Quiz Game Application Development Using Android studio

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Abstract- This app is intended to be used for educational purposes, and that the it allows the user to prepare for the multiple choice questions a variety of examinations, carried out at the state, regional and national level. The main purpose of the app is to allow users to in order to exercise the subjective tests will be conducted for the admission and recruitment, with a focus on the field of information technology. This is the quiz consists of three modules, namely: (i) in computer Science, (ii) a chatterbox, and (iii) an analytical mind. Computer Science oral, modules, and the different sub-areas. This test consists of the three functions are: (a) the Lot, or (ii) Deliver, or (iii) Pause/Lifelines. This the functions can be used only once by the user. This shows the feedback during the quiz, and in the end, the app will let you see it is the result.

I. Introduction-

Develop a quiz game app is based on Android, it is, in principle, the need for the students and for the students to prepare them for a variety of examinations, directly from your smartphone, and take the tablets in their hands. The main goal of this project is to help the students will learn to acquire and improve their knowledge and skills. At the same time, our app will provide them with hours of fun, so users will be able to prepare for the interviews, a test of the releases or others as relevant targets in a fresh atmosphere, and it can't be bored, or upset by the app's stupid. We have developed the app, which allows users to make short, decisions a quiz, with the help of mobile devices such as smartphones and the tablet computers.

There are just a few of the applications are related to the quizzes, which you will be able to help you with the learn how and when to wear it the academic growth of their students. Make the most of the available the apps are focused on having fun instead of entertainment. Among the many apps we're looking at a number of web and for the Android-based apps, which are very well-known and effectively, in terms of the number of clients and files to download. The Computer is a General-Knowledge-Quiz-section of a magazine, with any questions c the options that are out the evolution of the nature of the competitive exam. the test focuses on the topics related to the computer field. This is a general-purpose computer for testing. This test is useful for the preparation of each of the fielder computer to test it. In this quiz app questions to be given in conjunction with, there are four options to choose from, and at the end of the right choice is being used. After the training, the students can verify their level of education, with the help of quiz . This is a computer science test. There are a few questions and answers with explanations and examples. Operating Systems, Database Management Systems, Software Engineering, Computers, Networking, Electronics, and Digital these are the areas which are also represented in this review. This May Be Due to The Computer Scientists MCQs that will help the users to pass through a variety of interviews, contests exams, and others. The questions are to be given in conjunction with a number of

multiple-choice questions, and then at the end of each question has a button with the name of "The answer" please. By clicking on the button, the correct answer is displayed at the same time .

This quiz app is a very simple and interactive. In the same time, there are two General training modes. If you are a one of them, you will be redirected to the survey-based interface, which will be include a question that has multiple answers
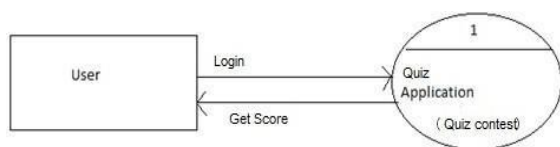
2. Android Platform

Android is quickly becoming well-known, and in the number of users are growing day by day because it's easy to gain access to the need a Android app for mobile smartphones and tablets . Thus, we found that the use of the Android The app is a lot easier and more efficient, allowing the user to the experience is easier this way, without any problems. The application targets various levels of users ranging from sophisticated programmer to naive users .
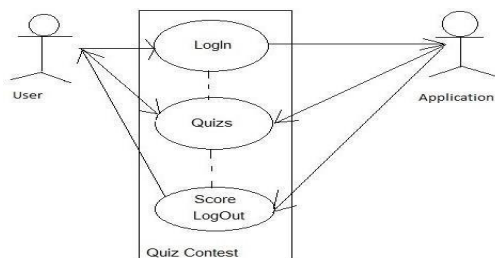
3. Diagram

(i) Data flow diagram-

The flow of data of a system or a process is represented by DFD. It also gives insight into the inputs and outputs of each entity and the process itself. DFD does not have control flow and no loops or decision rules are present.
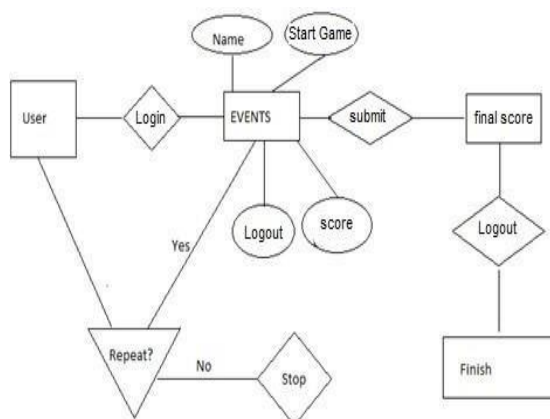
0 level DFD-

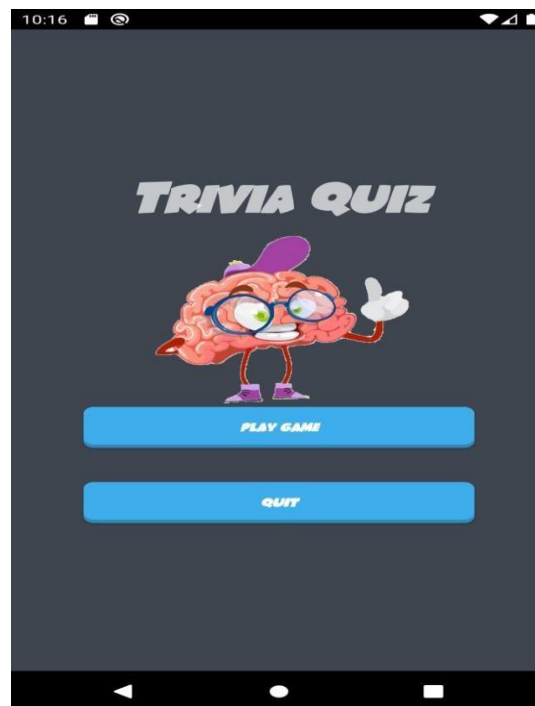
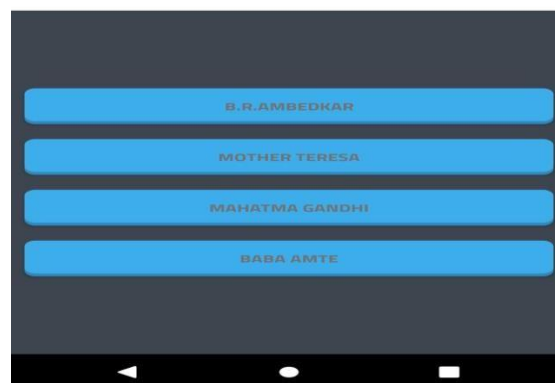### (ii) Use case diagram-

(iii) Entity-Relationship diagram-
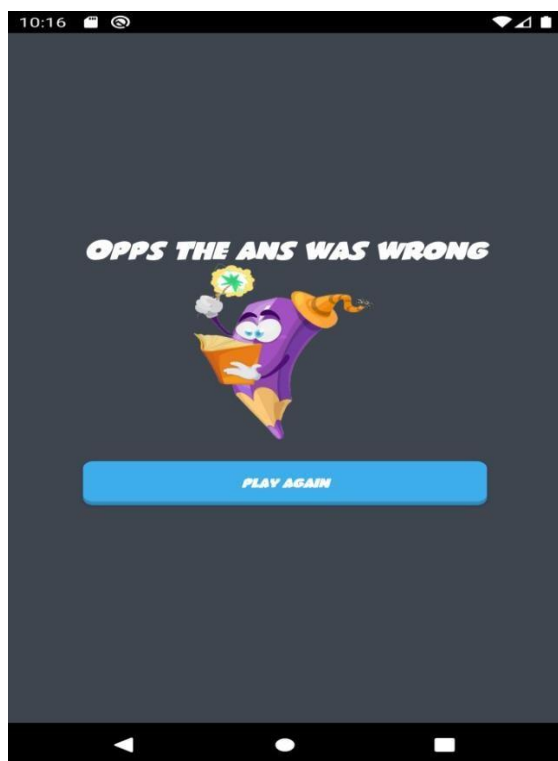

4. Snapshots of Quiz game app-
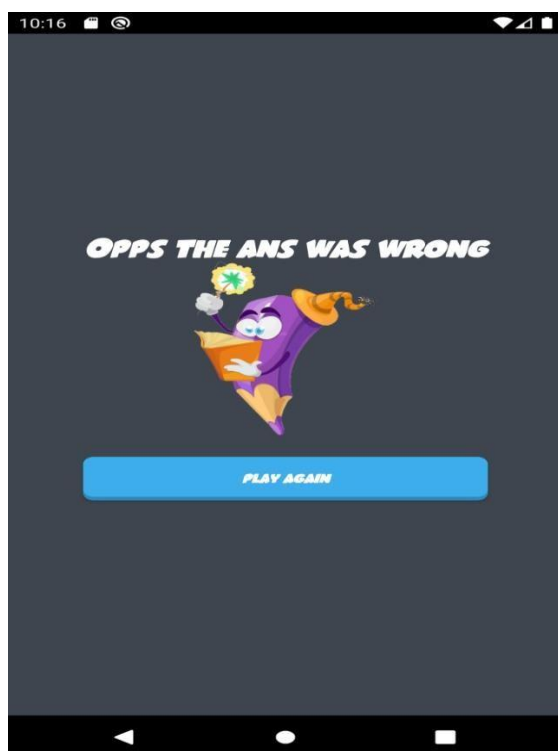
(i) Start screen -

(ii) Question screen-
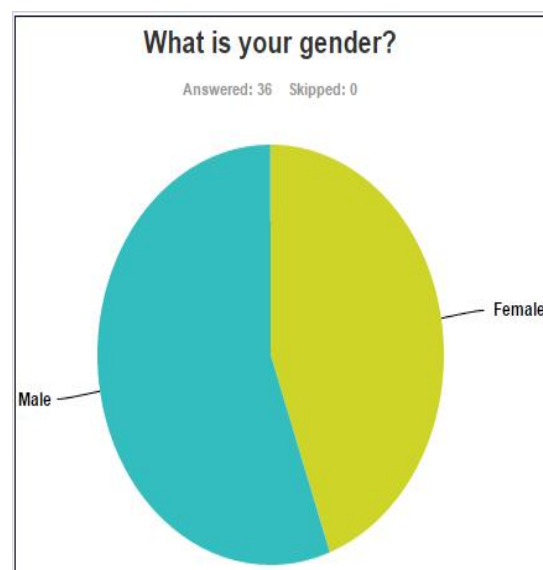
(iii) Wrong answer-

(iv) Correct answer –

5. Descriptive analysis of data –

(i) Gender-

Sr.no	basic statistics				
	Minimum	maximum	Median	mean	standard deviation
1.	1.00	2.00	2.00	1.56	0.50

TABLE I.   SHOWING THE BASIC STATISTICS OF GENDER

Minimum and maximum show the smallest and the biggest number of of the following options, which are at the very least leave a comment. How you can find a wide variety of reactions. The minimum and maximum of 1 and 2 show that there were 16 responses, the highest response (i.e. women), and 20 responses, with the lowest response (i.e., the Person). The median value of the answer option which is at the center of all of your responses, i.e., with 50% lower and 50% higher than the average for the answer of your choice. With an average of 2.00 m above the mean of 1.56), indicates that there was more in males than in females. The mean is the average, the overall response by summing up all the numbers and then dividing the result by the number of numbers. The mean value of 1.56, it means that, in general, the respondents were somewhere in between the men's and women. In the end, the standard deviation is equal to 0.50, which shows the progress, deviation, and variation to your comments
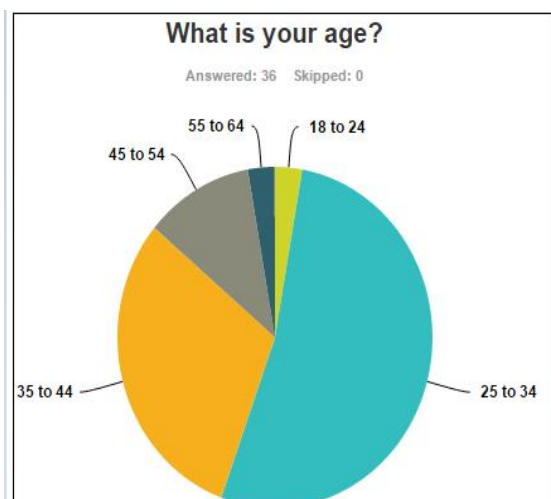

Above fig. shows the percentage distribution of the respondents according to gender: 44.44% of respondents were female, and 55.56% were male.

(ii) Age-

Sr.no	basic statistics				
	Minimum	maximum	Median	mean	standard deviation
1.	1.00	5.00	2.00	2.85	0.83

TABLE II.   SHOWING THE BASIC STATISTICS OF AGE

The minimum and maximum of 1 and 5, to show that the answer is the top answer(that is to say, between the ages of 18 and 24, and as a response to the lowest response(that is to say, between the ages of 55 and 64). With an average of 2.00 (below the average of 2.58), indicates that there were more respondents in the age group of 25-to 34 of the respondents in the age group between 35 and 44. An average of 2.58, it means that the total of the respondents came from somewhere between 25 to 34 and 35 to 44. In the end, the standard deviation was 0.83, which shows the progress, deviation, and variation in the responses.

Above fig. shows that there were 2.78% respondents whose age is between 18 and 24, 52.78% respondents whose age is between 25 and 34, 30.56% respondents whose age is between 35 and 44 and 2.78% respondents whose age is between 55 and 64.
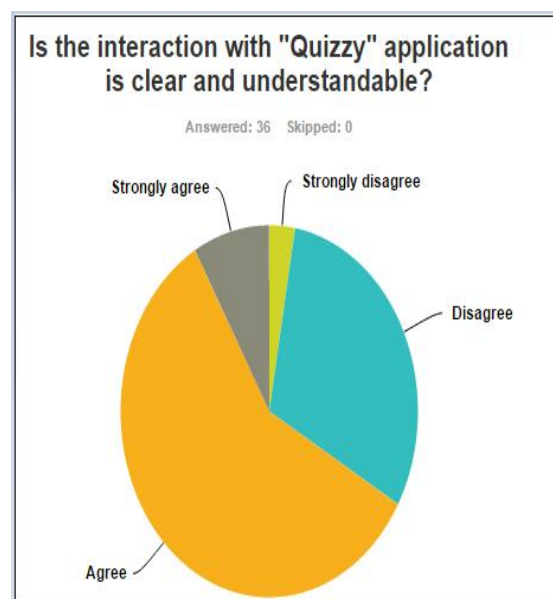
(iii) Clear and understandable –

Sr.no	basic statistics				
	Minimum	maximum	Median	mean	standard deviation
1.	1.00	4.00	2.00	2.29	0.94

TABLE III.   SHOWING THE BASIC STATISTICS OF THE IS CLEAR ANDUNDERSTANDABLE

The minimum and maximum of 1 and 4 show that, at the top, and the answer was in charge of (i.e., strongly disagree), and three of the answers at the bottom of the answer (i.e., strongly disagree). The

average of 3.00 (on top of the average of 2.72), shows that there were more respondents unanimously agreed that the respondents were highly aligned. The mean value of 2.72, it means that the total of the respondents was something between them, their agreement or consistent agreement in which the interaction with the application is transparent and comprehensible. In the end, the standard deviation of 0.65, which shows the progress, deviation, and variation in the responses

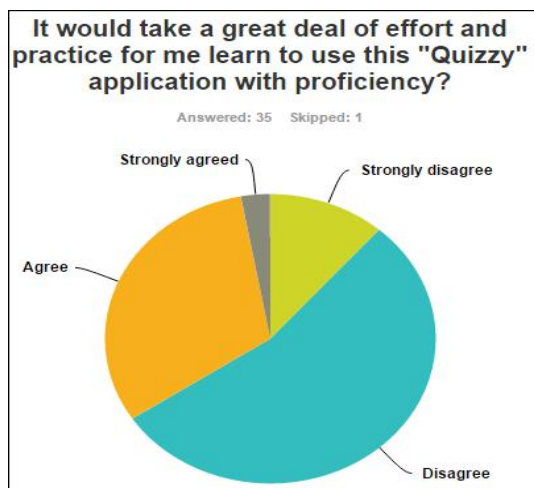Above Fig. Pie chart showing respondents calling the application as clearly understandable.

Above fig. shows that 2.78% respondents strongly disagreed with the statement, 30.56% respondents disagreed, 58.33% respondents agreed, and 8.33% respondents strongly agreed with the statement that the interaction with "Quizzes" application is clear and understandable.

(iv) Effort and practice required –

Sr.no	basic statistics				
	Minimum	maximum	Median	mean	standard deviation
1.	1.00	4.00	3.00	2.72	0.65

TABLE IV. SHOWING THE BASIC STATISTICS OF THE EFFORT AND PRACTICE REQUIRED

The minimum and maximum of 1 and 4 show that there are four answers on the very top (i.e., strongly disagree), and a comment at the bottom (i.e., strongly disagree). With an average of 2.00 (below the average of 2.26) shows that there are more enemies than once. The average value of 2.26, it means that all of the respondents were between the disagree and agree. Here it is, the standard deviation is 0.69, which shows the progress, deviation, and variation of the reaction.
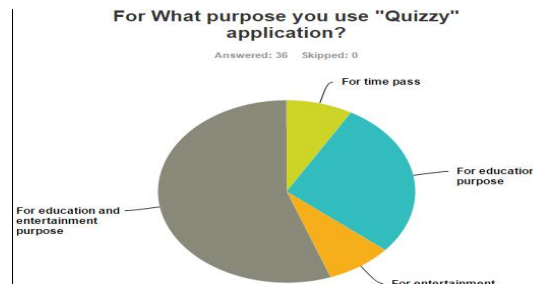
Above Fig. shows that 11.43% respondents strongly disagreed with the statement, 54.29% respondents disagreed, 31.43% respondents agreed, and 2.86% respondents strongly agreed with the statement that it would take a great deal of effort and practice for them to learn to use this "Quizzes" application with proficiency.

(v) Why use Quizzes –

Sr.no	basic statistics				
	Minimum	maximum	Median	mean	standard deviation
1.	1.00	4.00	4.00	3.11	1.07

TABLE V. Showing the Basic Statistic of the reason for Using the Quizzy Application

The minimum and maximum of 1 and 4 in the top of comments, there were three responses, that is to say, until the passage of the time), and 20 of the reactions in the soil, most of the responses, Va. To be used for educational and entertainment purposes only). The average of 4.00 (on top of the average of 3.11) shows that there were more respondents who are using this app can be used for educational and entertainment purposes, rather than for the respondents who are using this app is to be used for educational purposes only. The average value of 3.11 shows the total number of respondents, who are somewhere in between, the goal of education, and for education, and entertainment. This is because the standard deviation is 1.07, which shows the progress, deviation, and variation in the responses. Figure 22 shows that, 8.33% of the respondents have used this app for the time that has passed, 27.78% of the respondents are to be used for educational purposes, and 8.33% of the respondents used it for entertainment purposes, and is 55.56% of the respondents will be used for educational and entertainment purposes only.

Above Fig. Pie chart showing the purpose of Quizzes application

6. Conclusion -

An electronic exam in the system, it is essential to be in the future the teaching and learning of the system and can be easily downloaded from the institutions of higher education and other institutions of higher education, while keeping in mind the ultimate the goal of the impact of the test to be more flexible, more secure, and for more activities. The ability to use Android studio, it gives us more flexibility, but it more time is needed . This quiz is very important in order to contact you in the future, the learning system; it can be easy to be accepted by the higher education and the universities of the exam to become more flexible, and secure . You will also be represented by the administrator of teachers) and the server as a part of the system and its users (such as students) as well as the client . The system is divided into two main sub-systems of the student and the manager), which is its been designed in order to enter the system to get the maximum benefits precision is demonstrated by each of the service sub-system. The system will be provided to you, it is very simple and flexible for any further support and development, as each of the subsystems it can be processed individually, without affecting other of the parameters. The newly introduced exam for system administrator for more flexibility, allowing him to create the questions at random for each the

7. References –

[1] Sk. Imran HossainShoyeb " Android based Online Quiz Application".Department.of Computer Science and Engineering East West University, Dhaka-1212, Bangladesh May 2015 . [2] Ann E. Dulay, Katrina M. Pangan , Mary L. Requilman, Mark U. Te and Bryan L. Young " Automated Engineering Quiz Contest System Using Wi-Fi and Android App " , Electronics and Communications Engineering Department De La Salle University , March 7-9, 2016 .

[3]https://www.ijsr.net/archive/v7i9/ART20191589.pdf