

QUIZ APPLICATION USING ANDROID STUDIO

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Abstract - The project: "Quiz Application" is a collection of number of different types of quizzes like technical, games, sports, etc. A user can access/play all of the quiz and can attempt any of the one. There will be limited number of questions and for each correct answer user will get a credit score. User can see answers as well as can ask a query related to it. There are many quiz applications available currently on internet. But there are few which provide better understanding between users and the application like, providing proper answers, user query solving, uploading user questions as well as answer to it, etc.

Key Words: Quiz Application, user friendly, user login, view score, result analysis.

1. INTRODUCTION

Development of android-based Quiz application is mainly required by students and learners to prepare themselves for different examinations directly through smart phones and tablets in hands. One of the major goals of our project is to facilitate students in learning, gaining and improving their knowledge skills. At the meantime, our app provides them fun so that the users can prepare for interviews, entrance tests or any other corresponding purposes in a fresh mood. Quiz Contest is an android application that has general questions related to current affairs and computer. It has multiple choice questions with time limit and it also calculate scores of each correct answer. It is good for students of every age group it helps in increasing general knowledge about world, Sports and computer etc. Don't need register simply give any user name and password it will saved automatically and you can login again with same user name and password don't have to worry about the past score. The application helps the user to increase his/her knowledge. Since Smartphone mobiles are being widely used by general population and students, the Quiz Contest application can provide on the student's mobile.

Quiz Contest is a application developed to conduct an quiz based on time constraints. Quiz Contest system is accessed by entering the user name and password which is added to the database. Before start of the quiz, the rules and regulations are displayed that includes description of the time limit, number of questions to be answered and scoring methods. Quiz is started by displaying one question with four options

each based on computer and general knowledge. If the answer is correct, 7 score is incremented by four and no negative marks for wrong answers. If the time exceeds 20secs next question will come automatically after giving few limited question's answer quiz application will finally direct you to the score page. Final score will be displayed and updated in the database with username.

2. PROBLEM DEFINITION

Quiz Contest is a application developed to conduct an quiz based on time constraints. Quiz Contest system is accessed by entering the username and password which is added to the database. Before start of the quiz, the rules and regulations are displayed that includes description of the time limit, number of questions to be answered and scoring methods. Quiz is started by displaying one question with four options each based on computer and general knowledge. if the answer is correct, score is incremented by four and no negative marks for wrong answers. If the time exceeds 20secs next question will come automatically after giving few limited question's answer quiz application will finally direct you to the score page. Final score will be displayed and updated in the database with username.

3. LITERATURE REVIEW

3.1 Existing System:

- User has to Login first by giving any user name and password it will be added automatically in database so that user can login again in future by same user name and password.
- Then Welcome (user profile) will be appear user has to choose any of three option 'Start Game', 'High Score', 'Logout'.
- After choosing start game continue page will be appear to continue game.
- After Clicking on continue multiple choice questions will come automatically one by one with a specific time limit.
- User must choose any of four existing options and then user has to hit the submit button and each right answer will automatically count the score.
- At the end of the game, it will show the score of the user. All these findings demand new application which will reduce the manual work & do everything automatically. Also, the existing systems have some

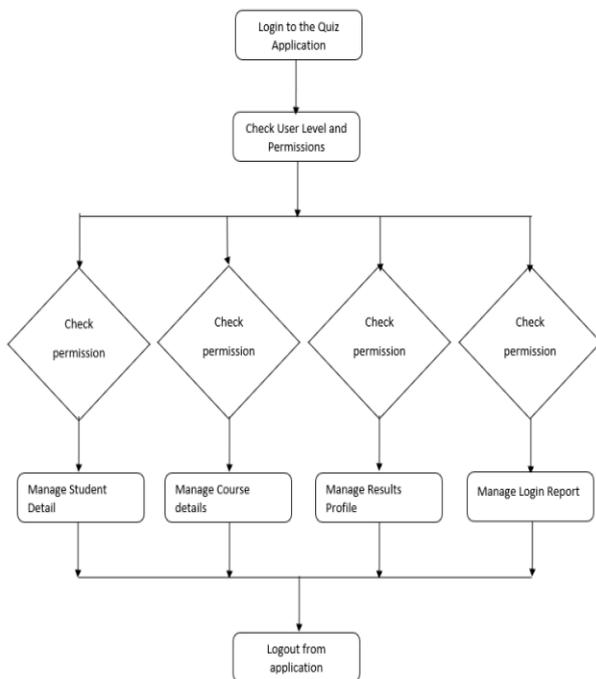
major drawbacks which motivate us to develop new system.

3.2 Proposed System

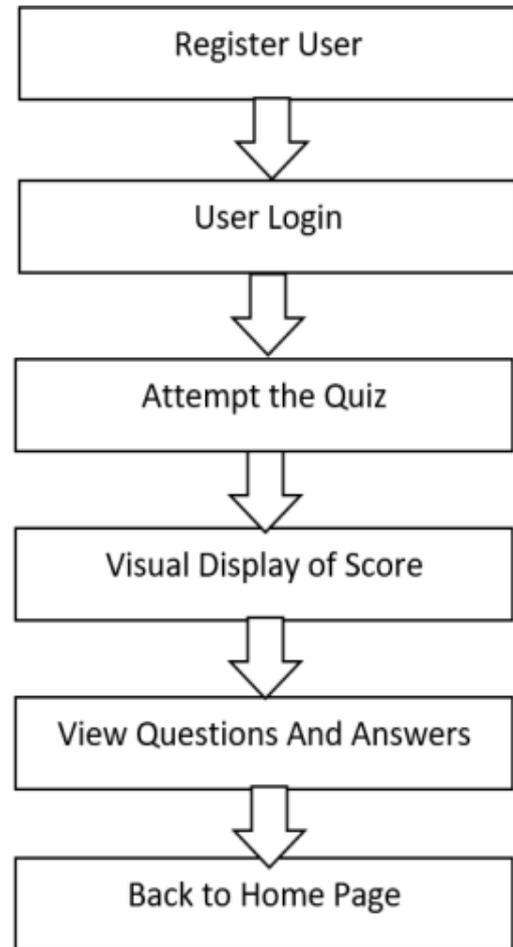
Unlike the websites where you need to make account for every quiz you want to play, using this application based on android, you just have to login by user name and password and then you will get access to all quizzes from it. The proposed system is an application for the Android platform mobiles will help in improving the knowledge and accuracy. Android is a Linux-based operating system designed primarily for touch screen mobile devices such as smart phones and tablet computers, developed by Google in conjunction with the Open Handset Alliance

4. ACTIVITY DIAGRAM

This is Quiz Application, which shows the flows of login activity, where admin will be able to login using their name and password. After login user can manage all the operations on quiz. The diagram below demonstrates how the login page works in a Quiz Application.



5. CONTROL FLOW DIAGRAM



6. CONCLUSION

The main purpose of our project is to develop an application that offers new aspects of learning and improving knowledge in educational area. Most of the available apps are entertainment-based, which mostly do not contribute to the academic enhancement of the students. The theme of our quiz is to provide user to practice for subjective tests conducted on national level, so in this app we focus on Computer science field. This quiz is useful for the preparation of any of the computer-related test. Currently there are many medication reminder systems which are operable manually. Due to increased manual work, the available system becomes more time consuming. So, in the given work, an attempt has been made to implement fully automatic medication reminder system. It eases the user’s task of recalling when to take the medicine by reminding them of the medicine at the correct time thereby reducing the much prevalent manual work

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