



Kids Learning System

Submitted By

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Software Engineering.

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APPROVAL

This project entitled on “Kids Learning System(An Online Platform)” submitted by Tonmoy Kumer Mohonto bearing ID:161-35-1471 to the Department of Software Engineering of Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of Bachelor of Science in Software Engineering and approval as to its style and contents.

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Last but not least, we would like to thank our parents, for their unconditional support, love and without this we would not have come this far.

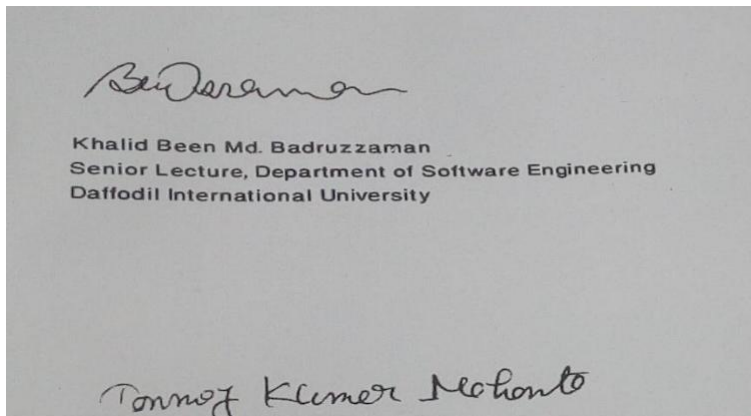
Above all, we would like to thank to The Almighty God for giving me strength to complete this project.

A project submitted in partial fulfillment of the requirement for the degree of Bachelor of Science in Software Engineering.

Department of Software Engineering
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Declaration

I hereby declare that I have taken this project under the supervision of **Khalid Been Md.Badruzzaman**, Senior Lecturer, Department of Software Engineering, Daffodil International University. I also declare that neither this report nor any part of this has been submitted elsewhere for award of any degree.



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Executive Summary

The time when we started the development part it's in October. Like other projects, it is important to work hard, endurance, dedication, and concentration to complete the project. There are many reasons for the capitalization of the project development, such as the requirements of the stakeholder to be properly filled.

If you follow the requirements analysis properly, then it helps a lot in the development of the project. We first analyze our project requirements and then we do the next step design specification.

An application system database plays an important role. For this reason, we are focused on creating a database design. We have designed the drawing table to say table with the right relationship. Admin part can also be called part of the maintenance. Admin plays a big role in our system.

The user interface is easy to create if any user can easily understand. After that, I check everything again and go to the main functionality of the project.

Developing a project is not an easy task. But building the project is not the and actually. At the end of complete the project, you have to make sure that your project functionality works fine. For that, you have to come in the testing part, its part of quality assurance. The responsibility of quality assurance is to find the vulnerability of the system. If any bug can be found before the system release then there is a change to fix that bug. So testing the project we have assured the quality of the project.

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CHAPTER 1

INTRODUCTION

1. INTRODUCTION

1.1. Project Overview

In education sector we teach our child by using apps. In teaching apps there only have about English language and English alphabets but there have not about Bangla language and Bangla alphabets. Some apps have not child interactive games. And some apps do not have any level wise exam which can teach a child in best ways. But all apps are not suitable for mobile. But every mobile which can connect with internet that can browse internet and that can enter website.

1.2. The Purpose of the Project

Kids learning system is a online system. When kids wants to learn Bangla alphabets, English alphabets, Math, National Anthem and wants to play games they can use this website. This project only need online connection and a browser. Kids can learn and play games. By playing games they can use their time for learning.

1.2.1. Background of the Project Effort

Now kids learn alphabets by using learnings apps. Some apps are too much big for mobile. Some apps cannot support in mobile. But this learning system give them that power people can learn alphabets by using this site. This is a online system. There is no issue for space. Anyone can access this from anywhere. There is no need for learning apps. Go to in this system, go to this system and learn here.

1.2.2. Goals of the Project

Kids learn alphabets by using learnings apps. Some apps are too much big for mobile. Some apps cannot support in mobile. But this learning system give them that power people can learn alphabets by using this site. This is a online system. There is no issue for space. Anyone can access this from anywhere. There is no need for learning apps. Go to in this system, go to this system and learn here.

1.2.2 Beneficiaries and Benefits

This projects are mainly beneficiaries for Kids and Parents. Benefits are,

- * Kids can learn Bangla Alphabets, English Alphabets from this system.
- * Kids can learn and know about there national anthem.
- * Parents can see what there kids are now learning.
- * Parents and kids can play games.
- *It saves mobile space.

* Kids start learning in online system.

CHAPTER 2

PROJECT PLANNING

2. PROJECT PLANNING

2.1. Project Scenario

Kids can learn alphabets like Bangla, English, Math. Kids can play games with their parents. Also they can play games by there own. Kids can learn their national anthem. This is a online system. When kids login to this system they can learn alphabets.

2.1.1.Scenario 1: User Admin Based

- Admin login into the systems
- Check the dashboard
- Update the system
- Then Admin can logout

2.1.2Scenario 2: User Kids Based

1. Kids can learn Bangla alphabets
2. Kids can learn English alphabets
3. Kids can learn Math
4. Kids can play games
5. They can complete one level by another level
6. Kids can learn national anthem

2.2. Stakeholders

2.2.1. The Admin

- 1.View dashboard
- 2.Update the system

2.2.2The user (Kids)

1. Learn alphabets
2. Learn national anthem

- 3. Can play games
- 4. Can play with their parents
- 5. Learn pictures
- 6. Play pictures games

2.3. Mandated Constraints

2.3.1. Budget Constraints

Primary budget – 4k

Yearly maintenance cost – 3k

2.4. Project Schedule

2.4.1 Gantt chart

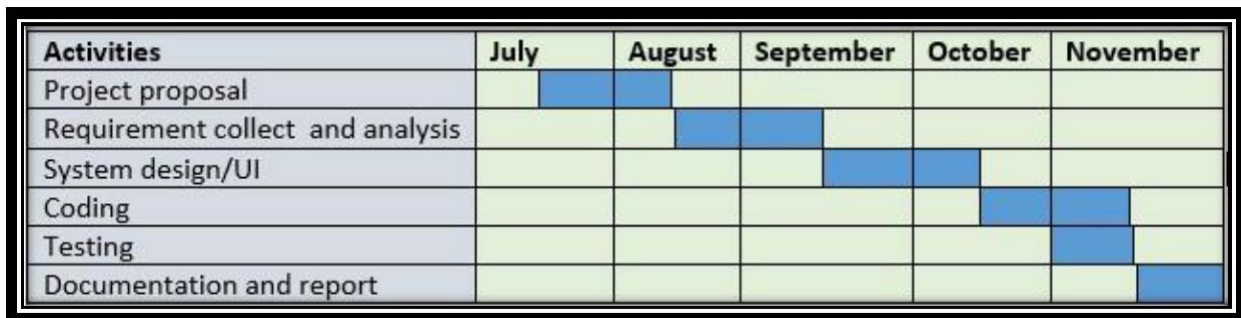


Fig-2.01: Gantt chart

2.4.2. Release Plan/Milestone

| Task No | Task Name | Time |
|---------|-------------------------------------|---------|
| 1 | Requirements gathering and analysis | 2 weeks |
| 2 | Project proposal | 1 week |
| 3 | Database design | 1 week |
| 4 | UI design | 2 Days |
| 5 | Implementing | 2 weeks |
| 6 | Testing | 1 weeks |
| 7 | Evaluation The Project | 1 week |

Chapter 3 Software Requirements Specification

3.1: Requirement Specification

| FR_ID | FR_Name | Description | Priority |
|-------|-------------------------|--|----------|
| FR01 | Learn Bangla Alphabets | Kids can learn bangla alphabets by using this System. | High |
| FR02 | Learn English Alphabets | Kids can learn english alphabets by using this System. | High |
| FR03 | Learn Pictures | Kids can learn pictures name by using this System. | High |
| FR04 | Learn National Anthems | Kids can learn and know about there national anthems | High |
| FRQ05 | Games | Kids can play games by using this system | High |

| | | | |
|------|--------------|--|--------|
| FR06 | Admin Logout | Admin can close connection to system by logout . | Medium |
| FR07 | Admin Login | Admin can set connection to system by login | Medium |

3.2:Data Requirement:

Table 2.2: Data Requirements

| No | Description | Priority |
|------|---|----------|
| DR01 | Bangla alphabets, English alphabets, Pictures names, Games what kids want to play. | High |
| DR02 | Admin have to insert the login credentials accurately otherwise system will show an error with message. | High |
| DR03 | Admin have to login in this system for see dashboard | High |
| DR04 | Parents have to login in this system for play games | Low |

3.3:Performance Requirements

3.3.1:Speed and Latency Requirements

Table 3.3.1: Speed and Latency Requirements

| No | Description |
|-------|---|
| SLR01 | 3 seconds to load data from SQL server to the System. |
| SLR02 | 2 seconds to upload data in SQL server from the System. |
| SLR03 | The system must have a good speed for user replies. |

2.3.2.Precision and Accuracy Requirements

Table 233.2: Precision and Accuracy Requirements

| No | Description |
|-------|---|
| SLR01 | The data must be correct when Admin provide data to the system. |
| SLR02 | All data would be in place where it needs. |

3.3.3. Capacity Requirements

Table 3.3.3: Capacity Requirements

| No | Description |
|------|--|
| CR01 | The system shall be maintain the insertion data in database. |
| CR02 | The server database must be load the system data. |

3.4. Dependability Requirements

3.4.1. Reliability Requirements

Table 2.4.1: Reliability Requirements

| No | Description |
|------|--|
| RR01 | All data should collect from users by permission and by accepting privacy policy |
| RR02 | No one can use user's data for any other purpose except system needs. |

3.4.2. Availability Requirements

Table 2.4.2: Availability Requirements

| No | Description |
|------|---|
| AR01 | The system should work 24 hours a day. |
| AR02 | The system should provide the desired data to the user in time. |

3.4.3. Robustness or Fault-Tolerance Requirement

Table 2.4.3: Robustness or Fault Tolerance Requirements

| No | Description |
|-------|--|
| FTR01 | If the system has been logged, it should not be more than two hours. |

3.5 Maintainability and Supportability Requirements

3.5.1. Maintenance Requirements

Table 2.5.1: Maintenance Requirements

| No | Description |
|------|---------------------------------------|
| MR01 | The system maintenance would be fast. |

3.5.2.Supportability Requirements

Table 2.5.2: Supportability Requirements

| No | Description |
|------|---|
| SR01 | The system should support Google chrome ,Firefox, Edge. |

3.5.3 Adaptability Requirements

No other visible adaptability requirements for this system.

3.5.4 Scalability or Extensibility Requirements

No other visible adaptability requirements for this system.

3.6 Security Requirements

3.6.1 Access Requirements

Table-3.11: Access Requirements

| No | Description |
|------|--|
| SR01 | Get access to the system, the system provides session. |

3.6.2 Integrity Requirements

To protect user data from being stolen, all passwords are stored in encrypted form. The Requirements reduces the value of stolen user, it is not easy to read the password, not easy to decrypt the password.

3.6.3. Privacy Requirements

Table 2.6.2: Privacy Requirements

| No | Description |
|------|--|
| PR01 | The user data should be maintains very safely |
| PR02 | All the user and admin data should be encrypted. |

3.7 Look and field Requirements

3.7.1 Appearance Requirements

Table 2.8.1: Appearance Requirements

| No | Description |
|------|---|
| AR01 | The user interface shall be good looking and interactive. |
| AR02 | The user interface shall be user interactive. |
| AR03 | The user interface shall be user friendly. |

3.7.2. Style Requirements

Table 2.8.2: Style Requirements

| | |
|------|--|
| SR01 | The interface color should be good for kids what they want to see. |
|------|--|

Chapter 4 System Analysis

4.1. Use case

A use case is a software and system engineering term that describes how a user uses a system to accomplish a particular goal. A use case acts as a software modeling technique that defines the features to be implemented.

4.1.1 Use case diagram

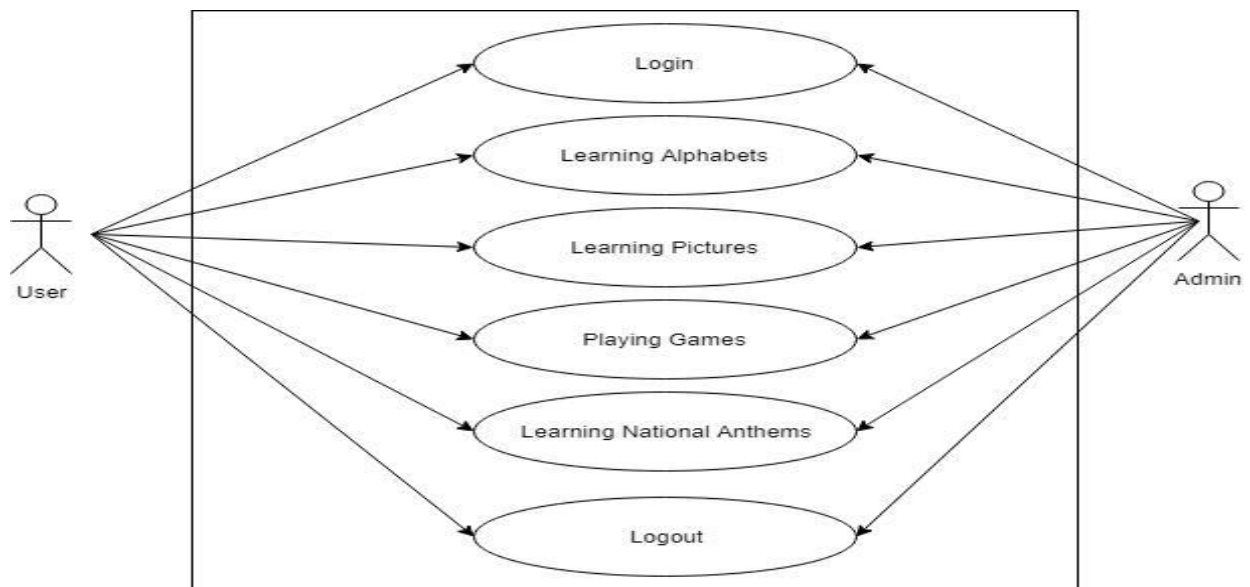


Fig: Use case Diagram

4.1.1.1 Login to This system

4.1: Login to this system

| | | |
|----------------------|---|---|
| Use case no | 1.00 | |
| Use case name | Login to this system | |
| scenario | User can login to this system | |
| Brief description | First user enter there name and password then user can enter to this system | |
| Actors | Register admin Register user | |
| preconditions | Need to login to this system | |
| Post conditions | Get enter to this system and use the system | |
| Flow of event | ACTOR | SYSTEM |
| | 1.Enter the needed filed 2.Press the submit button | 1.1 check validation if fields are not filled |
| Exception conditions | If anyone cannot enter to this system they need to talk to admin and if they enter the wrong name, password they cannot enter the system. | |

4.1.1.2 Learning Alphabets

4.2 Learning Alphabets

| | |
|-------------------|--|
| Use case no | 2.00 |
| Use case name | Learning Alphabets |
| scenario | Kids and user can learning alphabets from these systems |
| Brief description | Kids and user can learn alphabets when they enter into this system. After entering these system use can learn alphabets. |
| Actors | User |

| | | |
|----------------------|---|---|
| preconditions | Enter the system | |
| Post conditions | After enter to this site user can learn from these system. | |
| Flow of event | ACTOR | SYSTEM |
| | 1.Enter the system name into the browser 2.Press enter button 3. System get into the system | 1.1 check required field if those are empty |
| Exception conditions | If user cannot enter to this system they cannot learn alphabets from these system. | |

4.1.1.3 Learning Pictures

Table 4.3: Learning Pictures

| | | |
|----------------------|--|---|
| Use case no | 3.0 | |
| Use case name | Learning Pictures | |
| scenario | User need to enter to these system | |
| Brief description | User enter to these system and they can learn pictures from these system | |
| Actors | User | |
| preconditions | User need to enter to these system | |
| Post conditions | After enter to these system user learn from there | |
| Flow of event | ACTOR | SYSTEM |
| | 1.Enter system name from a browser 2.Press enter button | 1.1 check required field are not filled |
| Exception conditions | If user cannot enter to these system they cannot learn from these system | |

4.1.1.4 Playing Games

Table 4.4 Playing Games

| | |
|-------------|------|
| Use case no | 4.00 |
|-------------|------|

| | | |
|----------------------|--|--|
| Use case name | Playing Games | |
| scenario | Kids and user can playing games from these systems | |
| Brief description | Kids and user can playing games when they enter into this system. After entering these system use for playing games. | |
| Actors | User | |
| preconditions | User need to enter the system | |
| Post conditions | After enter to this system | |
| Flow of event | ACTOR 1. Enter the system name into the browser 2. Press enter button 3. System get into the system | SYSTEM 1.1 check required field if those are empty |
| Exception conditions | If user cannot enter to this system they cannot learn alphabets from these system. | |

4.1.1.5 Learning National Anthems

Table 4.5: Learning National Anthems

| | | |
|-------------------|---|--|
| Use case no | 5.00 | |
| Use case name | Learning National Anthems | |
| scenario | Kids and user can learn national anthems from these systems | |
| Brief description | Kids and user can learn national anthem when they enter into this system. After entering these system can use for learning national anthem. | |
| Actors | User | |
| preconditions | User need to enter the system | |
| Post conditions | After enter to this system | |
| Flow of event | ACTOR 1. Enter the system name into the browser 2. Press enter button 3. System get into the system | SYSTEM 1.1 check required field if those are empty |

| | |
|----------------------|---|
| Exception conditions | If user cannot enter to this system they cannot learn national anthems from these system. |
|----------------------|---|

4.1.1.6 Logout

Table 4.6: Logout

| | | |
|----------------------|---|---|
| Use case no | 6.00 | |
| Use case name | Logout | |
| scenario | Register user can logout from these system | |
| Brief description | Register user can logout from these system if they need to logout from these system. | |
| Actors | User Admin | |
| preconditions | Login in to these system | |
| Post conditions | After login to these system | |
| Flow of event | ACTOR | SYSTEM |
| | 1.Enter the system name into the browser 2.Press enter button 3. System get into the system | 1.1 check required field if those are empty |
| Exception conditions | If user cannot enter to this system they cannot logout from these system. | |

4.2. Activity Diagram:

4.2.1. Activity Diagram:

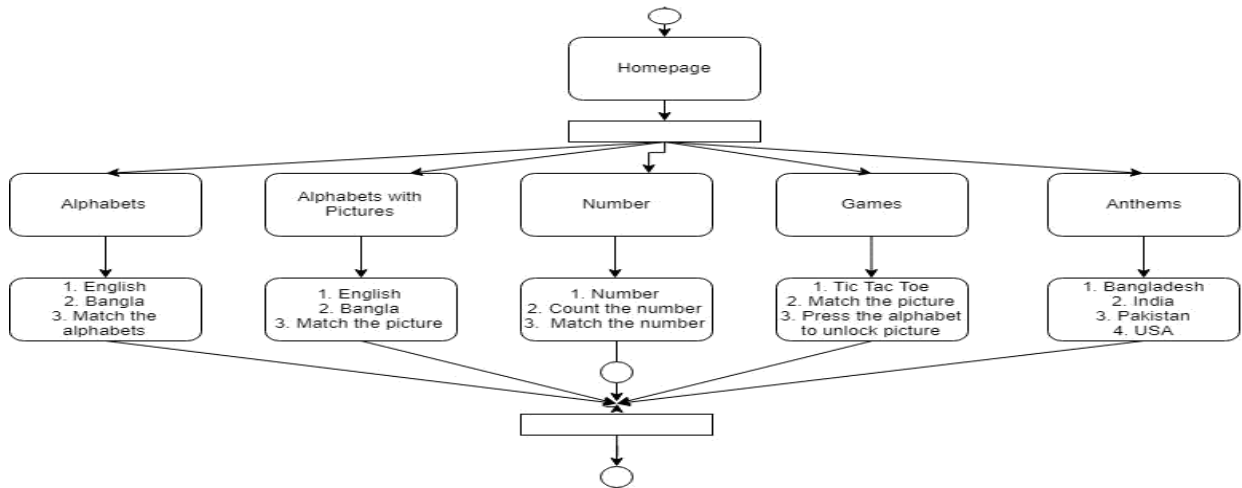


Fig: Activity Diagram for

4.2.1. Activity Diagram for Login:

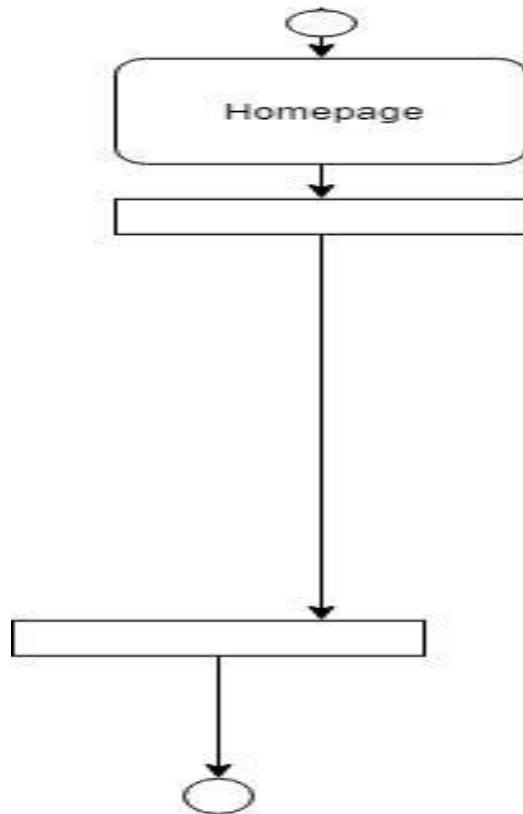


Fig: Activity Diagram for Login

4.2.1. Activity Diagram for Alphabet:

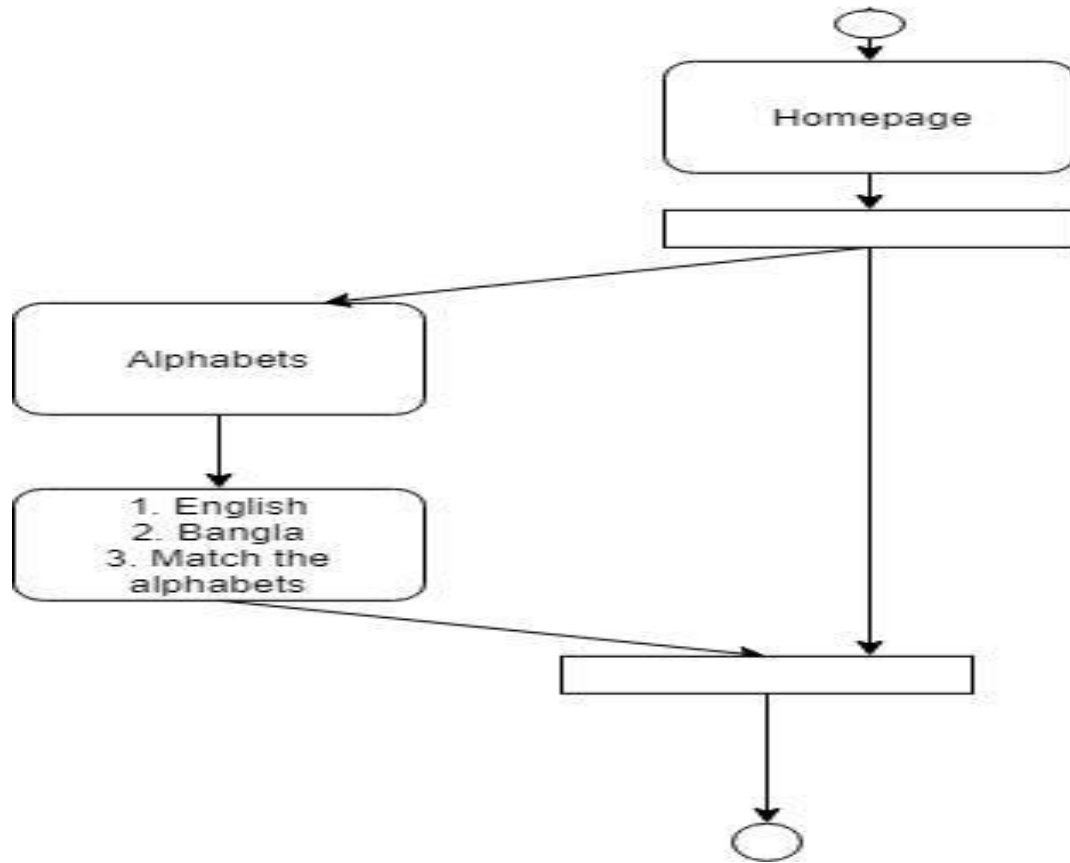


Fig: Activity diagram for alphabet

4.2.1. Activity Diagram for Pictures:

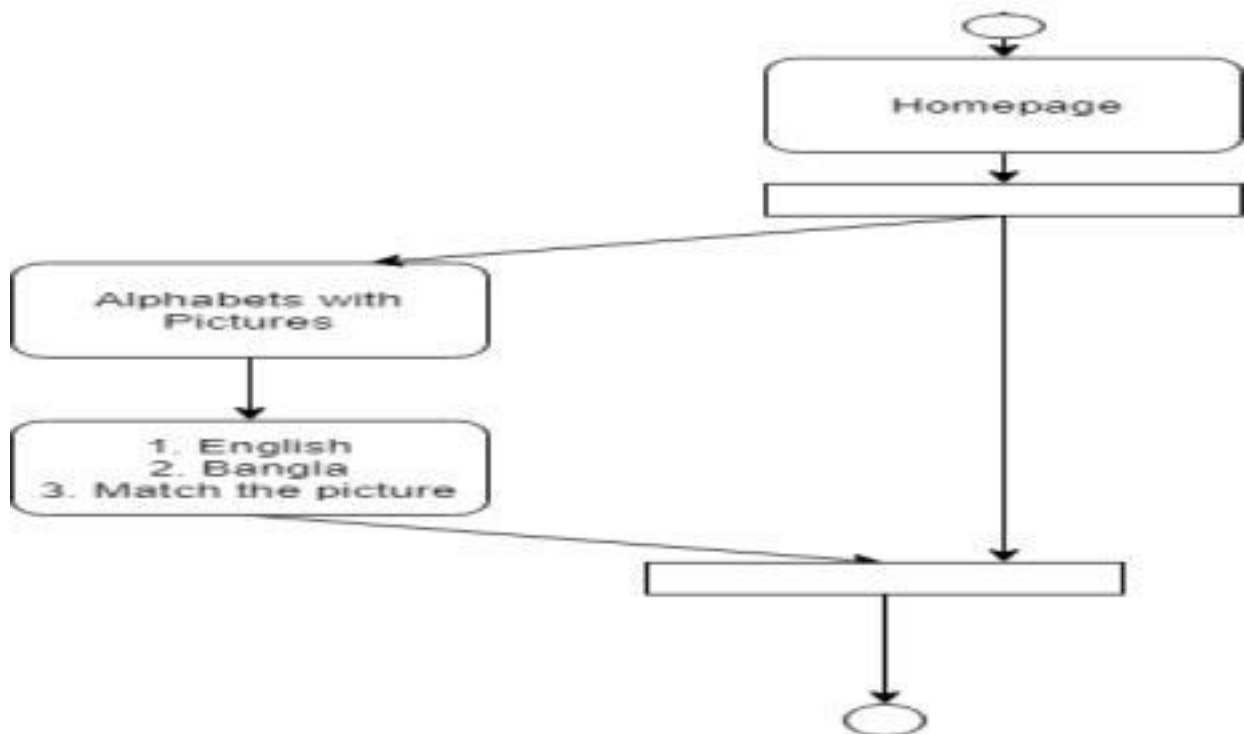


Fig: Activity diagram for pictures

4.2.1. Activity Diagram for Games:

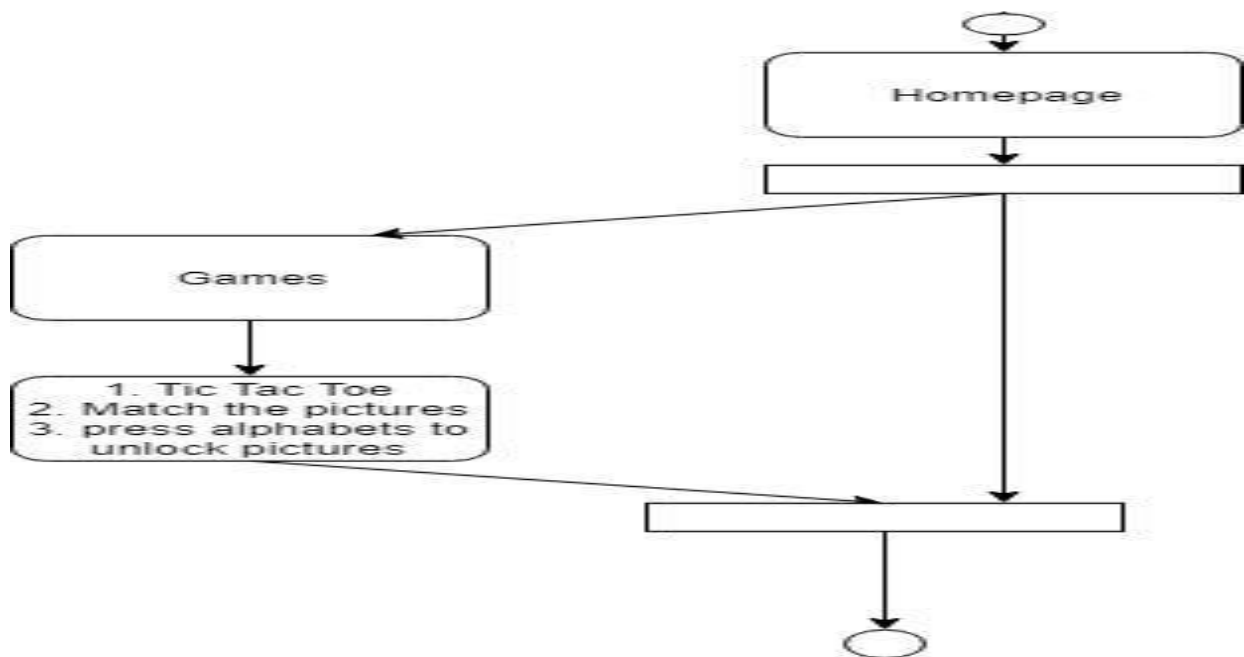


Fig: Activity diagram for games

4.2.1. Activity Diagram for Anthems:

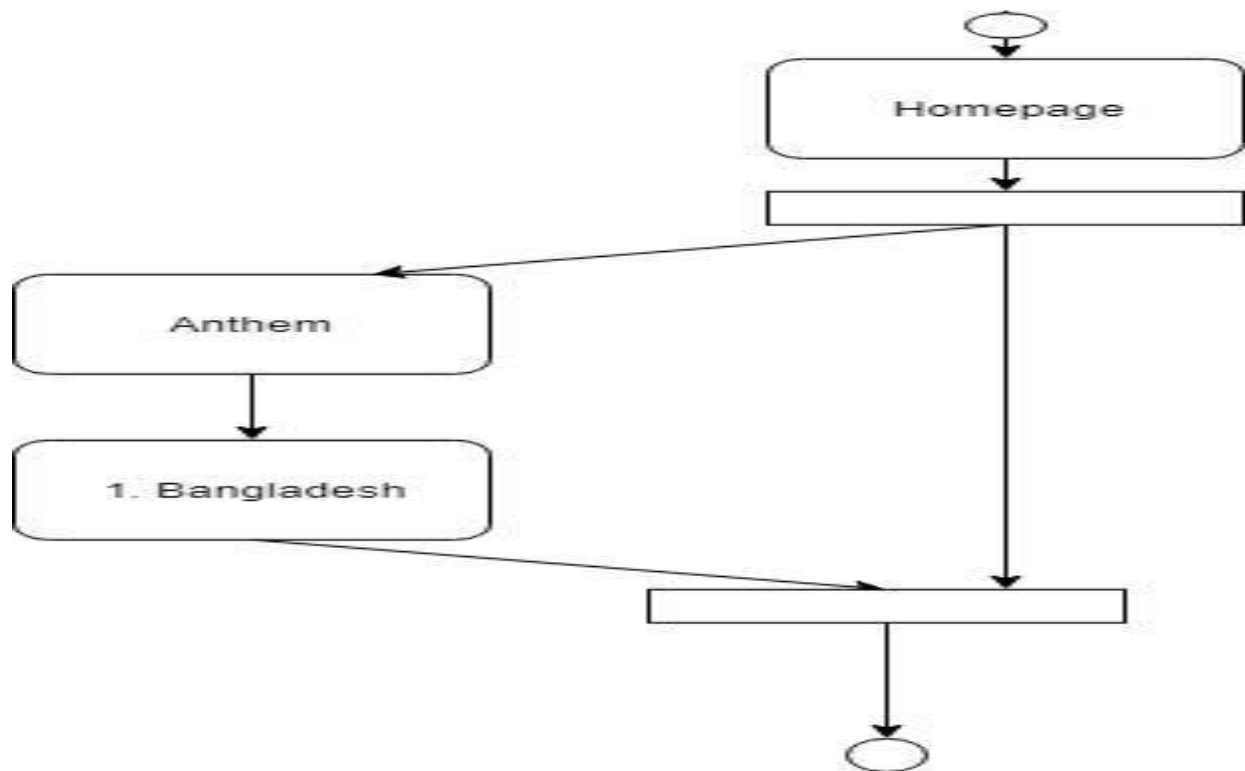


Fig: Activity diagram for anthems

4.3. Sequence Diagram:

UML Sequence diagrams are interaction diagrams that detail how operation are carried out.

4.3.1. System sequence diagram for system

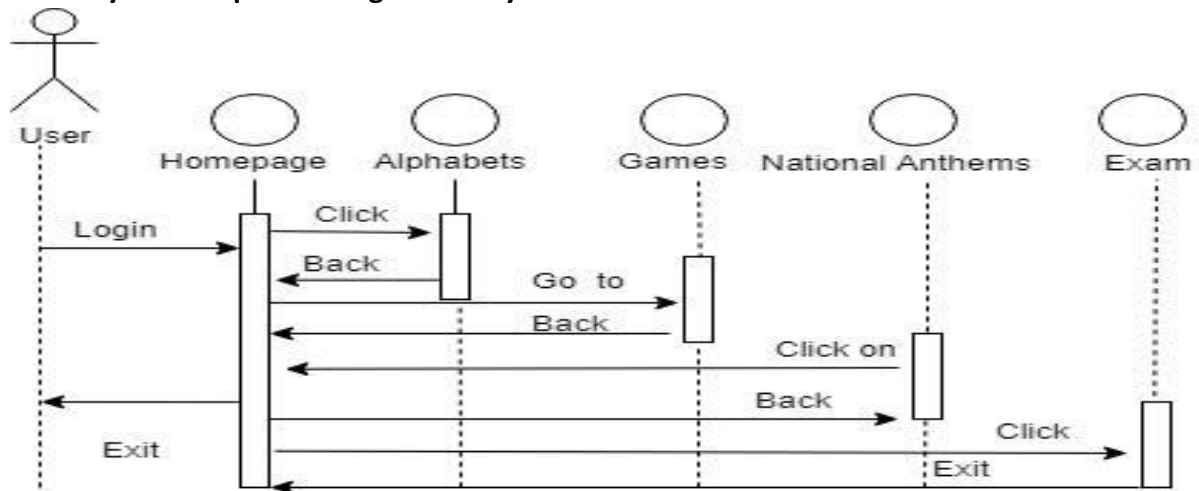


Fig: Sequence Diagram for systems

4.3.2. Sequence diagram for login:

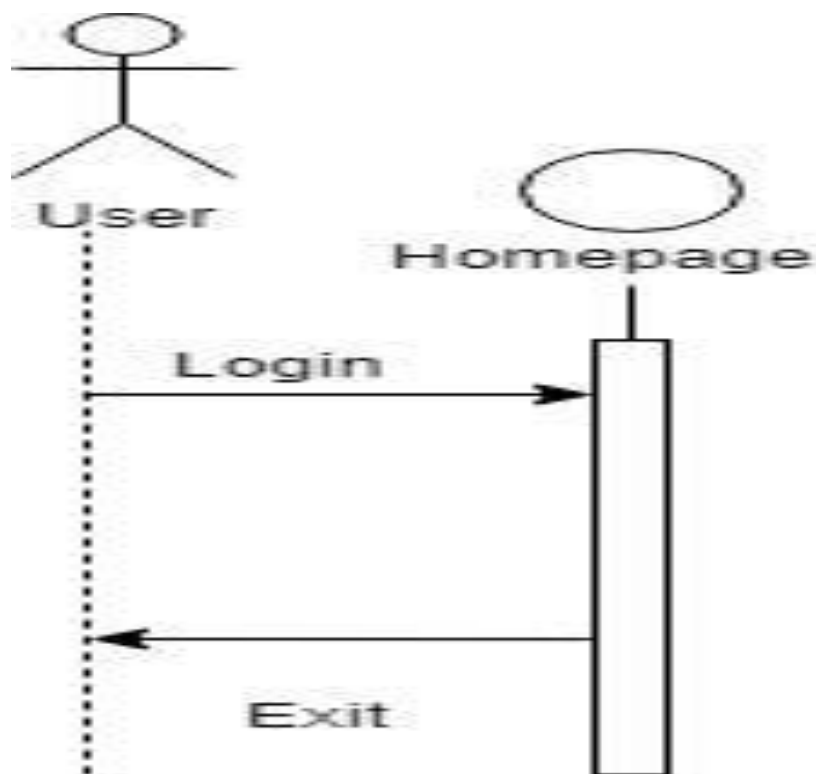


Fig: Sequence Diagram for login

4.3.3 Sequence diagram alphabet

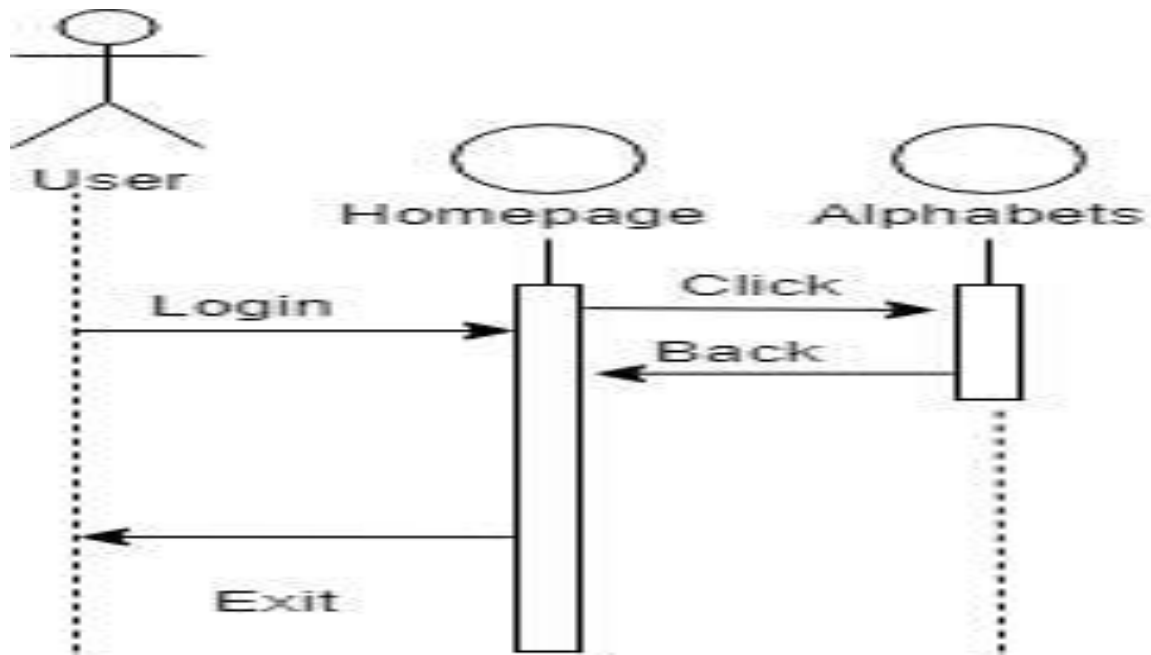


Fig: Sequence Diagram for alphabet

4.3.4 Sequence diagram for pictures

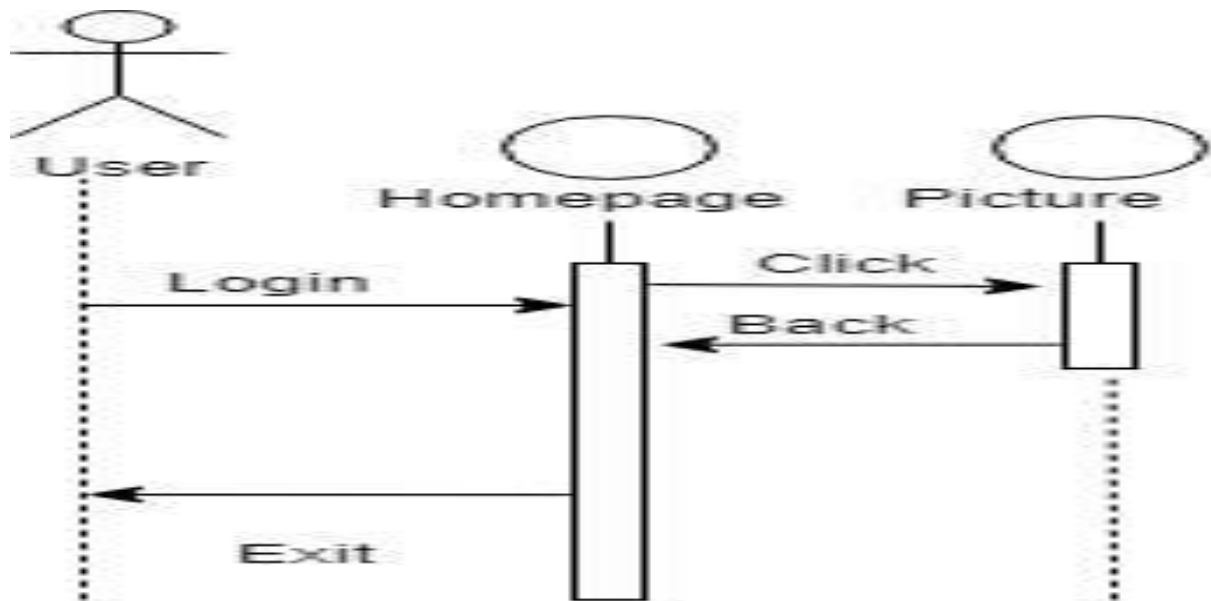


Fig: Sequence Diagram for pictures

4.3.5 Sequence diagram for anthems

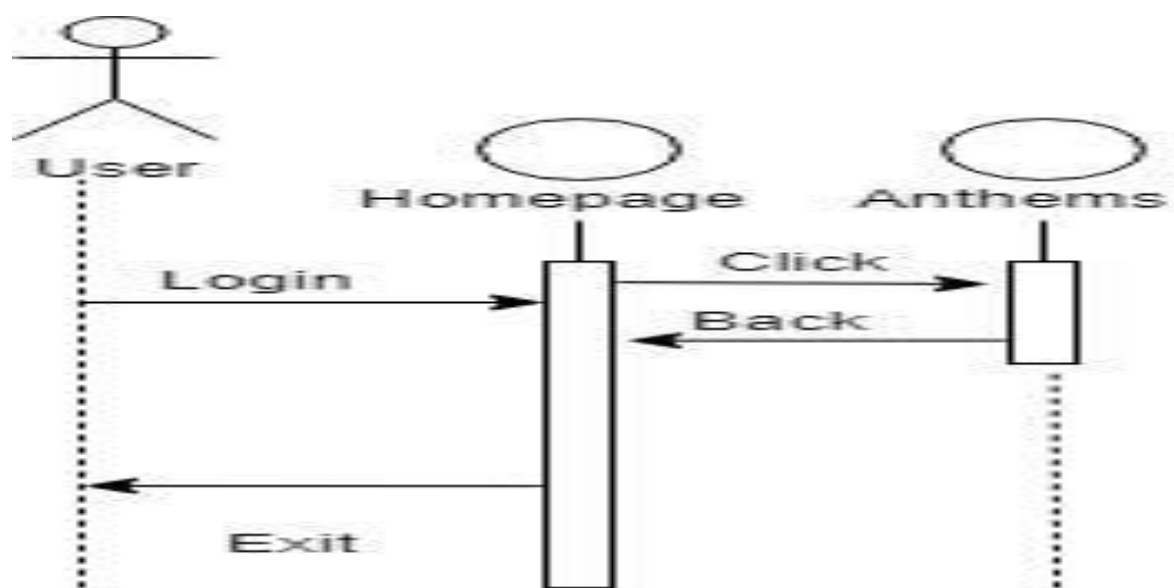


Fig: Sequence Diagram for anthems

4.3.6 Sequence diagram for games:

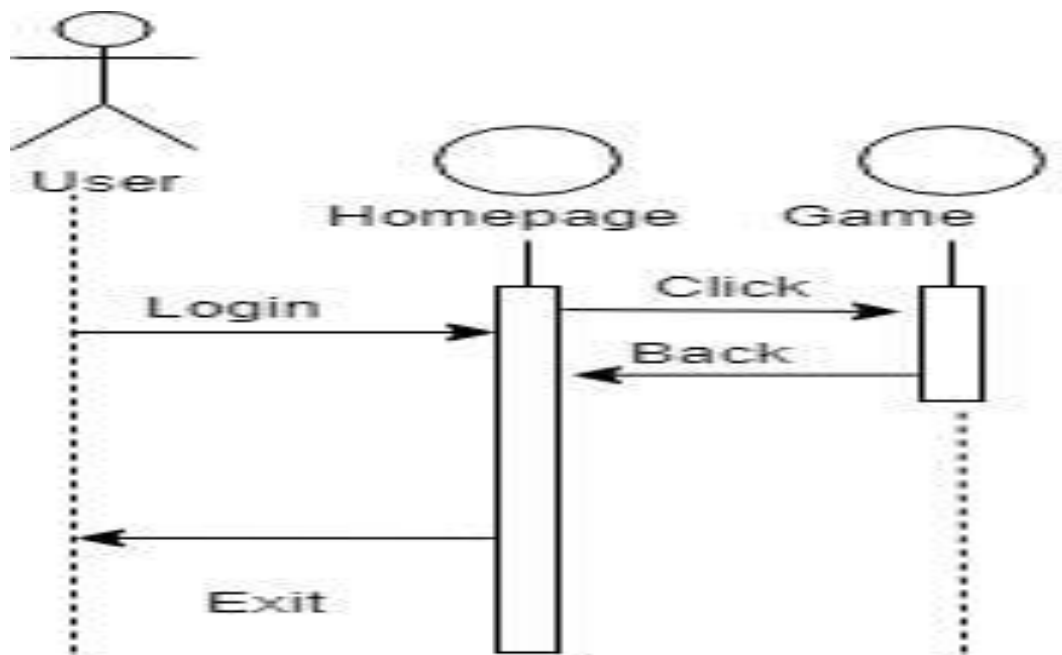


Fig: Sequence Diagram for games

4.3.7 Sequence diagram for logout:

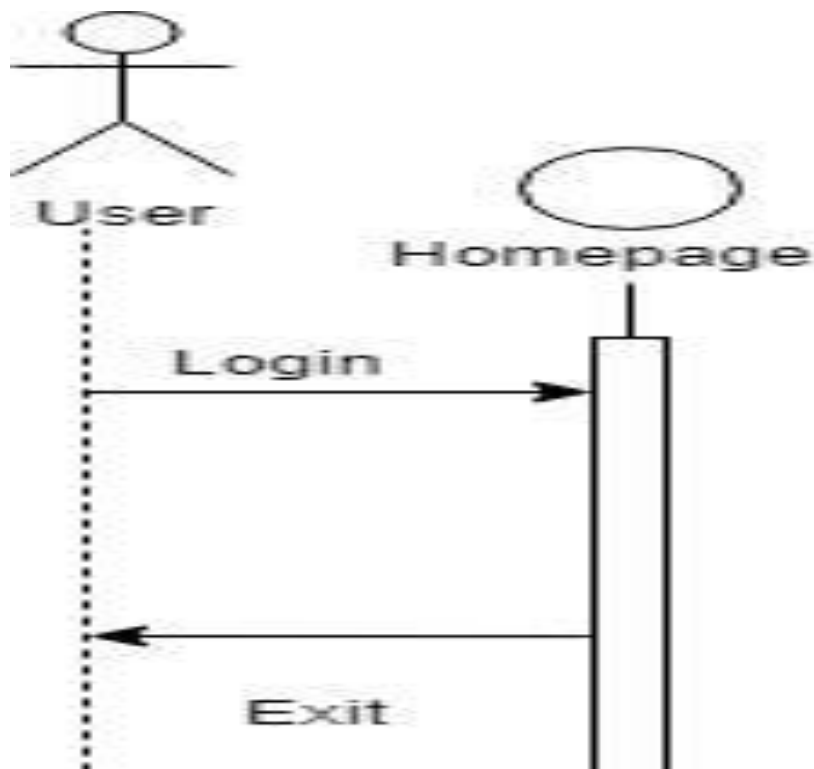


Fig: Sequence Diagram for logout

Chapter 5 System Testing

5.1. System Testing:

Software testing is defined as an activity to check whether the actual results match the expected results and to ensure that the software system is error free. It involves execution of a software component or system component to evaluate one or more properties of interest.

5.1.1. Features to be tested

| Featured Id | Featured Name | Description | Involved User |
|-------------|-----------------|--|---------------|
| ST001 | Learn Alphabets | User can Learn Alphabets | User |
| ST002 | Create account | User create account to learn from these system | Register |
| ST003 | Login | Login as authenticated user | Register user |
| ST004 | Learn Pictures | User can learn pictures | User |

5.1.2. Features not to be tested

Table-6.2: Feature not to be tasted

| Featured Id | Featured Name | Description | Involved User |
|-------------|---------------|----------------------|---------------|
| ST001 | Games | Users can play games | Users |

5.2. Testing Strategies:

5.2.1.1. Test Case Table

Table-6.3: Test Case Submit Complain

| Test case #ST001 | | Test case name: Learn Alphabets | | |
|--|------------------------|---------------------------------|---------------|---------------|
| Test Priority: High | | System: | | |
| Designed By: Tonmoy Kumer Mohonto | | Designed Date: 18.11.19 | | |
| Executed by: Tonmoy Kumer Mohonto | | Executed date:18.11.19 | | |
| Short Description: This section cover the functionalities of learn alphabets | | | | |
| Pre-conditions: Enter the system | | | | |
| | | | | |
| Step | Action | Expected Result | Pass/ Fail | Actual Result |
| 01 | User | Display all alphabets | pass | |
| 02 | click valid place | Display all alphabets | pass | |
| 03 | Click on the alphabets | Go to that letters | pass | |

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5.2.1.2. Test Case Table

Table-6.3: Test Case Create acco

| Test case #ST002 | | Test case name: Create account | | |
|--|--|--------------------------------|---------------|---------------|
| Test Priority: Medium | | System: | | |
| Designed By: Tonmoy Kumer Mohonto | | Designed Date: 22.11.19 | | |
| Executed by: Tonmoy Kumer Mohonto | | Executed date:22.11.19 | | |
| Short Description: This section cover the functionalities of registration user. | | | | |
| Pre-conditions: Enter the system | | | | |
| | | | | |
| Step | Action | Expected Result | Pass/ Fail | Actual Result |
| 01 | New user | Display successful message | pass | |
| 02 | Enter empty value for any required field | Display error message | pass | |
| Post-conditions: Registration information is inserted into the database successfully | | | | |

5.2.1.3. Test Case Table

Table-6.3: Test Case login

| Test case #ST003 | | Test case name: login | | |
|--|--|----------------------------|---------------|---------------|
| Test Priority: Medium | | System: | | |
| Designed By: Tonmoy Kumer Mohonto | | Designed Date: 23.11.19 | | |
| Executed by: Tonmoy Kumer Mohonto | | Executed date:23.11.19 | | |
| Short Description: This section cover the functionalities of login . | | | | |
| Pre-conditions: Have account in system | | | | |
| | | | | |
| Step | Action | Expected Result | Pass/ Fail | Actual Result |
| 01 | Match Username and password | Display successful message | pass | |
| 02 | Enter empty value for any required field | Display error message | pass | |
| Post-conditions: Get access in the system | | | | |

5.2.1.4. Test Case Table

Table-6.3: Upload work status

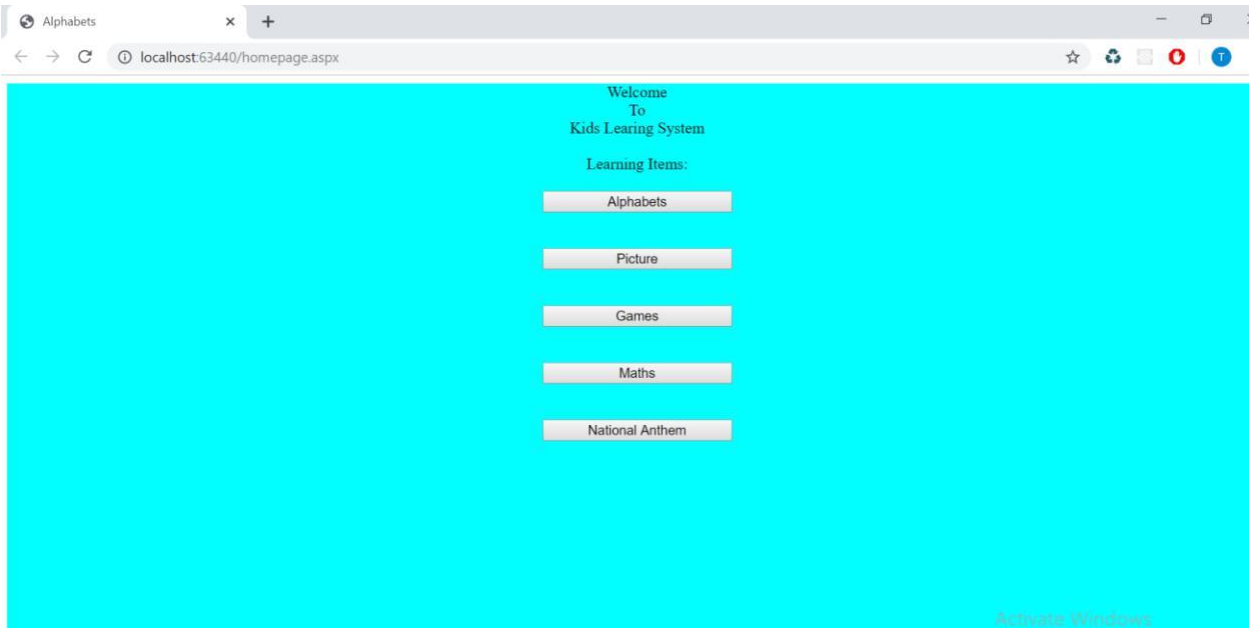
| Test case #ST004 | | Test case name: Learn Pictures | | |
|---|----------------|--------------------------------|---------------|---------------|
| Test Priority: Medium | | System: | | |
| Designed By: Tonmoy Kumer Mohonto | | Designed Date: 21.11.19 | | |
| Executed by: Tonmoy Kumer Mohonto | | Executed date:21.11.19 | | |
| Short Description: This section cover the functionalities of learn pictures | | | | |
| Pre-conditions: Login to these system | | | | |
| | | | | |
| Step | Action | Expected Result | Pass/ Fail | Actual Result |
| 01 | Learn Pictures | Display pictures | pass | |
| Post-conditions: After login to the system | | | | |

CHAPTER 6

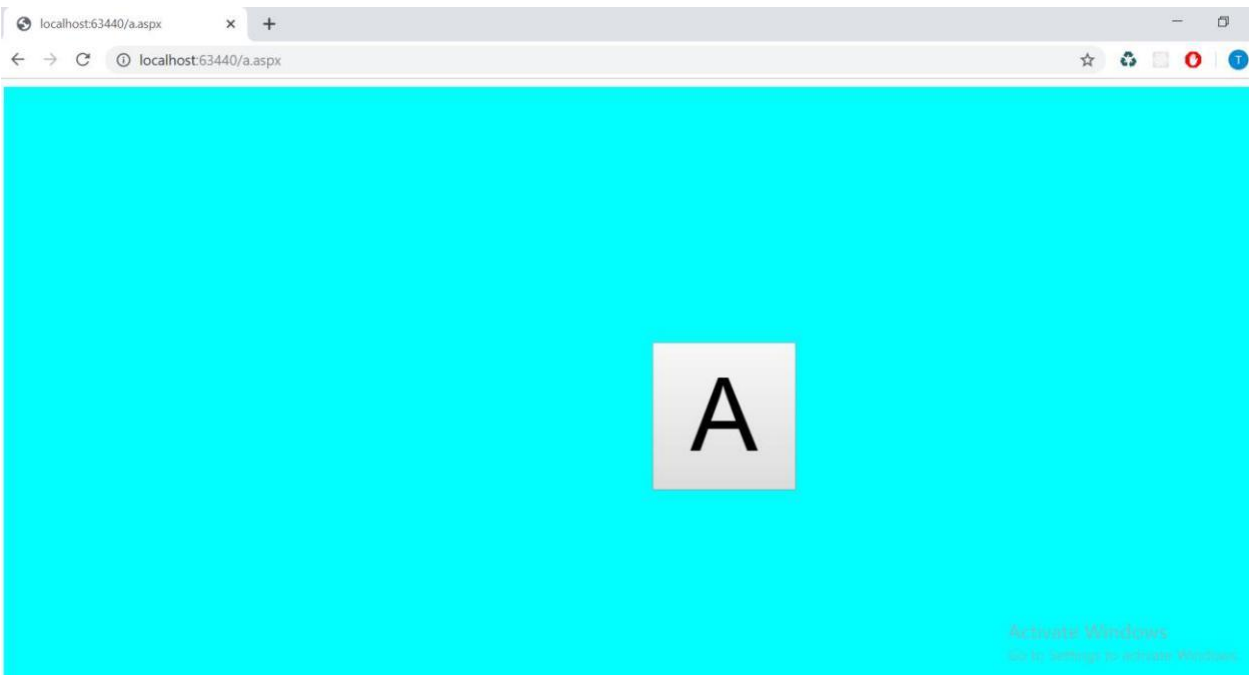
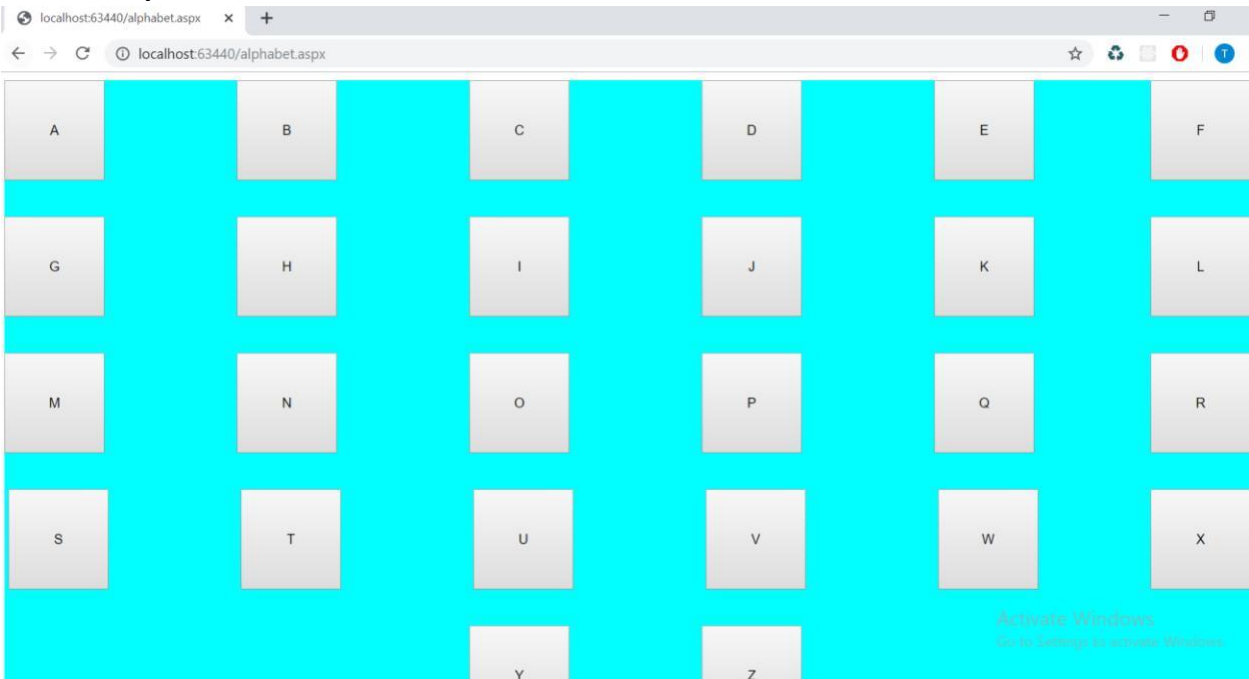
System Design Specification

6. User Manual

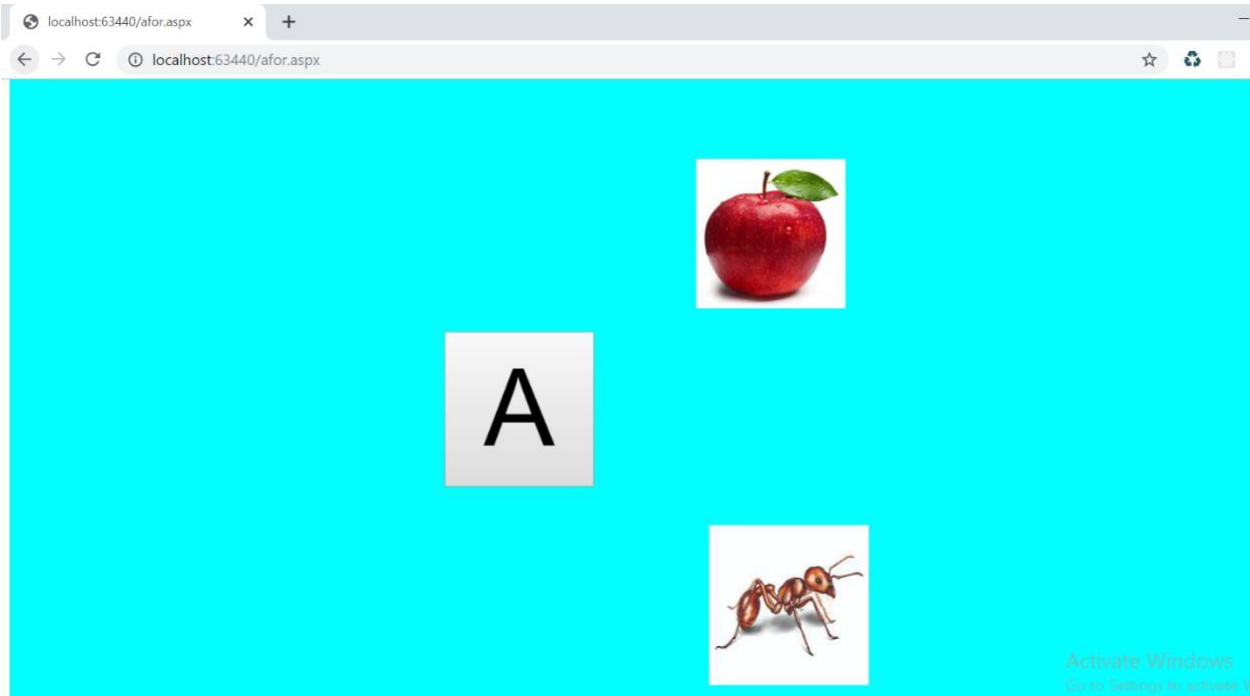
6.1 Home Page



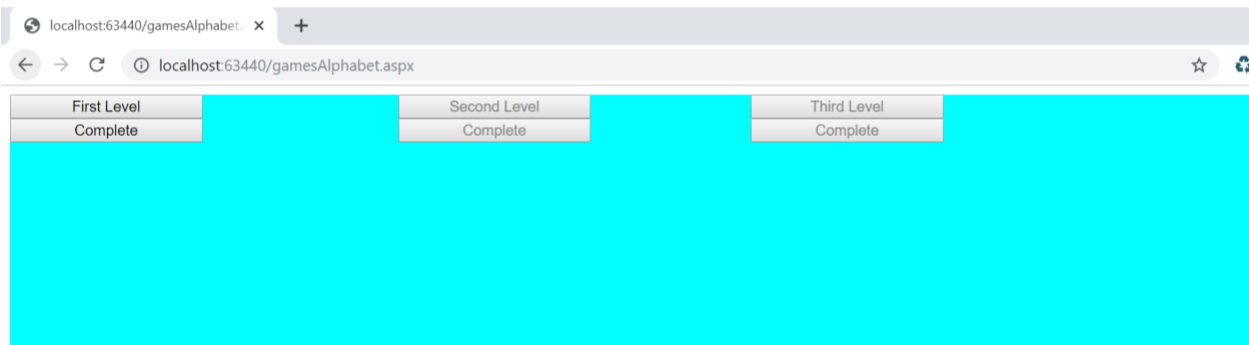
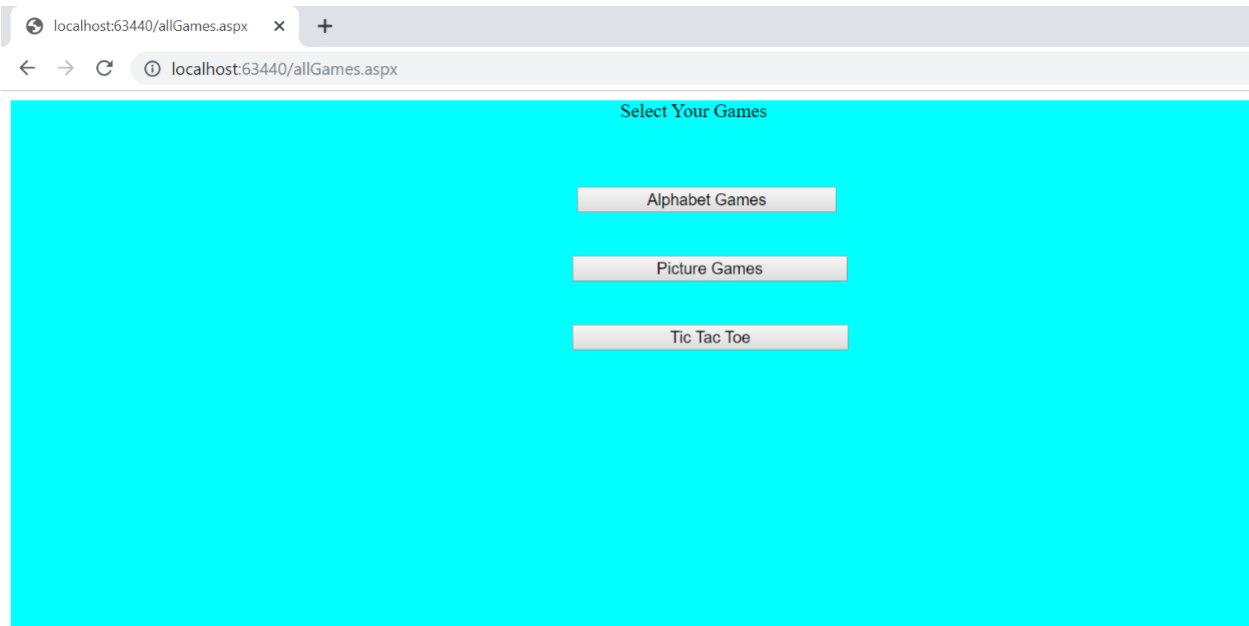
6.2 Learn Alphabets

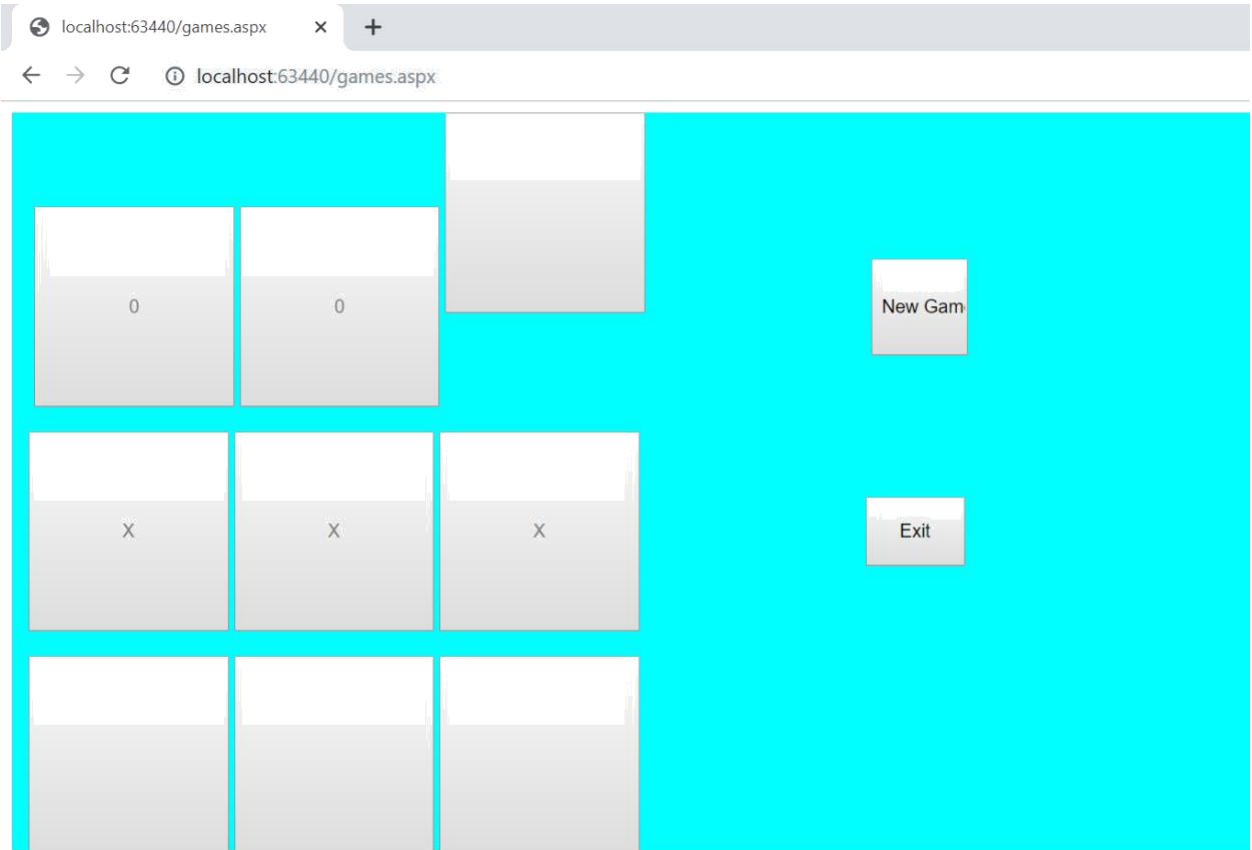


6.3 Learn Pictures

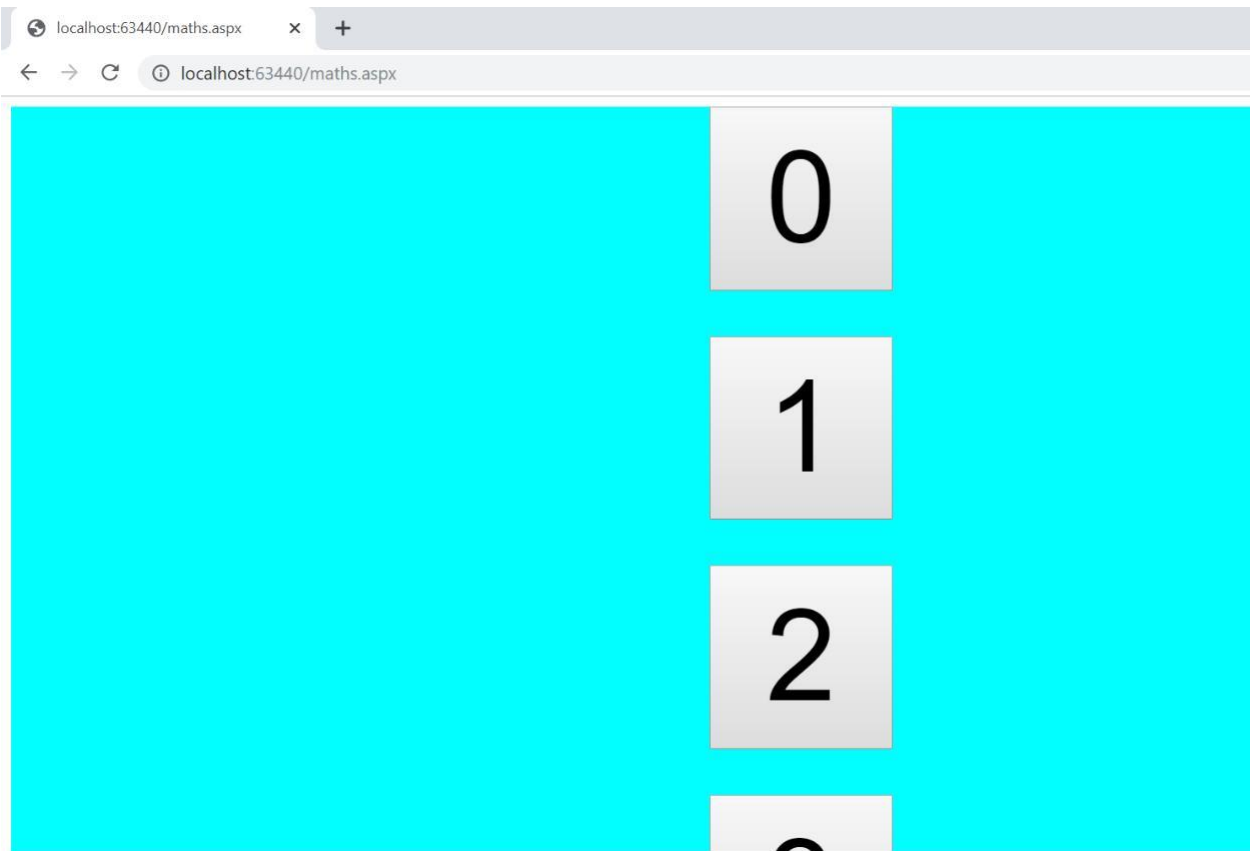


6.4 Games

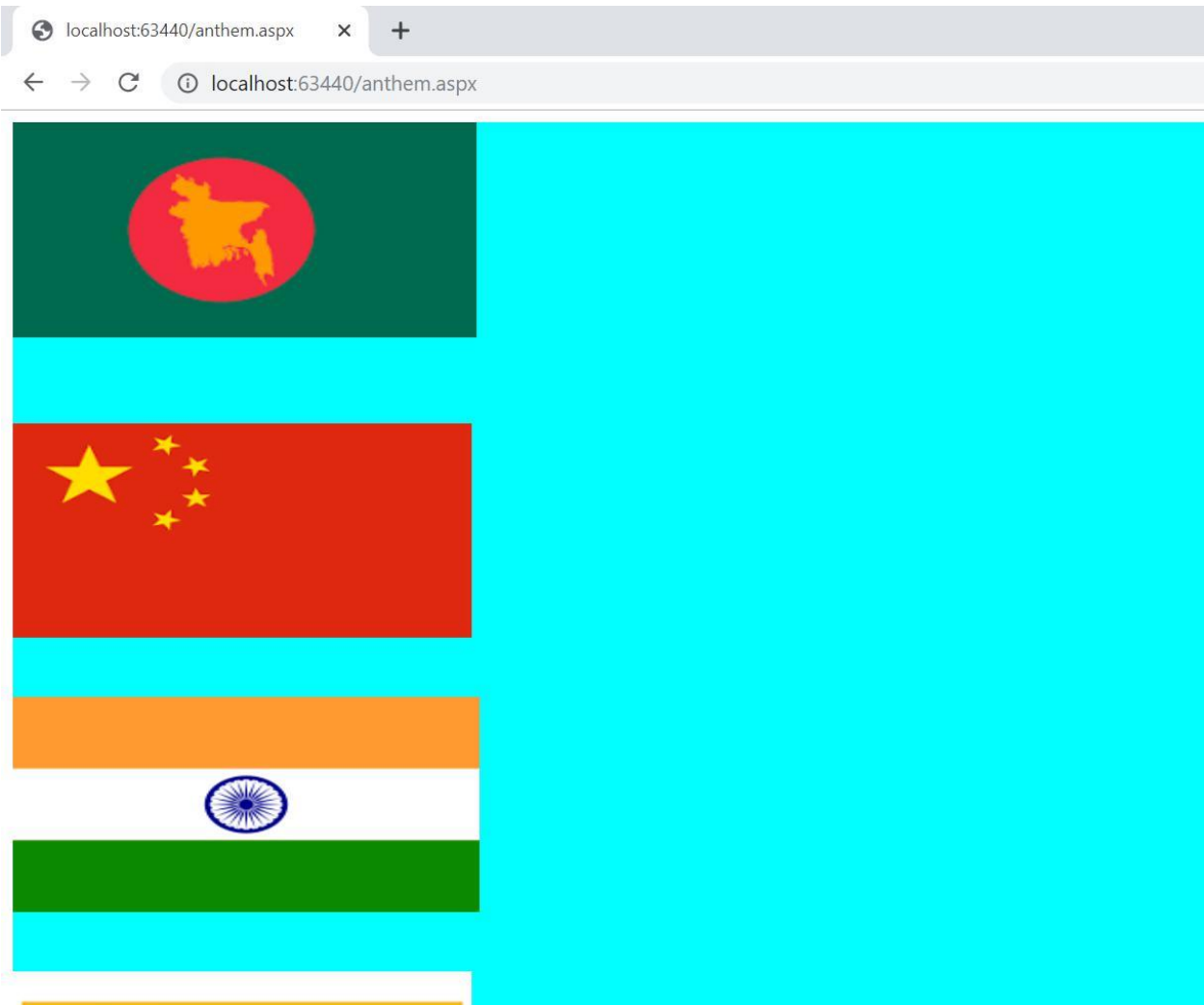




6.5 Math



6.6 Anthems



Chapter 7

Project Summery

7.1. GitHub link: <https://github.com/mohonto/KidsLearningSystem>

7.2. Limitations:

- Can't add more games.
- Cannot add exam.

7.3. Obstacles & Achievements:

I have to face many problems to complete this project as example add alphabets sound in database and then show in alphabets in the screens, email verification. Although I have done it by taking help from my supervisor, searching the concept from google, friends . I achieve my confident to develop this project alone .

7.4 FUTURE IMPROVEMENT

1. Add more games.
2. Add exam for kid.

7.5 References

To complete these system, I have taken help from many places. Some references are:

[1] <https://www.tutorialsteacher.com/>

[2] <http://csharp-video-tutorials.blogspot.com/>

[3] <https://www.c-sharpcorner.com/>

[4] www.w3schools.com/

