

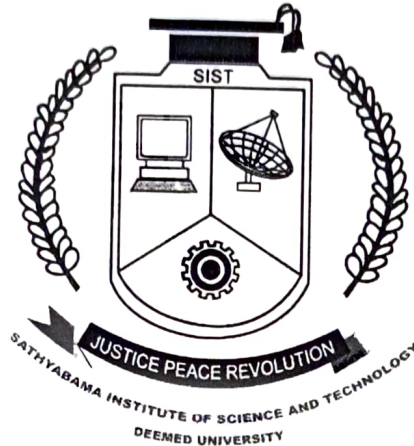
TRIVIA QUIZ APPICATION

Submitted in partial fulfilment of the required for the award of
Bachelors of Computer Science

By

POOJA.S

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DEPARTMENT OF COMPUTER SCIENCE SCHOOL OF COMPUTING

SATHYABAMA

INSTITUTE OF SCIENCE AND TECHNOLOGY

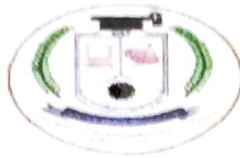
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BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of **POOJA.S** (40290066) who carried out the project entitled "**TRIVIA QUIZ APPLICATION**" under my supervision from January 2023 to April 2023

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DECLARATION

I, **POOJA.S (400290066)** hereby declare that the Project Report entitled "**TRIVIA QUIZ APPICATION**" done by us under the guidance of **Dr.V.Ulagamuthalvi M.E.,Ph.D.** Department of Computer Science at **SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY**, Jeppiaar Nagar, Rajiv Gandhi Salai, Chennai-600 119 is submitted in partial fulfilment of the requirements for the award of Bachelor of Science degree in Computer Science.

DATE: 08.05.2023

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SIGNATURE OF THE CANDIDATE

ACKNOWLEDGEMENT

I am pleased to acknowledge my sincere thanks to Board of Management of **SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY** for their kind encouragement in doing this project and for completing it successfully. I am grateful to them.

I convey my thanks to **Dr.REKHA CHAKRAVARTHI M.E.,Ph.D.** Dean and Heads of the Department of Computer Science and School of Computing for providing me necessary support and details at the right time during the progressive reviews.

I would like to express my sincere and deep sense of gratitude to my Project Guide **Dr.V.Ulagamuthalvi M.E.,Ph.D** for her valuable guidance,suggestions and constant encouragement paved way for the successful completion of our project work.

I wish to express my thanks to all Teaching and Non-teaching staff members of the Department of Computer Science and School of Computing who were helpful in many ways for the completion of the project.

ABSTRACT

The TRIVIA application is a web-based software that streamlines the process of creating, administering, and grading MCQ exams. The application allows educators to create questions and answer choices, set exam duration and grading criteria, and provide feedback to students. Students can take the exam on their devices and receive immediate feedback on their performance. The application's main features include a user-friendly interface for both educators and students, the ability to randomize question. The grading process is automated and saving time and eliminating the possibility of human error. The application also generates reports that can be used for analysis and assessment. Overall, the TRIVIA application is an efficient and effective way of managing MCQ exams, making the process of creating, administering, and grading exams more streamlined and efficient.

- ❖ The Trivia Quiz Application' project will be developed to overcome the time consuming problem of manual system.
- ❖ The users which are use this system don't need to high computing knowledge and also system will inform them while entering invalid data.
- ❖ The aim of this project is to computerized the existing manual system and help the user to save their valuable time and important data.
- ❖ Apart from this, data which are exist in this system, will exist for long period of time and will be easy accessible.

The trivia android application that has general questions related to computing relations It has multiple choice questions with time limit and it is also calculate scores of each and every correct answers,

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LIST OF ABBREVIATION

1. DFD – DATA FLOW DIAGRAM
2. ERD – ENTITY RELATIONSHIP DIAGRAM

CHAPTER - 1

INTRODUCTION

In TRIVIA quiz application you create a quiz and give it a name. Then you can add questions and their answers to the quiz. When you're done you can take the quiz in normal or random order. You can also share the quiz with others. Many organizations do not have competitive personnel and this negatively affects the productivity and image of the organization. In addition, there is no effective structure to recruit staff that is able to stand up to the responsibility of their duties. Many organizations still adopt the manual method of recruiting and the applicants are limited to those in their immediate environment. Organizations are unable to reach out to a wide spectrum of applicants so as to be able to recruit the best employees. The traditional examination for recruitment is usually characterized by cheating which hampers the credibility of recruited employees. There is need for a more effective system that is able to reach out to a wider spectrum of employees and thereby promoting the recruitment of well qualified staff. This trivia application also test their knowledge on those technologies based on a timed quiz, we can include the various questions on this application we can give a time frame for each questions and all the questions are to be answered in that specified. The 'trivia Application' project developed to overcome the time consuming problem of manual system. Apart from that in current system, checking the answer. The users which are use this system don't need to high computing knowledge and also system will inform them while entering invalid data. so this application will check the correct answer and save. The performance of the application will be fully control by administrator can one to access. the Functionalities of the project will be as following:

- to punch the MCQ questions online;
- Able the users to solve the questions online;
- user can manage the information regarding ;
- Correct answers will be evaluated by system (First it should be determining by user);
- Users can see their result mark scores.

1.1 PROJECT OBJECTIVES

The main objective of this TRIVIA quiz application is to facilitate a user friendly environment for all users and reduce the manual effort. The users which are use this system don't need to high computing knowledge and also system will inform them while entering invalid data. The aim of this project is to computerized the existing mobile application system and help the user to answer the question time and important data. The objective of this project is to manage the details of user , Playquize, select category ,and marks score .

1.2 PURPOSE

The purpose of an TRIVIA application is to provide a tool for creating and administering assessments that consist of multiple choice questions. MCQ applications can be used by teachers, instructors, and trainers to create quizzes, tests, and exams for students or learners to take. This application provides facility to Play online quiz and practice aptitude and G.K. It provides a good platform, where a student not only judges their knowledge/skill but also they can improve skill at same time. It also have some entertainment and media based quizzes to make a all in one platform.

1.3 PROBLEM DEFINITION

- ❖ The problem definition of an MCQ application is to provide a platform for users to create, take, and evaluate multiple-choice questions quizzes in an efficient and effective manner.
- ❖ The main problem that the MCQ application aims to solve is the difficulty of creating and administering MCQ quizzes manually. Creating MCQ questions, grading them, and providing feedback to users can be a time-consuming and tedious task. Additionally, manual grading can be prone to errors and inconsistencies, and may not provide timely feedback to users.

Currently, there are websites which only provide a limited number of quizzes related to different domains. Many websites do not have a single platform for quizzes related to technical, G.K, aptitude, Games, etc and there is not a website where the users can upload their questions and answers for others. We have to develop an application which can resolve all of the above problems. By this user can gain knowledge, can solve their query and spread their knowledge among the world.

1.4 PROPOSED SOLUTION

The main requirement of application is to find questions and answers. In this application firstly the user needs to register or login using user-id and password. Then the user can choose any of the quiz of his/her choice. Before starting the quiz there is an instruction window in which there are instructions related to attempting the quiz. After it user can start attempting the quiz. Here user can see his/her answers are right or wrong and can also see the answer of each. If there is any query related to it user can ask it. After completion of the quiz user will get credit score for each of its correct answers. Initially the questions are given by the admin but after sometime the user itself can submit questions and its answers, After verification by the admin the questions are shown on the window. The query related to a question can be solved by admin as well as the users of this application. This application initially contains admin and some higher prior user which can submit question and answers. The user profile will contain its name, age, mobile number, credit score, etc.

Some of the main applications of the trivia quiz application are:

- ❖ **User-friendly interface:** The application should have a simple and intuitive user interface that allows users to easily create and take quizzes.
- ❖ **Customizable quizzes:** Users should be able to create their own quizzes by selecting questions from the question bank. They should be able to specify the number of questions, difficulty level, and topic for their quiz.
- ❖ **Feedback and scoring:** The application should provide instant feedback on quiz answers and calculate scores for each quiz taken.

❖ Mobile compatibility: The application should be compatible with mobile devices, allowing users to take quizzes on the go.

1.5 LITERATURE SURVEY

A literature survey is an evaluation report of information found in the literature based on the system that want to develop selected. The information collected will be identified to complete the objectives. The review should define, review, evaluate and explain this literature. It should give a theoretical base for the study and help determine the nature of the system. Works which are irrelevant should discarded and those which are outer should be looked at critically. It also need to be discuss about the idea from previous method before develop the system.

1. NAME OF THE AUTHORS : Alejandro López-Martínez, Álvaro Carrera Carlos A. Iglesias

TITLE : Gamified Smart Objects for Museums Based on Automatically Generated Quizzes Exploiting Linked Data

YEAR : 2020

ABSTRACT : Museums have become through time the cultural conscience of nations by preserving cultural heritage. Although cultural heritage provides a valuable form of learning about mankind, the display of exhibits might not pique visitors' interest. In order to provide engaging and appealing experiences, museums have integrated a number of technologies in their environments. Particularly, there are promising results with the emerging Internet of Things (IoT) technology, enabling the implementation of smart objects to grant exhibits advanced capabilities. Gamification techniques are also commonly used in cultural heritage scenarios to further draw visitors' attention. On this sense, several museums offer for example interactive question-based games. However, these questions must be periodically renewed and such task is timeconsuming given the lack of automation of this procedure. To address these challenges, this paper proposes a low-maintenance gamified smart object platform to automate the creation of questions about exhibits by exploiting semantic web

technologies. The main contributions of this paper are: (i) the design of a gamified smart object platform for museums based on a quiz app; (ii) the automation of question generation schemes for the proposed game; and (iii) the development of a prototype of the proposed platform in a real-life scenario. Index Terms—cultural heritage, museums, smart objects, linked data, gamification.

2. NAME OF THE AUTHORS : Abbas Attarwala , Abhishek Das , DAndre Wilson

TITLE : Mobile Platforms: A New Frontier for Market Research

YEAR : 2020

ABSTRACT : This research paper reports the status of an Android-based mobile application 'Quiz Market' that allows market researchers an easy and efficient way to distribute surveys, collect trends in market data and provide information on what motivates consumers to answer surveys. The goal of our research is to leverage the increasing popularity of smart phones and present a mobile application (Quiz Market) that can collect market research data from users right on their phone. Users are surveyed based on location and topic interests, questions appear directly to the user and they are given rewards or points/coupons as soon as the question is answered.

3. NAME OF THE AUTHORS : Linda Kiønig , Maja Videnovik , Ole Jørgen Ranglund , Robin Braun Tone Vold , Vladimir Trajkovic.

TITLE : Use of IT in Higher Education and Training - Social learning through outdoor quiz game app

YEAR : 2021

ABSTRACT : Learning in higher education is no longer by listening to a professor and handing in assignments. At the Inland Norway University of Applied Sciences, the Knowledge Management (KM) study programme has been developed over several years. From introducing Flipped Classroom, the development has been to make the students develop their own assignments based on the issues of KM they are able to unveil at their own workplaces. The practice on this is done by working to develop short cases to solve in the classroom rather than giving lectures. The lectures over the

CHAPTER - 2

AIM AND SCOPE OF PRESENT INVESTIGATION

2.1 AIM

A trivia quiz application system for recruitment of staff is an application that establishes a network between the organization and applicants. The organization enters answers the questions that displayed in the quiz. These questions are displayed as a test to the eligible students. The answers inputted by the applicants are then evaluated and their score is calculated and saved. This score then cannot be accessed by to determine the passes students or to evaluate their performance .Online quiz System provides the platform but does not directly participate in, nor is it involved in any tests conducted. Questions are posted not by the site, but users of the site.

2.2 SCOPE

To allow test-takers at different places to take the test at the same time through the trivia quiz application platform. Through careful planning and proper coding, enable tests, grading and to check results on the website. To integrate database with the program, allowing teachers easy addition of questions and creation of tests. The formulation of questions for a test is often treated with doubts and suspicions. In a typical trivia quiz application system, the questions are strict and set with care. Although the quiz questions are in the multiple choice format (objectives), the questions are chosen at random. All students have the same questions but the order of questions is different. Since the order of the question differs on each computer, the motive in students to cheat is reduced. Cheating at quiz test is unacceptable. It is common knowledge that people are likely to cheat in a network environment but this is wrong as cheating at examinations is unacceptable as it affects the fairness of an examination. This situation implies that to overcome the tendency to cheat is the major challenge in trivia quiz applications

textbook and curriculum are provided by streaming video and podcasts and the students are encouraged to download and watch/listen prior to the seminars. A short introduction is provided at the start of the seminars, but not as elaborated as in the videos and podcasts. The students tend to stay indoors and work. To investigate how breaking up the indoor stay and to continue the learning process during a "break" outside, we have developed quizzes from the curriculum. They have to download an app and in groups solve the quizzes that pop up when they close in on the designated area on the map in the app. In the app, the areas are marked by icons in the shape of berries (blueberry, raspberry, cloudberry, etc.) on a map. The students have during the Covid-19 pandemic been working in solitude and thus lost the important factor of social learning. Attempts to make the students work in group have only to a certain extent been successful. As well as "black screens", the number of students "fading out" when trying to divide the students into "breakoutrooms", to support the social learning processes, are too high. Encouraging the students to go outside and work in groups to solve the quizzes allow the student to also discuss other issues than just the curriculum, and to get to know each other outside the classroom. The data are collected our data through in-depth interviews and group interviews with the students. The collected data will show how the students perceive a) to work on the quiz, b) to solve the quiz, c) to work in groups outside the classroom and how this support a) their learning outcome and b) their social learning situation.

CHAPTER - 3

SYSTEM ANALYSIS

3.1 EXISTING SYSTEM

In the Existing system User has to Login first by giving any user name and password it will be added automatically in database so that user can login again in future by same user name and password. Then Welcome(user profile) will be appear user has to choose any of three option 'Start Game', 'High Score', 'Logout'. After choosing start game continue page will be appear to continue game. After Clicking on continue multiple choice questions will come automatically one by one with a specific time limit. User has to choose any of four existing options. And then user has to hit the submit button and each right answer will automatically count the score. At the end of the game it will show the score of the user.

3.2 DISADVANTAGES OF EXISTING SOFTWARE

- ❖ Quest won't get update automatically need to update manually.
- ❖ Existing systems has not type of fields in like questions on Computer science History, Game, Sports, Geography etc.

3.3 PROPOSED SYSTEM

The main objective of the project trivia Application is to manage the details of user, select category, question and answer ,marks scored .This project is totally at administrative end and thus only the administrator is granted the access. The purpose of the project is to build an application for category of questions managing the trivia and we will follow to achieve these objectives in this project.

3.4 ADVANTAGES

- ❖ To create an appropriate platform for best managing of trivia question answer test
- ❖ To overcome at quickly time consuming issues and taking trivia question answer tests
- ❖ To release the marks of the test taker as soon as possible

CHAPTER – 4

SYSTEM CONFIGURATION

4.1 SYSTEM REQUIREMENTS ANALYSIS

4.1.1 FUNCTIONAL REQUIREMENTS

Register

- ❖ Description: User should register in this web application for the first time to enter.
- ❖ User: customer will give enough details such as name, contact number, mail Id, address and create user name and password for login his account.

Login

- ❖ Description: the login session will be accessed by Staff and Admin with his appropriate account.
- ❖ Input: the login session will be done by entering username and password which is unique for concern user like users of this application.
- ❖ Output: the staff and admin will login his account and access the features and service of this project.

Add questions

- ❖ State: admin will add questions for examination
- ❖ Input: admin enter questions in appropriate text field
- ❖ Output: the details will be stored in database and displayed in staff page while examination.
- ❖ Processing: all fields of add questions will be filled else the error message "please filled this field" will be displayed.

Upload answers

- ❖ State: staff will give answers
- ❖ Input: Staff select the answers for questions
- ❖ Output: the details will be stored in database and result will be calculated

- ❖ Processing: answers will be filled else the error message "please filled this field" will be displayed.

4.1.2 NON-FUNCTIONAL REQUIREMENTS

Usability Requirement

- ❖ The system shall allow the users to access the system with pc using web application. The system uses a web application as an interface. The system is user friendly which makes the system easy

Availability Requirement

- ❖ The system is available 100% for the user and is used 24 hrs a day and 365 days a year. The system shall be operational 24 hours a day and 7 days a week.

Efficiency Requirement

- ❖ Mean Time to Repair (MTTR) - Even if the system fails. The system will be recovered back up within an hour or less.

Accuracy

- ❖ The system should accurately provide real time information taking into consideration various concurrency issues. The system shall provide 100% access reliability.

Performance Requirement

- ❖ The information is refreshed depending upon whether some updates have occurred or not in the application. The system shall respond to the member in not less than two seconds from the time of the request submittal. The system shall be allowed to take more time when doing large processing jobs. Responses to view information shall take no longer than 5 seconds to appear on the screen.

Reliability Requirement

- ◆ The system has to be 100% reliable due to the importance of data and the damages that can be caused by incorrect or incomplete data. The system will run 7 days a week. 24 hours a day.

4.1.3 HARDWARE REQUIREMENTS

Processor	AMD PRO
Hard Disk Capacity	500GB
Internal Memory Capacity	4GB
CPU Clock	1.08 GHz
System Type	64 bit

Table-4.1 Hardware Requirements

4.1.4 SOFTWARE REQUIREMENTS

Operating System	Windows10
Front End	JAVA
Database	MYSQ

Table-4.2 Software Requirements

4.2 EXPERIMENTAL METHODS

TRIVIA Quiz is an android application that has general questions related to current affairs and computer. It has multiple choice questions with time limit and it also calculate scores of each correct answer. It is good for students of every age group it helps in increasing general knowledge about world ,Sports and computer etc. Don't need register simply give any user name and password it will saved automatically and you can login again with same user name and password don't have to worry about the past score. The application helps the user to increase his/her knowledge. Since Smartphone mobiles are being widely used by general population and students, the Quiz Contest application can provide on the Student's mobile.

- ❖ The experimental method involves manipulating one variable to determine if this causes changes in another variable.
- ❖ This method relies on controlled research methods and random assignment of study subjects to test a hypothesis.
- ❖ The scientific method forms the basis of the experimental method

The main method used in the quiz application is tokenization for the correction of the quiz:

4.2.1 TOKENIZATION

Tokenization is used in natural language processing to split paragraphs and sentences into smaller units that can be more easily assigned meaning. The first step of the NLP process is gathering the data (a sentence) and breaking it into understandable parts (words). While breaking down sentences seems simple, after all we build sentences from words all the time, it can be a bit more complex for machines.

A large challenge is being able to segment words when spaces or punctuation marks don't define the boundaries of the word. This is especially common for symbol-based

languages like Chinese, Japanese, Korean, and Thai. Another challenge is symbols that change the meaning of the word significantly. We intuitively understand that a '\$' sign with a number attached to it (\$100) means something different than the number itself (100). Punctuation, especially in less common situations, can cause an issue for machines trying to isolate their meaning as a part of a data string. Contractions such as 'you're' and 'I'm' also need to be properly broken down into their respective parts. Failing to properly tokenize every part of the sentence can lead to misunderstandings later in the NLP process.

Tokenization is the start of the NLP process, converting sentences into understandable bits of data that a program can work with. Without a strong foundation built through tokenization, the NLP process can quickly devolve into a messy telephone game.

	Data Extraction	Accuracy
Existing System	80	85
Proposed System	92	98

Table-4.3 Difference between existing and proposed system

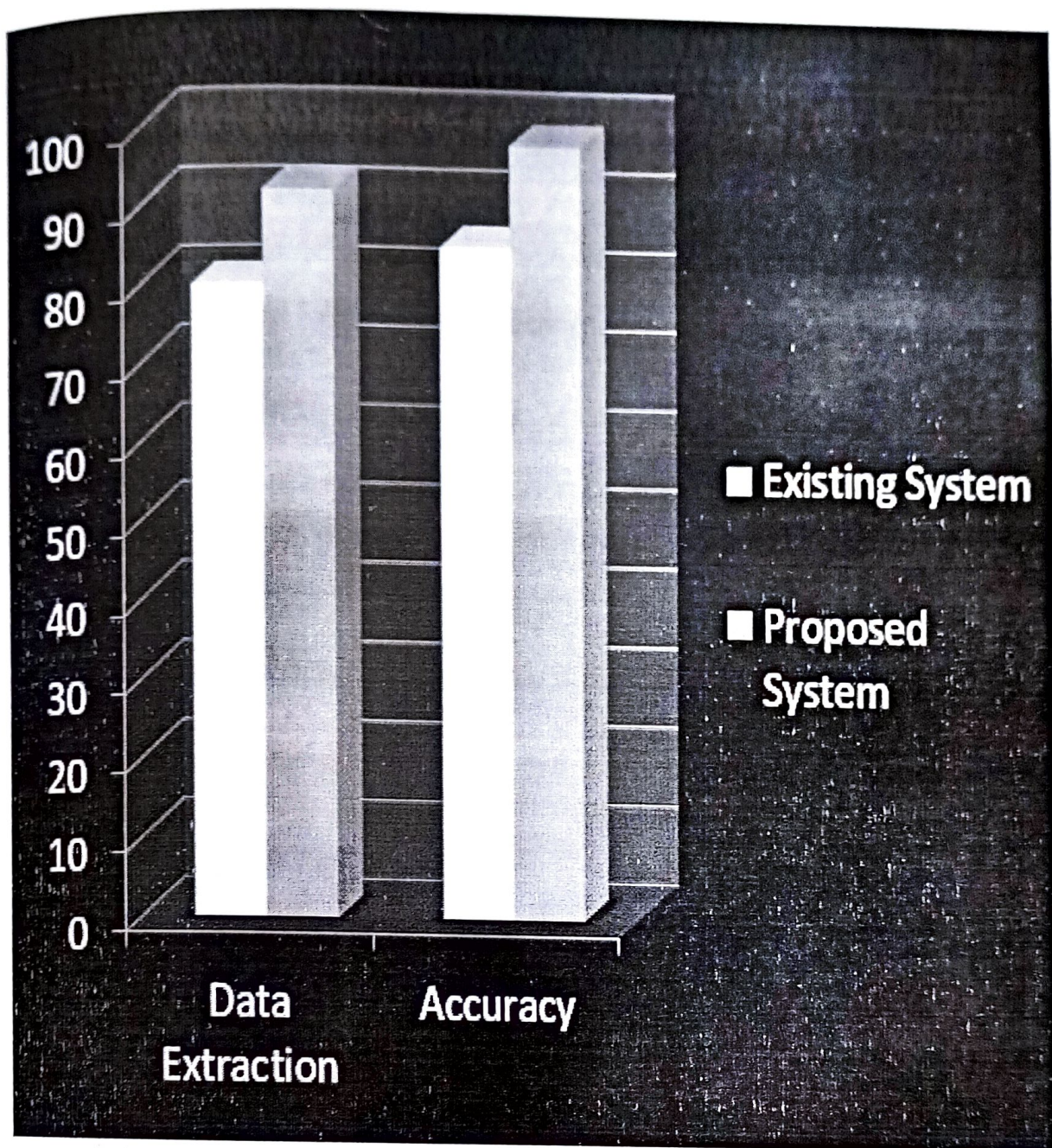


Figure-4.1 Difference between existing and proposed system

CHAPTER - 5

SYSTEM DESIGN

The System design for TRIVIA Quiz Application are explained in detailed through System Architecture, data flow diagram(DFD) level 0 , level 1,level 2 ,entity relationship diagram(ERD),Use Case diagram,Sequence Diagram and Activity Diagram. Data modeling is required to facilitate the interaction between system designer, programmer and end-user. Making an early modeling can help to identify the needs, problem and possible solutions during the project.

5.1 SYSTEM ARCHITECTURE

System architecture diagrams provide a visual illustration of a system's various components and show how they communicate and interact with each other

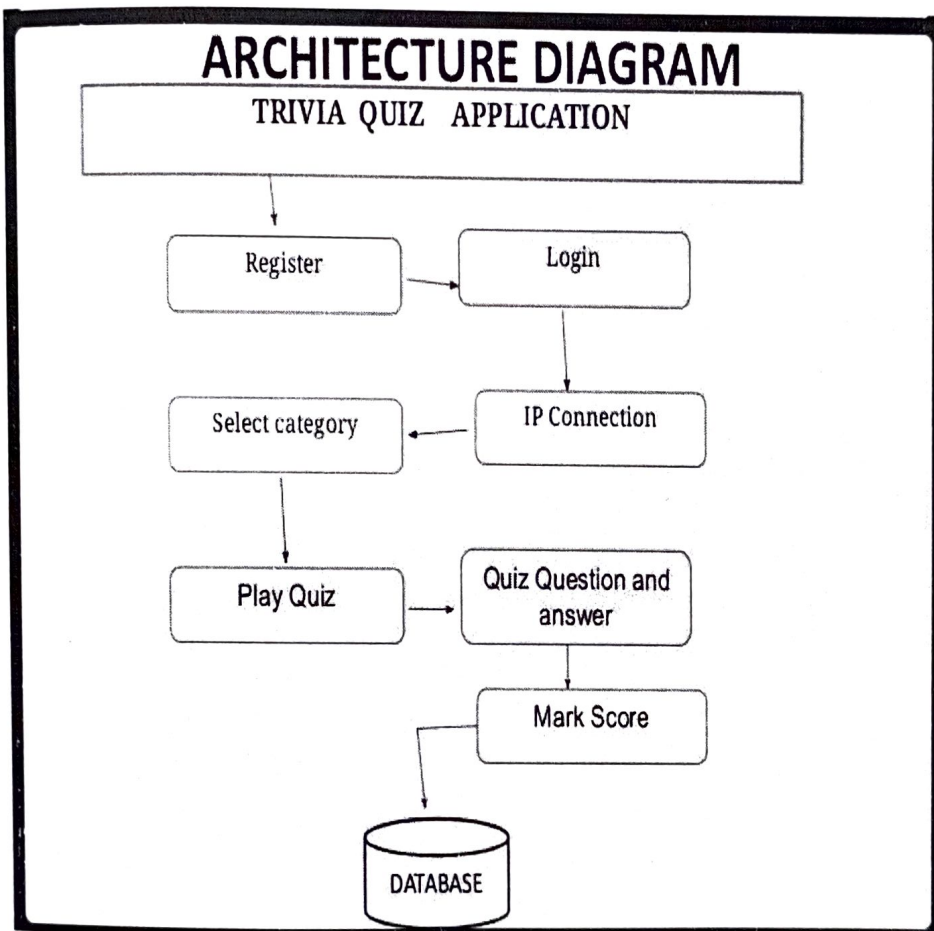


Figure – 5.1 System Architecture Diagram

5.2 DATA FLOW DIAGRAM(DFD)

Data flow diagram (DFD) is a graphical representation of the flow of the data in the system. DFD show the whole system flow. Every process of the system will interact with their related table or data store in the databases in order to complete the process.

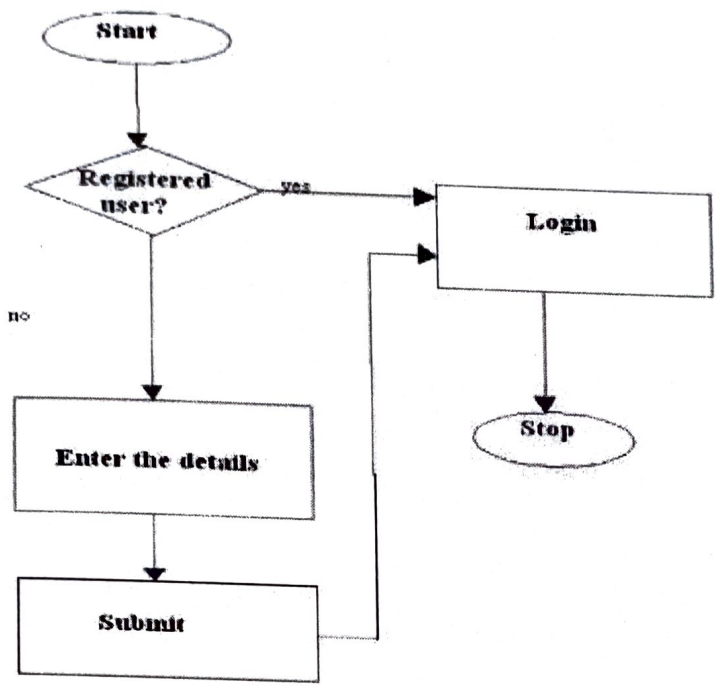


Figure-5.2 Data Flow Diagram(DFD) Level-0 –Student Login Page

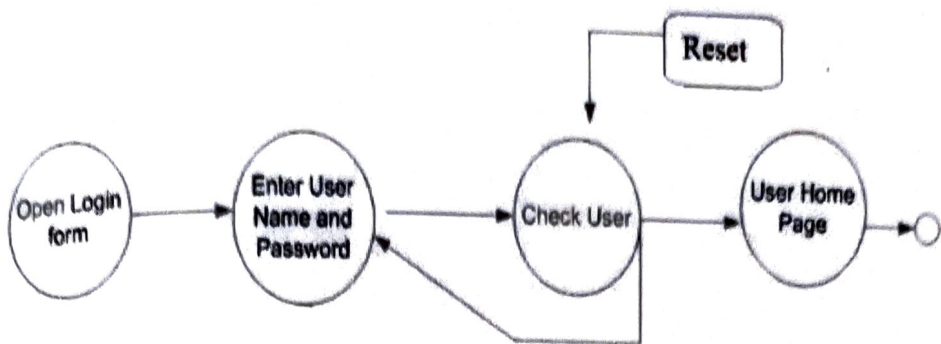


Figure-5.3 Data Flow Diagram(DFD) Level-1 –Student Login Page

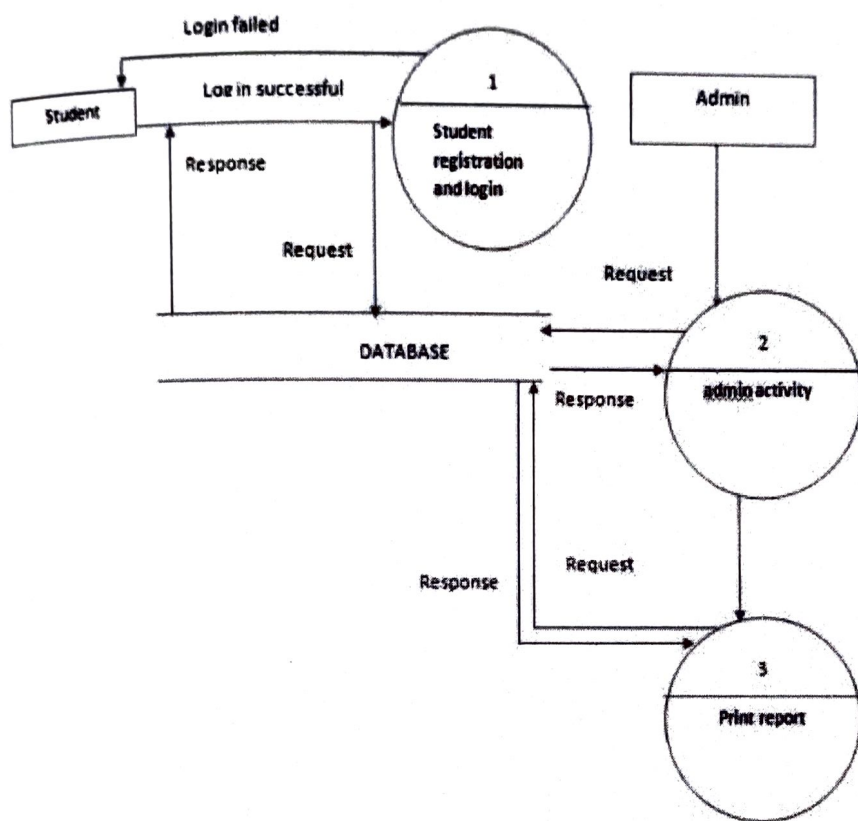


Figure-5.4 Data Flow Diagram(DFD) Level-2 Student and Staff Activity

5.3 ENTITY RELATIONSHIP DIAGRAM(ERD)

An entity-relationship model describes interrelated things of interest in a specific domain of knowledge. A basic ER model is composed of entity types and specifies relationships that can exist between entities.

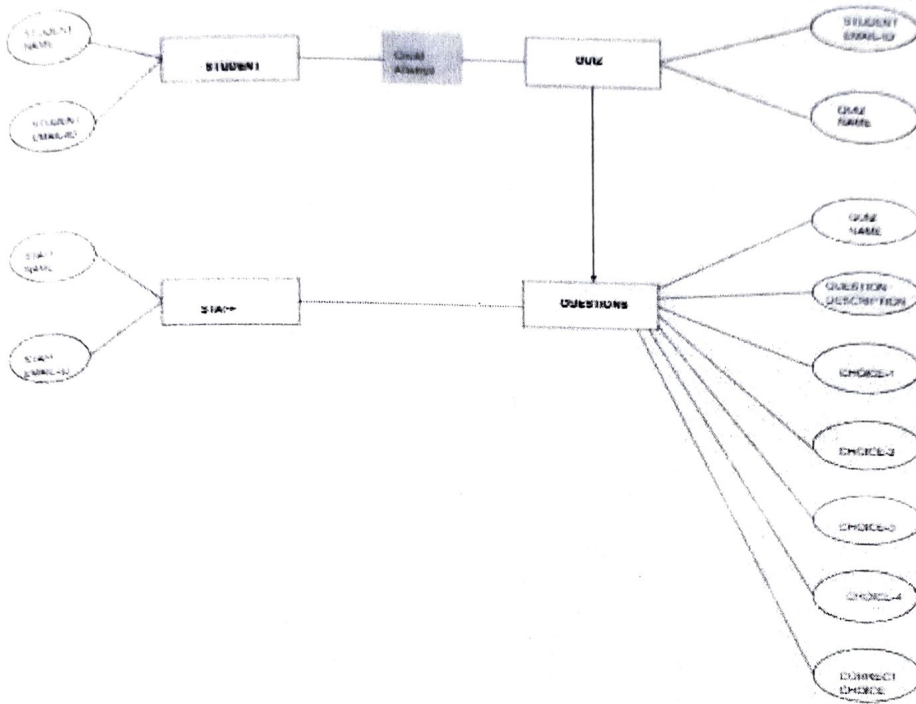


Figure-5.5 Entity Relationship Diagram

5.4 USE CASE DIAGRAM

A use case diagram is a graphical depiction of a user's possible interactions with a system. A use case diagram shows various use cases and different types of users the system has and will often be accompanied by other types of diagrams as well.

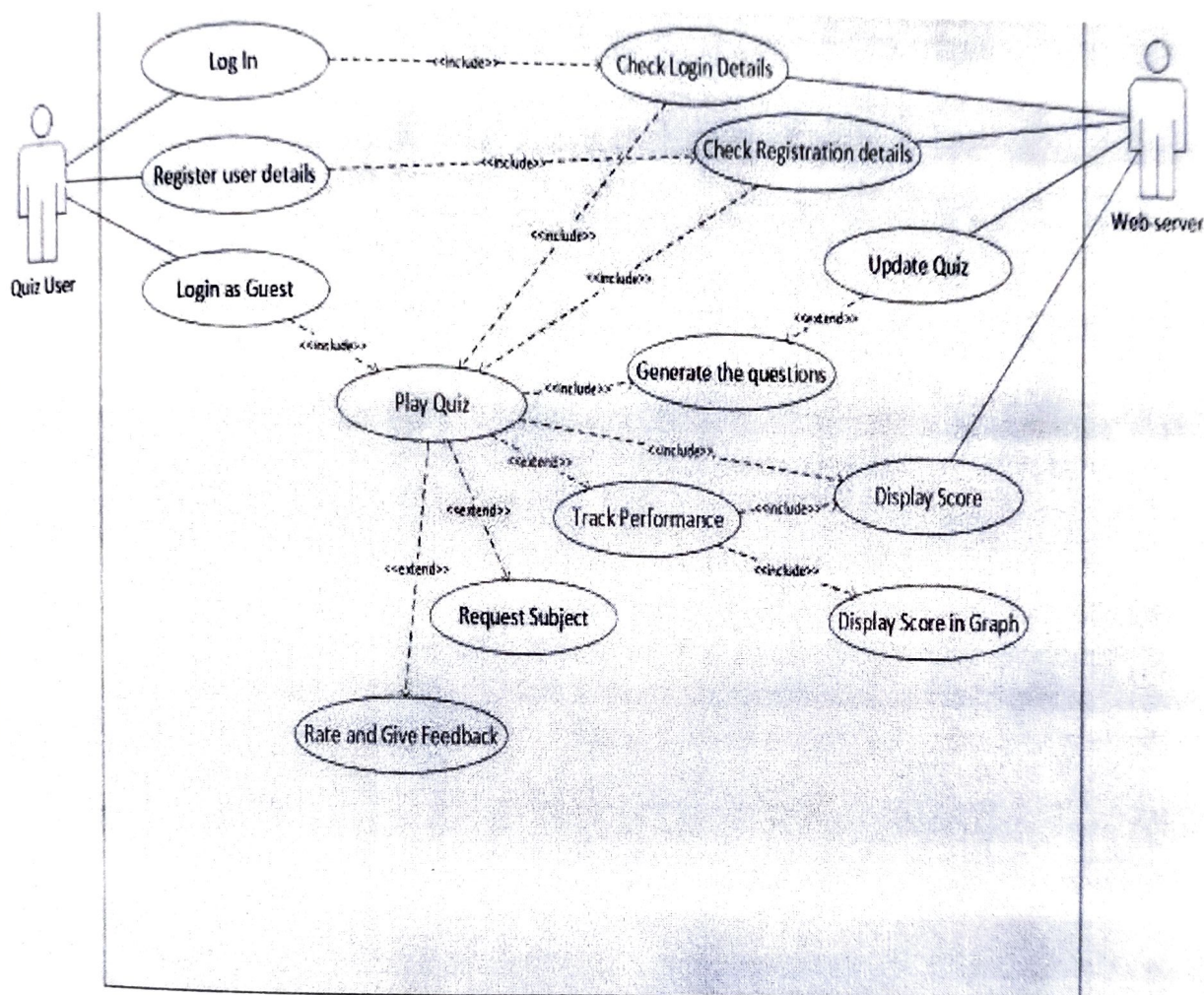


Figure-5.6 Use Case Diagram

5.5 SEQUENCE DIAGRAM

A sequence diagram or system sequence diagram shows process interactions arranged in time sequence in the field of software engineering. It depicts the processes involved and the sequence of messages exchanged between the processes needed to carry out the functionality.

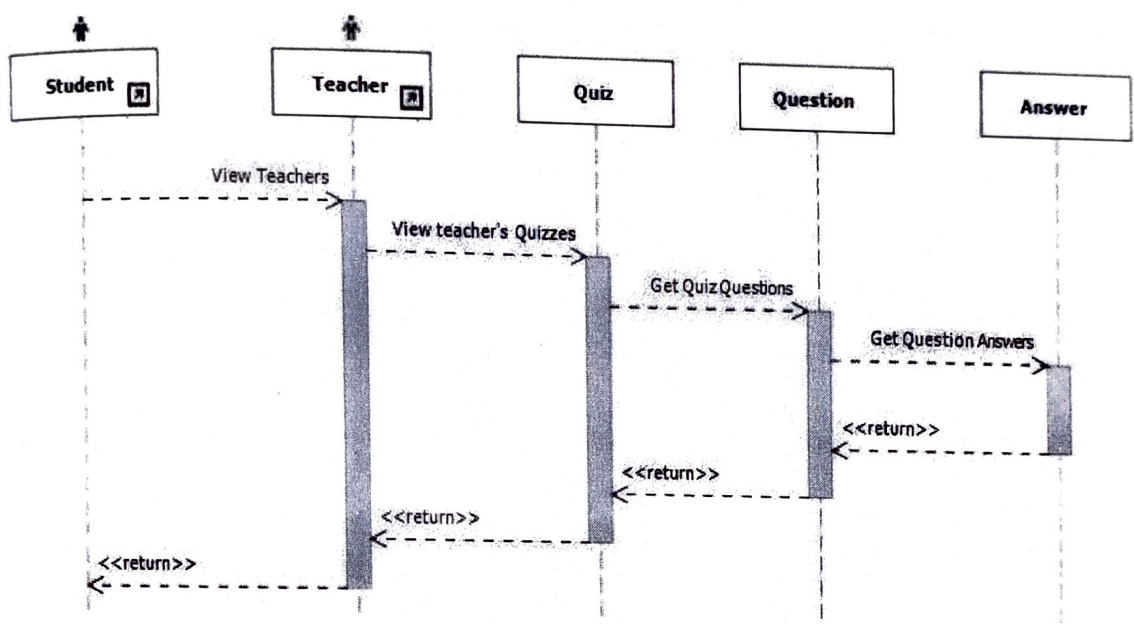


Figure-5.7 Sequence Diagram

5.6 ACTIVITY DIAGRAM

Activity diagrams are graphical representations of workflows of stepwise activities and actions with support for choice, iteration and concurrency.

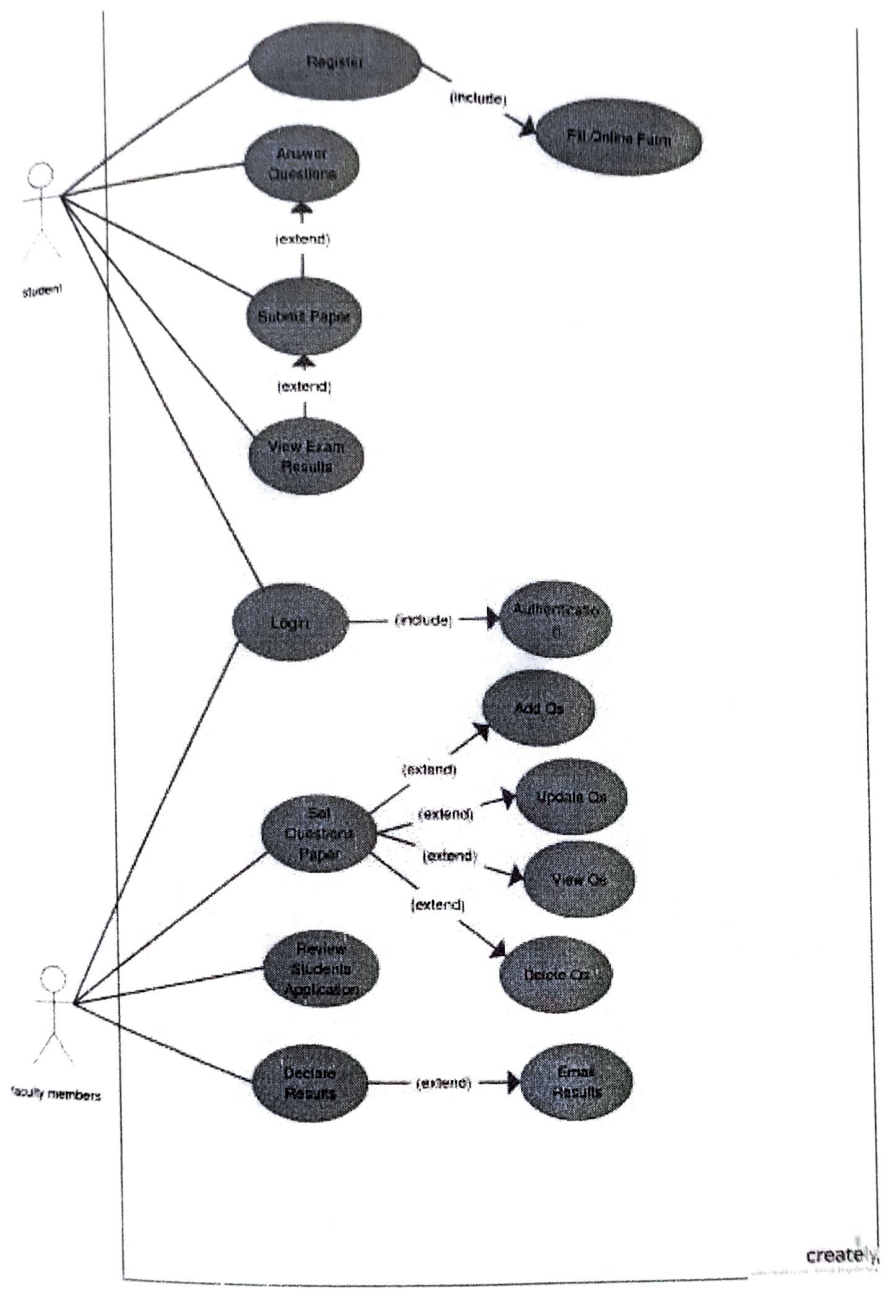


Figure-5.8 Activity Diagram

5.7 MODULE DESCRIPTION

- ❖ Registration
- ❖ Login
- ❖ IP Connection
- ❖ Select Category
- ❖ Play Quiz
- ❖ Quiz Question and Answer
- ❖ Mark Scores

Register & login

In these module every users can enters all the personal information's for if the user first time enters in these page. If the user will once completed the registration they will get a unique user name and password for the login session.

IP Connection

IP is a connectionless protocol, which means that it does not exchange control information to establish an end-to-end connection before transmitting data. A connection-oriented protocol exchanges control information with the Android Mobile Application to verify that it is ready to receive data before sending it.

Select Category

In these Module we can select the category of topics to play the quiz question and answer

Play Quiz

A quiz is a form of game or mind sport in which players attempt to answer questions correctly on one or several specific topics. Quizzes can be used as a brief assessment in education and similar fields to measure growth in knowledge, abilities, or skills.

Quiz Question and Answer

In this module the quiz consists of interesting questions and answers. You just need to pick the most appropriate answer to every question here. So, get ready to start this quiz and see how much a score you can make

Mark Scores

In this Module we can see how many marks scored in quiz

CHAPTER - 6

SYSTEM TESTING

6.1 UNIT TESTING

The first test in the development process is the unit test. The source code is normally divided into modules, which in turn are divided into smaller units called units. These units have specific behavior. The test done on these units of code is called unit test. Unit test depends upon the language on which the project is developed. Unit tests ensure that each unique path of the project performs accurately to the documented specifications and contains clearly defined inputs and expected results. Functional and reliability test in an Engineering environment producing tests for the behavior of components (nodes and vertices) of a product to ensure their correct behavior prior to system integration.

6.2 SYSTEM TESTING

Several modules constitute a project. If the project is long-term project, several developers write the modules. Once all the modules are integrated, several errors may arise. The testing done at this stage is called system test. System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points. Testing a specific hardware/software installation. This is typically performed on a COTS (commercial off the shelf) system or any other system comprised of disparate parts where custom configurations and/or unique installations are the norm.

6.3 INTEGRATION TESTING

Testing in which modules are combined and tested as a group. Modules are typically code modules, individual applications, source and destination applications on a network, etc. Integration Testing follows unit testing and precedes system testing. Testing after the product is code complete. Betas are often widely distributed or even distributed to the public at large in hopes that they will buy the final product when it is release.

CHAPTER - 7

CONCLUSION

The TRIVIA Quiz application provides facility to attempt quiz anywhere and anytime. It save time since user does not need to wait for result. So student/user cannot wait for the result. All Student/ user get extra knowledge and skills. Administrator has a privilege to put as much as question in given Quiz in application. User can register, log-in to attempt Quiz. If user forget their password then he/ she can reset password with the help of Forgot Password option. There is instruction page for students to get information about quiz like number of question, given time etc. After that student get the result of quiz. so, student cannot wait for result. also admin is responsible to add, delete and update question in the system. also he can view result of all students. It has been a great pleasure for me to work on this exciting and challenging project. The TRIVIA Quiz proved good for me as it provided practical knowledge of programming in ANDROID and MYSQL server and also about all handling procedure related with Quiz System. It also provides knowledge about the latest technology used in developing application and server technology that will be great demand in future. This will provide better opportunities and guidance in future in developing projects independently. This Quiz Application can be efficiently used by any students and Educational platforms. During the course of this assignment I have gone through many obstacle which made me to research and also increase my knowledge. At last it can be concluded that the "Quiz Application" was the real learning experience. The project has been made as per as the given specification. The system has been made as userfriendly as possible. In this application, answer will not display only result will be displayed at last. It is our future enhancement to display answer while answering the question.

7.1 FUTURE ENHANCEMENT

As the technology emerges, it is possible to upgrade the application and can be adaptable to desired environment. Based on the future security issues, security can be improved using encryption and decryption techniques

7.3 APPENDIX

7.3.1 SOURCE CODE

HOME

```
package com.example.trivia;
```

```
import java.io.DataInputStream; import  
java.net.HttpURLConnection; import  
java.net.URL;
```

```
import android.os.AsyncTask;  
import android.os.Bundle; import  
android.os.Handler; import  
android.app.Activity; import  
android.app.Dialog; import  
android.app.ProgressDialog; import  
android.content.Intent; import  
android.util.Log; import  
android.view.Menu; import  
android.view.View; import  
android.widget.Button; import  
android.widget.EditText; import  
android.widget.ImageView; import  
android.widget.TextView; import  
android.widget.Toast;
```

```
public class home extends Activity {  
    ImageView i1,i2,i3,php,html;  
    TextView t1,t2,t3,php1,html1;    public  
    static String language="";    public static  
    String id="1";    @Override    protected void  
    onCreate(Bundle savedInstanceState) {
```

```

super.onCreate(savedInstanceState);
setContentView(R.layout.activity_home);
i1 = (ImageView) findViewById(R.id.i1);
i2 = (ImageView) findViewById(R.id.i2);
i3 = (ImageView)
    findViewById(R.id.ImageView01);    php =
    (ImageView) findViewById(R.id.php);
    html = (ImageView) findViewById(R.id.aht);

```

```

t1 = (TextView) findViewById(R.id.textView2);
t2 = (TextView) findViewById(R.id.textView3);    t3
t3 = (TextView) findViewById(R.id.TextView01);
php1 = (TextView) findViewById(R.id.php1);
html1 = (TextView) findViewById(R.id.ahtml1);
i1.setOnClickListener(new View.OnClickListener()

```

```

{
    @Override    public void
onClick(View arg0)
{

```

```

    language="python";

```

```

    Intent i = new Intent(getApplicationContext(),user_test.class);

```

```

startActivity(i);

```

```

}

```

```

});

```

```

t1.setOnClickListener(new View.OnClickListener()

```

```

{

```

```

    @Override    public void

```

```

onClick(View arg0)

```

```

{

```

```

    language="python";

```

```

    Intent i = new Intent(getApplicationContext(),user_test.class);

```

```

startActivity(i);

```

```

    }
    });
    i2.setOnClickListener(new View.OnClickListener()
    {
        @Override          public void
onClick(View arg0)
        {

            language="android";
            Intent i = new Intent(getApplicationContext(),user_test.class);
startActivity(i);
        }
    });
    i2.setOnClickListener(new View.OnClickListener()
    {
        @Override          public void
onClick(View arg0)
        {

            language="android";
            Intent i = new Intent(getApplicationContext(),user_test.class);
startActivity(i);
        }
    });
    i3.setOnClickListener(new View.OnClickListener()
    {
        @Override          public void
onClick(View arg0)
        {

            language="java";
            Intent i = new Intent(getApplicationContext(),user_test.class);
startActivity(i);

```



```

    }
});
t3.setOnClickListener(new View.OnClickListener()
{
    @Override          public void
onClick(View arg0)
    {

        language="java";
        Intent i = new Intent(getApplicationContext(),user_test.class);
startActivity(i);
    }
});
php.setOnClickListener(new View.OnClickListener()
{
    @Override          public void
onClick(View arg0)
    {

        language="php";
        Intent i = new Intent(getApplicationContext(),user_test.class);
startActivity(i);
    }
});
php1.setOnClickListener(new View.OnClickListener()
{
    @Override          public void
onClick(View arg0)
    {

        language="php";
        Intent i = new Intent(getApplicationContext(),user_test.class);
startActivity(i);
    }
});

```

```

    }
    });
    html.setOnClickListener(new View.OnClickListener()
    {
        @Override                public void
onClick(View arg0)
        {

            language="html";
            Intent i = new Intent(getApplicationContext(),user_test.class);
startActivity(i);
        }
    });
    html1.setOnClickListener(new View.OnClickListener()
    {
        @Override                public void
onClick(View arg0)
        {

            language="html";
            Intent i = new Intent(getApplicationContext(),user_test.class);
startActivity(i);
        }
    });
}

```

```

@Override                public boolean
onCreateOptionsMenu(Menu menu) {
    // Inflate the menu; this adds items to the action bar if it is present.
    getMenuInflater().inflate(R.menu.main, menu);    return true;
}

```

STAFF HOME

```
package com.example.trivia;
```

```
import java.io.DataInputStream;  
import java.net.HttpURLConnection;  
import java.net.URL; import  
java.net.URLEncoder; import  
java.util.ArrayList; import  
java.util.List;
```

```
import android.os.AsyncTask; import  
android.os.Bundle; import  
android.os.Handler; import  
android.app.Activity; import  
android.app.Dialog; import  
android.app.ProgressDialog; import  
android.content.Intent; import  
android.util.Log; import  
android.view.Menu; import  
android.view.View; import  
android.view.View.OnClickListener; import  
android.widget.AdapterView; import  
android.widget.Button; import  
android.widget.EditText; import  
android.widget.ImageView; import  
android.widget.Spinner; import  
android.widget.TextView; import  
android.widget.Toast;
```

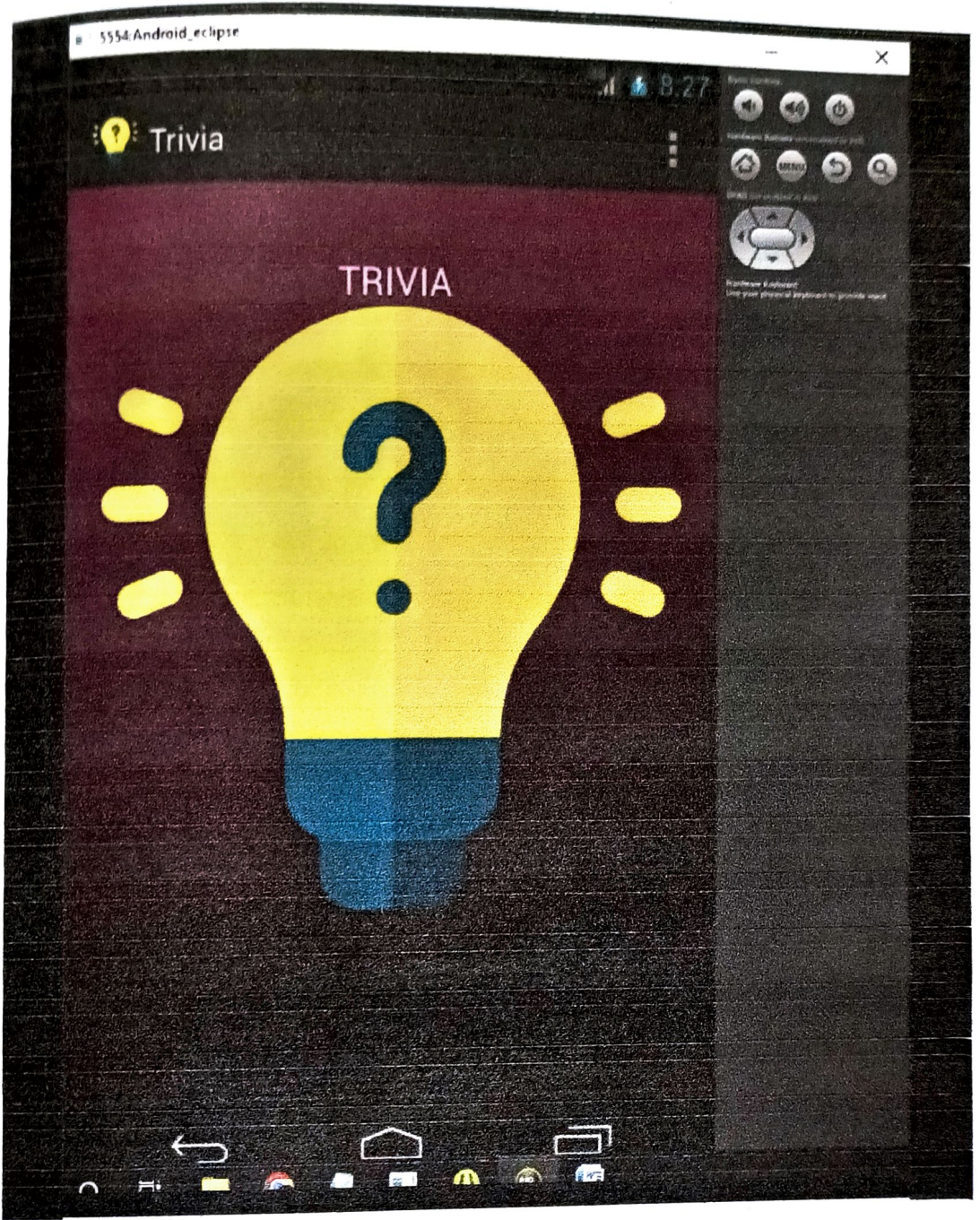



Figure-7.1 Home Page

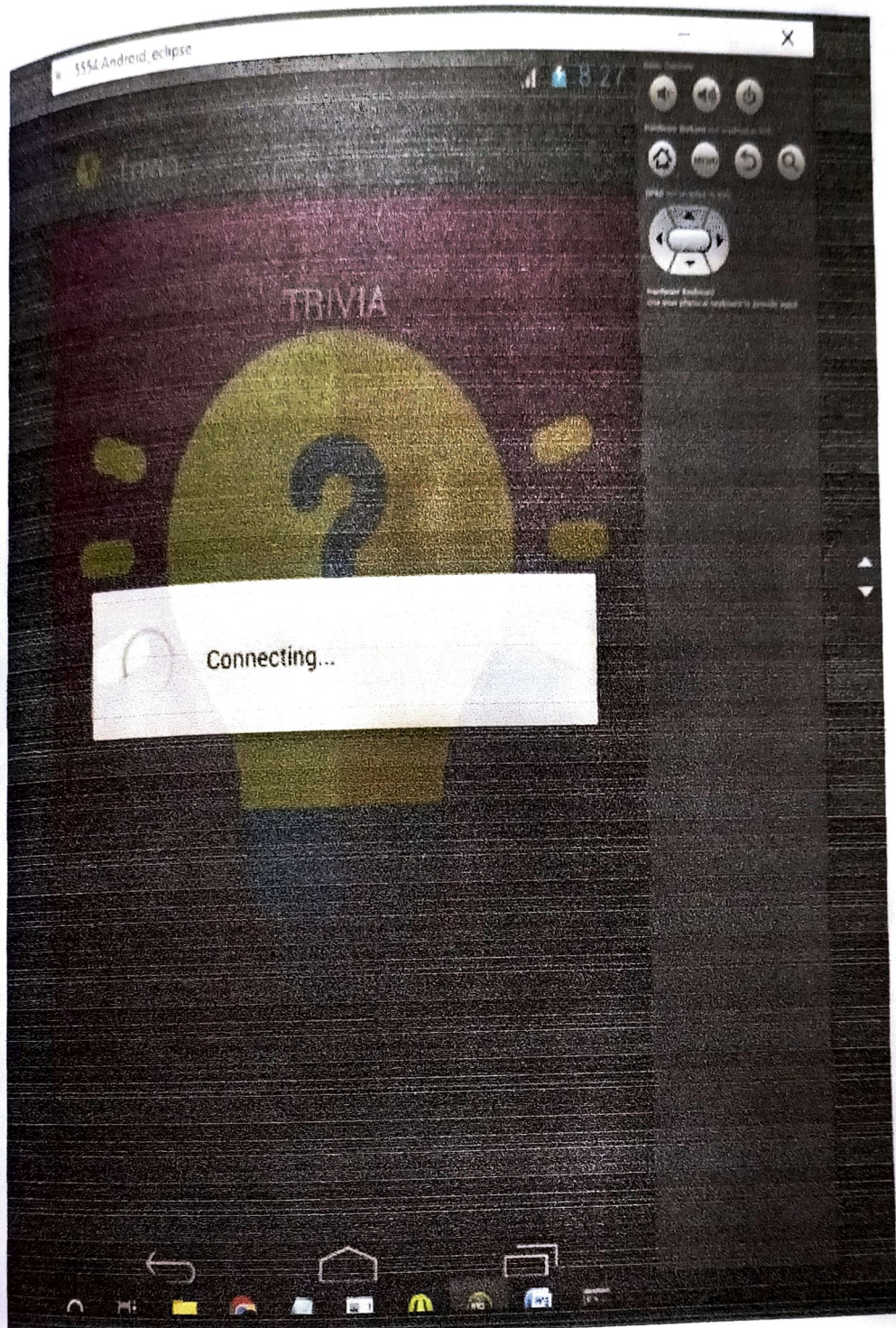


Figure-7.2 Loading Page

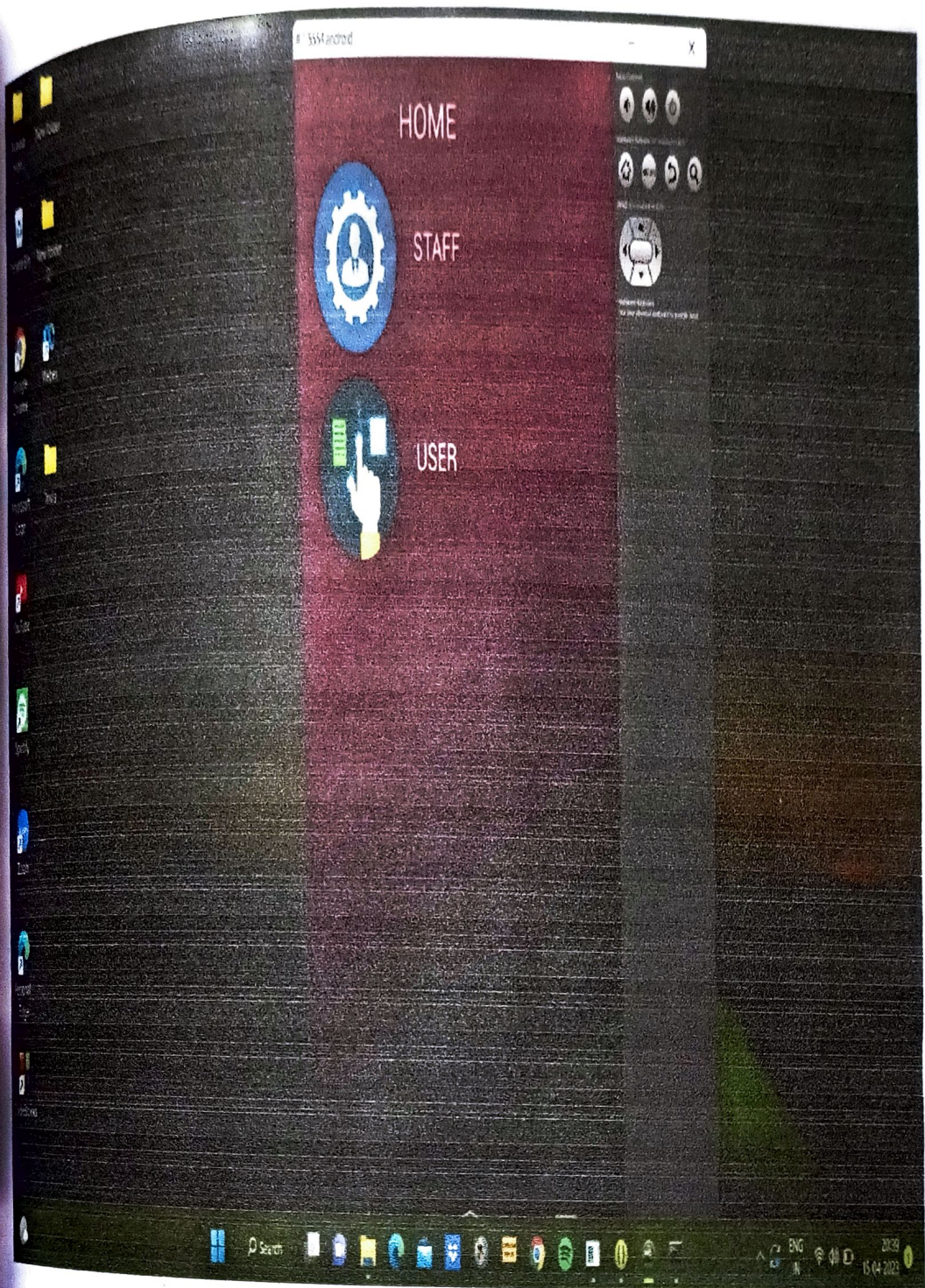


Figure-7.3 Main Page

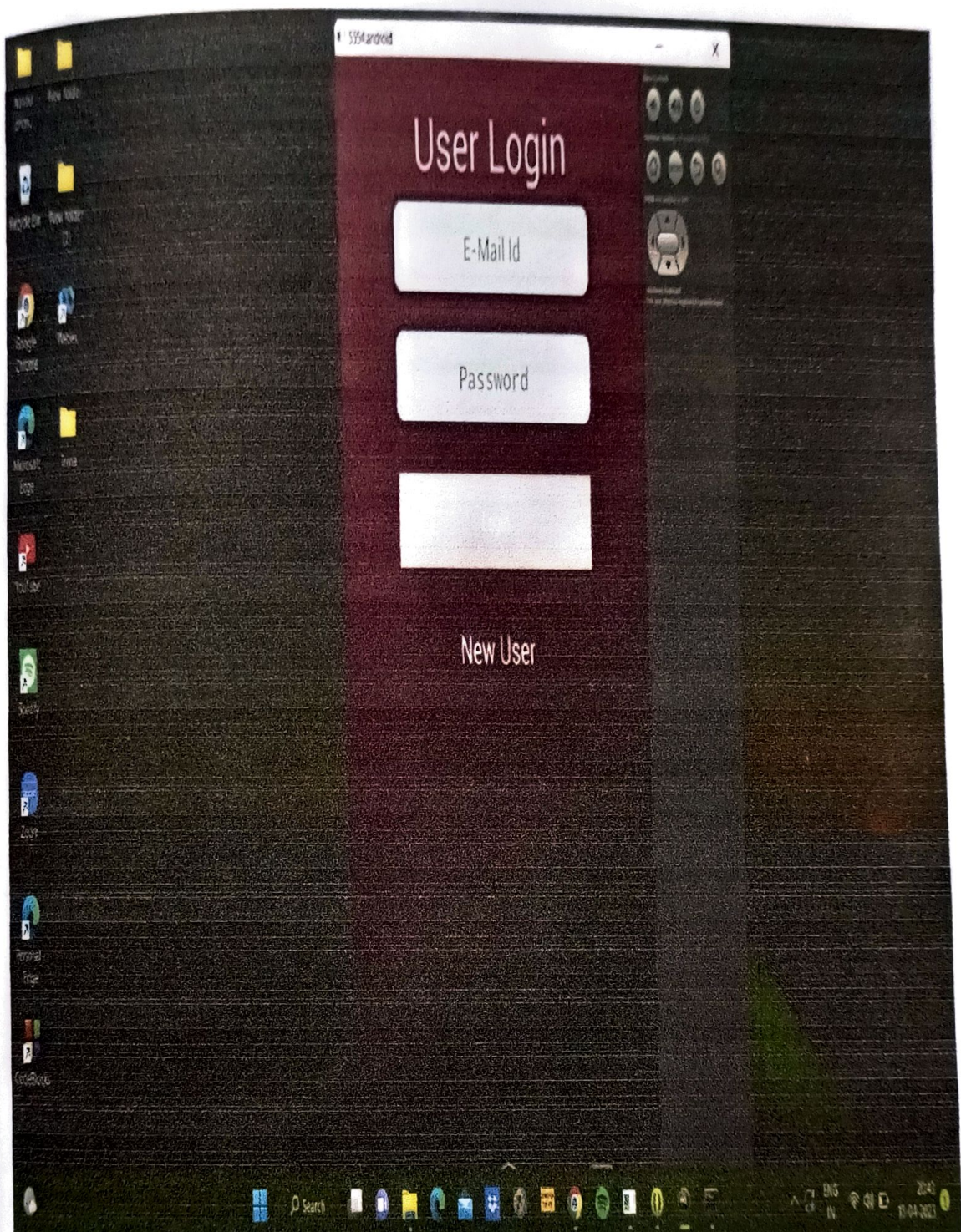


Figure-7.4 Login Page

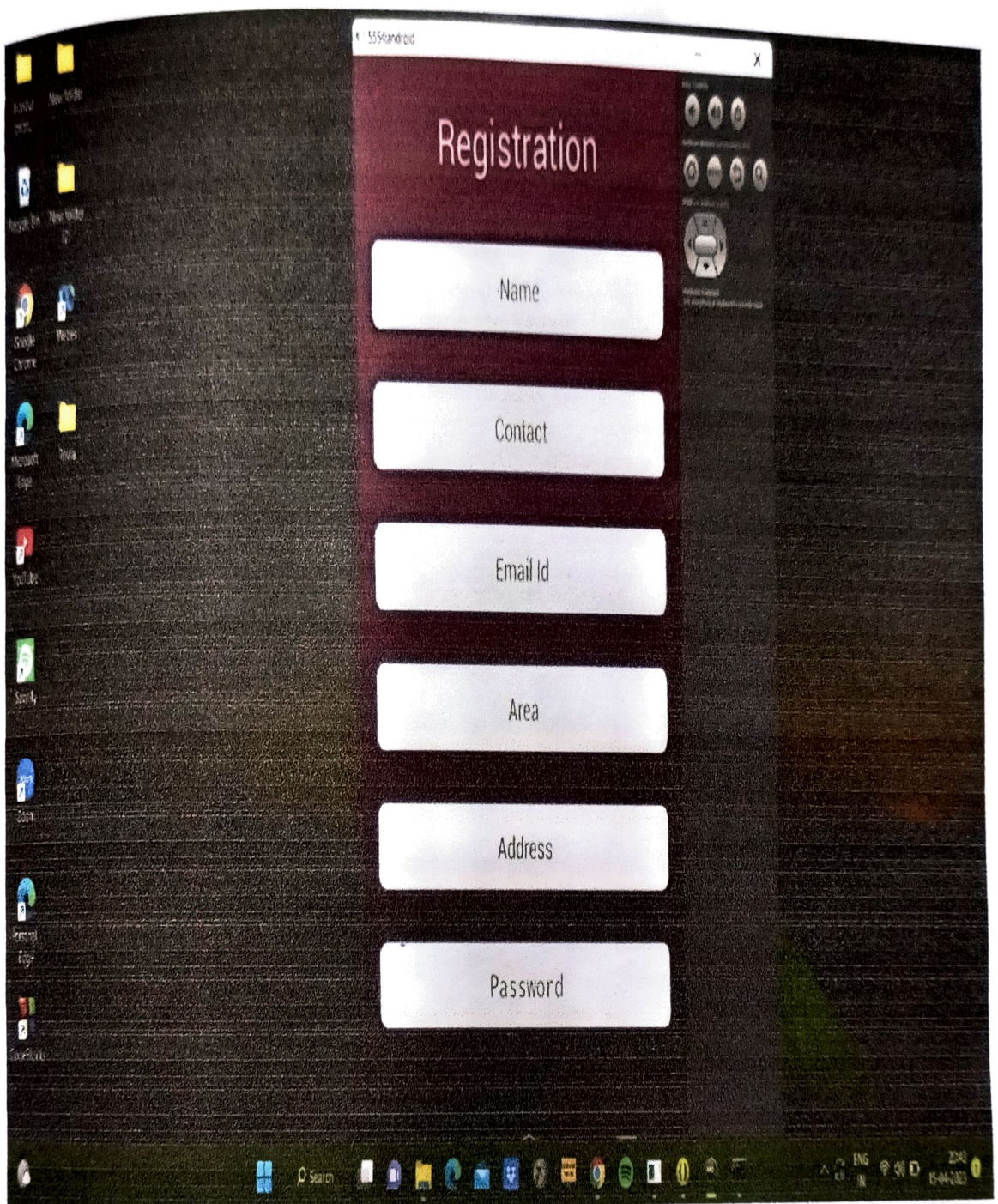


Figure-7.5 Login Page

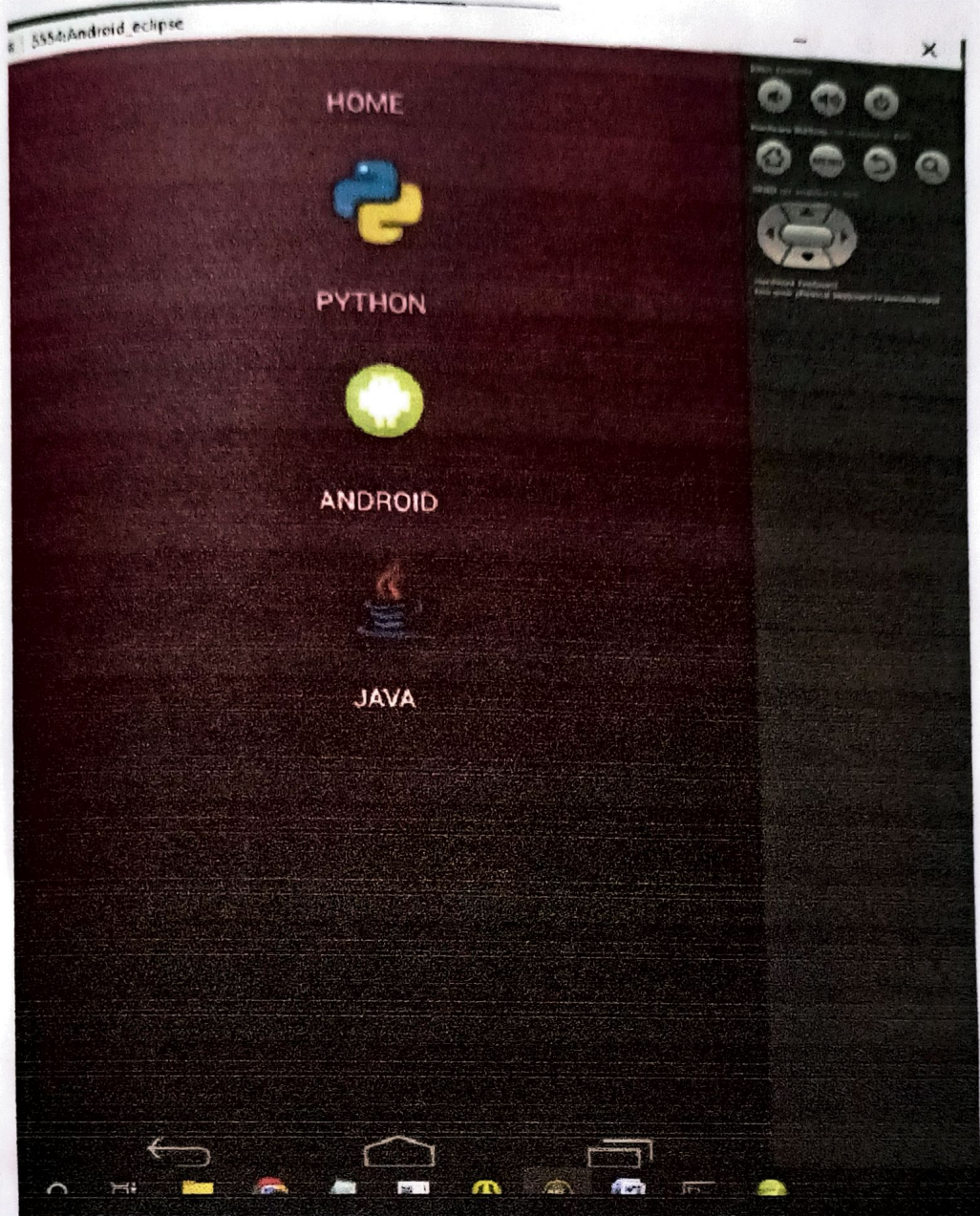


Figure-7.6 Quiz Selection Page

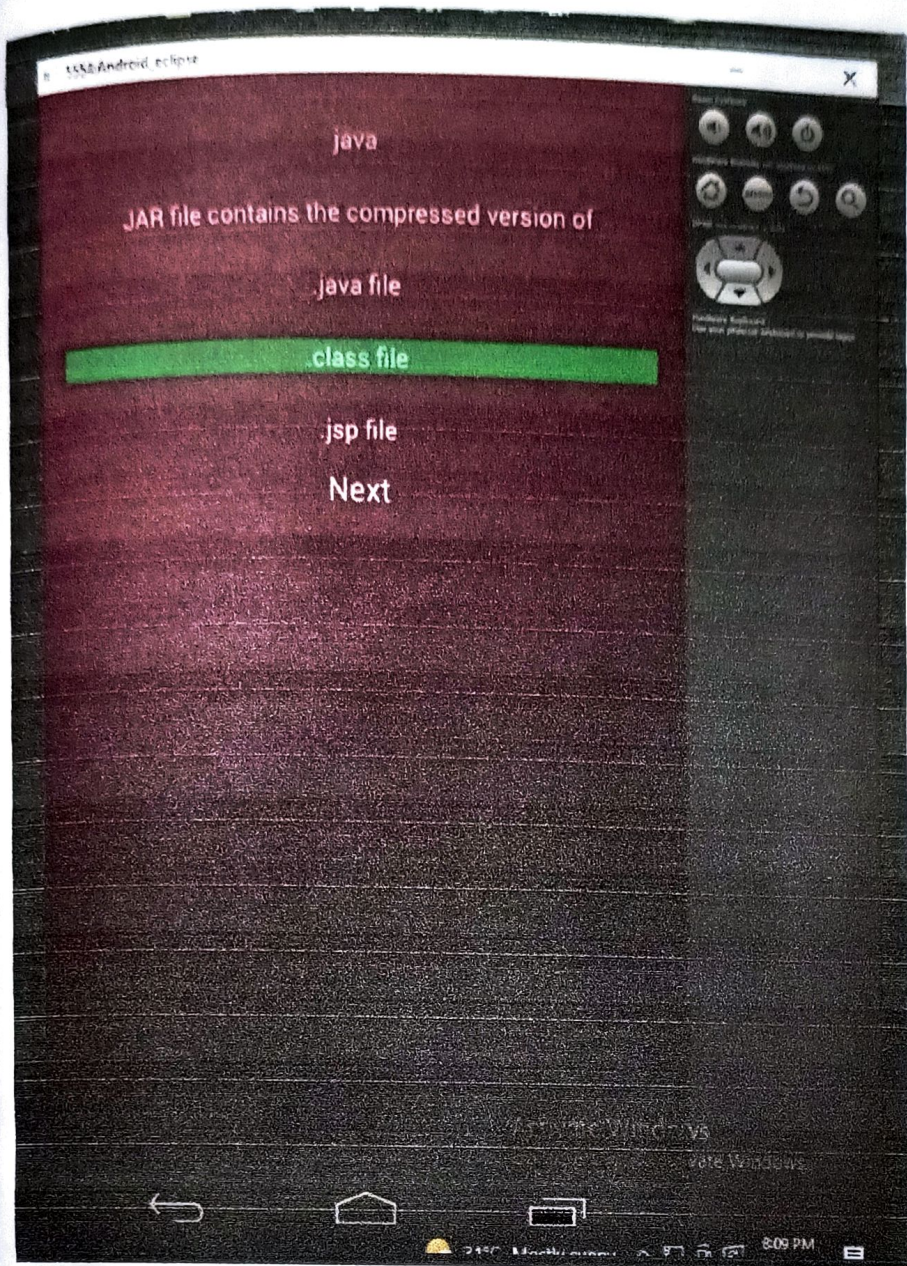


Figure-7.7 Test Page

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THE PROJECT REFERENCE:

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