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Android Based Class Test App for Students

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ABSTRACT: An Android application designed to create a seamless testing experience. This application consists of two distinct portals, one for students and another for teachers. The student portal facilitates registration, login, and the ability to take exams. This educational app streamlines the examination process, providing convenience for both students and teachers. Students can take exams from the comfort of their devices and access their results promptly, while teachers can efficiently upload and manage question papers and share exam results. This app enhances the educational experience, fostering a smoother examination process.

KEYWORDS: Online Examination System, PDF Results, Student Portal, Teacher Portal.

I. INTRODUCTION

In the dynamic landscape of education, assessments play a pivotal role in evaluating a student's understanding and progress. Our Android application is tailored to revolutionize the class testing experience, enhancing both student engagement and teacher efficiency. The dual-portal design, comprising a student portal and a teacher portal, aims to meet the unique needs of both stakeholders in the educational amplifies the examination process, allowing students to register, log in, and take their tests. The teacher portal, on the other hand, caters to educators by providing registration and login functionality. It allows teachers to upload question papers with detailed specifications, including question types, correct answers, and assigned marks. Once examinations are completed and graded, teachers can instantly release the marks to the student portal, fostering real-time feedback and reducing administrative overhead.

An examination (exam or evaluation) or test is an educational assessment intended to measure a test-taker's knowledge, skill, aptitude, physical fitness, or classification in many other topics (e.g., beliefs).

A test may be administered verbally, on paper, on a computer, or in a predetermined area that requires a test taker to demonstrate or perform a set of skills.

II. LITERATURE REVIEW

1. Borromeo, R. M. H. et. al. In this paper the author aims to determine the features of an online examination system desired by the teachers in the university. To achieve this, a survey and technology demonstration of the Moodle Quiz module in Moodle was developed. The survey was in the form of an online exam wherein the questions demonstrated the question types available in the Quiz module and inquired the teachers regarding the features they want to be implemented in an online examination system
2. Subhash, Sujit, et al. In this paper the author presents a systematic literature review of game-based learning systems, frameworks that integrate game design elements, and various implementations of gamification in higher education. A systematic search of databases was conducted to select articles related to gamification in education for this review. The objective is to identify how gamified learning systems can be used and categorize its usefulness in higher education.
3. McKnight, Katherine, et al. In this paper the author conducted focus groups and interviews, and observed classrooms in seven exemplary schools across the United States. Surveyed teachers' familiarity, use, and comfort with technology as well. And document six common strategies used across the seven sites and identify five roles that technology plays in enhancing teaching and learning, and discuss how these strategies benefit teachers and learners.
4. Gan, Benjamin, et al. In this paper, the author describes and reviews several examples of web technology-enabled teaching and learning approaches at undergraduate level in an Asian institution of higher learning. The author describes a proven project-based learning approach adopted annually by numerous undergraduate teams of four to six students as part of their compulsory capstone course in the field of information systems. Besides documenting



the multiple opportunities which interactive digital technologies offer for both instructors and students in order to learn collaboratively.

5. Yen, Shu-Chen, et al. The author's purpose of this study was to conduct a three-way comparison of face-to-face, online, and blended teaching modalities in an undergraduate Child Development course to determine if there were differences in student academic outcomes and course satisfaction across modalities. Student academic outcomes were measured by three examinations, one research paper assignment, and the overall course total grade.
6. Agarwal, Ritu, et al. In this paper, The concept of computer self-efficacy (CSE) has been proposed by the author as important to the study of individual behaviour toward information technology. This paper extends current understanding about the concept of self-efficacy in the context of computer software. The author describes how two broad types of computer self-efficacy beliefs, general self-efficacy and task-specific self-efficacy, are constructed across different computing tasks by suggesting that initial general CSE beliefs will strongly predict subsequent specific CSE beliefs.

III. PROPOSED SYSTEM

The proposed system is an Android application designed to revolutionize the class testing experience by offering two dedicated portals for students and teachers. In the student portal, users can easily register, login, take exams, and access their results through uploaded PDF. On the teacher portal, educators can register, log in, upload question papers with specific question types, correct answers, and marks, and instantly release marks to students. This system provides a seamless and efficient platform for both students and teachers, bridging the gap between the need for timely feedback and the necessity for streamlined test management.

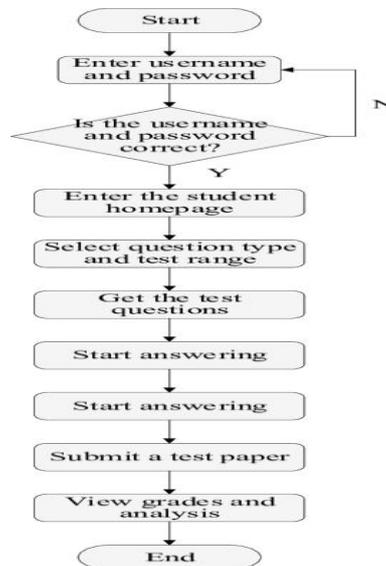


figure: proposed system

Working:

The project title is “CLASS TEST FOR STUDENTS”. In this project we are introducing an android application. The Android application streamlines the class testing process with two distinct portals tailored for students and teachers. In the student portal, users register, log in, and take exams, with results conveniently accessible via uploaded PDF. On the teacher portal, educators register, log in, upload question papers complete with specific question types, correct answers, and marks, allowing for instantaneous release of results to students. This comprehensive system facilitates seamless interaction between students and teachers, ensuring timely feedback and efficient test management, thereby optimizing the educational experience.

System Requirement:
Front-end: XML
Back end: Java OOPs
Database: Firebase

Implementation

Step By Step Teacher Side Login

Step 1 : Login Using Credentials in Student-Teacher Portal

First, the teacher will log in to the teacher portal with their email and password. Then, a pop-up saying "Welcome, Admin" will appear.



Fig.1 (a) Shows The Homepage Of The Class Test App

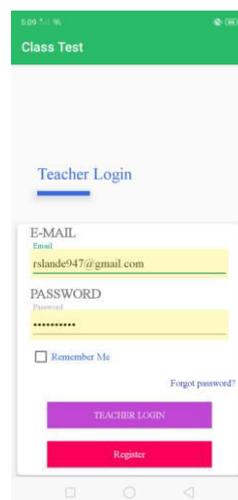


Fig.1 (b) Shows The Teacher Login Page

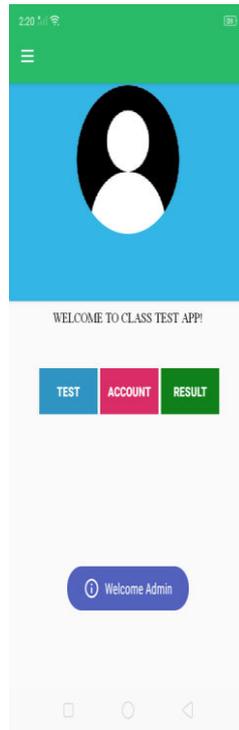


Fig.1 (c) Shows Login Successful

Next, to create a test, the teacher will navigate to the admin section where they can create their test. After clicking "Save and Upload," they will need to input the test name and duration.

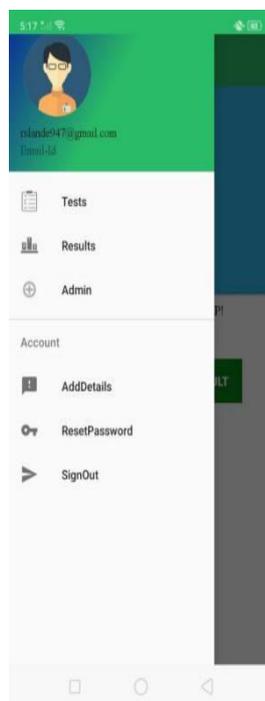


Fig.1 (d) Shows Admin Option To Create The Test

Step 2: Teacher Can Create Questions Paper Upload Them On The Portal

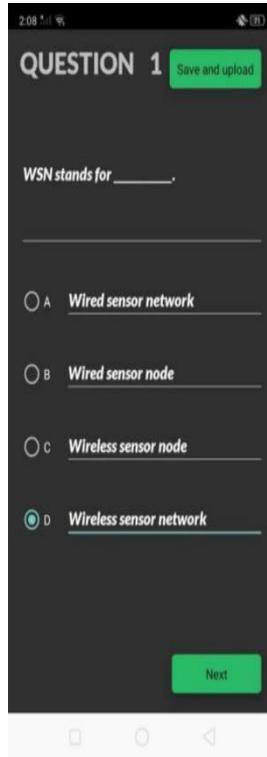


Fig.2 (a) Shows The Created Test

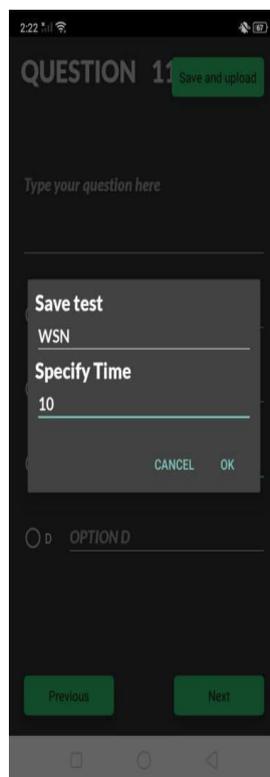


Fig.2 (b) Shows Test Name And Duration



Fig.2 (c) Shows The Delete Option Of The Test

In the test section, the teacher can also delete their test. To enable results, the teacher will go to the result section and release the results on the student portal.

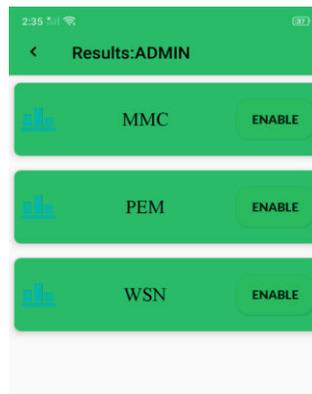


Fig.2 (d) Shows The Result Enable Option On The Portal

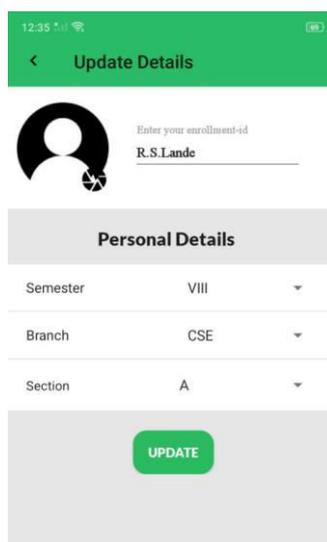


Fig.2(e) Shows The Details Of The Teacher

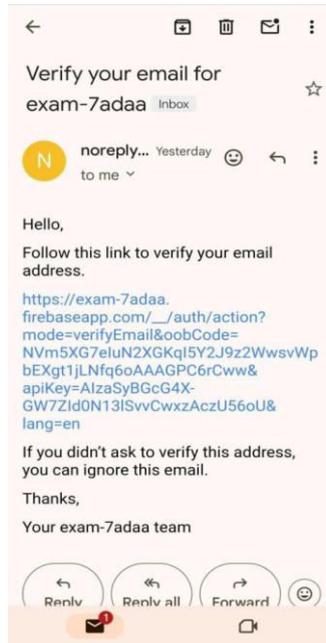


Fig.1 (b) Shows The SMS Of Email Verification

Student Side Login

Step 1 : Students Have To Register Themselves In The Class Test App

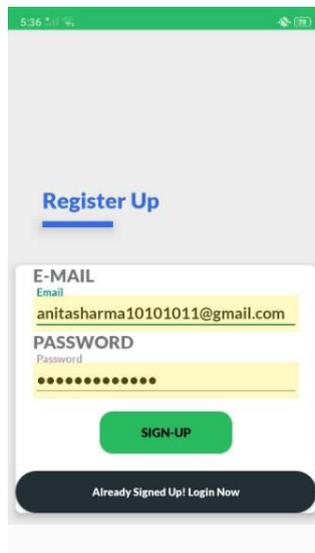


Fig.1 (a) Shows The Registration Page

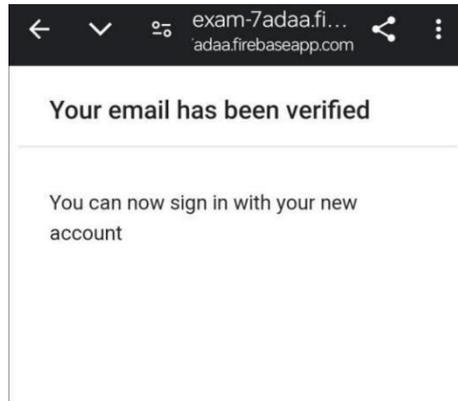


Fig.1(c) Shows The Email Has Been Successfully Verified

Step 2 : Login Using Credentials In Student-Teacher Portal

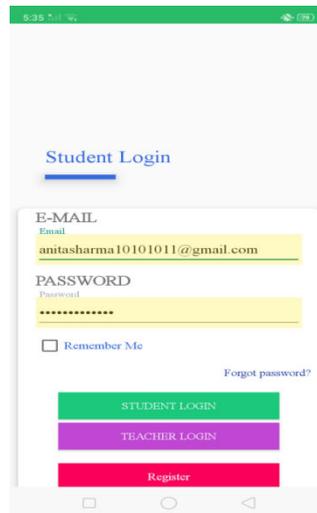


Fig.2 (a) Shows The Student Login Page

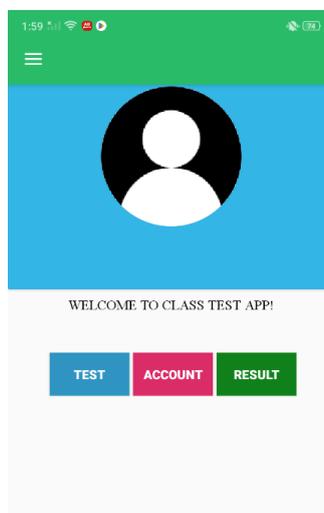


Fig.2(b) Shows Login Successful

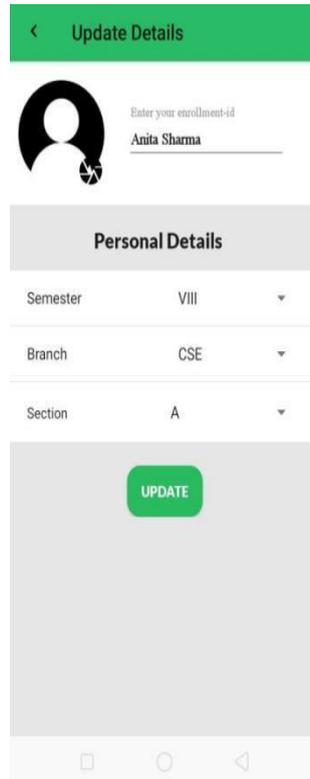


Fig.2(c) Shows The Details Of The Student

Step 3 : In The Student Test Section, Students Can Attempt The Test

Once logged in, they can attempt tests in the test section and view their results in the result section, with the option to download them in PDF format.



Fig.3(a) Shows The Test Page



Fig.3(b) Shows The Test

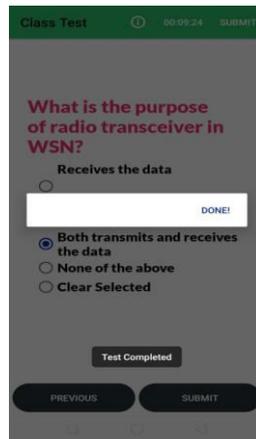
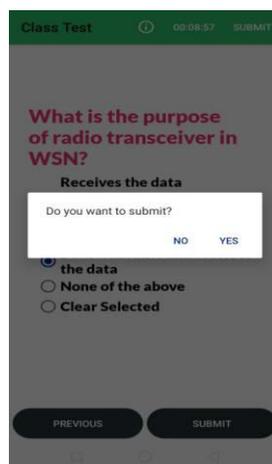


Fig.3(c) Shows Asking For The Submission Of The Test



Step 3.1: Students Can View Their Results Through Result Section

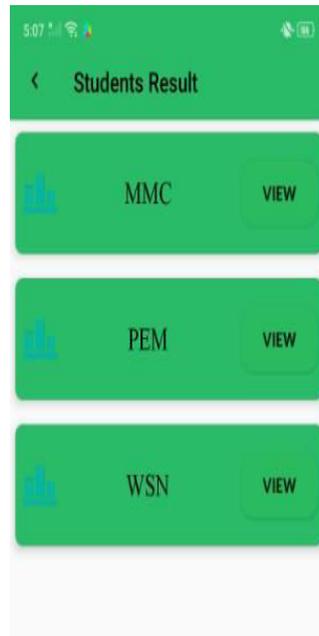


Fig.3.1(a) Shows The View Page Of The Result Section

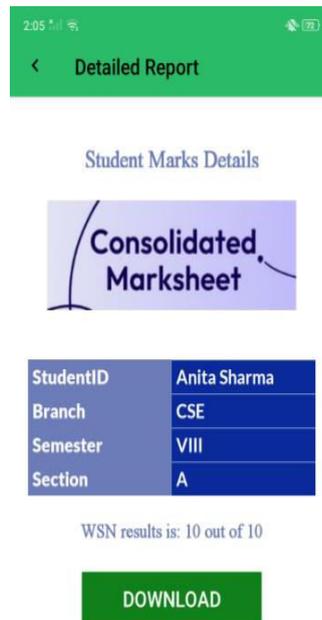


Fig.3.1(b) Shows The Result Of The Student

IV. RESULT

In the project, the seamless interaction between teachers and students begins with the login process. Teachers can access the platform through a dedicated portal, where they can create and upload question papers, define correct answers, and promptly release marks. On the other hand, students register and log in through their own portal, gaining access to exams and results. This step-by-step process ensures efficient test management and timely feedback, enhancing the educational experience for both educators and learners.



Fig. Shows The PDF Form Of The Result.

V. CONCLUSION

Our Android application presents an innovative solution to the longstanding challenges of class testing in education. By empowering both students and teachers with a user-friendly and efficient platform, it not only streamlines the testing process but also fosters timely feedback, improving the overall educational experience. The system's paperless approach aligns with modern environmental goals. As we move forward, this application has the potential to enhance classroom assessments and transform the dynamics of learning and teaching in an increasingly digital age. The project represents a valuable tool for educational institutions, facilitating the exam-taking process for students and exam management for teachers. With the Student Portal offering user-friendly registration, exam participation, and result accessibility, and the Teacher Portal simplifying question paper uploads and result sharing, the app promotes efficiency and convenience in the educational ecosystem.

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