



EDUCATIONAL SYSTEMS TECHNOLOGICAL INSTITUTE

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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.

FISH

USERNAME:

PASSWORD:

LOGIN **CANCEL**

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 the 'Play Window' interface. At the top left is a 'Exit' button, and at the top right is a 'STUDENTS LIST' button. Below these are four main sections: 'SELECT AN OPERATION' (with buttons for Addition, Subtraction, Multiplication, and Division), 'SELECT A LEVEL' (with radio buttons for Level [1 - 10], Level [1 - 20], Level [1 - 30], and Level [1 - 50]), 'SCORE' (showing 'Correct: 0' and 'Mistake: 0'), and 'AVERAGE' (showing 'Correct Answer'). Below these sections is a row with 'QUESTION - 0/15', a lightbulb icon, 'Start' button, and 'Ok' button. The bottom half of the screen is a large green area.

Figure 3

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



Play Window with Score

The screenshot shows a user interface for a math game. At the top left is a back arrow labeled "Exit". On the right is a yellow button labeled "STUDENTS LIST". Below these are four main sections: "SELECT AN OPERATION" (with buttons for Addition, Subtraction, Multiplication, and Division), "SELECT A LEVEL" (with radio buttons for Level [1-10], [1-20], [1-30], and [1-50]), "SCORE" (showing "Correct: 15" in green and "Mistake: 0" in red), and "AVERAGE" (showing "15 Out of 15" and "100"). Below these sections are buttons for "QUESTION - 15/15", "ADDITION" (highlighted in blue), "Problem 15", and "Try Again". The main area displays a math problem: $1 + 7 =$ with a large input field containing the number 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**

CORRECT ANSWER IS:

$$3 + 10 =$$

13

Figure 5

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



Students List Window

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

Student ID Number	<input type="text" value="16-0004"/>	Address	<input type="text" value="Gasan"/>	
Student Name	<input type="text" value="Jhon"/>	Grade School Level	<input type="text" value="4"/> Reset Item	
Gender	<input type="text" value="Male"/>	DELETE ADD UPDATE		
Age	<input type="text" value="8"/>			

Figure 6

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