A Review of Kids Tutor

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Abstract:- **With growing exposure of children to handheld and mobile devices, there is an increasing interest in exploring the use of mobile technology for educational purposes. In particular, touch-based devices seem to promise great potential in this domain. In this project, we present kids Tutor. An Android-based application designed to help children learn and practice early numeracy addition and subtraction (take away) as well as help teachers monitor and review children's progress, with support for English language. We describe the design and development process, features of the application, and the results of a usability evaluation. This project takes a step towards creating interactive platforms required for educating the upcoming generation of digital natives**

Keywords :- Mobile Devices, Android, Digital Natives.

1. INTRODUCTION

- It is a hybrid mobile application.

A hybrid App is one that is written with the same technology used for website and mobile web implementation and that is hosted or runs inside a native container on a mobile device. Hybrid app uses a web view control to present the html and javascript files screen format, using the native browser.

- It is developed on android platform.

There are already many mobile platforms on the market today, including Symbian, iPhone, Windows Mobile, BlackBerry, Java Mobile Edition, Linux Mobile (LiMo), and more.

While some of its features have appeared before, Android is the first environment that combines: A truly open, free development platform based on Linux and open source. Handset makers like it because they can use and customize the platform without paying a royalty. Developers like it because they know that the platform "has legs" and is not locked into any one vendor that may go under or be acquired. A component-based architecture inspired by Internet mash-ups. one application can be used in another in ways not originally envisioned by the developer. You can even replace built-in components with your own improved versions. This will unleash a new round of creativity in the mobile space. Tons of built-in services out of the box. Location based services use GPS or cell tower triangulation to let you customize the user experience depending on where they are. A full-powered SQL database

- Database is made on My-SQL

MySQL is the most popular Open Source Relational SQL database management system. MySQL is one of the best RDBMS being used for developing web-based software applications. This will give you quick start with MySQL and make you comfortable with MySQL programming.

2. PROPOSED SYSTEM

A) provide children with various new educational techniques regarding all the subjects they study. Practical learning is always a better option than theory learning. Thus learning in a practical way will help the kids in long term. Maths is such a subject which cannot be learned thus it needs to be understood and it needs practice. Kids can only practice those things which they find interesting and can grab their attention. Thus the learning should be in such a way that can keep them glued to the application and thus they would be able to practice maths. The games in the applications are mathematical games which will teach the kids basics of mathematics like addition, subtraction, division, multiplication, counting and comparing, All these functions features will be available to the kids in an attractive manner thus it will keep them interested.
To teach children various forms of arts and creativity through video sessions.

B) To provide them with inspirational lectures and sessions related to overall personality development. These videos will be inspirational and will be according to the age group of kids.

C) To provide them with the option of making their own profiles, making friends, chatting with each other and making groups where they can discuss on various projects and other issues. With so many social networking sites the kids gets attracted to them and want toexplore the sites. But these sites are not meant for the kids as they can be exposed to things which are not suited for their age.

D) To provide them with the facility of interacting with various teachers to undergo discussions and resolve queries.

E) To provide them with the option of playing games which will help to improve their thinking ability and concentration, build up their mental power and also provide entertainment.

DESIGNING OF THE SYSTEM :-

Our proposed system contains four modules

- Fun Games
- Video Lectures
- Fun Videos
- Social Networking

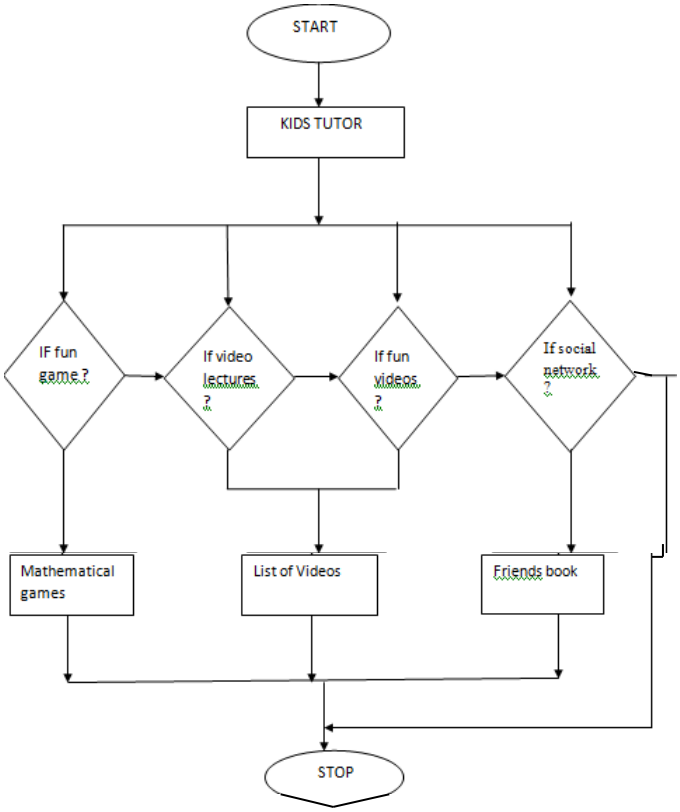
Workflow of the system is as follows :-

After opening the application the user has to select from the above four modules. These modules will take users to their respective home pages. This application will allow kids to play games, watch video lectures, watch funny videos and interact with other kids on the social media. This application is user friendly hence kids can easily use the application. This application is fun to use for the kids as well as educational. The games on the Fun Games modules are mathematical thus the children will enjoy as well as learn from the games. Also the Video Lectures modules will teach the kids many things and that too in fun way.

Hybrid apps are a great option for us if we

- Do not need the advance graphics performance that you can only get from a native app.
- Want to target multiple mobile platforms.
- Want to take advantages of device capability like geo location.
- Want the app to be usable when the device is offline.

3. FLOWCHART OF HOMEPAGE :-



This is the flowchart of our first screen which contains four modules like: fun game, video lectures, fun videos and social network. When the user open the application and he has to select the option either fun game, video lectures, fun videos and social network. If user select fun game option then the respected page will be open otherwise, the remaining option would be choose. Among these the Fun Games module does not require internet connectivity and thus kids can play games anytime without internet connection. Not only this, the games in this section are learning games. Along with entertainment and fun kids will also get to learn maths and they will enjoy learning it.

4. IMPLEMENTATIONS

The project on general KIDS TUTOR it contains four modules:

1. Fun games.
2. Video lectures.
3. Fun videos.
4. Social network.

- election :
  User has to connect with connectify-me which built in server.
  And then user has to open KIDS TUTOR application which is installed
  in android mobile phone.

- stablishing the connection:
  First you need to establish a connection with the data source you want to use to start the project first the user stories were created. The application was designed keeping in mind the age of the end users which are children from ages 0-12. The design was kept fairly simple and easy to understand by the children. The design was also made colourful and attractive so that the children find it enjoyable. The navigation was purposely kept simple and not over-crowded with too many options as children can get confused if they are given a lot of options to move forward, backward and to the main

Application development:

Following iterative and incremental, the development was executed in a series iterations. With each of these iterations, the design and development were assessed and refined, while moving closer to completion. In the following sub-sections, we describe the activities and key design aspects achieved in the iteration providing a sense of the evolving application.

➢ Iteration 1 :

The development of Android applications involves some installation prerequisites like the installation Eclipse SDK, Android SDK and Android Development Tools (ADT) to get a running environment. For developers, Android SDK provides a rich set of tools, including debugger, libraries, handset emulator, documentation, sample code, and tutorials. Android applications can be easily developed using Eclipse (Android's official development platform) with the help of a plug-in called Android Development Tools (ADT). The development phase consists majorly of designing and developing activities. A concise

definition of activity as stated in the official help for eclipse states "An activity is a logical grouping of functionality that is centred around ascertains kind of task.

Hence an activity is a group of sub-classes designed and developed to create the interface and add functionality to them. The first development iteration involved implementing the user stories of the students. The addition of numbers up to 5 was programmed initially by generating different questions randomly using the built in random number function and against every questions four options were randomly generated correspondingly .

- Iteration 2

The second iteration involved addition of numbers up to 10. For this the addition class was modified to handle the random numbers generation dynamically based on the
selected exercise type. Also the take away class was implemented following the same pattern. This iteration also involved the modification of Add Activity and Subtract Activity to make it more generalized for all exercises. For this purpose the referring activity passes the exercise type and Add /Subtract Activity.

- Iteration 3:

In the third iteration, the objects (e.g. fruits) were displayed alongside the numbers to help student to calculate the correct answer. The results were calculated and the scores were created and displayed on the scorecard with the medal earned. During this iteration theOrientation was fixed so that while using the tablet if the orientation is changed then the application is not affected. For Android, this is neither an automatic functional and needs to be implemented Sounds (audio files) were added against the numbers in the English language.

- Iteration 4:

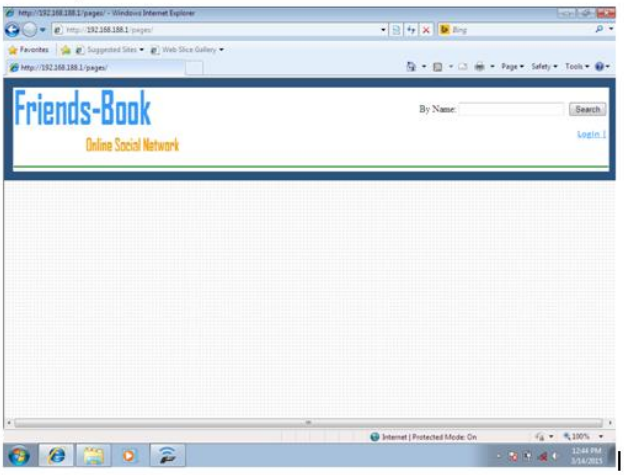
In this iteration, the user stories pertaining to the teacher-user were implemented. User Management classes were created to add and delete the students. Then the settings class was added as a separate activity to configure the language and the exercise mode and fill were added for supporting two languages to the application. This iteration also consisted of designing the database and the schema with the students and score table in the database. The Score table is used to save results after each exercise. The iteration used SQLite database as. The base class for working with a SQLite database in Android which provided methods to open, query, update and close the database. In addition it provides the execSQL() method, which allows to execute an SQL statement directly.

The object Content Values allows to Define key/values. The "key" represents the table column identifier and the "value" represents the content for the table record in this column. Content Values was used for inserts and updates of database entries. This was implemented as a data Adapter class. Also a java class was added to pass the values from the business logic to the database. The major functions of the dbAdapter included creating the student, fetching the students in the student section, updating and deleting the selected students, saving the scores of the student and fetching the scores against the student.

5) RESULT AND SCREANSHOT

Following fig shows the first page of output

This is the first page of output which contains four modules : Fun Games, Video Lectures, Fun Videos and Social Networking. Among these the Fun Games module does not require internet connectivity.



5. CONCLUSIONS:-

Android has been criticized for not being all open-source software despite what was announced by Google. Parts of the SDK are proprietary and closed source, and some believe this is so that Google can control the platform. Software installed by end-users must be written in Java, and will not have access to lower level device APIs. This provides end-users with less control over their phone's

functionality than other free and open source phone platforms, such as OpenMoko.

all upcoming applications and mobile services Google Android is stepping into the next level of Mobile Internet. Android participates in many of the successful open source projects. That is, architect the solution for participation and the developers will not only come but will play well together. This is notable contrast with Apple and other companies, where such architecture of participation is clearly belated.

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