Computer Science Flash Cards

User’s Manual

A290 Android Final Project

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1. **Before You Begin**

Before launching the program, make sure you have satisfied the following requirements on the system you want to run the Computer Science Flash Cards application on:

A. Android Studio Artic Fox

B. AVD: 4.7 WXGA 720x1280:xhdpi

C. AVD: Android 6.0 x86 or x86\_64

Please note that the program will not be able to run properly without these requirements listed above.

1. Launching the Program/Home Activity

To launch the program, open it in Android Studio. All of the program files are located on the left-hand side. Click on “app” and navigate into,

app>java>com>a290>cmtidmar>edu>indiana>a290finalproject>MainActivity

After locating the MainActivity.java file, left click on it. A menu of options should pop up. From there, find “Run MainActivity” and click on it. This will launch the program. At first launch, the program will take a few minutes to start up. If it hasn’t started, terminate the program and try again.

When you have successfully launched the program, you will be taken to a home screen that consists of three buttons: Learn, Play, and Exit. Clicking on either the Learn or Play buttons will redirect the user to another activity within the application. The Exit button will close the program. To learn more about the “Learn” and “Play” activities, see Sections III and IV.

1. “Learn” Activity

The “Learn” Activity is a flash cards activity for the user to learn the material. On the screen, there are three buttons for user interaction: Menu, “Show Question,” and “Show Answer”. The Menu button is located at the bottom left of the screen and when clicked, a popup menu will appear for the user to navigate to another activity either “play” or “home”. To study from these flash cards, the user must click the “Show Question” button. Clicking the “Show Question” button, the contents on the flash card will be displayed. The user may also click “Show Answer” to reveal the answer of the question given. However, the “Show Answer” button will only be able to reveal the answer of the given question if the question has been displayed, meaning that “Show Question” must be clicked first before “Show Answer”. If the user tries to reveal the answer without a question displayed, then a blank answer card will be given. Though, a user can iterate through the questions as many times as they wish without revealing an answer, just click “Show Question” again to navigate to the next question. Once all questions have been revealed, the questions will loop back to the first question so the user can repeatedly study as many times as desired.

1. “Play” Activity

The “Play” Activity is a game intended for use after studying the flash cards at the “Learn” Activity. Though, the user may navigate to the “Play” Activity without going to the “Learn” Activity. The “Play” Activity has three buttons and one EditText Field for user interaction as well: Menu, “Show Question,” and Submit. The Menu button is located at the bottom left of the screen allowing the user to navigate to either “Learn” Activity or the home screen. The “Show Question” button will reveal the question on the blue flash card once clicked. After revealing the question, the user will be able to type in their answer in the grey box under “Your Answer”. After typing in the answer into the text field, the user will then need to click the submit button to submit their answer into the program. Regardless of capitalization, if the user gets the correct answer, it will be displayed onto the “previous answer” label at the top and the box will turn green. A counter will also be incremented and displayed for every correct answer. If the user gets the answer wrong, the “Total Correct” will not be increased, and the user’s previous answer will be displayed. In order to navigate to the next question, the user will have to click the “Show Question” button again.