



BASIC MATHEMATICAL LEARNING QUIZZES FOR KIDS

A Thesis

Presented to

The Computer Science Department

Educational Systems Technological Institute

In Partial Fulfilment

of the Requirements for the Degree

Bachelor of Science in Information Systems

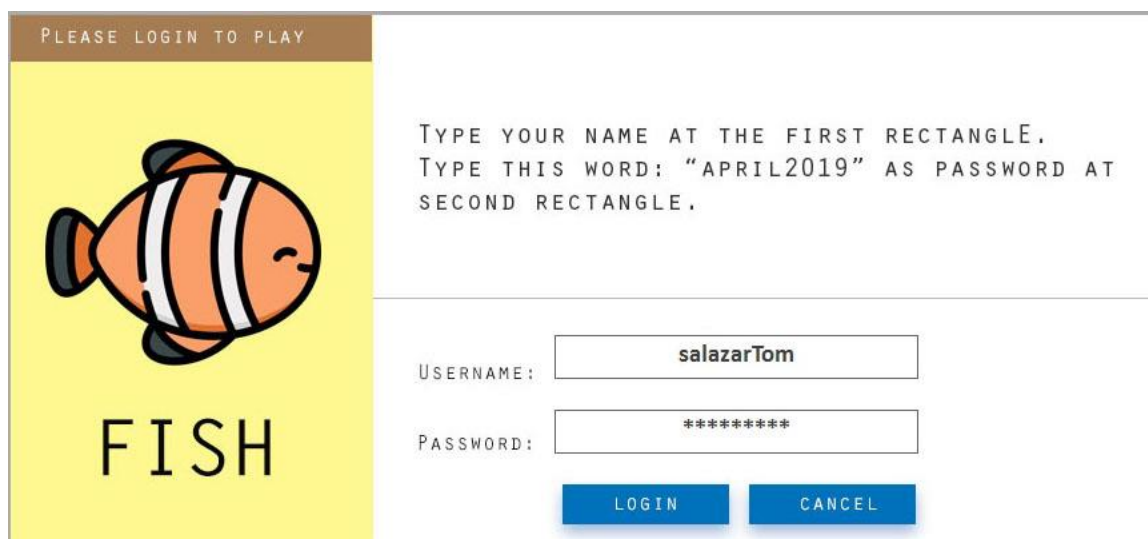
Welcome Window



Figure 1

The very first would pop out when opening the application for the first time.

Login Window



PLEASE LOGIN TO PLAY

TYPE YOUR NAME AT THE FIRST RECTANGLE.
TYPE THIS WORD: "APRIL2019" AS PASSWORD AT
SECOND RECTANGLE.

USERNAME:

PASSWORD:

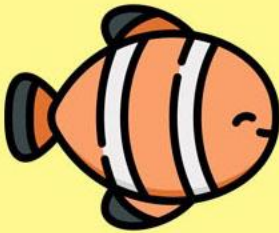
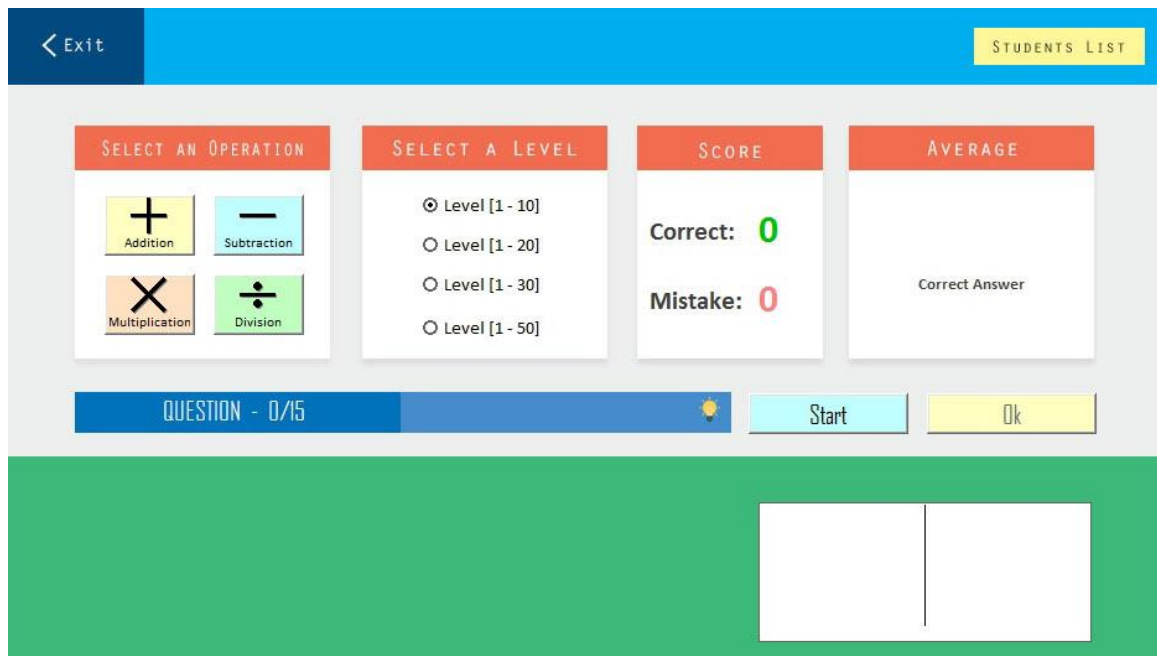

FISH

Figure 2

The login page will only appear when you click the "PLAY" button on the Welcome Page, Figure 1. This is accessible for teachers and pupils.

Play Window

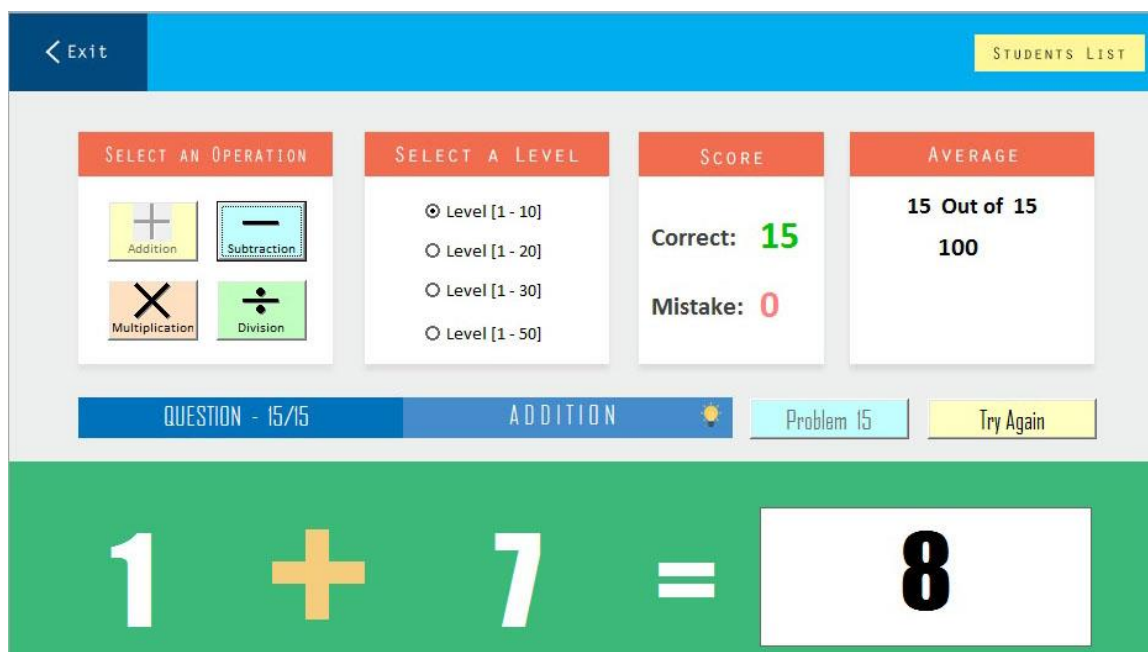


The screenshot shows a web application interface for a math game. At the top, there is a blue header bar with a back arrow and 'Exit' on the left, and a yellow button labeled 'STUDENTS LIST' on the right. Below the header, the main content area is divided into four columns: 'SELECT AN OPERATION', 'SELECT A LEVEL', 'SCORE', and 'AVERAGE'. The 'SELECT AN OPERATION' column contains four buttons: Addition (+), Subtraction (-), Multiplication (X), and Division (÷). The 'SELECT A LEVEL' column contains four radio button options: Level [1 - 10] (selected), Level [1 - 20], Level [1 - 30], and Level [1 - 50]. The 'SCORE' column displays 'Correct: 0' and 'Mistake: 0'. The 'AVERAGE' column displays 'Correct Answer'. Below these columns, there is a blue bar showing 'QUESTION - 0/15' and a yellow button labeled 'Start'. At the bottom, there is a large green area with a white rectangular box on the right side.

Figure 3

The “Play Page” will appear after login and choose different levels and math operations to play.

Play Window with Score



The screenshot displays a math game interface with a blue header bar containing a '< Exit' button and a 'STUDENTS LIST' button. Below the header, there are four main sections: 'SELECT AN OPERATION', 'SELECT A LEVEL', 'SCORE', and 'AVERAGE'. The 'SELECT AN OPERATION' section shows four buttons: Addition (plus sign), Subtraction (minus sign), Multiplication (X), and Division (divided by). The 'SELECT A LEVEL' section shows four radio button options: Level [1 - 10] (selected), Level [1 - 20], Level [1 - 30], and Level [1 - 50]. The 'SCORE' section shows 'Correct: 15' and 'Mistake: 0'. The 'AVERAGE' section shows '15 Out of 15' and '100'. Below these sections, there is a progress bar with 'QUESTION - 15/15', 'ADDITION', a lightbulb icon, 'Problem 15', and a 'Try Again' button. At the bottom, a large green box displays the math problem '1 + 7 = 8'.

SELECT AN OPERATION	SELECT A LEVEL	SCORE	AVERAGE
<input checked="" type="radio"/> Addition <input type="radio"/> Subtraction <input type="radio"/> Multiplication <input type="radio"/> Division	<input checked="" type="radio"/> Level [1 - 10] <input type="radio"/> Level [1 - 20] <input type="radio"/> Level [1 - 30] <input type="radio"/> Level [1 - 50]	Correct: 15 Mistake: 0	15 Out of 15 100

QUESTION - 15/15 ADDITION Problem 15 Try Again

1 + 7 = 8

Figure 4

Figure 4 shows that it was used by the user. Choosing the addition math operation, level 1 and got the perfect score which is 100 percent.

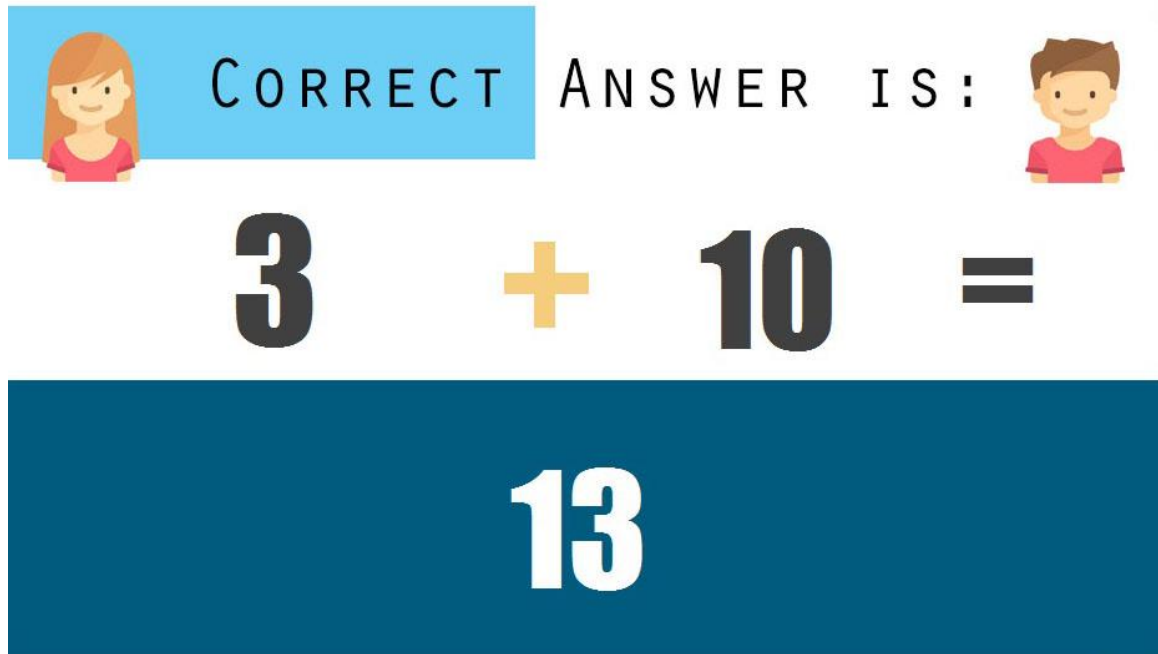
Correct Answer Window**Figure 5**

Figure 5 will only appear if the user answered the mathematics question wrong.



Students List Window

Close

Student ID Number	Student Name	Gender	Age	Address	Grade School Level
▶ 16-0004	Jhon	Male	8	Gasan	4

Student ID Number

16-0004

Student Name

Jhon

Gender

Male

Age

8

Address

Gasan

Grade School Level

4

Reset Item

DELETE

ADD

UPDATE

Figure 6

Figure 6 shows the list of students who used or play the application.