

# To Establish the Learning Platform of Discrete Mathematics through the Dynamic Environment

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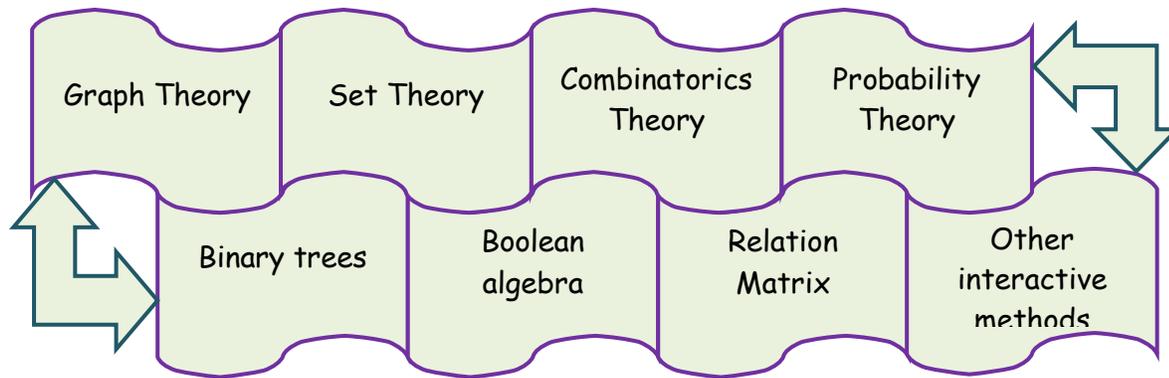
## Abstract

In the dynamic problem of learning platform that discussing with new appearance of techniques and strategy with object oriented in mathematical environment. The considerations of interactive learning environment for the various researchers they can easily solve the any problems using dynamic platform solutions of discrete mathematics. This learning we describes various effective methodologies and other features with technical strategic relations in dynamic studies, the determination of this study such as graph theory, Boolean algebraic functions, relation matrix, algorithms, binary operation using logical operators, connectivity relations and analysis of various mathematical formations. So, this learning we have analyzing and developing the interactive solutions in dynamic environment to the mathematical problems with also describing various modern graph structures for explanation of specific logical relation with matrix and mathematical function in the dynamic environment.

## I. Introduction

The approaches of Discrete Mathematics are supports engineering technology and Computational learning environment, they considers well suited and portable specification for various logical learning operations. The utilization of application that creation of new mathematical techniques with dynamic formation in interactive module patterns supporting information technology. Primarily existing to the graph representation with different structured patterns of logical expressions, as glowing in organize to improve the comfortable forms the learning process on innovative methods and digital environment means dynamic platforms. The methods are discussed with logical appearance of learning on technical and dynamic facilitate to students in different mathematical modules and patterns with interactive environment.

The consideration of this learning to determines the various interactive formations like set theory, graph theory, Boolean algebra Probability theory, binary trees, binary logical operator, number and combinatory theory, object oriented, matrix relation etc. The graph theory, set theory and other branches that support various interactive patterns of logical graph structure, they analyses to developing the dynamic mathematical formations of topological and structural relationship using binary operation.

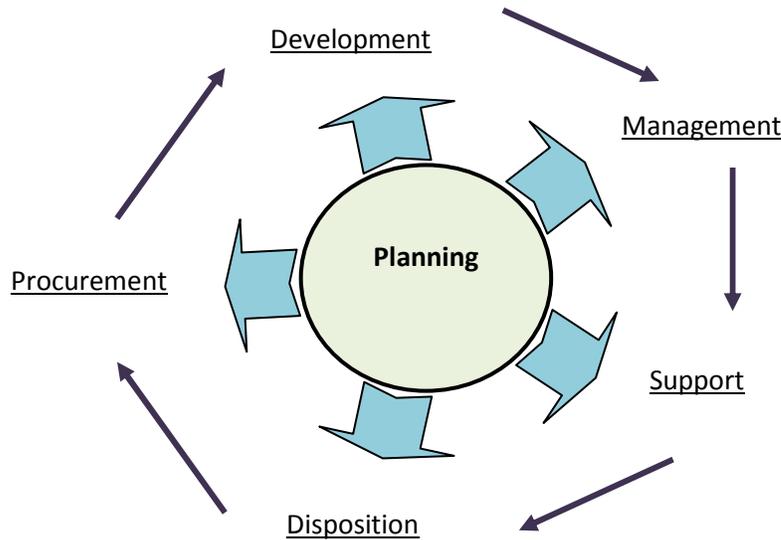


**Figure: 1. Dynamical interactive series of various mathematical branches.**

The indication through the above figure that express how to organizing a dynamic platform of learning environment to specify the mathematical applications with a web or mobile interface interested in the learning procedure for discrete mathematics. The discussion of some other learning applications of discrete mathematics to explain with dynamic patterns, mostly discusses in this learning of discrete mathematics that means following series theory of sets, relations, algebraic expressions, matrix connectivity, graph property, traditional formation of Boolean and logical functions with different graph patterns. They work can be practical to researches, both evaluation a concept of the educational process in discrete mathematics with introducing the dynamic technologies of learning environment. In the analysis of various mathematical formations that discussing with some example of applications resembling solving problems, creating algorithms, android system, finding the relations, creating functional structures, topological patterns, binary logical operations, matrix connectivity etc.

## II. Learning Applications with Dynamic Patterns

The considerations of this part we executing mutually the resourceful mathematical formations with different programs for an interactive requirements to the quickly possible solutions. We analyses the several examples of interactive learning stage with specific specializations like graph theory, set theory, probability, Boolean algebra, relation matrix combinatorics, etc. and other more efficient solutions of discrete mathematics with strategic ideas.



**Figure: 2. Dynamic applications of discrete mathematics in learning branches**

Here, the above example that showing various learning application series of dynamic braches of discrete mathematics with chronological execution. The development or any mathematical problems we can solve easily using properly sequence of process with above steps (figure 2). The planning step indicates the problem identification, recognition of needs, study and various investigations, development contains analysis and designs the structures, support belongs to various approaches and methodologies, disposition and procurement indicates interactive mathematical modules, object oriented with technical ideas.

Actually, learning environment in interactive formations that explores the area of arithmetic logical discuss with proper and different information of discrete Mathematics. The applications and combinations, graph theory, and logical statements are included with android application, and numbers can be finite or infinite models, this application is used in computer science and engineering field to design the apps and interactive programs that utilize each daytime in different requirements.

### III. Conclusion and Future Works

The consideration of this learning work that analyzed mostly dynamic learning environment of discrete mathematics, this study based on various interactive mathematical formations, logical operations,

graph theory, relations, matrix, modern technique and models, android system, object oriented ideas, etc. are proposed. In this paper we discuss the various interactive applications of using graph patterns, matrix relation, Boolean algebra, binary logical operations, different object-oriented models and other dynamic formulations. The investigational organizations have considerably with dynamic presentation of discrete mathematics with combinational formulations in learning achievement. This study can be valuable to utilize in different problems thus that learners can increase and progress their capability, we can also suggest to this learning supports researchers can easily handle and manage in each problems.

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