**My Suggestions for Thursday Group Meeting**

Remaining User Stories

* Favorites: The favorite’s user story could be implemented using a Sharedpreferences method. It’s androids way of storing data in an application. Shared Preferences allow you to save and retrieve data in the form of key, value pair.

Here’s a link that explains more on this feature:

<http://www.tutorialspoint.com/android/android_shared_preferences.htm>

Likewise in a similar idea, create a class for favorites that acts as a buffer, but is a public class in order for it temporarily store data in some array or string, or whatever. Then calls another method that outputs that information into a database, or prints to the screen, or whatever.

* Showing the Correct Answer: creating a button that simply changes the color of text, or possibly highlights text. This can be done using the setTextColor method after clicking the “Show Correct Answer” button
* Selecting a Quiz: If we can somehow structure our quizzes so that they can be grouped, then we can proceed with our original intent for this user story. Otherwise we can adapt the selecting a quiz and turn it into a Edit Quiz user story, where the user is able to select from a list of all quizzes, select a quiz, and potentially edit information to be updated to the database.
* Results: The results simply just records the scores after taking a quiz, and creates a log of the scores for every attempt. I was also thinking about attaching a timestamp to each score so the user knows when each quiz was taken
* Sharing Quiz: This may be done using broadcast intents, broadcast intents are a class that send intents via broadcasts. This can be used to send information across applications