





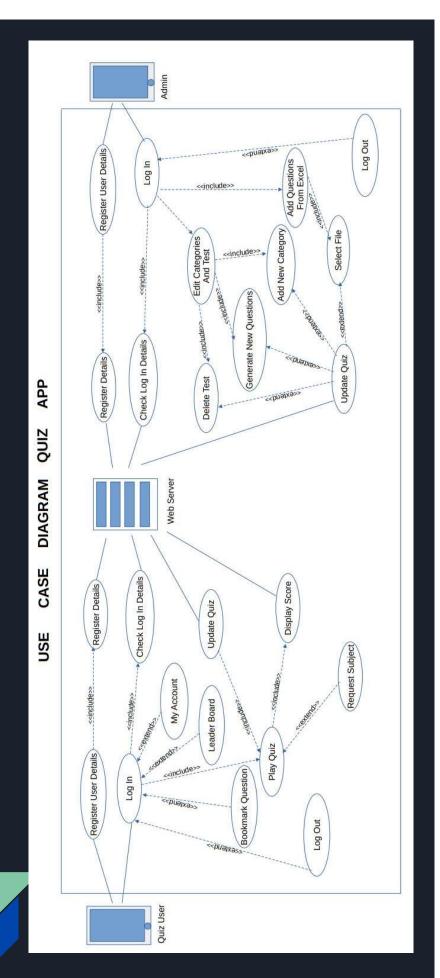
## Functionality

OT Dynamic App

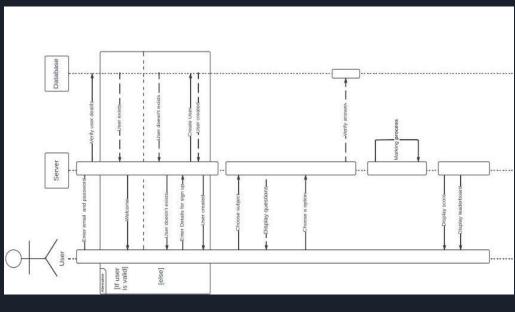
02 One DataBase connected and 2 application

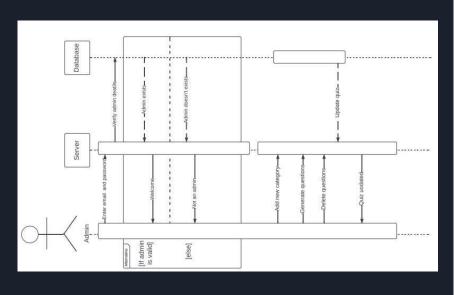
CRUD Operation from the application as well as by the main admin (Firebase) 03

# Project Architecture



#### Sequence diagram for user





# User Interface

The user interface (UI) is the point of human-computer interaction and communication in a device. This can include display screens, keyboards, a mouse and the appearance of a desktop. It is also the way through which a user interacts with an application or a website.





# Authentication

- Using Google API service
- Using Own custom Email-Password Login

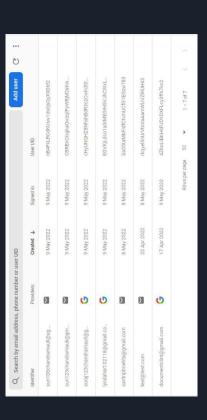
Both data are updating in Firebase



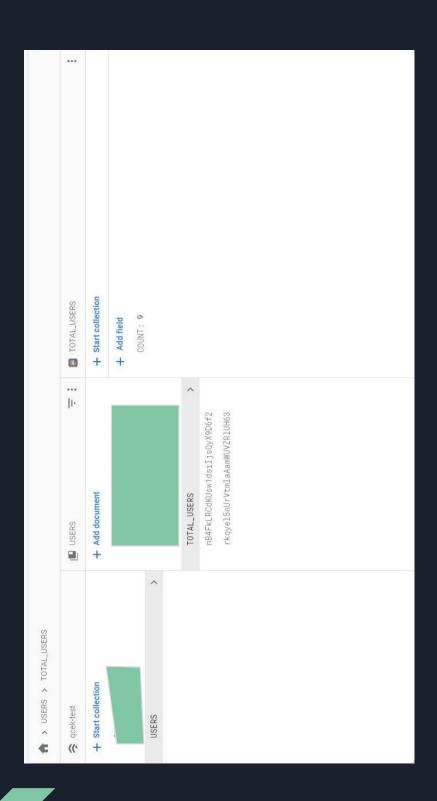
Google Login API

#### Validation





# Updating the count of the user





# 2. Firebase as Database

Firebase is used for many purposes that can help your apps to develop, grow and make it a quality app.

Moreover, Firebase is made with a developer in mind to solve all the issues they might face when making an app.

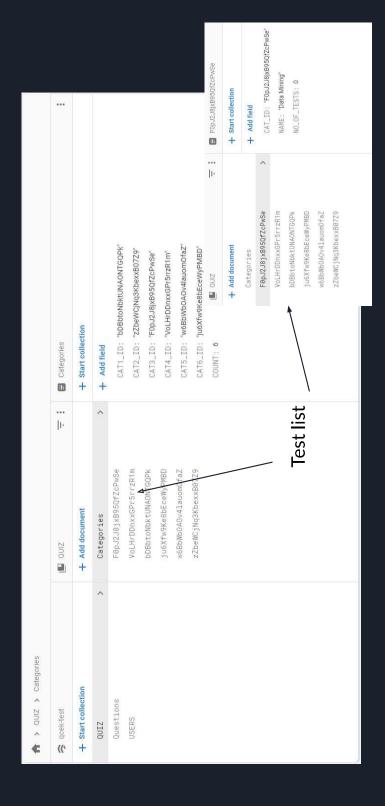




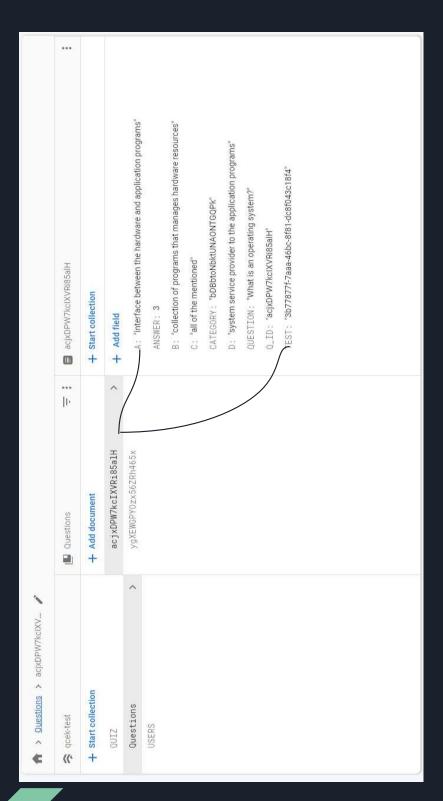
Active time

# Architecture of our Database (NoSQL)

#### 1. Quiz Architecture



### 2. Question Arc.



# 3. Main Thread

The Main thread in Java is the one that begins executing when the program starts. All the child threads are spawned from the Main thread. Also, it is the last thread t

```
builder.setView(view);
final AlertDialog alertDialog = builder.create();
cancel.setOnClickListener((view) > { alertDialog.dismiss(); });
confirm.setOnClickListener((view) > {
    alertDialog.dismiss();
    timer.cancel();
    questionsActivity.this.finish();
});
alertDialog.show();
```

```
Toast.makeText( context QuestionsActivity.this, text "Your Test has been submitted.", Toast.LENGTH_SHORT).show();
                                                                                                                                                                                                                                                             Intent intent = new Intent( packageContext QuestionsActivity.this, ScoreActivity.class);
                                                                                                                                                                                                                                                                                                           long total = g_restlist.get(selected_test_index).getTime()*66*1688;
intent.putExtra( name "TIME_TAKEN", value total - timeLeft);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    QuestionsActivity.this.finish();
                                           protected void onPause() {
                                                                                                                                                                                                                                                                                                                                                                                                                           startActivity(intent);
                                                                                                      super.onPause();
                                                                                                                                                         timer.cancel()
doverride
```