

MATHS APP

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Class 8th



OVERVIEW

- **App Name:** (**MATHS APP**)
- **App Description:** (My app is based on Artificial Intelligence . It has various options through which a student can enhance his mathematical reasoning .)
- **Track:** (Youth Individual)
- **Category:** (**Education and Resarch**)



THEME

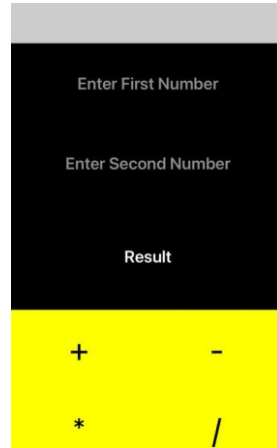
In 100 words or less, describe the problem that you chose to address, and why you were interested in solving it. Please note that this portion of your submission will be published if you are selected as a finalist or winner.

The problem I chose to address while developing my education app was the lack of personalized and adaptive learning experiences for students. I were interested in solving this issue because traditional educational approaches often follow a one-size-fits-all model, which fails to cater to individual learning styles and paces. By doing so, I seek to enhance engagement, promote self-directed learning, and foster a deeper understanding of subjects, ultimately empowering students to achieve their full academic potential.



INSTRUCTIONS

Please provide step-by-step instructions for using your app, along with high-quality screenshots of the app. Feel free to add as many slides as needed.



Step 1: (This is the home screen or UI of my app ..It contains 5 Buttons)

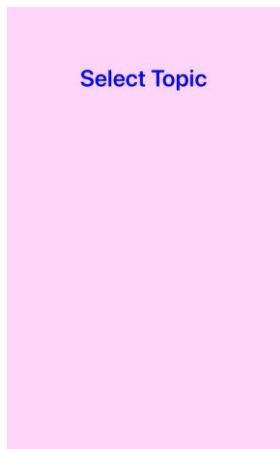
Step 2: (When we click on the first button i.e.. Calculator the UI Is shown in the above figure)

Step 3: (When we have done the work of Calculator we click back and the come to the Home Screen)

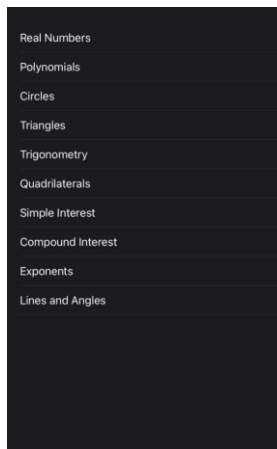


INSTRUCTIONS

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Step 4: (When we will click in Formula button the screen as shown above will open ... and ask to select a topic)



Step 5: (When we will click on Select Topic and then for example we will select Triangles .)



Step 6: (When we will click on Triangles all the formulas of triangles will open in the form of a image)



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Step 7: (When we will click back we will again come to Home Screen)



Step 8: (Now if we will click on Doubt button the above screen will open)



Step 9: For example if we type 22-11 and then we will click on Ask)



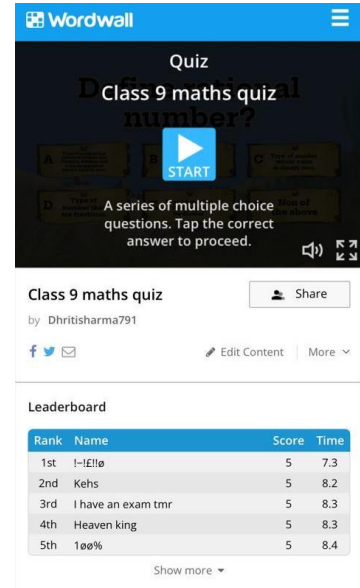
INSTRUCTIONS



Step 10: (When we will click on Ask if will show the result)



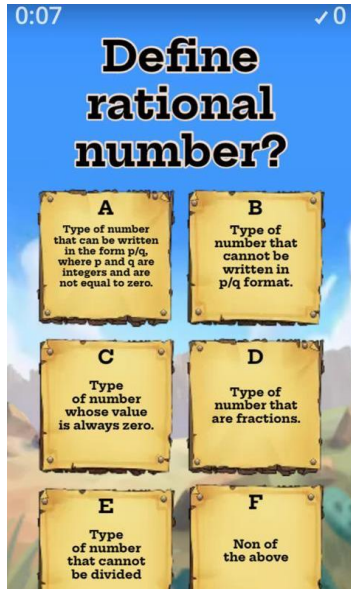
Step 11: (When we are done we will click back and come to Home Screen)



Step 12: (Now if we click on Quiz the above Screen will open)



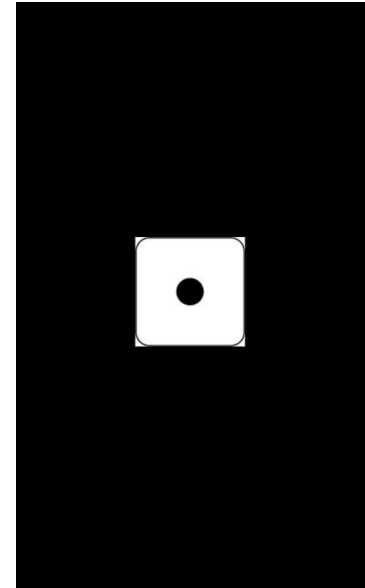
INSTRUCTIONS



Step 13: (Now if we click on Start the above Screen will open with Questions)



Step 14:(When we are done we will click back and come to Home Screen)



Step 15: (When we will click on Dice And when we will shake the phone it will show different dice faces)



LIMITATIONS

In 100 words or less, describe the limitations of your app and what people should carefully consider when using it.

While my education app strives to offer personalized learning experiences, it does have some limitations.

- (1) As an AI-driven platform, it may not fully replace human interaction and personalized guidance from teachers.**
- (2) Users should be mindful that technology is a tool, and excessive reliance on the app might lead to a lack of diverse learning experiences.**
- (3) Users must strike a balance between app usage and traditional learning methods for optimal educational outcomes.**



ACKNOWLEDGEMENTS

Please list the names of anyone who helped you with developing your app, and describe what type of help they provided.

- Saurav Sir : (He helped me in adding chat bot in the app , and told me about the competition .)
- Anshul Sir : (He helped me in adding UI to the app .)

