VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI - 590018

Mini Project Report

On

"QUIZ APP"

A report submitted in partial fulfillment of the requirements for

MOBILE APPLICATION DEVELOPMENT LABORATORY (18AIMP68)

in

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

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CERTIFICATE

This is to certify that the Mini Project entitled **"QUIZ APP"** has been successfully completed by

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in the partial fulfillment for the award of Degree of Bachelor of Engineering in Computer and Engineering of the Visvesvaraya Technological University, Belagavi during the year 2022-2023. It is certified that all corrections/suggestions indicated have been incorporated in the report. The Mini project report has been approved as it satisfies the academicrequirements in respect of Mini Project Work prescribed for the award of Bachelor of Engineering Degree.
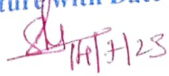
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ABSTRACT

The rapid growth of mobile applications has transformed various aspects of our lives, including education and learning. In this abstract, we present the development of a Quiz App for Java mobile applications, aimed at providing an interactive and engaging learning experience.

The Quiz App is designed to be user-friendly and intuitive, allowing users to test their knowledge and learn new concepts through a series of multiple-choice questions. The application incorporates key features such asa vast question bank, user authentication, progress tracking, and a scoring system.

The Quiz App is developed using Java programming language, leveraging the capabilities of mobile devices running on the Java platform. The application utilizes a combination of user interface components, database management, and data handling techniques to ensure a seamless user experience.

The question bank, consisting of various categories and difficulty levels, is stored in a database that can be updated and expanded as needed. Users can select specific categories or opt for a random selection of questions to challenge themselves. The app provides immediate feedback on each question, displaying the correct answerand the user's response, enabling learners to identify areas that require improvement.

User authentication ensures that only registered users can access the Quiz App, enabling personalized trackingof progress and scores. The application securely stores user data, allowing learners to resume quizzes from where they left off. Progress tracking features provide insights into the user's performance, including overall score, time taken, and success rates for different categories.

The scoring system awards points based on correct answers and time taken, promoting healthy competition among users. Users can compare their scores with friends or participate in global leaderboards, fostering a sense of achievement and motivation to excel.

The development of the Quiz App in Java showcases the potential of mobile applications in enhancing the learning experience. By leveraging the ubiquity of Java mobile platforms, this application provides a convenient and accessible tool for individuals to expand their knowledge and test their understanding in a fun and interactive manner.

Keywords: Quiz App, Java mobile application, learning, multiple-choice questions, user authentication, progress tracking, scoring system.