ABSTRACT

Quiz App is an android-based application, and enables the user to undertake a series of questions on Java language. The app is user friendly, and the user shall find it extremely easy to answer the multiple-choice questions. At the end of the quiz, a result-report is generated which states the score. The app also presents an option to the current user to play the question-round again or quit in between.

In today's world, Smart phones have changed our lives and have become an indispensable part of our lives because of its specialty to simplify our routine work and thereby saving our time. A Smartphone with an Android OS offers excellent functionality to the users offering a distinct experience. Android is a Linux based operating system and it was bought by Google in 2007. There are tons of application available and one of the prime reasons for this vast number is android being an open source. On the other hand, android-based device like mobile, tab is very user friendly. A survey has done by "Light Castle Partners" research wing which indicates that though other operating system mobile users exist but the majority users are going with android operating system. In this context, Project application is developed based on android platform.

ACKNOWLEDGEMENT

We dedicate this page to acknowledge and thank those responsible for the shaping of the project. Without their guidance and help, the experience while constructing the dissertation would not have been so smooth and efficient.

We are extremely thankful to our **Principal**, **Dr. Shantharama Rai C.** for his support and encouragement.

We owe our profound gratitude to **Dr. Antony P J, HOD**, Department of Computer Science & Engineering, whose kind consent and guidance helped us to complete this work successfully.

We sincerely thank **Dr. Basappa B Kodada & Mr. Vinayak Pai,** Assistant Professor, Department of Computer Science and Engineering, for his guidance and valuable suggestions which helped us to fulfill the Mini Project prescribed by the university.

We would like to thank all our Computer Science and Engineering Staff members who have always been with us extending their support, precious suggestions, guidance and encouragement through the project.

We also like to extend thanks to our friends and family members for their continuous support.

Mr. VAISHNAV E (4JK19CS057)

TABLE OF CONTENTS

Chapter	Title	Page No.
	ABSTRACT	i
	ACKNOWLEDGEMENT	ii
	TABLE OF CONTENTS	iii
	LIST OF FIGURES	V
	INTER ORDINGTION	1.0
Chapter 1	INTRODUCTION	1-3
	1.1 INTRODUCTION TO ANDROID APPLICATION	1
	1.2 INTRODUCTION TO ANDROID STUDIO	2
	1.3 MINI PROJECT DESCRIPTION	2
	1.4 REQUIREMENT AND SPECIFICATION	3
	1.4.1 HARDWARE REQUIREMENT SPECIFICATION	3
	1.4.2 SOFTWARE REQUIREMENT SPECIFICATION	3
Chapter 2	DESIGN	4-11
	2.1 ARCHITECTURAL DIAGRAM	4
	2.2 XML CODE	5
	2.2.1 ACTIVITY MAIN	5
	2.2.2 ACTIVITY_DEVELOPER	7
	2.2.3 ACTIVITY RESULT	10

	YN ADY EN MENTEN MYON	10.05
Chapter 3	IMPLEMENTATION	12-25
	3.1 LIST OF CLASSES IMPORTED	12
	3.2 LIST OF IMPORTANT LIBRARY FUNCTION	15
	3.3 JAVA CODE	16
Chapter 4	RESULTS	26-28
	4.1 SCREENSHOTS	26
Chapter 5	CONCLUSION & FUTURE ENHANCEMENTS	29
Chapter 5		
	5.1 CONCLUSION	29
	5.2 FUTURE ENHANCEMENT	29
	REFERENCES	30

LIST OF FIGURES

Figure No	Title	Pg No
Figure 2.1	FLOWCHART	4
Figure 4.1	MAIN PAGE	26
Figure 4.2	DEVELOPER PAGE	26
Figure 4.3	LOGIN PAGE	27
Figure 4.4	DISPLAYING QUESTIONS	27
Figure 4.5	SHOWING SCORE	28
Figure 4.6	FINAL SCORE	28