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ANDROID QUIZ APPLICATION

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Abstract - This work deals with development of android-based multiple-choice question examination system, namely: Quiz. This application is developed for educational purpose, allowing the users to prepare the multiple choice questions for different examinations conducted on College level. The main goal of the application is to enable users to practice for subjective tests conducted for admissions and recruitment, with focus on Computer science field. This quiz application includes three main modules, namely (i) computer science, (ii) verbal, and (iii) analytical. The computer science and verbal modules contains various types of sub categories. This quiz includes three functions: (i) Hint, (ii) Skip, and (iii) Pause, which are collectively named as life lines that help users to answer questions correctly. These functions can be used only once by a user. It shows progress feedback during quiz play, and at the end, the app also shows result.

Key Words: "password","Course","Test"."Resuly".

1. INTRODUCTION

Development of android-based Quiz application is mainly required by students and learners to prepare themselves for different examinations directly through smart phones and tablets in hands. One of the major goal of our project is to facilitate students in learning, gaining and improving their knowledge skills. At the meantime, our app provides them fun so that the users can prepare for interviews, entrance tests or any other corresponding purposes in a fresh mood and can't get bored or frustrated due to dullness of app. We designed the application to facilitate the users to be able to take short quizzes using portable devices such as smart phones and tablets.

1.1 Background Context The Expert System(ES), namely Interactive Learning Using Expert System Quizzes was proposed by John A. Byers and Alnarp, at Sweden in 1999 [1]. He combined database of text with HTML (Hypertext markup language) code and JavaScript to make Interactive quizzes. The compilation of the HTML pages with appropriate JavaScript and specific text of questions & answers is performed by an executable program (QUIZMAKE.EXE) compiled from QuickBasic code. Questions are given along with multiple choices and at the end the accuracy of correct answers are displayed after calculation. This quiz provides users the feature of making their own quiz. The operational version of the aforementioned system . The Web based expert system, by is an online learning center. This is the Student Edition for learning and preparation. It is a multiple choice quiz. After each and every question, five choices are given. Users can select a single choice at a time. After giving answer to all of the questions, users will submit the answers, and then a result or progress report is displayed containing total number and accuracy of correct, incorrect and un-answered questions. Email facility is also provided in HTML or Text format; one can email or send results to his/her own id, to instructor, to the TA and others.

2. LITERATURE SURVEY

Quiz App: In this fastly moving and changing era, everything is upgrading. So, students want some more efficiency and comfortability in their exam. Hence, Quiz app provides efficiency and comfortability while giving exam. According to the studies, it has been observed that the Quiz App method of generating the questions online very time consuming and there is also a possibility for the duplication of courses to occur. Also, the records are paper based so there are chances that the paper works may get lost. In order to get the lasting solution to the problems encountered while using Quiz App, we created a program that will allow the staff to provide timely and accurately schedule time table in the form of program. The project further ensures that none of the records are clashed or duplicated.

This Quiz Application is all about providing helping hands to the colleges, schools and all those who wish to generate the Exam in online. Most colleges have a number of courses and each course has a number of subjects. There are limited faculties, and each faculty teaching more than one subjects. Now the Quiz App needed to schedule by faculty at provided time slots should be in such a way that the timings do not overlap and the Exam schedule makes best use of all faculty subject demands. The project makes use of genetic algorithm. In our Quiz App algorithm we propose to utilize a proper timetable format. This format comprises of

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Classroom objects and the timetable. While setting up the genuine undertaking and report of the equivalent, we had a disarray and that how we'll begin the venture and what we'll do in the event that it doesn't work consummately, etc. Absence of inspiration was ascending in our gathering yet our venture manage guided us and encouraged us in finding the right sources which are needed to achieve our task. First we thought we'll complete our project using Java language but after studying Java a little bit deeper. In this way, first we suffered from demotivation but after some time we were fully focused and motivated for the completion of our project.

3. DISCUSSION

The amount of data produced was large however the research was limited by a relatively small sample size. Computer knowledge has truly transformed the way smart systems are used in our daily lives, and in the years to come we will understand how all of our activities get integrated. Quiz App generation is a very complex job for educationalist since it involves time and programming knowledge. Proposed system of our project will help to generate it automatically also helps to save time. It will avoid the complexity of managing and setting and schedule Eaxm & Timetable manually. In our project we made the use of algorithms like genetic, heuristic, resource scheduling to reduce these difficulties of generating timetable. These algorithms incorporate numerous strategies, aimed to improve the operativeness of the search operation. The system will take various inputs like number of subjects, teachers, workload of teacher, semester and priority of subject. It will generate all required time tables for working days of the week by relying on these inputs for teaching faculty. Optimal use of all resources is made in a way and integrated that best suits the constraints.

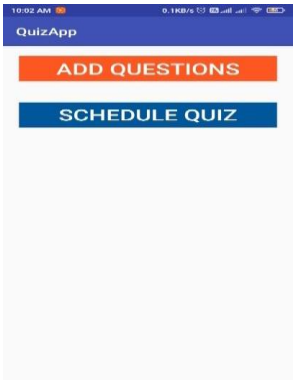
4. PROPOSED ALGORITHM

The proposed.

- Methods to use the system are:
- Login to the system with "Admin" id.
- Select any one button as per your requirements. Buttons include Login,Register in first interface
- After login Add questions or schedule Test.
- After Register of student, course selection.
- Exam Starts on the time schedule
- Exams end and according by given answers marks will be distributed

- Logout button will take the user back to the login page.

5. RESULT



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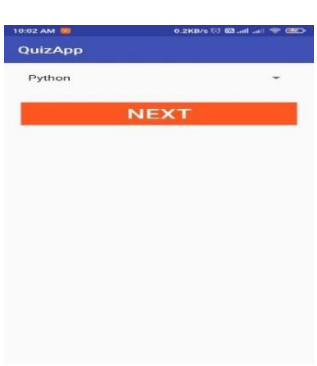

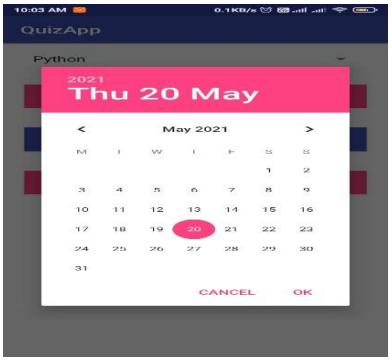

6. CONCLUSIONS

Project is implemented in such a way that it will help to save a lot of time generating time table using automated tools. Programming is done using Andriod Studio. With the help of automatic time table generator, the time table will be generated automatically. Proposed system of our project will help to generate it automatically also helps to save time. It avoids the complexity of managing and setting Timetable manually. In our project we made the use of algorithms like genetic, heuristic, resource scheduling to reduce these difficulties of generating timetable. The system considers various inputs like number of teachers, subjects, workload of a teacher, priority of subjects and semester. It will generate all required time tables for working days of the week by relying on these inputs for teaching faculty. Optimal use of all resources is made in a way and integrated that best suits the constraints.

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