

Academic Technical Mobile Quiz Android Application

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Abstract— An Educational Technology is constantly evolving and growing, and this progression will continually offer new and interesting advances in learning environment. Mobile devices such as cell phones become the widest device handed by the students in their day-to-day life activities including browsing Internet and sending e-mails and many more [1]. With the advancement in mobile technology and availability of smart mobile devices and network we can design an application which can be used to check the knowledge level of students. The Mobile Quiz is an android application that provides a new technique of Playing Quiz using our mobile phones [4]. This application is generally used by three kinds of Users Admin, Staff and Students. The Academic Technical Mobile Quiz Android Application is especially developed for students who really like to play challenging Quiz. This Android Quiz application provides a challenge to the player through the Quiz. The application has an Admin login who verifies the Staff and also has Staff login that has overall control over Question and Answer into the application. Staff feeds the Questions and Answers into the application. User has to first create an account into the application for playing quiz. At the end of the Quiz the system checks all the answer and generates a brief report card with number of questions solved.

Key words: Mobile Devices, Android, E-Learning, M-Learning

I. INTRODUCTION

A learning environment is any environment in which students become totally involved in the learning process. Since the mobile devices support the anytime, anywhere learning, m-learning can faster the growth of the learning. In this era, mobile devices become the backbone instrument for human day-to-day activities. Specifically, it has been utilized for Communication, Internet and data transfer, financial processes, education...etc [2]. The prime objective of "Academic Technical Mobile Quiz Android Application" is to take quiz for any individuals through internet. Multiple choice questions (MCQ) will arrive for any player with certain time limit for each quiz and player needs to complete the quiz in on or before time. At first, the student is needed to register his/her name along with all the information needed and need to select username and password for the login process. Using this username and password, the student can login into the Quiz application.

All questions, answers and timer must be configure by the Staff. Besides, report will generate with score for all players who played the Quiz. At the end of the quiz the system will generate the report card which shows how many questions were attempted by the player and how many are not attempted. System will also checks that out of number of questions attempted by player, how many of them are right and how many are wrong. One of the major goal of our

android application is to facilitate students in learning, gaining and improving their knowledge skills.

A. Features:

- Easy way to test knowledge.
- User-friendly app for easy understanding.
- Provide core CSE subjects

II. LITERATURE SURVEY

"A Mobile-Quiz Application in Egypt" [1], author suggested and described to increase the interactivity among the instructors and students. Basically, three different methods have been suggested to settle this application inside the academia according to the available e-learning resources. The preliminary outcomes of the conducted experiment demonstrated the possibility of applying mobile devices within the various academic environments.

" QUIZ APPLICATION" [2], Technology in the field of education is constantly evolving, growing and this increase will continually offer new and extraordinary advances in the field of education. These applications will have some limitations to be used effectively or we cannot use them easily since these applications need a computing device and network connectivity.

B. Lakshmi, V. Sai Durga and K. Anji Reddy [3], describes that the project provides an effective challenge to the player. Generating random questions for the user who participate on the quiz .Whenever Wi-Fi is connected in android mobile, the user can play quiz .Users can have their own interest in particular area to participate. Whenever the server updates the game immediately mobile get alert saying that they can update the application.

III. RELATED WORK

From the point of view of educational psychology, learning should be an active process. The main theme of this application is to provide an effective and efficient way to students in learning. Several countries have already conducted some successful experiments in employing mobile devices in the education system and particularly within the classrooms and its related activities to enhance the capability of student.

IV. ANALYSIS OF PROBLEM

It is essentially required to assist students for learning and preparation of different tests conducted for admission in higher studies. However there exist no such application in android based platform, which can provide students with both preparation of such tests in user friendly and interactive way. This is what we tried to address "Academic Technical Mobile Quiz Android Application". In this app we provided core subjects of Computer Science and Engineering branch.

V. 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. In existing system only the few subjects are introduced that's the reason students restricted to test their knowledge in other subjects.

VI. SYSTEM OVERVIEW

The main purpose of Project is to develop Quiz application named as "Academic Technical Mobile Quiz Android Application". The application will provide online based quiz for students. The current system developed is feasible for users and provides an easy access to the users. The quiz application mainly consists of three module i.e., Admin, Staff and Student. Admin and Staff module both are in PHP and the Student is based on android. The models are designed in such a way that they can be feasible and easily understandable to the users. The modules are described below with their tasks.



Fig. 6.1: Home Page of Mobile Quiz Android Application

A. Admin Login:

Admin plays important role in any model. We can also say that admin has all control over the system. It performs the basic tasks like Add subjects, Verify and Delete Staff and also view Total No. of Staff and Students Registered.

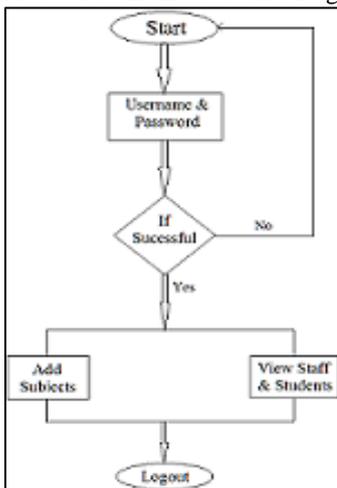


Fig 6.2: Flowchart for Admin Login

B. Staff Registration:

Before login the Staff must have to register into the system. During registration, Staff fill the basic information into the system like Name, Gender, Email, Mobile Number etc and

can set password which is usable at the time of login and then registered into the system. After register the message will be displayed on the screen for successful registration.

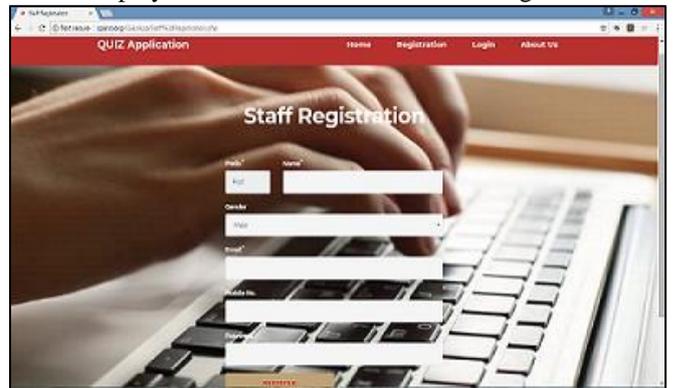


Fig. 6.3: Staff Registration

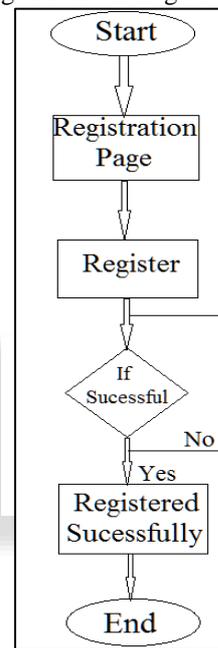


Fig. 6.4: Flowchart for Registration for Staff and Student

C. Staff Login:

Before login Staff must have to select User Type then login with email and password. Staff can add and delete Quiz into the system and also set time for the Quiz according to the number of questions. Staff can also view Total No. of Students Registered and their subject wise result.

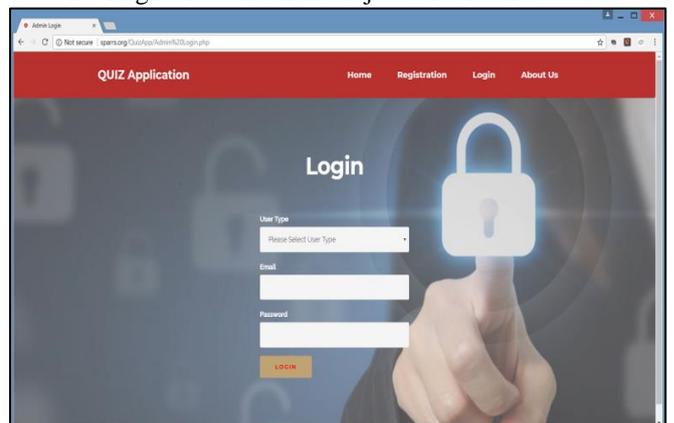


Fig. 6.5: Login for Admin and Staff

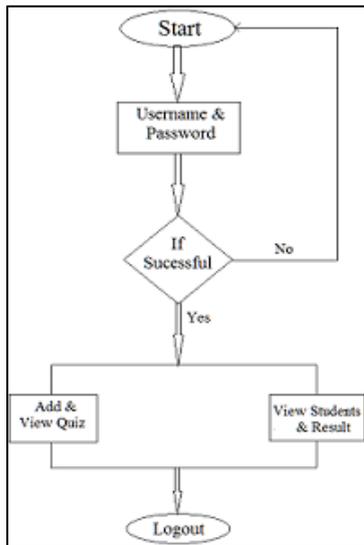


Fig. 6.6: Flowchart for Staff Login

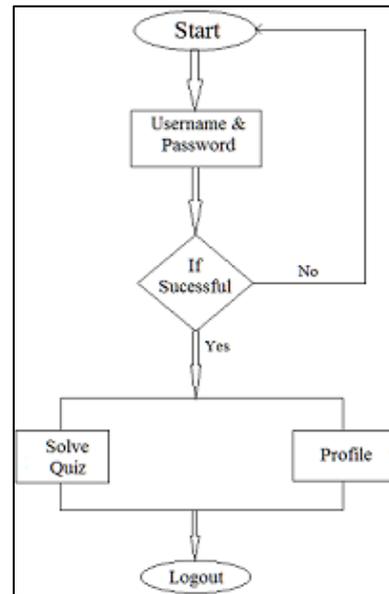


Fig. 6.9: Flowchart after Student Login

D. Student Registration:

Student registration is similar to that of Staff. Student must have to register before login into the application. During registration student need to fill all the basic details like First Name, Last Name, Email, Mobile Number. etc and can set password which is usable at the time of login and then registered into the system. After register the message will be displayed on the screen for successful registration.

E. Student Login:

Student can solve the quiz after login. Student login into the application by using their Mobile Number and Password that user set during registration.

After successful login, student enters into the application and either they can view their profile or proceed to solve the quiz. The screen will be shown as in Fig. 8. Student solve the quiz they wish to go through. The subjects will be displayed on the basis of selection of semester.

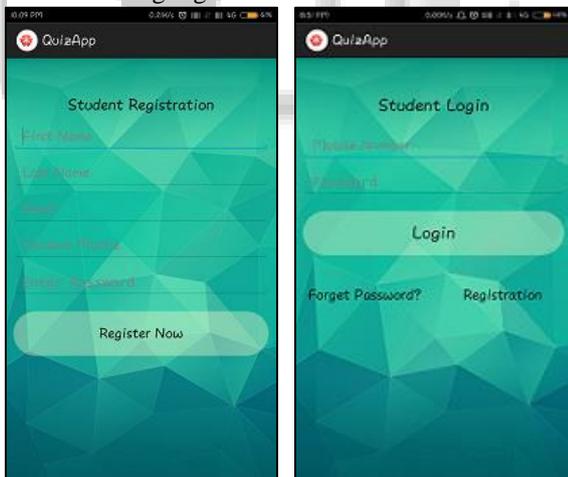


Fig. 6.7: Student Registration

Fig. 6.8: Student Login



Fig. 6.10: After Login

Fig. 6.11: Subjects Displayed

When student solve the quiz the report will be generated as shown in Fig 11. The right answer is shown by Green color, wrong answer is by Red color and the unattempted right answer is by gray color.



Fig 6.12 Result Displayed

VII. TECHNOLOGIES USED

A. Android:

One of the most widely used mobile OS these days is ANDROID. Android is a software bunch comprising not only operating system but also middleware and key applications. Android is a powerful Operating System supporting a large number of applications in Smart Phones. Alternatively Android can also be defined as a mobile operating system which is found on a variety of modern devices, the most popular being smart phones. Android is basically a piece of software which allows your hardware to function.

B. PHP:

PHP is an acronym for "Hypertext Preprocessor". PHP is a powerful and widely-used open source server-side scripting language to write dynamically generated web pages. PHP scripts are executed on the server and the result is sent to the browser as plain HTML. PHP runs on various platforms (Windows, Linux, Unix, Mac OS X, etc.) and is compatible with almost all servers used today (Apache, IIS, etc.). It also supports a wide range of databases.

1) Advantages:

- Easy to learn and use.
- Open source
- Compatibility
- Fast Performance

C. HTML5:

HTML5 is a markup language used for structuring and presenting content on the World Wide Web. It is the fifth and most enhanced version of HTML. HTML5 is designed, as much as possible, to be backward compatible with existing web browsers.

D. CSS:

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language. Although most often used to set the

visual style of web pages and user interfaces written in HTML and XHTML. Cascading Style Sheets is a simple mechanism for adding style (e.g., fonts, colors, spacing) to web documents.

E. JSON:

JSON is acronym for JavaScript Object Notation and it is a lightweight data interchange format. It is easy for machines to parse and generate. JSON is a text format that is completely language independent but uses conventions. JSON is built on two structures:

- A collection of name/value pairs.
- An ordered list of values.

VIII. FUTURE SCOPE

In this application after finishing the quiz, report along with right answer, wrong answer and un-attempted right answer will be displayed. It is our future enhancement that using this application student can ask their queries to respected staff. In the future, we also plan to extend the proposed work to have different styles of quizzes. We also plan to evaluate the effect on the learning outcome.

IX. CONCLUSION

In this paper, we introduced an innovative Mobile Quiz Android Application. Academic Technical Mobile Quiz Android Application is provide efficient and effective way to solve the Quiz for the students. From our early experience, at least 90% of the students having their own mobile devices and thus they can easily solve the quiz. In this quiz students need to first select semester and after selecting semester the subject will be display according to the semester then student select subject and solve the quiz questions uploaded by staff. Using this application students prepare themselves for various exams like GATE and many more. These applications will have some limitations to be used effectively or we cannot use them easily since these applications need a computing device and network connectivity [3].

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