# Abstract Design for Test application

# **Abstract**

The application only shows the questions, answers, etc. The application does nothing with any intelligence. It has to store the data on a centralized server (XML) and can retrieve data from the server (XML).

## Structure application

The application consists out of three main elements. The menu structure (screens 2.x), practicing tests (screens 3.x) and check the answers (screens 4.x).

#### Menu structure

The menu structure has three entrances. The user can "choose a test", "select a test based on keywords/subjects" and open a saved test. A saved test is a test which the user made earlier.

#### Practicing a test

When a test is generated it can be practiced. The data well be stored on a central server. When somebody finishes a test, the test has to be checked.

#### Check test

A test has two different questions. The computer (server) can check on of the questions by itself. The user has to check the other one manually.

#### **Structure test**

A test has a special structure with an introduction, one or more sections (chapters) and finally each section has one or more questions. A question can be connected to one or more attachments.

#### Sample structure

Quest. #	Section	Question
0.	Introduction	
1.	First section	Question 1
•••		Question
X		Question x
x + 1	Second section	Question x + 1

		Question
Υ		Question y
	second	Question y + 1
		Question
		Question z
z + 1	Last second	Question z + 1

In total there are five types of screen lay-outs necessary.

# **Password**

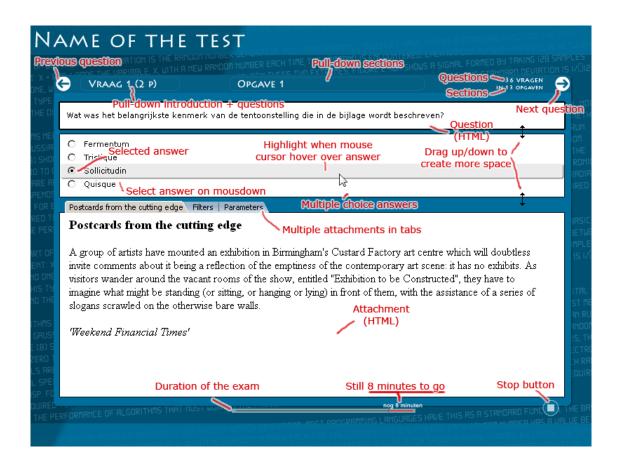
The login windows can appear when the webserver gives a 404. This can happen at any time.

# **Flowchart** 1. Splashscreen 2.0 Main screen Register / licensing window Login window Buy license\_\_ 2.2 Generate test by 2.1 Choose test 2.3 Saved test subject(s) Make saved Select saved test exam again Check test Continue saved exam Open stored test as a new Open saved test and keep entered data 3.0 Introduction test Select all Next/previous question open question to check Enough time 4.0 Check questions (all questions) Test question 5 question types Select questions 4.4 Result 4.1 Check questions (instruction/ introduction) Next/previous question Check questions Two types (2 different

Screen 2.1, 2.2 and 2.3 are essentially the same. The only difference is the content.

#### Graphical design

Below is a sample of one of the screens. Most screens have a similar lay-out and functionality. This is a sample of a screen with almost all options which are used in the application.



## **Designs**

There is a functional design, protocol design (XML) and graphical design available.