PROGRAM RECOGNITION LETTERS AND PRAYER WITH swish 2.0

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Abstract:
The introduction of computers to children can be started from 4-year-old child that is the way to teach them how to use the correct computer and by providing interesting programs that contain elements of education, or games.
This program includes education for learning letters and prayers are allocated to children aged 4 years upwards.

Bibliography: 4 (2002 - 2003)