

Quiz App using Android Studio

Vaibhavi Balaji Kunale^{*1}, Sharvari Sandiip Shinde^{*2}, Shelke R.B^{*3}

^{*1,2}Student, Department of Computer Engineering, MM Polytechnic, Pune, Maharashtra, India

^{*3}Professor, Department of Computer Engineering, MM Polytechnic, Pune, Maharashtra, India

ABSTRACT

The evolution of today's mobile devices increases the number of mobile applications developed and among them the quiz applications. Android Mobile hardware and software platforms allow the running of faster and richer applications. This paper presents the main steps in the development of a quiz application for Android using Android Studio. This work deals with the development of an Android-based multiple-choice question examination system, namely: Quiz App. This application is developed for educational purposes, allowing the users to prepare the multiple-choice questions for different tests conducted.

Keywords: Android Studio, IDE, APP.

Date of Submission: 06-06-2021

Date of Acceptance: 20-06-2021

I. INTRODUCTION

A simple Quiz App that contains a group of curated questions and their answers and checks for the correctness of the solution given by the user. It navigates through the questions using dynamic programming.

Development of Android-based Quiz application is especially required by students and learners to organize themselves for various examinations directly through Smart-Phones and tablets in hands. The most aim of this project is to facilitate students in learning, gaining, and improving their knowledge skills. Within the meantime, our app provides them fun so the users can steel themselves against interviews, entrance tests, or the other corresponding purposes in a very fresh mood and can't get bored or frustrated because to the dullness of the applying. We designed the application to facilitate the users to be able to take short quizzes using portable devices likes smartphones and tablets. Android is software that is built basically for Mobile phones. It's supported by the Linux Kernel and other open-source software and is developed by Google. Android is very popular nowadays among students and students are now choosing Android for his or her projects. It's greatly important for a beginner to create baby Android apps to learn Android. The evolution of today's mobile devices increases the quantity of mobile applications developed and among them the quiz applications. Android Mobile hardware and software platforms allow the running of faster and richer applications. This paper presents the most steps within the development of a quiz application for Android using Android Studio. Android could be

a software package and Linux based operating system for mobile devices/ equipments such as tablet computers and smartphones. It's developed by Google and later the OHA (Open Handset Alliance). Java language is principally wont to write the android code while other languages are used. The goal of the android project is to form a successful real-world product that improves the mobile experience for end-users.

II. LITERATURE SURVEY

Android is rapidly getting famous, and therefore the number of its users are increasing day by day, because it's easy to access the required Android-based apps on tablets and smartphones. Therefore, we found the use of the Android App is less complicated and longer efficient to facilitate the users during this way with none difficulty. Fig 1 Applications and widgets Application Programming Interface Libraries Android runtime Android Architecture reduces the time of development and can reduce the quantity of memory that is required by the appliance. In Future we are able to include redesigned an friendlier user interface because the application targets various levels of users starting from sophisticated programmer to naive users Android is most used Mobile OS worldwide. making an android app isn't as difficult mutually think about. You simply must have minor knowledge about android structure and tiny java programming. Android is an open source and Linux-based package for mobile devices like smartphones and tablet computers. Android was developed by the Open Handset Alliance, led by Google, and other companies. Android offers a unified approach to

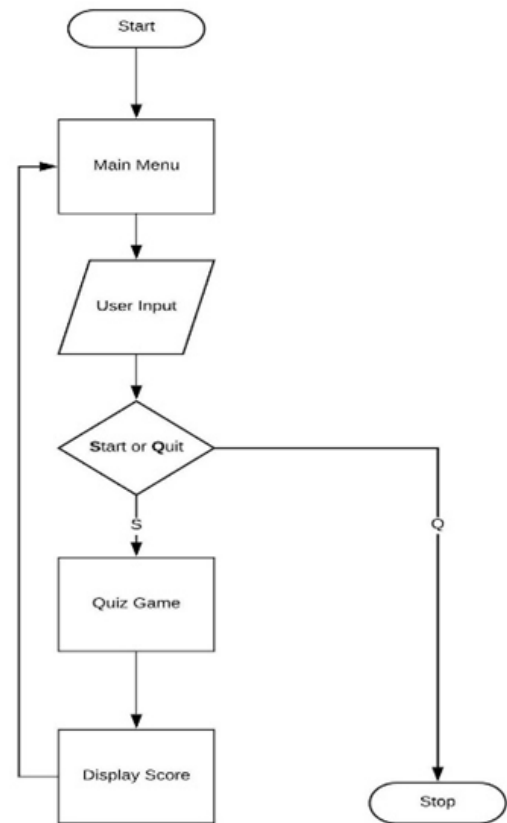
application development for mobile devices which suggests developers need only develop for Android, and their applications should be ready to run on different devices powered by Android.

The very first beta version of the Android Software Development Kit (SDK) was released by Google in 2007 while as because the first working commercial version, Android 1.0, was released in September 2008, and later it kept on changing/updating its rules. On June 27, 2012, at the Google I/O conference, in that meeting, Google announced the subsequent Android version, 4.1. Jelly Bean is an incremental update, with the first aim of improving the program, both in terms of functionality/ activities and performance. The text file i.e source code for Android is out there under free and open source software licenses. Google publishes most of the code under the Apache License version 2.0 and therefore the rest, Linux kernel changes, under the GNU General Public License version

III. PROPOSED WORK

Android could be a complete set of software for mobile devices like tablet computers, notebooks, smartphones, electronic book readers, set-top boxes etc. It contains a Linux-based Operating System, middleware and key mobile applications. We are creating the simple example of android using the Eclipse IDE. For creating the simple example:

1. Create the new android project
2. Write the code and functions for it.
3. Run the android application
4. Covert the files into APK bundles.



Flowchart of Quiz App

3.1 Working of Application

Step 1: Creating a new project

- Click on the File option at the topmost corner in the left.
- Then click on new and open a new project and name the project.
- Now select the Empty Activity with language as Java.
- Name it Quiz App.

Step 2: Designing the UI with activity_main.xml

step 3: Working with developers.java

Step 4: Working with MainActivity.java

step 5: Working with QuestionsActivity.java

step 6: Working with ResultActivity.java

step 7: Build the project into APK file or Bundles.

step 8: Transfer the APK file into Android phone and install it and run it over.

IV. RESULT

S. No	Description	Expected Result	Actual Result	Pass/Fail
1.	On main page, name the name of student taking test.	Same name will show on test page.	Test page says hello, name of student.	Pass
2.	Main page has an activity as About , it suppose to show information about developers of App.	Display information of developers.	Shows names and mail id of developers.	Pass
3.	Questions with multiple choices	Only one option should be selected.	Single selection is allowed.	Pass
4.	If we press Quit button	Moves to main page of App.	Redirected to Main Page.	Pass
5.	If quit button is pressed, starting the test with name should resume.	Test should start from next question.	It moves to main page.	Fail
6.	After submitting option, student should move to next question.	Move to next question.	Next question appears on screen.	Pass
7.	Result should be generated at the end of 10 Questions.	Result displays on the screen with no. of correct and wrong answers.	Wrong: Correct: Total questions:	Pass

V. CONCLUSION

- Using Android studio gives us more flexibility, but it required more time.
- The Quiz App is very important in future learning systems; it can be easily adopted by educational institutions and universities in order to make the quiz more flexible and safer.
- give the system maximum benefit by demonstrating carefully each subsystem service.
- The proposed system is easy and flexible for future maintenance and development because each subsystem can be handled separately without influence on another system.
- The results are shown instantly to students. With the number of wrong as well as correct answers.

ACKNOWLEDGEMENTS

With immense pleasure, we present the review paper on “Quiz App using Android Studio” as part of the curriculum of the Diploma (Computer). We express sincere and profound thanks to Head of Department Mr. V. S. Solanke, who is ready to help with the most diverse problems that we have encountered along the way. This would not have been feasible without encouragement and guidance of our Project Co-ordinate, Mr. Shelke R.B.

REFERENCES

- [1]. Available at: <https://play.google.com/store?hl=en/> last accessed, 24 Nov 2015 [11] Saqib SM, Asghar MZ, Ahmad S, Ahmad B, Jan MA. “Framework for Customized-SOA Projects”. *International Journal of Computer Science and Information Security*. 2011 May 1;9(5):240.
- [2]. Asghar D, Zubair M, Asghar MJ. “Expert System For Online Diagnosis of Red-Eye Diseases”. *International Journal of Computer Science & Emerging Technologies (IJCSSET)*. 2010;1(2):35-9.
- [3]. Saqib SM, Jan MA, Ahmad B, Ahmad S, Asghar MZ. “Custom Software under the Shade of Cloud Computing”. *International Journal of Computer Science and Information Security*. 2011 May 1;9(5):219.
- [4]. Hussain S, Asghar MZ, Ahmad B, Ahmad S. “A Step towards Software Corrective Maintenance Using RCM model”. *arXiv preprint arXiv:0909.0732*. 2009 Sep 3.
- [5]. Rashid A, Zubair MZ. An Intelligent Agent for a Vacuum Cleaner. *International Journal of Digital Content Technology and its Applications*. 2009;3(2):143-6.
- [6]. Asghar MZ, Ahmad S, Marwat A, Kundi FM. “Sentiment Analysis on YouTube: A Brief Survey”. *arXiv preprint arXiv:1511.09142*. 2015 Nov 30