
R U SMARTER THAN A 5TH GRADER?

PART 1



For this project, you'll be creating an Android version of "Are You Smarter than a 5th Grader?". In case you are not familiar with the game show, check out this link:

https://en.wikipedia.org/wiki/Are_You_Smarter_than_a_Canadian_5th_Grader%3F#:~:text=Are%20You%20Smarter%20than%20a%20Canadian%205th%20Grader%3F%20is%20a,by%20Canadian%20comedian%20Colin%20Mochrie.

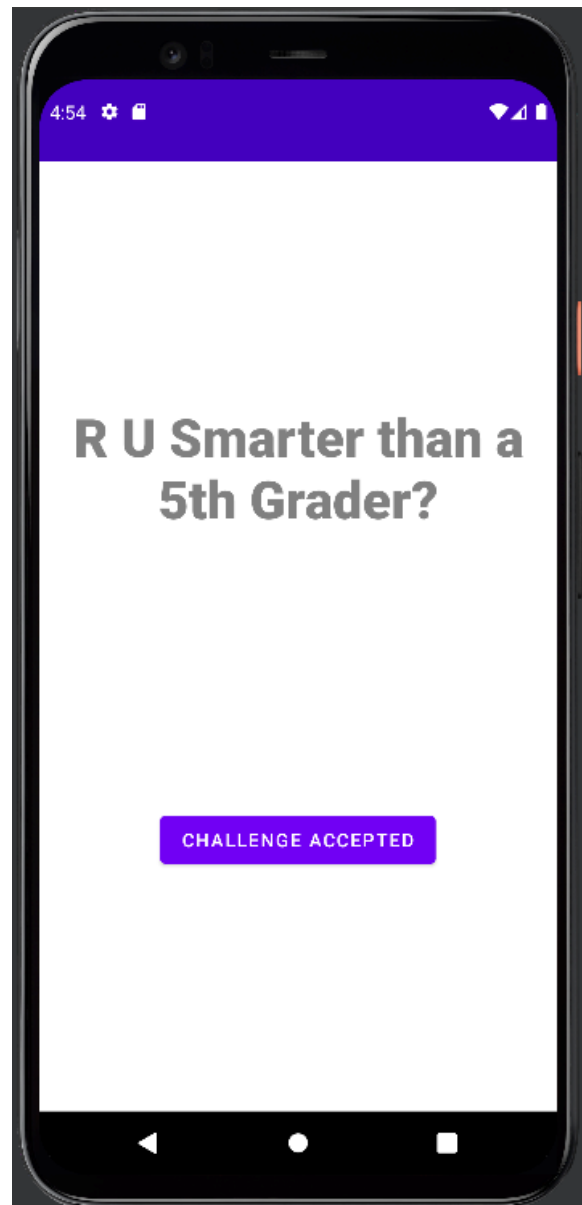
Unfortunately, you won't be able to seek help from 5th graders like the contestants do in the show, but you'll always have Google. Or ChatGPT. :P

In Part 1, you'll be laying out what we'll call the result screen. This screen lets the player know if they won, lost, or cheated in the game, and gives them the option to play the game again.

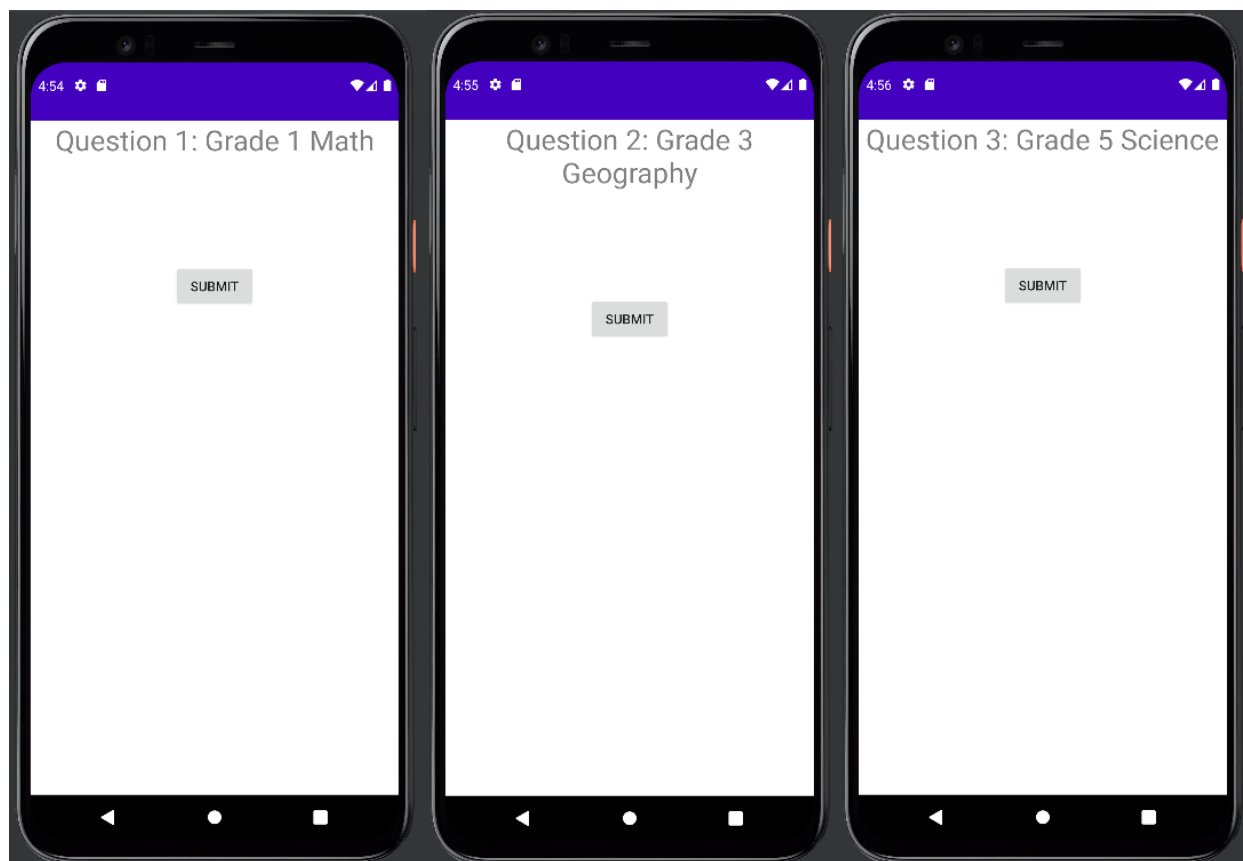
PART 1: OPENING THE PROJECT

Open the provided project template and run the app (clicking on the "Run app" icon  or "Debug app" icon  located in the menu near the top right-hand side of the Android Studio window).

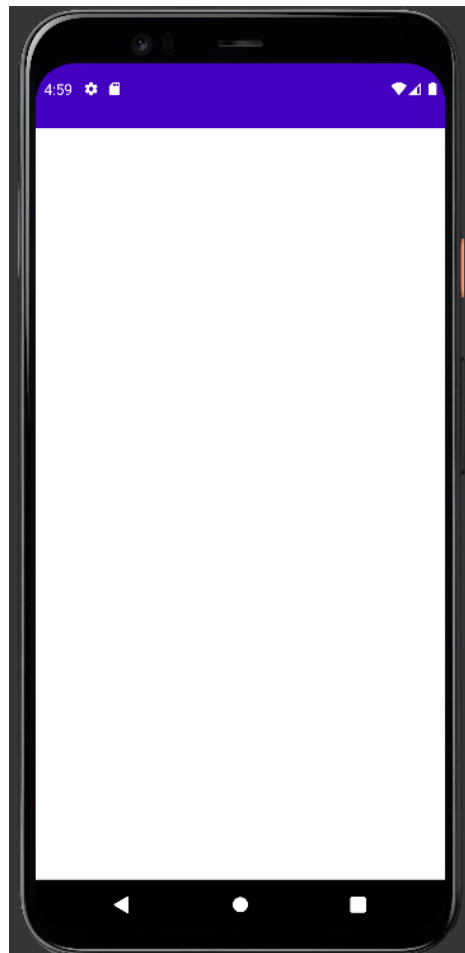
You will see that the app launches on the emulator to the title screen of the game.



Navigating through the app, you'll come across screens titled with a question category, but there is no actual question to be answered (you will fill these screens out in Part 2).

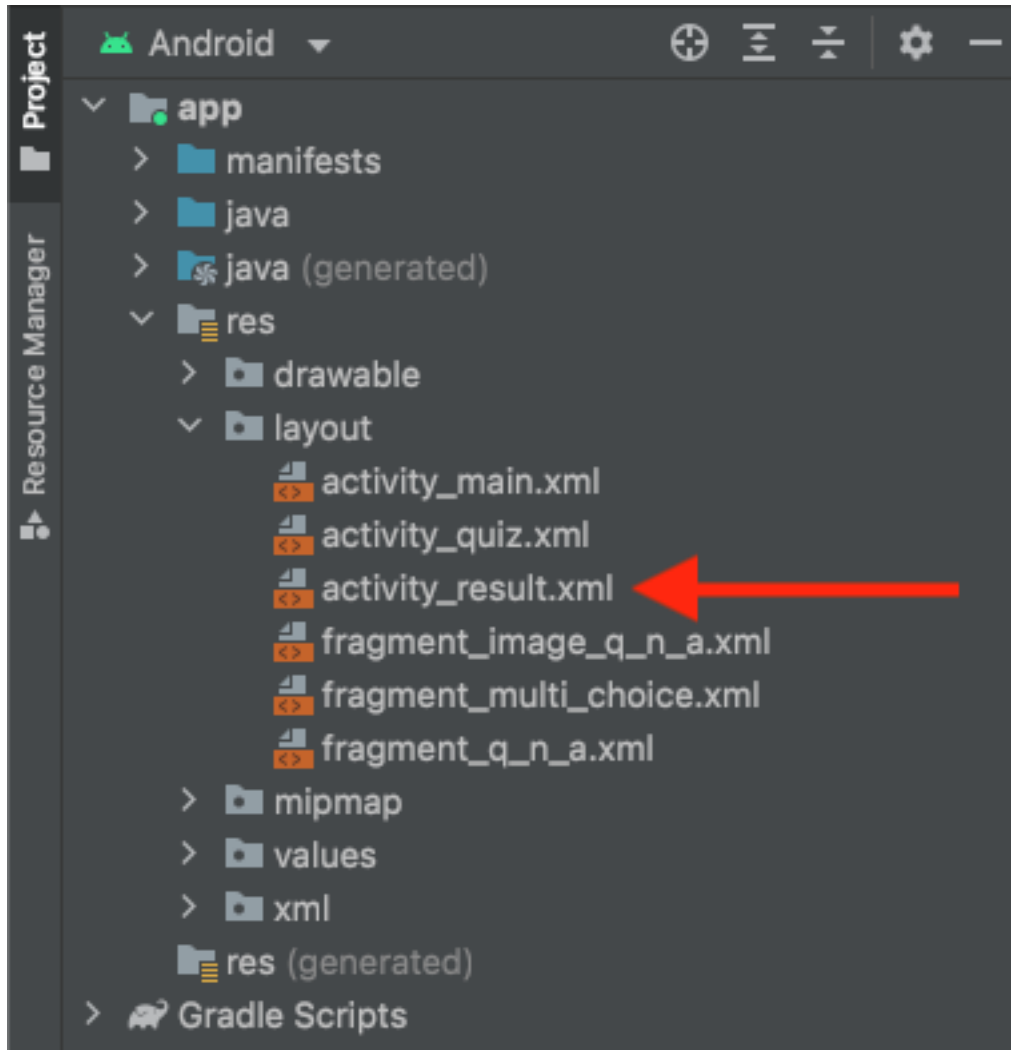


Finally, you'll come to a blank screen. This will be the result screen for which you will be creating the layout.



PART 2: CREATING THE LAYOUT

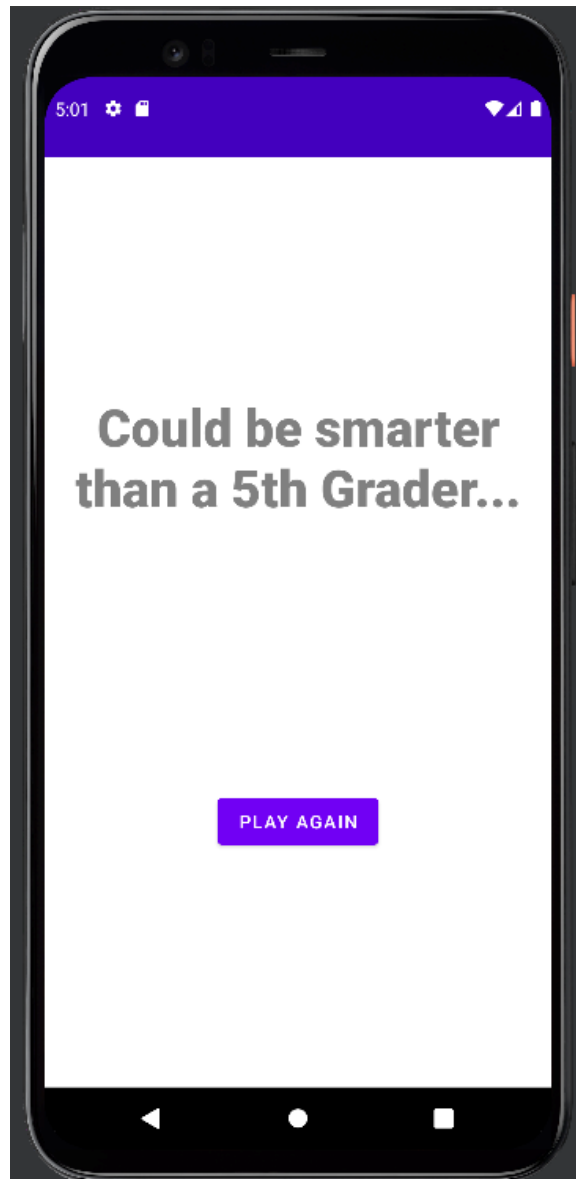
To create the layout for the result screen, open the layout file “activity_result.xml” under app/res/layout folder.



Here in “activity_result.xml”, define the layout of the result screen. The layout should include:

1. A TextView telling the player whether or not they are smarter than a 5th grader
2. A Button letting the player know that they can play the game again

Your layout may look something like the example below:



This layout is similar to that of the title screen, but feel free to experiment with other arrangements.

PART 3: TESTING THE APP

Now when you navigate to the result screen, you should see some text telling you how smart you are compared to a 5th grader, and a button that should restart the game when pressed. Of course, pressing on this button currently does not affect anything in the app, and this is something you will take care of in Part 2.