

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:orientation="vertical"
    android:gravity="center"
    tools:context=".MainActivity">

    <TextView
        android:id="@+id/question"
        android:layout_width="202dp"
        android:layout_height="wrap_content"
        android:padding="20dp"
        android:textSize="30sp" />

    <LinearLayout
        android:layout_width="wrap_content"
        android:layout_height="wrap_content">
        <Button
            android:id="@+id/b_True"
            android:layout_marginRight="20dp"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:textColor="@color/black"
            android:text="True"
            android:textSize="15sp"
            />

        <Button
            android:id="@+id/b_False"
            android:layout_marginLeft="20dp"
            android:layout_width="wrap_content"
            android:layout_height="wrap_content"
            android:textColor="@color/black"
            android:text="False"
            android:textSize="15sp" />
    
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    android:layout_marginRight="20dp"
    android:textColor="@color/black"
    android:text="back"
    android:textSize="15sp" />

<Button
    android:id="@+id/b_nextward"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_marginLeft="10dp"
    android:textColor="@color/black"

    android:text="next"
    android:textSize="15sp" />

</LinearLayout>
```

```
package com.example.quizappanimemr;

import android.os.Bundle;
import android.widget.Button;
import android.widget.TextView;

import androidx.appcompat.app.AppCompatActivity;

import java.util.ArrayList;

public class MainActivity extends AppCompatActivity {

    Button trueButton;
    Button falseButton;
    Button backwardButton;
    Button nextButton;
    TextView question;

    int questionNumber = 0;

    int score = 0;

    ArrayList<Question> list = new ArrayList<>();

    @Override
    public void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);
```

```

        question = findViewById(R.id.question);
        trueButton = findViewById(R.id.b_True);
        falseButton = findViewById(R.id.b_False);
        backwardButton = findViewById(R.id.b_backward);
        nextButton = findViewById(R.id.b_nextward);
        list.add(new Question("Does Anna from spy x family have syp mind power",
true));
        list.add(new Question("Did luffy ever find the one piece", false));
        list.add(new Question("Did noruto become hakago of the hidden leaf",
true));
        list.add(new Question("Was levi the captain of his team", true));
        list.add(new Question("Did Yori became mother of Anna", true));

        // when we click
        trueButton.setOnClickListener(v -> {
            // get current question
            Question currentQuestion = list.get(questionNumber);
            // get the current question and set its text to the TextView named
question
            question.setText(currentQuestion.getQuestionText());

            // check if the question's isAnswerTrue is the same as what our user
thinks it is
            if (currentQuestion.isAnswerTrue()) {
                score++;
                question.setText(getString(R.string.correct_text));
            }else{
                question.setText(getString(R.string.wrong_text));
            }

        });
    }
}

package com.example.quizappanimemr;

public class Question {
    private String questionText;
    private boolean isAnswerTrue;

    public Question(String questionText,boolean isAnswerTrue) {
        this.questionText = questionText;
        this.isAnswerTrue = isAnswerTrue;
    }
    public String getQuestionText() {

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        return questionText;
    }

    public void setQuestionText(String questionText) {
        this.questionText = questionText;
    }

    public boolean isAnswerTrue() {
        return isAnswerTrue;
    }

    public void setAnswerTrue(boolean answerTrue) {
        isAnswerTrue = answerTrue;
    }

}

<resources>
    <string name="app_name">QuizappanimeMR</string>
    <string name="correct_text">Correct</string>
    <string name="wrong_text">Wrong</string>
    <string name="back">back</string>

</resources>
```