

QUIZ APP

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Abstract

The main objective of the project on QUIZ APP deals with the enriching knowledge of the user. This deals with the development of android-based multiple-choice question examination system. It gives questions for the selected categories. This project is developed as an android application using Android SDK 2.2 as front end. Since mobile network is available at maximum areas so this app can be used for the knowledge testing of any person specially candidates of software company who needs a specific skill for job. Development of android-based Quiz application is mainly required for students and learners to prepare themselves for different examinations directly through smart phones and tablets in hands. It is very effective and user friendly. This deal with the development of android-based multiple-choice question examination system. The main goal of the application is to enable users to practice for subjective test.

Keywords: Android SDK

1. INTRODUCTION

One of the major goal of our project is to facilitate students in learning, gaining and improving the knowledge skills In today's world, Smart phones have changed our lives and have become an indispensable part of our lives because of its specialty to simplify our routine work and thereby saving our time.

A Smartphone with an Android OS offers excellent functionality to the users offering a distinct experience. There are tons of application available and one of the prime reason for this vast number is android being an open source. On the other hand, android based device like mobile, tab is very user friendly.

In this QUIZ APP the user should register in registration page by giving details like user name, password, phone number and email id. After registering the user must login the app.

Therefore, it is easy and time efficient to facilitate the users in this way without any difficulty. The proposed app provides the users to the facility to revise their knowledge or to learn something advantageous at one place without wasting their time.

2. PROPOSED SYSTEM

The objective of the design of a new system is to automate the current procedure of managing and controlling the information about the quiz app and to reduce the overhead of managing paper documents for every category. It provides easy access to the users.

The proposed system will keep the information on a central server while allowing users to access that information from their own Smartphone through the installed android application. The developed application will be used by users. The proposed system is very effective and user friendly. It rectifies the drawback of the existing system.

- It is a time saving process.
- User can login and take test from any place.
- It can be used in events for conducting test.
- Reduces paper work

3. MODULES

3.1. REGISTRATION

The user must register their details in the registration page like name, password, confirm password, phone number and email id.

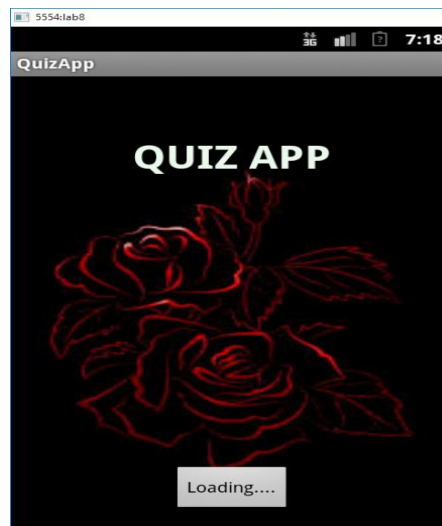


Fig No.1 : Registerstion

3.2. QUIZ ENTRY LOGIN

In this module, the user can login using their username and password and get into the choosing subject category.. If the user has wrongly entered the password more than two times the account will be blocked.

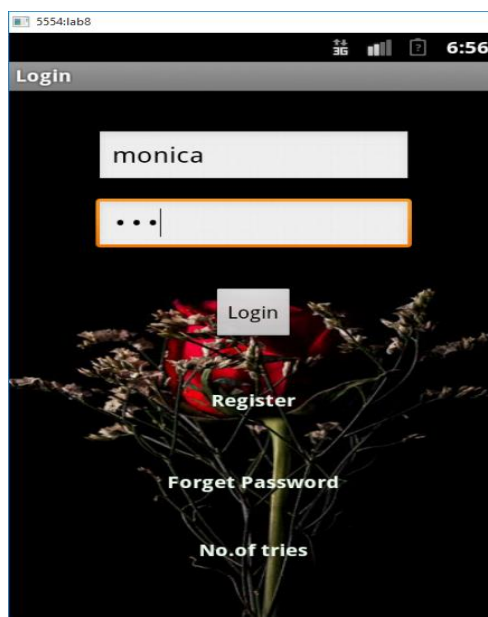


Fig No.2: Login Form

3.3. CHOOSING CATEGORIES

In this module, there are two categories provided for the app. The one is Skill based questions. The other one is Subject based questions. In each category, there are ten options. For skill based questions, The app provides Reasoning, Aptitude, Directions, Blood Relationship, Code and Decode, Alphanumeric, Clock, Calender, Puzzles, Series completion. For subject based questions the options are C Language, Android, Java, Linux, Network, GUI, Science, History, Geography, Digital. The user can choose their desired subject and get into the app.

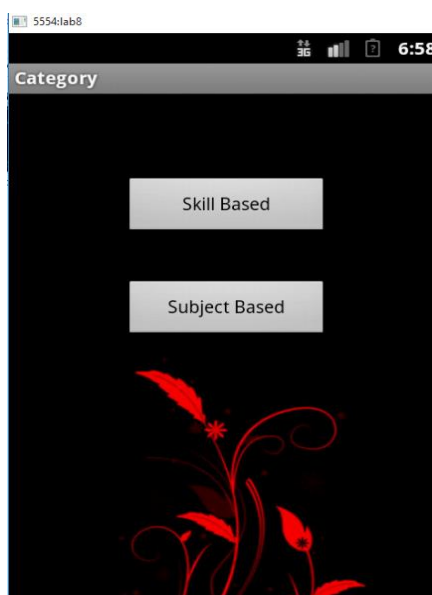


Fig No.3 : Choosing Categories

3.4. QUESTION MODULE

In the question module, the questions will be displayed with four options. All the questions are displayed in the same manner.

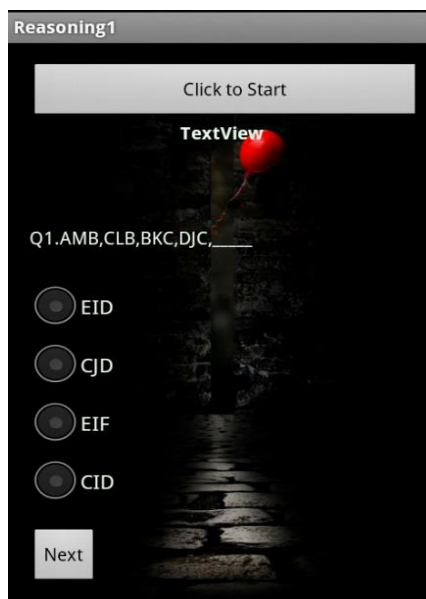


Fig No.4 : Questions

3.5. RESULT

After completion by clicking the finish button, the result page will be displayed. It contains Total Questions, Total correct, Total wrong. Either they can go back to select the another topic or sign out from the app.

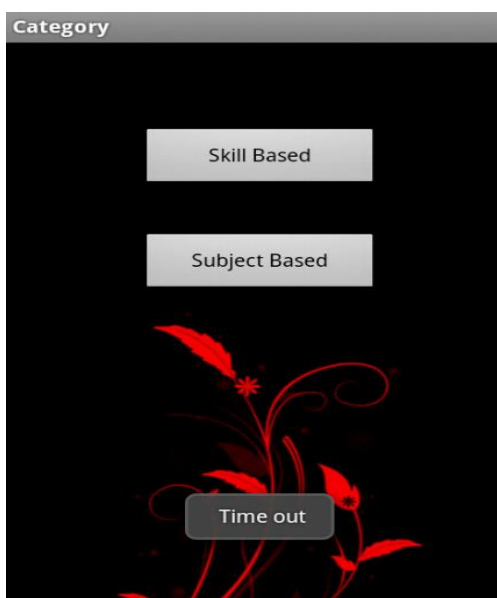


Fig No.5: Result

4. CONCLUSION

The project “QUIZ APP” eliminates the difficulties in the existing system. It is developed in a user-friendly manner. This application is very particular in reducing the work. It

will reduce time and redundancy of data. The user can easily understand the questions. Data cannot be maintained in the database, this can eliminate the storage of mobile capacity. Android quiz is the environment for the comprehensive testing of knowledge of a student Learner. This system is currently based on the testing of knowledge using apt. In the current architecture a common server is not required this is a positive point in this architecture. Currently, 'Let's quiz' application is developed for Android operating system. Android is considered as first choice. Other platforms like IOS, Windows, and Tizen etc. will be considered as future development work. Graphical enhancement will also be a part of future planning.

5. REFERENCES

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