

Ahsanullah University of Science and Technology

Project name: খেলতে খেলতে শিখি

Submitted by :

Md. Toufiqur Rahman Muhammed Yaseen

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Introduction

We want to make this project for kids to teach them Bengali alphabet through android application.Now a days kids are getting attracted to smart phone from the very beginning age.So we want to turn a positive output of these attraction by teaching them a basic knowledge of Bengali alphabet.

We choose this app because we want that our first made application will be useful to little babies by which they can learn their first words and get ready for academic life.

Features

There are some features that will be implemented in our application……

\*\*\*we will add the alphabet as button in our app. When the button will be pressed ,it will pronounce the alphabet name.

##There will be some tests for learners….

\* 1st one is “Fill in the blanks” test. Where some alphabets will be missing, learner have to fill it. Options will be given below through buttons.

\*\*2nd one is “Alphabet finding “. Where the app will throw a sound uttering a name of alphabet and learner have to find that from the options.

Utility

The basic utility of this application is –it’s a teaching app for kids who are going to start their education.

Using this app guardians can teach their children the alphabet as like playing games.

Hence we select the project name খেলতে খেলতে শিখি

*More wish to* – *though this type of application is simple , known and available in app stores (not same at all, fill in the blanks concept is new) but as our first app in Android we wish to finish it properly and if there will much opportunity and our skill will properly developed then our plan to add a geometrical area in it and it will also be new in app stores .*

Here we choose Android as a platform and use Java language . Android Studio is more easy and comfortable to us so we this ide .