



SIT305

Credit Task 3.1:

Quiz APP

TR1 2021

SIT305 – Mobile application Development Quiz APP

Overview

This assessment task intends to provide you with experience in using multiple activities and intent in Android mobile app programming. You are given the requirements of a *Quiz mobile app for SIT305*. Your task is to build an android app that can capture all the requirements conveyed in that description.

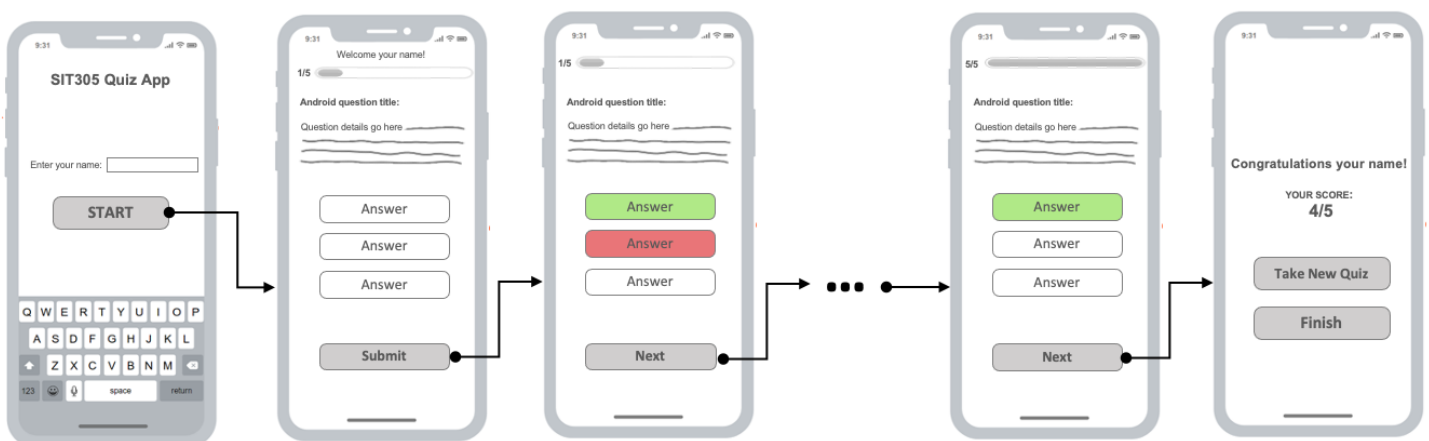
You will find “Topic Videos and Practical Demo Videos” of Week 1-3 on the unit site to be particularly useful as a reference for this task. Please also keep an eye on your email and any announcements that may be made on Cloud Deakin or Teams.

Submission Details

You must ensure that all your project files used for this task sit in a directory called “Task 3.1C”. **All files required to be uploaded and a link to the “Task 3.1C” directory must be submitted to OnTrack.** Please make sure that I and your marking tutor have access to the folder. **A link to the demo video of your app is running must be submitted** by using the task submission page to OnTrack. You could submit your GitHub link. **You must also submit your MainActivity java/kotlin file to Ontrack.** It would be great if you could submit the screenshot of the main app screen. This is an **individual** assignment, and you should submit **by 8pm AEST, Monday, 12 April 2021, (Week 5).**

Quiz App

The quiz app needs to be developed based on the following mobile app interface wireframes.



All questions must be about SIT305 Android Concepts that you have learned so far. When a user chooses an answer and then clicks on the submit button, the correct answer turns green and if the answer is not correct, it turns red. The **Progress Bar** at the top of the screen displays the number/percentage of questions that have been completed so far.

After finishing the quiz questions, the last activity should show **the final score**. In this activity, if a user presses “take new quiz”, the app will direct them to the main activity to start a new quiz. In this case, the edit text shows the user’s name, and the user does not need to re-enter it. If a user clicks on the finish button, the app will be closed.

Important notes:

- You need to design the app with at least three activities and five questions.
- The UI design and layout should be the same as the above wireframes except for text font and text colour.
- The parent layout and its children must be linear layout.
- There is no need to design new questions for the new quiz.
- Hint: By startActivityForResult() method, we can get a result from another activity.