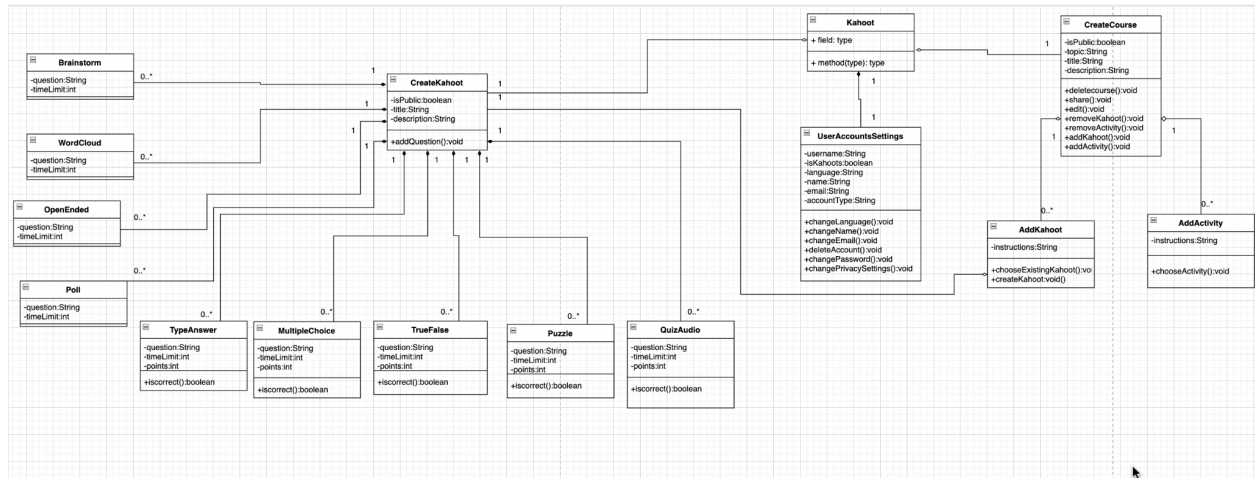# Analyzing Kahoot

Ryan Fan

Class diagram:

https://drive.google.com/file/d/1NoSq8UUKKUjirIEjz29u3b98eAp5csK_/view?usp=sharing

Justification:

https://drive.google.com/file/d/1AOd8Y_hzNDb-ZqOnlJ5w9BDbQJAYwQH3/view?usp=sharing

1. 10th type of question: A new question would be a question where you can draw an answer. I think this would be really useful for subjects like physics, chemistry and biology and it would also be useful for people who want to have fun. For example, it could ask you to draw a diagram to answer a physics problem.

   The attributes it would have are: question:String, timeLimit:int, and points:int. It would be complicated to check foi the answer is correct and give out points. Which is why I think this question would be very basic at first.

   The relationship with other classes would be a composition relation with the createKahoot class as it is designed to be a type of question in a kahoot quiz and the createKahoot class and drawQuiz classes cannot exist without each other.

DrawQuiz
question:String timeLimit:int points:int
isCorrect():boolean drawAnswer():void
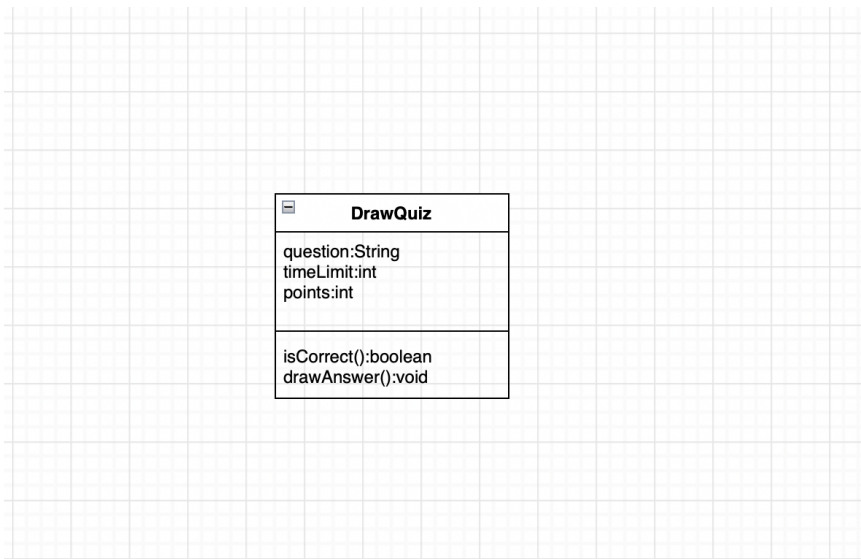
2. I don't think kahoot would change a lot if it were designed to be used outside of school because it is designed to be used in school and out of school. When creating an account it gives you a choice of student, teacher, personal and professional. The difference is that if kahoot was designed for outside of school, the createCourse class and its subclasses would be different. This is because this part of kahoot is mostly for school work. It's for teachers to create a course where students can do learning activities and quizzes. The addActivity would be gone as the activity part is composed of math labs which would be used by teachers to teach math to students. I believe that other parts of kahoot like the createKahoot and user settings part would remain the same as it was designed to not only be used in school.