

# Grader

## Android Development : Learning App



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## Abstract

In this project we aim to create an Android learning application named as Grader in which the users can attempt mock tests of various subjects provided in an app. Every subject contains a set of tests and each test contains different questions. Users have a fixed amount of time for every test. After attempting the test users can check their score and their rank in the leaderboard. Users can also bookmark any questions while attempting the test and can check the correct answers of all the questions after completing the test.

## Introduction

Mobile learning as an intersection of Mobile Computing and E- learning providing resources that can be accessed anywhere has capability in an excellent searching system, rich interaction and full support towards an effective learning and performance based assessment. In the modern world of mobile technology and their increasing availability and affordability, mobile devices, particularly Android platforms play an important role in the field of communication, entertainment and learning .It has greatly changed the functioning of the world, even the learning process.

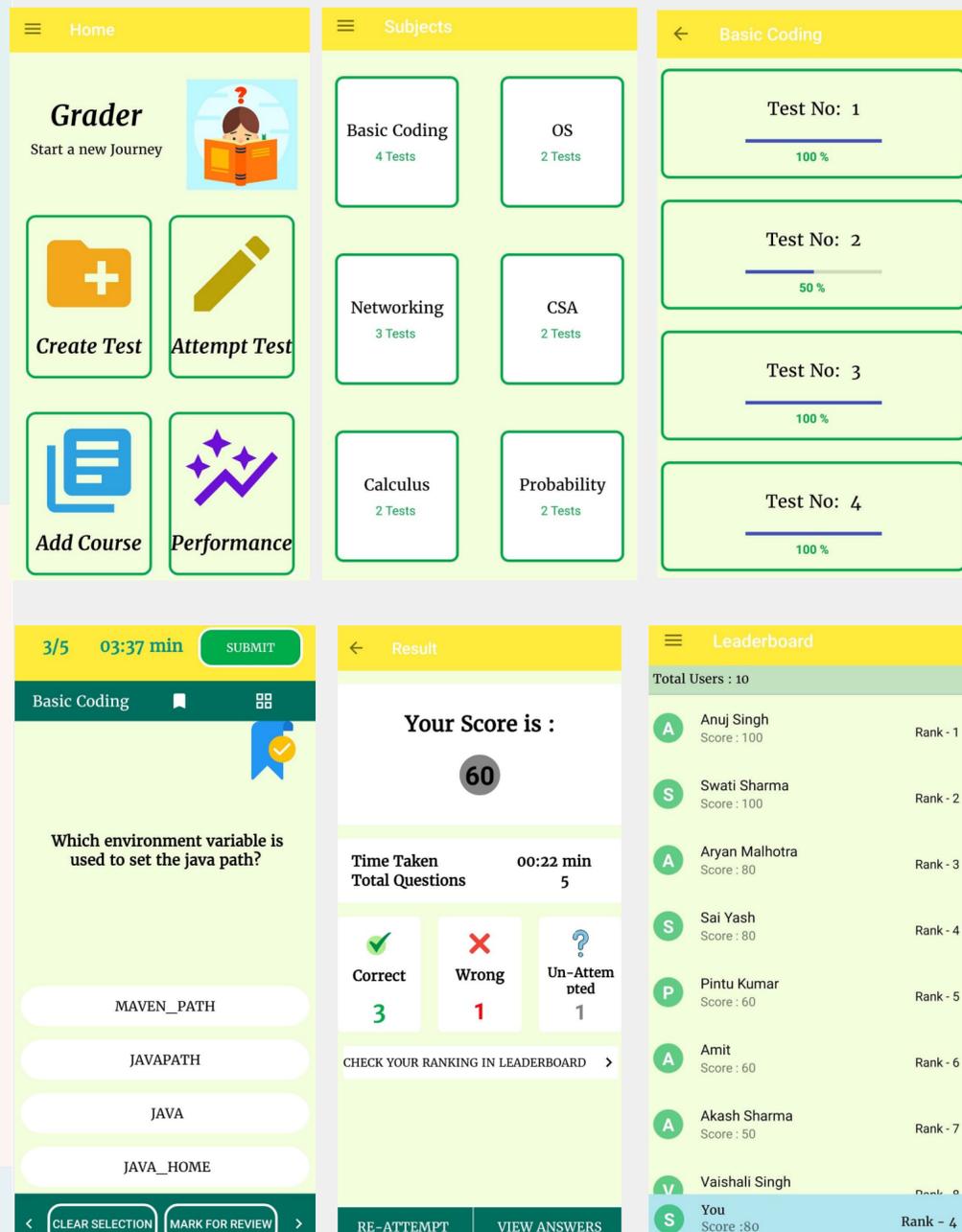
## Technologies Used

- Java SE
- Android SDK
- Android Studio
- XML
- Firebase
- Canva

## Features

- Register/Login
- Attempt Test Functionality
- Bookmark
- Re attempt
- View Answers
- Scorecard
- Leaderboard
- My Profile

## Results



## Future Work

- Admin Functionality
- Video Lectures
- Performance Report
- Artificial Intelligence & Machine Learning
- Live Classes

## References

- <https://www.codewithharry.com/>
- <https://youtu.be/mXjZQX3UzOs>
- <https://stackoverflow.com/>
- <https://developer.android.com/courses>
- <https://www.udacity.com/course/new-android-fundamentals--ud851>