

INTERDISCIPLINARY PROJECT REPORT

AT

SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY

(DEEMED TO BE UNIVERSITY)

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Engineering Degree in Computer Science and Engineering

By

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(Reg. No. 40731051)



**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
SCHOOL OF COMPUTING
SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY
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APRIL 2023



SATHYABAMA

INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)

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(Established under Section 3 of UGC Act, 1956)

JEPPIAAR NAGAR, RAJIV GANDHI SALAI, CHENNAI- 600119

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of **KURRI ABHINAV REDDY**(Reg. No. 40731051) who carried out the project entitled "**ONLINE QUIZZ APPLICATION** " under my supervision from Feb 2023 to April 2023.

Internal Guide

Ms.G. Anbu Selvi, M.Tech.,(Ph.D.)

Head of the Department

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Submitted for Viva voce Examination held on

17-04-2023

Internal Examiner

External Examiner

DECLARATION

I **KURRI ABHINAV REDDY (40731051)** hereby declare that the Project Phase-1 Report entitled “**ONLINE QUIZ APPLICATION**” done by me under the guidance of **Ms.G.Anbu Selvi, M.Tech.,(Ph.D)** , is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering degree in Computer Science and Engineering with Specialization in Artificial Intelligence

DATE: 17-04-2023

PLACE: Chennai

SIGNATURE OF THE CANDIDATE :



ACKNOWLEDGEMENT

We are pleased to acknowledge our sincere thanks to **Board of Management of SATHYABAMA** for their kind encouragement in doing this project and for completing it successfully. We are grateful to them.

We convey our thanks to **Dr. T. Sasikala M.E., Ph. D, Dean.**, School of Computing, **Dr. S. Vigneshwari, M.E.,Ph.D.**, Head of the Department of Computer Science and Engineering for providing us necessary support and details at the right time during the progressive reviews.

We would like to express our sincere and deep sense of gratitude to our Project Guide **Ms.G.Anbu Selvi, M.Tech.,(Ph.D)**, for her valuable guidance, suggestions and constant encouragement paved way for the successful completion of our phase-1 project work.

We wish to express our thanks to all Teaching and Non-teaching staff members of the **Department of Computer Science and Engineering** who were helpful in many ways for the completion of the project.

TRAINING CERTIFICATE



FUTURO FOCUS CERTIFICATE of Completion

This Certificate is awarded to :

KURRI ABHINAV REDDY

(Registration Number 40731051)

the student of **III Year B.E Computer Science and
Engineering (Artificial Intelligence),
Sathyabama Institute of Science and Technology**
for successfully completing the Professional Training Course
on **Web Application Development using Django**
held from 09.02.2023 to 08.04.2023



J. SARAVANAKUMAR
Director
Futuro Focus

Certificate Number: FF/SU/WEB/0423/035



ABSTRACT

The project: Online quiz Application System is a web-based quiz system for accessing students. This is a collection of number of different types of quizzes like technical, games, sports, etc . A user can access/play all of the quiz and can attempt any of the one. There will be limited number of questions and for each correct answer user will get a credit score. It shows when student get 50% grade then it shows Average grade, You can do better. And when the another student score grade is above 80% then it shows Excellent, Keep the good work going on. User can see answers as well as can ask a query related to it. There are many quiz applications available currently on internet. But there are few Which provide better understanding between users and the application like, providing proper answers, user query solving, uploading user questions as well as answer to it, etc .To develop a user friendly quiz application which will contain : Numbers of quiz , Answers to every question, Query solving regarding any question, Uploading of user question and answer, and to improve the knowledge level of users. IT is a system by which students can sit in a quiz which need no pencil and paper. Nowadays, students take quiz manually. Lecturers need spend more time on grading. Other than that, the quiz paper maybe will be missing. Students need to wait for lecturers finish grading to get their result. To develop an application which will contain solution to the above problems. By this application the user will come to know about his/her level and can learn additional knowledge. Also by this application a user can expand his/her knowledge among the world.

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LIST OF ABBREVIATIONS

ABBREVIATION	EXPANSION
OQS	Online Quiz System
HTML	Hyper Text Markup Language
CSS	Cascading Style Sheets
JPG	Joint Photographic Group
JAVASCRIPT	Adds Dynamic Nature to the Web Page

CHAPTER 1

INTRODUCTION

Currently, almost all universities in our country using the manual procedure to setup quiz for students. The manual procedure means in every quiz, students must attend university to sit in the quiz at a specific time. After that, lecturers will collect quiz paper. Sometimes, there are students does not attend university for a reason and lecturers assumed the students absent for that quiz. This scenario is unfair for studentthat missed the quiz. So the suitable solution for this problem is by design a system that all student can sit in a quiz from any location. Online Quiz System(OQS), is a web-based quiz system; a system that can be used by lecturers to evaluate studentseffectively, efficiently and perfectly. The purpose of Online Quiz System is to save lecturer's time since the answers are automatically marked. Online Quiz System is developed by using a rule-based algorithm. Rule-based algorithm used in this system is short answer based on keyword.

OBJECTIVES OF THE PROJECT

The first problem is lecturers need spend more time on grading. This is because lecturer need to check student paper one by one. The second problem is difficult for students to answer quiz from any location. Quiz give an impact in coursework. Sometime some students have their own reason cannot take quiz on time. The objectives of this project have been defined as we can know whether the goals of the system have been achieved. There are the following objectives that determine the success of this system:

- i) To develop a system that enables the student to answer a quiz online.
- ii) To implement a system that enables the student to answer a quiz from any location.
- iii) To test the system whether it can help the lecturers in conducting a quiz.

ADVANTAGES OF QUIZ

Engage your audience

Engage your audience in a unique and fun way and connect them to your brand or learning material. By creating a returning event, you will improve your consumer loyalty.

Large number

Taking online quizzes makes it possible to have a large number of participants. It could be up to a number of 1000 participants (and even more!). It doesn't matter at what kind of location they take the online quiz as long as they are connected to the Internet.

Randomizing questions

It is significant more easy to randomize your question with just one click than to do it all manually. Randomizing questions and even answers of those questions is not a lot of work to do with online quizzes. Besides the advantage of time saving, it also helps preventing students from cheating.

Quiz results/ gain insight in audience

Another plus of online quizzes is getting immediate results from your participants. Not only does the creator get the results, the participant itself is also possible to get his or her results. This makes it for the creator easy to identify the gaps in knowledge. The participants are able to view on what kind of section they have to improve themselves.

DISADVANTAGES OF QUIZ

1. No face to face interaction between the students and teacher.
2. User cannot add Questions for others.
3. User cannot see profile of other user.
4. Questions may take time to arrive due to slow internet connection

CHAPTER 2

AIM AND SCOPE OF THE PROJECT

The scope of the system basically means everything that will be covered in the project and who involves in it. It defines clearly the extent of content that will be covered by the whole system. The scope of the study has to be defined at a preliminary stage and that is very important.

- The Scope of this project is very broad in terms of gaining knowledge and sharing knowledge among world.

Few points are:-

- i) Can be used anywhere any time as it is a web based application.
- ii) This application will be used in educational institutions as well as in corporate world.

LIMITATION OF WORK

The system will focus on quiz such as multiple choice question, true false and short answer only. The system can be used by the UNISZA's lecturer and student only. This system is developing on web based so that it only can be open using a web browser not in android or IOS application.

PROJECT PLANNING

Project Schedule is important document to be considered before the project start. It consists of the start and finish of a project. It as a guideline to completed and finished project on time has given. This Online Quiz System takes four months to develop after passing through several major phases in the development of as system.

EXPECTED OUTCOME

This system is expected to be implemented in web-based. In addition, this system more secure because of no chances of leakage of question paper as it only depend on the administrator. Additionally, this system also less time consuming and is more efficient. This is because analysis will be very easy in proposed system as it is automated. Result will be very precise and accurate and will be declared in very short span of time because calculation and evaluations are done by the simulator itself.

METHODS USED

1. A online Web Application, here admin is able to add any number of questions and we used time limit for each question that adds extra interactivity to the webpage that is done by java script function.
2. After finishing the quiz we get the score displayed on the page. we can add any numbers of questions as per our requirement.
3. CSS is used to add colors and style the content and adding background image.

CHAPTER 3

EXPERIMENTAL OR MATERIALS AND METHODS, ALGORITHMS USED

TOOLS USED

HTML :It is used for creating web pages and web applications. Let us see what is meant by Hypertext Markup Language, and Web page.

Hyper Text: Hypertext simply means "Text within Text." A text has a link within it, is a hypertext. Whenever you click on a link which brings you to a new webpage, you have clicked on a hypertext. Hypertext is a way to link two or more web pages (HTML documents) with each other.

Markup language: A markup language is a computer language that is used to apply layout and formatting conventions to a text document. Markup language makes text more interactive and dynamic. It can turn text into images, tables, links, etc.

Web Page: A web page is a document which is commonly written in HTML and translated by a web browser. A web page can be identified by entering an URL. A Web page can be of the static or dynamic type. With the help of HTML only, we can create static web pages.

HTML

HTML determines the structure of web pages. This structure alone is not enough to make a web page look good and interactive. So you'll use assisted technologies such as CSS and JavaScript to make your HTML beautiful and add interactivity, respectively.



Fig 3.1 HTML logo

CSS

It is a style sheet language which is used to describe the look and formatting of a document written in markup language. It provides an additional feature to HTML. It is generally used with HTML to change the style of web pages and user interfaces. It can also be used with any kind of XML documents including plain XML, SVG and XUL.CSS is used along with HTML and JavaScript in most websites to create user interfaces for web applications and user interfaces for many mobile applications.



Fig 3.2 CSS logo

JAVASCRIPT

JavaScript is a lightweight, interpreted programming language. It is designed for creating network-centric applications. It is complimentary to and integrated with Java. JavaScript is very easy to implement because it is integrated with HTML. It is open and cross-platform. It mainly adds dynamic nature to our website.



Fig 3.3 JavaScript logo

What is Rule-Based System?

Rule-based systems or production-rules systems are computer systems that use rules to provide recommendations or diagnosis, or to solve a particular problem. A rule-based system consists of the following components:

- i) A database of rules. (Knowledge base)
- ii) A database of facts. (Inputs to the system)
- iii) An interpreter, or inference engine

IDEATION MAP

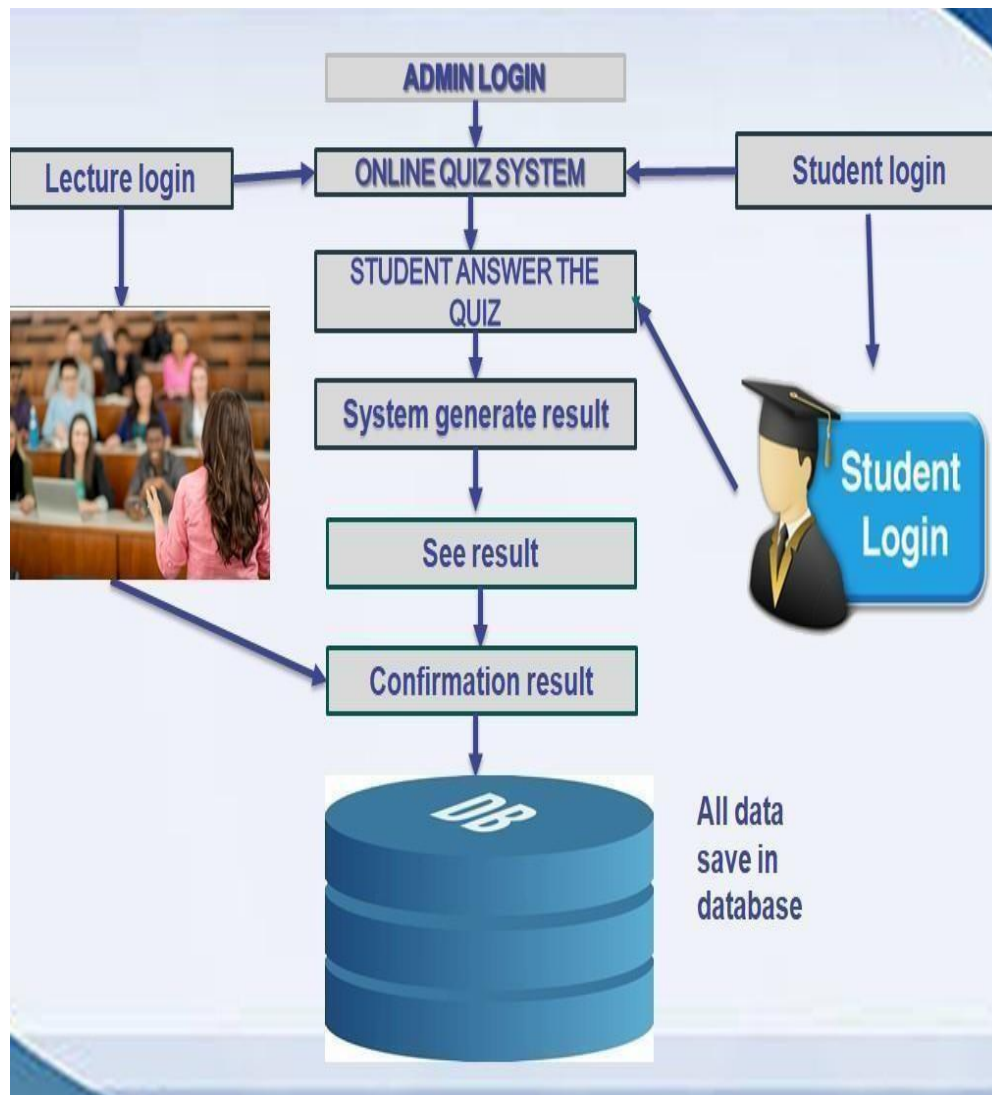


Fig 3.4 ideation map of online quiz application

ARCHITECTURE DIAGRAM

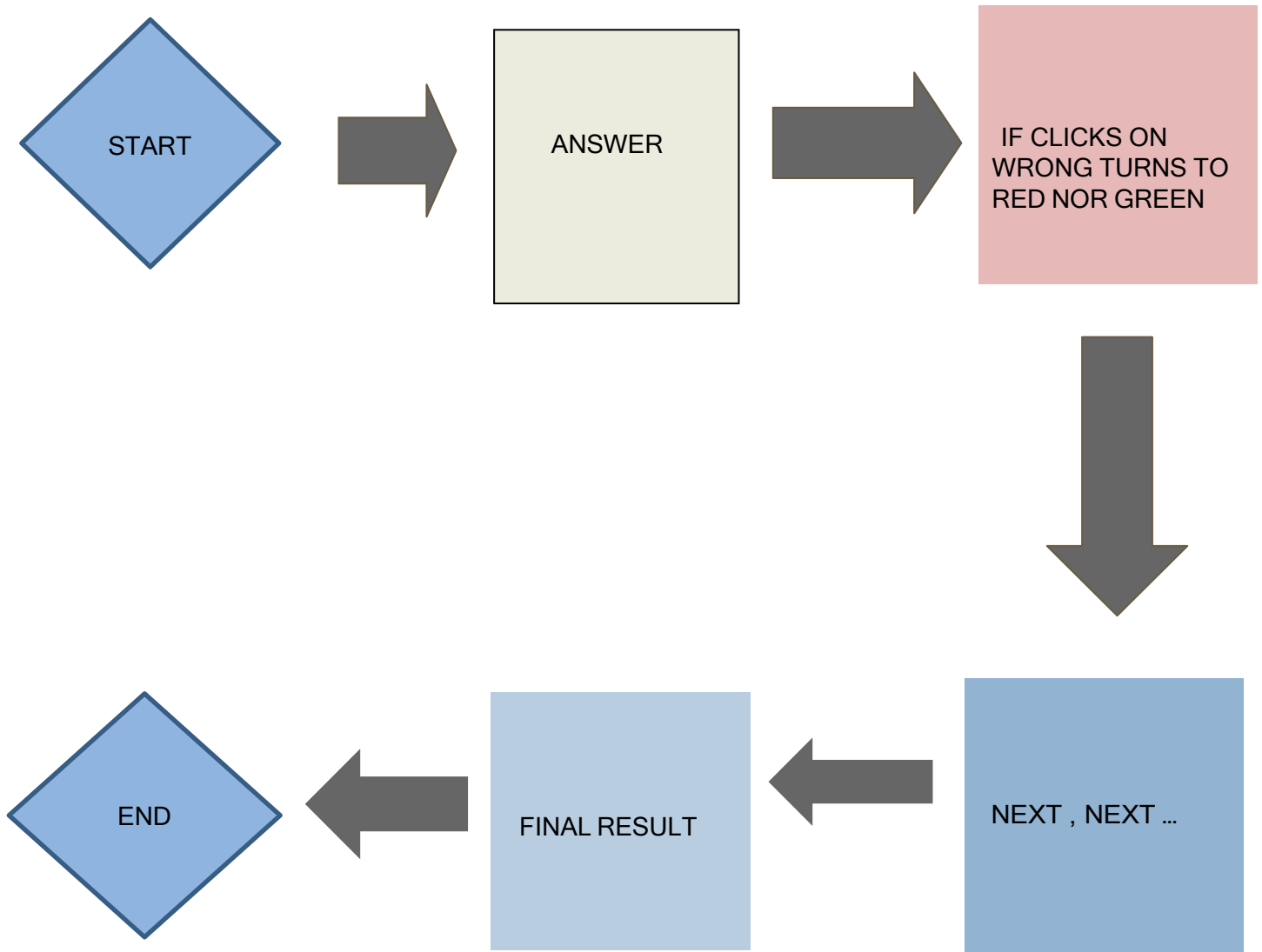


Fig 3.5 Architecture diagram of online quiz application

CHAPTER 4

RESULT AND PERFORMANCE ANALYSIS

Quiz application provides facility to attempt quiz anywhere and anytime. It save time since user does need to wait for result. So student/user cannot wait for the result. All Student/ user get extra knowledge and skills. Administrator has a privilege to put as much as question in given Quiz in Application. There is instruction page for students to get information about quiz like number of question, given time etc. After that student get the result of quiz. So, student cannot wait for result. also admin is responsible to add, delete and update question in the system. also he can view result of all students. This project more focus on the problems who faced by the lecturers due to the manual system which are available now is not efficient. For instance, the losing of quiz paper, no pencil and no pen to do quiz on time. The lecturer cannot setup quiz for specific time and have to do quiz in class. Lecturer also need spend more time on grading. While, student also cannot take quiz from any location.

4.1 ACCURACY (MODEL ANALYSIS)

This problems can be solved by Online Quiz System. In addition, this kind of system can be replaced the manual system in order to increase the efficiency of the quiz management. The process in build up this system takes a long time. So that, the insufficient time problems should be faced and solved. In order to produce a good system, the time management is important to ensure the good quality of the system. The improvement should be done and insufficient time should be solved in order to make sure this system can run well and meet the user requirements. It has been a greatpleasure for me to work on this exciting and challenging project.

CHAPTER 5

SUMMARY AND CONCLUSION

It discuss project methodology and requirement of software and hardware that guide the system development, it deals with project design and modeling which the core part in the development process. The data flow diagram and the context diagram for this system is shown. Entity relationship diagram is also included to provide better understanding on database design. Fourth chapter will explain the function and flow of the system with interfaces provided, and a few tests are done. In the last chapter which is conclusion, the result has been discussed, concluded and summarized. This project more focus on the problems who faced by the lecturers due to the manual system which are available now is not efficient. For instance, the losing of quiz paper, no pencil and no pen to do quiz on time. The lecturer cannot setup quiz for specific time and have to do quiz in class. Lecture ralso need spend more time on grading. While, student also cannot take quiz from any location. This problems can be solved by Online Quiz System. In addition, this kind of system can be replaced the manual system in order to increase the efficiency of the quiz management.

SUMMARY

This chapter basically deliver the early stages about this project development. It explains more about the initial project development process. This discusses literature review that had been reviewed during feasibility studies. The literature review helps developer to discover the problem of previous research or system which needs to be improves and overcome in this system development. Furthermore, it also helps to gain understanding about the system that undergo the development process.

As a conclusion, Rule-Based algorithm is the most suitable method to use in developing the system. Data Flow Diagram, Entity Relationship Diagram and Data Dictionary are briefly explain for each process that involves in Online Quiz System.

In this chapter, the interfaces of the system that help the user to interact with the system. Other than JavaScript language for web-based system is used to develop this system. Besides that, the testing approach is the methods that are used for test the functional and non-functional of the system for each main module on the system by using test case

In addition, this kind of system can be replaced the manual system in order to increase the efficiency of the quiz management. The process in build up this system takes a long time. So that, the insufficient time problems should be faced and solved. In order to produce a good system, the time management is important to ensure the good quality of the system. The improvement should be done and insufficient time should be solved in order to make sure this system can run well and meet the user requirements.

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LINKS

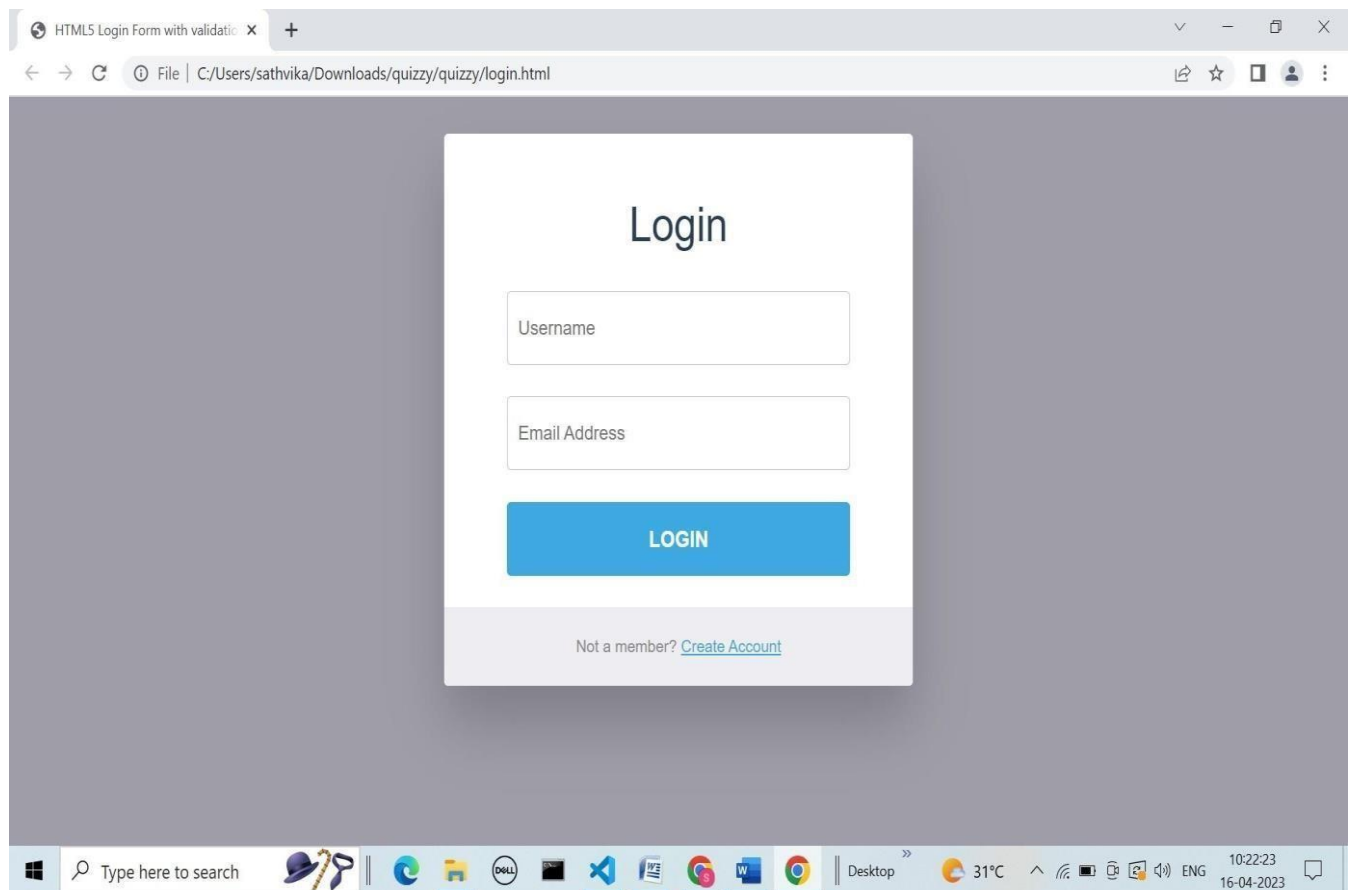
[1] <https://developer.mozilla.org/en-US/docs/Web/HTML>

[2] <https://developer.mozilla.org/en-US/docs/Web/JavaScript>

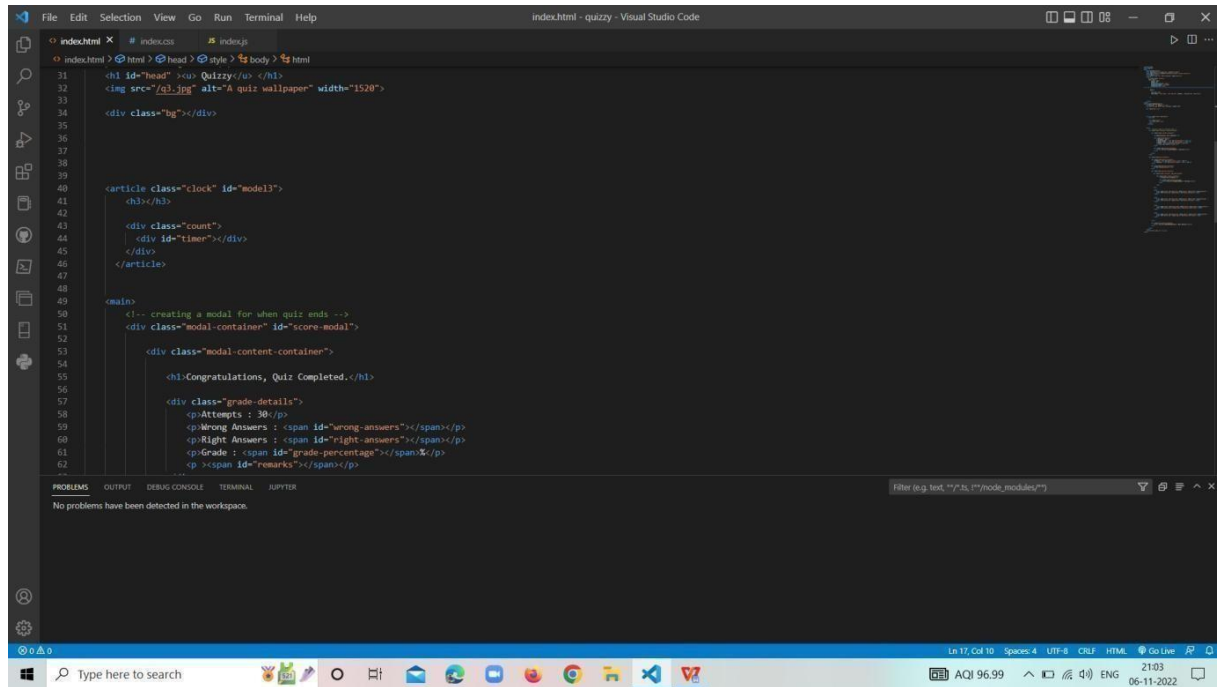
[3] <https://developer.mozilla.org/en-US/docs/Web/C>

SCREENSHOTS

LOGIN PAGE



HTML



```
index.html - quizz - Visual Studio Code
index.html x # index.css # index.js
index.html > html > head > style > body > html
31 <h1 id="head"><u> Quizzy</u> </h1>
32 
33
34 <div class="bg"></div>
35
36
37
38
39
40 <article class="clock" id="model1">
41 <h3></h3>
42
43 <div class="count">
44 <div id="timer"></div>
45 </div>
46 </article>
47
48
49 <main>
50 <!-- creating a modal for when quiz ends -->
51 <div class="modal-container" id="score-modal">
52
53 <div class="modal-content-container">
54
55 <h1>Congratulations, Quiz Completed.</h1>
56
57 <div class="grade-details">
58 <p>Attempts : 30</p>
59 <p>Wrong Answers : <span id="wrong-answers"></span></p>
60 <p>Right Answers : <span id="right-answers"></span></p>
61 <p>Grade : <span id="grade-percentage"></span>%</p>
62 <p><span id="remarks"></span></p>
63 </div>
64 </div>
65 </div>
66 </main>
67 </body>
68 </html>
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL JUPYTER

No problems have been detected in the workspace.

Ln 17, Col 10 Spaces: 4 UTF-8 CRLF HTML Go Live 21:03 06-11-2022

```
61 <p>Grade : <span id="grade-percentage"></span>%</p>
62 <p><span id="remarks"></span></p>
63 </div>
64
65 <div class="modal-button-container">
66   <button onclick="closeScoreModal()">Continue</button>
67 </div>
68
69 </div>
70
71
72 <div class="game-quiz-container">
73
74   <div class="game-details-container">
75     <h1>Score : <span id="player-score"></span> / 30</h1>
76     <h1>Question : <span id="question-number"></span> / 30</h1>
77   </div>
78
79   <div class="game-question-container">
80     <h1 id="display-question"></h1>
81   </div>
82
83   <div class="game-options-container">
84     <div class="modal-container" id="option-modal">
85
86       <div class="modal-content-container">
87         <h1>Please Pick An Option</h1>
88
89         <div class="modal-button-container">
90           <button onclick="closeOptionModal()">Continue</button>
91         </div>
92       </div>
93     </div>
94   </div>
95 </div>
```

```
61 <p>Grade : <span id="grade-percentage"></span>%</p>
62 <p><span id="remarks"></span></p>
63 </div>
64
65 <div class="modal-button-container">
66   <button onclick="closeScoreModal()">Continue</button>
67 </div>
68
69 </div>
70
71
72 <div class="game-quiz-container">
73
74   <div class="game-details-container">
75     <h1>Score : <span id="player-score"></span> / 30</h1>
76     <h1>Question : <span id="question-number"></span> / 30</h1>
77   </div>
78
79   <div class="game-question-container">
80     <h1 id="display-question"></h1>
81   </div>
82
83   <div class="game-options-container">
84     <div class="modal-container" id="option-modal">
85
86       <div class="modal-content-container">
87         <h1>Please Pick An Option</h1>
88
89         <div class="modal-button-container">
90           <button onclick="closeOptionModal()">Continue</button>
91         </div>
92       </div>
93     </div>
94   </div>
95 </div>
```

```
File Edit Selection View Go Run Terminal Help
index.html - quizzzy - Visual Studio Code

index.html x index.js
index.html > html > head > style > body > html
91
92     <button onclick="closeOptionTotal()">Continue</button>
93   </div>
94
95 </div>
96
97
98 <span>
99   <input type="radio" id="option-one" name="option" class="radio" value="optionA" />
100   <label for="option-one" class="option" id="option-one-label"></label>
101 </span>
102
103
104 <span>
105   <input type="radio" id="option-two" name="option" class="radio" value="optionB" />
106   <label for="option-two" class="option" id="option-two-label"></label>
107 </span>
108
109
110 <span>
111   <input type="radio" id="option-three" name="option" class="radio" value="optionC" />
112   <label for="option-three" class="option" id="option-three-label"></label>
113 </span>
114
115
116 <span>
117   <input type="radio" id="option-four" name="option" class="radio" value="optionD" />
118   <label for="option-four" class="option" id="option-four-label"></label>
119 </span>
120
121
122 </div>
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL JUPYTER

No problems have been detected in the workspace.

Ln 17, Col 10 Spaces: 4 UTF-8 CRLF HTML Go Live 2103 06-11-2022

```
File Edit Selection View Go Run Terminal Help
index.html - quizzzy - Visual Studio Code

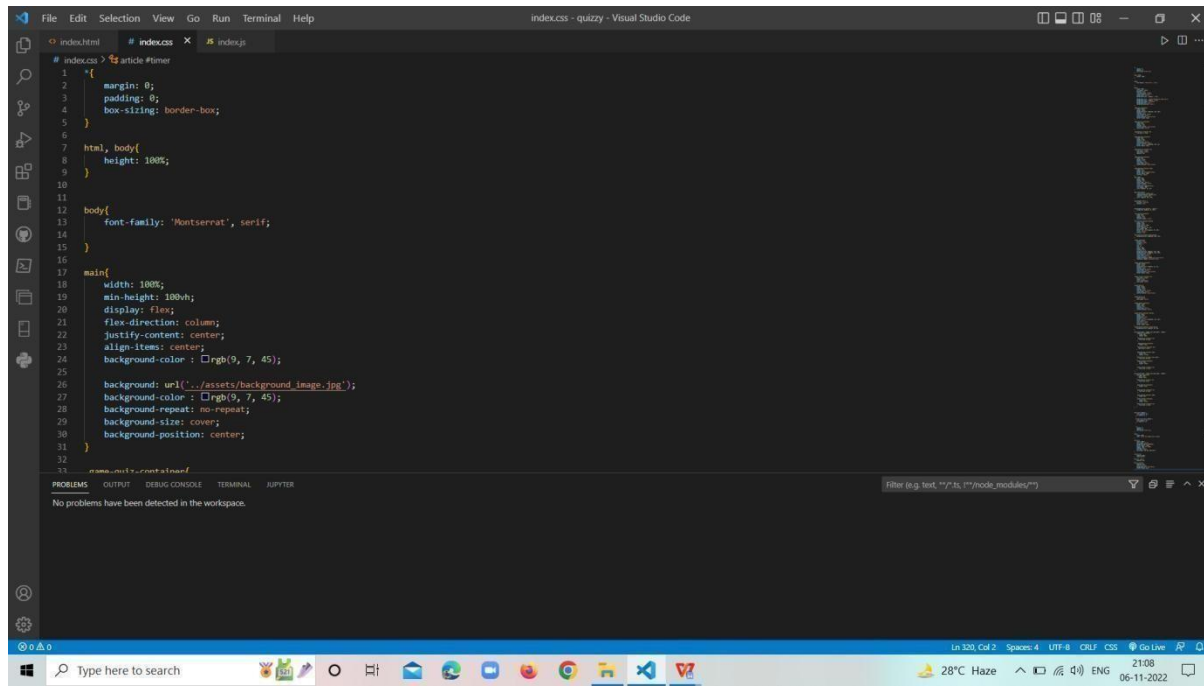
index.html x index.js
index.html > html > head > style > body > html
104
105   <input type="radio" id="option-two" name="option" class="radio" value="optionB" />
106   <label for="option-two" class="option" id="option-two-label"></label>
107 </span>
108
109
110 <span>
111   <input type="radio" id="option-three" name="option" class="radio" value="optionC" />
112   <label for="option-three" class="option" id="option-three-label"></label>
113 </span>
114
115
116 <span>
117   <input type="radio" id="option-four" name="option" class="radio" value="optionD" />
118   <label for="option-four" class="option" id="option-four-label"></label>
119 </span>
120
121
122 </div>
123
124 <div class="next-button-container">
125   <button onclick="handleNextQuestion()">Next Question</button>
126 </div>
127
128 </div>
129
130 </main>
131 <script src="index.js"></script>
132
133 </body>
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL JUPYTER

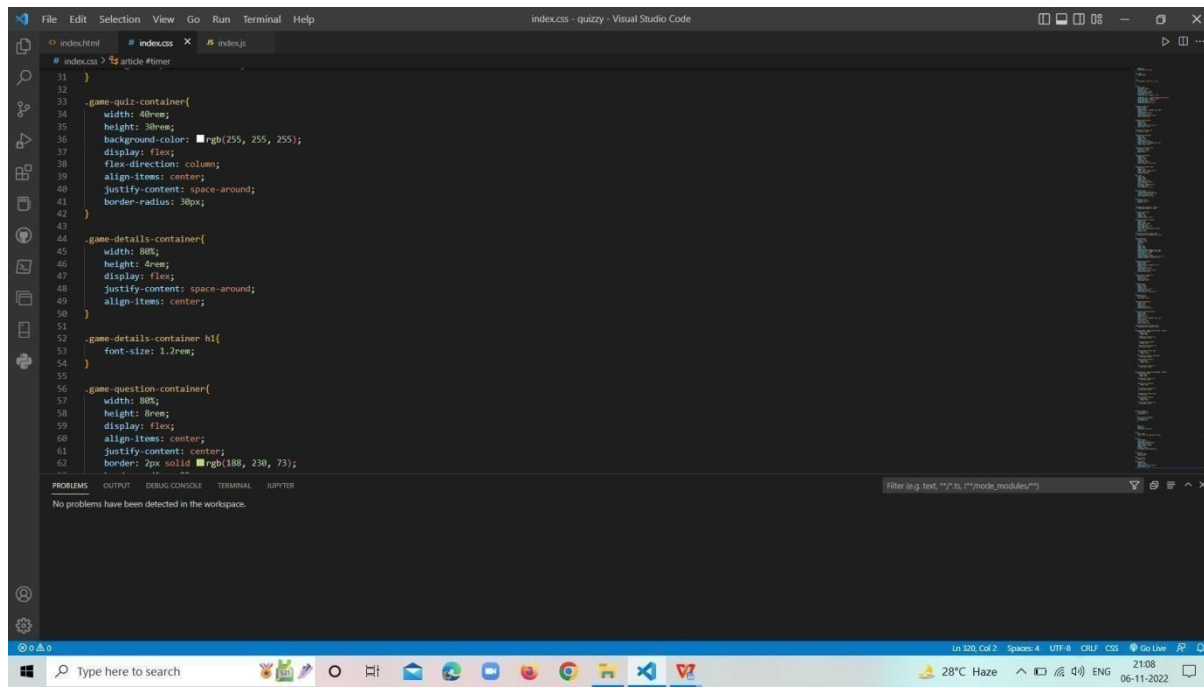
No problems have been detected in the workspace.

Ln 17, Col 10 Spaces: 4 UTF-8 CRLF HTML Go Live 2103 06-11-2022

CSS:



```
1 *{
2   margin: 0;
3   padding: 0;
4   box-sizing: border-box;
5 }
6
7 html, body{
8   height: 100%;
9 }
10
11
12 body{
13   font-family: 'Montserrat', serif;
14 }
15
16
17 main{
18   width: 100%;
19   min-height: 100vh;
20   display: flex;
21   flex-direction: column;
22   justify-content: center;
23   align-items: center;
24   background-color: #f9f9f9;
25
26   background: url('../assets/background_image.jpg');
27   background-color: #f9f9f9;
28   background-repeat: no-repeat;
29   background-size: cover;
30   background-position: center;
31 }
32
33
```



```
31 }
32
33 .game-quiz-container{
34   width: 40rem;
35   height: 30rem;
36   background-color: #f9f9f9;
37   display: flex;
38   flex-direction: column;
39   align-items: center;
40   justify-content: space-around;
41   border-radius: 30px;
42 }
43
44 .game-details-container{
45   width: 80%;
46   height: 4rem;
47   display: flex;
48   justify-content: space-around;
49   align-items: center;
50 }
51
52 .game-details-container h1{
53   font-size: 1.2rem;
54 }
55
56 .game-question-container{
57   width: 80%;
58   height: 5rem;
59   display: flex;
60   align-items: center;
61   justify-content: center;
62   border: 2px solid #f9f9f9;
63 }
64
65
```

The screenshot shows the Visual Studio Code editor with a file named `index.css` open. The code defines styles for a quiz application. The `article #timer` selector has properties for `justify-content`, `border`, and `border-radius`. The `.game-question-container` has `font-size`, `text-align`, and `padding`. The `.game-options-container` has `width`, `height`, `display`, `flex-wrap`, `align-items`, and `justify-content`. The `.game-options-container span` has `width`, `height`, `border`, `border-radius`, and `overflow`. The `span label` has `width`, `height`, `display`, and `align-items`. The `PROBLEMS` panel at the bottom shows no errors.

```
# index.css > article #timer
61 justify-content: center;
62 border: 2px solid #rgb(188, 230, 73);
63 border-radius: 25px;
64 }
65
66 .game-question-container h1{
67 font-size: 1.1rem;
68 text-align: center;
69 padding: 3px;
70 }
71
72 .game-options-container{
73 width: 60%;
74 height: 12rem;
75 display: flex;
76 flex-wrap: wrap;
77 align-items: center;
78 justify-content: space-around;
79 }
80
81 .game-options-container span{
82 width: 45%;
83 height: 3rem;
84 border: 2px solid #burlywood;
85 border-radius: 20px;
86 overflow: hidden;
87 }
88 span label{
89 width: 100%;
90 height: 100%;
91 display: flex;
92 align-items: center;
93 }
```

The screenshot shows the Visual Studio Code editor with a file named `index.css` open. The code defines styles for a quiz application. The `span label` has `display`, `align-items`, `justify-content`, `cursor`, `transition`, `font-weight`, and `color`. The `span label: hover` has `transform`, `width`, `transform`, and `color`. The `input[type="radio"]` has `position` and `display`. The `input[type="radio"]:checked ~ .option` has `background`. The `.next-button-container` has `width`, `height`, `display`, and `justify-content`. The `PROBLEMS` panel at the bottom shows no errors.

```
# index.css > article #timer
91 display: flex;
92 align-items: center;
93 justify-content: center;
94 cursor: pointer;
95 transition: transform 0.3s;
96 font-weight: 600;
97 color: #rgb(22, 22, 22);
98 }
99
100 span label: hover{
101 transform: scale(1.12);
102 width: transform: scale(1.12);
103 transform: scale(1.12);
104 color: #rgb(79, 224, 118);
105 }
106
107 input[type="radio"] {
108 position: relative;
109 display: none;
110 }
111
112
113 input[type="radio"]:checked ~ .option {
114 background: #rgb(84, 70, 233);
115 }
116
117 .next-button-container{
118 width: 50%;
119 height: 3rem;
120 display: flex;
121 justify-content: center;
122 }
```

The screenshot shows the Visual Studio Code editor with a dark theme. The file explorer on the left shows a project named 'index.css' with files 'index.html', 'index.css', and 'index.js'. The editor window displays the following CSS code:

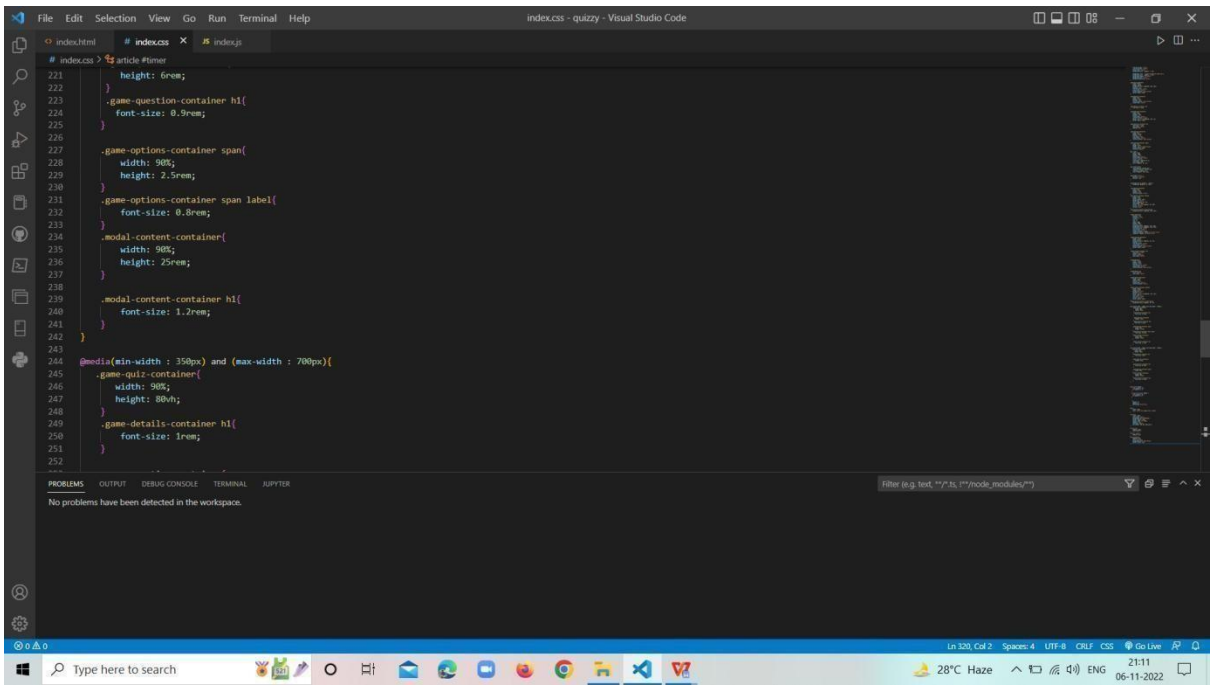
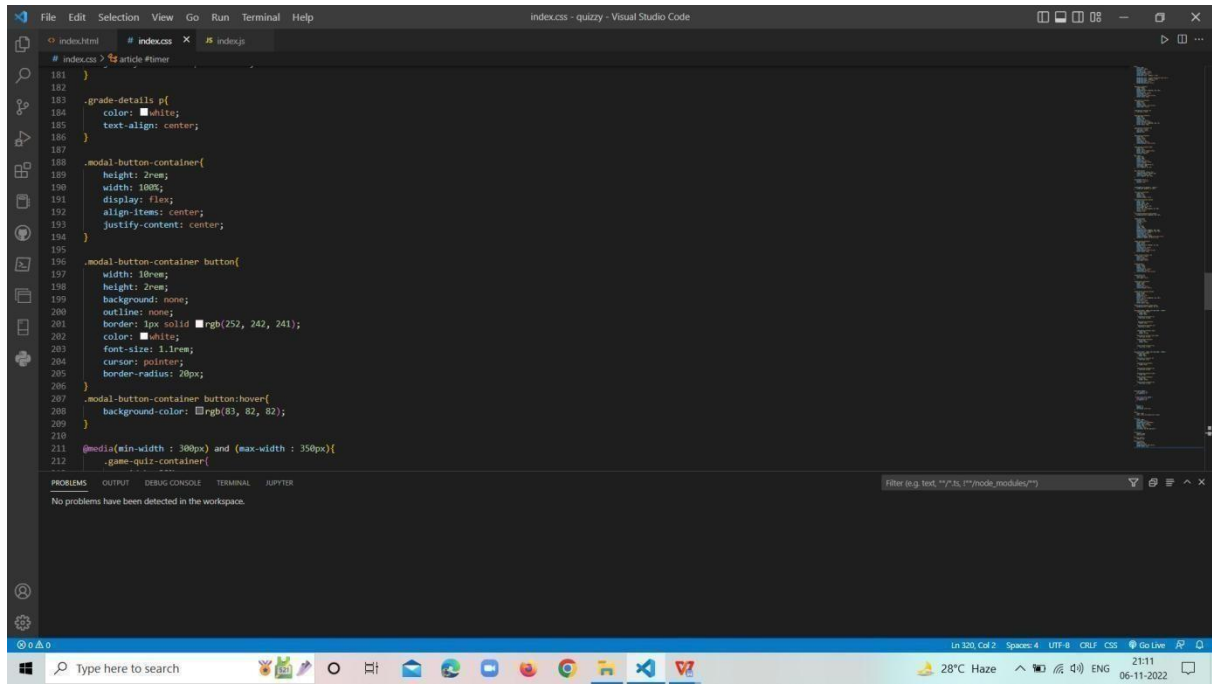
```
#index.css > article #timer
120 display: flex;
121 justify-content: center;
122 }
123 .next-button-container button{
124 width: 80px;
125 height: 20px;
126 border-radius: 10px;
127 background: none;
128 color: #000080(25, 25, 25);
129 font-weight: 600;
130 border: 2px solid #000080(23, 40, 195);
131 cursor: pointer;
132 outline: none;
133 }
134 .next-button-container button:hover{
135 background-color: #000080(185, 205, 140);
136 }
137 }
138 .modal-container{
139 display: none;
140 position: fixed;
141 z-index: 1;
142 left: 0;
143 top: 0;
144 width: 100%;
145 height: 100%;
146 overflow: auto;
147 background-color: #000080(22, 144, 128);
148 background-color: #000080(22, 144, 128);
149 flex-direction: column;
150 align-items: center;
151 justify-content: center;
```

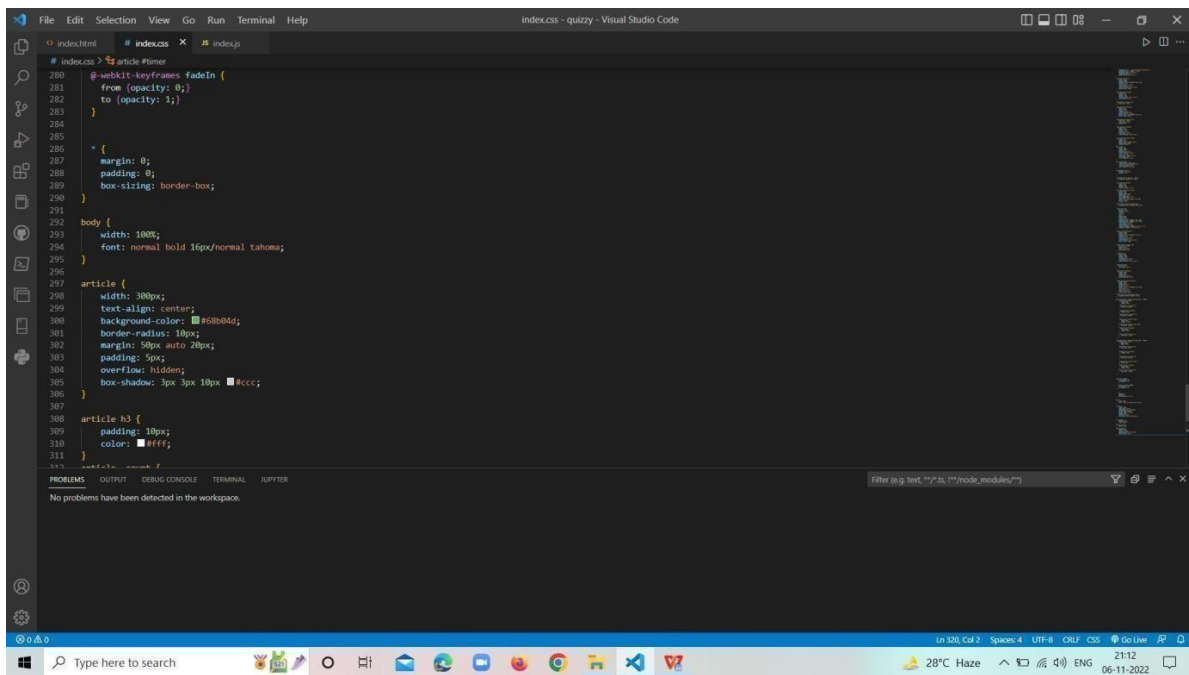
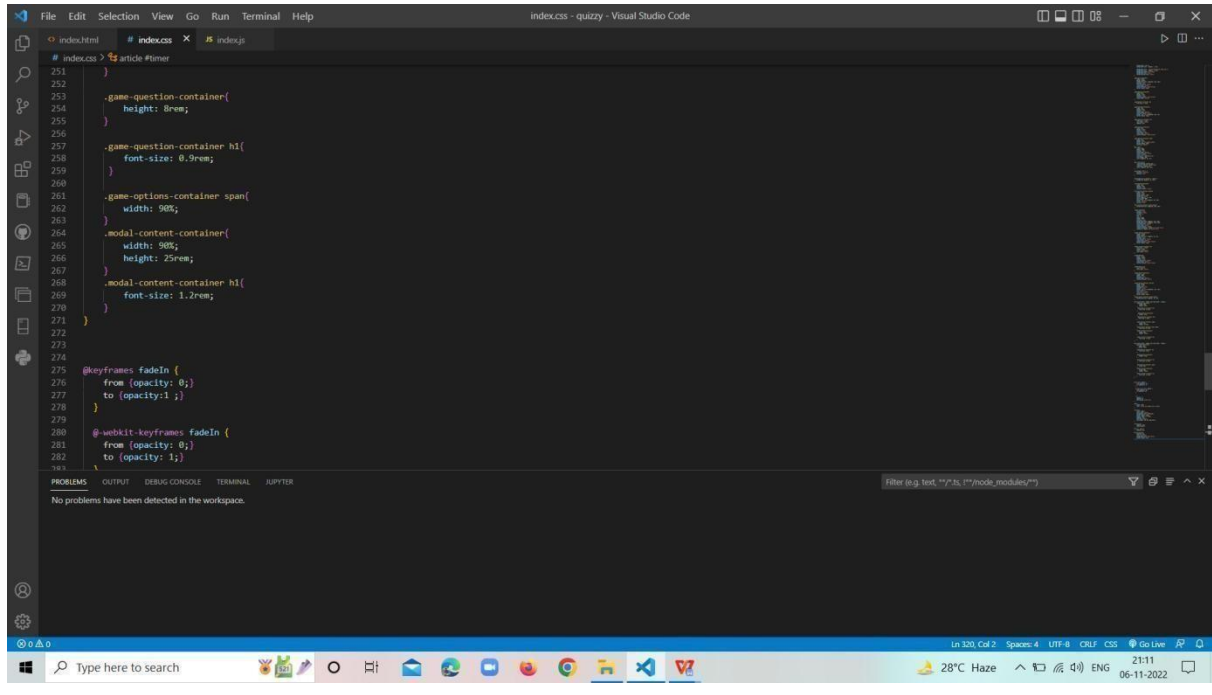
The bottom status bar shows 'Ln 120, Col 2', 'Spaces: 4', 'UTF-8', 'CRLF', 'CSS', and 'Go Live'. The system tray at the bottom indicates '28°C Haze', '21:10', and '06-11-2022'.

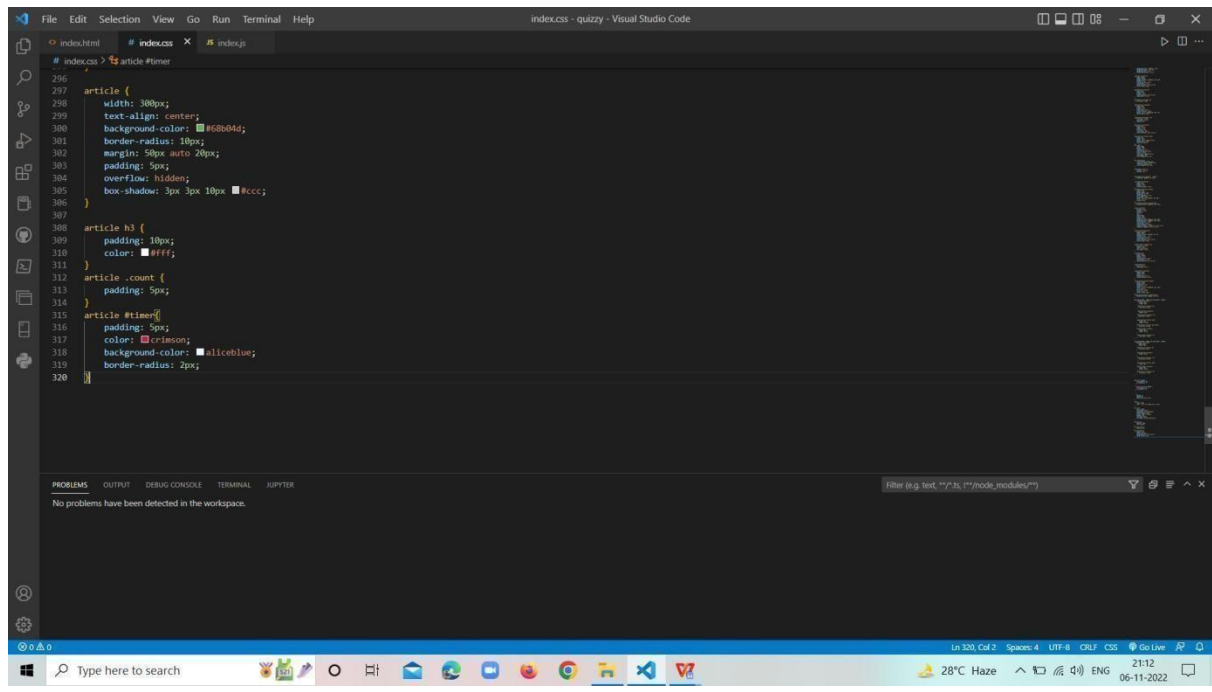
The screenshot shows the Visual Studio Code editor with a dark theme. The file explorer on the left shows a project named 'index.css' with files 'index.html', 'index.css', and 'index.js'. The editor window displays the following CSS code:

```
#index.css > article #timer
150 align-items: center;
151 justify-content: center;
152 -webkit-animation: fadeIn 1.2s ease-in-out;
153 animation: fadeIn 1.2s ease-in-out;
154 }
155 .modal-content-container{
156 height: 200px;
157 width: 250px;
158 background-color: #000080(43, 42, 42);
159 display: flex;
160 flex-direction: column;
161 align-items: center;
162 justify-content: space-around;
163 border-radius: 25px;
164 }
165 .modal-content-container h1{
166 font-size: 1.3em;
167 height: 30px;
168 color: #000080(185, 205, 140);
169 text-align: center;
170 }
171 }
172 .grade-details{
173 width: 150px;
174 height: 100px;
175 display: flex;
176 flex-direction: column;
177 align-items: center;
178 justify-content: space-around;
179 }
180 }
```

The bottom status bar shows 'Ln 120, Col 2', 'Spaces: 4', 'UTF-8', 'CRLF', 'CSS', and 'Go Live'. The system tray at the bottom indicates '28°C Haze', '21:10', and '06-11-2022'.



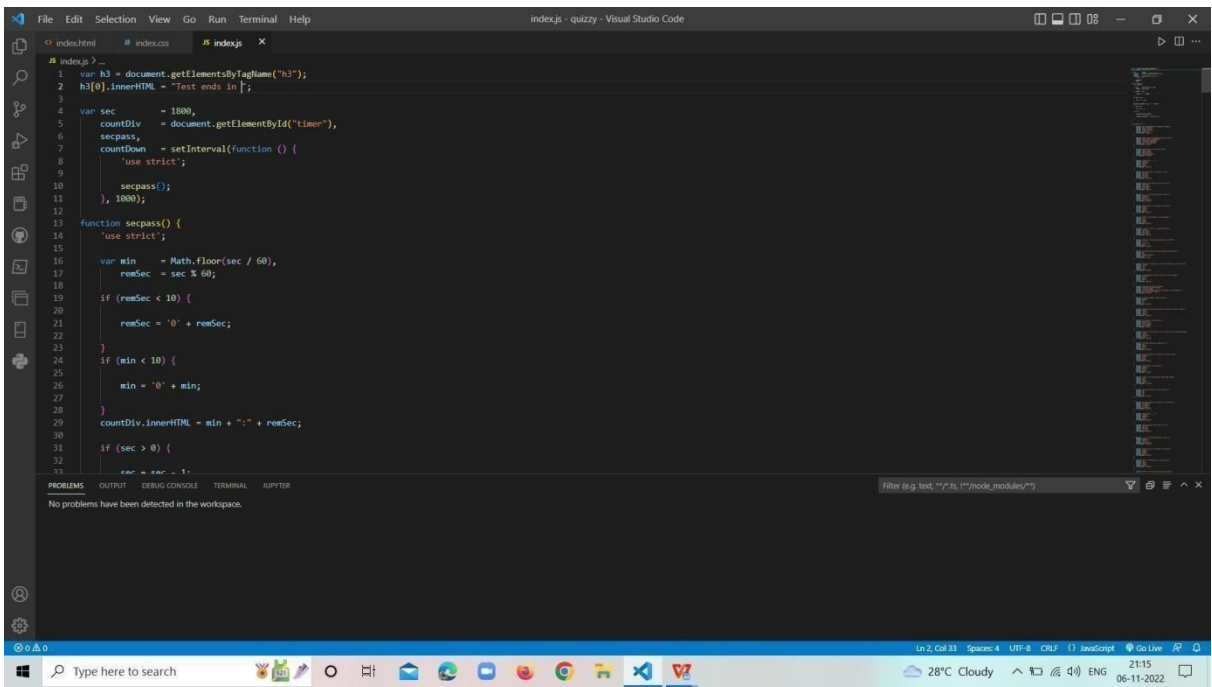




The screenshot shows the Visual Studio Code editor with the file `index.css` open. The code defines styles for an `article` element and its `h3` sub-element. The `article` selector is defined from line 296 to 307, and the `article h3` selector is defined from line 308 to 311. There is also a `article .count` selector on line 312 and an `article #timer` selector on line 315. The bottom status bar indicates the cursor is at line 320, column 2.

```
296 article {
297   width: 300px;
298   text-align: center;
299   background-color: #f68b0d;
300   border-radius: 10px;
301   margin: 50px auto 20px;
302   padding: 5px;
303   overflow: hidden;
304   box-shadow: 3px 3px 10px #ccc;
305 }
306
307
308 article h3 {
309   padding: 10px;
310   color: #fff;
311 }
312 article .count {
313   padding: 5px;
314 }
315 article #timer {
316   padding: 5px;
317   color: #crimson;
318   background-color: #aliceblue;
319   border-radius: 2px;
320 }
```

JAVA SCRIPT



The screenshot shows the Visual Studio Code editor with the file `index.js` open. The code implements a timer function that updates the content of an element with the ID 'timer'. It uses `document.getElementById` to select the element and `setInterval` to run the `secpass` function every 1000 milliseconds. The `secpass` function calculates the remaining seconds and minutes, formats them with leading zeros, and updates the `countDiv` element's HTML content. The bottom status bar indicates the cursor is at line 32, column 33.

```
1 var h3 = document.getElementsByTagName("h3");
2 h3[0].innerHTML = "Test ends in ";
3
4 var sec = 1800;
5 countDiv = document.getElementById("timer");
6 secpass;
7 countDown = setInterval(function () {
8   'use strict';
9   secpass();
10 }, 1000);
11
12 function secpass() {
13   'use strict';
14
15   var min = Math.floor(sec / 60);
16   remSec = sec % 60;
17
18   if (remSec < 10) {
19     remSec = '0' + remSec;
20   }
21
22   if (min < 10) {
23     min = '0' + min;
24   }
25
26   countDiv.innerHTML = min + ":" + remSec;
27
28   if (sec > 0) {
29     sec = sec - 1;
30   }
31 }
32
```

```
10
11
12 if (sec > 0) {
13     sec = sec - 1;
14 }
15
16 } else {
17     clearInterval(countDown);
18     countDiv.innerHTML = 'countdown done';
19 }
20
21 }
22
23 }
24
25 }
26
27 }
28
29 }
30
31 }
32
33 }
34
35 }
36
37 }
38
39 }
40
41 }
42
43 }
44
45 const questions = [
46     {
47         question: "Who developed Python Programming Language?",
48         optionA: "Mick van Rossum",
49         optionB: "Rassem Ierdorf",
50         optionC: "Guido van Rossum",
51         optionD: "Wiene Stom",
52         correctOption: "optionC"
53     },
54     {
55         question: "Which type of Programming does Python support?",
56         optionA: "Object-oriented programming",
57         optionB: "structured programming",
58         optionC: "functional programming",
59         optionD: "all of the mentioned",
60         correctOption: "optionD"
61     },
62 ]
```

```
60
61     optionD: "all of the mentioned",
62     correctOption: "optionD"
63 },
64 {
65     question: "Who was the first President of USA ?",
66     optionA: "Donald Trump",
67     optionB: "Barack Obama",
68     optionC: "Abraham Lincoln",
69     optionD: "George Washington",
70     correctOption: "optionD"
71 },
72 {
73     question: "30 days has _____ ?",
74     optionA: "January",
75     optionB: "December",
76     optionC: "June",
77     optionD: "August",
78     correctOption: "optionC"
79 },
80 {
81     question: "How many hours can be found in a day ?",
82     optionA: "30 hours",
83     optionB: "38 hours",
84     optionC: "48 hours",
85     optionD: "24 hours",
86     correctOption: "optionD"
87 },
88 {
89     question: "Which is the longest river in the world ?",
90     optionA: "Nile",
91     optionB: "Amazon",
92     optionC: "Yangtze",
93     optionD: "Mississippi",
94     correctOption: "optionD"
95 },
96 ]
```

```
91 {
92   question: "Which is the longest river in the world ?",
93   optionA: "River Nile",
94   optionB: "Long River",
95   optionC: "River Nigae",
96   optionD: "Lake Chad",
97   correctOption: "optionA"
98 },
99
100 {
101   question: "_____ is the hottest Continent on Earth ?",
102   optionA: "Oceania",
103   optionB: "Antarctica",
104   optionC: "Africa",
105   optionD: "North America",
106   correctOption: "optionC"
107 },
108
109 {
110   question: "Which country is the largest in the world ?",
111   optionA: "Russia",
112   optionB: "Canada",
113   optionC: "Africa",
114   optionD: "Egypt",
115   correctOption: "optionA"
116 },
117
118 {
119   question: "Which of these numbers is an even number ?",
120   optionA: "nine",
121   optionB: "Five",
122   optionC: "Eight",
123   correctOption: "optionC"
124 },
125
126 {
127   question: "You Can't see me" is a popular saying by,
128   optionA: "Twinn",
129   optionB: "Bill Gates",
130   optionC: "Chris Brown",
131   optionD: "John Cena",
132   correctOption: "optionD"
133 },
134
135 {
136   question: "Which of the following declarations is incorrect?",
137   optionA: "x = 2",
138   optionB: "x = 8",
139   optionC: "x = 5",
140   optionD: "None",
141   correctOption: "optionD"
142 },
143
144 {
145   question: "Is Python case sensitive when dealing with identifiers?",
146   optionA: "no",
147   optionB: "Yes",
148   optionC: "machine dependent",
149   optionD: "None",
150   correctOption: "optionA"
151 },
152 }
```

```
121 {
122   optionA: "Five",
123   optionB: "Eight",
124   optionC: "Eleven",
125   correctOption: "optionC"
126 },
127
128 {
129   question: "You Can't see me" is a popular saying by,
130   optionA: "Twinn",
131   optionB: "Bill Gates",
132   optionC: "Chris Brown",
133   optionD: "John Cena",
134   correctOption: "optionD"
135 },
136
137 {
138   question: "Which of the following declarations is incorrect?",
139   optionA: "x = 2",
140   optionB: "x = 8",
141   optionC: "x = 5",
142   optionD: "None",
143   correctOption: "optionD"
144 },
145
146 {
147   question: "Is Python case sensitive when dealing with identifiers?",
148   optionA: "no",
149   optionB: "Yes",
150   optionC: "machine dependent",
151   optionD: "None",
152   correctOption: "optionA"
153 },
154 }
```



```
331     optionA: "15",
332     optionB: "14",
333     optionC: "None of these",
334     optionD: "16",
335     correctOption: "optionC"
336   },
337
338   {
339     question: "In which year was the Python language developed?",
340     optionA: "1991",
341     optionB: "1998",
342     optionC: "1989",
343     optionD: "1992",
344     correctOption: "optionC"
345   },
346 ],
347
348 }
349
350 let shuffledQuestions = [] //empty array to hold shuffled selected questions
351
352 function handleQuestions() {
353   //function to shuffle and push 10 questions to shuffledQuestions array
354   while (shuffledQuestions.length <= 29) {
355     const random = questions[Math.floor(Math.random() * questions.length)]
356     if (!shuffledQuestions.includes(random)) {
357       shuffledQuestions.push(random)
358     }
359   }
360 }
361
362
```

```
361 }
362
363 let questionNumber = 1
364 let playerScore = 0
365 let wrongAttempt = 0
366 let indexNumber = 0
367
368 // function for displaying next question in the array to dom
369 function NextQuestion(index) {
370   handleQuestions()
371   const currentQuestion = shuffledQuestions[index]
372   document.getElementById("question-number").innerHTML = questionNumber
373   document.getElementById("player-score").innerHTML = playerScore
374   document.getElementById("display-question").innerHTML = currentQuestion.question;
375   document.getElementById("option-one-label").innerHTML = currentQuestion.optionA;
376   document.getElementById("option-two-label").innerHTML = currentQuestion.optionB;
377   document.getElementById("option-three-label").innerHTML = currentQuestion.optionC;
378   document.getElementById("option-four-label").innerHTML = currentQuestion.optionD;
379 }
380
381
382
383
384 function checkForAnswer() {
385   const currentQuestion = shuffledQuestions[indexNumber] //gets current Question
386   const currentQuestionAnswer = currentQuestion.correctOption //gets current Question's answer
387   const options = document.getElementsByName("option"); //gets all elements in dom with name of 'option' (in this the radio inputs)
388   let correctOption = null
389
390   options.forEach(option => {
391     if (option.value === currentQuestionAnswer) {
392       //get's correct's radio input with correct answer
393     }
394   })
395 }
396
```

```
index.js
391 if (option.value === currentQuestionAnswer) {
392     //get's correct's radio input with correct answer
393     correctOption = option.labels[0].id
394 }
395 }
396
397 //checking to make sure a radio input has been checked or an option being chosen
398 if (options[0].checked === false && options[1].checked === false && options[2].checked === false && options[3].checked === false) {
399     document.getElementById('option-modal').style.display = "flex"
400 }
401
402 //checking if checked radio button is same as answer
403 options.forEach(option => {
404     if (option.checked === true && option.value === currentQuestionAnswer) {
405         document.getElementById(correctOption).style.backgroundColor = "green"
406         playerScore++
407         indexNumber++
408         //set to delay question number till when next question loads
409         setTimeout(() => {
410             questionNumber++
411         }, 1000)
412     }
413
414     else if (option.checked && option.value !== currentQuestionAnswer) {
415         const wrongLabelId = option.labels[0].id
416         document.getElementById(wrongLabelId).style.backgroundColor = "red"
417         document.getElementById(correctOption).style.backgroundColor = "green"
418         wrongAttempt++
419         indexNumber++
420         //set to delay question number till when next question loads
421         setTimeout(() => {
422             questionNumber++
423         }, 1000)
424     }
425 })
426
427 //called when the next button is called
428 function handleNextQuestion() {
429     checkForAnswer()
430     unCheckRadioButtons()
431     //delays next question displaying for a second
432     setTimeout(() => {
433         if (indexNumber <= 25) {
434             nextQuestion(indexNumber)
435         }
436         else {
437             handleEndGame()
438         }
439         resetOptionBackground()
440     }, 1000);
441 }
442
443 //sets options background back to null after display the right/wrong colors
444 function resetOptionBackground() {
445     const options = document.getElementsByName("option");
446     options.forEach(option => {
447         document.getElementById(option.labels[0].id).style.backgroundColor = ""
448     })
449 }
```

```
index.js
449
450 //set to delay question number till when next question loads
451 setTimeout(() => {
452     questionNumber++
453 }, 1000)
454 }
455
456 //called when the next button is called
457 function handleNextQuestion() {
458     checkForAnswer()
459     unCheckRadioButtons()
460     //delays next question displaying for a second
461     setTimeout(() => {
462         if (indexNumber <= 25) {
463             nextQuestion(indexNumber)
464         }
465         else {
466             handleEndGame()
467         }
468         resetOptionBackground()
469     }, 1000);
470 }
471
472 //sets options background back to null after display the right/wrong colors
473 function resetOptionBackground() {
474     const options = document.getElementsByName("option");
475     options.forEach(option => {
476         document.getElementById(option.labels[0].id).style.backgroundColor = ""
477     })
478 }
```

```
451 }
452 }
453
454 // unchecking all radio buttons for next question(can be done with map or foreach loop also)
455 function uncheckRadioButtons() {
456   const options = document.getElementsByName("option");
457   for (let i = 0; i < options.length; i++) {
458     options[i].checked = false;
459   }
460 }
461
462 // function for when all questions being answered
463 function handleFinalName() {
464   let remark = null;
465   let remarkColor = null;
466
467   // condition check for player remark and remark color
468   if (playerScore <= 10) {
469     remark = "Bad Grades, Keep Practicing."
470     remarkColor = "red"
471   }
472   else if (playerScore >= 11 && playerScore < 20) {
473     remark = "Average Grades, You can do better."
474     remarkColor = "orange"
475   }
476   else if (playerScore >= 21) {
477     remark = "Excellent, Keep the good work going."
478     remarkColor = "green"
479   }
480   const playerGrade = (playerScore / 30) * 100
481
482   //data to display to score board
```

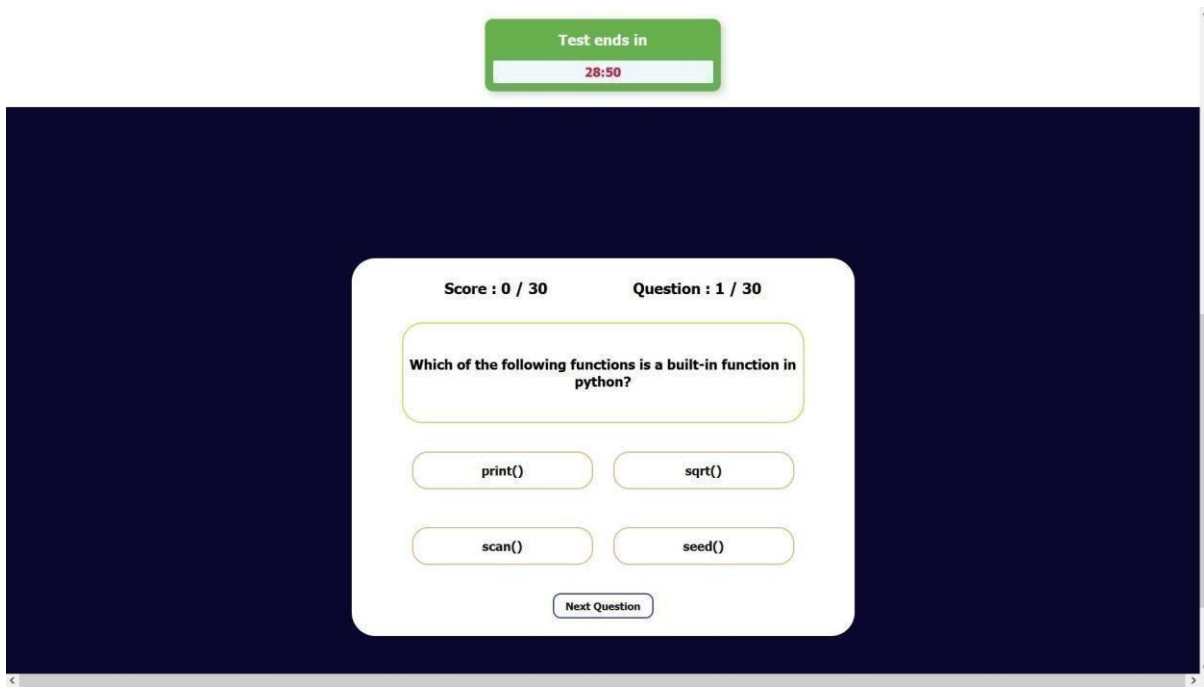
```
476   else if (playerScore >= 21) {
477     remark = "Excellent, Keep the good work going."
478     remarkColor = "green"
479   }
480   const playerGrade = (playerScore / 30) * 100
481
482   //data to display to score board
483   document.getElementById('remarks').innerHTML = remark
484   document.getElementById('remarks').style.color = remarkColor
485   document.getElementById('grade-percentage').innerHTML = playerGrade
486   document.getElementById('wrong-attempts').innerHTML = wrongAttempt
487   document.getElementById('right-answers').innerHTML = playerScore
488   document.getElementById('score-modal').style.display = "flex"
489 }
490
491 //closes score modal and resets game
492 function closeScoreModal() {
493   questionNumber = 1
494   playerScore = 0
495   wrongAttempt = 0
496   indexNumber = 0
497   shuffledQuestions = []
498   nextQuestion(indexNumber)
499   document.getElementById('score-modal').style.display = "none"
500 }
501
502 //function to close warning modal
503 function closeOptionModal() {
504   document.getElementById('option-modal').style.display = "none"
505 }
506 }
```

OUTPUT

OPENING PAGE



TIMER START



SELECT ONE

Score : 0 / 30 Question : 4 / 30

How many hours can be found in a day ?

30 hours 38 hours

48 hours 24 hours

Next Question

CORRECT ONE

Score : 0 / 30 Question : 4 / 30

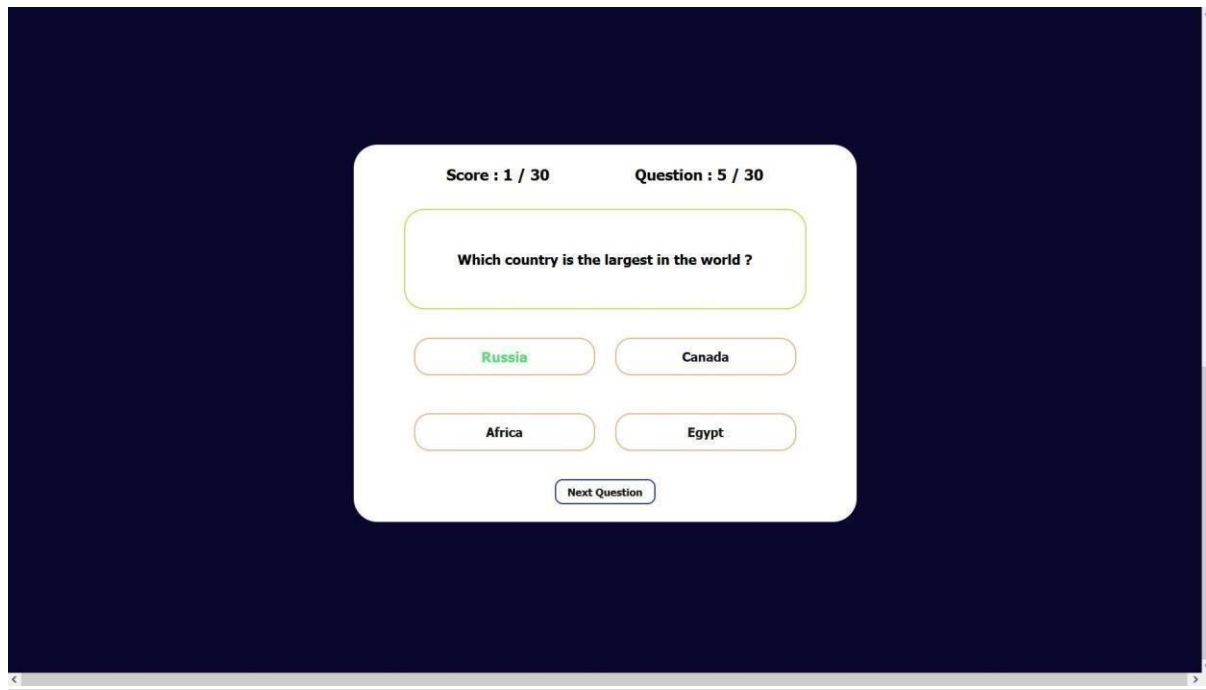
How many hours can be found in a day ?

30 hours 38 hours

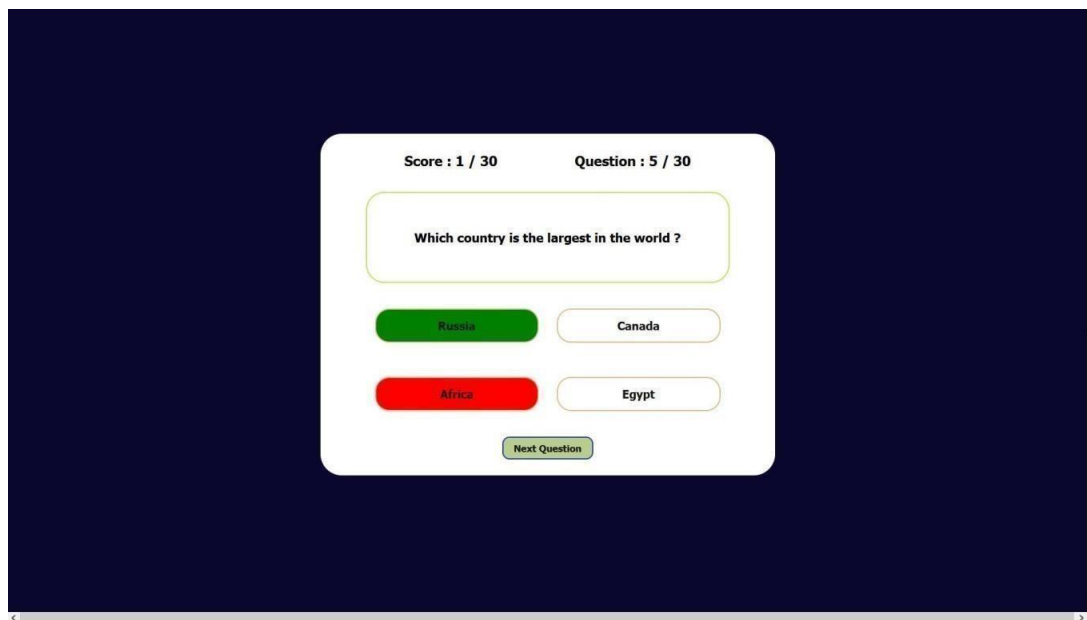
48 hours 24 hours

Next Question

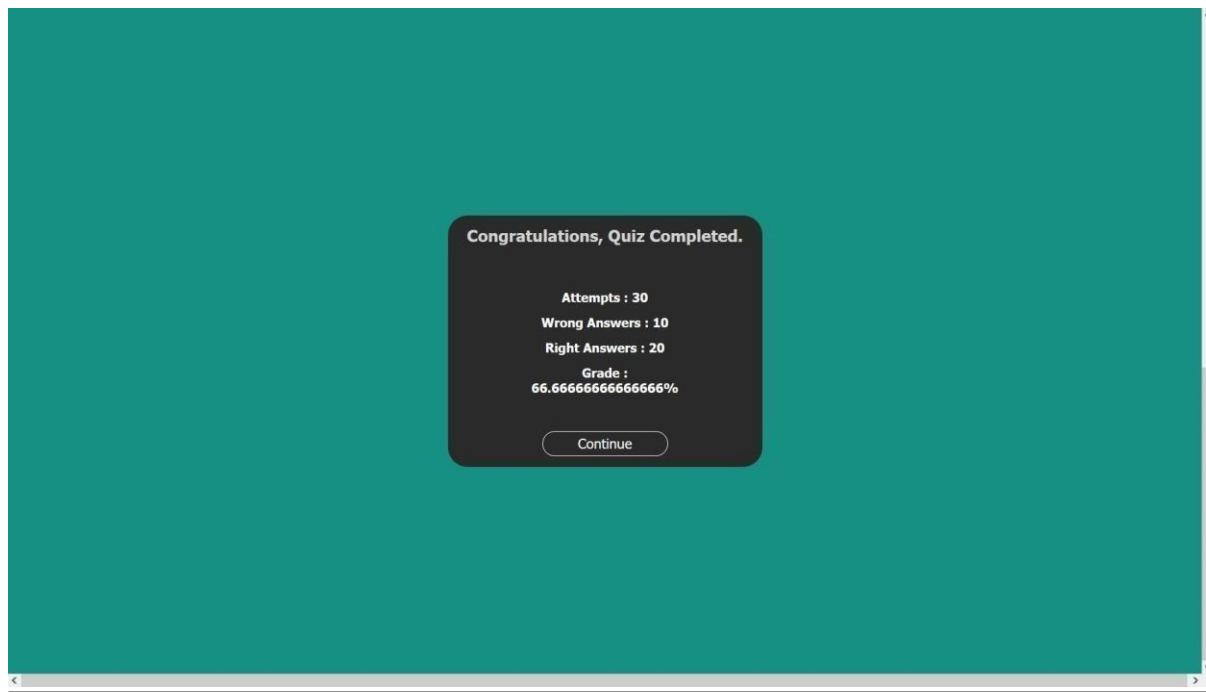
CURSOR SHOWING ONE



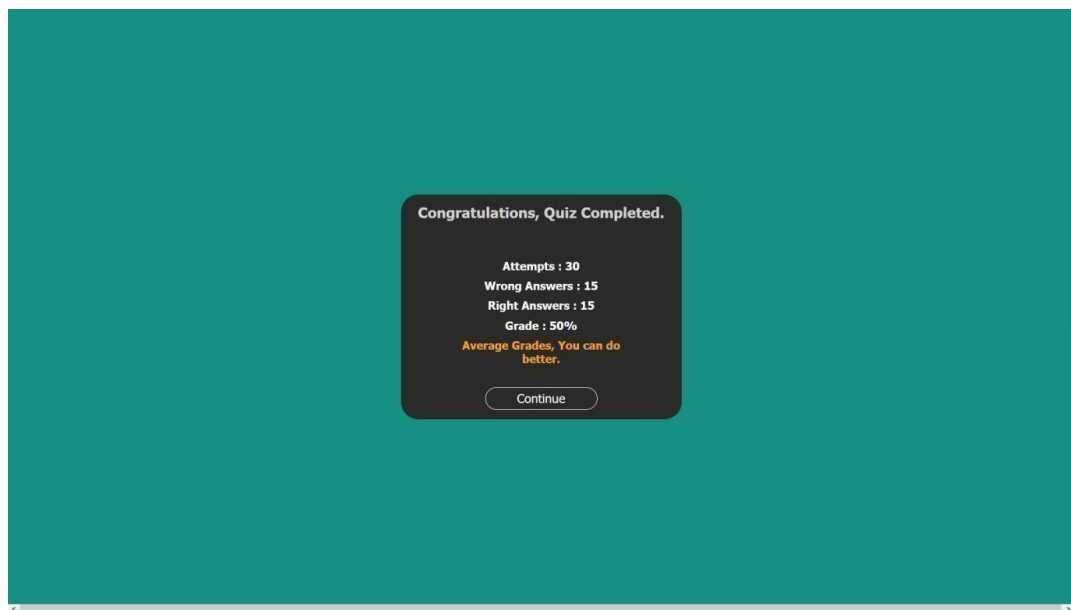
WRONG ONE



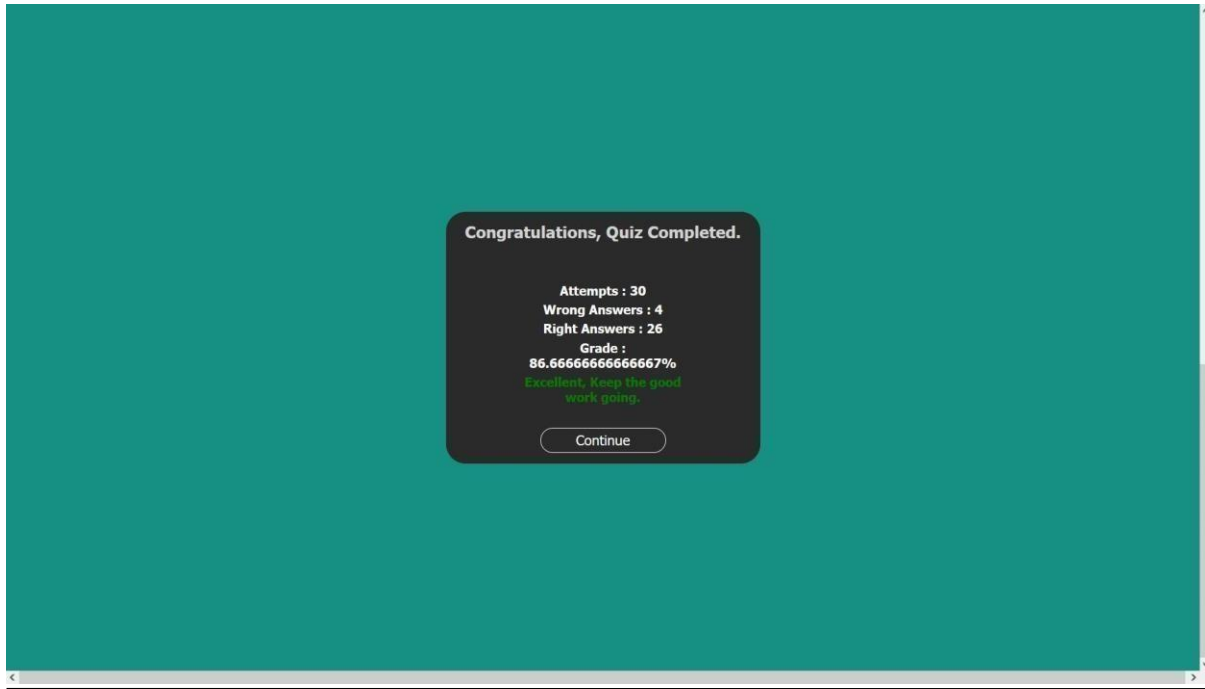
AVERAGE GRADE



LOWER GRADE



HIGHER GRADE



SOURCE CODE

HTML CODE

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <title>Quizzzy</title>
  <link href="\Users\sathvika\Downloads\quizzzy\quizzzy\index.css"
rel="stylesheet" type="text/css"
```

```

h1 {text-align: center;}
body, html {
    height: 100%;
    margin: 0;
    background-position: center;
    background-repeat: no-repeat;
    background-size: cover;
}
#head {

    font-size: 75%;
    font-family: 'Gill Sans', 'Gill Sans MT', Calibri, 'Trebuchet MS', sans-serif;

}

```

```

</style>
</head>
<body onload="NextQuestion(0)">
    

    <div class="bg"></div>

    <article class="clock" id="model3">
        <h3></h3>

        <div class="count">
            <div id="timer"></div>

```

```
</div/>
</article
```

```
<main>
  <!-- creating a modal for when quiz ends -->
  <div class="modal-container" id="score-modal">

    <div class="modal-content-container">

      <h1>Congratulations, Quiz Completed.</h1>

      <div class="grade-details">
        <p>Attempts : 30</p>
        <p>Wrong Answers : <span id="wrong-answers"></span></p>
        <p>Right Answers : <span id="right-answers"></span></p>
        <p>Grade : <span id="grade-percentage"></span>%</p>
        <p><span id="remarks"></span></p>
      </div>

      <div class="modal-button-container">
        <button onclick="closeScoreModal()">Continue</button>
      </div>

    </div>
  </div>

  <div class="game-quiz-container">

    <div class="game-details-container">
```

```

        <h1>Score : <span id="player-score"></span> / 30</h1>
        <h1> Question : <span id="question-number"></span> / 30</h1>
    </div>
    <div class="game-question-container">
        <h1 id="display-question"></h1>
    </div>

    <div class="game-options-container">

        <div class="modal-container" id="option-modal">

            <div class="modal-content-container">
                <h1>Please Pick An Option</h1>

                <div class="modal-button-container">
                    <button onclick="closeOptionModal()">Continue</button>
                </div>

            </div>

        </div>

    </div>

    <span>
        <input type="radio" id="option-one" name="option" class="radio"
value="optionA" />
        <label for="option-one" class="option" id="option-one-label"></label>
    </span>

    <span>
        <input type="radio" id="option-two" name="option" class="radio"

```

```

value="optionB" />
    <label for="option-two" class="option" id="option-two-label"></label>
</span>

<span>
    <input type="radio" id="option-three" name="option" class="radio"
value="optionC" />
    <label for="option-three" class="option" id="option-three-
label"></label>
</span>

    <span>
        <input type="radio" id="option-four" name="option" class="radio"
value="optionD" />
        <label for="option-four" class="option" id="option-four-
label"></label>
    </span>

</div>

<div class="next-button-container">
    <button onclick = "handleNextQuestion()">Next Question</button>
</div>

</div>
</main>
'use strict';
'use strict';

```

```
<script src="\Users\sathvika\Downloads\quizzzy\quizzzy\index.js"></script>
</body>
```

CSS CODE

```
*{
  margin: 0;
  padding: 0;
  box-sizing: border-box;
}
```

```
html, body{
  height: 100%;
}
```

```
body{
  font-family: 'Montserrat', serif;
}
```

```
main{
  width: 100%;
  min-height: 100vh;
  display: flex;
  flex-direction: column;
  justify-content: center;
  align-items: center;
  background-color : rgb(9, 7, 45);
  background: url('../assets/background_image.jpg');
  background-color : rgb(9, 7, 45);
}
```

```
background-repeat: no-repeat;
background-size: cover;
background-position: center;
}

.game-quiz-container{
  width: 40rem;
  height: 30rem;
  background-color: rgb(255, 255, 255);
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: space-around;
  border-radius: 30px;
}

.game-details-container{
  width: 80%;
  height: 4rem;
  display: flex;
  justify-content: space-around;
  align-items: center;
}

.game-details-container h1{
  font-size: 1.2rem;
}

.game-question-container{
  width: 80%;
```

```
height: 8rem;
display: flex;
align-items: center;
justify-content: center;
border: 2px solid rgb(188, 230, 73);
border-radius: 25px;
}
```

```
.game-question-container h1{
  font-size: 1.1rem;
  text-align: center;
  padding: 3px;
}
```

```
.game-options-container{
  width: 80%;
  height: 12rem;
  display: flex;
  flex-wrap: wrap;
  align-items: center;
  justify-content: space-around;
}
```

```
.game-options-container span{
  width: 45%;
  height: 3rem;
  border: 2px solid burlywood;
  border-radius: 20px;
  overflow: hidden;
}
```

```

span label{
  width: 100%;
  height: 100%;
  display: flex;
  align-items: center;
  justify-content: center;
  cursor: pointer;
  transition: transform 0.3s;
  font-weight: 600;
  color: rgb(22, 22, 22);
}

```

```

span label:hover{
  -ms-transform: scale(1.12);
  -webkit-transform: scale(1.12);
  transform: scale(1.12);
  color: rgb(79, 224, 118);
}

```

```

input[type="radio"] {
  position: relative;
  display: none;
}

```

```

input[type=radio]:checked ~ .option {
  background: rgb(84, 70, 233);
}

```

```

.next-button-container{

```

```

width: 50%;
height: 3rem;
display: flex;
justify-content: center;
}
.next-button-container button{
width: 8rem;
height: 2rem;
border-radius: 10px;
background: none;
color: rgb(25, 25, 25);
font-weight: 600;
border: 2px solid rgb(23, 40, 195);
cursor: pointer;
outline: none;
}
.next-button-container button:hover{
background-color: rgb(185, 205, 140);
}

.modal-container{
display: none;
position: fixed;
z-index: 1;
left: 0;
top: 0;
width: 100%;
height: 100%;
overflow: auto;
background-color: rgb(22, 144, 128);

```

```
background-color: rgba(22, 144, 128);
flex-direction: column;
align-items: center;
justify-content: center;
-webkit-animation: fadeIn 1.2s ease-in-out;
animation: fadeIn 1.2s ease-in-out;
}
```

```
.modal-content-container{
  height: 20rem;
  width: 25rem;
  background-color: rgb(43, 42, 42);
  display: flex;
  flex-direction: column;
  align-items: center;
  justify-content: space-around;
  border-radius: 25px;
}
```

```
.modal-content-container h1{
  font-size: 1.3rem;
  height: 3rem;
  color: lightgray;
  text-align: center;
}
```

```
.grade-details{
  width: 15rem;
  height: 10rem;
  display: flex;
```

```

    flex-direction: column;
    align-items: center;
    justify-content: space-around;
}

.grade-details p{
    color: white;
    text-align: center;
}

.modal-button-container{
    height: 2rem;
    width: 100%;
    display: flex;
    align-items: center;
    justify-content: center;
}

.modal-button-container button{
    width: 10rem;
    height: 2rem;
    background: none;
    outline: none;
    border: 1px solid rgb(252, 242, 241);
    color: white;
    font-size: 1.1rem;
    cursor: pointer;
    border-radius: 20px;
}

.modal-button-container button:hover{

```

```

background-color: rgb(83, 82, 82);
}

@media(min-width : 300px) and (max-width : 350px){
  .game-quiz-container{
    width: 90%;
    height: 80vh;
  }
  .game-details-container h1{
    font-size: 0.8rem;
  }

  .game-question-container{
    height: 6rem;
  }
  .game-question-container h1{
    font-size: 0.9rem;
  }

  .game-options-container span{
    width: 90%;
    height: 2.5rem;
  }
  .game-options-container span label{
    font-size: 0.8rem;
  }
  .modal-content-container{
    width: 90%;
    height: 25rem;
  }
}

```

```
.modal-content-container h1{
  font-size: 1.2rem;
}
}
```

```
@media(min-width : 350px) and (max-width : 700px){
  .game-quiz-container{
    width: 90%;
    height: 80vh;
  }
  .game-details-container h1{
    font-size: 1rem;
  }
}
```

```
.game-question-container{
  height: 8rem;
}
```

```
.game-question-container h1{
  font-size: 0.9rem;
}
```

```
.game-options-container span{
  width: 90%;
}
```

```
.modal-content-container{
  width: 90%;
  height: 25rem;
}
```

```
.modal-content-container h1{
```

```
        font-size: 1.2rem;
    }
}
```

```
@keyframes fadeIn {
    from {opacity: 0;}
    to {opacity: 1 ;}
}
```

```
@-webkit-keyframes fadeIn {
    from {opacity: 0;}
    to {opacity: 1;}
}
```

```
* {
    margin: 0;
    padding: 0;
    box-sizing: border-box;
}
```

```
body {
    width: 100%;
    font: normal bold 16px/normal tahoma;
}
```

```
article {
    width: 300px;
```

```

text-align: center;
background-color: #68b04d;
border-radius: 10px;
margin: 50px auto 20px;
padding: 5px;
overflow: hidden;
box-shadow: 3px 3px 10px #ccc;
}

```

```

article h3 {
    padding: 10px;
    color: #fff;
}
article .count {
    padding: 5px;
}
article #timer{
    padding: 5px;
    color: crimson;
    background-color: aliceblue;
    border-radius: 2px;
}

```

JS CODE

```

var h3 = document.getElementsByTagName("h3");
h3[0].innerHTML = "Test ends in ";

var sec    = 1800,
    countDiv = document.getElementById("timer"),
    secpass,
    countdown = setInterval(function () {

```

```

        'use strict';

        secpass();
    }, 1000);

function secpass() {
    'use strict';

    var min    = Math.floor(sec / 60),
        remSec = sec % 60;

    if (remSec < 10) {

        remSec = '0' + remSec;

    }
    if (min < 10) {

        min = '0' + min;

    }
    countDiv.innerHTML = min + ":" + remSec;

    if (sec > 0) {

        sec = sec - 1;

    } else {

        clearInterval(countDown);
    }
}

```

```
countDiv.innerHTML = 'countdown done';
```

```
}  
}
```

```
const questions = [  
  {
```

```
    question: "Who developed Python Programming Language?",  
    optionA: "Wick van Rossum",  
    optionB: "Rasmus Lerdorf",  
    optionC: "Guido van Rossum",  
    optionD: "Niene Stom",  
    correctOption: "optionC"  
  },
```

```
  {  
    question: "Which type of Programming does Python support?",  
    optionA: "object-oriented programming",  
    optionB: "structured programming",  
    optionC: "functional programming",  
    optionD: "all of the mentioned",  
    correctOption: "optionD"  
  },
```

```
  {  
    question: "Who was the first President of USA ?",  
    optionA: "Donald Trump",  
    optionB: "Barack Obama",  
    optionC: "Abraham Lincoln",
```

```
optionD: "George Washington",  
  correctOption: "optionD"  
},
```

```
{  
  question: "30 days has _____?",  
  optionA: "January",  
  optionB: "December",  
  optionC: "June",  
  optionD: "August",  
  correctOption: "optionC"  
},
```

```
{  
  question: "How many hours can be found in a day ?",  
  optionA: "30 hours",  
  optionB: "38 hours",  
  optionC: "48 hours",  
  optionD: "24 hours",  
  correctOption: "optionD"  
},
```

```
{  
  question: "Which is the longest river in the world ?",  
  optionA: "River Nile",  
  optionB: "Long River",  
  optionC: "River Niger",  
  optionD: "Lake Chad",  
  correctOption: "optionA"  
},
```

```
{  
  question: "_____is the hottest Continent on Earth ?",  
  optionA: "Oceania",  
  optionB: "Antarctica",  
  optionC: "Africa",  
  optionD: "North America",  
  correctOption: "optionC"  
},
```

```
{  
  question: "Which country is the largest in the world ?",  
  optionA: "Russia",  
  optionB: "Canada",  
  optionC: "Africa",  
  optionD: "Egypt",  
  correctOption: "optionA"  
},
```

```
{  
  question: "Which of these numbers is an even number ?",  
  optionA: "nine",  
  optionB: "Five",  
  optionC: "Eight",  
  optionD: "Eleven",  
  correctOption: "optionC"  
},
```

```
{  
  question: ``"You Can't see me" is a popular saying by`,  
  optionA: "Eminem",
```

```
optionB: "Bill Gates",  
optionC: "Chris Brown",  
optionD: "John Cena",  
correctOption: "optionD"  
},
```

```
{  
  question: "Which of the following declarations is incorrect?",  
  optionA: "_x = 2",  
  optionB: "__x = 8",  
  optionC: "_xyz__ = 5",  
  optionD: "None",  
  correctOption: "optionD"  
},
```

```
{  
  question: "Is Python case sensitive when dealing with identifiers?",  
  optionA: "No",  
  optionB: "Yes",  
  optionC: "machine dependent",  
  optionD: "None",  
  correctOption: "optionA"  
},
```

```
{  
  question: "Which of the following is the correct extension of the Python  
file?",  
  optionA: ".python",  
  optionB: ".py",
```

```
optionC: ".p",  
optionD: ".pyt",  
correctOption: "optionB"  
},
```

```
{  
question: "Which keyword is used for function in Python language?",  
optionA: "Function",  
optionB: "Fun",  
optionC: "Define",  
optionD: "Def",  
correctOption: "optionD"  
},
```

```
{  
question: "What does pip stand for python?",  
optionA: "Preferred Installer Program",  
optionB: "unlimited length",  
optionC: "all private members must have leading and trailing underscores",  
optionD: "Program Installer Package",  
correctOption: "optionA"  
},
```

```
{  
question: "In which language is Python written?",  
optionA: "English",  
optionB: "Html",  
optionC: "C",  
optionD: "R",  
correctOption: "optionC"
```

```
},
```

```
{
```

```
    question: "Which of the following functions is a built-in function in python?",
```

```
    optionA: "print()",
```

```
    optionB: "sqrt()",
```

```
    optionC: "scan()",
```

```
    optionD: "seed()",
```

```
    correctOption: "optionA"
```

```
},
```

```
{
```

```
    question: "Los Angeles is also known as ?",
```

```
    optionA: "Angels City",
```

```
    optionB: "Shining city",
```

```
    optionC: "City of Angels",
```

```
    optionD: "Lost Angels",
```

```
    correctOption: "optionC"
```

```
},
```

```
{
```

```
    question: "Which of the following is not a core data type in Python  
programming?",
```

```
    optionA: "Tuples",
```

```
    optionB: "Lists",
```

```
    optionC: "Dictionary",
```

```
    optionD: "Class",
```

```
    correctOption: "optionD"
```

```
},
```

```
{  
  question: "How many sides does an hexagon have ?",  
  optionA: "Six",  
  optionB: "Sevene",  
  optionC: "Four",  
  optionD: "Five",  
  correctOption: "optionA"  
},
```

```
{  
  question: "How many planets are currently in the solar system ?",  
  optionA: "Eleven",  
  optionB: "Seven",  
  optionC: "Nine",  
  optionD: "Eight",  
  correctOption: "optionD"  
},
```

```
{  
  question: "Which Planet is the hottest ?",  
  optionA: "Jupitar",  
  optionB: "Mercury",  
  optionC: "Earth",  
  optionD: "Venus",  
  correctOption: "optionB"  
},
```

```
{  
  question: "where is the smallest bone in human body located?",  
  optionA: "Toes",
```

```
    optionB: "Ears",  
    optionC: "Fingers",  
    optionD: "Nose",  
    correctOption: "optionB"  
  },
```

```
{  
  question: "How many teeth does an adult human have ?",  
  optionA: "28",  
  optionB: "30",  
  optionC: "32",  
  optionD: "36",  
  correctOption: "optionC"  
},
```

```
{  
  question: "How many players are allowed in a cricket match ?",  
  optionA: "10 players",  
  optionB: "11 players",  
  optionC: "9 players",  
  optionD: "12 players",  
  correctOption: "optionB"  
},
```

```
{  
  question: "30 days has _____?",  
  optionA: "January",  
  optionB: "December",
```

```
optionC: "June",  
optionD: "August",  
correctOption: "optionC"  
},
```

```
{  
  question: "How many hours can be found in a day ?",  
  optionA: "30 hours",  
  optionB: "38 hours",  
  optionC: "48 hours",  
  optionD: "24 hours",  
  correctOption: "optionD"  
},
```

```
{  
  question: "_____ is the hottest Continent on Earth ?",  
  optionA: "Oceania",  
  optionB: "Antarctica",  
  optionC: "Africa",  
  optionD: "North America",  
  correctOption: "optionC"  
},
```

```
{  
  question: "Which country is the largest in the world ?",  
  optionA: "Russia",  
  optionB: "Canada",  
  optionC: "Africa",  
  optionD: "Egypt",
```

```
    correctOption: "optionA"  
  },
```

```
{  
  question: "Which of these numbers is an odd number ?",  
  optionA: "Ten",  
  optionB: "Twelve",  
  optionC: "Eight",  
  optionD: "Eleven",  
  correctOption: "optionD"  
},
```

```
{  
  question: "Where is the world tallest building located ?",  
  optionA: "Africa",  
  optionB: "California",  
  optionC: "Dubai",  
  optionD: "Italy",  
  correctOption: "optionC"  
},
```

```
{  
  question: "What is the maximum possible length of an identifier?",  
  optionA: "15",  
  optionB: "14",  
  optionC: "None of these",  
  optionD: "16",  
  correctOption: "optionC"  
},
```

```

    {
      question: "In which year was the Python language developed?",
      optionA: "1991",
      optionB: "1990",
      optionC: "1989",
      optionD: "1992",
      correctOption: "optionC"
    },
  ],

  let shuffledQuestions = [] //empty array to hold shuffled selected questions

  function handleQuestions() {
    //function to shuffle and push 10 questions to shuffledQuestions array
    while (shuffledQuestions.length <= 29) {
      const random = questions[Math.floor(Math.random() * questions.length)]
      if (!shuffledQuestions.includes(random)) {
        shuffledQuestions.push(random)
      }
    }
  }
}

```

```

let questionNumber = 1
let playerScore = 0
let wrongAttempt = 0
let indexNumber = 0

```

```

// function for displaying next question in the array to dom

```

```

function NextQuestion(index) {
  handleQuestions()
  const currentQuestion = shuffledQuestions[index]
  document.getElementById("question-number").innerHTML = questionNumber
  document.getElementById("player-score").innerHTML = playerScore
  document.getElementById("display-question").innerHTML =
currentQuestion.question;
  document.getElementById("option-one-label").innerHTML =
currentQuestion.optionA;
  document.getElementById("option-two-label").innerHTML =
currentQuestion.optionB;
  document.getElementById("option-three-label").innerHTML =
currentQuestion.optionC;
  document.getElementById("option-four-label").innerHTML =
currentQuestion.optionD;

}

```

```

function checkForAnswer() {
  const currentQuestion = shuffledQuestions[indexNumber] //gets current
Question
  const currentQuestionAnswer = currentQuestion.correctOption //gets current
Question's answer
  const options = document.getElementsByName("option"); //gets all elements
in dom with name of 'option' (in this the radio inputs)
  let correctOption = null

  options.forEach((option) => {
    if (option.value === currentQuestionAnswer) {

```

```

        //get's correct's radio input with correct answer
        correctOption = option.labels[0].id
    }
})

//checking to make sure a radio input has been checked or an option being
chosen
if (options[0].checked === false && options[1].checked === false &&
options[2].checked === false && options[3].checked == false) {
    document.getElementById('option-modal').style.display = "flex"
}

//checking if checked radio button is same as answer
options.forEach((option) => {
    if (option.checked === true && option.value === currentQuestionAnswer) {
        document.getElementById(correctOption).style.backgroundColor =
"green"
        playerScore++
        indexNumber++
        //set to delay question number till when next question loads
        setTimeout(() => {
            questionNumber++
        }, 1000)
    }

    else if (option.checked && option.value !== currentQuestionAnswer) {
        const wrongLabelId = option.labels[0].id
        document.getElementById(wrongLabelId).style.backgroundColor = "red"
        document.getElementById(correctOption).style.backgroundColor =

```

```
const playerGrade = (playerScore / 30) * 100

//data to display to score board
document.getElementById('remarks').innerHTML = remark
document.getElementById('remarks').style.color = remarkColor
document.getElementById('grade-percentage').innerHTML = playerGrade
document.getElementById('wrong-answers').innerHTML = wrongAttempt
document.getElementById('right-answers').innerHTML = playerScore
document.getElementById('score-modal').style.display = "flex"
}
```