Analyzing Kahoot

Name

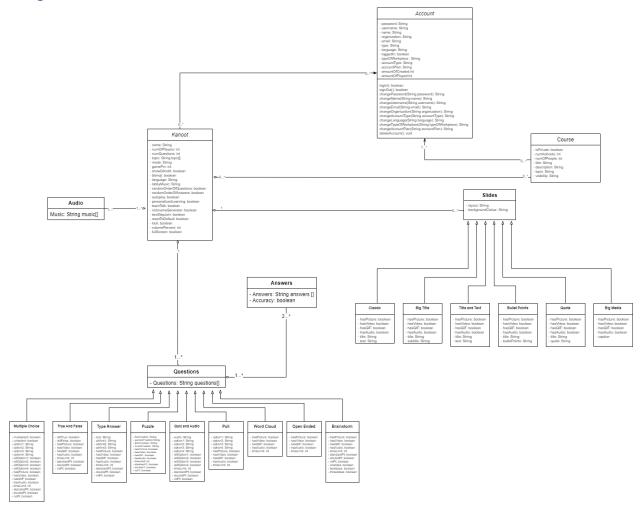
Grace Sui

Class Diagram

Link

• https://drive.google.com/file/d/1oXvnFnnO55cTCYihLvmvu2P9pUNYsIFg/view?usp=sharing

Image



Justification

https://www.wevideo.com/view/2632909864

Questions

- 1. Design a 10th type of question.
 - Crossword
 - a) Describe how it works and why it might be useful. (2)
 - i) It is a crossword puzzle. Basically you have questions and the user would type what they think each question's answers are. If the answer is wrong, the user has to think of the right answer and re-enter their new answer until they get it right. The user with the most correct answers before the time limit wins the most points.
 - ii) It might be useful because people will have to answer the questions accurately to move on to the next question.
 - b) What attributes would it have? (2)

Accuracy: boolean

- Questions: String []

- numOfQuestions: int

numOfCorrectAnswers: int

- numOfEmptyBoxes: int

numOfFilledBoxes: int

- timeLimit: int

numOfPoints: int

hasPicture: boolean

hasVideo: boolean

- hasGIF: boolean

hasAudio: boolean

- timeLimit: int

standardPt: boolean

- doublePt: boolean

- noPt: boolean

- c) What is its relationship to the other classes? (2)
 - Composition to questions class
 - Aggregation to answers class
- d) Include a diagram of the class. (2)
 - i) https://drive.google.com/file/d/1Kzp5Xp4yzar23gwc38DtPOW2kbY https://drive.google.com/file/d/1Kzp5Xp4yzar23gwc38DtPOW2kbY https://drive.google.com/file/d/1Kzp5Xp4yzar23gwc38DtPOW2kbY https://drive.google.com/file/d/1Kzp5Xp4yzar23gwc38DtPOW2kbY

ii)

Crossword

- Accuracy: boolean
- Questions: String []
- numOfQuestions: int
- numOfCorrectAnswers: int
- numOfEmptyBoxes: int
- numOfFilledBoxes: int
- timeLimit: int
- numOfPoints: int
- hasPicture: boolean
 hasVideo: boolean
- hasGIF: boolean
- hasGIF: boolean - hasAudio: boolean
- timeLimit: int
- standardPt: boolean
- doublePt: boolean
- noPt: boolean

- 2. You are tasked to redesign Kahoot to be used in a setting outside of school of your choice. How might the classes change to tailor specifically for that application? Consider changes of relationships/attributes/methods. (2)
 - I may redesign Kahoot as a party event. To tailor these classes for the application, I might change the subclasses of questions to have a distribution of points for every answer. Each option on screen will have a different amount of points distributed. Furthermore, I would completely remove the course class because it's practically useless in this scenario. Last but not least, I would change the audio class to have the option to add custom music even if the Kahoot was created by someone else.