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A Research on Coding Quiz Application

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Abstract: Development of android-based Quiz application is mainly required by students and learners to prepare themselves. One of the major goal of our project is to facilitate students in learning, gaining and improving their knowledge skills. 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 application. We designed the application to facilitate the users to be able to take short quizzes using portable devices such as smart phones and tablets. This work deals with development of android-based multiple-choice question examination system namely Quiz. The main goal of the application is to enable users to practice for the subjective tests conducted for admissions and recruitment, with focus on Computer science field.

I. 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.

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 provincial and national 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 following main modules, namely computer science some langauges, (1) Java (2) C (3) C++ (4) Android (5) HTML (6) CSS (7) Javascript (8) Aptitude modules contains various types of sub categories.

This quiz includes three functions:

(i) Explanation (ii) Skip (iii) Pause (iv) Score (V) Previous 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 the results.

II. LITERATURE SURVEY

SR NO.	AUTHOR NAME	PUBLISHED ON	SUMMARY
1	Muhammad Zubair	23rd Nov 2015	The main goal of application is to enable users to practice for subjective test.
2	Dr. Anil Sharma	2015	It develop to overcome the consuming problem of manual system.

III. EXISTING SYSTEM

Up to now we take examinations on paper, the idea to take examinations in our device led us to creation of the application.Earlier, correction of the answers is also a big problem to correct manually so our application gets rid of the he work of correcting each and every answers in manual way.

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A. Disadvantages

1) Need more time to take test
2) Defficulty in verify
3) Network issues
4) Limied database

IV. PROPOSED SYSTEM

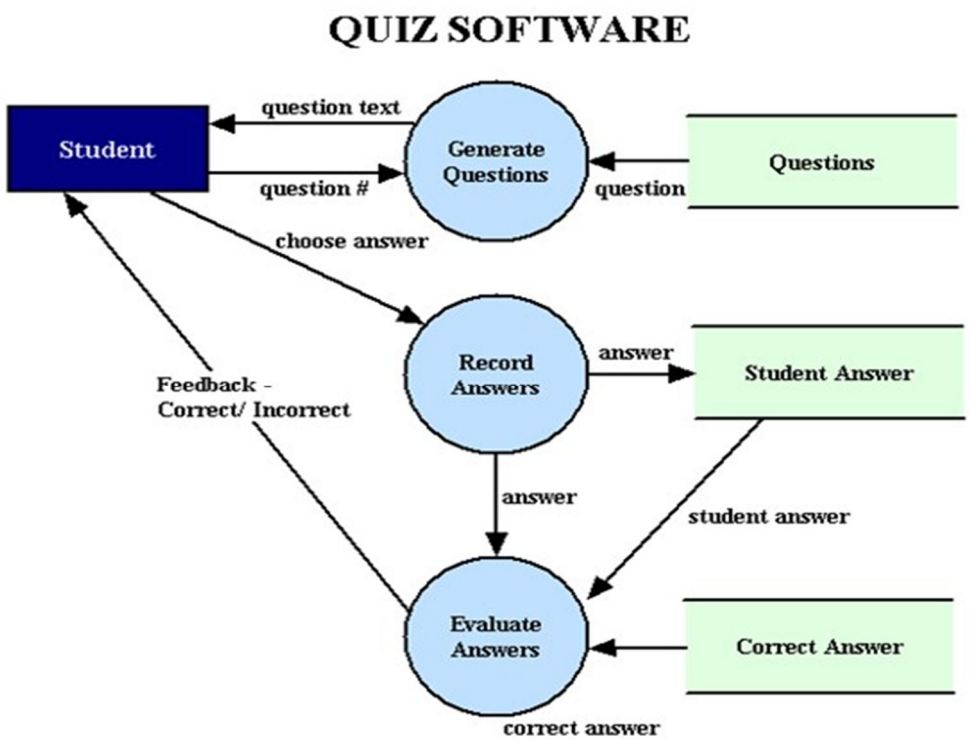
The current system developed is feasible. Thus it provides an easy access to the users. The databases purpose is to make, establish and maintain a workflow among various entities in order to facilitate all concerned users in their different capacities or roles. Permission to the users would be granted based on the roles specified.

Therefore, this provides the technical guarantee of correctness, speed and security. The software and hard requirements for the development of this project are not many and are already available in-house at NIC or are available as free as open source. The work for the project is done with the current equipment and existing software technology. Necessary bandwidth exists for providing a fast feedback to the users irrespective of the number of users using the system.

A. Advantages

1) It is a time saving process
2) No Geographical Limitation
3) We can use this tap for conducting online

V. FLOW OF APPLICATION



VI. METHODOLOGY

A design methodology is a methodical approach to creating a plan by applying a set of methods and guiding principle. We have followed these methodologies.

Total requirement of the system including the framing of Take Quiz strategy should be concerned A database should be formed. As for every rules taken for the reason of maintaining the records. Record all possible scenarios and then upcoming with flow-charts to handle the scenario.

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The scheme should be carefully tested by running all the test cases written for the system. The methodology of developing of project will be a step-by-step sequence to design, develop and Run the application.
In software engineering this methodology called 'Quiz' which one portion of work follows after another in a linear sequence.

Following steps will be followed in this methodology:

1) Initiation (Requirement Specification);
2) Planning and design;
3) Execution (construction and coding);
4) Validation (Testing);
5) Run & Close

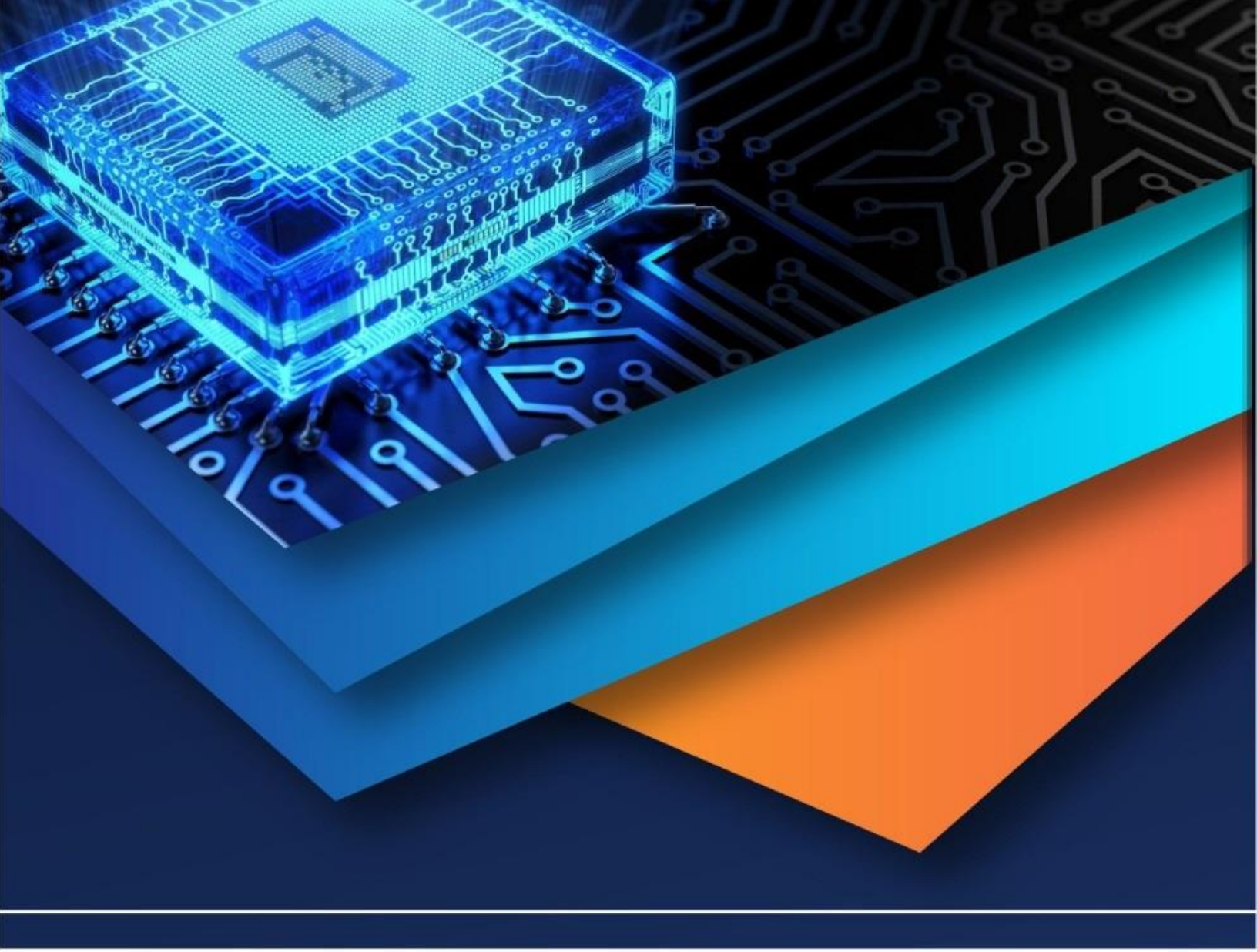
VII. CONCLUSION

This Project has been Developed to give us great advancement in the field of Android Technology.
In this project recommendation model it is based on the Quiz that are useful for student.
This project design for the purpose of making better interaction between Quiz Application system and the user.

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