

INDUSTRIAL TRAINING REPORT

ON

BUDS APP

Under The supervision of: -

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Assistant Professor

(Duration: 2nd June, 2018-30th June, 2018)

Submitted By: -

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Reg. No.	1601227810
Semester	7th



Department of Computer Science & Engineering

C. V. Raman College of Engineering,

Bhubaneswar

Declaration

I hereby declare that the internship report entitled “**BUDS APP**” is my own work and that, to the best of my knowledge and belief, it contains no material previously published or written by another person nor material which to substantial extent has been accepted for the award of any degree of the university or another institute of higher learning.

Name of the Student- Sameer Kumar Dutta

Regn. No- 1601227810

Date- 30th November, 2019

Department of Computer Science & Engineering

C. V. RAMAN COLLEGE OF ENGINEERING





C. V. Raman College of Engineering, Bhubaneswar

Affiliated to

Biju Patnaik University of Technology, Rourkela

CERTIFICATE OF APPROVAL

*This is to certify that we have examined and approved the project for android training entitled "BUDS APP" submitted by **Sameer Kr Dutta** Registration No.-1601227810, CVRCE, Bhubaneswar. We hereby accord our approval of the project work carried out and presented in a manner required for its acceptance as per the academic regulation, for the partial fulfillment for the **7th Semester in Computer Science & Engineering**. This project has fulfilled all the requirements as per the regulations of the university.*

Mrs. Soumya Sahoo
(Internship coordinator)

Dr. S.K Bisoy
(H.O.D, CSE)

Date - November 30, 2019

Internship Certificate

Google Center of Excellence
C. V. Raman College of Engineering, Bhubaneswar

INTERNSHIP CERTIFICATE

AWARDED TO


Sameer Kumar Dutta


Reg. No. 1601227810, CSE (5th Sem)

HAS SUCCESSFULLY COMPLETED THE

Summer Internship 2018
on
Android Foundation

7 JULY
2018


HOD, DEPT. OF CSE
CVRCE, BHUBANESWAR


HOD, DEPT. OF CS & IT,
CVRCE, BHUBANESWAR



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Last but not the least, I would like to thank my parents, friends for their co-operation and continuous support during the course of the assign. Any suggestions regarding the project is whole heartedly accepted.

November,2019

Sameer Kumar Dutta
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1.

ABSTRACT

Kids, one of the cutest and beautiful gifts of God to each and every parent. But as it is profoundly said that good too have a bit of bad within it, as the cutest kid too have the naughtiest mind within. Thus, to control all this naughtiness and focus their mind in a proper direction, we are presenting **BUDS**, an android application for the kids to think out of the box. Firstly, it helps your child to identify and count numbers, do simple addition and subtraction, trace numbers, alphabets, learn shapes, color, play games and many more stuffs. Secondly, they can learn the common words which we use in our daily life. Moreover, sound effects and games will keep your child entertained.

Your child's education need not to be only from school, it could be over here, in this app. This app is made for your Android devices which will keep your little champs mind active even outside the class and keep knowledge at your figure tips.

2.

INTRODUCTION AND OVERVIEW

Purpose

In the modern world where the women are walking beside men, and therefore both mother and father are working, due to which the children are becoming naughtier due to lack of attention. In this situation we are proposing our BUDS app which will keep your kids concentrated on one place. In the app you get both things at one place – learning and entertainment both.

Aims and Objectives

- The main purpose of the app is to keep your child busy and entertained so as to keep your child from deviating from the naughty things.
- This app not only keeps your child busy by providing them entertainment options but it also provides a learning option.
- Therefore, your child starts to learn things slowly without your intervention.

Scope

- The main target is the development of kids whose parents are unavailable for them due to work.
- These kids in absence of any guidance may turn naughty and not only them, kids under guidance these days also ask for smartphones and many parents knowingly or unknowingly makes a habit for them of using mobile by giving them mobiles when they are crying or while they are being fed.
- So instead of using different apps for rhymes, games and learning, use our ‘one stop app’ of both entertainment and learning to keep your child busy.

3.

OVERALL DESCRIPTION

Product Perspective

In the modern times, where the men and women both work to contribute to a happy living, the children are out of the required attention and care and therefore they tend to become naughtier. Also kids now a days, are of the habit that they need to see something on the smartphones while they are crying or eating. They also tend to see different things or want to play games. Therefore, we are with our 'one stop app' – the BUDD app which keeps your child both entertained and learned. Our app not provides only for learning but it has a quiz section which helps your child to test his/her memory.

Product Description

Our one stop kid app – BUDS is a combination of both entertainment and learning app. It has four main sections as can be seen in the main screen of the app namely – LEARN, QUIZ, GAME and RHYME.

The LEARN section is further divided into six sub-sections – English Alphabets, Hindi Alphabets, Animals, Numbers, Shapes and Colors. As the name of the section suggests, each section helps the child in learning the respective fields. Each section is unlashed with voice sounds which will help the kid learn without any involvement of the parents.

The Quiz section helps to test your kids' memory which have 10 questions from the sections.

The Rhymes section help your kids to get the exposure of the nursery rhymes, and thus can learn them.

While all learning can make any one in the world bore, so no need to worry and you don't need to go anywhere, we have the Game section containing the snake game. So, when your child is bored of learning, he/she have the option of playing the game and be entertained.

4.

REQUIREMENT ANALYSIS

Technical Feasibility

The app is an android app developed in Android Studio using the JAVA as the programming language and XML for the layouts. This app is solely available for android users. This is due to the fact that most smartphones now a days are equipped with the android OS. Therefore, to reach out for more users, we have developed the app for android.

Operational Feasibility

The app targets all the smartphone users with android Operating System in them. The minimum Android SDK required for the app is 16, i.e., Android JellyBean (4.1). The minimum RAM required for the proper app functioning is 512 MB. The minimum internal storage is 16 GB.

5.

SYSTEM REQUIREMENTS

Software Requirements

Minimum Software Requirement of Smartphone for using app: -

Android Jellybean (4.1) or later.

Minimum Software Requirement for app development: -

Windows 7 or later.

Android Studio 2.0 or later.

Hardware Requirements

Minimum Hardware Requirement of Smartphone for using app: -

RAM – 512 MB or more

Internal Storage – 16 GB or more.

Minimum Software Requirement for app development: -

RAM – 4 GB or more

Hard Disk Space Required – 32 GB or more

6.

SNAPSHOTS



Fig 1 – Home Screen



Fig 2 – Learn Screen

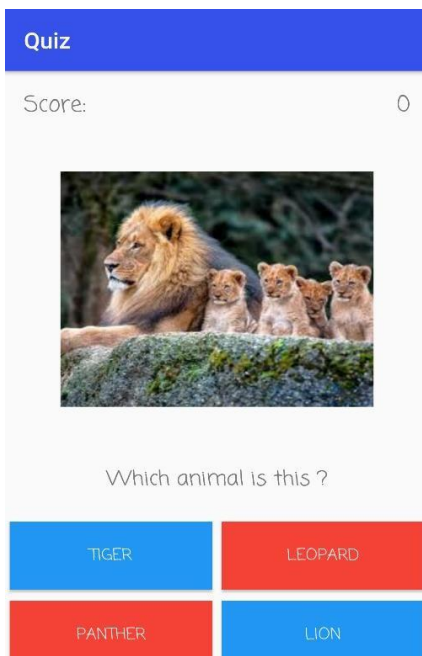


Fig 3 – Quiz Screen

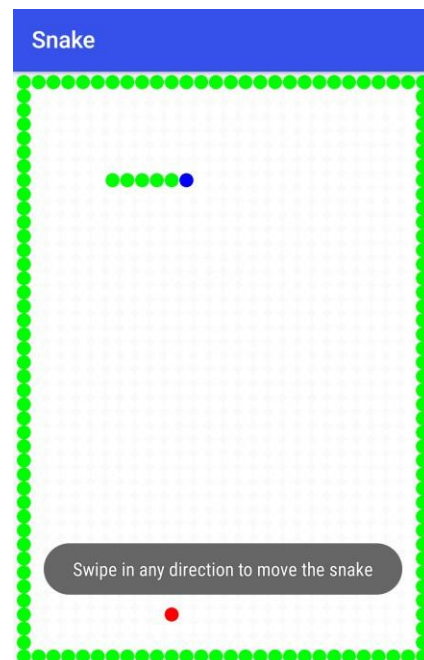


Fig 4 – Game Screen

7. LIMITATIONS AND FUTURE PROSPECTS

Limitations

- The QUIZ section contains the same ten questions and the options are also on the same place.
- In the GAME section there is only one game, so the kids don't have option to choose from.

Future Prospects

- Addition of more questions in the 'Quiz' section so that random ten questions appear every time.
- Addition of games in 'Games' section so that kids have option to choose from and will not be bored by a single game.
- Addition of rhymes in the 'Rhymes' section.
- Addition of shapes, animals and numbers under the 'Learn' section.

8.

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