

## **LISTEN AND LEARN**

We provide the next generation academic experience through Listen and Learn mobile application to enhance quality and effectiveness of education and learning on our favourite personal mobile device. Students can share academic notes explanation as audios. They can add full chapter wise explanation or single module wise explanations. The all activities under this app are under control of a panel of teachers or a responsible authority. Teachers can share academic information through this app, like student placements, assignments, model questions etc.

### **MODULES**

- 1) Admin
- 2) Teacher
- 3) Student

### **SCOPE**

- Share notes explanation as audios.
- Share notes, assignments, model questions etc..

### **OBJECTIVE**

- To improve the learning skill.

### **TECHNOLOGY**

#### **Android**

**Android** is a mobile operating system developed by Google, based on a modified version of the Linux kernel and other open source software and designed primarily for touchscreen mobile devices such as smartphones and tablets. In addition, Google has further developed Android TV for televisions, Android Auto for cars, and Android Wear for wrist watches, each with a specialized user interface. Variants of Android are also used on game consoles, digital cameras, PCs and other electronics.

## **PHP**

The **PHP** Hypertext Pre Processor (PHP) is a programming language that allows web developers to create dynamic content that interacts with databases. PHP is basically used for developing web based software applications.

## **Yii2**

The **Yii2** framework is an open-source PHP framework for rapidly-developing, modern Web applications. It is built around the Model-View-Controller composite pattern. Yii provides secure and professional features to create robust projects rapidly.

## **HARDWARE AND SOFTWARE SPECIFICATION**

### **Hardware Requirements**

- Minimum 350MB Hard Disk space for installation
- 4GB HD space required for a typical live system with 1000-2000 events
- Recommended minimum CPU - Pentium 4, 3.2GHz
- Recommended 4GB RAM for a Central Server with 3 Nodes
- Network card

### **Software Requirements**

- Android
- PHPYII2

## **DEVELOPMENT METHODOLOGY**

### **SCRUM**

In the agile Scrum world, instead of providing complete, detailed descriptions of how everything is to be done on a project, much of it is left up to the Scrum software development team. This is because the team will know best how to solve the problem they are presented.

Within agile development, Scrum teams are supported by two specific roles. The first is a Scrum Master, who can be thought of as a coach for the team, helping team members use the Scrum process to perform at the highest level.

The product owner (PO) is the other role, and in Scrum software development, represents the business, customers or users, and guides the team toward building the right product.

The Scrum model suggests that projects progress via a series of sprints. In keeping with an agile methodology, sprints are time boxed to no more than a month long, most commonly two weeks.

During an agile Scrum sprint, the Scrum team takes a small set of features from idea to coded and tested functionality. At the end, these features are done, meaning coded, tested and integrated into the evolving product or system.

On each day of the sprint, all team members should attend a daily Scrum meeting, including the Scrum Master and the product owner. This meeting is time boxed to no more than 15 minutes. During that time, team members share what they worked on the prior day, will work on that day, and identify any impediments to progress.

## Flow Chart

