



FINAL YEAR PROJECT REPORT

**DRONE BASE STEM APP TO TEACH
PROGRAMMING TO KIDS**

In fulfillment of the requirement
for degree of
BS (Information Technology)

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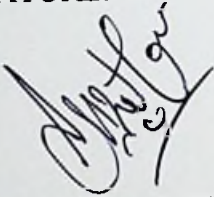
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We hereby declare that this project report is based on our original work except for citations and quotations which have been duly acknowledged. We also declare that it has not been previously and concurrently submitted for any other degree or award at Bahria University or other institutions.

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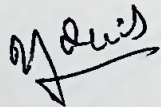
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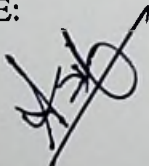
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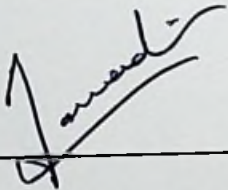


APPROVAL FOR SUBMISSION

I certify that this project report entitled "DRONE BASE STEM APP TO TEACH PROGRAMMING" was prepared by SYED ASIF AHMED ZAIDI, SYED ABBAS RAZA SHAH ZAIDI, SYED MOHIB ABBAS RIZVI, We achieved the required standard to partially satisfy the criteria for the Bachelor's degree of Information Technology at Bahria University.

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DRONE BASE STEM APP TO TEACH PROGRAMMING

ABSTRACT

The main aim of this project is to teach programming for the stem application. As we have seen people in the other part of the world get high from stem education they talk about stem education to their children, friend and colleague. Since we all know that the children of the new generation are more attracted to technology than toys, so we have a great advantage in teaching them something more important for their future through technology devices like, mobiles, tablets etc..

So how we can Gain the interest of the children through this application?

So, we are creating an application specifically for kids that would be similar to game like building blocks games and this application's interface would be colorful because kids attract through the colorful stuff. And the more interesting thing about this application is that children would build up the ability to control the device (drone) while programming through this app. In a environment where technology affects every part of our lives, we are developing an application that communicates with primary and secondary children starting out. Our application helps children learn some basic coding concepts and some physics concepts in this technological era.

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