ASKAPP

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ABSTRACT

To bring students and faculties together, people with different questions and different types of answers. Closed community can download this app and answer the related question. While asking question you can ask for the community which answer you want.

INTRODUCTION

Ever feel you want to ask something or many things about your organisation or your department or your course, how to start studying languages or how to start working on your project and every little questions that comes across your mind but you need a guide or tips by the experience one or the one's who know that?

If so, we have the perfect solution for you.....!!

To bring students and faculties together ,people with different questions and different types of answers.

Closed community can download this app and answer the related question.

While asking question you can ask for the community which answer you want.

WHY TO DEVELOP THIS APP?

Our mission is to share and grow the community's knowledge. A vast amount of knowledge and answers that would be valuable to many students.

We know it's the knowledge of different people which can easily solves a problem of yours even if you get the tips and a way to the right direction otherwise you've to ask your queries from person to person. **ASKAPP** is a question-and-answer app where questions are asked, answered, edited and organized by its community of users. a website where the public can find answers to questions not easily found online. This app was also designed for students who desire to explore topics in-depth. launched full text search of questions and answers and extended the feature to mobile devices. ASKAPP has developed its own proprietary algorithm to rank answers, which works similarly to Google PageRank.

REQUIREMENTS

1.ANDROID STUDIO

Android Studio is the official <u>integrated development environment</u> (IDE) for <u>Google</u>'s <u>Android operating system</u>, built on <u>JetBrains' IntelliJ IDEA</u> software and designed specifically for <u>Android development</u>. It is available for download on <u>Windows</u>, <u>macOS</u> and <u>Linux</u> based operating systems. It is a replacement for the <u>Eclipse Android Development Tools</u> (ADT) as primary IDE for native Android application development.

Android Studio was announced on May 16, 2013 at the Google I/O conference.

FEATURES OF ANDROID STUDIO

New features are expected to be rolled out with each release of Android Studio. The following features are provided in the current stable version:

- Gradle-based build support
- Android-specific refactoring and quick fixes
- Lint tools to catch performance, usability, version compatibility and other problems
- <u>ProGuard</u> integration and app-signing capabilities
- Template-based wizards to create common Android designs and components
- A rich <u>layout editor</u> that allows users to drag-and-drop UI components, option to <u>preview layouts</u> on multiple screen configurations
- Support for building Android Wear apps
- Built-in support for Google Cloud Platform, enabling integration with Firebase Cloud Messaging (Earlier 'Google Cloud Messaging') and Google App Engine
- Android Virtual Device (Emulator) to run and debug apps in the Android studio.

SYSTEM REQUIREMENTS FOR ANDROID STUDIO TO WORK

| Criterion | Description |
|------------|--|
| OS version | Windows 7 or later Mac OS X 10.9.5 or later GNOME or KDE desktop |
| RAM | 3 GB RAM minimum, 8 GB RAM recommended; plus 1 GB for the Android EmulatorEver feel you want to ask something or many things about your organisation or your department or your course, how to start studying languages or how to start working on your project and every little questions that comes across your mind but you need a guide or tips by the experience one or the one's who know that? If so, we have the perfect solution for you!! |
| Disk space | 500 MB disk space for Android Studio, at least 1.5 GB for Android SDK, emulator system images, and caches |

| Java version | Java Development Kit (JDK) 8 |
|-------------------|------------------------------------|
| Screen resolution | 1280x800 minimum screen resolution |

| Criterion | Description |
|--------------------------|---|
| OS version | Windows XP or later Mac OS X 10.8.5 or later GNOME, KDE or Unity desktop on Ubuntu or Fedora or GNU/Linux Debian |
| RAM | 3 GB RAM minimum, 4 GB RAM recommended |
| Disk space | 500 MB disk space |
| Space for Android SDK | At least 1 GB for Android SDK, emulator system images, and caches |
| JDK version | Java Development Kit (JDK) 7 or higher |
| Screen resolution | 1280x800 minimum screen resolution |

2. GOOGLE FIREBASE

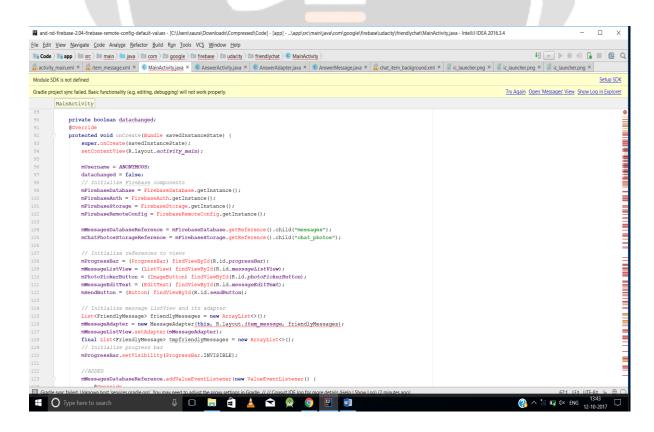
Firebase evolved from Envolve, a prior startup founded by James Tamplin and Andrew Lee in 2011. Envolve provided developers an API that enables the integration of online chat functionality into their websites. After releasing the chat service, Tamplin and Lee found that it was being used to pass application data that wasn't chat messages. Developers were using Envolve to sync application data such as game state in real time across their

users. Tamplin and Lee decided to separate the chat system and the real-time architecture that powered it. They founded Firebase as a separate company in April 2012.

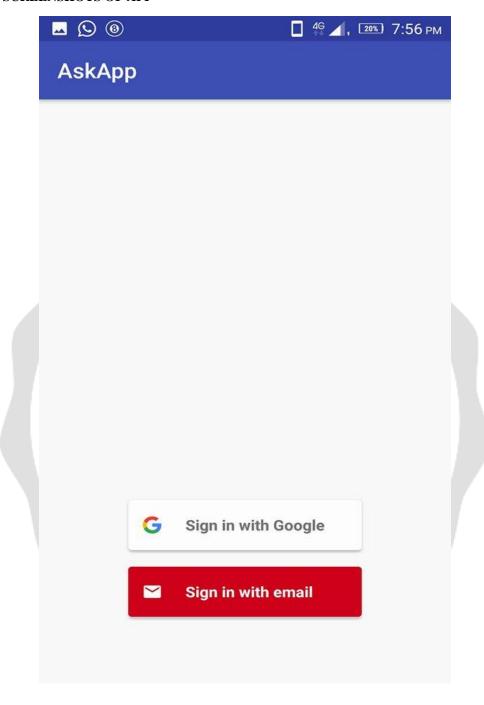
SAMPLE SOURCE CODE

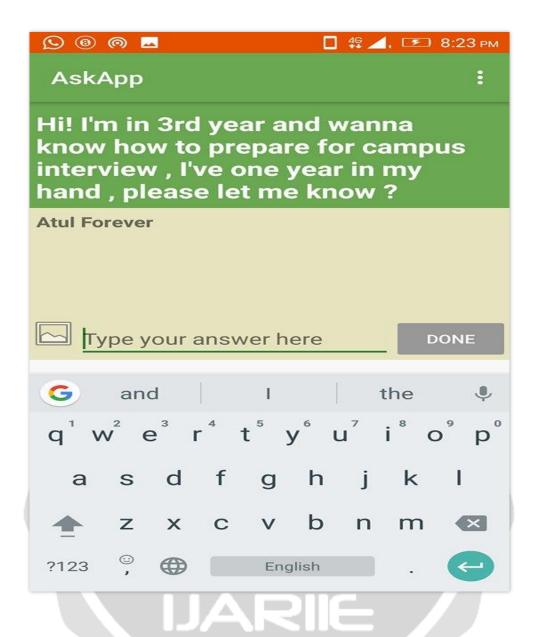
```
package com.google.firebase.udacity.friendlychat;
import android.app.Activity;
import android.content.Context;
import android.view.View;
import android.view.ViewGroup;
import android.widget.ArrayAdapter;
import android.widget.ImageView;
import android.widget.TextView;
import com.bumptech.glide.Glide;
import java.util.List;
/**
* Created by atul on 13/4/17.
public class AnswerAdapter extends ArrayAdapter<AnswerMessage&gt; {
public AnswerAdapter(Context context, int resource, List< AnswerMessage&gt;
objects) {
super(context, resource, objects);
}
@Override
public View getView(int position, View convertView, ViewGroup parent) {
if (convertView == null) {
convertView = ((Activity)
getContext()).getLayoutInflater().inflate(R.layout.item message, parent,
false);
}
ImageView photoImageView = (ImageView)
convertView.findViewById(R.id.photoImageView);
TextView messageTextView = (TextView)
convertView.findViewById(R.id.messageTextView);
TextView authorTextView = (TextView)
convertView.findViewById(R.id.nameTextView);
```

```
AnswerMessage message = getItem(position);
boolean isPhoto = message.getPhotoUrl() != null;
if (isPhoto) {
message Text View. set Visibility (View. GONE); \\
photoImageView.setVisibility(View.VISIBLE);
Glide.with(photoImageView.getContext())\\
.load(message.getPhotoUrl())
.into(photoImageView);
} else {
messageTextView.setVisibility(View.VISIBLE);
photoImageView.setVisibility(View.GONE);
messageTextView.setText(message.getText());
}
authorTextView.setText(message.getName());
return convertView;
}
package com.google.firebase.udacity.friendlychat;
```



SAMPLE SCREENSHOTS OF APP







CONCLUSION

As seen above the common problem faced by students these days is related to lack of guidance and information.

Due to lack of coordination or inefficient system , handling of questions becomes very difficult.

With the help of the proposed system concerned students will have proper information about his world.

FUTURE UPGRADATION

We'll introduce hash tag to denote and filter the type of question so that relatable output may come.