagebox”** module to display a pop-up error or information box in our GUI window. The various widget of ‘tkinter’ are explained below briefly:

1. **Button:** The button widget is used to create a button which may be clicked to execute a particular function or code.
2. **Label:** This widget is used to display single line text in our GUI window. The various properties of text like color, font, size can be set with the help of this widget.
3. **Entry:** This widget is used to create a text box where user can enter the required data.
4. **Frame:** This widget is used to create a frame inside a window which contains its own elements. It can be thought of a small dialogue box required for showing some details.
5. **Menubutton:** This widget is used to create a drop down menu with various options.

**Hardware Requirement**

During project design phase, the hardware used are:

* Processor
* Keyboard
* RAM
* Hard Drive
* Touchpad

**Software Requirement**

During project design phase, the software used are:

* Microsoft Word from Microsoft Office
* Windows 10, an OS as well as a Software, as OS is a superset of software and application programs.

**IDE**

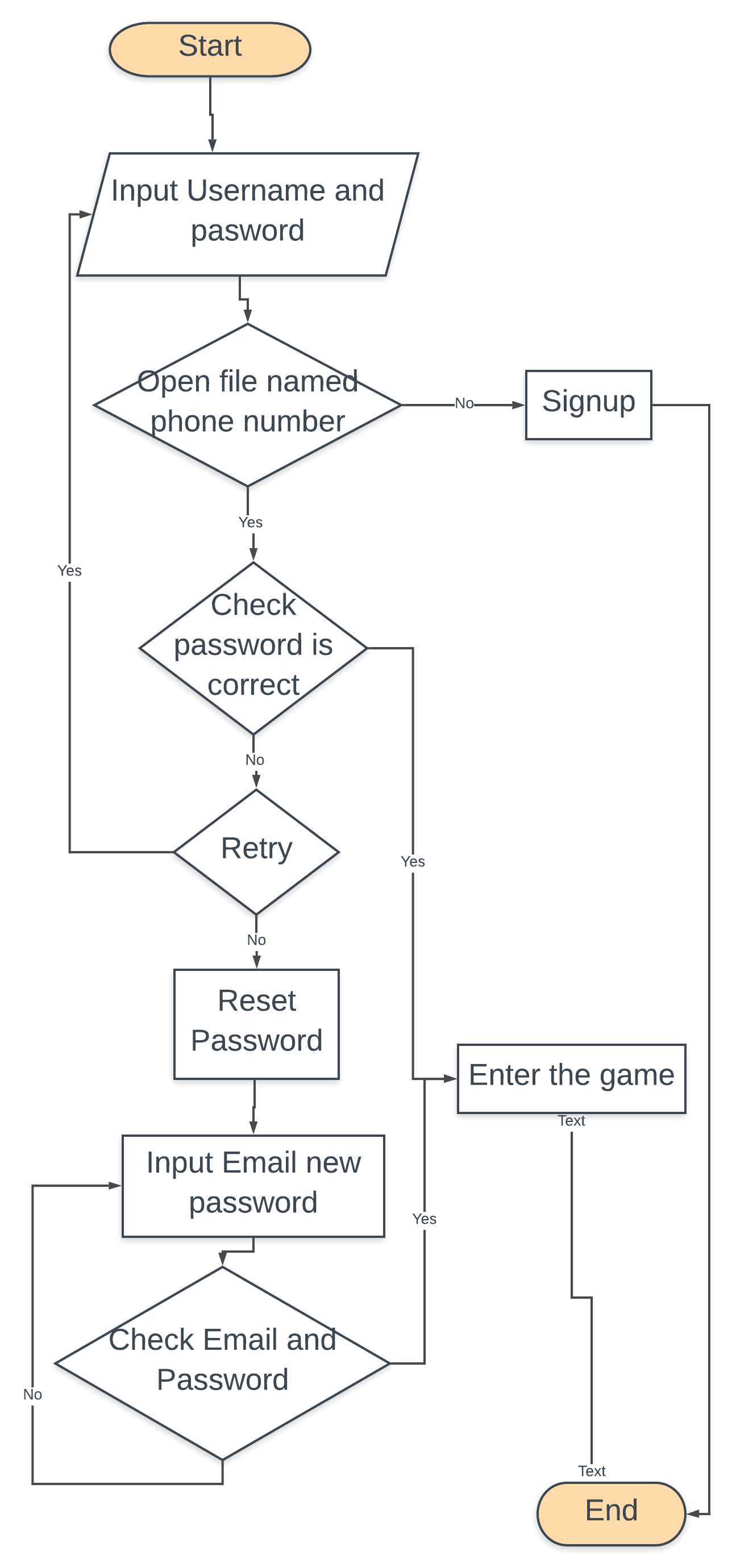
During the design phase, I extensively use Anaconda for writing code. Anaconda is a free and open source distribution of Python and R programming languages for scientific computing that aims to simplify package management and deployment. Package versions are maintained by the package management system conda. Anaconda is written in Python.

**CHAPTER 2**

**SYSTEM DESIGN**

**Work Flow Diagram**

1. **Flow Chart for Login Module**



Flow Chart for signup Module

**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