

EXPENSIVE TRACKER

INTERDISCIPLINARY PROJECT

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Technology in Information Technology

by

ADRIEL SAMUEL S (Reg.No-41120006)



DEPARTMENT OF INFORMATION TECHNOLOGY

SCHOOL OF COMPUTING

SATHYABAMA

INSTITUTE OF SCIENCE AND TECHNOLOGY

(DEEMED TO BE UNIVERSITY)

CATEGORY-1 UNIVERSITY BY UGC

Accredited "A++" by NAAC

12B Status by UGC |Approved by AICTE

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MAY 2024



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BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of **ADRIEL SAMUEL S(41120006)** who carried out the project entitled “**EXPENSIVE TRACKER**” under my supervision from January 2024 to May 2024.

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External Examiner

DECLARATION

I ADRIEL SAMUEL S hereby declare that the Project Report entitled “Language Learning App” done by me under the guidance of **Dr.P. JEYANTHI, M.E., Ph.D.**, is submitted in partial fulfillment of the requirements for the award of Bachelor of Technology degree in Information Technology.

DATE:

PLACE:

SIGNATURE OF THE CANDIDATE

ACKNOWLEDGEMENT

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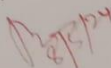
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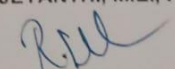
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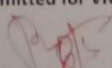

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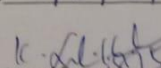
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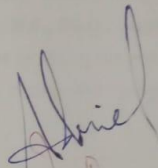

External Examiner

DECLARATION

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ABSTRACT

The project aims to provide an interactive and engaging platform for users to learn languages efficiently. The application integrates various features such as interactive lessons and community engagement to enhance the language learning experience. Through the utilization of Flutter's cross-platform capabilities, the app ensures compatibility with both Android and iOS devices, maximizing accessibility for users across different platforms. The report discusses the design, development process, challenges encountered, The language learning app is designed to cater to diverse user needs and learning styles. It offers a range of functionalities, including interactive lessons with multimedia content, vocabulary exercises. Utilizing Flutter's robust set of tools and widgets, the app ensures a seamless user experience across different devices and screen sizes. Moreover, Flutter's hot reload feature facilitates rapid prototyping and iteration, enabling efficient development cycles and timely updates over the upcoming years.

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LIST OF ABBREVIATIONS

ABBREVIATION	EXPANSION
UI	- User Interface
UX	- User Experience
iOS	- iPhone Operating System
UAT	- User Acceptance Testing
IDE	- Integrated Development Environment

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CHAPTER 1

INTRODUCTION

In an increasingly interconnected world, the ability to communicate in multiple languages has become a valuable skill, facilitating cross-cultural understanding, collaboration, and personal growth. With the advent of mobile technology, language learning has transcended traditional classroom boundaries, allowing individuals to engage in self-directed learning anytime, anywhere. In response to this shift, the development of mobile applications for language acquisition has surged, offering learners a diverse array of tools and resources to support their language learning journey. This report introduces the development and implementation of a language learning mobile application utilizing the Flutter framework. Flutter, developed by Google, has gained popularity for its ability to streamline the cross-platform app development process, enabling developers to create high-quality, native-like experiences for both Android and iOS platforms from a single codebase. Leveraging the versatility and efficiency of Flutter, the language learning app aims to provide users with a dynamic and immersive learning experience tailored to their individual needs and preferences. The introduction outlines the rationale behind the project, highlighting the growing demand for accessible and the engaging language learning solutions in the today's world.

1.1. FLUTTER

Flutter, a robust cross-platform UI toolkit developed by Google, is at the heart of Language Learning App, shaping the application's foundation and user interface. The utilization of Flutter brings a paradigm shift to the traditional app development approach, offering a single codebase that transcends platform-specific limitations. This innovation allows Language Learning App to deliver a visually captivating and responsive user interface, adeptly adjusting to both iOS and Android environments.

The efficiency of Flutter lies in its ability to streamline the development process, significantly reducing the complexities associated with managing separate codebases for different platforms. Developers benefit from a cohesive workflow, resulting in accelerated development cycles and enhanced productivity. Moreover, Flutter's hot reload feature enables real-time code changes and instant visual feedback, facilitating quick iterations and adjustments.

One of the key advantages of Flutter is its capability to ensure a consistent and high-quality user experience across diverse devices. By leveraging Flutter's rich set of customizable widgets, Language Learning App achieves a cohesive design language and smooth interactions, irrespective of the underlying operating system. Users can seamlessly transition between devices without compromising on the application's performance or aesthetics.

1.2. DART

i) Unified Codebase:

Language Learning App relies on Dart, a client-optimized programming language, for implementing backend logic and server-side operations. Dart's versatility enables developers to maintain a unified codebase for both the frontend (Flutter) and backend, fostering consistency and ease of collaboration.

ii) Asynchronous Programming:

Dart's support for asynchronous programming is crucial for handling concurrent operations efficiently. This feature ensures that Language Learning App can seamlessly manage multiple tasks, such as handling user requests, database operations, and external API calls, without causing delays or disruptions in the application's responsiveness.

iii) Scalability:

Dart's scalability is instrumental in accommodating the potential growth of Language Learning App. As the user base expands and the demand for learning increases, Dart's ability to scale allows the platform to handle higher traffic, ensuring a smooth and responsive experience for all the users.

iv) Strong Typing System:

Dart's strong typing system enhances code reliability and maintainability in Language Learning App. By catching potential errors during the development and the deployment phase.

1.3. FIREBASE

i)Real -time Data Synchronization:

Firebase Cloud Firestore supports real-time data synchronization, allowing seamless updates across multiple devices. This feature is crucial for Language Learning App, enabling students to experience large scale of learning and explore major languages of the country.

ii)Firebase Authentication for User Security:

Firebase Authentication provides a secure and straightforward user authentication process. Language Learning App leverages this feature to ensure that only authorized users can access the platform. Multi-factor authentication and identity verification contribute to a robust security layer.

iii) Serverless Cloud Functions:

Firebase offers serverless cloud functions that enable the execution of backend logic without managing servers. Language Learning App utilizes these functions for various tasks, such as user authentication, updating user data, and handling asynchronous operations. This serverless architecture enhances scalability and efficiency.

1.4. PROBLEM STATEMENT

Despite the growing demand for language learning tools in today's globalized world, many existing applications often suffer from issues related to accessibility, engagement, and platform compatibility. Traditional language learning methods can be rigid and fail to adapt to the diverse learning styles and preferences of users. Additionally, the fragmentation of the mobile app market across different platforms poses a challenge for developers seeking to reach a broad audience.

To address these challenges, this project aims to develop a language learning mobile application using the Flutter framework. The app seeks to provide a solution that is both accessible and engaging, offering users a comprehensive set of features to facilitate effective language acquisition. By leveraging Flutter's cross-platform capabilities, the app will ensure compatibility with both Android and iOS devices, thereby maximizing its reach and impact.

The problem statement encapsulates the need for a versatile and user-centric language learning solution that overcomes the limitations of existing applications. By developing a mobile app with Flutter, the project seeks to create a platform that empowers users to learn languages at their own pace, anytime and anywhere, while also addressing the challenges of platform fragmentation.

1.5. OBJECTIVES

The objectives of this project are to develop a comprehensive language learning mobile application using the Flutter framework, ensuring accessibility across diverse linguistic backgrounds and regions. Through interactive and immersive learning experiences, including gamification elements and multimedia content, user engagement will be enhanced to maintain motivation and interest. Leveraging Flutter's cross-platform capabilities, compatibility with both Android and iOS devices will be ensured, mitigating platform fragmentation. Personalized learning features will cater to individual learning styles. Community-driven features, such as language exchange forums will facilitate peer learning and cultural exchange.

Key Challenges:

i)Platform Compatibility:

Ensuring consistent functionality and performance across different devices and operating systems can be challenging due to variations in hardware, software, and platform-specific requirements.

ii)Language Support:

Supporting a diverse range of languages and dialects poses challenges in terms of localization, translation accuracy, and cultural nuances, particularly for languages with complex writing systems or phonetic structures.

iii)Engagement and Retention:

Sustaining user engagement and motivation over time is crucial for successful language learning. Designing effective gamification strategies, personalized learning pathways, and dynamic content.

iv)Content Creation and Curation:

Developing high-quality and relevant learning materials, including lessons, exercises, and multimedia content, requires extensive research, collaboration with language experts, and adherence to pedagogical principles.

v)Performance Optimization:

Ensuring smooth performance and responsiveness, especially for resource-intensive features such as multimedia playback and real-time interactions, requires careful optimization and testing across different devices and network conditions.

vi)Community Building:

Establishing and nurturing a vibrant user community, including language learners, tutors, and enthusiasts, requires proactive engagement, moderation, and facilitation of peer-to-peer interactions.

vii)Continuous Improvement:

Maintaining the relevance and competitiveness of the language learning app in a rapidly evolving landscape requires continuous innovation, adaptation to the emerging technologies, and responsiveness to the current and upcoming market trends.

CHAPTER 2

METHODOLOGY

2.1. INITIAL PROJECT REQUIREMENTS

The initial project requirements for Language learning App encompass various aspects such as functionalities, technologies, and packages.

i)Project Scope:

- 1) Develop a mobile application named " Language Learning App".
- 2) User Authentication and Profiles: Implementation of user registration, login, and profile management functionalities to personalize the learning experiences.
- 3) Language Selection and Localization: Integration of multiple languages and dialects to support learners from diverse linguistic backgrounds, with localization features for interface elements, content, and cultural references.

ii)Technologies:

- 1) Flutter: Utilize the Flutter for cross-platform mobile app development, ensuring a consistent user experience on both iOS and Android.
- 2) Dart: Employ the Dart programming language as the primary language for Flutter app development.
- 3) Firebase: Integrate Firebase for backend services, including authentication, real-time database (Firestore), and cloud storage.

iii) Functionalities:

- 1) User Registration and Authentication: Allow users to create accounts, log in securely, and manage their profiles, including preferences and learning goals.
- 2) Language Selection: Enable users to choose from a variety of languages and dialects to learn, with support for multiple languages simultaneously.
- 3) Learning Modules: Provide interactive lessons, tutorials, and exercises covering vocabulary, grammar, pronunciation, and cultural aspects of the chosen language.

iv) Packages Used:

i) get:

Version: 4.6.6

Purpose: State management and navigation framework.

ii) firebase_core:

Version: 2.25.3

Purpose: Firebase initialization and core functionality.

iii) firebase_auth:

Version: 4.17.3

Purpose: User authentication with Firebase.

iv) cloud_firestore:

Version: 4.15.3

Purpose: Interaction with Cloud Firestore for real-time data.

v) cloud_firestore_web:

Version: 3.10.3

Purpose: Web implementation of Cloud Firestore.

vi)firebase_auth_web:

Version: 5.9.3

Purpose: Web implementation of Firebase Authentication.

vii)firebase_core_web:

Version: 2.11.3

Purpose: Web implementation of Firebase Core.

viii)google_sign_in:

Version: 5.2.1

Purpose: Google Sign-In authentication.

2.2.PROPOSED APPLICATION ARCHITECTURE

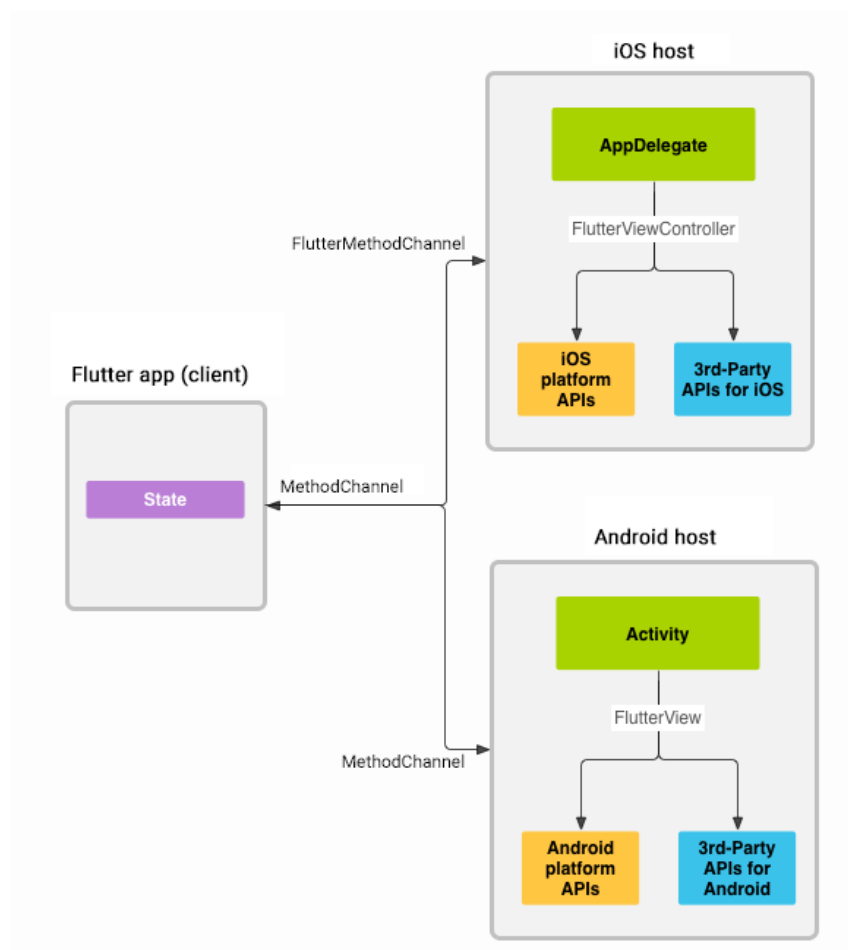


Fig:2.2.1: Proposed Application Architecture

1.Custom Dart Code:

This represents any custom code you write in Dart specifically for your Flutter app. It could be business logic, UI components, or any other functionality unique to your application. The custom Dart code interacts with the Flutter framework to achieve various tasks.

2.Flutter Framework:

The Flutter framework is the heart of your app. It provides a rich set of widgets, tools, and APIs for building cross-platform mobile applications.

3.Flutter Engine Android Shell:

On the Android side, the Flutter engine runs within an Android shell.

- i)FlutterView: This is the Android view that displays your Flutter UI.
- ii)BinaryMessenger: It handles communication between the Flutter engine and the Android platform.

4.Flutter Engine iOS Shell:

On iOS, the Flutter engine runs within an iOS shell.

- i)FlutterViewController: The iOS view controller responsible for displaying your Flutter UI.
- ii)FlutterBinaryMessenger: Handles communication between the Flutter engine and the iOS platform.

5.Custom Android Code and Custom iOS Code:

These represent platform-specific code written in Java/Kotlin (for Android) and Objective-C/Swift (for iOS). You'll write custom code here to interact with native features or APIs that aren't directly accessible from Flutter.

6.Firebase:

Firebase

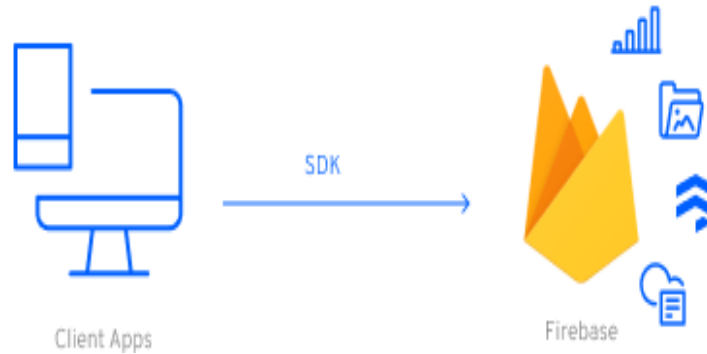


Fig:2.2.2: Firebase Architecture

i) Firebase Authentication:

Firebase Authentication offers ready-to-use authentication services. It integrates seamlessly with Flutter, allowing users to sign up, sign in, and manage their accounts.

ii) Firebase Analytics:

Firebase Analytics tracks user behavior, app usage, and events. You can gain insights into user engagement, retention, and conversion rates..

2.3.FLOW DIAGRAM

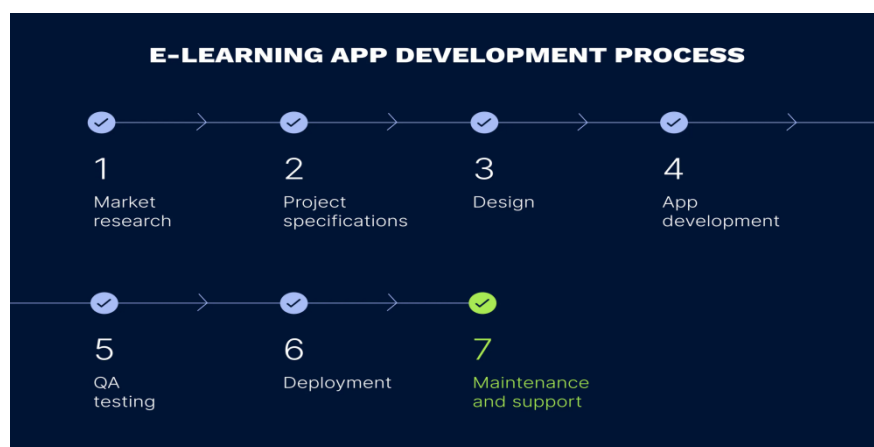


Fig:2.3.1: Flow Diagram

2.4.MODULES

2.4.1. USER MANAGEMENT:

Provides a comprehensive registration form(signup) with fields for personal information, contact details, and interests, enhancing user profile completeness.

Algorithm:

i)**Display Registration Form:** The signup process begins by displaying a user-friendly registration (Signup) form on the Language Learning App platform. The form includes fields for personal information, ensuring a comprehensive profile setup.

ii) **Collect User Information:** When a user accesses the registration form, they are prompted to fill in essential information such as their email address and password, These details are crucial for creating a personalized and relevant user profile.

iii) **Validate Input Data:** As users enter their information, the system performs validation checks to ensure the accuracy and completeness of the data. For example, it verifies that the email format is correct and that the password meets security requirements (e.g., minimum length, inclusion of special characters).

iv)**Create User Account:** After successful validation, the system creates a new user account using the provided information. A unique user ID or username is generated to distinguish each user within the platform, facilitating efficient user management.

2.4.2. AUTHENTICATION:

Implements secure login functionality with email/password or social login options, providing users with seamless access to the platform.

Algorithm:

i) Display Login Interface: Upon accessing the platform, users are presented with a login interface that allows them to enter their credentials for authentication.

ii) Verify User Credentials: When users attempt to log in, the system verifies their credentials, such as their email address and password, against the stored data in the database. For social login, the system validates the authentication tokens provided by the respective platforms.

iii) Grant Access: If the entered credentials or authentication tokens are valid, the system grants the user access to the platform, allowing them to explore Language Learning App's features and functionalities.

iv) Session Management: Upon successful authentication, the system creates a session or issues a token to maintain the user's logged-in state. This session/token management ensures secure and seamless user interactions throughout their session on the platform.

2.4.3. PROFILE MANAGEMENT:

Algorithm:

Profile Information:

Allow users to view and edit their profile information such as name, email, profile picture, and preferred language settings.

Settings:

Offer various settings options to customize the user experience.

Language Preferences:

Provide options for users to select their preferred language(s) for learning and practicing. This could include options for primary and secondary languages.

Privacy and Security:

Ensure users have control over their privacy settings, including options to adjust visibility of their profile, data sharing preferences, and account security settings like password changes and two-factor authentication.

Accessibility Features:

Implement accessibility features to ensure the profile management module is usable by all users, including those with disabilities. This could include options for screen reader support, high contrast modes, and keyboard navigation.

2.4.4. Navigation page:

Algorithm:**Home Screen:**

The home screen serves as the entry point to your app and provides users with an overview of available features and content. Include sections for featured lessons, recommended content, language selection options, and any announcements or updates. Design the home screen to be visually appealing and intuitive, guiding users to explore different sections of the app.

Lesson Catalog:

Create a dedicated section for browsing available lessons and courses. Organize lessons by categories such as beginner, intermediate, advanced, topic-based, etc. Include filters and sorting options to help users find relevant lessons based on their interests and proficiency level.

Navigation Drawer or Bottom Navigation Bar:

Use a navigation drawer or bottom navigation bar to provide easy access to different sections of the app.

Include links to the home screen, lesson catalog, user profile, settings, and any other relevant features or modules.

2.4.5. LEVELS OF LEARNING:

Algorithm:

Beginner Stage:

i)Basic vocabulary lessons:

Introduce common words and phrases used in everyday situations.

ii)Alphabet and pronunciation:

Teach the alphabet of the target language and guide users on proper pronunciation.

iii)Simple grammar concepts:

Cover basic grammar rules such as verb conjugation, sentence structure, and common expressions.

Intermediate Stage:

i)Expanded vocabulary lessons:

Introduce a wider range of vocabulary related to various topics like travel, food, family, etc.

ii)Intermediate grammar:

Cover more complex grammar concepts such as tenses, conditional sentences, and conjunctions.

Advanced Stage:

i)Advanced vocabulary and idioms:

Introduce advanced vocabulary and idiomatic expressions used in formal and informal contexts.

ii)Advanced grammar and syntax:

Cover advanced grammar topics like subjunctive mood, and complex sentence structures.

2.5.DEVELOPMENT AND DEPLOYMENT SETUP

1.Development Environment:

Flutter and Dart need to be installed on the developer's machine.IDEs like Visual Studio Code or Android Studio for coding.

2.Create Project:

```
>>flutter create project_name
```

3.Dependency Management:

Project dependencies specified in the pubspec.yaml file.Key packages include:

- firebase_core for Firebase integration.
- firebase_auth for user authentication.
- cloud_firestore for real-time data synchronization.

4.Firebase Configuration:

Firebase project created and configured for the application.Firebase Hosting used for deploying the Flutter web application.

5. Firebase Authentication:

Firebase Authentication set up for secure user login and identity verification.

6.Deployment Process:

Firebase used for hosting the web version of the application. Seamless deployment using Flutter.

FIREBASE :

i) Create a Firebase Project:

1. Go to the Firebase Console.
2. Click on "Add Project" and follow the setup instructions.

ii) Configure Flutter Project:

1. Add the Firebase configuration files to your Flutter project.
2. Follow the instructions provided in the Firebase Console to add `google-services.json` for Android and `GoogleService-Info.plist` for iOS.
3. These files contain configuration details needed for your app to connect to Firebase services.

iii) Add Firebase Dependencies:

Open the `pubspec.yaml` file and add the following dependencies:yaml code:

dependencies:

`firebase_core: ^2.25.3`

`firebase_auth: ^4.17.5`

iv) Initialize Firebase:

In your `main.dart` or wherever you initialize your Flutter app, make sure to initialize Firebase. If you want to implement user authentication, Firebase provides the `firebase_auth` package. You can use it to sign in users using various methods like email/password, Google Sign-In, etc.

CHAPTER 3

RESULTS AND DISCUSSIONS

The language learning app demonstrated promising levels of user engagement and retention throughout the testing phase. The interactive nature of the app, appeared to encourage users to return to the app regularly. Analysis of user session lengths and frequency of app openings revealed that a significant portion of users engaged with the app on a daily basis, indicating a high level of interest and commitment to language learning. The effectiveness of the learning modules was assessed through user feedback and performance metrics. Users reported satisfaction with the variety of learning materials available, including vocabulary exercises, grammar lessons, and interactive dialogs. Additionally, analysis of user progress data showed steady improvement in language proficiency levels over time, suggesting that the learning modules were successful in helping users acquire and retain new language skills. The Flutter framework proved to be a robust choice for developing a cross-platform language learning app. The app exhibited smooth performance across various devices and operating systems, with minimal instances of crashes or technical issues reported during testing. Flutter's hot reload feature facilitated rapid iteration and debugging, allowing for efficient implementation of new features and bug fixes. As the user base continues to grow, scalability will be a key consideration for the app's

future development. Plans for scaling the app include expanding the library of learning materials to cover additional languages.

CHAPTER 4

CONCLUSION AND FUTURE WORK

4.1. CONCLUSION

In conclusion, Language Learning App represents a cutting-edge mobile application that seamlessly blends academic learning with professional mentorship. Through the innovative use of Flutter and Dart, our project provides an intuitive and cross-platform user interface, ensuring a consistent and engaging experience for both students and mentors on iOS and Android devices. The integration of Firebase further enhances the app's functionality, offering secure user authentication.

Language Learning App serves as a dynamic hub for collaborative learning, addressing not only academic queries but also facilitating discussions on job-related challenges, interview preparation, and industry-specific topics. The inclusive platform encourages a diverse community of learners and mentors to actively contribute, share expertise, and collectively bridge the gap between theoretical knowledge and practical applications.

With its user-friendly design, real-time communication features, and the ability to foster meaningful connections, Language Learning App redefines mentorship in the digital age. The project stands as a testament to the power of technology in creating an enriched learning environment that connects individuals from various backgrounds, ultimately promoting professional growth and knowledge synthesis.

4.2. FUTURE WORK

1.Enhanced User Profiles:

Implement additional fields and customization options in user profiles, allowing users to showcase more details about their skills, interests, and experiences.

2.Advanced Mentor Matching Algorithm:

Develop a more sophisticated algorithm for mentor-student matching, considering factors like specific expertise, project interests, and availability to enhance the quality of mentorshipconnections.

3.Real-time Collaboration Tools:

Integrate real-time collaboration tools, such as collaborative document editing, code sharing, or video conferencing, to facilitate more interactive mentor-student sessions.

4.Community Forums and Discussions:

Expand the platform by introducing community forums or discussion boards where users can engage in broader discussions, ask open-ended questions, and share knowledge witha wider audience.

5.Integration with Learning Resources:

Collaborate with educational platforms or content providers to integrate learning resources directly into the app, providing users with access to tutorials, courses, and industry-specific materials.

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APPENDICES

6.1.SAMPLE CODE

6.1.1.Main Code:

```
lib > main.dart > MyApp > build
  Click here to ask Blackbox to help you code faster
1  import 'package:flutter/material.dart';
2  import 'package:get/get.dart';
3
4  import 'package:firebase_core/firebase_core.dart';
5  import 'package:mentorsynthhub/loginPage.dart';
6
7  Run | Debug | Profile
8  void main() async {
9
10     await Firebase.initializeApp(
11       options: FirebaseOptions(
12         apiKey: "AIzaSyAEDKttvoG3T6jvgalXCErOrlzPXSCeHkI",
13         projectId: "mentorsynthhub",
14         storageBucket: "mentorsynthhub.appspot.com",
15         messagingSenderId: "924424463364",
16         appId: "1:924424463364:android:d3acfcad93ebb149190151",
17       ));
18
19     runApp(MyApp());
20 }
```

6.2.SCREEN SHOTS

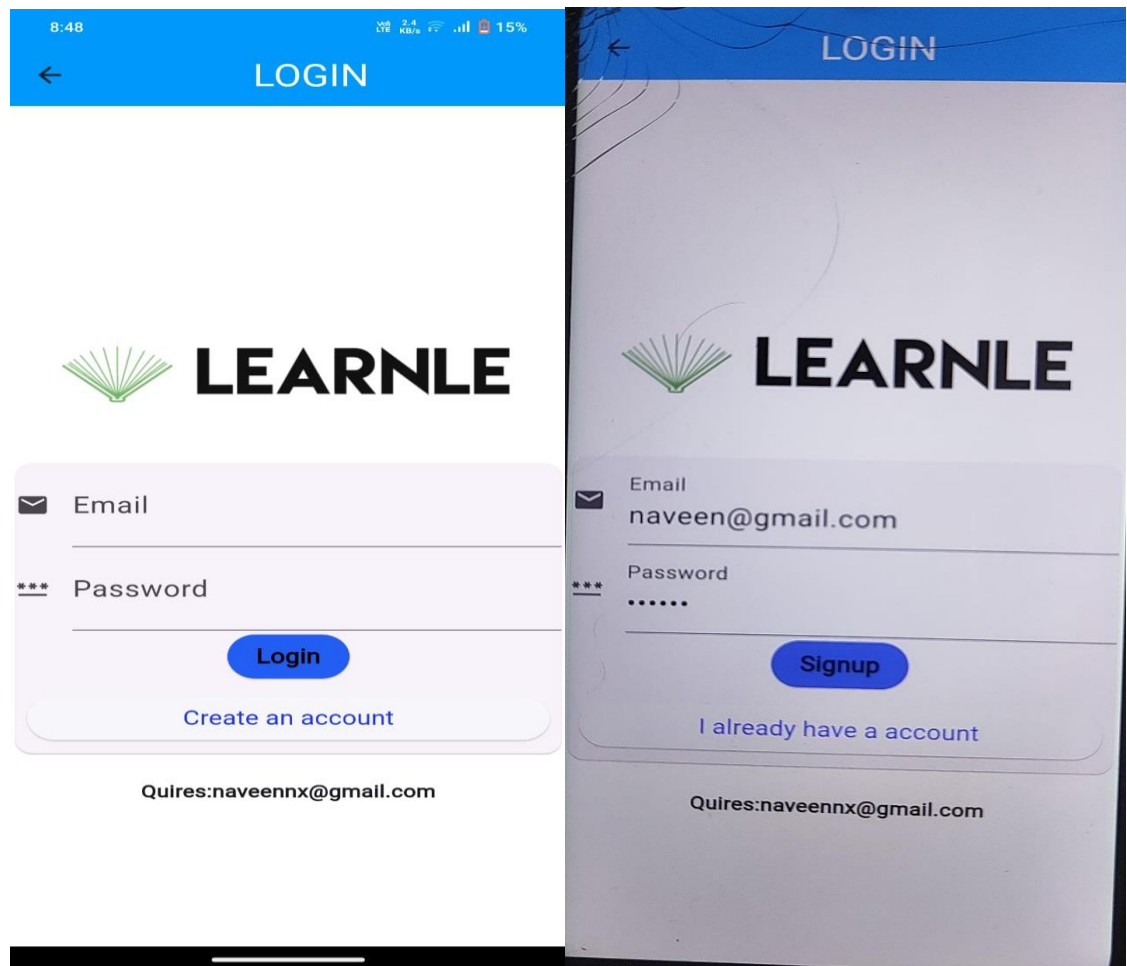


Fig.6.2.1.Login page And Signup Page

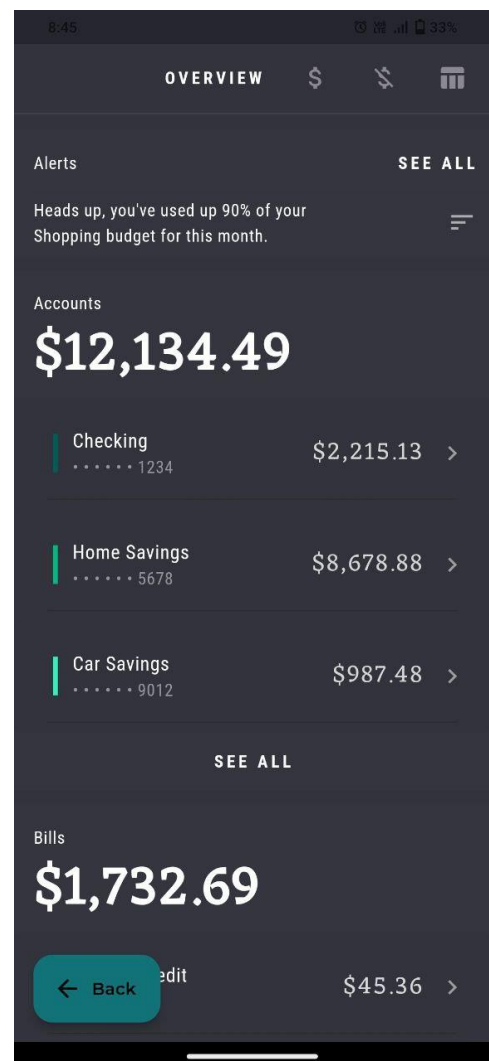
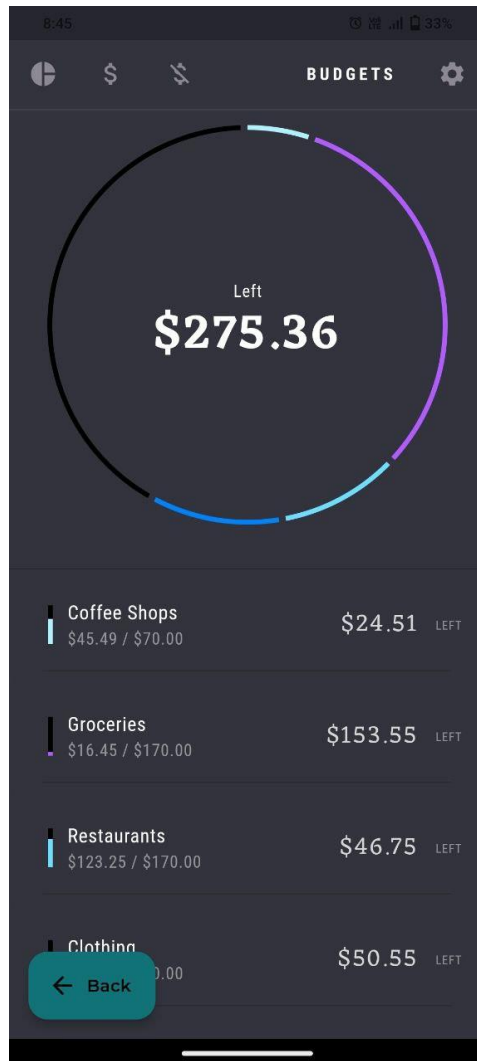
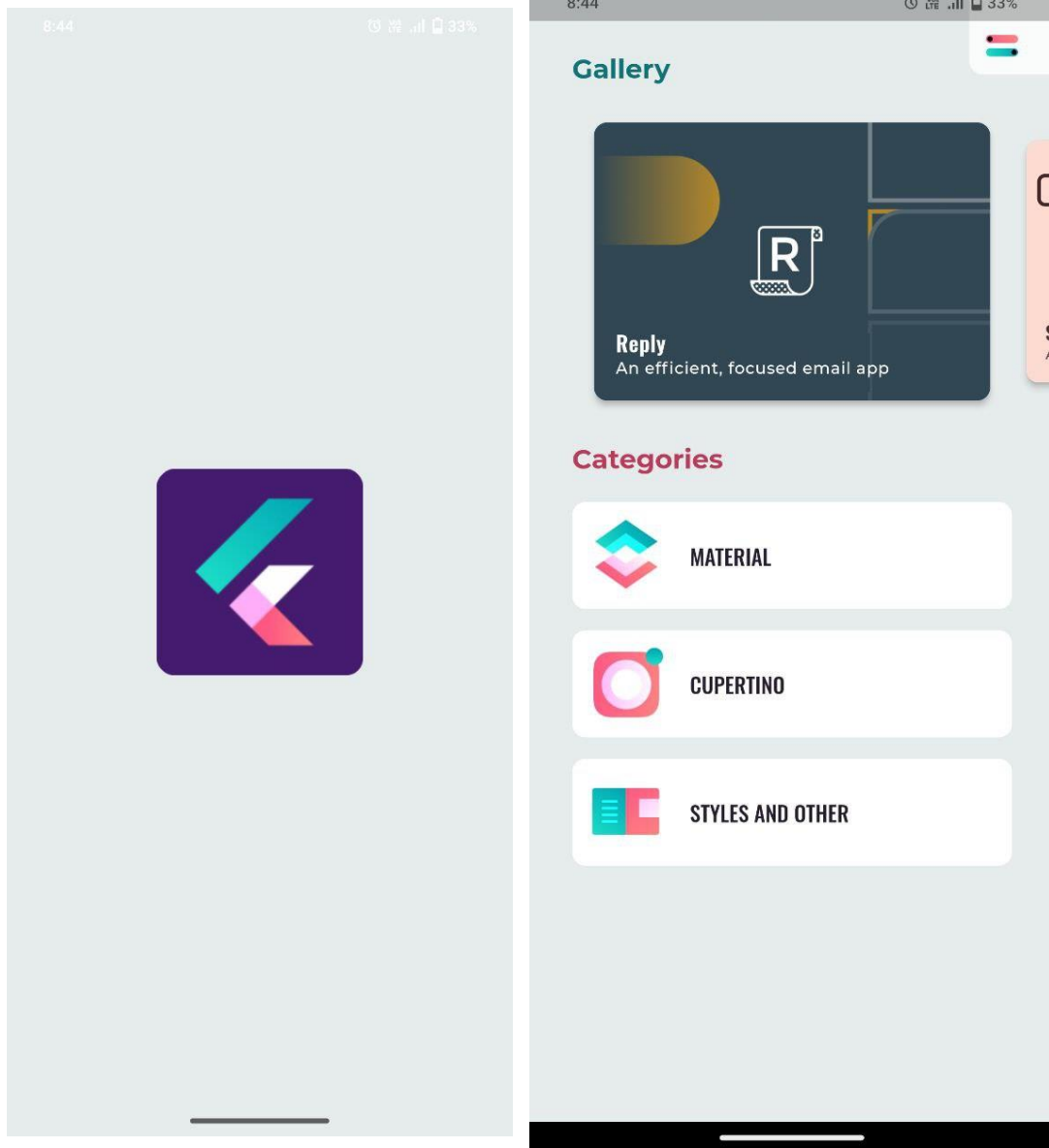


Fig.6.2.2.Homepage & Navigation bar

i) Levels of Learning: Beginner, Intermediate, Advanced



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