

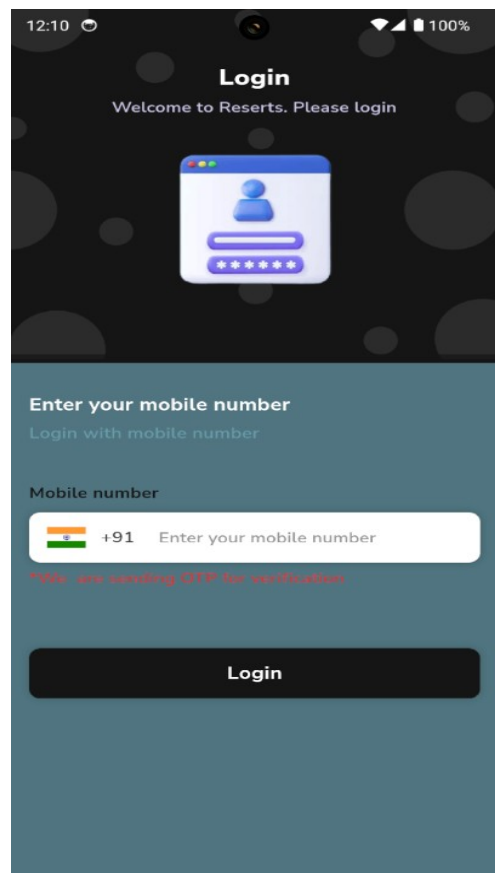
## Reserts App Documentation

Download the apk via the provided link [here](#) or you can scan the QR code.



After you download the apk you will be able to launch the app by going to your files and pressing on the apk after installation .

When the app launches you will see this screen



In this screen you will have to select your country and also put your mobile phone number , if its an already existing phone number it will push you to insert the code that will be send into your phone for verification , if not I will prompt you to created a new account

If you are running on an emulator for testing use test credential number +306987654321 and authentication code 102030

## Flutter App Setup

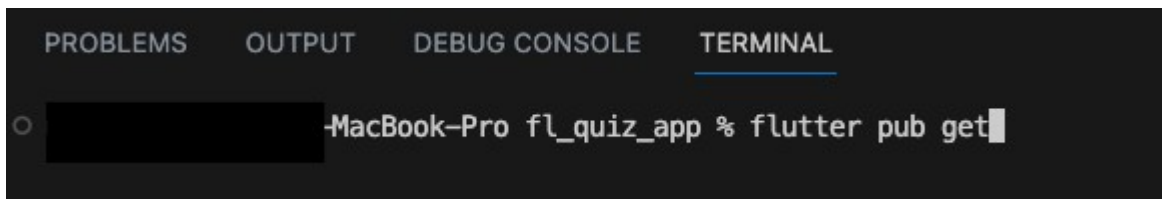
### How to setup Flutter

- For setting up flutter we recommended to use Flutter official documentation
  - <https://docs.flutter.dev/get-started/install> Please visit this link

### Common App Setup for Android & iOS

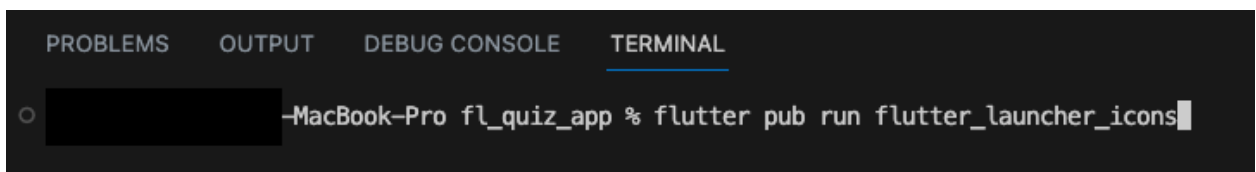
#### Change App Icon for Android and iOS both.

1. Replace your app icon with fl\_quiz\_app/assets/images/logo.png.
2. Run flutter pub get command in terminal.



```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL
○ [redacted] MacBook-Pro fl_quiz_app % flutter pub get
```

3. Run flutter pub run flutter\_launcher\_icons command in terminal.



```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL
○ [redacted] MacBook-Pro fl_quiz_app % flutter pub run flutter_launcher_icons
```

That's It. Your new icon is set.

### API Setup in App

- Open fl\_quiz\_app/lib/utlis/api\_constant.dart file.
1. Set your naked url at line number 2.

```

1 class ApiConstants {
2     static String url = 'http://panel.reserts.com:8050/';
3     static String baseUrl = 'http://panel.reserts.com:8050/api/v1/';
4     static String login = '${baseUrl}login';
5     static String register = '${baseUrl}register';

```

2. Set your api base url at line number 3.

```

1 class ApiConstants {
2     static String url = 'http://panel.reserts.com:8050/';
3     static String baseUrl = 'http://panel.reserts.com:8050/api/v1/';
4     static String login = '${baseUrl}login';
5     static String register = '${baseUrl}register';

```

### iii) Change Color of the App

- You can change the color of the app using fl\_quiz\_app/lib/utils/constant.dart file.

## 3) App Setup for Android

### i) Change Package Name

- Open fl\_quiz\_app/android/app/build.gradle file. Change applicationId at line number 55 & namespace at line number 36.

```

53 defaultConfig {
54     // TODO: Specify your own unique Application ID (https://developer.android.com/studio/build/application-id.html)
55     applicationId "gr.emity.fl_quiz_app"
56     // You can update the following values to match your application's requirements:
57     // For more information, see: https://docs.flutter.dev/deployment/android#reviewing-the-gradle-build-configuration
58     minSdkVersion 24

```

```

android {
    namespace "gr.emity.fl_quiz_app"
    compileSdkVersion 34
    ndkVersion flutter.ndkVersion

```

- Open fl\_quiz\_app/android/app/src/main/kotlin/com/example/fl\_quiz\_app/MainActivity.kt and change package at line number 1.

```

1 package gr.emity.fl_quiz_app
2
3 import io.flutter.embedding.android.FlutterFragmentActivity
4
5 class MainActivity: FlutterFragmentActivity()
6

```

## ii) Change App Name

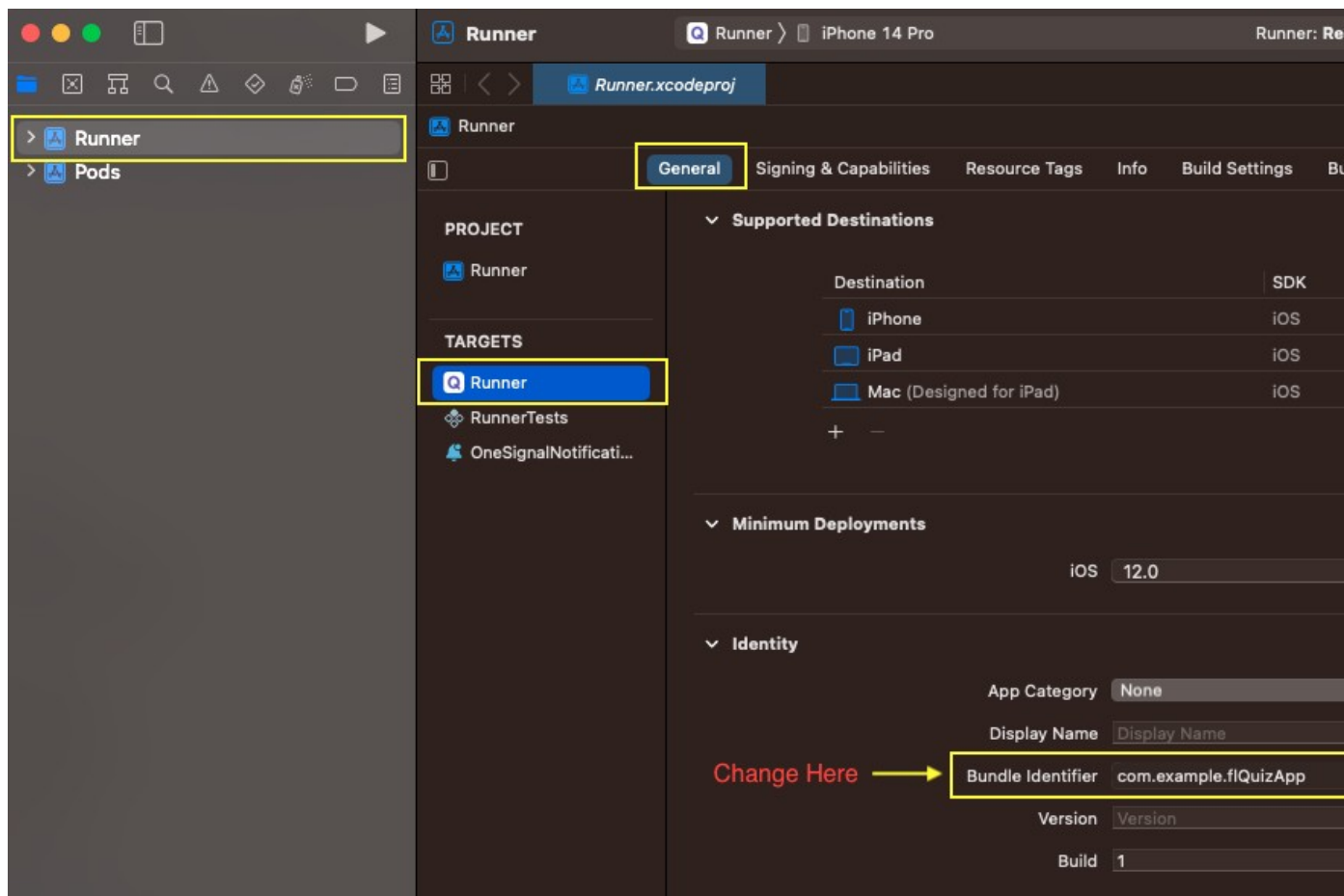
1. Open fl\_quiz\_app/android/app/src/main/AndroidManifest.xml and change android:label at line number 4.
2. Open fl\_quiz\_app/lib/Utils/constant.dart and change appName at line number 6.

```
4      <uses-permission android:name="android.permission.INTERNET"></uses-permission>
5      <application
6          android:label="@string/app_name"
7          android:name="${applicationName}"
8          android:icon="@mipmap/launcher_icon">
9          <activity
10             android:name=".MainActivity"
11             android:exported="true"
```

## 4) App Setup for iOS

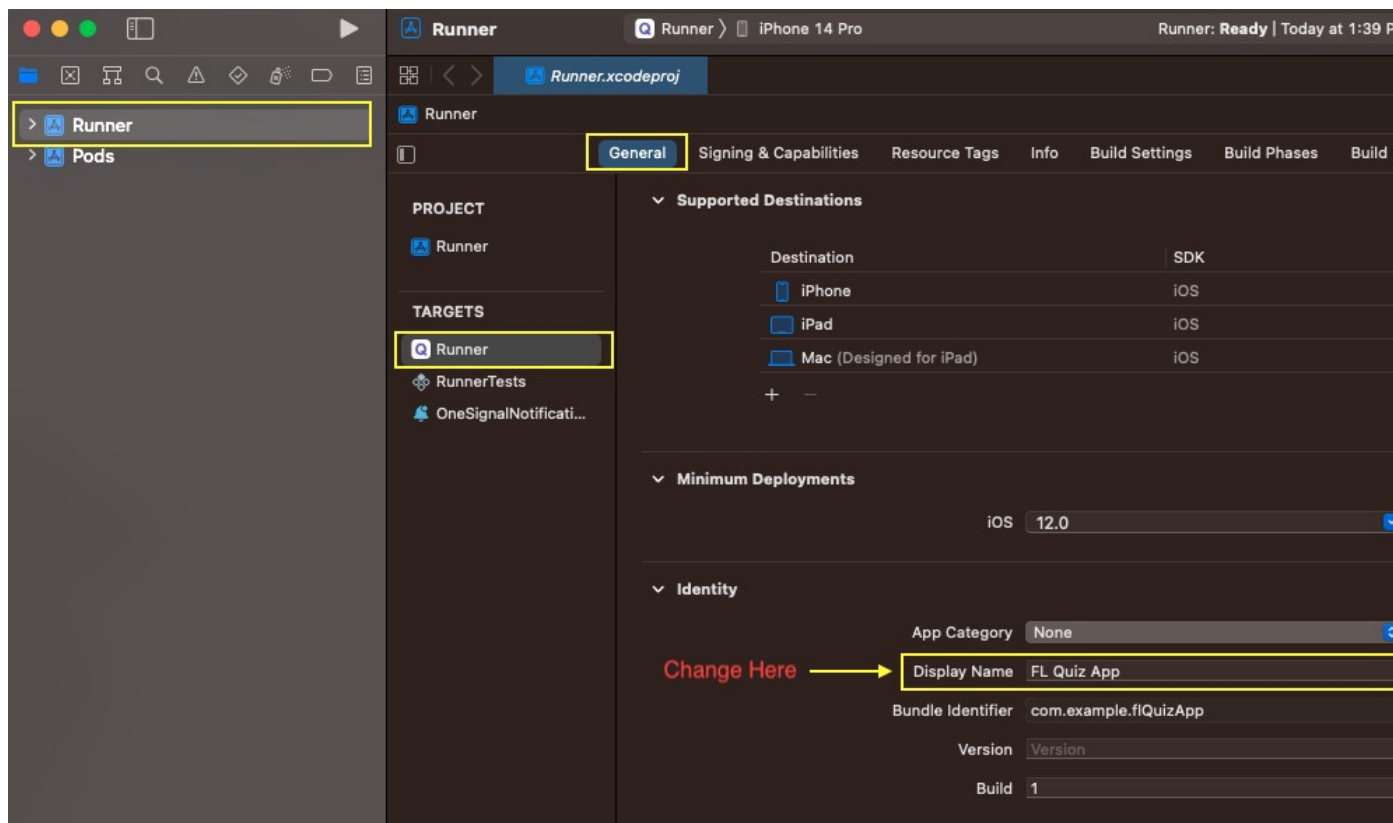
### i) Change Bundle Identifier

- Open fl\_quiz\_app/ios/ folder in xcode.
- Change Bundle Identifier at Runner > General



## ii) Change App Name

- Open fl\_quiz\_app/ios/ folder in xcode.
- Change Display Name at Runner > General



## 5) Firebase Setup for Mobile Authentication



### i) Create a Firebase Project for Application.

- We use firebase for mobile authentication and notification.
- For creating a project on firebase follow below steps.
  1. Open [firebase console](#).
  2. Click on Create a project.

# Welcome to Firebase!

Tools from Google for building app infrastructure, improving app quality, and growing your business

Create a project

 [View docs](#) 

3. Now, Enter your project name (1), Check both checkboxes (2, 3) & Click on Continue(3).

Let's start with a name for  
your project<sup>②</sup>

Enter your project name

1

my-awesome-project-id

2



I accept the [Firebase terms](#) 

3



I confirm that I will use Firebase exclusively for purposes relating to my trade, business, craft, or profession.

Continue

4

4. Now, Switch on Enable Google Analytic for this project(1) & Click on Continue(2).





## Google Analytics for your Firebase project

Google Analytics is a free and unlimited analytics solution that enables targeting, reporting, and more in Firebase Crashlytics, Cloud Messaging, In-App Messaging, Remote Config, A/B Testing, and Cloud Functions.



Google Analytics enables:

 A/B testing 

 User segmentation & targeting across   
Firebase products

 Crash-free users 

 Event-based Cloud Functions triggers 

 Free unlimited reporting 

1



Enable Google Analytics for this project  
Recommended

[Previous](#)

[Continue](#)

2

5. Now, Select your location(1), Check both checkboxes(2 & 3) & Click on Create project(4).

## Configure Google Analytics

Analytics location ⓘ

India


1

Google Analytics is a business tool. Use it exclusively for purposes related to your trade, business, craft, or profession.

Data sharing settings and Google Analytics terms

2




Use the default settings for sharing Google Analytics data. [Learn more](#) 

- × Share your Analytics data with Google to improve Google Products and Services
- ✓ Share your Analytics data with Google to enable Benchmarking
- ✓ Share your Analytics data with Google to enable Technical Support
- ✓ Share your Analytics data with Google Account Specialists

3



I accept the [Google Analytics terms](#) 

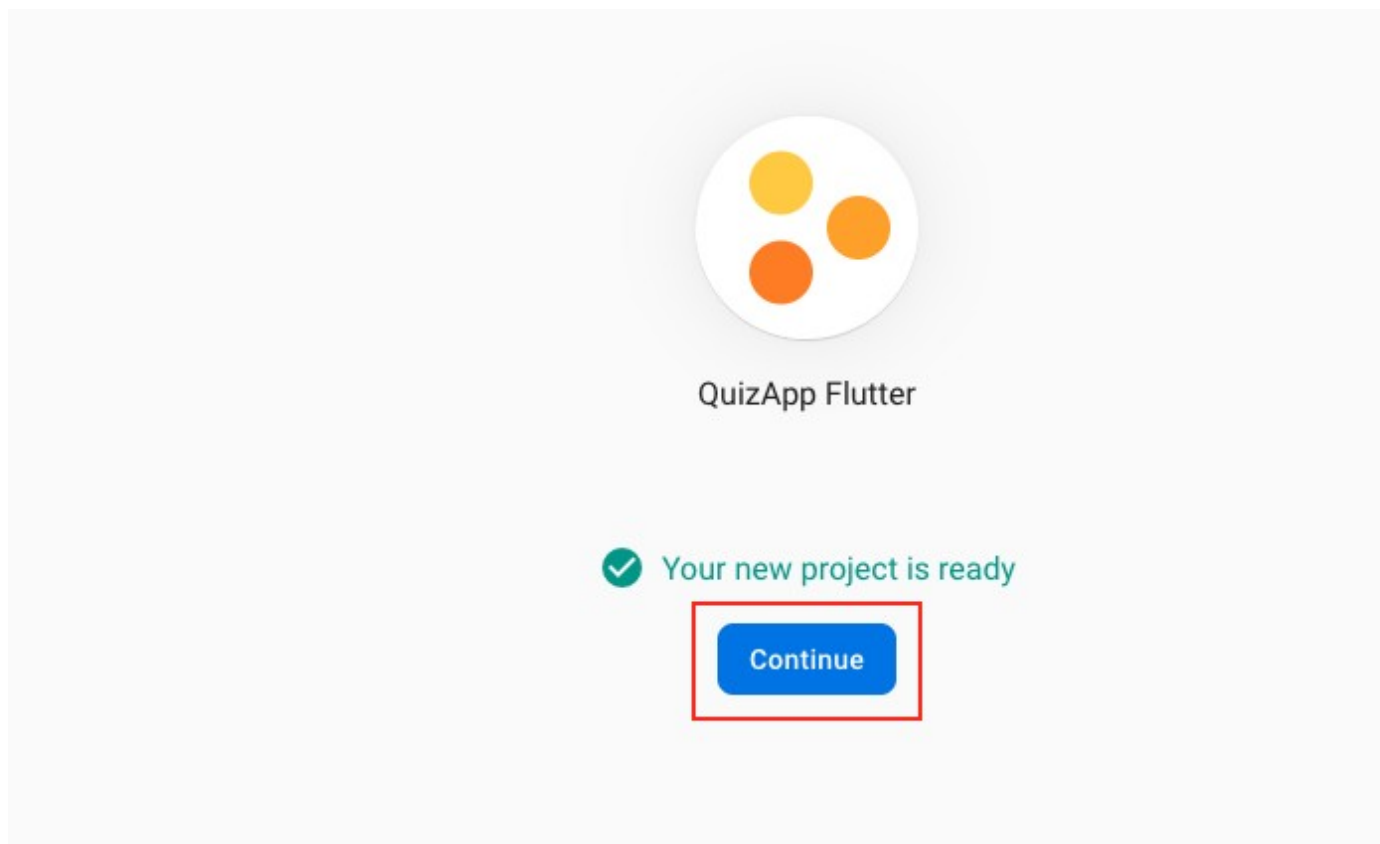
Upon project creation, a new Google Analytics property will be created and linked to your Firebase project. This link will enable data flow between the products. Data exported from your Google Analytics property into Firebase is subject to the Firebase terms of service, while Firebase data imported into Google Analytics is subject to the Google Analytics terms of service. [Learn more](#) 

[Previous](#)

Create project

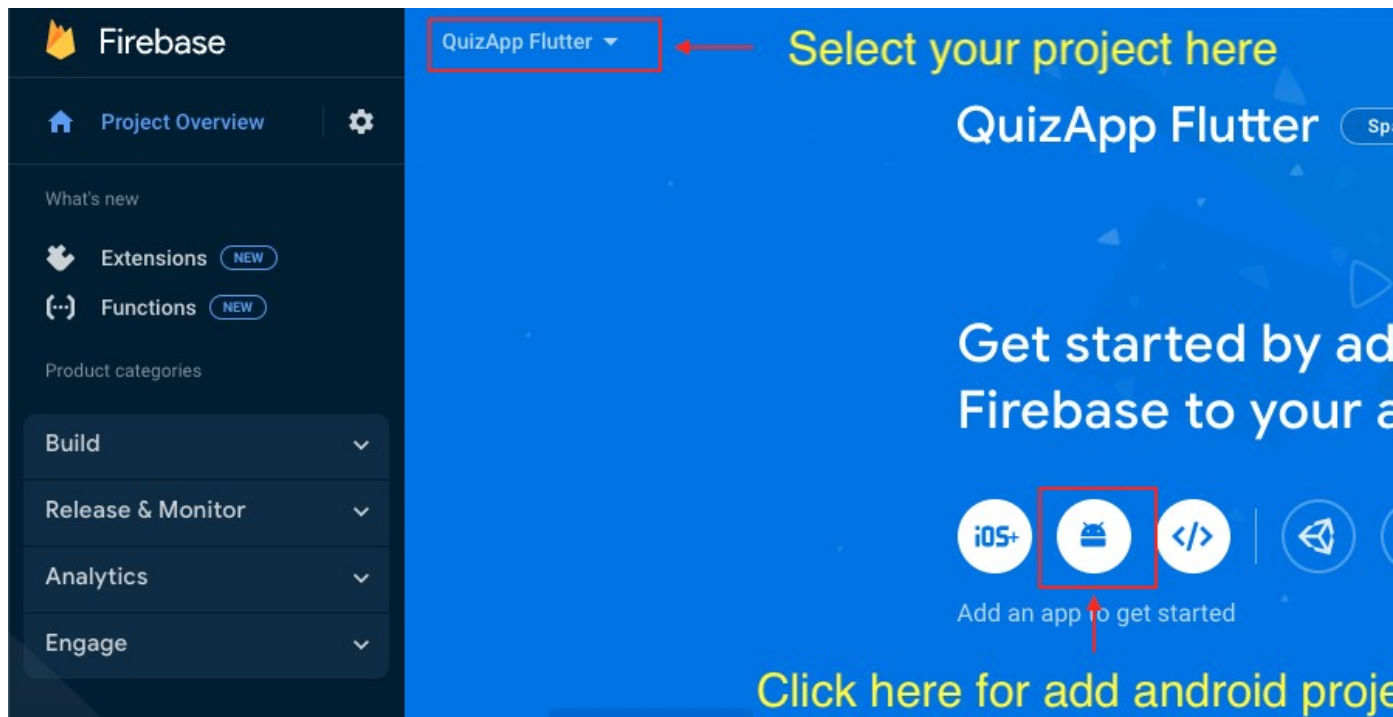
4

6. Please wait while the project is set up and when you see the Continue button then click on it..



## ii) Add an android app in the firebase project.

1. Login your firebase console, select your project and click on the android icon.



- After that Click on Register app.

Register app

- sure the file name is google-services.json). And Click on Next.

✓ Register app  
Android package name: com.cmlcs.fl\_quiz\_app

2 Download and then add config file

Instructions for Android Studio below | [Unity](#)

Download google-services.json

Click here to download

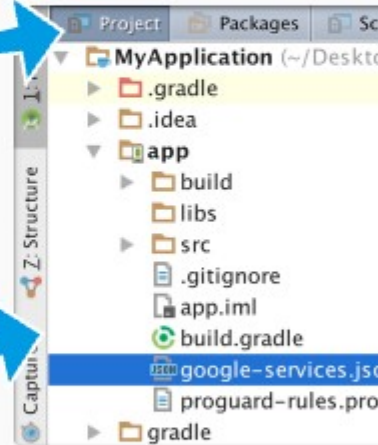
Switch to the **Project** view in Android Studio to see your project root directory.

Move your downloaded `google-services.json` file into your module (app-level) root directory.



google-services.json

Next



4. Skip Add Firebase SDK step (We already done it) and Click on Continue to console button.

×

## Add Firebase to your Android app

✓

Register app

Android package name: com.cmlcs.fl\_quiz\_app

✎

Download and then add config file

✎

Add Firebase SDK

4

Next steps

You're all set!

Make sure to check out the [documentation](#) to learn how to get started with each Firebase product that you want to use in your app.

You can also explore [sample Firebase apps](#).

Or, continue to the console to explore Firebase.

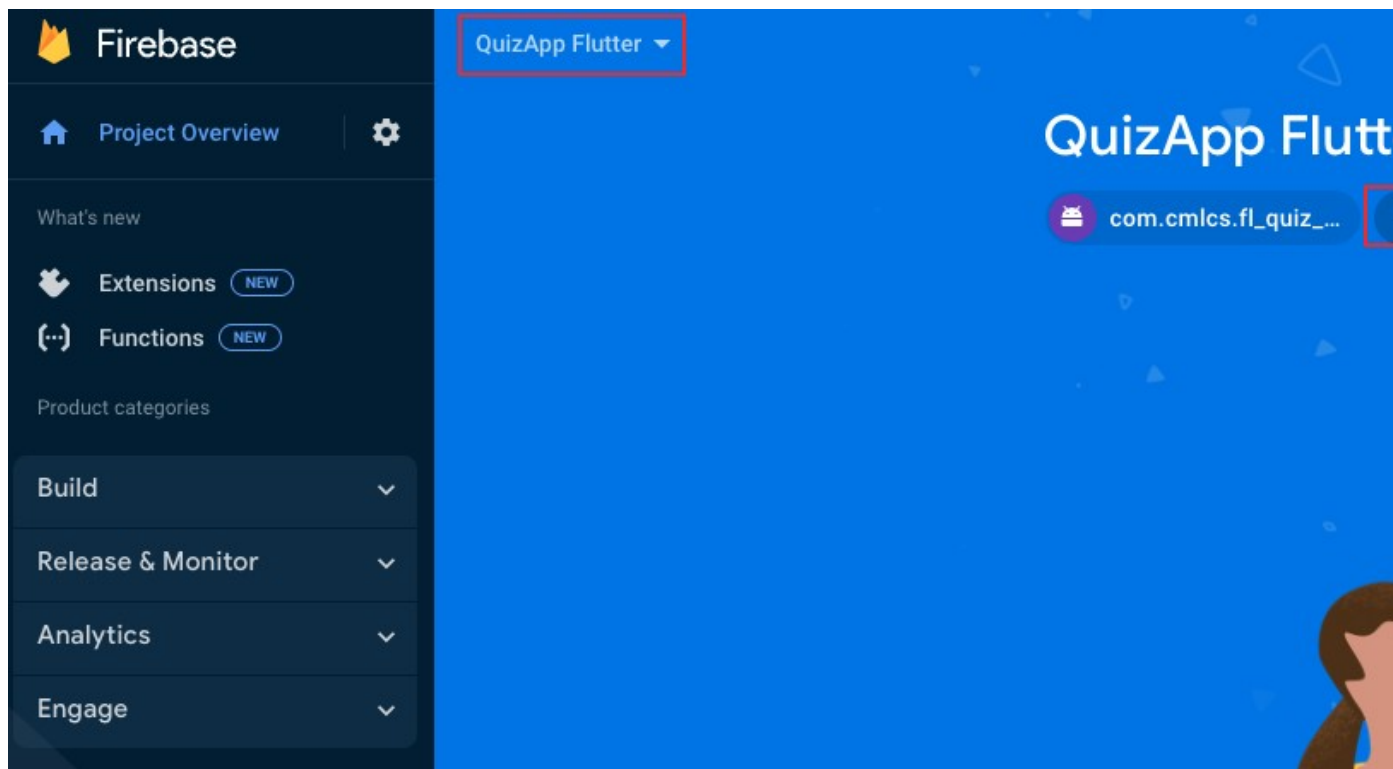
Previous

Continue to console

That's it. You successfully added an android app to the firebase console.

### iii) Add an iOS app in the firebase project.

1. Login your firebase console, select your project, click on Add app & click on the iOS icon.



2. Add your iOS bundle id & click on Register app button.

× **Add Firebase to your Apple app**

**1 Register app**

Apple bundle ID ⓘ

App nickname (optional) ⓘ

App Store ID (optional) ⓘ

Add your ios bundle id here

Add your apple app id here (If you have)

3. Download GoogleService-Info.plist File and put it in the fl\_quiz\_app/ios/Runner folder (Please be sure the file name is GoogleService-Info.plist). And Click on Next.

The screenshot shows the '2 Download config file' step in the Firebase console. At the top, there's a blue button with a download icon and the text 'Download GoogleService-Info.plist', which is highlighted with a red rectangle. A red arrow points to this button with the text 'Click here to download'. Below the button, instructions state: 'Move the GoogleService-Info.plist file you just downloaded into the root of your Xcode project and add it to all targets.' In the center, there's a visual representation of the file transfer: a document icon labeled 'GoogleService-Info.plist' with a blue arrow pointing to a file named 'GoogleService-Info.plist' in the 'MyApplication' folder of an Xcode project. At the bottom left, a blue 'Next' button is highlighted with a red rectangle. The top right corner contains links for 'Instructions for Xcode below', 'Unity', and 'C++'.

4. Skip Add Firebase SDK & Add initialization code step (We already did it). Click on Continue to console button.

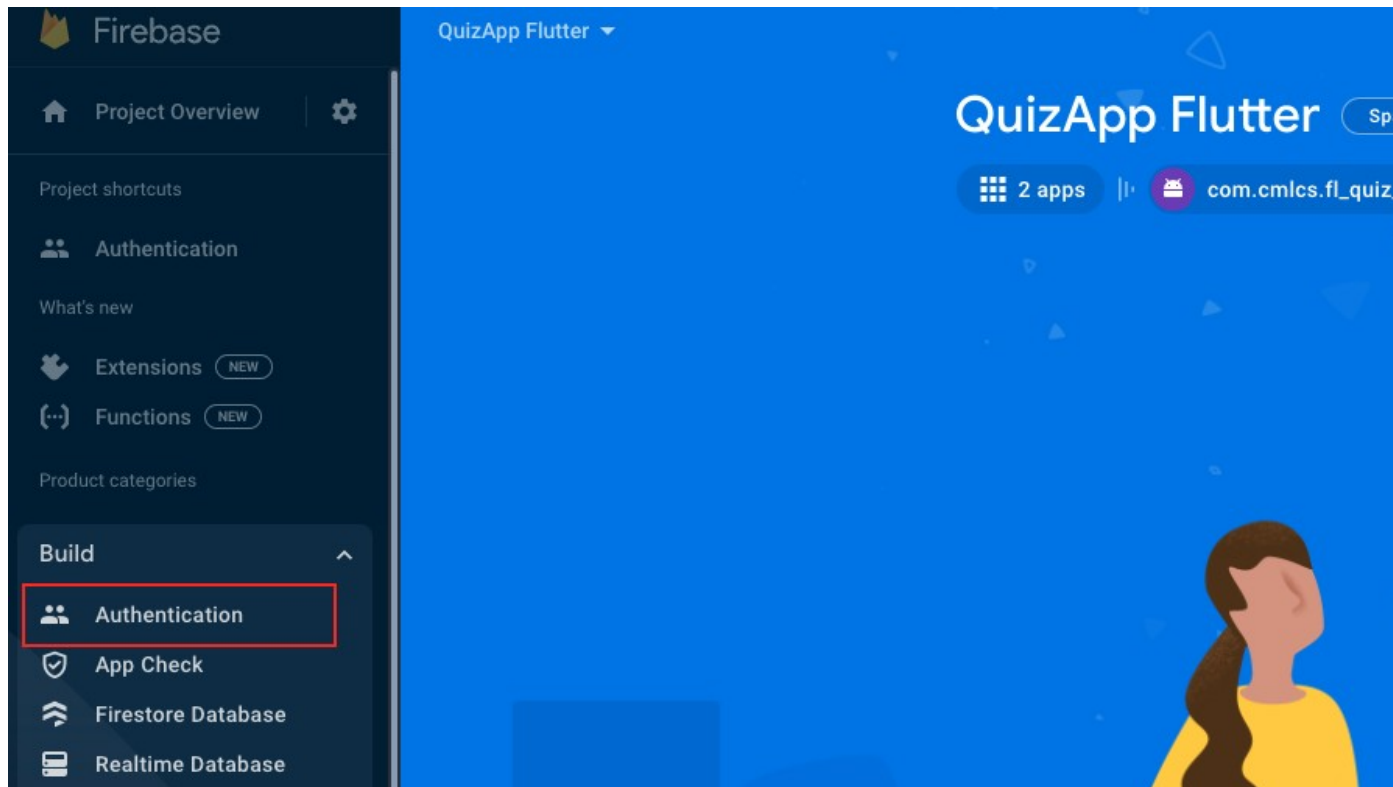
The screenshot shows the '5 Next steps' section in the Firebase console. It begins with the text 'You're all set!'. Below this, it says 'Make sure to check out the [documentation](#) to learn how to get started with each Firebase product you want to use in your app.' and 'You can also explore [sample Firebase apps](#).' followed by 'Or, continue to the console to explore Firebase.' At the bottom, there is a 'Previous' link and a blue button labeled 'Continue to console', which is highlighted with a red rectangle.



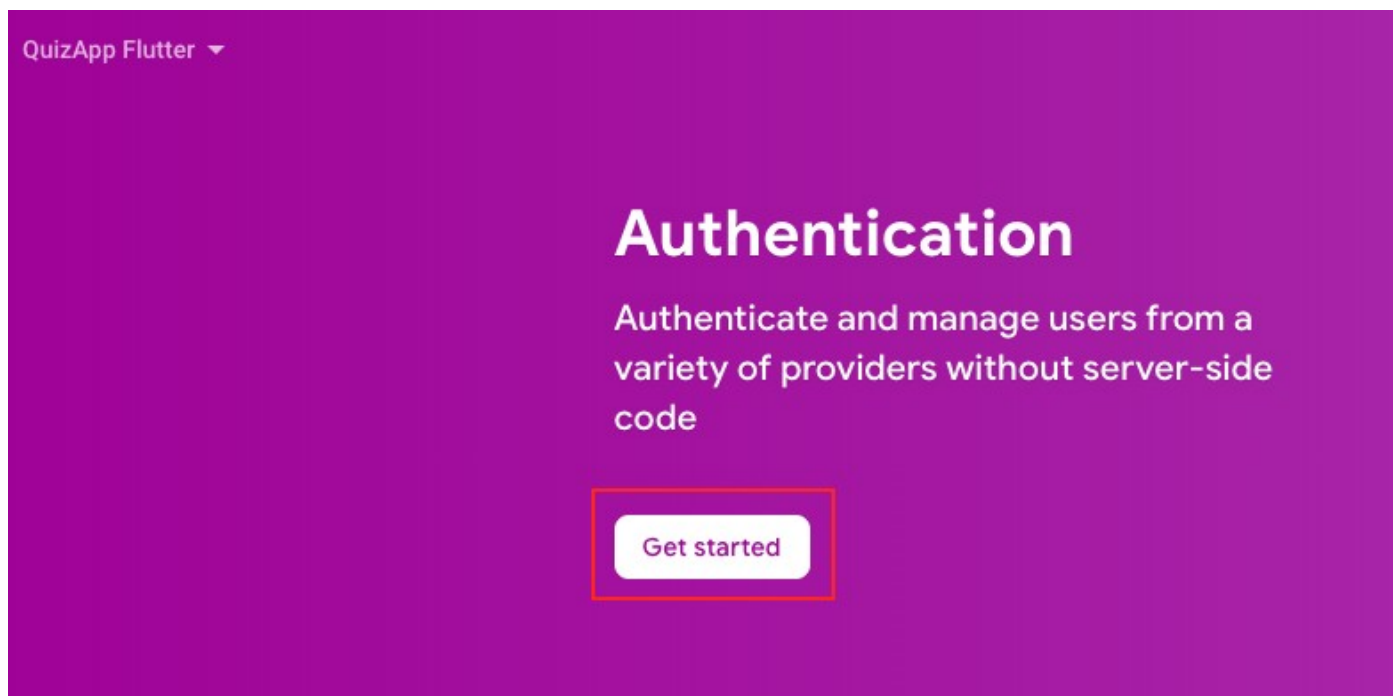
That's it. You successfully added an iOS app to the firebase console.

#### iv) Enable Firebase Phone Authentication (OTP)

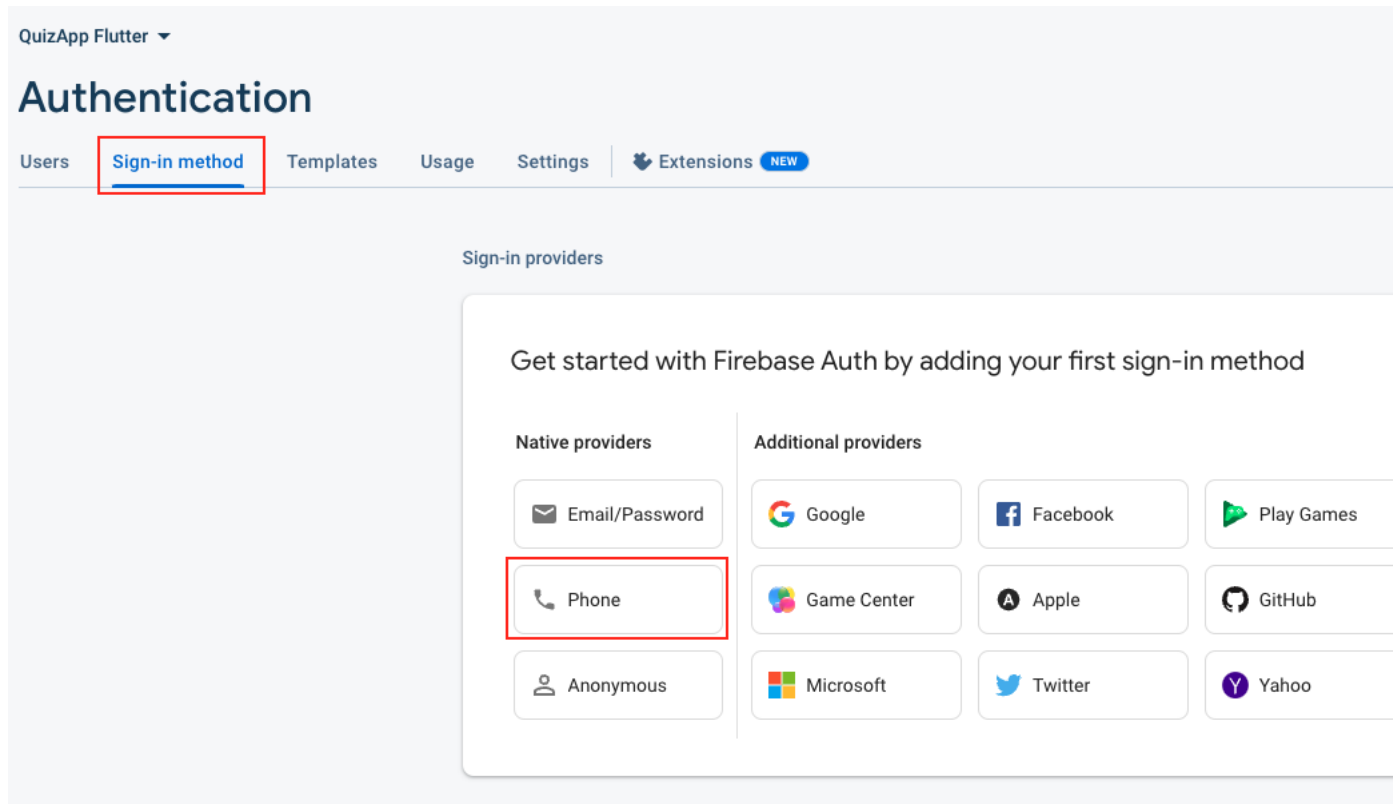
1. Login your firebase console, select your project and click on the Authentication under Build.



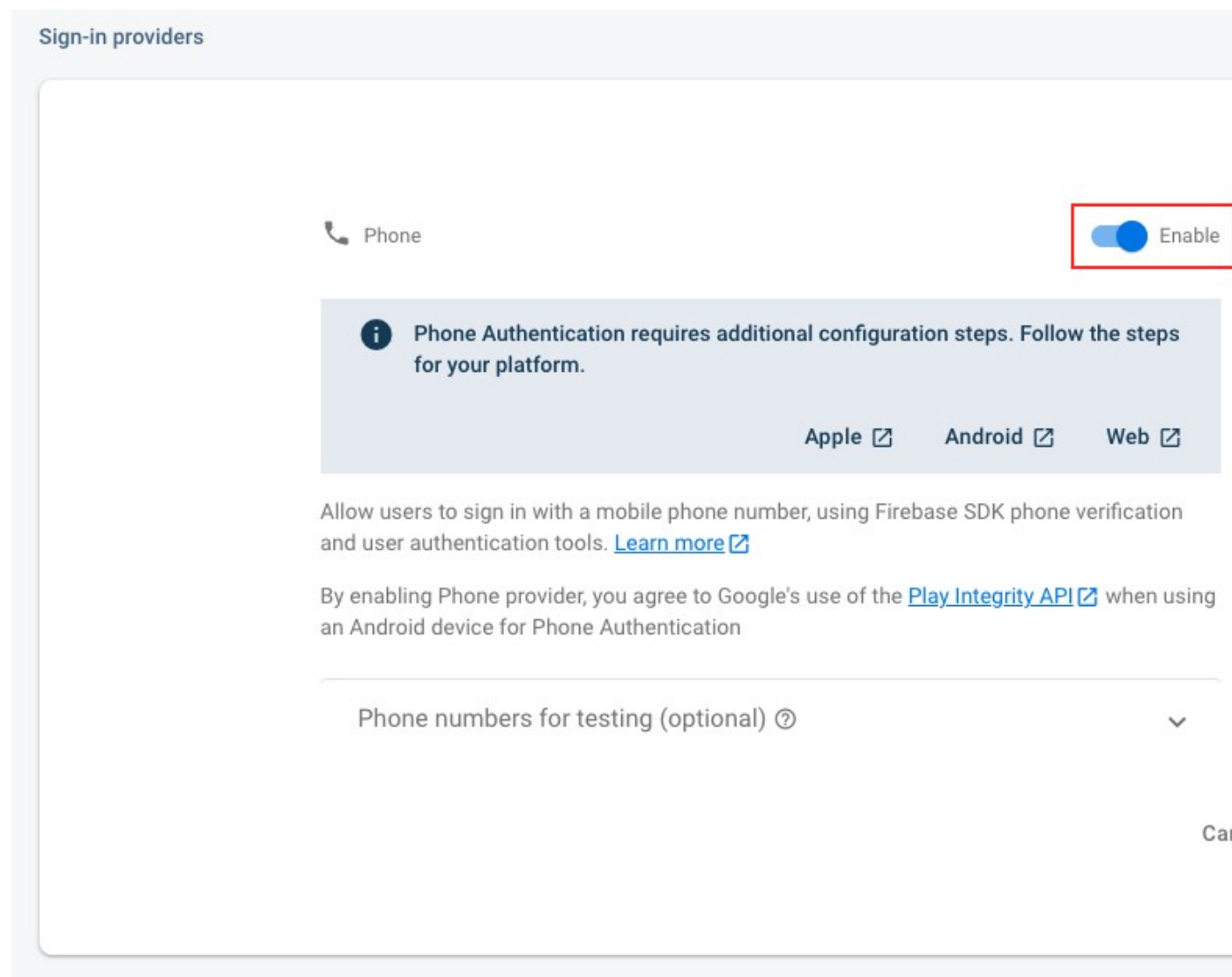
2. Click on Get started.



3. In the Sign-in method click on Phone.



4. Enable Phone authentication and save.



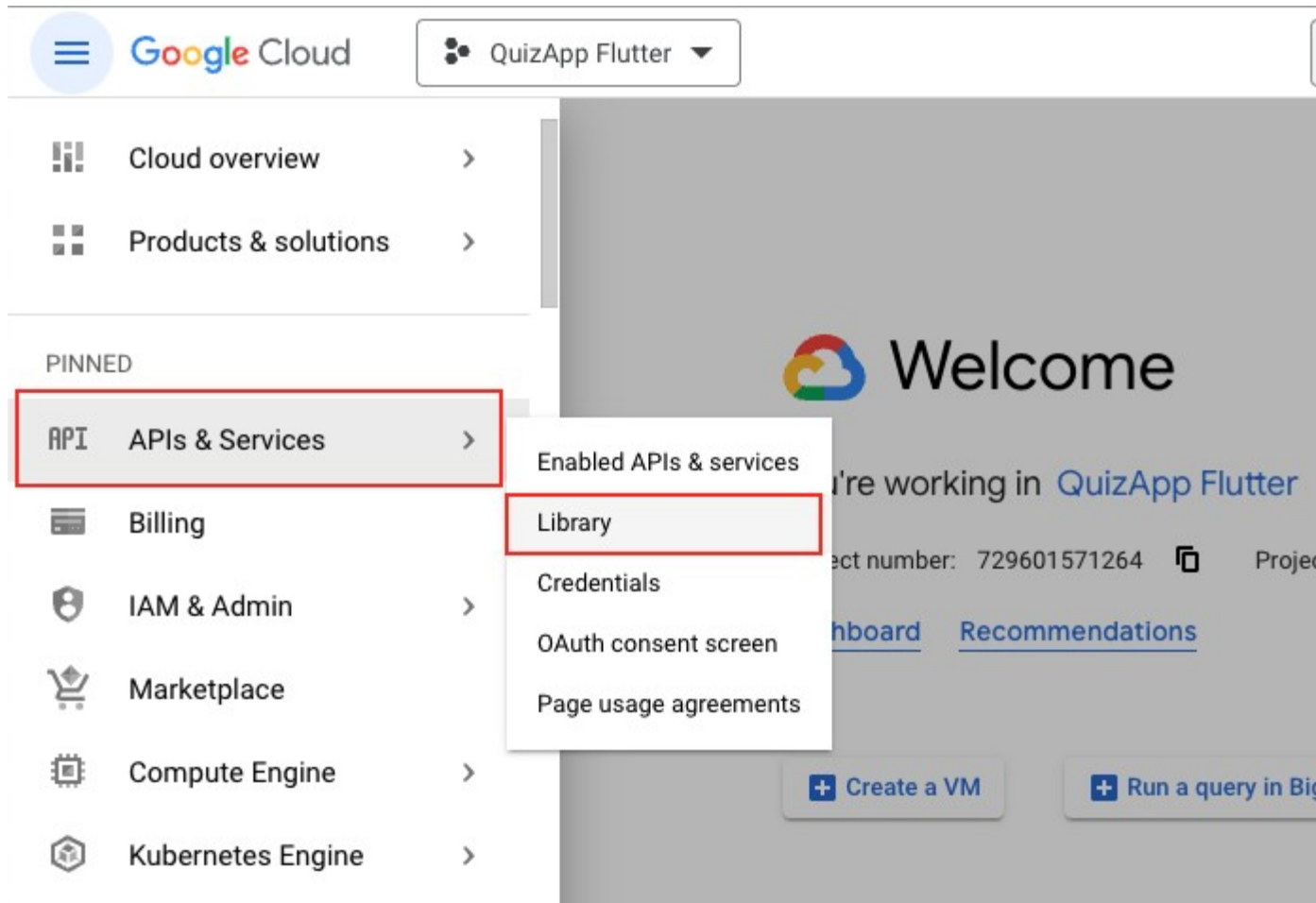
5. Now, Enable Android Device Verification from [Google Cloud Console](#).

i) Go to [Google Cloud Console](#).

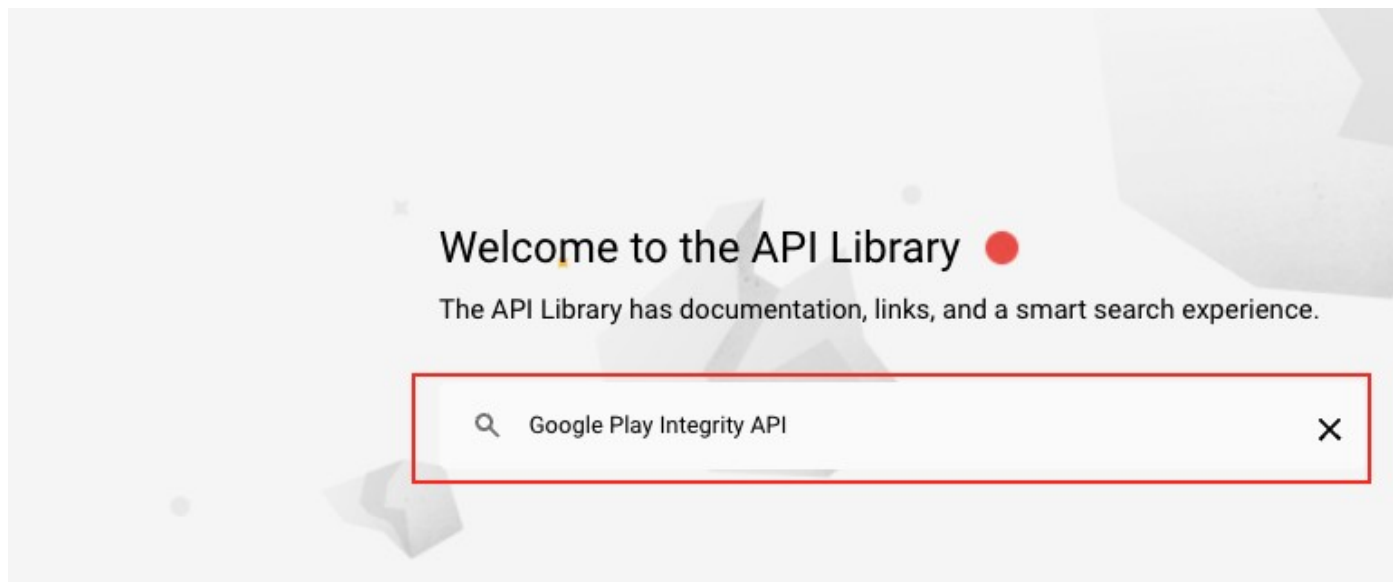
ii) Select a project that you created in firebase.



iii) Click on APIs & Services -> Library in Side Menu.



iv) Then Search Google Play Integrity API.



v) Enable Google Play Integrity API.



## Google Play Integrity API

[Google](#)

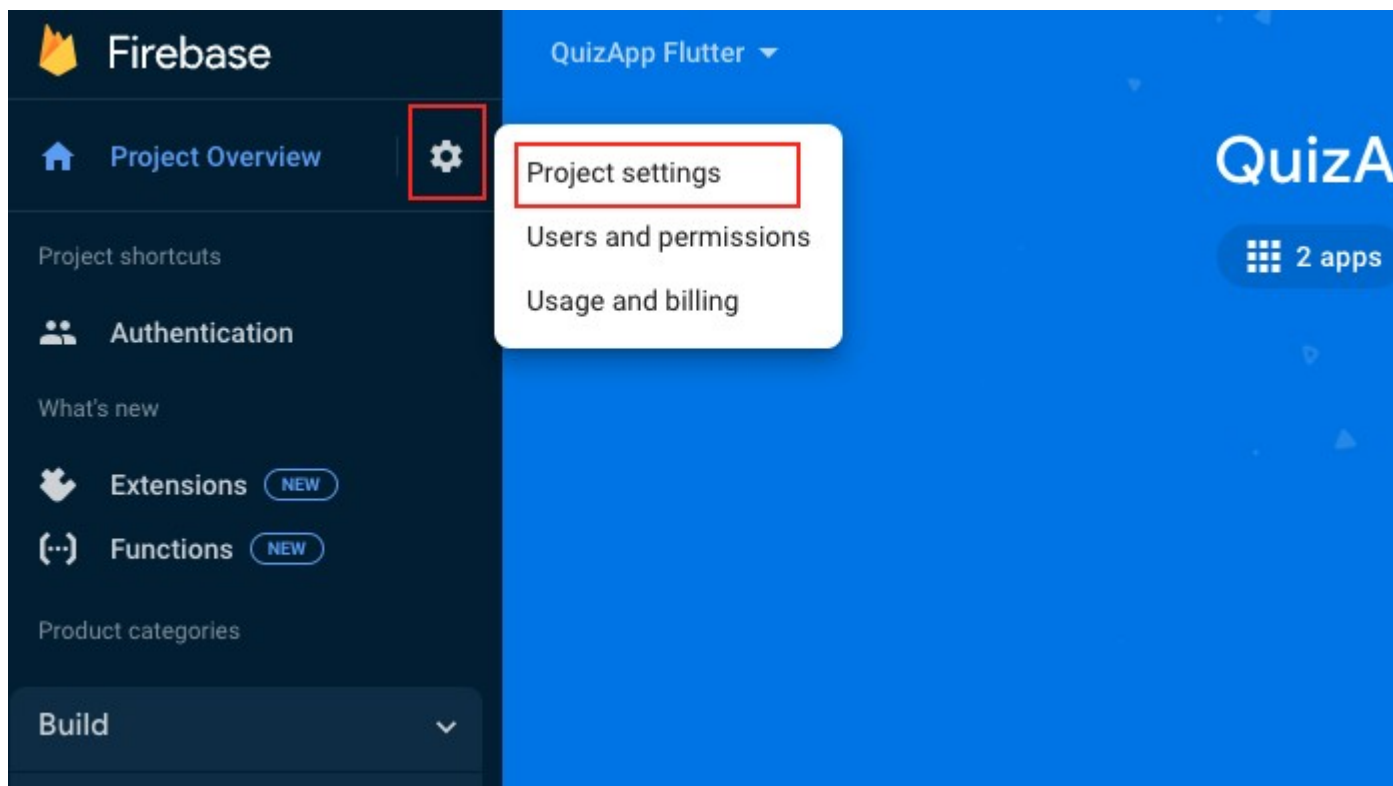
Check that interactions are coming from your genuine app running on a genuine Android device.

ENABLE

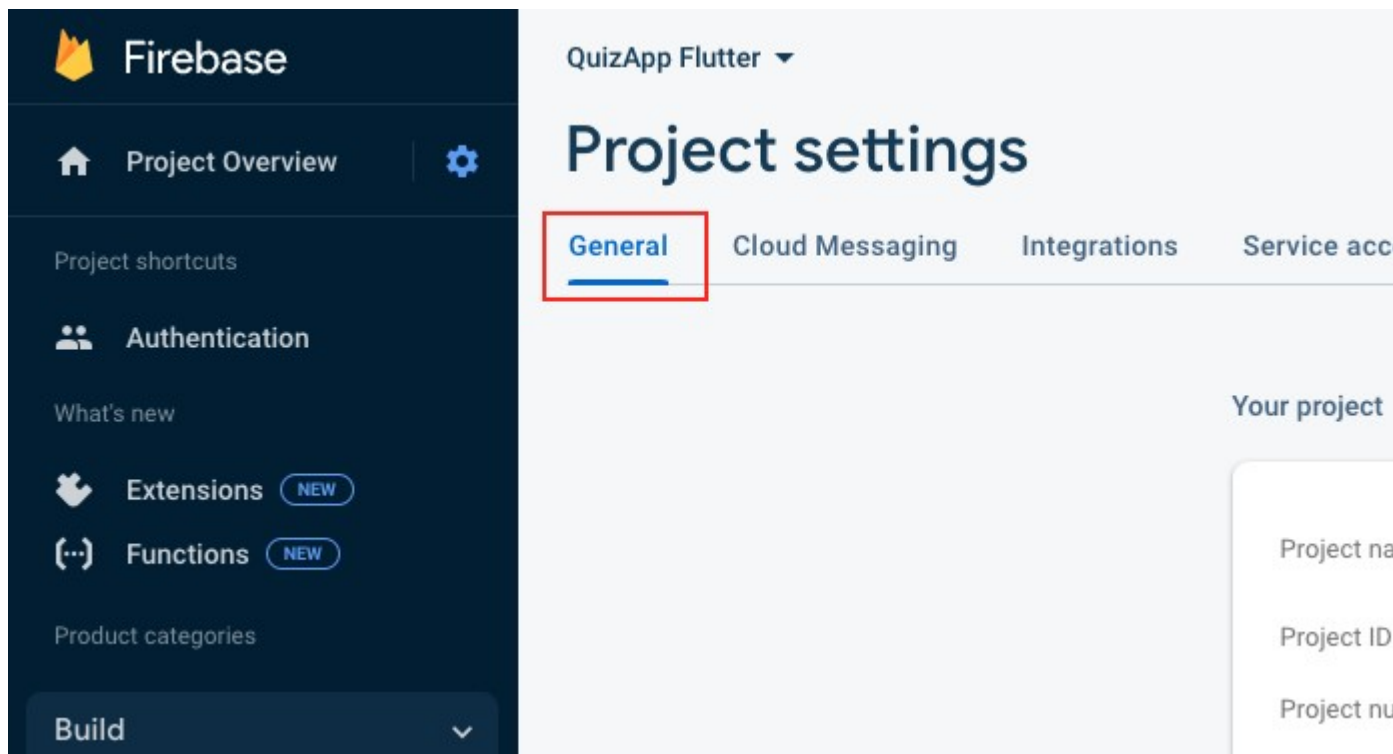
TRY THIS API [↗](#)

6. Set debug and Release SHA1 & SHA256. If you do not know how to create SHA1 & SHA256 then [click here](#).

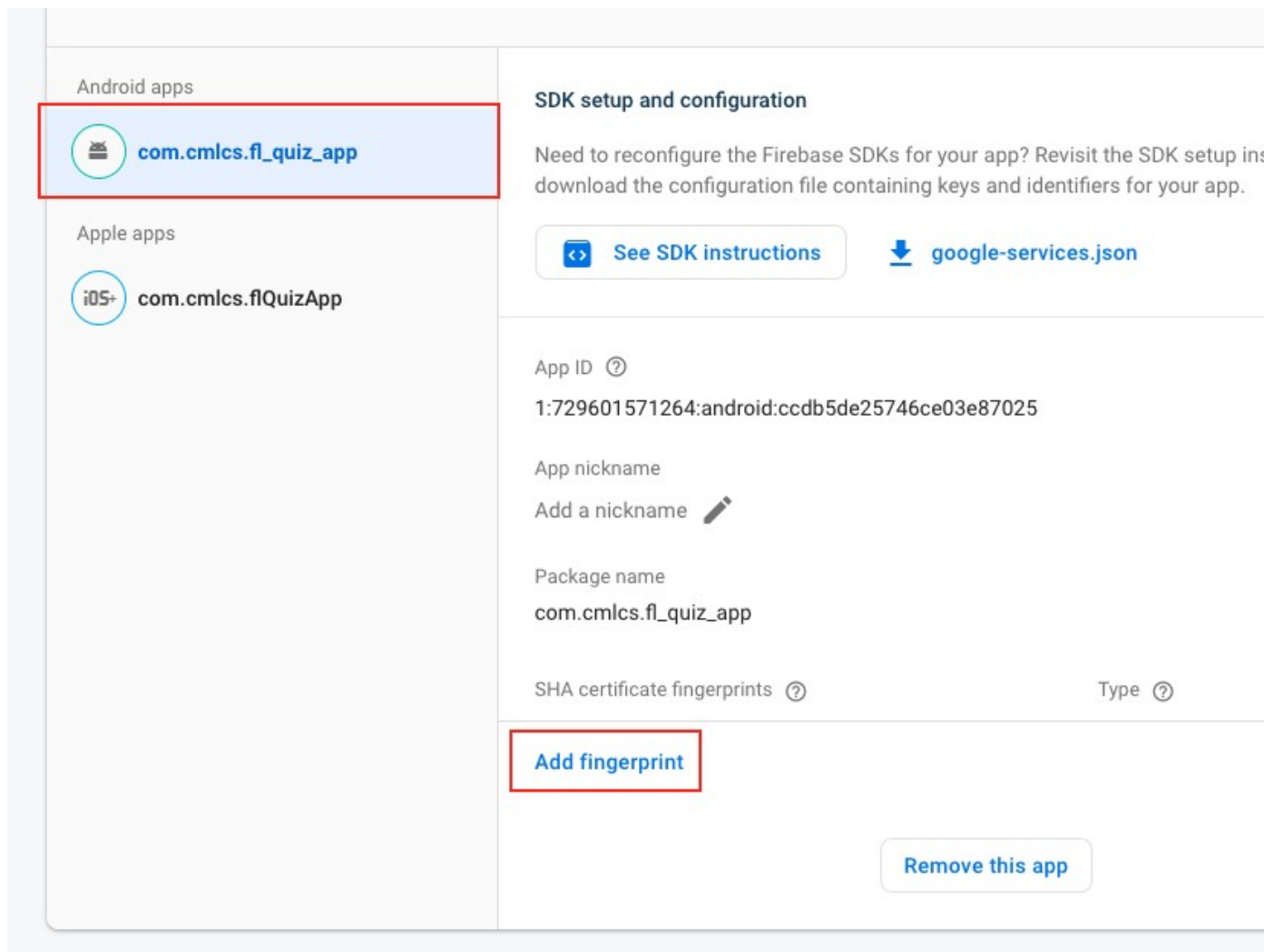
i) Go to Project settings.



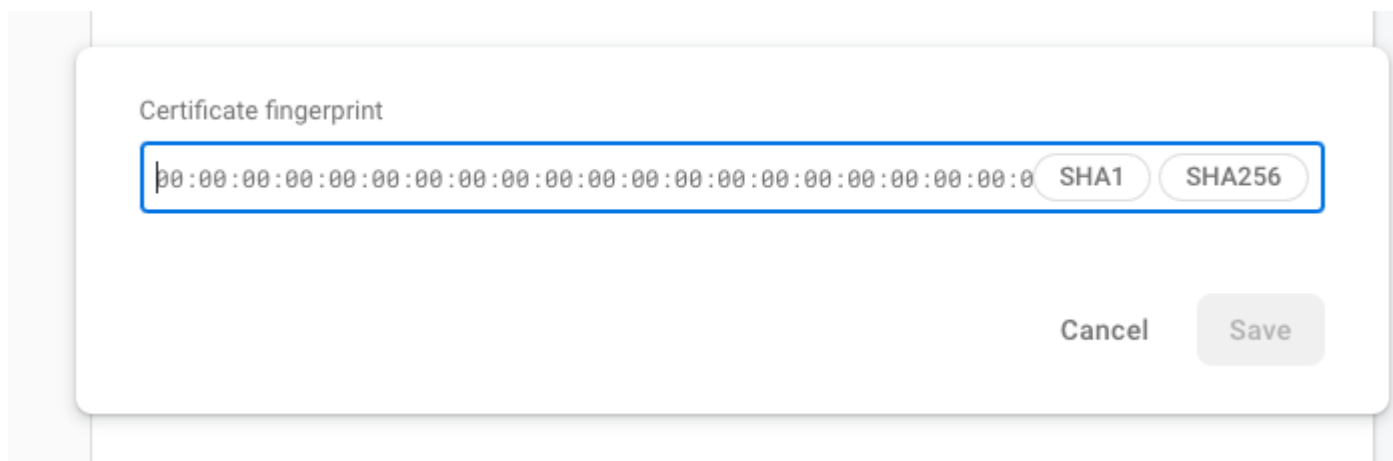
ii) Go to the General tab.



iii) Select your android app & Click on Add fingerprint.



iv) Paste your debug and release SHA1 & SHA256 one by one and save.



7. You need to add URL Schemes in info of your ios project in order to send OTP in iOS devices. Follow below steps for it.
  - i) Open Google-Service-Info.plist file that we download when we added our ios project in our firebase project. Copy REVERSED\_CLIENT\_ID from that file.

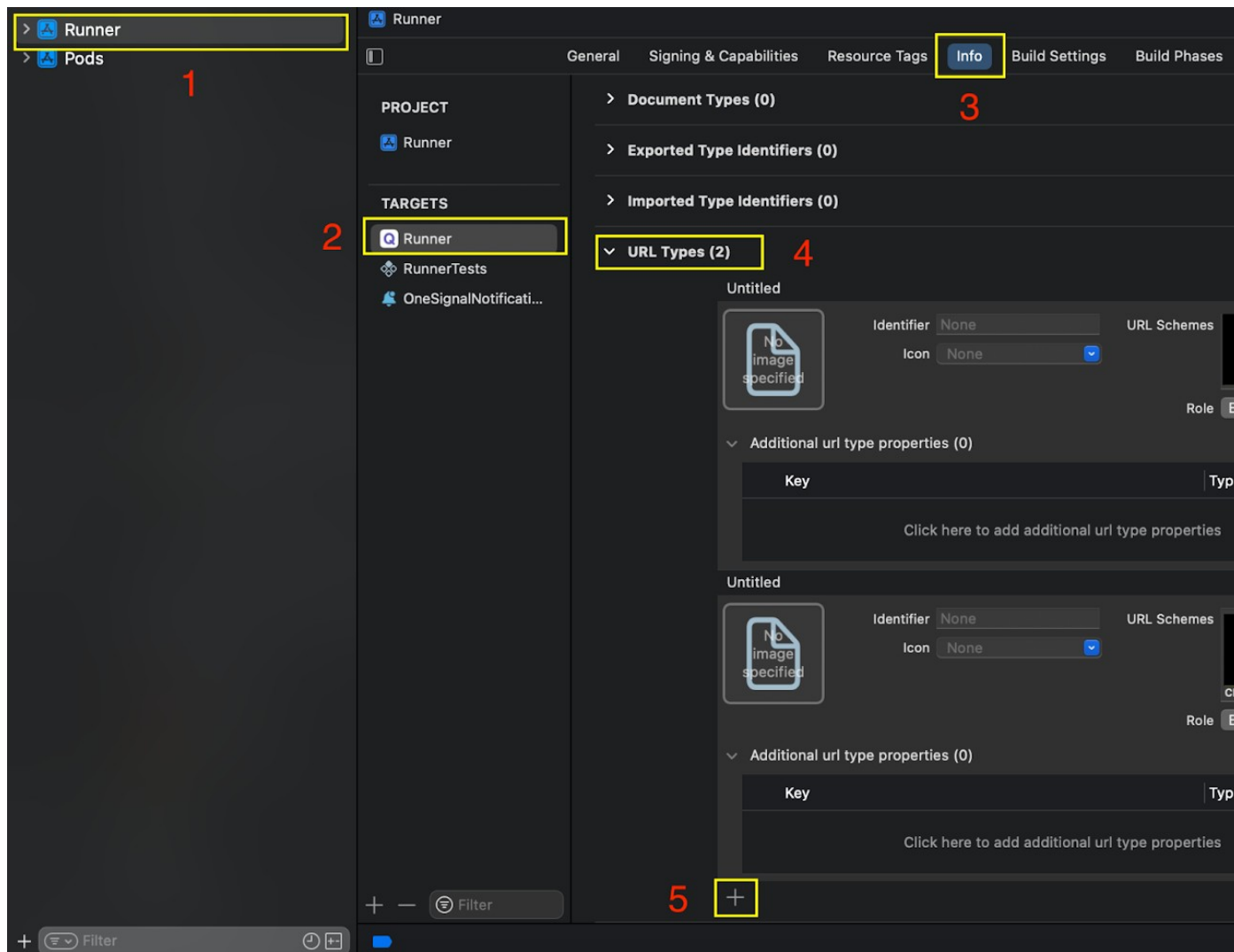
```

6      <string>729601571264-k[REDACTED] pps.googleusercontent.com
7      <key>REVERSED_CLIENT_ID</key>
8      <string>com.googleusercontent.apps.72[REDACTED]4fcrdna7jo4sfrasucm3l
9      <key>ANDROID_CLIENT_ID</key>

```

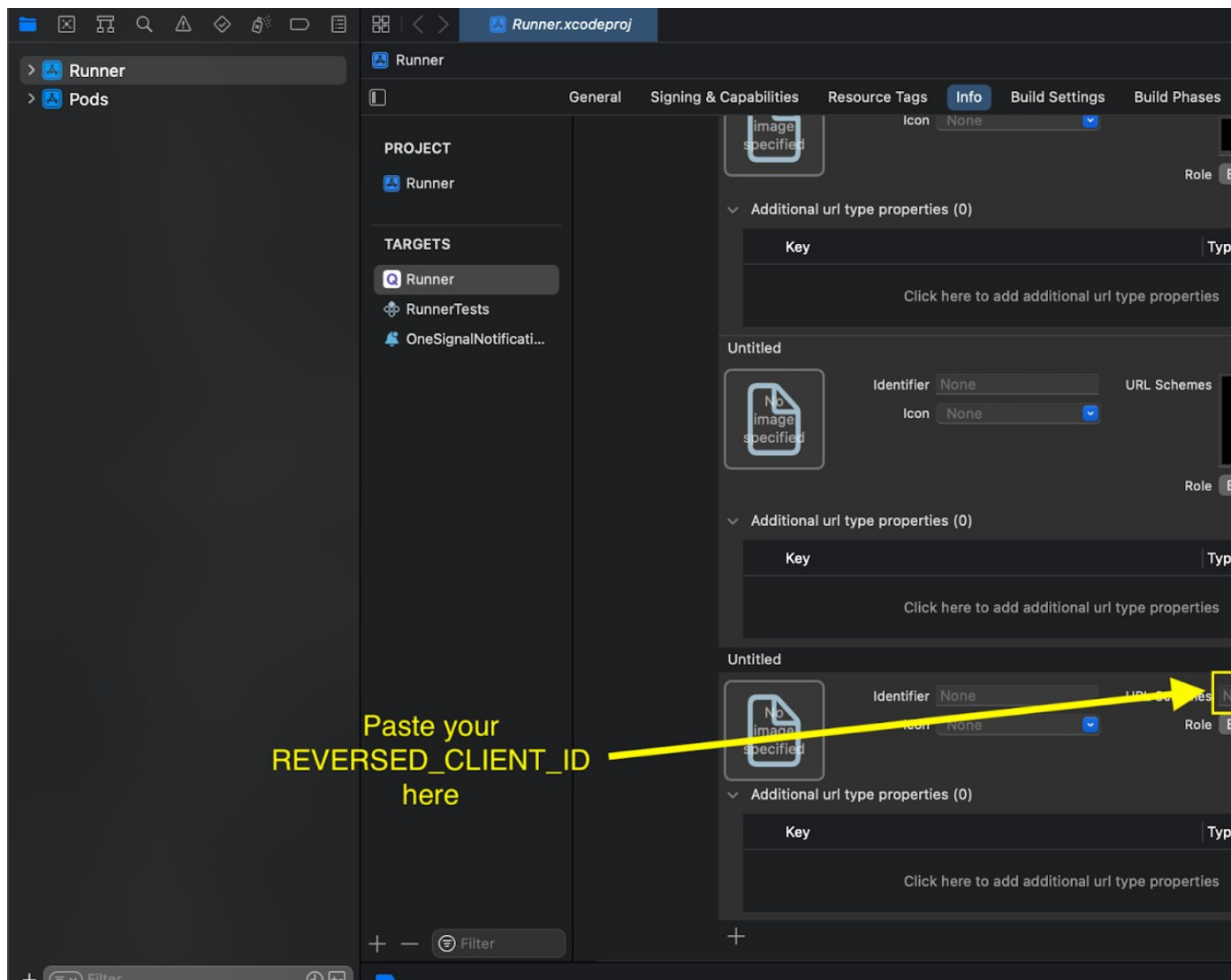
ii) Now open your ios project in xCode (i.e. ios folder of your flutter project).

- Go to Runner > Runner > Info > URL Types
- Click on + icon.



iii) Paste your REVERSED\_CLIENT\_ID that you copied from Google-Service-Info.plist file.





That's It.

## 6) OneSignal Push Notification Configuration

- Please read OneSignal Official Docs for detailed information:  
<https://documentation.onesignal.com/docs/flutter-sdk-setup>

### i) Requirements

- [OneSignal Account](#)
- OneSignal App ID, available in Settings > [Keys & IDs](#)

#### 1. iOS Requirements

- iOS 11+ or iPadOS 11+ device (iPhone, iPad, iPod Touch) to test on. Xcode 14+ simulator works running iOS 16+
- mac with Xcode 12+

- [p8 Authentication Token](#) or [p12 Push Notification Certificate](#)

## 2. Android Requirements

- Android 4.1+ device or emulator with "Google Play Store (Services)" installed
- [Set up your Google/Firebase keys in OneSignal](#)
- Project using [AndroidX](#).
- Project with compileSdkVersion of 33 or higher (Higher than the default for Flutter 2.8.0+).

## ii) Firebase Credentials Setup in OneSignal Dashboard

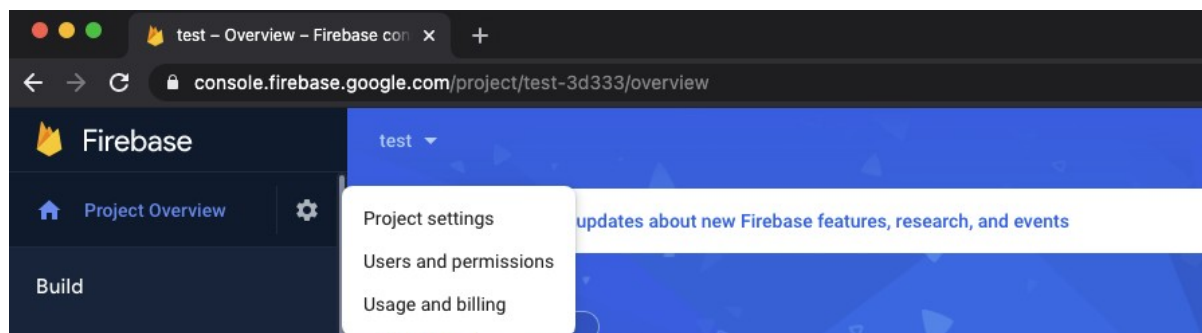
- What is a Firebase Server Key?
  - A Firebase Server Key and Firebase Sender ID are required in order to send push notifications to Android mobile app devices.
  - The goal of this section is to provision your Firebase Server Key and Firebase Sender ID for use in OneSignal.

### i) Requirements

- An Android mobile app, Chrome app or extension, or an Amazon app.
- A [Firebase account](#)
- A [OneSignal Account](#), if you do not already have one.

### ii) Getting Your Firebase Cloud Messaging Token And Sender ID

Open [Firebase console](#) & Select your project. Click the gear icon in the top left and select Project settings.



Select the Cloud Messaging tab.

Under "Cloud Messaging API (Legacy)" click on the options (three dots on the right) and click "Manage API in Google Cloud Console". OneSignal will soon add support for the latest Firebase Cloud Messaging API (V1), but for now, the Cloud Messaging API works perfectly.



FCM test 2022-05-24 ▾ Project settings

**Firestore Cloud Messaging API (V1)** **Enabled**

Recommended for most use cases. [Learn more](#)

Sender ID	Service Account
843385762018	<a href="#">Manage Service Accounts</a>

**Cloud Messaging API (Legacy)** **Enabled**

If you are newly integrating messaging into your app, use the latest Firestore Cloud Messaging API (V1). If you are an existing Messaging API (Legacy), consider migrating to the latest Firestore Cloud Messaging API (V1). [Learn more](#)

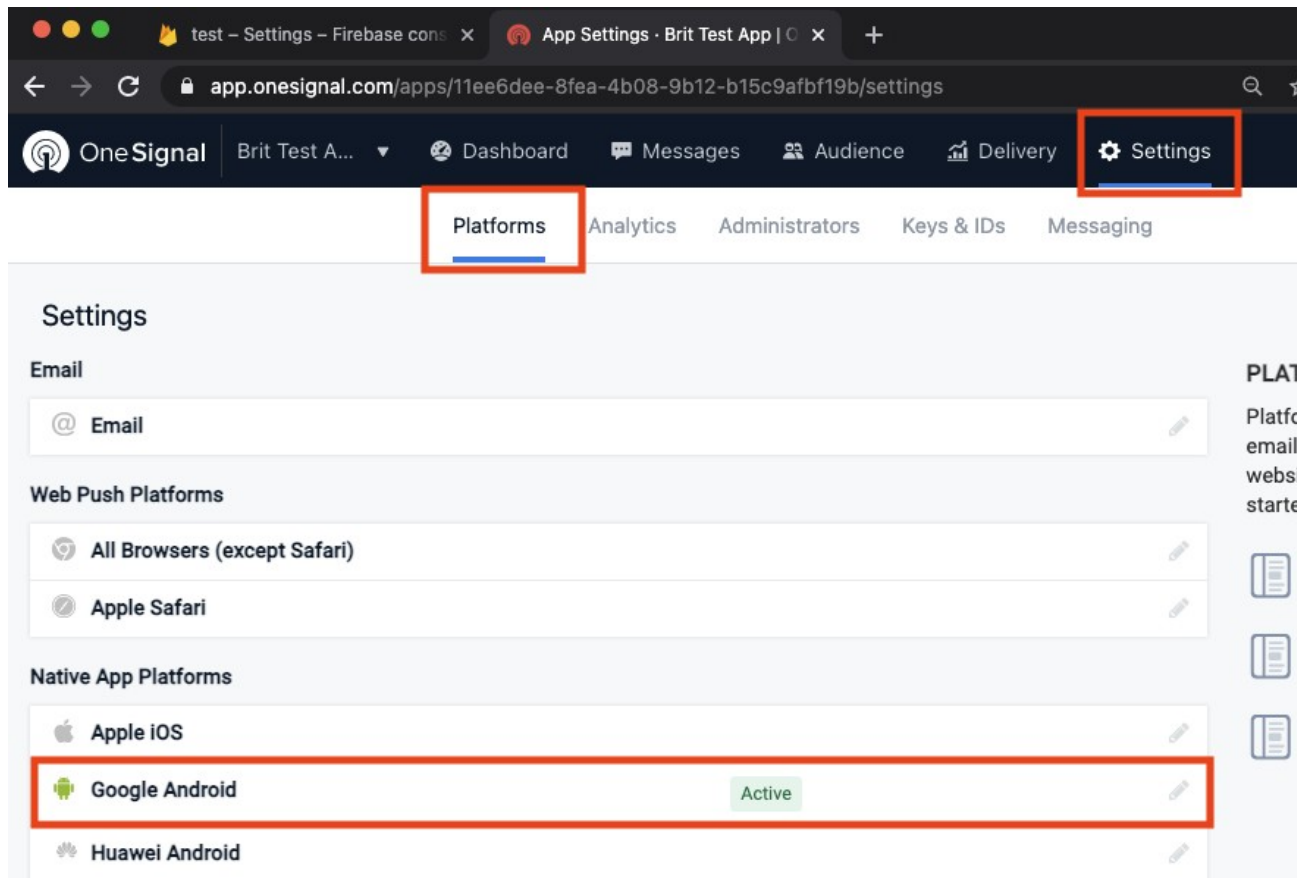
Key	Token
Server key	AAAAxF21cOI:APA91bFh3fHkn15wWNUXAonKbiycMizHtbeK6cbDb9YslFqJK2VS3PgQ9n2CvViQ59TYbnc3bRI4S0jfxXGf6nbYH-NlqAVAINPg-ZcnAnjBKGUllpBq3euqLHrsSYxFqC
Sender ID	843385762018

Apple app configuration

### iii) Configure Your OneSignal App's Android Platform Settings

In the [OneSignal dashboard](#), select your app, then go to:

Settings > Platforms > Google Android



Paste your Firebase Server Key and Firebase Sender ID into the fields and click Next all the way to Save.

Demo Paid Org > DEMO Testing > Settings

### Google Android (FCM) Configuration

Now, let's configure your app. [Read our Android documentation](#) to learn how to complete the fields below.

Firestore Server Key \* ?

AAAAWnaao4A:APA91bGirpg9w6ZakuhYQ7\_gBwyl74Ur\_CyKJak1DdY> 🔗

Firestore Sender ID \* ?

388536902528 🔗

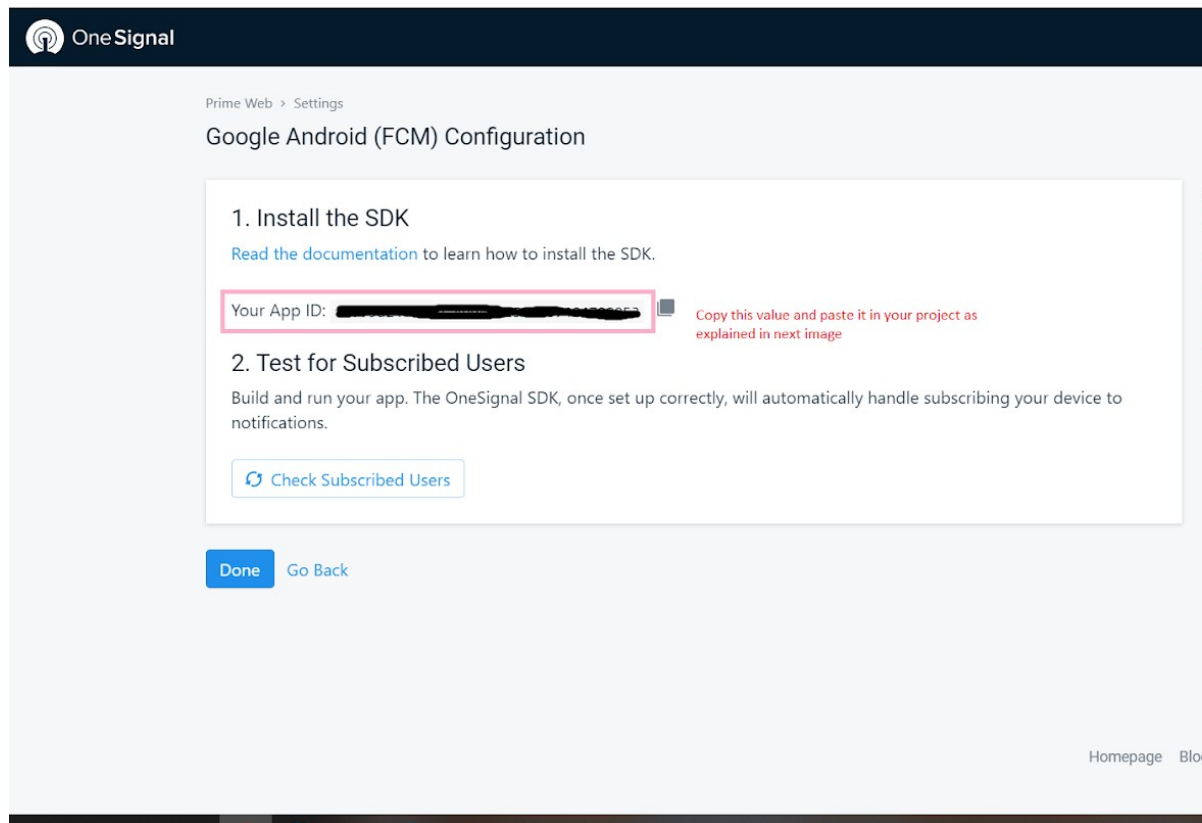
[Copy from your Firestore Console](#)

[Save & Continue](#)

#### iv) Configure Your OneSignal App's iOS Platform Settings

- Please visit official docs of onesignal for ios platform setup. [Click here](#).

#### v) Now copy App ID as shown below



#### vi) Paste this App ID in Our Source Code

- Paste this App ID here fl\_quiz\_app/lib/utils/constant.dart at Line number 7.

```
6 //OneSignal app_id
7 String oneSignalAppID = "YOUR ONESIGNAL APP ID HERE";
8
```

## 7) Admob Setup

- In our app admob ad id comes from api. So, You need to set an ad id from the admin panel.
- You need to add only app id in the flutter side.

#### 1) Set Admob App ID in Android

- Open fl\_quiz\_app/android/app/src/main/AndroidManifest.xml and replace your admob app id at line number 35.

```

33      <meta-data
34          android:name="com.google.android.gms.ads.APPLICATION_ID"
35          android:value="ca-app-pub-3940256099942544~3347511713" />
36      </application>

```

## 2) Set Admob App ID in iOS

- Open fl\_quiz\_app/ios/Runner/Info.plist and replace your Admob app id at line number 39.

```

38      <key>GADApplicationIdentifier</key>
39      <string>ca-app-pub-3940256099942544~1458002511</string>
40      <key>LSRequiresiPhoneOS</key>

```

## 8) Build and release an Android app

- Please visit this link: <https://docs.flutter.dev/deployment/android>

## 9) Build and release an iOS app

- Please visit this link: <https://docs.flutter.dev/deployment/ios>

## Quiz App Admin Panel

### Setup on Your Server(Shared/Dedicated)

1. Pointing your Domain or Subdomain to Server(VPS)
2. Install NodeJS LTS Version using below command

```
sudo apt-get update
```

```
sudo apt-get install -y build-essential
```

```
curl -sL https://deb.nodesource.com/setup_18.x -o /tmp/nodesource_setup.sh
```

```
sudo bash /tmp/nodesource_setup.sh
```

```
sudo apt install nodejs
```

After the installation is complete, you can check the version of Node.js installed by running the following command:

```
node -v
```

This should output v18.16.0, indicating that the correct version has been installed.

### 3. Install MongoDB on Server using below command

```
curl -fsSL https://www.mongodb.org/static/pgp/server-4.4.asc | sudo apt-key add -
```

```
echo "deb [ arch=amd64,arm64 ] https://repo.mongodb.org/apt/ubuntu focal/mongodb-org/4.4 multiverse" | sudo tee /etc/apt/sources.list.d/mongodb-org-4.4.list
```

```
sudo apt-get update
```

```
sudo apt-get install -y mongodb-org
```

```
sudo systemctl start mongod
```

```
sudo systemctl status mongod
```

After the installation is complete, check version with below command

```
mongod --version
```

### 4. After Installation MongoDB, setup Database using below commands and Remember this credentials

Enter in MongoDB cli:

```
mongo
```

Create Database(replace your Database name with YOUR\_DATABASE\_NAME):

```
use YOUR_DATABASE_NAME
```

Create user with read/write access(Replace your credentials):

```
db.createUser( { user: "<YOUR_USERNAME>", pwd: "<YOUR_PASSWORD>", roles: [ "readWrite" ] } )
```



Exit from MongoDB cli  
exit

5. Upload Source Code that you've downloaded from Codecanyon and unzip it on your server.

6. Go to Source Code Directory and edit .env file

```
PORT=ENTER_PORT_HERE  
MONGODB_URI=mongodb://YOUR_USERNAME:YOUR_PASSWORD@127.0.0.1:27017/YOUR_DATABASE  
JWT_SECRET=ENTER_RANDOM_STRING_HERE
```

Here, Enter Port number for Admin panel running to that Port, and Enter Database Credentials also enter Random string on line number 3.

Then, Proceed with Below Commands

```
npm install -g yarn pm2
```

```
yarn
```

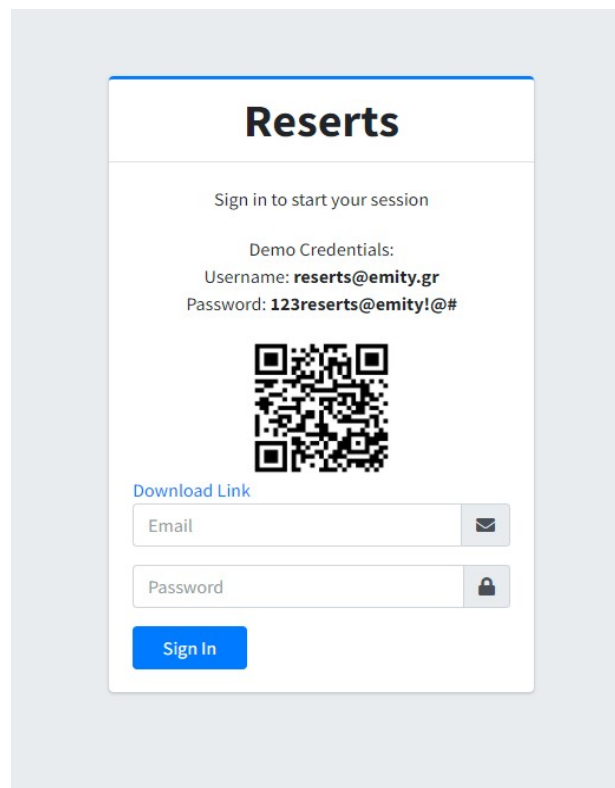
```
pm2 start index.js
```

Our database stores and retrieves data from a mongoDB database if u want to monitor data you will need to download mongoDB [here](#).

Login to Admin Panel

Open this [link](#), and Login with Default Admin Credential Email: **areserts@emity.gr** & Password : **123reserts@emity!@#** .

The credentials and also the download QR and links are aslo there .




The image shows a login page titled "Reserts". It includes a sign-in instruction, demo credentials (Username: reserts@emity.gr, Password: 123reserts@emity!@#), a QR code, a "Download Link" section with email and password input fields, and a "Sign In" button.


## Reserts


Sign in to start your session

Demo Credentials:  
Username: **reserts@emity.gr**  
Password: **123reserts@emity!@#**



[Download Link](#)

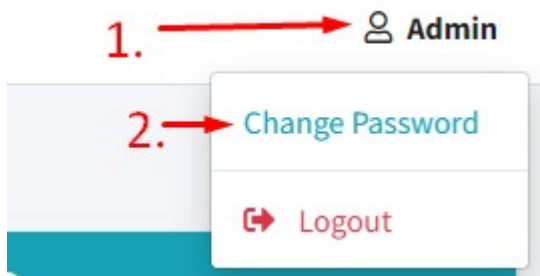
Email 

Password 

[Sign In](#)

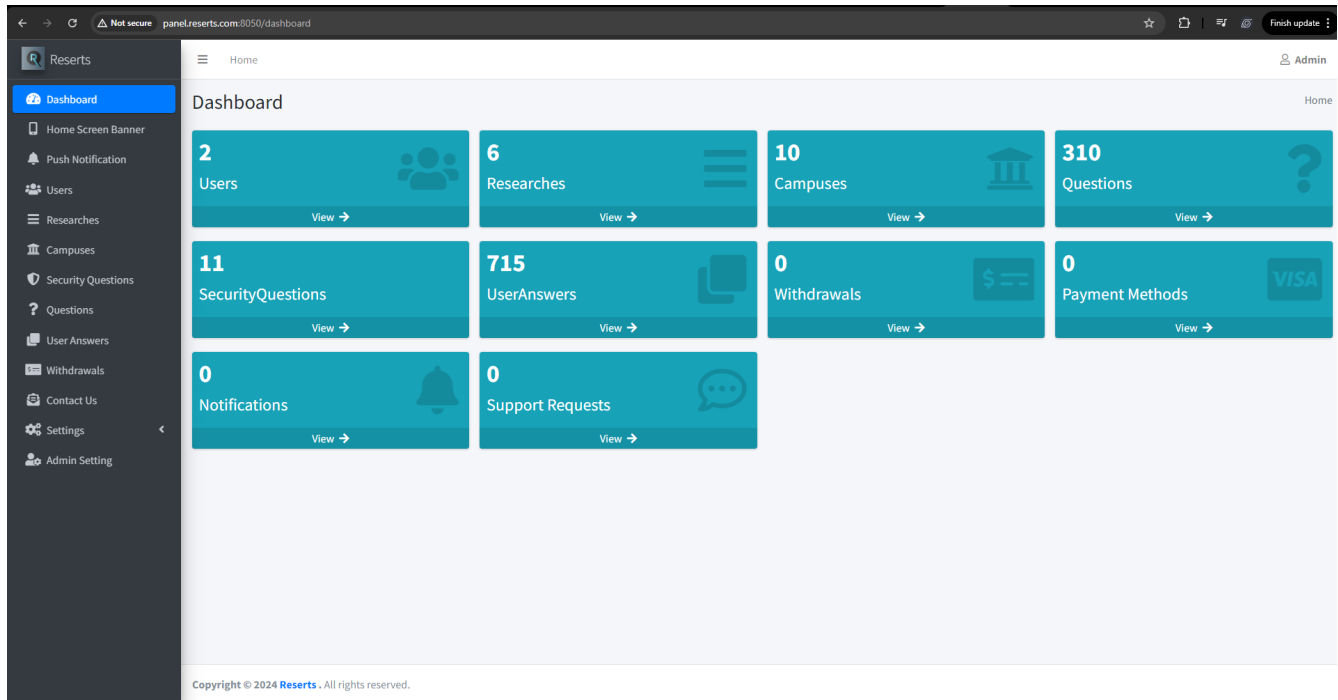
After Successfully Logged in, you will be redirected to Dashboard page

You can change the default password from the top right corner.



# Dashboard

Here, You can See User Count, Researches Count, Campuses Count, Question Count, Security Questions Counts, User Answers, Withdrawal Count, Payment Methods, Notification Count, And User's Query.



## Push Notification

You can see Notification History in the Push notification tab and push notifications to the users .

# Users

You can See users List Here, also you can Activate/Deactivate Users from Action Column

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Copy

CSV

Excel

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Print

Column visibility

Search:

#	Name	Mobile	Email	Points	Active Status	Action
No data available in table						
#	Name	Mobile	Email	Points	Active Status	Action

Showing 0 to 0 of 0 entries

Previous

Next







# Researches

You can see the Researches list here. Also you can set feature Research and Active Research, Edit Activity and delete Activity.

Researches

+ Add Research

Search:

#	Research Image	Research Name	Research Points	Feature Research	Active	Action
1		Health and Lifestyle	69000	<div>ON</div>	<div>ON</div>	<div>Edit</div> <div>Delete</div>
2		Social Media Usage	28000	<div>ON</div>	<div>ON</div>	<div>Edit</div> <div>Delete</div>
3		Technology Usage	28000	<div>ON</div>	<div>ON</div>	<div>Edit</div> <div>Delete</div>
4		Test	23000	<div>ON</div>	<div>ON</div>	<div>Edit</div> <div>Delete</div>
5		Test611	31000	<div>ON</div>	<div>ON</div>	<div>Edit</div> <div>Delete</div>
6		Test611.2	16000	<div>ON</div>	<div>ON</div>	<div>Edit</div> <div>Delete</div>

Showing 1 to 6 of 6 entries

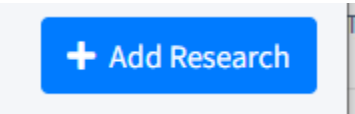
Previous

1

Next

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Also, you can add a New Research from the Add Reasearch Button at Top Right Corner.



It will display this screen for adding a new Reasearch

## Add Research



### Research Name

### Research Points

### Research Image

↑↓ **Action** ↑↓

Usage

Test

23000

ON ☐

ON ☐

Edit

## Questions


You can see the list of Question Count by Reasearch, Here Green Category Card is Featured Category & Red is for in-active Category.

### Questions By Category

[Home](#) / [Questions](#)


#### Health and Lifestyle

**Questions:** 106

[View Questions](#)


#### Social Media Usage

**Questions:** 104

[View Questions](#)


#### Technology Usage

**Questions:** 100

[View Questions](#)


#### Test

**Questions:** 0

[View Questions](#)


#### Test611

**Questions:** 0

[View Questions](#)

#### Test611.2

**Questions:** 0

[View Questions](#)

Also, you can import Multiple questions using CSV from the Bulk Import Button.  
Note: Use CSV format as per Sample CSV file that you can download from modal.

## Import Questions from CSV (**History**)

Download Sample CSV File from [Here](#).

History Que. File

Choose File

Close

Add

You can also add a single question by selecting Add NewQuestion in the research that this question will be in.

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Questions of **Health and Lifestyle**

[Home / Questions](#)

Bulk Import

Add New Question

Search:

#	Question	Action
1	Are you currently following any specific diet plan, such as keto, paleo, or vegetarian?	Delete
2	Do you engage in regular physical exercise? If yes, how many times per week?	Delete
3	How many hours of sleep do you typically get per night?	Delete
4	Do you smoke tobacco products? If yes, how many cigarettes per day?	Delete
5	How many servings of fruits and vegetables do you consume daily?	Delete
6	Do you regularly consume sugary beverages like soda or energy drinks?	Delete
7	How often do you eat fast food or takeout meals in a week?	Delete
8	Do you wear sunscreen when spending time outdoors?	Delete
9	How often do you engage in activities that promote relaxation, such as meditation or deep breathing?	Delete
10	Do you have a regular routine for brushing and flossing your teeth?	Delete
#	Question	Action

Showing 1 to 10 of 106 entries

Previous

1

2

3

4

5

11

Next



In the Security Questions tab you can view the security questions that you have added that you can delete aslo. Those questions are question with a correct answer that are displayed randomly while the user answers research related questions to prevent spam users .

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Bulk Import

Add New Question

Search:

#	Question	Options	Correct Answer	Action
1	What is the color of an apple?	<ul style="list-style-type: none"><li>Blue</li><li>Black</li><li>White</li><li>Red</li></ul>	Red	Delete
2	What is the result of 10-5?	<ul style="list-style-type: none"><li>0</li><li>5</li><li>15</li><li>150</li></ul>	5	Delete
3	What is the opposite of day?	<ul style="list-style-type: none"><li>Morning</li><li>Afternoon</li><li>Evenining</li><li>Night</li></ul>	Night	Delete
4	What comes after Monday?	<ul style="list-style-type: none"><li>Tuesday</li><li>Wednesday</li><li>Saturday</li><li>Friday</li></ul>	Tuesday	Delete
5	What color is the sun?	<ul style="list-style-type: none"><li>Black</li><li>Yellow</li><li>Blue</li></ul>	Yellow	Delete

In the User Answers Tabs you can view the answers of the user to specific questions at a research.

Users Answers

Export All Answers

Search:

#	User Name	Question	Selected Answer	Category
1	fanisTest	How frequently do you use technology to participate in online gaming competitions or esports events?	Never	Technology Usage
2	fanisTest	How many apps do you have installed on your smartphone?	10-20	Technology Usage
3	fanisTest	How frequently do you use technology to stream live events or broadcasts?	Frequently	Technology Usage
4	fanisTest	How many times per week do you use technology to engage in virtual reality gaming or simulations?	1-2 times	Technology Usage
5	fanisTest	How many times per week do you use technology to attend online painting or art classes?	More than 5 times	Technology Usage
6	fanisTest	How many times per week do you use technology to engage in virtual reality travel experiences or tours?	None	Technology Usage
7	fanisTest	How many times per week do you use technology to participate in online gaming communities or tournaments?	1-2 times	Technology Usage
8	fanisTest	How many times per day do you use social media platforms?	More than 5 times	Technology Usage
9	fanisTest	How many times per week do you use technology to participate in online gardening or DIY tutorials?	1-2 times	Technology Usage
10	fanisTest	How often do you update your smartphone or computer operating system?	Regularly	Technology Usage

Showing 1 to 10 of 715 entries

Previous 1 2 3 4 5 ... 72 Next

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You can also Export all these answers to a file using the button Export All Answers and a file will start to download

Users Answers

Export All Answers

Search:

#	User Name	Question	Selected Answer	Category
1	fanisTest	How frequently do you use technology to participate in online gaming competitions or esports events?	Never	Technology Usage
2	fanisTest	How many apps do you have installed on your smartphone?	10-20	Technology Usage
3	fanisTest	How frequently do you use technology to stream live events or broadcasts?	Frequently	Technology Usage
4	fanisTest	How many times per week do you use technology to engage in virtual reality gaming or simulations?	1-2 times	Technology Usage
5	fanisTest	How many times per week do you use technology to attend online painting or art classes?	More than 5 times	Technology Usage
6	fanisTest	How many times per week do you use technology to engage in virtual reality travel experiences or tours?	None	Technology Usage
7	fanisTest	How many times per week do you use technology to participate in online gaming communities or tournaments?	1-2 times	Technology Usage
8	fanisTest	How many times per day do you use social media platforms?	More than 5 times	Technology Usage
9	fanisTest	How many times per week do you use technology to participate in online gardening or DIY tutorials?	1-2 times	Technology Usage
10	fanisTest	How often do you update your smartphone or computer operating system?	Regularly	Technology Usage

Showing 1 to 10 of 715 entries

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In the setting tab u can find related to the app and ads settings that you can adjust based on your needs.

Reserts

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App Settings

App Link (Android)

Enter App Link of Android

App Link (iOS)

Enter App Link of iOS

App Version Code (Android)

1

App Version Code (iOS)

1

☐ Update App Popup (Android)

☐ Force Update App (Android)

☐ Minus Grading

User Placeholder Image

Change Image

Minus Grad Points

0

Welcome Reward Point

0

Currency Symbol

\$

Min. Withdrawal Amount

Update App Popup (iOS)

Force Update App (iOS)

Hint (50-50)

Hint Point

0

Exit Quiz Message

Enter Message for Exit Quiz

Referral Code Prefix

QUZY

Referral Reward Point

0

Conversion Rate (per 1000 point)

0

Referral Share Text

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Ads Settings

☐ Video Ads

☐ Ads Show

Ad Count

10

AdMob App Id (Android)

ca-app-pub-6058247618636615-5850674938

AdMob Banner AdID (Android)

ca-app-pub-6058247618636615/6684911313

AdMob Interstitial AdID (Android)

ca-app-pub-6058247618636615/3224511598

AdMob Rewarded Video AdID (Android)

ca-app-pub-6058247618636615/5041792624

☐ Rewarded Video Ads

Rewarded Video Ad Points

0

AdMob App Id (iOS)

Enter AdMob App ID for iOS

AdMob Banner AdID (iOS)

Enter AdMob Banner AdID for iOS

AdMob Interstitial AdID (iOS)

Enter AdMob Interstitial AdID for iOS

AdMob Rewarded Video AdID (iOS)

Enter AdMob Rewarded Video AdID for iOS

Update