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A Method for Quizzes and Learning

Prof. Rubana Khan, Mohini Sakhare, Gunjan Bhagwatkar, Utkarsha Kale, Shivani Mohod, Samiksha Bhilkar

Priyadarshini College of Engineering, Nagpur, Maharashtra, India

Abstract: This work deals with development of android-based multiple-option questions and some fun and study related games. This application is developed for educational purpose, allowing the students to learn and boost memory power by learning with this app. Most of the parents sometimes want to test their children's mental progress. Trivia and quiz games are an excellent way to test and flex of your brain. Our android app includes the best trivia that will provide your kids with all the vital knowledge related to different subjects and boost his practice skills. Whether you prefer general knowledge trivia quiz or specific topics on different subjects, we have the best quiz apps comprising of fun trivia game applications for little ones. Children will enjoy their learning session like never before with the kids trivia app. We will try to develop an amazing and Different kind of user interface so that students can enjoy endless trivia and have fun while learning.

Keywords: Kotlin, Android, Quiz, kids, Learning

I. INTRODUCTION

This project, is an online Interactive Learning Quiz Games, focused on facts. This quiz has many sub-categories. It provides many fields to users, students and learners for the learning purpose. The categories are Math facts, U.S. History, Multiply fractions, Vocabulary Quiz, Spelling Quiz Game, and others. It is not a multiple choice quiz; one has to select the matching pairs in this quiz. Android is rapidly getting famous day by day, and the numbers of its users are increasing with each passing day, because it is easy to access the necessary Android-based applications on smart phones and tablets.

Therefore, we found this idea easy and time efficient to facilitate the users in this way without any difficulty. There are many online quiz applications available on the internet, but most of them are only for entertainment and fun. Moreover, if one is going to appear in any test or interview, then it is time-consuming for them to read the full books or articles related to specific fields for the preparation or revising their knowledge.

However, the most attractive feature of our app is that we take learning and fun side by side. Our app provides them the facility to revise their knowledge or to learn something advantageous at one place without wasting their time. Other features regarding Quizzes and other apps seemed to be quite similar, i.e. answering questions with multiple choices as fast as possible, scoring as high as possible among the group, and so Most of the peoples sometimes want to test their kid's mental progress. Trivia and quiz games are an excellent way to test and flex your brain. Our trivia app includes the best trivia that will provide your kids with all the vital knowledge related to different subjects and boost his practice skills. Whether you prefer general knowledge trivia quiz or specific topics on different subjects, we have the best quiz apps comprising of fun trivia game applications for little ones. Children will enjoy their learning session like never before with the kids trivia app. Our category of best trivia app includes quizzes for kids of various ages to strengthen their initial learning skills.

II. LITERATURE REVIEW

1. Topic:-[6] Quiz Application Development Using Android-Based MIT APP Inventor Platform

Author:- Muhammad Zubair Asghar Iqra Sana Khushboo Nasir

Objective: This application deals with the multiple choice question examination system. This application is developed for educational purposes. It allows user to prepare the multiple choice question for examination. This application include model like computer science, verbal, analytical. The main objective of this application is, that user can practice for subjective tests. Hint, skip and pause are three functions that are used in this application. The given function can be used for a single time. This application will shows the progress feedback during the quiz and it will also shows the result. This application focuses on computer science field.

Observation: Our observation from this paper is that they made an application for educational purposes, allowing the usersto prepare the multiple choice questions for different examinations conducted on provincial and national level. This quizCopyright to IJARSCTDOI: 10.48175/IJARSCT-3862www.ijarsct.co.in829



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application includes three main modules, namely computer science, verbal, and analytical. The computer science and verbal modules contain various sub-categories and this quiz includes functions like hint, skip, and pause. These functions user can used it for a once. It shows progress feedback during quiz.

2. Topic: [7] Quiz Application Development Using Android- Based Google Forms

Author: Mohamed Abdullah Marwa Ali

Objective: The main purpose to develop this application is to resolve the problems that are facing by teaching staff. The staff can prepare the questions for examination, this application helps and allows teaching staff to conduct or prepare the questions for any examination. It has many sub categories such as data structure, web security, web language, software engineering, web design. These are the subject mostly studied in computer science BE students. It provides many fields for students. Because of mobile devices the number of mobile applications developed increases.

Observation: Our observation from this paper is that they made an application that allowing the staff to prepare the question for different examination. It provides many fields for students and learners about the computer science for the learning purpose. This paper presents the main steps in development of quiz application for Android using Google Forms.

3. Topic: Quiz Learning App using Android

Author: Prof. RubanaKhan, Mohini Sakhare, Gunjan Bhagwatkar, Utkarsha Kale, Shivani Mohod, Samiksha Bhilkar

Objective: This work deals with development of android-based multiple-choice questions and some fun and study related games. This application is developed for educational purpose, allowing the students to learn and boost memory power by learning with this app. It is the game show like quizzes and kid-friendly also colorful user interface ignite the passion for student learning. So In this quiz app, we will try to develop an amazing and Different kind of user interface so that students can enjoy endless trivia and have fun while learning. In this project, is an online Interactive Learning Quiz Games, focused on facts. This quiz has many sub-categories. It provides many fields to users, students and learners for the learning purpose. The categories are Math facts, U.S. History, Multiply fractions, Vocabulary Quiz, Spelling Quiz Game, and others. It is not a multiple choice quiz; one has to select the matching pairs in this quiz. Android is rapidly getting famous day by day, and the numbers of its users are increasing with each passing day, because it is easy to access the necessary Android-based applications on smart phones and tablets.

Observation: The observations that we found after reviewing all the papers are. All the above papers have used somewhat similar uses of technologies but in our proposed solution our main focus is to give a fun educational environment to the kids so that they can enhance their cognitive, intellectual and speech growth easily.



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IV. SYSTEM WORKFLOW

Welcome Page

This will be the first GUI which user interact, in this he have to enter his Name & Click on start button.

Login / Sign Up Page

If there is Completely New user then he has to Sign-Up First Otherwise Simply he has to Login.

Subject Screen

There will be different Subjects List, and common Riddles. User has to choose any one of them.

Instruction Page

It is simply like a 'guide'. It guides the user about how will be further Procedure & Some Rules.

Actual Quiz Screen

These screens will Show Questions with multiple answers.

Result Page

It is the last Screen: it shows the result that how user plaved this trivia

Figure 1: Specify the whole working system flow of an application

V. TECHNOLOGY USED

- **1. Android**: Android app is a software designed to run on an Android device or emulator. The term also refers to an APK file which stands for Android Package. This file is a Zip archive containing app code, resources and meta information. Android apps can be written in Kotlin, Java, and C++ and are run inside Virtual Machine. The official development environment is Android Studio.
- **2. Kotlin:** Kotlin is an open source, statically typed programming language that supports both object-oriented and functional programming. Kotlin provides similar syntax and concepts from other languages, including C#, java and scala, among many others. It is focused on interoperability, safety, clarity and tooling support. Version of kotlin targeting JavaScript ES5.1 and native code for a number of processors are in production as well.
- **3. JDK:** Java Development Kit A Java software development environment from Oracle. It includes the JVM, compiler, debugger and other tools for developing java applets and application. Each new version of the JDK adds features and enhancement to the language. JDK is a development environment for building application, applet and components using the java programming language. The JDK includes tools useful for developing and testing programs written in the java programming language and running on the java platform.

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VII. CONCLUSION

Conclusion is to increases development of android native app and it will engage our students in a unique and fun way and connect them to their learning material and also allowing the users to prepare the objectives for different examination conducted on national and provisional level.

With time and technology, learning and teaching methods are changing. Be it online classes or conducting online quizzes and scholarship tests, the education methods have changed. E-quizzes give you a proper insight into learning and teaching. From e-quizzes allowing teaching and learning, what else do you need from these online quizzes? Interactive online quizzes help teachers with many teaching techniques and have a significant impact on students.

VIII. ACKNOWLEDGMENT

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