Android Mini-App Project Report

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Device Name: Cloyster
App Title: Quiz App

Usage

This app is a quiz taking app which allows the user to complete quizzes on their mobile device by selecting answers. There are two tabs for quizzes which can be displayed: finished and unfinished.

To start a quiz, the user will click on a quiz in the unfinished tab. A question will be displayed with two possible answers. To select an answer, the user will click on one of the two options and a new question will be loaded. At the end of a quiz when all questions are answered, the user will be given a results page telling them the results of the quiz with a "return to home screen" button which will return the user back to the main page once clicked. After a quiz is completed, it is moved from the unfinished tab to the finished tab. If the user clicks a quiz in the finished tab, a toast message at the bottom of the screen will appear displaying the quiz name and results.

Lessons learned

In order to completely build this quiz taking app, our group needed an understanding of how to implement intents, activities, and fragments for and android project. In addition, the layout of a .xml file was confusing at first, but quickly made sense after looking up basic documentation examples. Common mistakes at the beginning was trying to write java code into the .xml and how to use interfaces properly. After a bit of effort, the layout of a .xml file began to make sense and we were able to modify it both via text and the graphical interface. For interfaces, the members of the group had to use trial and error to figure out what to include in the interface files in order to properly get quiz questions and answers working properly.

In addition to the coding end of the project, this group learned a lot about how to use and implement github for an Android Studio project. None of the members of this group had used Android Studio before this, so pulling and pushing a project from it was a first time experience. We used several different methods of pulling, pushing, and committing, trying out both command-line via the git command terminal and the GUI interface within Android studio. We found that certain actions, like force pushing a project to overwrite the current project in the Git repository was easier to do in the command-line while a simple push was easier in the GUI provided we did not run into any issues.