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A Pioneer to Spelling Window

G.Srija¹, M.Vaidehi², V.Divyanjali³, K.Chandane⁴, Dr.N.Subramanyam⁵, M.PapaRao⁶, M.Rithvik⁷

^{1, 2, 3, 4} Student, M.B.A1st Year SRK INSTITUTE OF TECHNOLOGY

⁵ Professor & Head Of the Department, SRK INSTITUTE OF TECHNOLOGY

⁶ Principal, SRI SATYA SAI HIGH SCHOOL, SRIKAKULAM

⁷ Assistant Professor, Department of C.SE, SRK INSTITUTE OF TECHNOLOGY

Abstract: The most important part that is playing a key role to secure a job the most important language is English that plays a key role in every part of the individual. This Paper represents a technical approach to learn English language as a pioneer that is we tried to represent a treatise to learn English with the basic knowledge that is spellings. Even though we are non technical students we have tried to the best of our ability to learn Orthography as a pioneer step of learning in technical.

Keywords: Orthography, Treatise, Pioneer, Attitude, Spirit

I. INTRODUCTION

Technological trends are changing day by day and in this regard the way we think is also changing because we are supposed to learn and imbibe a subject with an enthusiasm to learn it and make it a habit of learning. This sort of approach has been cultivated in our college with the kind cooperation of our faculty. Now a day's various E-Learning approaches and various gaming techniques are been cultivated to learn and enjoy a language or a subject. In this scenario we have proposed a system of learning language especially English in an enjoying way. This paper initiates the demo of learning various spellings in English by using a drag and drop approach

II. THE NEW THING

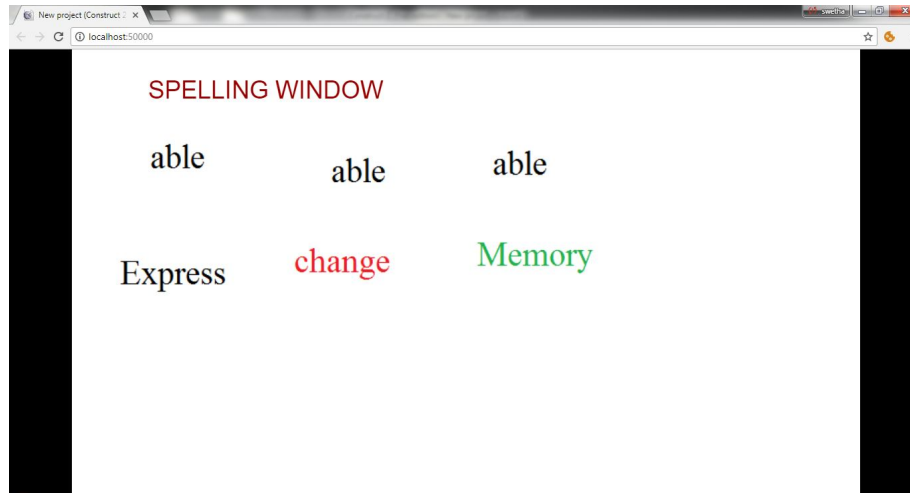
There are several ways to learn English language and also spellings but here we have described a game generally pronunciation and spelling games are available in the Internet and in various apps. The new thing here is that we have described only the rules of the spellings in the form of a game by using a tool called construct 2d and this can also be initiated to further extent in the form of an app also.

This step was taken by our team of members of M.B.A1ST YEAR STUDENTS OF SRK INSTITUTE OF TECHNOLOGY, VIJAYAWADA. The following is the team of M.B.A

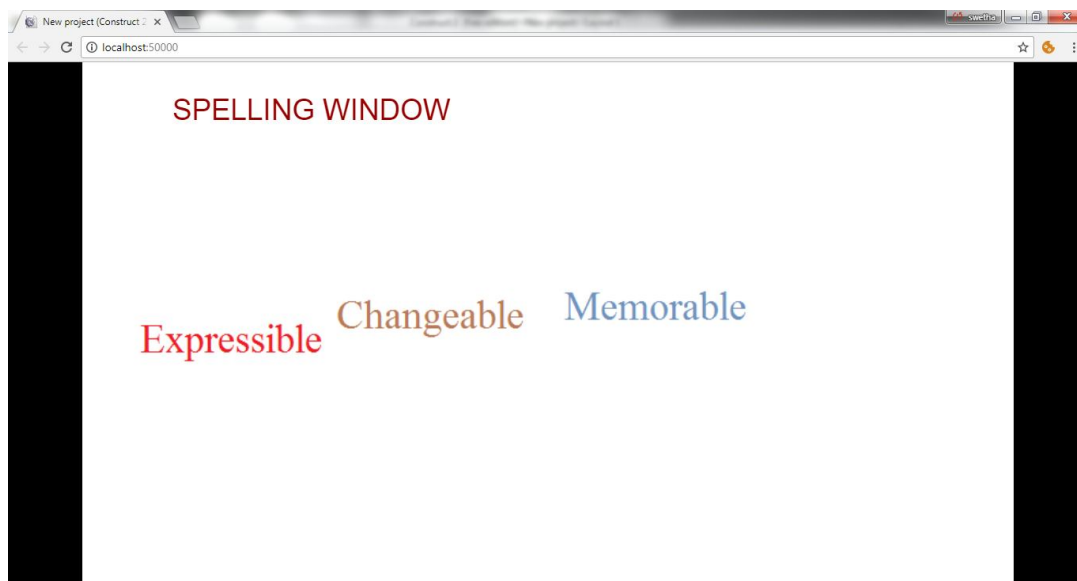


Even though we have mentioned few names as the authors the work is voraciously done by the kind cooperation of all the team members.

III.EXPERIMENT CONDUCTED



order to construct a sentence in English .We need to learn the vocabulary because a sentence can be formed by combination of various words. So we need to learn the words. The correct writing of the word is nothing but Orthography. This orthography can be learnt easily by learning spellings. The major problem with English Language is With Spellings. In order to understand the spelling rules in a better way.We had developed a software for better understanding the applications of spellings when the person using this software matches the word able with any of the word Express, Change and Memory the following word comes accordingly in the below figure[1].



This is about the word that ends with 'ss' The given word should be a disyllabic or trisyllabic word and if the word ends with 'ss' and if we add 'able' as suffix to that word .We add 'ible' to the final 'ss'[2].

Example: Express+able=Expressible

Compress+able=compressible

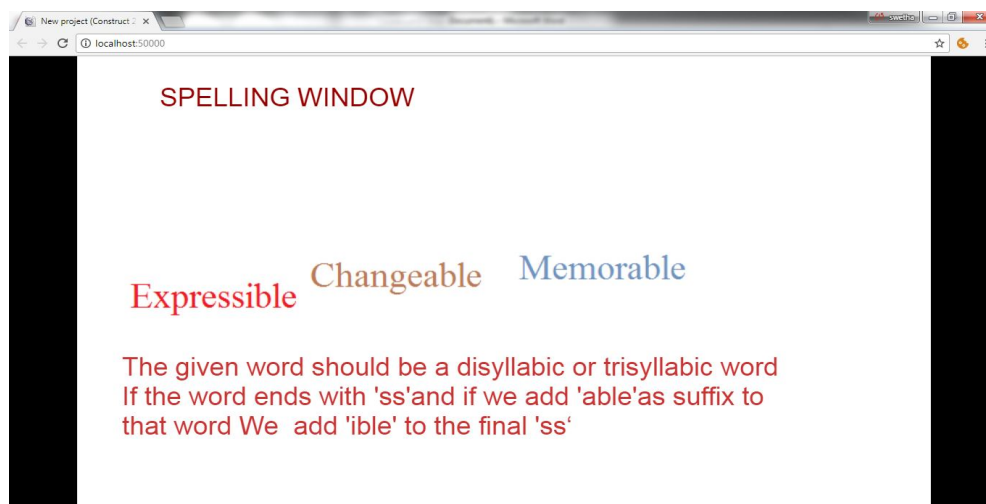
This suggest that above word that is changed according to this rule and a person using this app can know the rule by the change of the word because he/she is going to learn the practical approach first followed by the theoretical approach because spellings play an important role in the life of every individual. Similarly the 2nd rule is as follows

This is about the word that ends with 'ge' If the final letters of a word ends with 'ge' and if we add 'able' as suffix to such word. We combine 'ge' and 'able'

Example: advantage+able=advantageable

change+able=changeable

manage+able=manageable



This is the last stage of our project. When the person using this tool is in a confused state to identify how the word was changed when two words collide each other. In order to make him explain the steps we are going to display the current rule of the word by clicking on the word. For example when the word express+able=expressible this change and the related rule can be displayed by clicking on the word expressible [3].

IV. CONCLUSION

We cannot give 100% supported reliable product. But we can assure that this software helps the people who want to learn the spellings easily. Here we represent the paper as a pioneer step because in English language we have plenty of sounds and plenty of vocabulary. We cannot represent the whole vocabulary in one system but if we have trust in our self we may do it with the new technological interventions and with the spirit and attitude of learning. There are certain words where there are exceptional cases. Suppose guess+able=guessable it is not changed to ible we can represent these words as well as the exceptions and in order to make this project interesting we can keep a score as the word changes.

V. ACKNOWLEDGMENT

We would like to thank sri.n.subramanyam, professor, head of the department, m.b.a, srk institute of technology for his kind cooperation in making our ideas into reality.

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VI. BIBLIOGRAPHY



Dr.N.Subramanyam has been working in SRK Institute of Technology and has a very good vision towards the students to increase creativity among them and encouraging them in each and every aspect



Mr.M.Rithvik, Assistant Professor,SRK INSTITUTE OF TECHNOLOGY believes a student idea must live and the one with good ideas must have a platform to express them thereby helping them to make and establish their ideas into reality



(Late) Sri.M.PapaRao father of Mr.M.Rithvik was born and brought up in Srikakulam and started his journey as a Principal in Satya Sai High School Srikakulam. The Paper “A Pioneer to Spelling Window” has been dedicated to his soul because he is the inspiration and motivational spirit behind our work t make it a successful one since he is not a technical person he is the pioneer to English language and he is the treatise of learning a language with an enthusiasm.

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