Master Quiz Application

Ukraine Conflict Quiz

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Abstract — **The evolution of today's mobile devices increases the number of mobile applications developed and among them the quiz applications. Android Mobile hardware and software platforms allow the running of faster and richer applications. We're currently experiencing a huge tension between Ukraine and Russia, as a way of honoring these hardworking people, I decided to create a multiple-choice application with the questions that many of us can ask each other.**

Keywords – quiz application, android, kotlin, ukraine.

I. INTRODUCTION

A simple Quiz App that contains a group of curated questions and their answers and check for the correctness of the solution given by the user. It navigates through the questions using dynamic programming.

The most aim of this project is to ensure that the population is aware of what has been happening in Ukraine. This multiple-choice application has all questions that many of us may ask.

This application is developed for educational purposes in my Master's in Mobile Computing at Polytechnic Institute of Guarda which was proposed to me to develop an application in Android Studio using the Kotlin Programming Language.

II. PROPOSED WORK

Android could be a complete set of software for mobile devices like tablet computers, notebooks, smartphones, electronic book, readers, set-top boxes, etc.

In this project I used Kotlin as main programming language, other programming language that I used is NodeJS to make broadcast between Android and external server.

We're creating a sample example of android project using Android Studio:

1. Create the new android project
2. Write the code and function for it
3. Run the android application
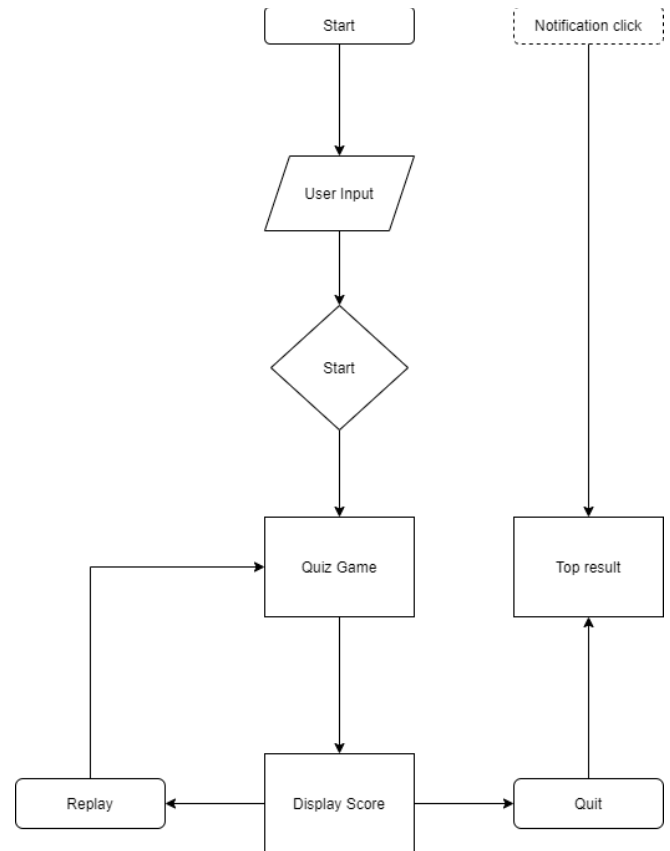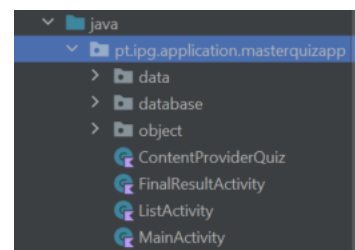4. Convert the files into APK bundles

Figure 1 - Flowchart Master Quiz

Step 1: Designing the UI with activity_main.xml

Step 2: Creating new project:

- Right Click on main package of project.

- Then click on new and then click on Activity > Empty Activity.

- Name it QuestionActivity

Step 3: Working with QuestionActivity.kt file

Step 4: Working with MainActivity.kt file

Step 5: Working with FinalResultActivity.kt file

Step 6: Working with ListActivity.kt file

Step 7: Working with ContentProviderQuiz.kt file

Step 8: Working with RecyclerAdapter.kt file

Step 9: Working with SocketHandler.kt file

Step 10: Build the project into APK file or Bundles.

Step 11: Transfer file into Android phone and install it and run it over.

III.   RESULT

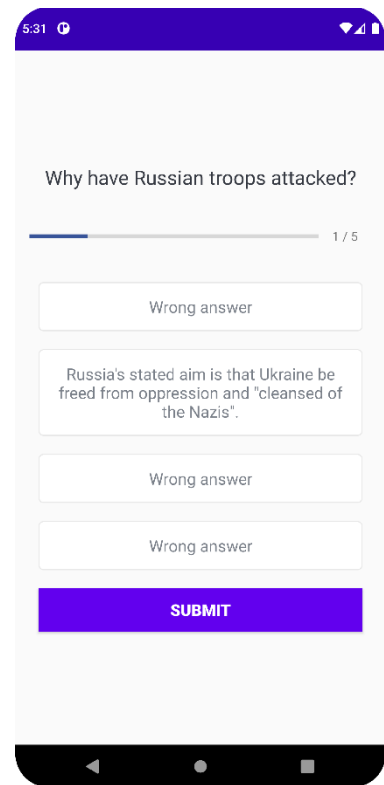*Figure 2 - Main Activity screen*
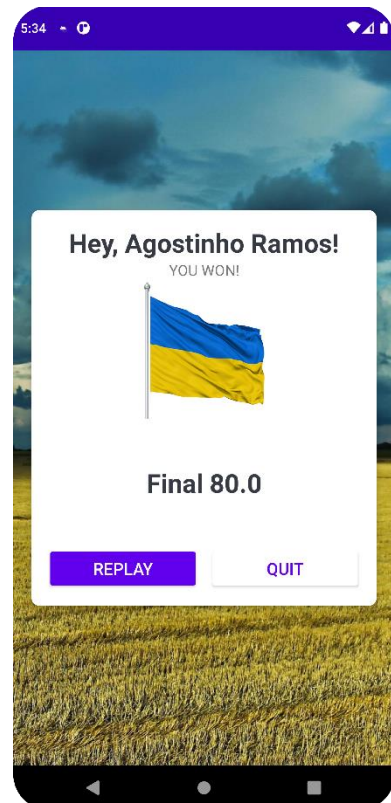

Figure 3 - Question Activity screen
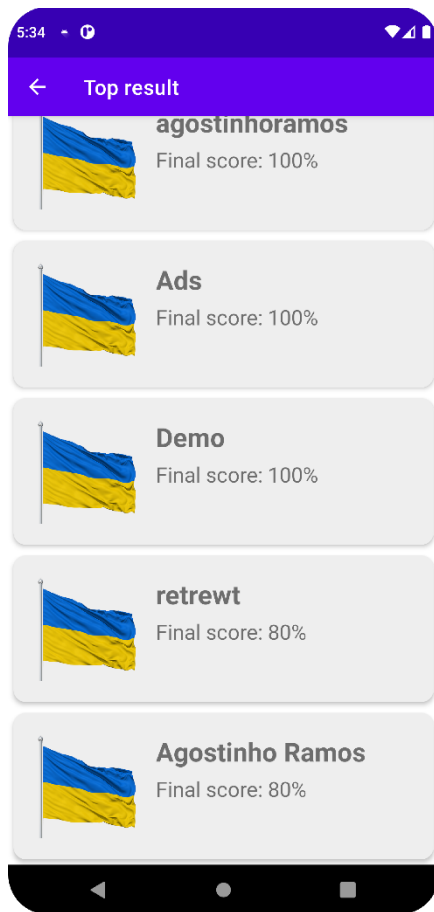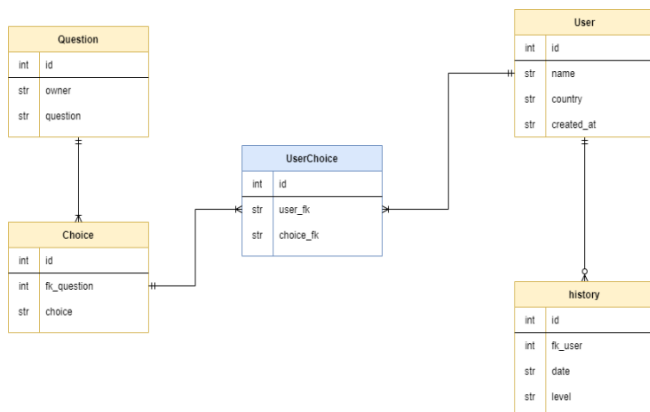

Figure 4 - Final Result Activity screen

Figure 5 - Activity List screen

ER MODEL

IV. CONCLUSION

This application allows you to share the names of the winning users in real time if you are connected to the internet as shown in image 5.

As soon as a player wins the application sends a notification to all devices connected by internet in a fast way.

V. REFERENCES

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