SPRING

(Korean Quiz & Dictionary)

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CEP CCIT

FAKULTAS TEKNIK UNIVERSITAS INDONESIA

2019

PROJECT ON

Spring

(Korean Quiz & Dictionary))

Developed by

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NIIT

SPRING

(Korean Quiz & Dictionary)

Batch Code   : 4SC1

Start Date   : 18 March 2019

End Date   : 29 March 2019

Name of Faculty   : Indah Ayu Yuliani

Names of Developer :

1. Nurul Amala Azza
2. Ufairoh Nabihah

Date of Submission: 1 April 2019

NIIT

CERTIFICATE

This is to certify that this report titled "SPRING" embodies the original work done by Nurul Amala Azza and Ufairoh Nabihah. Project in partial fulfillment of their course requirement at NIIT.

Coordinator:

Indah Ayu Yuliani

ACKNOWLEDGEMENT

Thank to Almighty God who has given His bless and wisdom to the developers to finish their project entitled Spring. The developers realizes that without the faculty guidance and the other collages for the supportive critics and insights, the project will not be completed on time. The project is still far from perfection, therefore criticism and constructive suggestions from all sides is needed for the future.
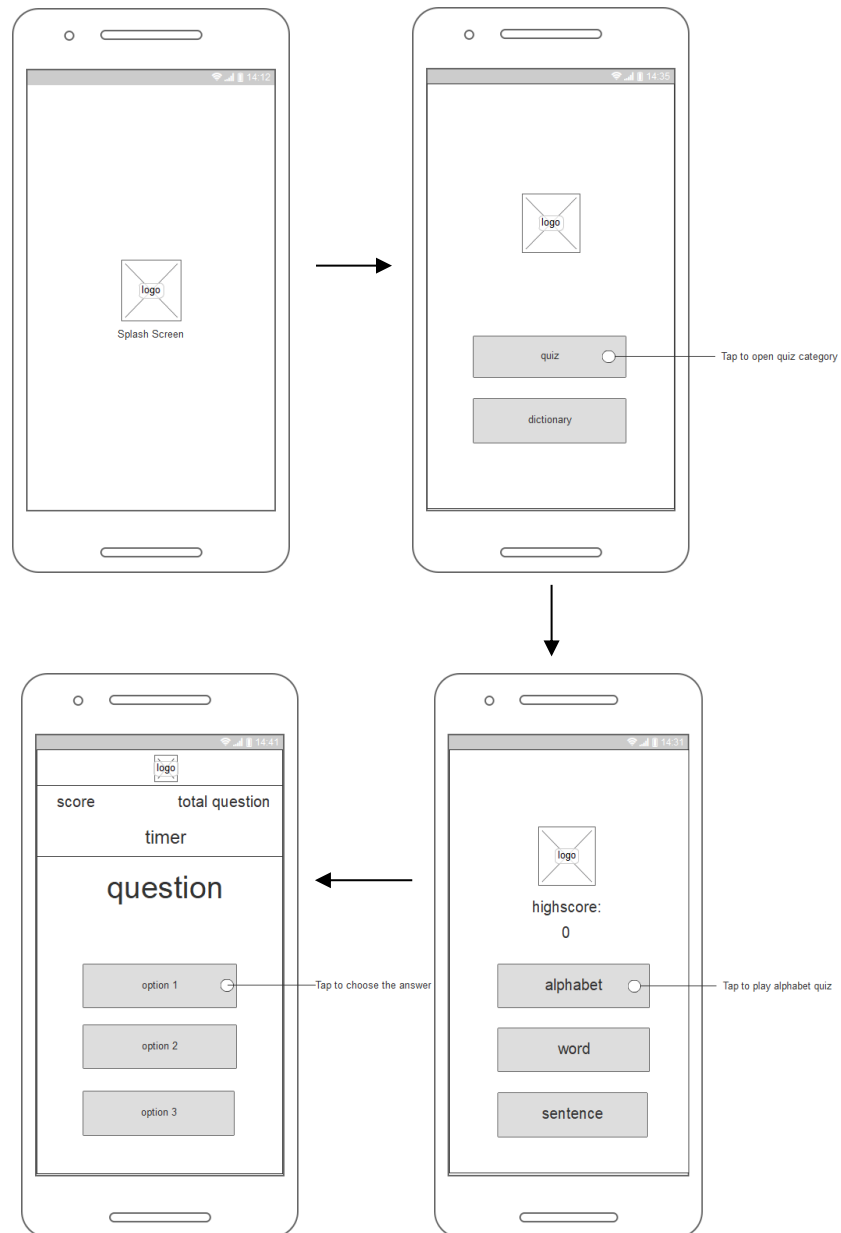
SYSTEM ANALYSIS

System Summary:

Spring is an android application with SQLite as the database. In Spring application, the user can play quiz and use a dictionary that powered by National Institute of Korean Language. There is 3 category quiz, such as alphabet quiz, word quiz and sentence quiz that each quiz consist of 10 question that will be shown randomly from the SQLite database. In alphabet quiz, there will be a question about Korean alphabet (hangul), the syllable and the romanization of the Korean alphabet(hangul) and vice versa. In word quiz, there will be question about Korean and English word, and the user can choose the right translation. And in sentence quiz, there will be question about Korean and English sentence, and the user can choose the right translation.
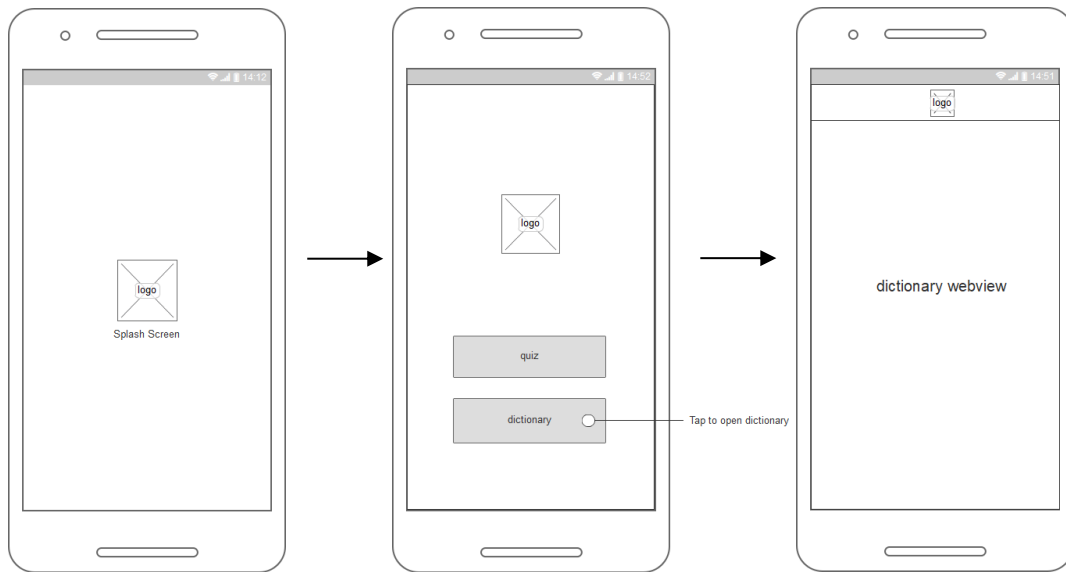
DESIGN INTERFACE

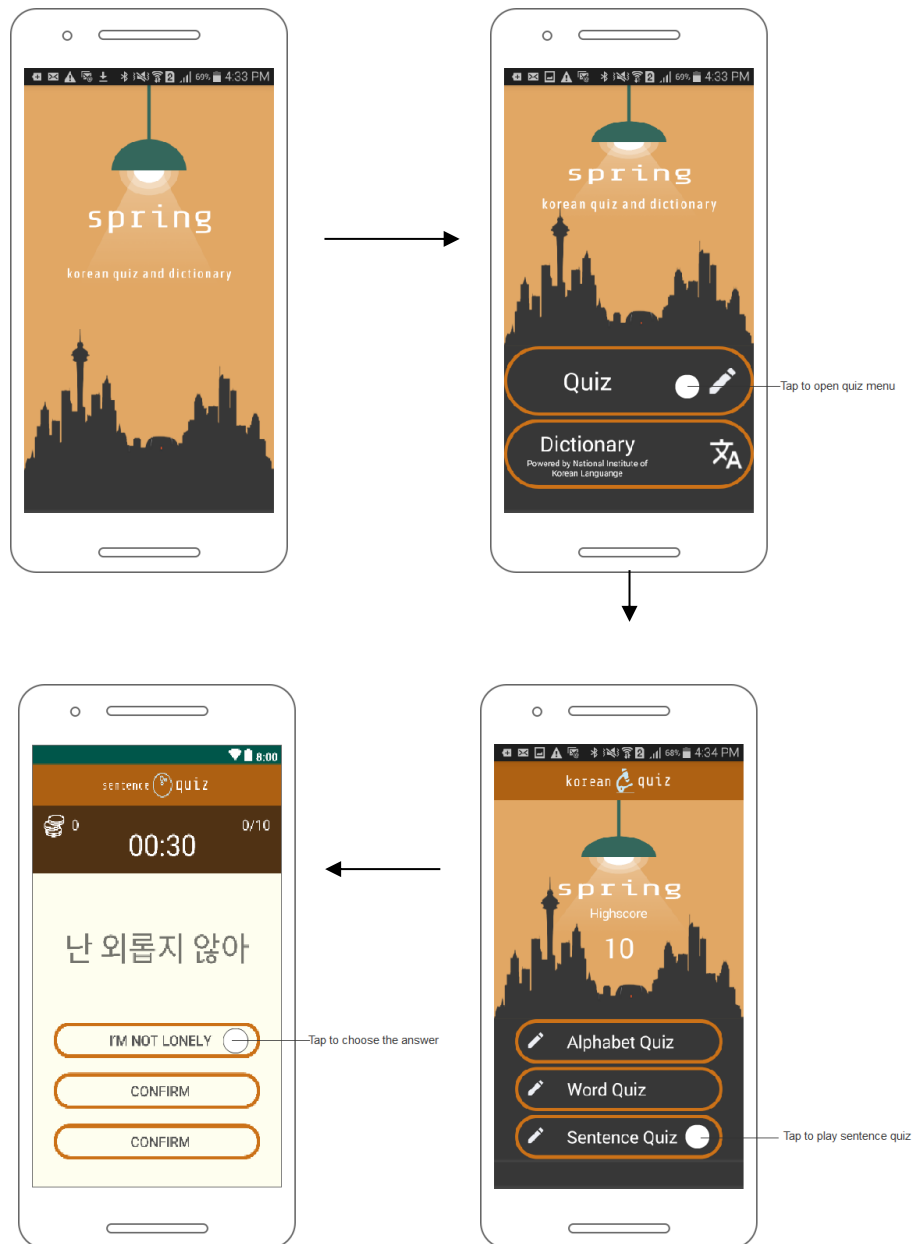The following wireframe depicts the user flow of quiz activity:

DESIGN INTERFACE

The following wireframe depicts the user flow of dictionary activity:

USER INTERFACE

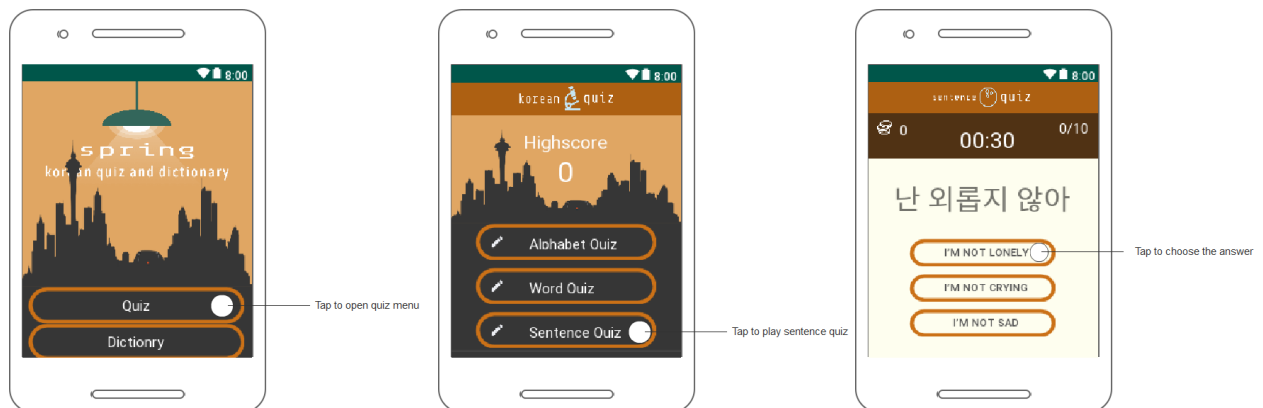The following prototype depicts the user flow of quiz activity:

USER INTERFACE

The following prototype depicts the user flow of dictionary activity:

The following prototype for small screen:

USER INTERFACE

The following prototype for large screen:

PROJECT FILE DETAILS

S.No	File Name	Remarks
1.	AndroidManifest.xml	XML use to pass on functionality and requirements of our application to Android.
2.	java.data	Contains class to read database in SQLite
3.	java	Contain class for each layout, class for open and close database connection, and class for the getter and setter operation.
4.	res.drawable	Contains icons/images use for layout
5.	res.layout	Contains layout for UI
6.	res.values	Contains color.xml, string.xml and style.xml that can be used to help design the layout
7.	Asset	Contains sql database