

A  
PROJECT REPORT  
ON  
**“Kids Learning System”**

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**M.Sc.(Computer Science) Semester-II**

**Submitted To :**

Savitribai Phule Pune University

For Complete Fulfillment

Of

M.Sc.(Computer Science) Semester-II

**Department of Computer Science**

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**Cidco, Nashik-8.**

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**Department of Computer Science**

**Academic Year 2022-2023**

## **CERTIFICATE**

This is to certify that the Project Title "**Kids Learning System**" has been successfully completed by: **Ashwini Niranjn Wagh and Aayesha Gulab Maniyar** in partial fulfillment of the requirements of M.Sc.(Computer Science) Semester-II to Savitribai Phule Pune University for the academic year 2022-2023.

**Project Guide:**

**Head of the Department:**

**Internal Examiner:**

**External Examiner:**

# **ACKNOWLEDGEMENT**

We are sincerely thankful to our project guide prof. A.D. Bhandare. Any project requires the guidance, contribution of time along with effort by many people. It is difficult task to acknowledgement all those who have been helping in our academic project work.

I take opportunity to express out my deepest gratitude and heartily thankful to our Computer Science Department. Project guide prof. A.D. Bhandare for valuable guidance during the development of my project during the project we learned a lot which will be helpful in our and many people who uses the project for future studies. Finally, we are also thankful to my parents, all my classmate and those who had lend me a helping hand for the completion of this project.

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# INTRODUCTION

The Kids Learning System is a comprehensive educational platform designed specifically for children to support their learning and development. This app aims to make learning a fun and enjoyable experience for young minds, nurturing their curiosity and expanding their knowledge about nature's vibrant creations.

The main goal of a kids learning system is to provide a structured and effective learning environment that promotes cognitive, social, and emotional growth. This app is built with the goal of fostering curiosity, creativity, and knowledge acquisition in a fun and interactive manner. Kids Learning System can be accessed through computers, tablets, or smartphones, allowing children to learn anytime and anywhere. They can be used at home, in classrooms, or in other educational settings to supplement traditional teaching methods and enhance children's learning experiences.

Fun Learn is not just an app it's a gateway to an exciting world of knowledge and discovery. With its engaging activities, personalized learning paths, and captivating multimedia content, Fun Learn empowers children to learn, grow, and thrive in a fun and interactive way. Let your child embark on an educational adventure with Fun Learn, where learning becomes an enjoyable experience that unlocks their full potential.

Kids Learning System aims to make learning enjoyable, interactive, and effective, fostering a love for learning and supporting children in their educational journey.

# Existing System

The existing system of a kids learning app typically includes user registration and login, age and skill level selection, educational content such as lessons and exercises, interactive games and activities, progress tracking and performance reports, multimedia integration, parental controls and settings, and offline access and synchronization. The app allows users, such as parents or children, to create an account or log in using existing credentials. User registration helps personalize the learning experience and allows for progress tracking and synchronization across devices. The app often prompts users to select the appropriate age group or skill level for the child. This helps customize the content and activities based on the child's developmental stage and abilities.

Learning apps for kids typically incorporate interactive games and activities to make the learning process engaging and enjoyable. These games often involve puzzles, memory challenges, matching exercises, and problem-solving tasks. The games are designed to reinforce concepts, improve cognitive skills, and provide a hands-on learning experience.

The existing system of a kids learning app is designed to provide a user-friendly and interactive platform for children to explore, learn, and develop essential skills in an engaging and fun manner.

# Proposed System

This aim of proposed system is to develop a system of improved facilities. The proposed system can overcome all the limitations of the existing system. The system provides proper security.

The proposed system would facilitate parent-child collaboration by providing tools for parents or guardians to actively participate in their child's learning journey. This could include features such as progress monitoring, in-app communication, and suggestions for extension activities that parents can engage in with their child to reinforce learning and foster a supportive learning environment at home.

The proposed system aims to provide an even more immersive, personalized, and interactive learning experience for children. By incorporating advanced features and leveraging emerging technologies, it strives to make learning not only educational but also enjoyable, inspiring a love for learning and fostering curiosity in young minds.

- It is easy to use and an efficient system.
- The system provides proper security
- It is user friendliness and interactive.
- The system maintains all records easily.

# Scope of the System

The scope of a kids learning app can vary depending on its specific objectives and target audience. However, here are some common aspects that fall within the scope of a kids learning app:

## Educational Content:

The app should provide a wide range of educational content tailored to the target age group, covering subjects such as language skills, mathematics, science, social studies, arts, and more. The content should be age-appropriate, engaging, and aligned with educational standards or curriculum frameworks.

## Parental Involvement:

Providing tools and features that enable parents or guardians to actively participate in their child's learning process can be beneficial. This can include parental controls, progress monitoring, communication channels with educators, and suggestions for supporting learning activities at home.

## Offline Access and Synchronization:

The app can allow offline access to certain features or content, enabling children to continue learning even without an internet connection. Synchronization capabilities ensure that the child's progress and data are saved and can be accessed across multiple devices.

## Safety and Privacy:

Ensuring a safe and secure learning environment is essential. The app should implement appropriate security measures, adhere to privacy regulations, and provide child-friendly interfaces that prevent accidental access to inappropriate content or interactions.

It's important to note that the scope of a kids learning app can be expanded or tailored based on specific goals, target audience, and technological capabilities.



# Feasibility Study

## 1. Operational Feasibility :

Operational feasibility refers to assessing whether a proposed project or system can be effectively implemented and integrated into existing operations. In the context of a kids learning system, operational feasibility focuses on determining if the system can be practically and efficiently used by its intended users. The project I am developing is operating feasible as there is no need for user to have good knowledge in computer before using it. The user can learn and use the system with easiness. He just needs to reads to read the manual or tutorial from the developer.

## 2. Technical Feasibility :

Assess the technical requirements and resources needed to develop and maintain the kids learning system. Consider the availability of skilled developers, required technologies (e.g., programming languages, databases, multimedia integration), and any potential challenges or limitations that may arise during development. This assessment focus on technical resources available to application. Kids learning system is technically feasible because all resources require for system are available in any application. I am going to use android and java programming language.

## 3. Economical Feasibility :

Economical feasibility refers to evaluating the financial viability and benefits of implementing a proposed project or system. In the context of a kids learning system, economical feasibility focuses on assessing whether the system is financially sustainable and provides a positive return on investment. Economical analysis is most frequently used for evolution of the effectiveness of the system more commonly knows as cost/ benefit analysis the procedure is to determine the benefit and saving that are expected from a system and compare them with costs, decisions is made to design and implement the system. Top Management does not likes to get confounded by the various technicalities that bound to be associated with a project of this kind.

In the system the Organization is most satisfied by economic feasibility, because, if the organization implements this system.it need not require any additional hardware resource as well as it will be saving lot of time.

# **Hardware and Software Requirement**

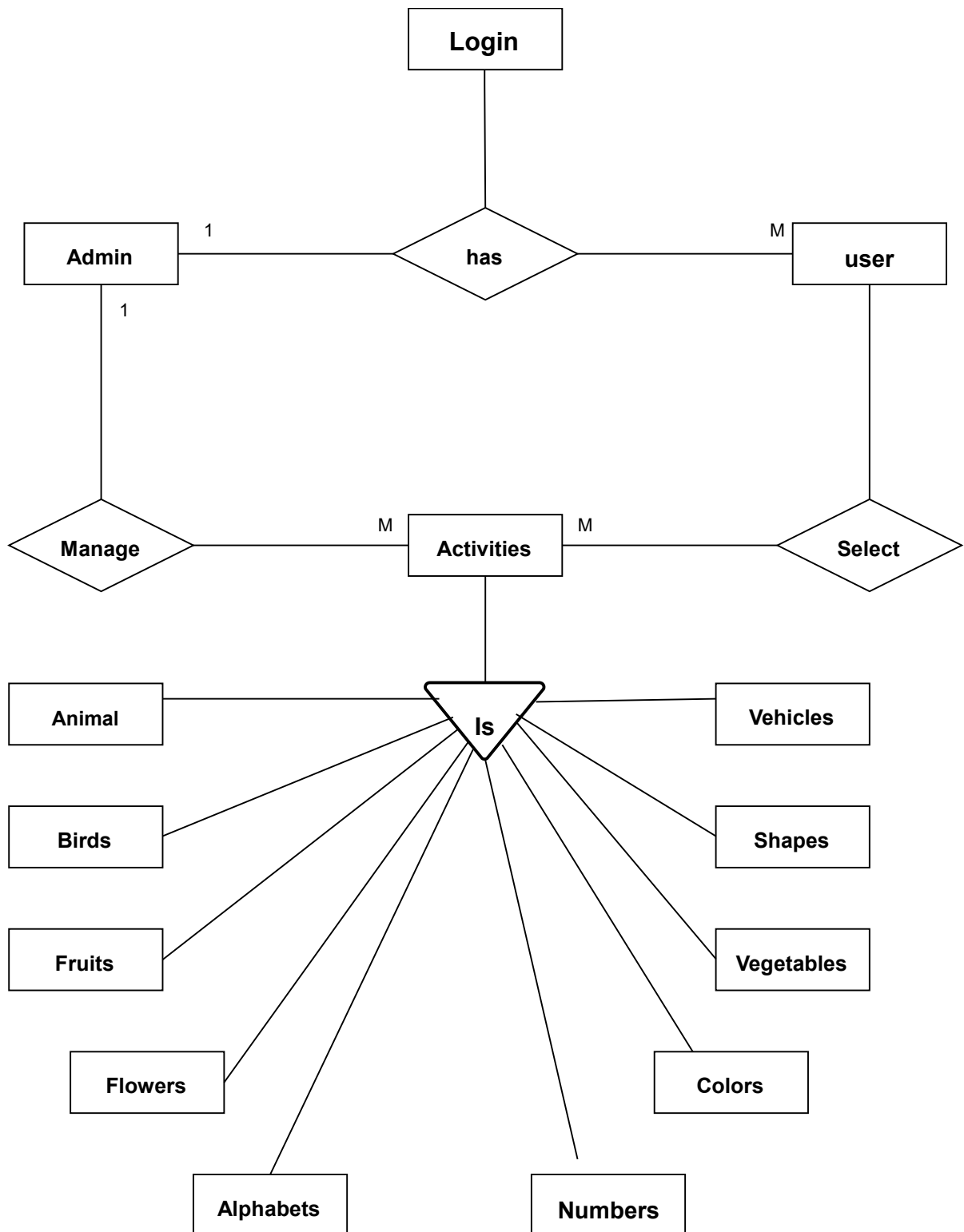
## **Hardware Requirements :**

1. Processor : Core i5 and above.
2. Hard Disk : 500 GB
3. Memory : 8 GB RAM

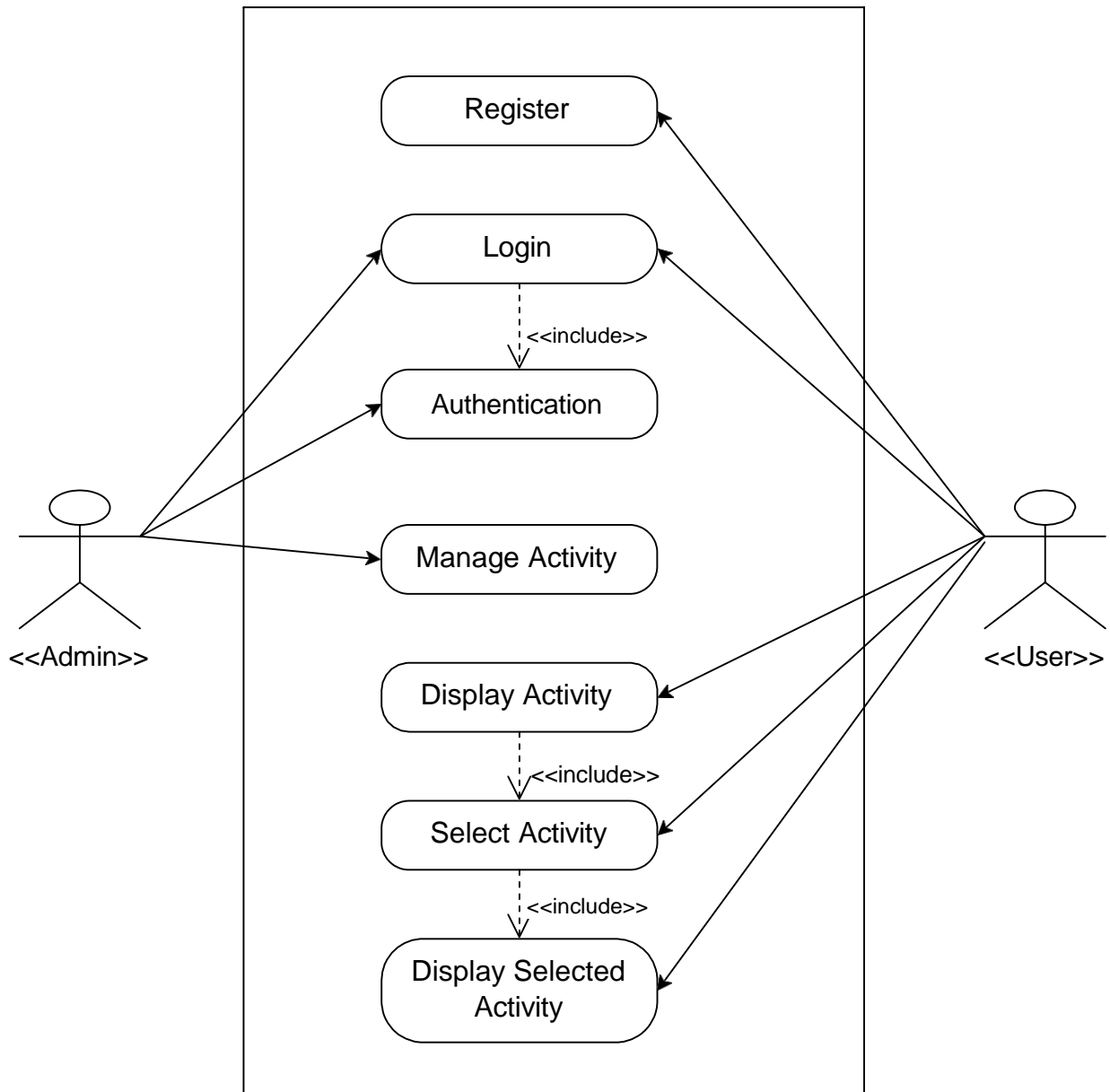
## **Software Requirements :**

1. Operating System Windows 10
2. Android Studio
3. SQLite Database
4. SDK and JDK
5. Java Programming Language

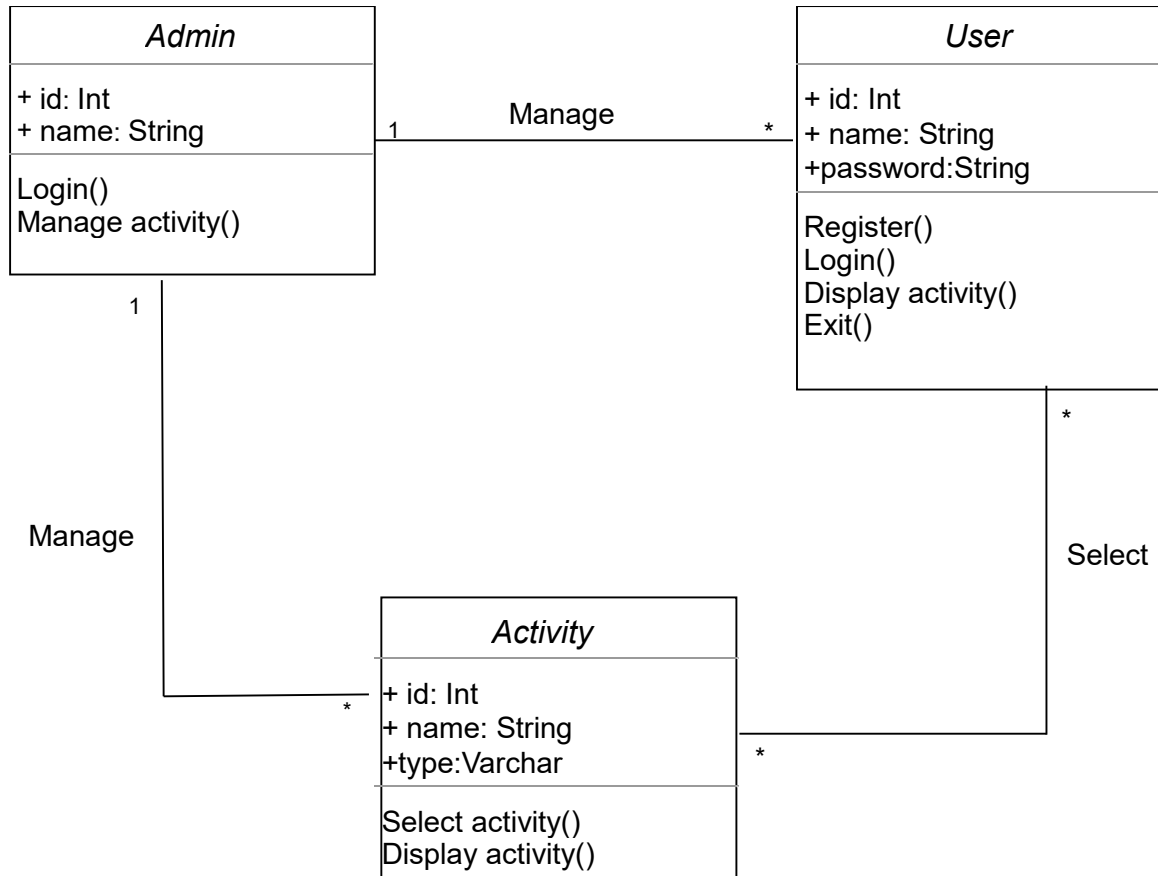
# E-R Diagram



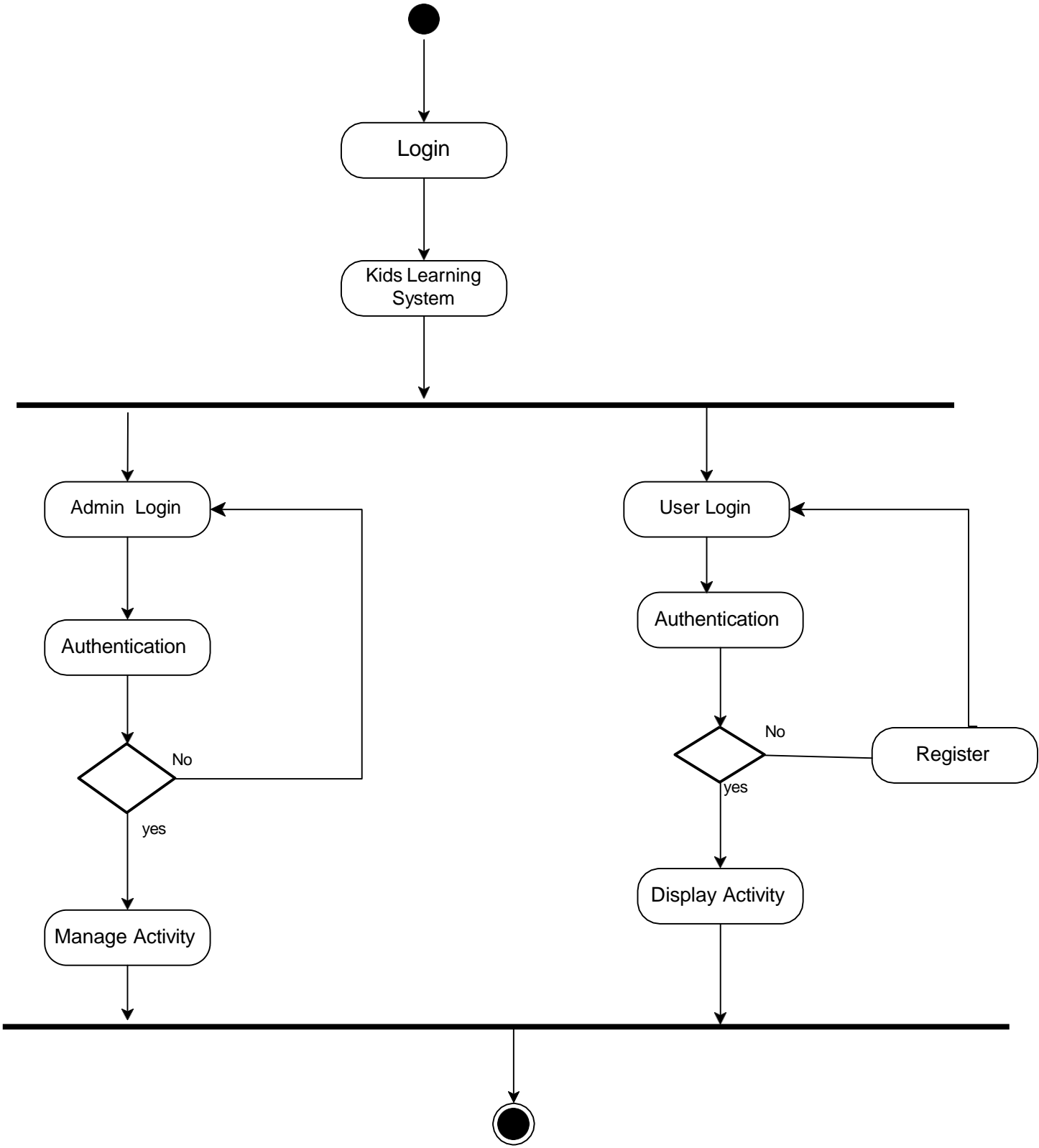
# Use Case Diagram



# Class Diagram



# Activity Diagram



# Data Dictionary

## Admin

<b>Field_Name</b>	<b>Data_Type</b>	<b>Description</b>
a_id	Int	Primary Key
a_name	Varchar	Not Null
u_id	Int	Foregin Key
A_id	Int	Foregin Key

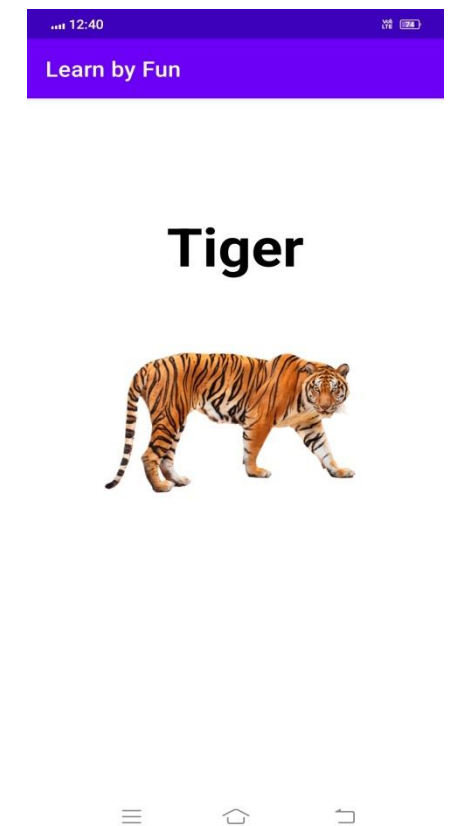
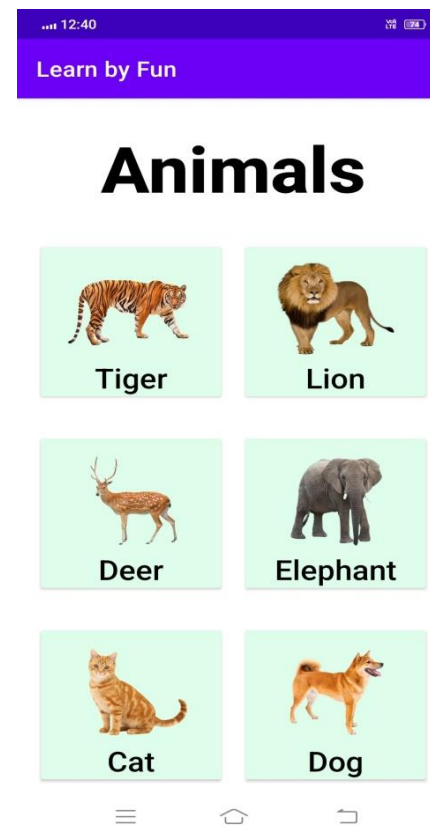
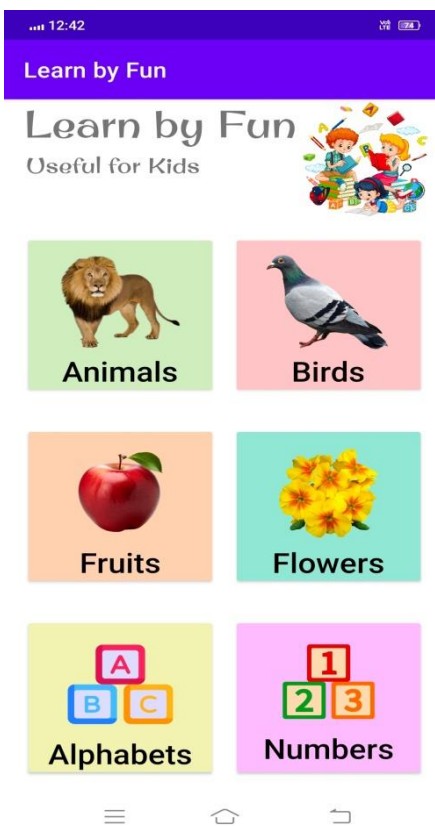
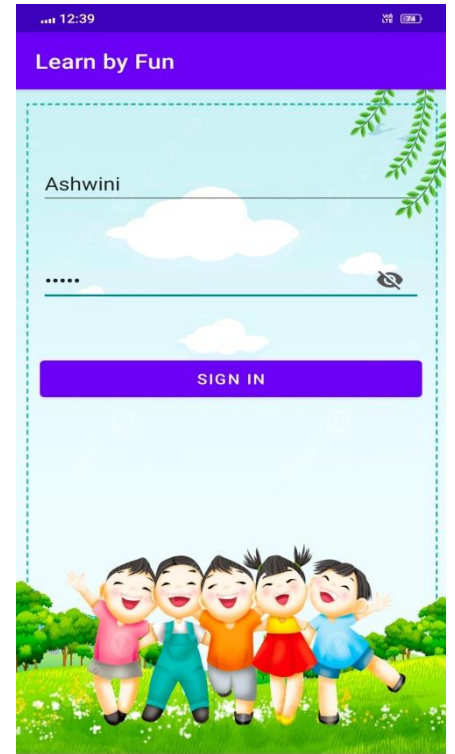
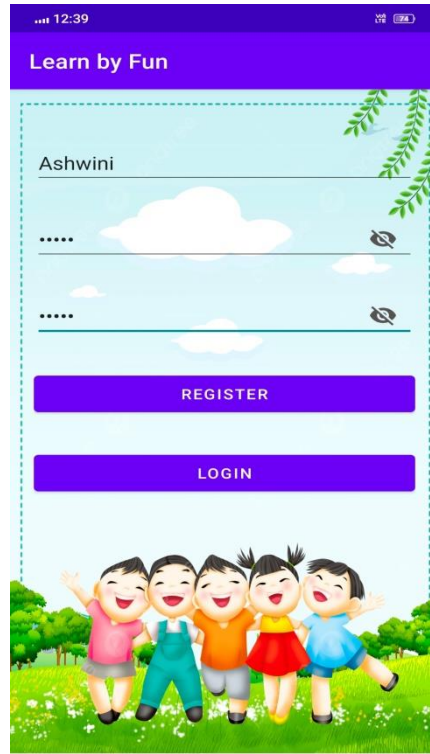
## User

<b>Field_Name</b>	<b>Data_type</b>	<b>Description</b>
u_id	Int	Primary key
u_name	Varchar	Not Null
password	Password	Not Null
a_id	Int	Foregin Key
A_id	Int	Foregin Key

## Activity

<b>Field_Name</b>	<b>Data_Type</b>	<b>Description</b>
A_id	Int	Primary key
A_name	Varchar	Not Null
A_type	Varchar	Not Null
a_id	Int	Foregin Key
u_id	Int	Foregin Key





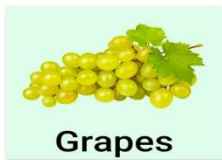
# Birds



# Peacock






# Fruits



# Orange



# Flowers

 Hibiscus	 Sunflower
 Champa	 Periwinkle
 Rose	 Marigold

Navigation icons: menu, home, back

# Hibiscus



# Alphabets

<b>Aa</b>	<b>Bb</b>
<b>Cc</b>	<b>Dd</b>
<b>Ee</b>	<b>Ff</b>

Navigation icons: menu, home, back

# Numbers

<b>1</b> One	<b>2</b> Two
<b>3</b> Three	<b>4</b> Four
<b>5</b> Five	<b>6</b> Six

Navigation icons: menu, home, back

# Conclusion

In conclusion, a kids learning app is a valuable tool for providing an engaging and interactive learning experience for children. By incorporating educational content, interactive activities, and personalized features, such an app can support children's cognitive development, knowledge acquisition, and skills enhancement.

The app's existing system typically includes user registration, educational content, interactive games, progress tracking, and parental controls. However, the proposed system aims to enhance the user experience by offering advanced personalization, gamification elements, social interaction, augmented reality integration, adaptive learning algorithms, an expanded content library, and increased parental involvement.

By considering these factors, a well-designed and properly implemented kids learning app can provide an effective and enjoyable learning platform for children, supporting their educational journey and fostering their curiosity and love for learning.

# Bibliography

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