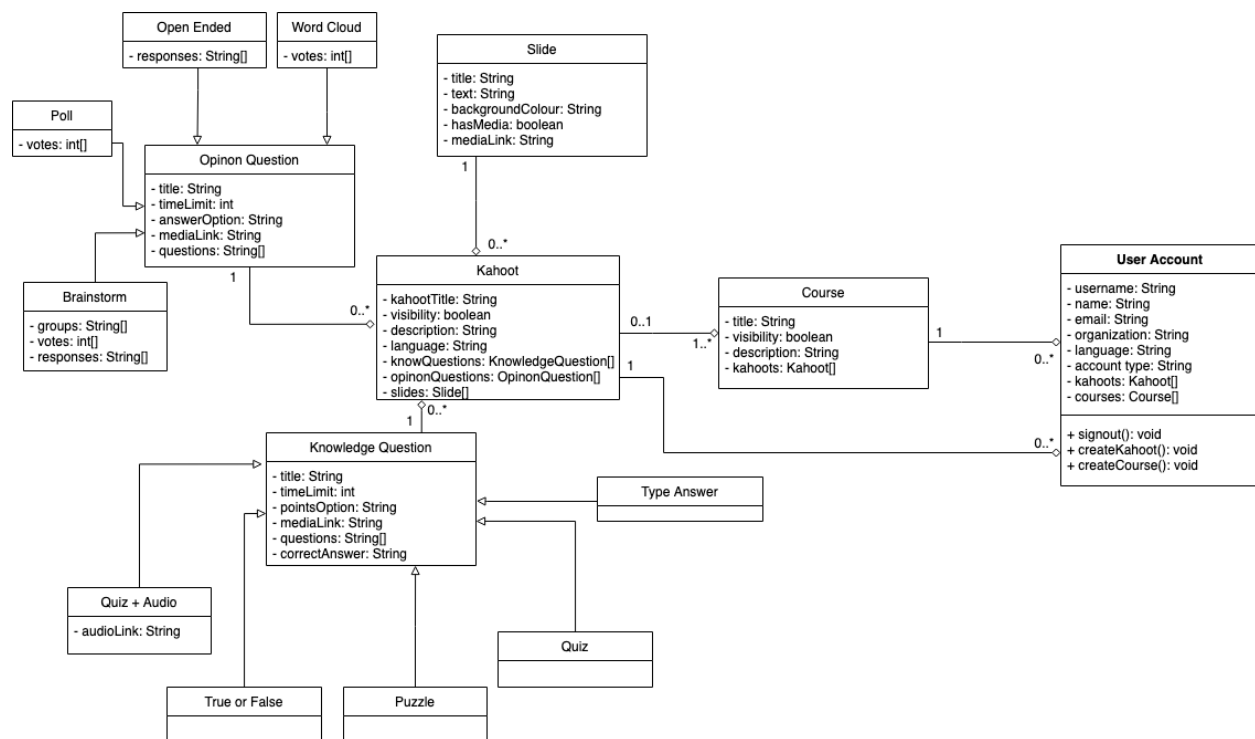


Analyzing Kahoot

Xuan Zheng

Diagram link:

<https://github.com/CS-Mr-Lee/portfolio-Nauxzd/blob/main/Unit%202/Object%20Oriented%20Programming/AnalyzingKahoot/AnalyzingKahoot.pdf>



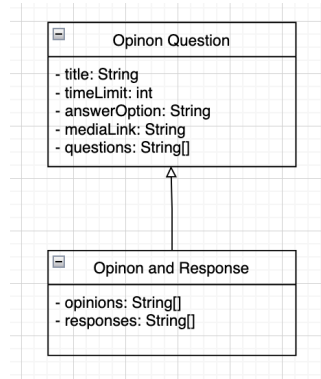
Justification link:

<https://drive.google.com/file/d/1WVHN9hGHuPEHfFWsvj8pRSCUoCJr6Os/view?usp=sharing>

Questions:

- a) I would add a new opinion question that's similar to the open ended question called opinion and response. This opinion question would have two parts, first there is a question that all kahoot participants respond to, then once everyone is finished, everyone gets a random response and is tasked with responding to that. This might be useful if you want feedback for your response.
b) There should be two String arrays, one named opinions and the other responses.
c) It would be a relationship of generalization with the Opinion Question class

d)



2. I could redesign Kahoot so it has a public leaderboard feature. Kahoots would be given a difficulty rating and each account would have a total weighted rating based on the Kahoots they have completed. Some attributes and classes would need to be changed, for example, each User Account class would now have an integer rating attribute and the Kahoot class would also need an integer attribute of difficulty rating. There could also be a new method to increase the rating of the User Account.