Master YR Maths

Patel Anuj P.[1] Prof. Ajaykumar T. Shah[2]
[2]Head of the Department
[1,2]Department of Computer Engineering
[1,2]Alpha College of Engineering and Technology, India

Abstract— A master yr maths is a game whose rules, strategies, and outcomes are defined by clear mathematical parameters. Often, such games have simple rules and match procedures, such as Tic-tac-toe and Dots and Boxes. Generally, mathematical games need not be conceptually intricate to involve deeper computational underpinnings. For example, even though the rules of Mancala are relatively basic, the game can be rigorously analyzed through the lens of combinatorial game theory. Mathematical games differ sharply from mathematical puzzles in that mathematical puzzles require specific mathematical expertise to complete, whereas mathematical games do not require a deep knowledge of mathematics to play. Often, the arithmetic core of mathematical games is not readily apparent to players untrained to note the statistical or mathematical aspects some mathematical games are of deep interest in the field of recreational mathematics when studying a game's core mathematics, arithmetic theory is generally of higher utility than actively playing or observing the game itself. To analyze a game numerically, it is particularly useful to study the rules of the game insofar as they can yield equations or relevant formulas. This is frequently done to determine winning strategies or to distinguish if the game has a solution.

Key words: Master YR Maths

I. INTRODUCTION

A mathematical game is a game whose rules, strategies, and outcomes are defined by clear mathematical parameters. Often, such games have simple rules and match procedures.in this game children can learn basic things like addition, subtraction, multiplication and division. This game is for the children. From this they can learn math very easily and joyfully. From this they can also learn root, counting etc.

Develop mathematical curiosity and use inductive and deductive reasoning when solving problems. Become confident in using mathematics to analyses and solve problems both in school and in real-life situations. Develop the knowledge, skills and attitudes necessary to pursue further studies in mathematics develop abstract, logical and critical thinking and the ability to reflect critically upon their work and the work of others. Develop a critical appreciation of the use of information and communication technology in mathematics.

II. LITERATURE REVIEW

Android offers a variety of ways to present content to a user. To provide a user experience that is consistence with rest of the platform. Using web content, we create web application and android application.

In our application, we provide different types of tasks where user is able to find particular task according their need.

In the application user can get the test and the user can also enjoy the game this is the multipurpose game it can use for the improving children understanding power.

The application is the user friendly this can be used for one or more purpose, and this application can be used by the different category persons.

III. STUDY FINDINGS

Presently, android offers a variety of ways to provide content to use in addition, people can use google play-based application without any hesitation.

A Mobile computing is becoming increasingly ubiquitous. The mobile application route is faster and cheaper.

The application must be used in android mobile phone. Our application is based on android platform. Application provides two login facilities.

Many gaming application provides various information. Our application divides in various pages. Each and every page with the unique set of task and benefits. Development of our application is highly functional and easy to use.

IV. FUTURE ENHANCEMENT

Work Aim is to build a system that can assist people in many different environments and situations. This project is my first step towards this goal. I have found that I can add numerous features in this app to help people understand their surroundings better than before. Some of the features that we have identified are as follows: Better Design: The main challenge that I have identified is related to the design. I am constantly working on design to make this system easy to use. Better efficiency: We are constantly working on our algorithms to improve the accuracy and performance. Social experiences in gaming: I am planning to add a new feature which I call measurements in image. This feature provides the information about the distance of the objects in an image, depth of an object or a hole and many other things related to measurements.

V. CONCLUSTION

Math is a tool that is useful in helping to represent and solve problems in every discipline. Math education can be improved by making math use an activity that is integrated into every subject area and into the learner's all day, everyday routine activities.

Calculators and computers are powerful aids to carrying out math procedures. They are far more capable, faster, and more accurate than people in this regard. Math education is improved by helping learners to make routine use of calculators and computers to carry out math procedures in all subject areas.

People are much better than computers at posing problems, understanding the meaning and importance of a problem, and understanding the meaning and making use of a proposed solution to a problem. Math education is improved by increasing the focus on problem posing and conceptual understanding--things that people can do better than machines--and decreasing the emphasis on carrying out procedures--things that machines can do better than people.

Each person has a certain level of mathematical "maturity" (math development, understanding, knowledge, and skills), and this varies widely from person to person. Thus, the meaning of lower-order knowledge & skills and higher-order knowledge & skills varies from person to person; for a particular person it changes over time. Math education is improved by substantially increased emphasis on higher order knowledge & skills (slightly above the borderline between lower-order and higher-order) for each individual learner.

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