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| Mobile Information Systems |  |
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| Truth Estimation from Mobile Interaction |  |
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|  | Submission date: |

Contents

[1 Theoretical Part 1](#_Toc11231469)

[1.1 A Summary of the paper ”Veritaps: Truth Estimation from Mobile Interaction” 1](#_Toc11231470)

[1.2 Focused part of the paper 1](#_Toc11231471)

[2 Practical Part 1](#_Toc11231472)

[2.1 Differences between paper code 1](#_Toc11231473)

[2.2 Important code snippets 1](#_Toc11231474)

[2.2.1 Transitions 1](#_Toc11231475)

[2.2.2 AI programming 2](#_Toc11231476)

[2.3 Code Structure 2](#_Toc11231477)

[3 Literature 4](#_Toc11231478)

[4 Annex 5](#_Toc11231479)

# Theoretical Part

## A Summary of the paper ”Veritaps: Truth Estimation from Mobile Interaction”

## Focused part of the paper

# Practical Part

## Differences between paper code

In the project we are just working on an implementation of the third task (see …). The group decided to change the design to make it more appealing (see images …). Furthermore, they added some screens to the original game app, so the user can understand the app without any explanation. Therefore, an information screen has been added that explains the game itself and how it works. Sure, it does not tell the user that the backend stores the answering time.

## Important code snippets

### Transitions

The most difficult part in programming the interface was to find out how to animate the transitions also and change the screens. Therefore, the group had to create an” anim folder”. There, xml files had to be created with a set-tag and a translate-tag. In this tags programmers can implement transition aspects like duration of the transition and the x- and y-coordinates where the transition starts and where it ends.

To use the transition programmers, have to define an FragmentTransaction. With that you can replace the older screen and also setup a costume animation (see *Code 1*).

|  |  |  |
| --- | --- | --- |
|  | SecondScreen fragment = SecondScreen.newInstance(); FragmentManager fragmentManager = getSupportFragmentManager(); FragmentTransaction transaction = fragmentManager.beginTransaction(); transaction.setCustomAnimations(R.anim.enter\_from\_bottom, R.anim.exit\_from\_bottom); transaction.addToBackStack(null); transaction.add(R.id.fragment\_container, fragment, "SECOND\_SCREEN").commit(); |  |

Code 1 shows how to change screens in an app and also how to call the self-generated transitions.

### AI programming

## Code Structure

The code structure for the whole application can be found in the Figure 1.

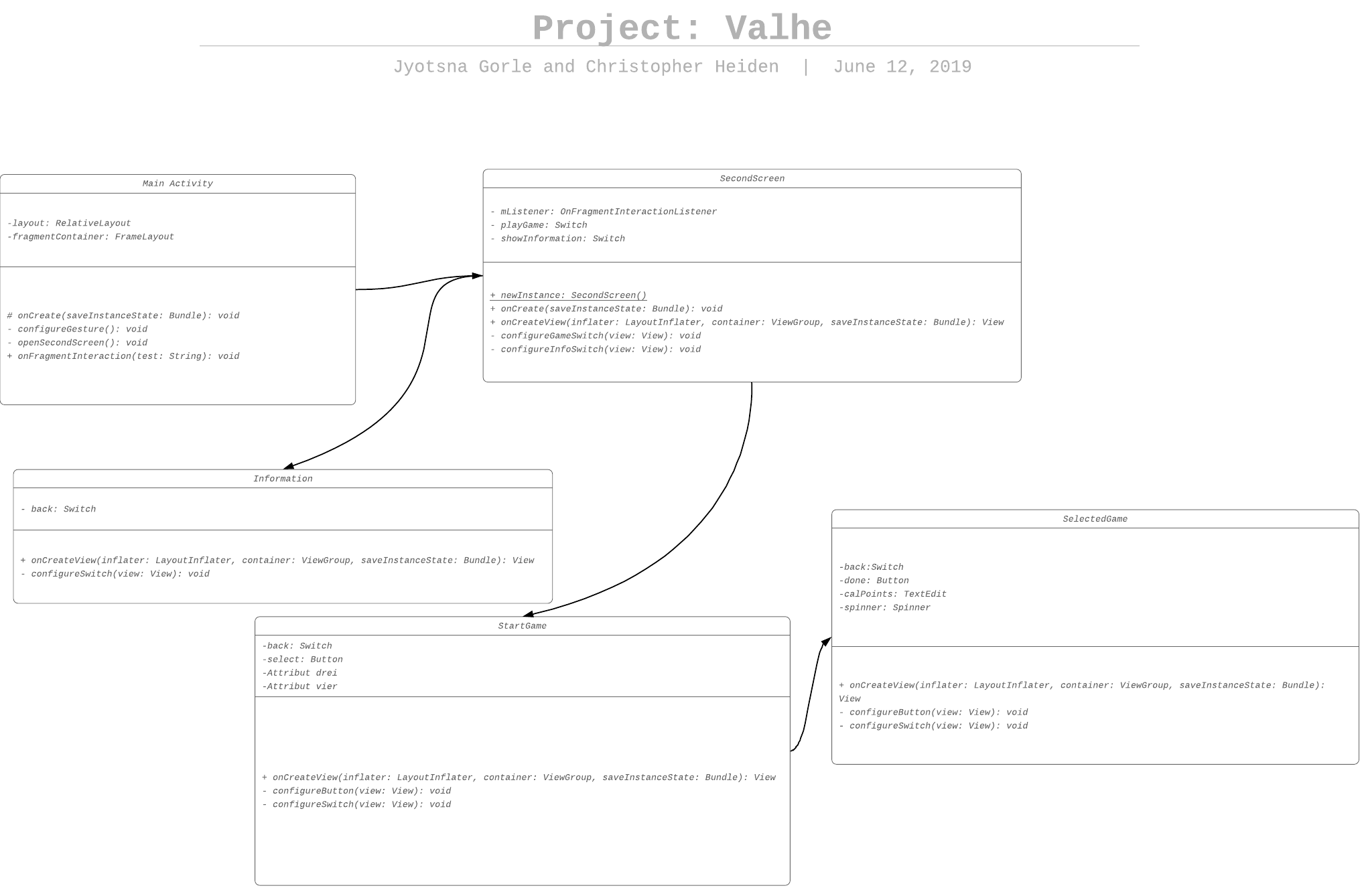


Figure 1 shows the code structure of the project.

# Literature

# Annex