

# Introduce of the Kidal Temple through the quiz mobile application

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*Nowadays, many young people are starting to forget about Indonesian culture, one of which is the Kidal Temple in Malang, East Java, so many meanings behind the reliefs formed in the temple, therefore with the existence of Kidal Quiz, it is expected to be able to increase the user's insight and introduce the Kidal Temple. (Keywords : Kidal Temple, culture, Malang, Indonesia, Reliefs )*

## I. INTRODUCTION

Kidal Quiz is a mobile application based on android, which focuses on using the java programming language and by using the android studio as compiler.

Kidal Quiz contains questions and answers that can be media for learning and user recognition of relief in the Kidal Temple. Let's preserve culture with technology.

## II. EASE OF USE

Observation is the activity of a process or object with the intention of feeling and then understanding the knowledge of a phenomenon based on knowledge and ideas that have been known beforehand to get the information needed. Observation has a concept that can be defined as a process of observation and systematic recording of symptoms on the object being observed.

In the first step of observation, determine the ideas that will be used for making the program in the left-handed temple.

In the second step, the observation sets clear goals in the making of a mature idea program so that it will be useful in the implementation.

In the third step the observations compile the design for the existing idea program and explore the material elements found in the left-handed temple.

In the final step of our observation we organize all the ideas that have been collected and make a basic idea that is mature and redesigned from the results of a review on the application program.

## III. PREPARE YOUR PAPER BEFORE STYLING

### 3.1 Theory

Mobile applications or often also abbreviated with the term Mobile Apps are applications of a software in which the operation can run on mobile devices such as (Smartphones, Tablets, etc.). Systems that support software are usually managed by the owner of the mobile system.

### 3.2 Description Program

The program that we formed uses the concept from Android Studio (US). In the "KIDAL QUIZ TEMPLE" program, there are several menus, including the login menu, the desired input level menu, then a display to display questions with the selected level and also display a score menu display for users. Display that can be displayed is in the form of a list or table containing options for the user to choose the difficulty level, displaying multiple choices contained in the existing problem.

## IV. USING THE TEMPLATE

After the text edit has been completed, the paper is ready for the template. Duplicate the template file by using the Save As command, and use the naming

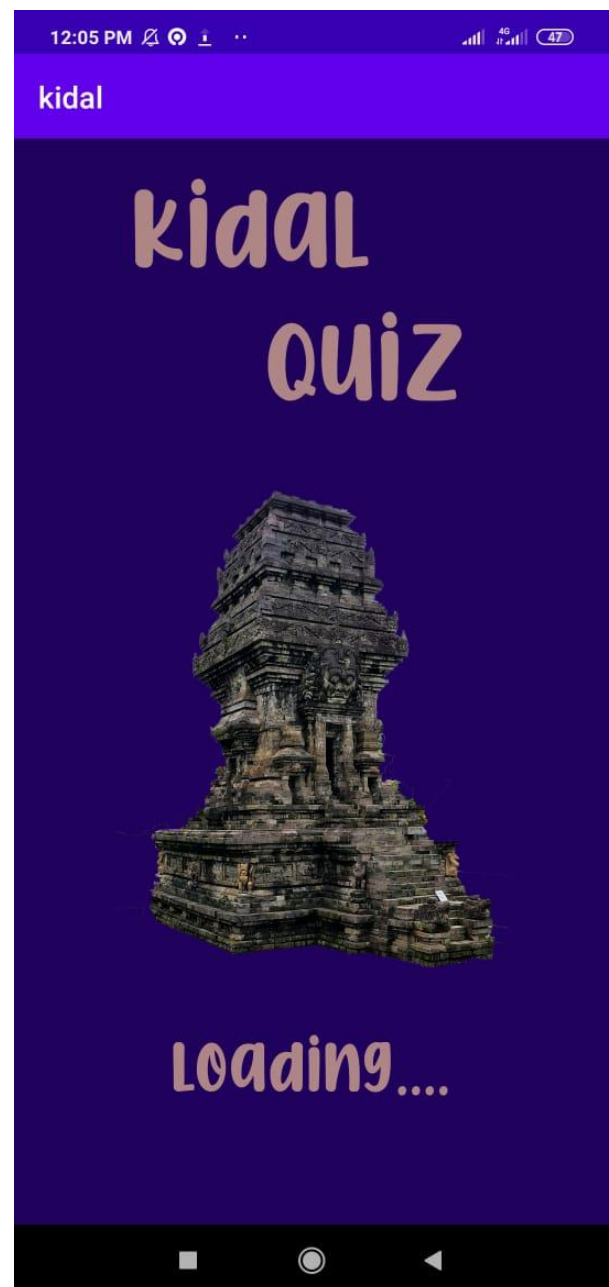
convention prescribed by your conference for the name of your paper. In this newly created file, highlight all of the contents and import your prepared text file. You are now ready to style your paper; use the scroll down window on the left of the MS Word Formatting toolbar.

#### A. *Authors and Affiliations*

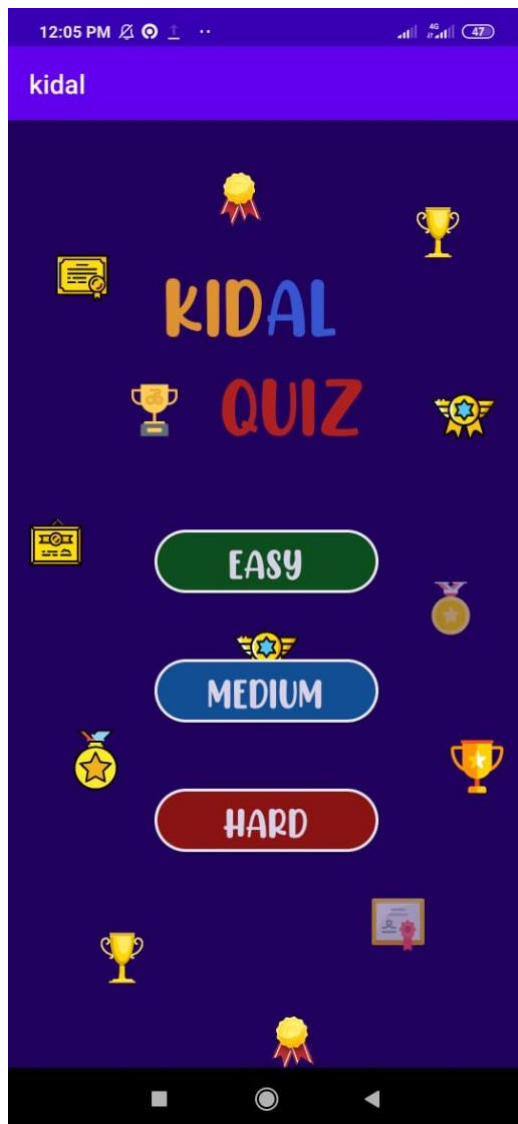
The first display, the player enters a nickname.



Please wait. still loading....



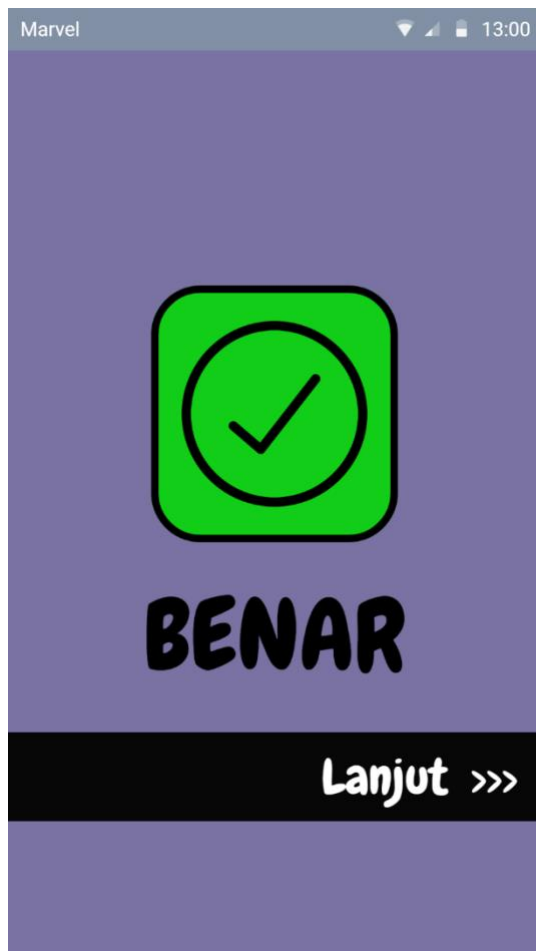
Players will choose the difficulty level, for example the user chooses "easy" then the program will display the questions based on the difficulty level.



an example of one of the quiz questions



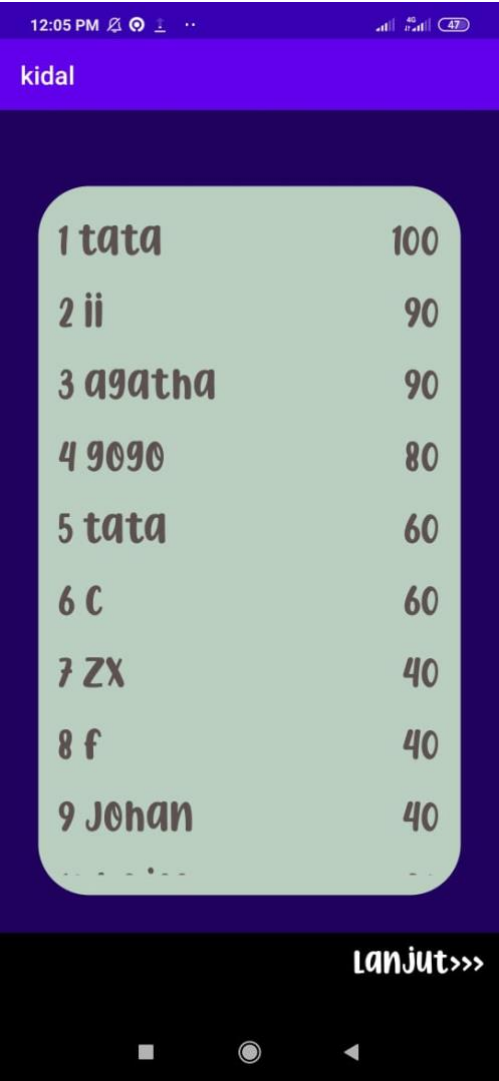
If the player answers are correct then the program will display this.



When the player has finished the game a score will appear.



Then the Leaderboards appeared.



## COMPONEN OF APPLICATION

Language of Program : Java

Database

Song : youtube : nocopyrightsounds

Compiler : Androide Studio

## REFERENCES

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