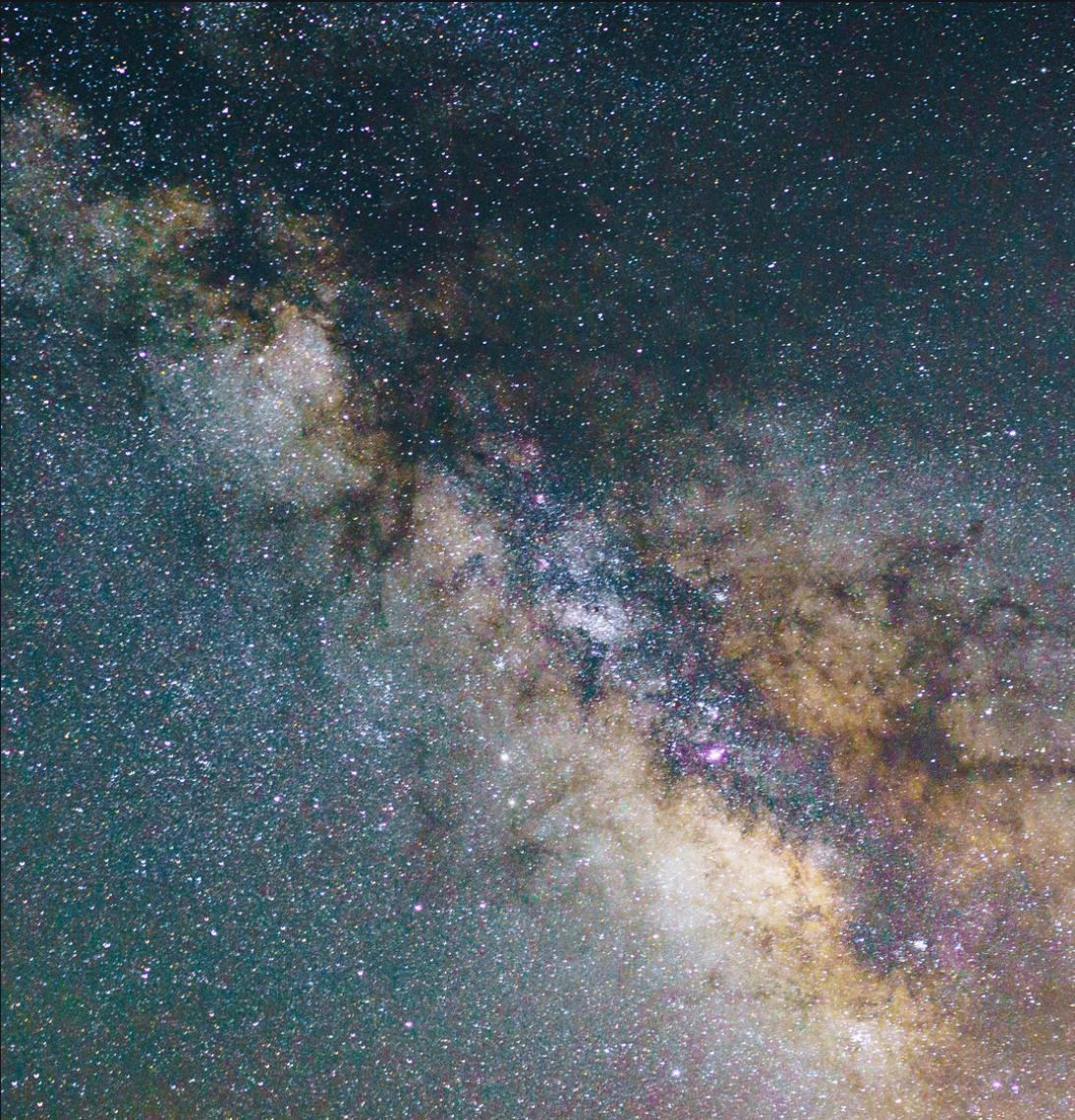


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# NASA-QUIZ



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# WELCOME TO OUR PRESENTATION

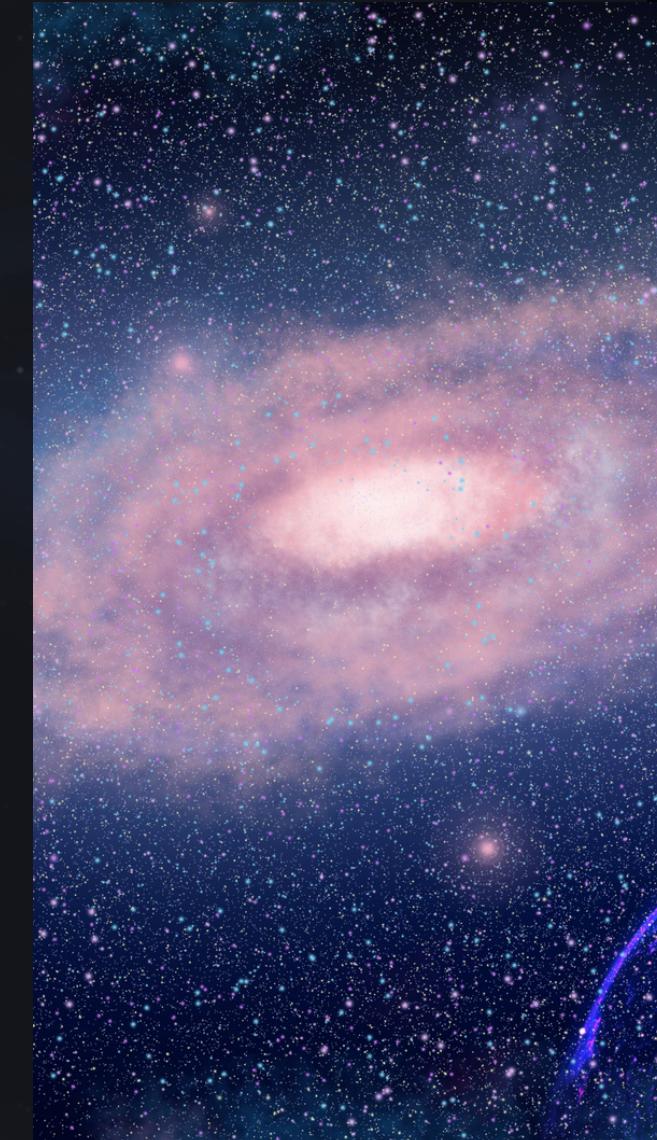
## THE PROYECT INTRODUCTION

Our team has designed an application aimed at people of all ages, although our target audience is younger individuals so they can learn facts about space in a fun and dynamic way. To achieve this, we have developed two applications, one for Android and another for Microsoft.



# APP'S DESCRIPTIONS

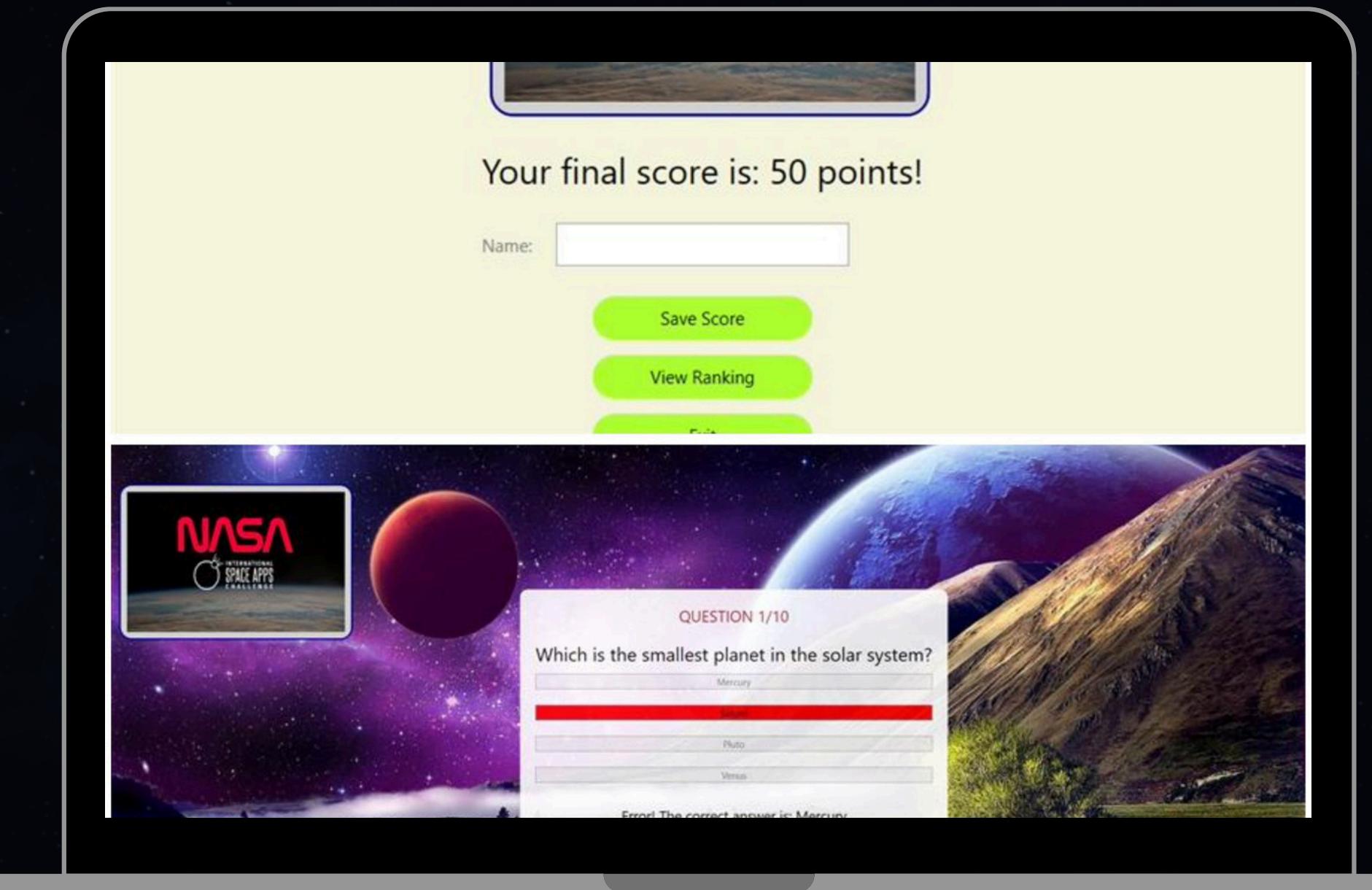
For our applications, we have created a set of 90 questions based on facts about Earth and the universe. These questions have been implemented in both applications and appear randomly. It's a super fun and engaging experience for young people, making all this information more appealing and allowing them to learn through play. They will be able to challenge themselves with our three game modes: easy, medium, and hard.





# ABOUT WINDOWS APP

This application has been developed using Visual Studio 2022 in C# and XAML. In this case, both the backend and frontend are interconnected, sharing information as the application runs and the user interacts with the buttons that are enabled based on the current state of the app. The application operates through 5 windows and offers an interactive menu, a quiz mini-game with three difficulty levels, and a scoring system that is stored in a .txt file, from which information is also retrieved to verify the results up to the present time.





# ABOUT ANDROID'S APP

This application was developed using Android Studio Koala Feature Drop | 2024.1.2, by a team of vocational training students. The app utilizes 6 Java classes, of which 4 form various Activities.

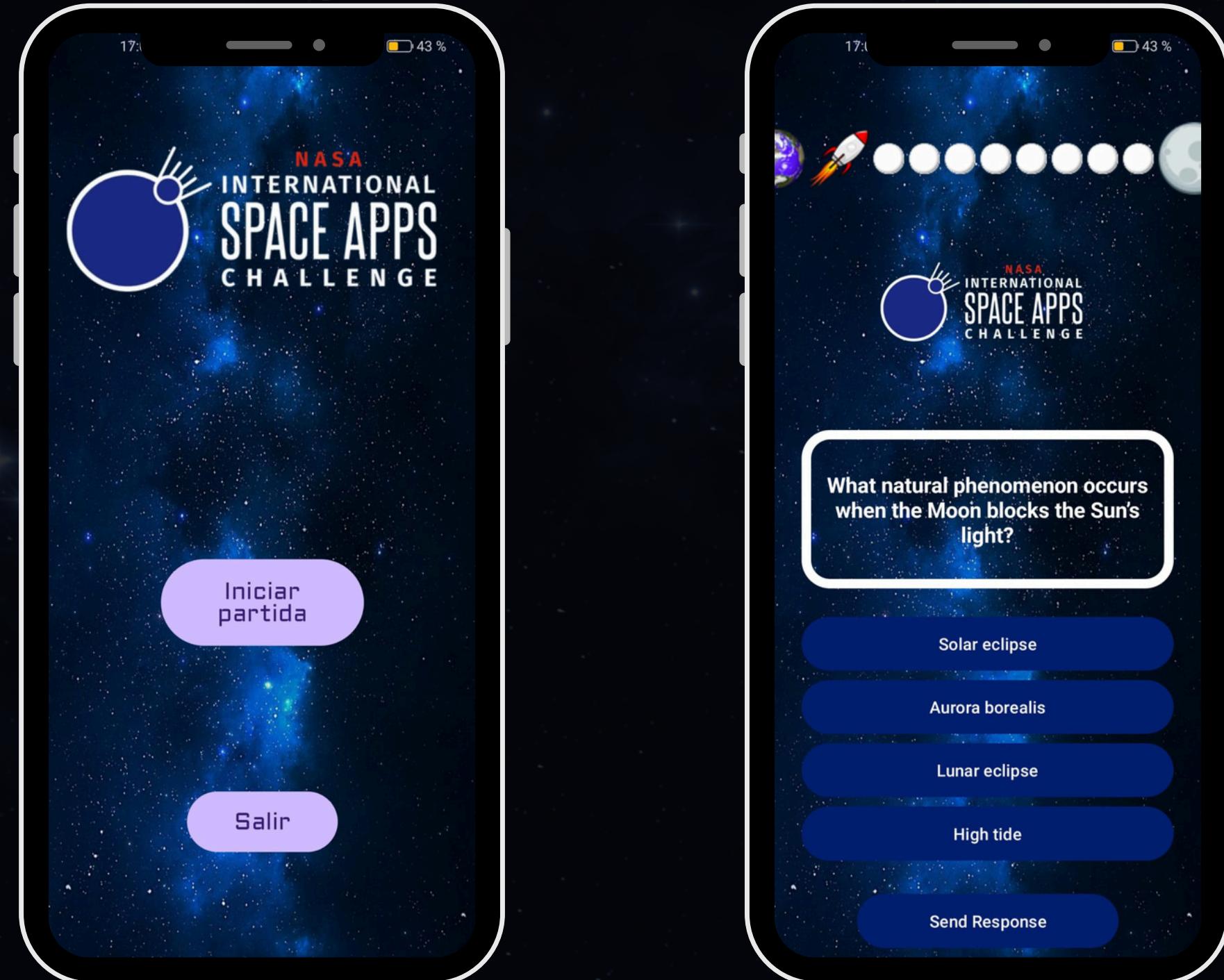
Activities:

MainActivity: Serves as the main menu, featuring two buttons: one to navigate to the WelcomeActivity and the other to exit the app. This Activity employs an OnClick() method containing a switch statement with two cases, each triggered by a button press. To transition to the next Activity, an Intent is created and started using startActivityForResult(intent). To exit the app, System.exit(0) is called.

WelcomeActivity: Handles user interactions on the screen, displaying questions, receiving answers, and updating the score. It includes a TextView explaining the app's functionality and a spinner to select the difficulty level. An adapter is used to populate the spinner with items, and the onItemSelected() method is invoked to determine the selected item.

PlayActivity: This is where the game takes place, leveraging previously created classes like Question.java and QuestionDB.java. Questions and their answers are presented in a random order. A constructor is used to accept a difficulty level as a parameter and creates an array of Question objects corresponding to that difficulty. The methods easyquestions(), mediumquestions(), and hardquestions() contain predefined lists of questions, each with its statement, answer options, and correct answer. The answer\_splitter() method divides the concatenated answer options of each question into a list of individual options.

ResultActivity: Congratulates the player on winning or displays a message indicating a loss, accompanied by an appropriate image and sound. To determine the outcome, an Intent is used to pass an integer. If the value is 10, the sonidoVictoria() method is called to play a victory sound using MediaPlayer. The image and TextView text are also updated. If the Intent value is less than 10, the sonidoDerrota() method is executed, which functions similarly to sonidoVictoria().



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