QUIZ APPLICATION

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CHARUSAT
CHAROTAR UNIVERSITY OF SCIENCE AND TECHNOLOGY

CERTIFICATE

This is to certify that the report entitled "**Quiz Application**" is a bonafied work carried out by **Mr. Mit Patel (15IT093)** under the guidance and supervision of **Prof. Mrudang Pandya** for the subject **Software Group Project-V(IT414)** of **7th** Semester of Bachelor of Technology in **Information Technology** at Faculty of Technology & Engineering – CHARUSAT, Gujarat.

To the best of my knowledge and belief, this work embodies the work of candidate **himself**, has duly been completed, and fulfills the requirement of the ordinance relating to the B.Tech. Degree of the University and is up to the standard in respect of content, presentation and language for being referred to the examiner.

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Finally, we would like to thank all the staff members of IT department for their good support during the project.

ABSTRACT

Project Definition: Quiz Application

Brief Description:

Educational Technology is constantly evolving and growing, and this progression will continually offer new and interesting advances in learning environment. Traditional E-Learning systems developed for laptop and desktop computers were based on stand-alone software application and web based application architecture.

These applications have many limitations to use efficiently or we cannot use them easily since these applications need a computing device and network connectivity.

With the advancement in mobile technology and availability of smart mobile devices and network we can design a system which can be used to check the knowledge level of students in the class room. Since mobile network is available at large geographical area so this can be used for the knowledge testing of any person specially candidates of software companies who need a specific skill for the job.

This app can be used for the recruitment process of software companies which will be able to save time and efforts to illuminate unwanted candidates to appear for personal interview by travelling a long distance.

Chapter-1: Introduction

Our project is on Quiz Application based on different Programming Languages that help students. It is an android based programming. It allows the user to understand in which language he/she is powerful.

1.1 Project Overview:

Our project is about Quiz. In this project we have tried to make it user friendly.

In this project we are providing:

1. There are total Thirty Questions. Divided into Three levels Easy, Medium, Hard Level.

2. This Application gives user to attempt all questions.

3. User can give Quiz any time.

4. User can get at the time correct answer of the question.

1.2 Scope:

The scope of this project includes following:

1. System is applicable to any sort of user.
2. System should have android 4.0 up version.
3. Provides a score based on rating one to five to users.
4. It Can reduce usage of resources like paper.

1.3 Objectives:

Thus, the main objective of the work is to develop an interactive mobile application based on android to conduct quiz sessions in the classroom for the various Programming Languages. The prototype development of Mobile quiz system, comprehensive evaluation system for the remote students or in a classroom. On further enhancement this app can be used for the recruitment process of software companies which will be able to save time and efforts to illuminate unwanted candidates to appear for personal interview by travelling a long distance.

Chapter-2: System Analysis

2.1 User characteristics:

- User should have basic knowledge on Programming Languages they studied in university in the Field of Information Technology and Computer Engineering.

2.2 Tools &Technology Used:

2.2.1 External Interface Requirements:

RAM: 2 GB min

PROCESSOR: Intel i3

Hard Disk Space: 10 GB

2.2.2 Front-End technology:

Java,Android,XML

2.2.3 Hardware Interface:

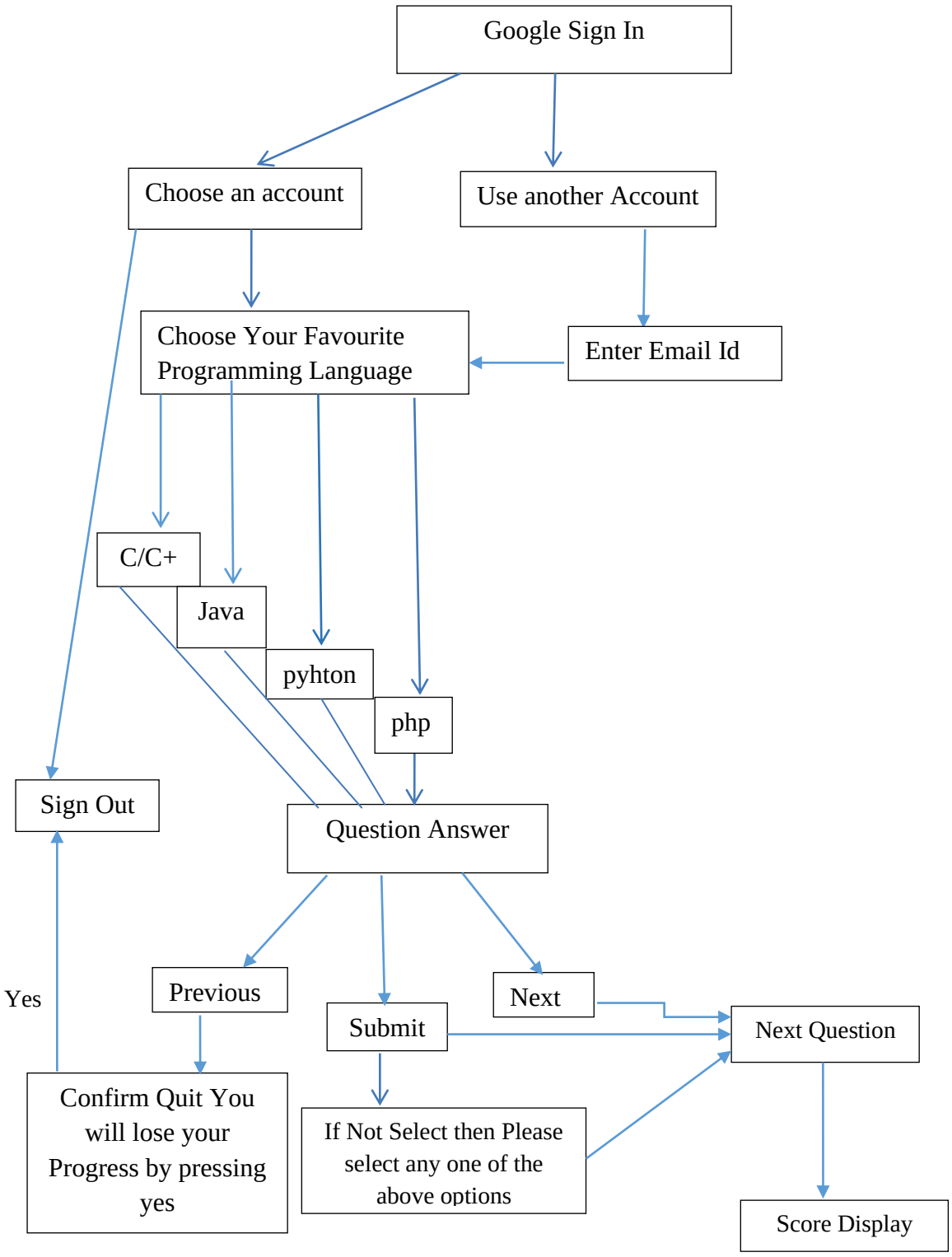
Laptop, Smartphone, Emulators: AVD and GenyMotion

2.2.4 Software Interface:

Android Studio installed in computer/laptop.

Chapter-3: System Design

4.1Project Flow:



3.2 Major Functionality:

This Quiz main functionality is to guide the student for the various examination preparation.

Following are the functions:

New user: It allows the user to enter his/her information and allow to Enrol into the Quiz.

Login: In practice, modern secure systems also often require a second factor for extra security. Thus, ask user to enter email id.

Sign out: It allows the user to logout from the quiz.

Submit: User submit the question if it is not selected it display the message, please select one of the above options.

Progress bar: If user answer the first question and move to the next question it shows the range from 1 to 100 at the top.

Score display: In this score is display between 1 to 5 out of thirty questions and with the emoji faces.

3.3GUI Forms:

Our project programming is Android based programming.

Chapter-4: Implementation

4.1 Implementation Environment:

- In this project there is there are various user who can use these applications.
- It is based on GUI.

4.2 Module Specification:

It includes two main modules and other several small modules. They are:

Login module: This module includes three functions they are new user, login and sign out.

New user: In this part it will take information from user such as to enter the Email Id and password.

Login: In this user have their Email Id he/she direct login by selecting their Email Id.

Sign out: It Logout out the user.

Select Programming module: This module includes three functions that are: Select Programming Language, submit, Next, Back.

Select Programming Language: In this part of program user have to select anyone Language and start their quiz. There are total Thirty Questions and are of Easy, Medium and Hard level Each of Ten Question.

Next: In this part of program Once User have Answer the Question it Click the Next Button to go to Second Question.

Submit: In this part of program Once User have Answer the Question it Click the Submit Button to submit Answer.

4.3 Coding Standards:

Layout: activity_login.xml

```
<?xml version="1.0" encoding="utf-8"?>
<LinearLayoutxmlns: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"
tools:context=".LoginActivity"
android:gravity="center"
android:padding="20dp"
android:orientation="vertical">

<TextView
android:layout_width="match_parent"
android:layout_height="200dp"
android:layout_weight="1"
android:fontFamily="@font/bangers"
android:gravity="center"
android:text="QuizApp"
android:textColor="@color/blue_grey_500"
app:autoSizeMaxTextSize="100sp"
app:autoSizeMinTextSize="12sp"
app:autoSizeStepGranularity="2sp"
app:autoSizeTextType="uniform" />

<com.google.android.gms.common.SignInButton
android:id="@+id/sign_in_button"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:layout_weight="0"/>

<LinearLayout
android:layout_width="match_parent"
android:layout_height="wrap_content"
android:layout_weight="0"
android:layout_marginTop="40dp"
android:gravity="bottom">

<TextView
android:layout_width="match_parent"
android:layout_height="20dp"
android:gravity="center"
android:text="Made with ♡ by Mit and Neel"
android:textColor="@android:color/darker_gray"
app:autoSizeMaxTextSize="20sp"
app:autoSizeMinTextSize="2.4sp"
app:autoSizeStepGranularity="0.4sp"
app:autoSizeTextType="uniform" />
</LinearLayout>

</LinearLayout>
```

LoginActivity.java

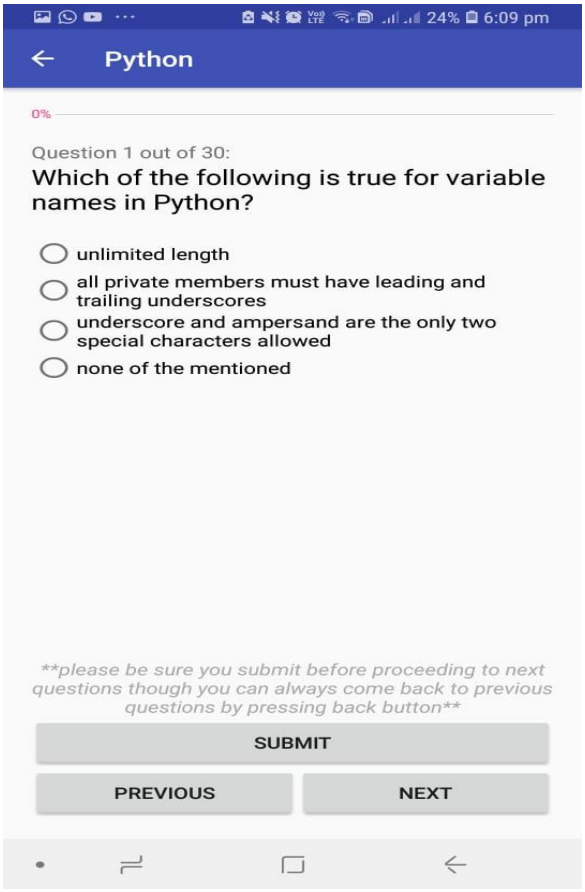
```
package io.github.harsh8398.quizapp;

import android.content.Intent;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.util.Log;
import android.view.View;
import android.widget.Toast;

import com.google.android.gms.auth.api.signin.GoogleSignIn;
import com.google.android.gms.auth.api.signin.GoogleSignInAccount;
import com.google.android.gms.auth.api.signin.GoogleSignInClient;
import com.google.android.gms.auth.api.signin.GoogleSignInOptions;
import com.google.android.gms.common.SignInButton;
import com.google.android.gms.common.api.ApiException;
import com.google.android.gms.tasks.Task;

public class LoginActivity extends AppCompatActivity implements
View.OnClickListener {

GoogleSignInClientmGoogleSignInClient;
   private static int RC_SIGN_IN = 100;

   @Override
   protected void onCreate(Bundle savedInstanceState) {
super.onCreate(savedInstanceState);
setContentView(R.layout.activity_login);
getSupportActionBar().setTitle("Welcome");
findViewById(R.id.sign_in_button).setOnClickListener(this);

GoogleSignInOptionsgso = new
GoogleSignInOptions.Builder(GoogleSignInOptions.DEFAULT_SIGN_IN)
            .requestEmail()
            .build();

      // Build a GoogleSignInClient with the options specified by gso.
mGoogleSignInClient = GoogleSignIn.getClient(this, gso);

SignInButtonsignInButton = findViewById(R.id.sign_in_button);
signInButton.setSize(SignInButton.SIZE_WIDE);
signInButton.setColorScheme(SignInButton.COLOR_LIGHT);
   }

   @Override
   protected void onStart() {
super.onStart();
      // Check for existing Google Sign In account, if the user is already signed in
// the GoogleSignInAccount will be non-null.
GoogleSignInAccount account = GoogleSignIn.getLastSignedInAccount(this);
```

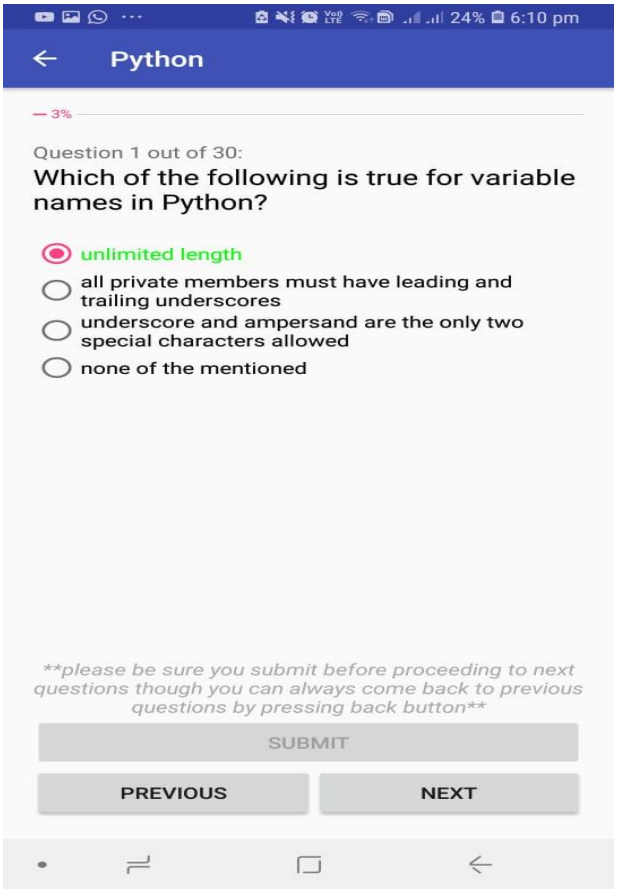
```
updateUI(account);
   }

   @Override
   public void onActivityResult(intrequestCode, intresultCode, Intent data) {
super.onActivityResult(requestCode, resultCode, data);

      // Result returned from launching the Intent from
GoogleSignInClient.getSignInIntent(...);
      if (requestCode == RC_SIGN_IN) {
         // The Task returned from this call is always completed, no need to attach
         // a listener.
         Task<GoogleSignInAccount> task =
GoogleSignIn.getSignedInAccountFromIntent(data);
handleSignInResult(task);
      }
   }

   private void handleSignInResult(Task<GoogleSignInAccount>completedTask) {
      try {
GoogleSignInAccount account = completedTask.getResult(ApiException.class);

         // Signed in successfully, show authenticated UI.
updateUI(account);
      } catch (ApiException e) {
         // The ApiException status code indicates the detailed failure reason.
         // Please refer to the GoogleSignInStatusCodes class reference for more information.
Log.w("GoogleAPIForQuizApp", "signInResult:failed code=" + e.getStatusCode());
updateUI(null);
      }
   }

   private void signIn() {
      Intent signInIntent = mGoogleSignInClient.getSignInIntent();
      startActivityForResult(signInIntent, RC_SIGN_IN);
   }

   private void updateUI(GoogleSignInAccount account) {
      if(account != null) {
         String personName = account.getDisplayName();
         Intent intent = new Intent(this, MainActivity.class);
         intent.putExtra("name", personName);
         startActivity(intent);
         finish();
      }
   }

   @Override
   public void onClick(View v) {
      switch (v.getId()) {
```

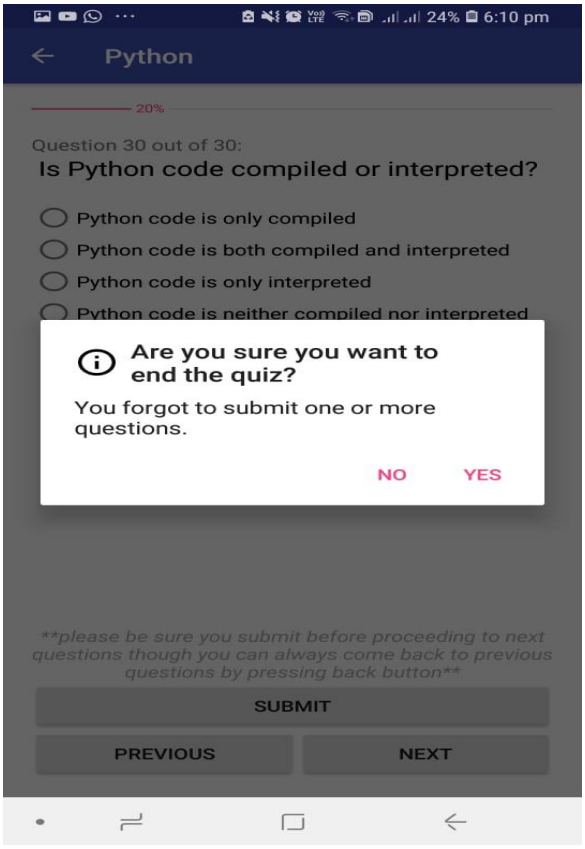
```
            case R.id.sign_in_button:
            signIn();
               break;
        }
    }
}
```

4.4Project Gallery:

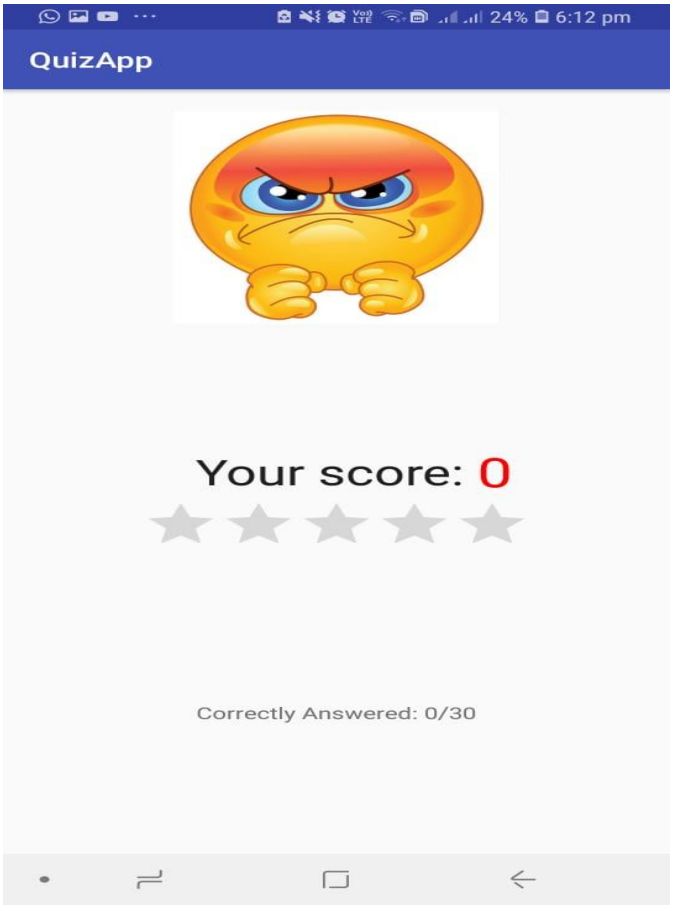
OUTPUT:


24% 6:09 pm
Python
0%
Question 1 out of 30:
Which of the following is true for variable names in Python?
unlimited length
all private members must have leading and trailing underscores
underscore and ampersand are the only two special characters allowed
none of the mentioned
please be sure you submit before proceeding to next questions though you can always come back to previous questions by pressing back button
SUBMIT
PREVIOUS
NEXT


24% 6:10 pm
Python
3%
Question 1 out of 30:
Which of the following is true for variable names in Python?
unlimited length
all private members must have leading and trailing underscores
underscore and ampersand are the only two special characters allowed
none of the mentioned
please be sure you submit before proceeding to next questions though you can always come back to previous questions by pressing back button
SUBMIT
PREVIOUS
NEXT


24% 6:10 pm
Python
20%
Question 30 out of 30:
Is Python code compiled or interpreted?
Python code is only compiled
Python code is both compiled and interpreted
Python code is only interpreted
Python code is neither compiled nor interpreted
Are you sure you want to end the quiz?
You forgot to submit one or more questions.
NO
YES
please be sure you submit before proceeding to next questions though you can always come back to previous questions by pressing back button
SUBMIT
PREVIOUS
NEXT


24% 6:11 pm
Python
20%
Question 30 out of 30:
Is Python code compiled or interpreted?
Python code is only compiled
Python code is both compiled and interpreted
Python code is only interpreted
Python code is neither compiled nor interpreted
Confirm quit?
You will lose your progress by pressing YES.
NO
YES
please be sure you submit before proceeding to next questions though you can always come back to previous questions by pressing back button
SUBMIT
PREVIOUS
NEXT


24% 6:12 pm
QuizApp
Your score: 0
Correctly Answered: 0/30

Chapter-5: Constraints and Future Enhancement

5.1 Constraint:

- Our Project not Record the quiz score test.
- It Required Internet connection.
- It Required the Email of user.
- It cannot run on below 4.0 android Version.

5.2 Future Enhancement:

The main feature of any application is that it is able to store information of user.

- Database management can be included (i.e. developer can have user records).
- More Number of Questions can be included and Number of levels.
- It can be helpful to students, teachers, companies for conducting examination on programming Language and trained the student.

Chapter-6: Conclusion

This Application is developed so that user can understand the environment for the comprehensive testing of knowledge of a student/ Learner. Any person can easily interacted use this application. A computer professional person can also use this application very well. It is free thus anyone can use it.

The developers ensured that the project is working satisfactorily as planned. This helps us to use the programming language concepts in our application. We have used android in our application. For this we have given maximum time to the requirements gathering and analysis part of the Questions asked in the Quiz.

References:

Google sites:

https://www.sanfoundry.com
https://androidinmoon.wordpress.com/2015/12/25/simple-quiz-application-in-android