

QUESTIONPAPER GENERATOR AND RESULT ANALYZER

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

by

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BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of **SANKA RAKESH (Reg. No. 38110502)** who carried out the project entitled “**QUESTION PAPER GENERATOR AND RESULT ANALYZER**” under my supervision from November 2021 to March 2022.

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I, **SANKA RAKESH (Reg. No. 38110502)** hereby declare that the Project Report entitled “**QUESTION PAPER GENERATOR AND RESULT ANALYZER**” done by me under the guidance of **Dr. A. Santhasheela** at Sathyabama Institute of Science and Technology is submitted in partial fulfilment of the requirements for the award of Bachelor of Engineering degree in ComputerScience and Engineering.

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ABSTRACT

An examination may be a crucial activity for any educational establishments that is accustomed to notice the individual's performance and their growth in progress. This online examination method is to be implemented so as to improve their knowledge in all the aspects thoroughly. Preparing the questions manually is extremely difficult, hard and time taking process for the staff. So, we introduced the process of conducting exam online, so that the task for the staff to prepare the questions is reduced and machine takes all the responsibilities after loading the questions. This technique includes many modules like login, subject, questions, ranking etc. This method can take away all those complexities that the workers ought to bear to create the question paper. The random generation rule is utilized by different sources to generate the questions randomly for different systems. Different systems use different techniques of randomisation so as to produce the question paper in an efficient way. The main goal of QPGRA is that it cuts back the duties of lecturers within the examination room. The purpose of non-manual generation systems is to compose the question papers. In step with the features of the data management system, system works inside the two modes they are the user and the administrator. This method can change faculty control to mechanically generate the papers for exam from the question bank which is already existing.

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CHAPTER 1

INTRODUCTION

Online examinations are an important method of evaluating the success potential of students. This research effort the individuals under consideration were students who would be enrolling in computer courses or Technologies Registrations. A prototype of a web-based placement examination system is described from the standpoint of the research effort, end user, and software development.

An online educational system including exam processing and electronic journal features. An instructor builds a course based questions which on-line contain in identification of assignments. Which are compiled into an on-line exam syllabus?

Users enrolled in the platform may access the electronic details they provided and perform various functions with the on-line educational system in order to participate in the on-line examinations. Users can receive an on-line exam, having multimedia content, for the course, and they can electronically provide answers for the exam. And after Completion of their duration of exam they are provided the grade or marks secured in their examinations.

Our project of Question Paper Generator and Result instrument (QPGRA) can take away all those complexities that the workers ought to bear to create one paper. The shuffling rule utilized by different similar comes is not up to the mark since they have additional space conjointly as time complexness. There square measure a handful of systems in nowadays market that offered the similar services like what we tend to square measure building. These systems square measure developed by totally {different completely different} developer with different options. The randomization techniques utilized by such system is to boot completely different. Victimization this code an equivalent action may be accomplished in minutes and even in absence of operators. The best a part of the code is that it takes intelligent choices to eliminate recurrent queries and check seven for the alternatives. Not solely this, for formation of a matter paper it's conjointly potential to limit the search to queries that haven't been used in the least

or are used but nominative variety of times. This makes it greatly advantageous because the headache of manually avoiding repetition at the time of feeding is completely eradicated. These automatic systems offer value saving and time-efficient solutions. Associate degree oval epitome of randomization theme has been delineate throughout this paper. The most purpose of this application is to elucidate automatic question paper generator victimization shuffling rule for randomization. This technique is desktop-based application system with many options chiefly manufacturing unduplicated sets of examination paper. The result shows the potential professional of soppy employment of such rule for this sort of system. Our future effort is to use differing types of randomization likewise as additionally to question generation we are able to enhance an equivalent code by creating provision to provide queries from straightforward on-line text, which can be achieved victimization tongue process algorithms.

The main objective of QPGRA is to cut back the work load of lecturers within the examination cell .The core purpose of automatic generation systems is composing examination papers. In step with the general characteristics of the information management system, the system works inside the user mode and thus the administrator mode. The said user during this case is that the examiner. Our project is can change faculty authorities to mechanically generate question papers out of existing question bank inside the information. The system can have capability to method completely different distinctive sets of papers terribly mechanically. It takes over the complete tedious task and will the manual, toilsome work fleetly and with efficiency. You' ll be able to organize the question bank in step with subject, class, section and marks of the form. The code performs all tasks related to paper setting, starting from getting ready question bank to printing paper. Code is extraordinarily helpful for small medium and large scale institutes. The code can empower the college with a robust tool to urge question papers throughout a really short span of it slow therefore saving heaps of their precious time. The authorities have the pliability to urge category tests, unit tests, terminal tests, and final tests.

QPGRA Paper Generator is special and distinctive code, which can be utilized in class, establishments, colleges, check paper setters World Health

Organization wish to possess an enormous information of queries for frequent generation of question. This code may be enforced in numerous medical, engineering and coaching institutes for theory paper. You'll be able to produce random question paper with these code anytime inside seconds. You'll be able to enter unlimited units and chapter relying upon the system storage, capability and as per the necessity.

1.1 Examinations in Autonomous

Institutes Examinations predominantly use question papers as a vital constituent to discover the caliber of students. A good exam gives all students an equal opportunity to fully demonstrate their learning. The National Board of Accreditation (NBA), India states that Autonomous institutes should encourage the standard of teaching, self-analysis and responsibility in higher education and promote the Institutions in perceive their educational aim, embrace education exercises that accredit them to yield appreciative quality professionals and to aid them in ceaselessly bestowing to the area of education through transformation & research. Assessment is one or more activity that recognizes, gather, and construct data to assess the fulfillment of Course outcome and program Outcomes. Automatic Question paper generator system considers question paper creation as its fundamental activity, and the caliber of questions is the key in enhancing examination standard, which depend on intelligent and random choice of a set of questions.

1.2 Teacher's role and responsibility

Producing exam questions is challenging, monotonous and time consuming for teachers. Usually the teachers retain their own question banks in some form which aids them compose future exams question papers. In autonomous institutes there are some rules and regulations which are to be practiced by the teachers. They are as follows:

- To add variety to student learning
- To motivate students to study
- To provide statistics for the course or institution
- To facilitate students' choices

- Consider the point value of different question types.
- Creating objective test questions

1.3 Question Paper Generation

In today's current ambitious world, an examination plays a crucial role in checking the academic development of students and the era of information technology is now substituted by productive application of the technology. So producing utility from knowledge is crucial for development of society into an "Information Society". For various examinations conducted in a year in any academic course, teachers need to create variation of question papers as per the autonomous college guidelines and assessment requirements. It is very difficult for the teachers to cover all features of the course outcomes and evade duplication of questions in the succeeding exams. There is no systematic procedure and hence the quality of the question paper relies entirely on an individual teacher's experience and proficiency. At times, this entire element may degrade standard of the question paper. As per research, a quality question paper is a real combination of questions supervised by varied criteria such as difficulty level, distribution of marks across the question paper in form of paper pattern and the type of examination.

The procedure involved in composition of an equitable examination paper by an independent is challenging and complex. Standard of the examination paper rely on diverse set of specifications so taking into account the distinct levels of learners is also a crucial parameter and the course outcomes also play a vital role in planning a systematic question paper. So associating the learning outcome of the subject to the examination paper is also a great job. With the profound dispersal of technology in the area of education, acquiring technology to smooth the technique of examination paper creation is a pure option and creation of extensively vast question bank and automatic exam paper generation furnishes a key provision to the issue encountered during the manual composition of examination papers.

Automatic creation of examination paper yields a stage to create a well-organized examination paper and also the automation would smooth in incorporating many elements determining quality of a question paper. The

structure presented in the next module is to automate the activity of examination paper generation. The system would be comprised of a cluster of questions upon which regulation would be implemented to create question paper. The structure is general and is not for any specific branch of learning. It seeks to furnish a generic procedure to the diverse requirement of distinct fields of study. This generic structure can be redesigned to all departments in colleges thus ease the assessment needs. Before the exam could be given to the student, teachers must compose the questions according to the modules covered for individual subject.

A proficient question paper is habitually fit for usual students but it also encloses demanding items for clever students. Thus automatically creating question paper from a teacher's entered description using a semantically labelled question bank is the requirement of the hour in present day. Here we are implementing a system which accordingly creates the question paper from this semantically labelled question bank. Since the prevailing systems are stiff and absence of flexibility of aiding all types of labels, the produced question paper may not be completely range with its given outcomes. Our each stuff is defined with a range demonstrating that value should not be under the bottom value and not surpass the topmost value of the range. Also, it is rule base system which takes all the associations of the labels and creates solution based on the rule relevant.

The software methodology followed in this project includes the object-oriented methodology and the application system development methodologies. The description of these methodologies is given below. Although there are a growing number of applications (such as decision support systems) that should be developed using an experimental process strategy such as prototyping, a significant amount of new development work continue to involve major operational applications of broad scope. The application systems are large highly structured. User task comprehension and developer task proficiency is usually high. These factors suggest a linear or iterative assurance strategy. The most common method for this stage class of problems is a system development life cycle modal in which each stage of development is well defined and has straightforward requirements for deliverables, feedback and sign off. The system development life cycle is

described in detail since it continues to be an appropriate methodology for a significant part of new development work.

The basic idea of the system development life cycle is that there is a well-defined process by which an application is conceived and developed and implemented . The life cycle gives structure to a creative process. In order to manage and control the development effort, it is necessary to know what should have been done, what has been done, and what has yet to be accomplished. The phrases in the system development life cycle provide a basis for management and control because they define segments of the flow of work, which can be identified for managerial purposes and specifies the documents or other deliverables to be produced in each phase.

The phases in the life cycle for information system development are described differently by different writers, but the differences are primarily in the amount of necessity and manner of categorization. There is a general agreement on the flow of development steps and the necessity for control procedures at each stage. The information system development cycle for an application consists of three major stages. Definition, Development, Installation and operation are the phases. The first stage of the process, which defines the information requirements for a feasible cost effective system. The requirements are then translated into a physical system of forms, procedures, programs etc., by the system design, computer programming and procedure development. The resulting system is test and put into operation. No system is perfect so there is always a need for maintenance changes. To complete the cycle, there should be a post audit of the system to evaluate how well it performs and how well it meets the cost and performance specifications. The stages of definition, development and installation and operation can therefore be divided into smaller steps or phrases as follows. Proposed definition is preparation of request for proposed applications. Feasibility assessment is evaluation of feasibility and cost benefit of proposed system. Information requirement analysis determination of information needed. Conceptual design is User-oriented design of application development. Physical system design is detailed design of flows and processes in applications processing system and preparation of program specification. Program development is coding and

testing of computer programs. Procedure development is design of procedures and preparation of user instructions. Installation and operation. Conversion is that final system test and conversion. Operation and maintenance is that month to month operation and maintenance. Post audit is the evaluation of development process,application system and results of use at the completion of the each phase, formal approval sign-off is required from the users as well as from the manager of the project development.

Online examinations are an important method of evaluating the success potential of students. This research effort the individuals under consideration were students who would be enrolling in computer courses or Technologies Registrations. A prototype of a web-based placement examination system is described from the standpoint of the research effort, end user, and software development. An on-line educational system including exam processing and electronic journal features. An instructor builds a course based questions which on-line contain in identification of assignments. Which are compiled into an on-line exam syllabus?

Users enrolled in the platform may access the electronic details they provided and perform various functions with the on-line educational system in order to participate in the on-line examinations. Users can receive an on-line exam, having multimedia content, for the course, and they can electronically provide answers for the exam. And after Completion of their duration of exam they are provided the grade or marks secured in their examinations. on-line examinations contents providers to focus on creating effective assessment questions and focusing on exam's feedback delivery to students. In the paper we present techniques that are pertinent to the elements of assessment process: answers submission, computerized grading, and feedback after submission. As the modern organizations are automated and computers are working as per the instructions, it becomes essential for the coordination of human beings, commodity and computers in a modern organization. The administrators ,instructor,Students who are attending for online examination can communicate with the system through this projects, thus facilitating effective implementation and monitoring of various activities of Online Examinations like conducting Exams as per scheduled basis and delivering result to that particular use or student.And the details of students who attempted Online Examination are maintained at administrator.

CHAPTER 2

LITERATURE SURVEY

The outcome of coaching and education can be attained by performing evaluation to compute student's intellectual levels and therefore the written exam is a method for teachers to validate student understanding and knowledge, as well as, to evaluate the degree to which students are able to adjust a learning thesis in a given environment. Evaluation through written examination is a conventional procedure but it is a universal test technique performed in almost of the educational colleges present day.

Therefore, the question must be catering in following with the subject contents learned by students to attain learning outcomes. However, the technique of questions writing is very demanding task for the teacher. The state is getting more challenging when teacher try to compose fair quality and fair questions to evaluate diverse level of intellectual. In 2006, Ittizar Aldabe et al made an attempt to create automatic questions called Ariklturri, the procedure was based on Corpora and NLP methods, and the information source for the system was the linguistically inspected real corpora, depicted in XML mark-up language.

The benefit of the system was its capacity to exclude the ill developed questions. In 2006, Li-Chun Sung et al presented a outline for Automatic Quiz Generation for worldwide English E-learning System from a given English text to evaluate learner. This was built on quiz creation system for understanding of text content. The question generator takes the pure semantic network and the information base of WordNet and Google to create questions for quiz In 2010, Ming Liu et al presented automatic question generation for literature review writing support. He took the literature review as input word and then the selected syntactic and semantic characteristic of words were used for question generation, which were based on a specification question bank consisting of equal match pattern and question templates. However, the questions were not simple word based questions; they were based on groups like opinion, result, system, which evaluated the intellectual learning experience of the learner. Another close work done by them was GASKS, where the similar method was used for academic writing to create questions built on Graesser & Person taxonomy, here the Citation Classification was finished with the aid of Naive Bayes Classifier

- **Prevailing Paper-based Systems:** The prevailing system for Question Paper creation needed human staff to chalk out questions that come in the question paper. Teachers select the questions according to the syllabus and pattern as prescribed by the college. The question paper then may be referred to a higher authority that has the final decision in these matters.
- **Restriction of Paper-based Systems:** As majority of human working method, this system agonizes due to bias. There might be few questions which are duplicated in most of question papers as the professor has a personal tendency towards them. So there is no assurance of virtuous randomly generated question paper. Other issue that may affect this system are non-availability of teachers and resources. Also the security of the system can be easily undetermined if grip over the person responsible for generating question papers is obtained.
- **Other limitations include:**
 1. Insufficiency of storage space
 2. Vulnerable to damage
 3. Incapable document transportation
 4. Indigent environmental credentials
 5. Restricted collaboration
 6. Modification problems

Many different researches have focused on the subject of an online examination system these work can be represented as following: SIETTE: Guzman and Conejo (2005) proposed an online examination system called System of Intelligent Evaluation using Tests for Tele-education (SIETTE). SIETTE is a web-based environment to generate and construct adaptive tests. It can be used for instructional objectives, via combining adaptive student self-assessment test questions with hints and feedback. SIETTE supports secure login and portability features. On the other hand, the other features: resumption capability, multi-instructor, random question selection, random questions distribution and random choices distribution are missing.

EMS :Rashad Et. Al. (2010) proposed a web-based online examination system called Exam Management System (EMS). EMS manages the examination and auto-grading for students exams and supports conducting exams, collects the answers, auto mark the submissions, and produce the reports for the test. EMS

supports secure login, multi-instructor, and portability features. However, the other features: resumption capability, random question selection, random questions distribution, and random choices distribution are missing.

ArvindSingh,NirajShirke,KiranShette 2011:The project evaluates the examiners by using the online examination system concept. The exams will be totally customizable. This system will check results automatically basing on students answers. CBTS :Fagbola et. al. (2013) developed a Computer Based Test System (CBTS). CBTS is a web-based online examination system developed to address issues such as lack of timing flexibility for automation candidates log-off upon expiration of allowed time, result integrity, guaranty, stand-alone deployment, need for flexibility, robustness, designed to support the examination processes and overcome challenges framing the conduct of examination, auto- marking, auto- submission , and generation report of examination result.

Guzman and Conejo (2005) proposed an online examination system called System of Intelligent Evaluation using Tests for Tele-education (SIETTE) [6]. SIETTE is a web-based environment to generate and construct adaptive tests. It can be used for instructional objectives, via combining adaptive student self-assessment test

questions with hints and feedback. SIETTE supports secure login and portability features. On the other hand, the other features: resumption capability, multi-instructor, random question selection, random questions distribution and random choices distribution are missing.

Henke (2007) proposed a web-based Test, Examination and Assessment System (WETAS). WETAS is a web-based system designed for integration into existing Learning Management Systems (LMS); this system provides an examination environment and assignments as well to facilitate database supported e-Learning

Test, suitable for the pre- and post- tests of Reusable Learning Objects (RLO) as well as the remote lab entry test. WETAS is implemented using Java Applet and PHP scripts for file handling. The Applet for Knowledge Testing in Laboratory Courses (AKTLC), in contribution with a task assembler, provides tasks from (a randomly selectable) text file and performs an evaluation of the student's result, furthermore WETAS built to make new types of tasks implemented perceptively by using simple and common available text editors. It is

also possible to place additional graphics inside the text of the tasks. WETAS supports secure login, random question selection, and portability features. On the other hand, the other features: resumption capability, multi-instructor, random questions distribution, and random choices distribution are missing.

Rashad et. al. (2010) proposed a web-based online examination system called Exam Management System EMS manages the examination and auto-grading for students exams and supports conducting exams, collects the answers, auto mark the submissions, and produce the reports for the test. EMS supports secure login, multi-instructor, and portability features. However, the other features: resumption capability, random question selection, random questions distribution, and random choices distribution are missing.

Vasupongayya et. al. (2010) proposed an interactive Examination Management System (iEMS). iEMS is a web-based application test management system, with ease of uses, rich features, flexibility, and extensibility. The iEMS supports secure login, portability, multi-instructor, random questions distribution, and random choices distribution features. However, the other features: resumption capability and random question selection are missing.

Sheshadri et. al. (2011) proposed a web-based Online Non-choice-based Examination System (WONES). WONES is an effective solution for massive education evaluation; it employs special authentication protocols to ensure transactions between the examination server and the students. WONES supports secure login, portability, multi-instructor, and random question distribution features. However, the other features namely : resumption capability, random questions selection, and random choices distribution are missing.

The benefit of the system was its capacity to exclude the ill developed questions. In 2006, Li-Chun Sung et al presented a outline for Automatic Quiz Generation for worldwide English E-learning System from a given English text to evaluate learner. This was built on quiz creation system for understanding of text content. The question generator takes the pure semantic network and the information base of WordNet and Google to create questions for quiz In 2010, Ming Liu et al presented automatic question generation for literature review writing support. He took the literature review as input word and then the selected syntactic and semantic characteristic of words were used for question generation, which were based on a specification question bank consisting of equal

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CHAPTER 3

METHODOLOGY

3.1 System Analysis

3.1.1. Existing System

Existing system is a manual one in which users are maintaining books to store the information like Student Details, Instructor Details, Schedule Details and feedbacks about students who attempted exam as per schedule.. It is very difficult to maintain historical data.

3.1.2 Disadvantages

The following drawbacks of existing system emphasize the need for computerization.

1. A lot of copies of question papers have to be made
2. A lot of correction work hence delay in giving the results
3. A lot of tabulation work for each subject result

3.2. Proposed System

This application is used to conduct online examination and Result Analyzer. The students can sit at individual terminals and login to write the exam in the given duration. . The questions have to be given to the students. This application will perform correction, display the result immediately and also store it in database. This application provides the administrator with a facility to add new exams. This application provides the Instructor add questions to the exam, modify questions in the exam in a particular exam. This application takes care of authentication of the administrator, Instructor as well as the student

3.3. Objective of the System

The objective of the Online Examination Tool is to provide better information for the users of this system for better results for their maintenance in student examination schedule details and grading details.

3.4 System Specifications

3.4.1 Hardware Requirements:-

- ✓ Pentium-IV(Processor).
- ✓ 256 MB Ram
- ✓ 512 KB Cache Memory
- ✓ Hard disk 10 GB

- ✓ Microsoft Compatible 101 or more Key Board

3.4.2. Software Requirements

- ✓ Operating System : Windows
- ✓ Web-Technology: PHP
- ✓ Front-End: HTML,CSS,JAVASCRIPT
- ✓ Back-End: MySQL
- ✓ Web Server: Apache SERVER

3.5. Modules

3.5.1 ADMIN MODULE

3.5.2 INSTRUCTOR MODULE

3.5.3 STUDENT MODULE

3.5.1 ADMIN MODULE:

1. REGISTER

2 LOGIN

3 CHANGE PASSWORD&FORGOTPASSWORD

4 STUDENT -MODIFING DETAILS

5 DEPARTMENTS-ENTERING/MODIFYING DETAILS

6 INSTRUCTOR DETAILS-MODIFYING DETAILS

3.5.1.1. REGISTER

To be authenticated first have to be registered.

3.5.1.2. LOGIN

The Registered User Can be allowed to view inner details for which he Permitted

3.5.1.3 CHANGE PASSWORD & FORGOT PASSWORD

User has rights to modify his login details & also be informed through mails if he is unable to login.

3.5.1.4. STUDENT -MODIFING DETAILS

User can be modified to change status of each User.

3.5.1.5. DEPARTMENTS-ENTERING/MODIFYING DETAILS

New departments adding and old department deletions are spend by this user.

3.5.1.6 INSTRUCTOR DETAILS-MODIFYING DETAILS

According to staff he can add or delete Instructors for specific platforms.

3.5.2. INSTRUCTOR MODULE

- 1 .REGISTER
- 2 LOGIN
- 3 CHANGE PASSWORD&FORGOT PASSWORD
- 4 ADD QUESTIONS-DEPARTMENTS VERIFING.
- 5 UPDATE QUESTIONS -DEPARTMENTS VERIFING
- 6 CREATE EXAMS
- 7 UPDATE EXAMS
- 8 VIEW EXAM DETAILS-
 - a. VIEW NO OF REGISTERED STUDENTS
 - b. VIEW NO OF ATTENDED STUDENTS
9. EVALUATE QUESTION: MULTIPLE CHOICE TRUE/FALSE

3.5.2.1 REGISTER

To be authenticated first have to be registered.

3.5.2.2 LOGIN

The Registered User Can be allowed to view inner details for which he Permitted

3.5.2.3 CHANGE PASSWORD & FORGOT PASSWORD

User has rights to modify his login details & also be informed through mails if he is unable to login.

3.5.2.3 ADD QUESTIONS-DEPARTMENTS VERIFING

According to flow of questions & Technology he can add questions into the database.

3.5.2.4 UPDATE QUESTIONS -DEPARTMENTS VERIFING

If any corrections in data of questions he can modify them

3.5.2.5 CREATE EXAMS

He will be prepared schedule for exams periodically

3.5.2.6. UPDATE EXAMS

He has rights to modify exam schedule.

3.5.2.7 VIEW EXAM DETAILS

1. View no of registered students
2. View no of attended students
3. Can view at attended students who has registered.

3.5.2.8. EVALUATE QUESTION: MULTIPLE CHOICE

TRUE/FALSE: Evaluation of marks based on his initiations when adding questions

3..5.3 STUDENT MODULE

1. REGISTER
2. LOGIN
3. TAKE EXAM- MULTIPLE CHOICE TRUE/FALSE
4. SEE EXAM RESULTS
5. LOGOUT

3.5.3.1 REGISTER

To be authenticated first have to be registered.

3.5.3.2 LOGIN:

The Registered User Can be allowed to view inner details for which he Permitted

3.5.3.3. TAKE EXAM- MULTIPLE CHOICE, TRUE/FALSE:

The registered student allowed to start the exam

3.5.3.4. SEE EXAM RESULTS

After Completion of exam he can view at his result.

3.5.3.5 LOGOUT

After the process of examination he turned to Logout page.

3.6 Overview of Technologies Used

3.6.1. PHP

PHP: Hypertext Preprocessor, is a widely used, general-purpose scripting language that was originally designed for web development, to produce dynamic web pages. It can be embedded into HTML and generally runs on a web server, which needs to be configured to process PHP code and create web page content from it. It can be deployed on most web servers and on almost every operating system and platform free of charge. PHP was originally created by Rasmus Lerdorf in 1995 and has been in continuous development ever since. The main implementation of PHP is now produced by The PHP Group and serves as the de facto standard for PHP as there is no formal specification. PHP is free software

released under the PHP License, which is incompatible with the GNU General Public License (GPL) because of restrictions on the use of the term PHP. PHP has evolved to include a command line interface capability and can also be used in standalone graphical applications. USAGE PHP is a general-purpose scripting language that is especially suited for web development. PHP generally runs on a web server. Any PHP code in a requested file is executed by the PHP runtime, usually to create dynamic web page content. It can also be used for command-line scripting and client-side GUI applications. PHP can be deployed on most web servers, many operating systems and platforms, and can be used with many relational database management systems. It is available free of charge, and the PHP Group provides the complete source code for users to build, customize and extend for their own use.

PHP primarily acts as a filter, taking input from a file or stream containing text and/or PHP instructions and outputs another stream of data; most commonly the output will be HTML. Since PHP 4, the PHP parser compiles input to produce byte code for processing by the Zend Engine, giving improved performance over its interpreter predecessor. Originally designed to create dynamic web pages, PHP now focuses mainly on server-side scripting, and it is similar to other server-side scripting languages that provide dynamic content from a web server to a client, such as Microsoft's Active Server Pages, Sun Microsystems' JavaServer Pages and mod_perl. PHP has also attracted the development of many frameworks that provide building blocks and a design structure to promote rapid application development (RAD). Some of these include CakePHP, Symfony, CodeIgniter, and Zend Framework, offering features similar to other web application frameworks.

3.6.2. *About HTML*

HTML, which stands for Hyper Text Markup Language, is the predominant markup language for web pages. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists etc as well as for links, quotes, and other items. It allows images and objects to be embedded and can be used to create interactive forms. It is written in the form of HTML elements consisting of "tags" surrounded by angle brackets within the web page content. It can include or can load scripts in languages such as JavaScript which affect the behavior of HTML processors like

Web browsers; and Cascading Style Sheets (CSS) to define the appearance and layout of text and other material. The W3C, maintainer of both HTML and CSS standards, encourages the use of CSS over explicit presentational markup.

Hyper Text Markup Language (HTML) is the encoding scheme used to create and format a web document. A user need not be an expert programmer to make use of HTML for creating hypertext documents that can be put on the internet.

Most graphical e-mail clients allow the use of a subset of HTML (often ill - defined) to provide formatting and semantic markup not available with plain text. This may include typographic information like colored headings, emphasized and quoted text, inline images and diagrams. Many such clients include both a GUI editor for composing HTML e-mail messages and a rendering engine for displaying them. Use of HTML in e-mail is controversial because of compatibility issues, because it can help disguise phishing attacks, because it can confuse spam filters and because the message size is larger than plain text.

The most common filename extension for files containing HTML is .html. A common abbreviation of this is .htm, which originated because some early operating systems and file systems, such as DOS and FAT, limited file extensions to three letters.

An HTML Application is a Microsoft Windows application that uses HTML and Dynamic HTML in a browser to provide the application's graphical interface. A regular HTML file is confined to the security model of the web browser, communicating only to web servers and manipulating only webpage objects and site cookies. An HTA runs as a fully trusted application and therefore has more privileges, like creation/editing/removal of files and Windows Registry entries. Because they operate outside the browser's security model, HTAs cannot be executed via HTTP, but must be downloaded (just like an EXE file) and executed from local file system

3.6.3. *About JavaScript*

JavaScript is an object-oriented scripting language used to enable programmatic access to objects within both the client application and other applications. It is primarily used in the form of client -side JavaScript, implemented as an integrated component of the web browser, allowing the development of

enhanced user interfaces and dynamic websites. JavaScript is a dialect of the ECMAScript standard and is characterized as a dynamic, weakly typed, prototype-based language with first-class functions. JavaScript was influenced by many languages and was designed to look like Java, but to be easier for non-programmers to work with.

JavaScript uses prototypes instead of classes for inheritance. It is possible to simulate many class-based features with prototypes in JavaScript. Functions double as object constructors along with their typical role. Prefixing a function call with `new` creates a new object and calls that function with its local `this` keyword bound to that object for that invocation. The constructor's prototype property determines the object used for the new object's internal prototype. JavaScript's built-in constructors, such as `Array`, also have prototypes that can be modified.

Unlike many object-oriented languages, there is no distinction between a function definition and a method definition. Rather, the distinction occurs during function calling; a function can be called as a method. When a function is called as a method of an object, the function's local `this` keyword is bound to that object for that invocation. The primary use of JavaScript is to write functions that are embedded in or included from HTML pages and interact with the Document Object Model (DOM) of the page. Because JavaScript code can run locally in a user's browser (rather than on a remote server) it can respond to user actions quickly, making an application feel more responsive. Furthermore, JavaScript code can detect user actions which HTML alone cannot, such as individual keystrokes. Applications such as Gmail take advantage of this: much of the user-interface logic is written in JavaScript, and JavaScript dispatches requests for information (such as the content of an e-mail message) to the server. The wider trend of Ajax programming similarly exploits this strength.

JavaScript engine (also known as JavaScript interpreter or JavaScript implementation) is an interpreter that interprets JavaScript source code and executes the script accordingly. The first JavaScript engine was created by Brendan Eich at Netscape Communications Corporation, for the Netscape Navigator web browser. A web browser is by far the most common host environment for JavaScript. Web browsers typically use the public API to create "host objects" responsible for reflecting the DOM into JavaScript.

3.6.4 About MySQL

There are a large number of database management systems currently available, some commercial and some free. Some of them are Oracle, Microsoft Access, MySQL, and PostgreSQL. These database systems are powerful, feature-rich software, capable of organizing and searching millions of records at very high speeds. Understanding databases, records and primary keys. Every Database is composed of one or more tables. These tables, which structure data into rows and columns, impose organization on the data. The records in a table (below) are not arranged in any particular order. To make it easy to identify a specific record, therefore, it becomes necessary to establish relationships and Foreign Keys.

You already know that a single database can hold multiple tables. In a Relational database management system (RDBMS), these tables can be linked to each other by one or more common fields, called **foreign keys**. Database administrator is the super user of database, he has unrestricted rights and privileges to access database, grant permission to other database users. Database user is the person who uses the database in a restricted privileges, provided by database administrator. If you have installed PHP's WAMP or XAMPP server, then mysql database already exists. If you don't have then download mysql database from here <http://www.mysql.com>

3.6.5. DATABASE TABLES:

3.1 User Registration Table

NAME	NULL/ NOTNULL	TYPE	KEY
ID	NOTNULL	INT	PRIMARYKEY
NAME	NULL	VARCHAR(50)	
DOB	NULL	DATETIME	
GENDER	NULL	VARCHAR(10)	
BRANCH	NULL	VARCHAR(20)	
COLLEGE	NULL	VARCHAR(50)	
UID	NULL	VARCHAR(50)	
PWD	NULL	VARCHAR(20)	
RPWD	NULL	VARCHAR(20)	
UTYPE	NULL	VARCHAR(20)	
QUE	NULL	VARCHAR(500)	
ANS	NULL	VARCHAR(500)	

3.2 True/False Based Question Table 1

NAME	NULL/NOTNULL	TYPE	KEY
ID	NOTNULL	INT	PRIMARYKEY
QUE	NULL	VARCHAR(500)	
AW	NULL	VARCHAR(500)	

3.3 True/False Based Answer Table 2

NAME	NULL/NOTNULL	TYPE	KEY
ID	NOTNULL	INT	FOREIGNKEY
AW	NULL	VARCHAR(500)	

3.4 Options Based Question Table

NAME	NULL/ NOTNULL	TYPE	KEY
QID	NOTNULL	INT	PRIMARYKEY
QN	NULL	VARCHAR(500)	
OPTIONS1	NULL	VARCHAR(100)	
OPTIONS2	NULL	VARCHAR(100)	
ANSWER	NULL	VARCHAR(100)	

3.5 Options Based Answers

NAME	NULL/NOTNULL	TYPE	KEY
QID	NOTNULL	INT	FOREIGNKEY
ANSWER	NULL	VARCHAR(10)	

3

3.6 All Student Marks

NAME	NULL/NOTNULL	TYPE	KEY
ID	NULL	INT	
MARKS	NULL	INT	

3.7 Exam Schedule

NAME	NULL/NOTNULL	TYPE	KEY
ENAME	NULL	VARCHAR(30)	
EDATE	NULL	DATETIME	

3.7 FEASIBILITY STUDY

Feasibility study is conducted once the problem is clearly understood. Feasibility study is a high level capsule version of the entire system analysis and design process. The objective is to determine quickly at a minimum expense how to solve a problem. The purpose of feasibility is not to solve the problem but to determine if the problem is worth solving.

The system has been tested for feasibility in the following points.

1. Technical Feasibility
2. Economical Feasibility
3. Operational Feasibility.

3.7.1 Technical Feasibility

The project entitles "Courier Service System" is technically feasibility because of the below mentioned feature. The project was developed in Java which Graphical User Interface.

It provides the high level of reliability, availability and compatibility. All these make Java an appropriate language for this project. Thus the existing software Java is a powerful language.

3.7.2 Economical Feasibility

The computerized system will help in automate the selection leading the profits and details of the organization. With this software, the machine and manpower utilization are expected to go up by 80-90% approximately. The costs incurred of not creating the system are set to be great, because precious time can be wanted by manually.

3.7.3 Operational Feasibility

In this project, the management will know the details of each project where he may be presented and the data will be maintained as decentralized and if any inquires for that particular contract can be known as per their requirements.

CHAPTER 4

IMPLEMENTATION

Implementation is the stage where the theoretical design is turned into a working system. The most crucial stage in achieving a new successful system and in giving confidence on the new system for the users that it will work efficiently and effectively. The system can be implemented only after thorough testing is done and if it is found to work according to the specification.

It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the change over and an evaluation of change over methods a part from planning. Two major tasks of preparing the implementation are education and training of the users and testing of the system.

The more complex the system being implemented, the more involved will be the systems analysis and design effort required just for implementation. The implementation phase comprises of several activities. The required hardware and software acquisition is carried out. The system may require some software to be developed. For this, programs are written and tested. The user then changes over to his new fully tested system and the old system is discontinued.

4.1 Maintenance and environment:

AS the number of computer based systems, grievance libraries of computer software began to expand. In house developed projects produced tones of thousand soft program source statements. Software products purchased from the outside added hundreds of thousands of new statements. A dark cloud appeared on the horizon. All of these programs, all of those source statements had to be corrected when false were detected, modified as user requirements changed, or adapted to new hardware that was purchased. These activities were collectively called software Maintenance. The maintenance phase focuses on change that is associated with error correction, adaptations required as the software's environment evolves, and changes due to enhancements brought about by changing customer requirements. Four types of changes are encountered during the maintenance phase.

1. Correction

2. Adaptation
3. Enhancement
4. Prevention

4.1.1 Correction

Even with the best quality assurance activities is lightly that the customer will uncover defects in the software. Corrective maintenance changes the software to correct defects.

Maintenance is a set of software Engineering activities that occur after software has been delivered to the customer and put into operation. Software configuration management is a set of tracking and control activities that began when a software project begins and terminates only when the software is taken out of the operation.

We may define maintenance by describing four activities that are undertaken after a program is released for use:

1. Corrective Maintenance
2. Adaptive Maintenance
3. Perfective Maintenance or Enhancement
4. Preventive Maintenance or reengineering

Only about 20 percent of all maintenance work are spent "fixing mistakes". The remaining 80 percent are spent adapting existing systems to changes in their external environment, making enhancements requested by users, and reengineering an application for use.

4.1.2. Adaptation

Over time, the original environment (E>G., CPU, operating system, business rules, external product characteristics) for which the software was developed is likely to change. Adaptive maintenance results in modification to the software to accommodate change to its external environment.

4.1.3 Enhancement

As software is used, the customer/user will recognize additional functions that will provide benefit. Perceptive maintenance extends the software beyond its original function requirements.

4.1.4 Prevention

Computer software deteriorates due to change, and because of this,

preventive maintenance, often called software re engineering, must be conducted to enable the software to serve the needs of its end users. In essence, preventive maintenance makes changes to computer programs so that they can be more easily corrected, adapted, and enhanced. Software configuration management (SCM) is an umbrella activity that is applied throughout the software process. SCM activities are developed.

4.2 System Architecture

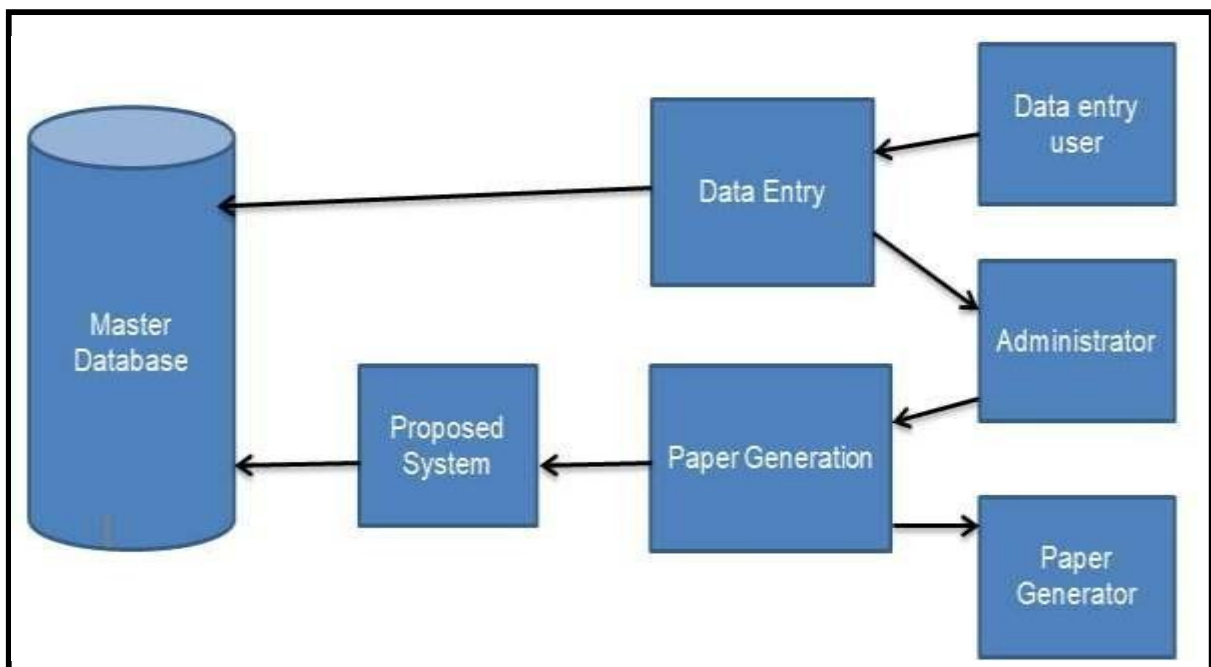


Fig 4.1 Architecture of Examination System

Design is the first step in the development phase for any engineered product or system. The design is the transition from the user oriented view to the programmer view. Design phase acts as an edge between the software specification phase and the software development phase which satisfies the requirements. The system transforms a logical representation of what a given system is required

to be, into the physical specification. Design starts with the requirement specification and converts it into physical specification. System design is a creative art of inventing and developing inputs, databases, offline files, methods and procedures, for processing data to get meaningful output that satisfies the organization objectives. Through the design phase consideration to the human

factors, i.e., the inputs to the users will have on the system. The software methodology followed in this project includes the object-oriented methodology and the application system development methodologies. The description of these methodologies is given below. Although there are a growing number of applications (such as decision support systems) that should be developed using an experimental process strategy such as prototyping, a significant amount of new development work continue to involve major operational applications of broad scope. The application systems are large highly structured. User task comprehension and developer task proficiency is usually high. These factors suggest a linear or iterative assurance strategy. The most common method for this stage class of problems is a system development life cycle modal in which each stage of development is well defined and has straightforward requirements for deliverables, feedback and sign off. The system development life cycle is described in detail since it continues to be an appropriate methodology for a significant part of new development work.

Some of the main factors that have to be noted using the design of the system are:

- Practicability

System must be capable of being operated over a long period of time and must have ease of use.

- Efficiency

Should make better use of resources available. Efficiency involves

Accuracy, timeliness and comprehensiveness of system output.

- Cost : Aim of minimum cost and better results
- Security : Physical security of data

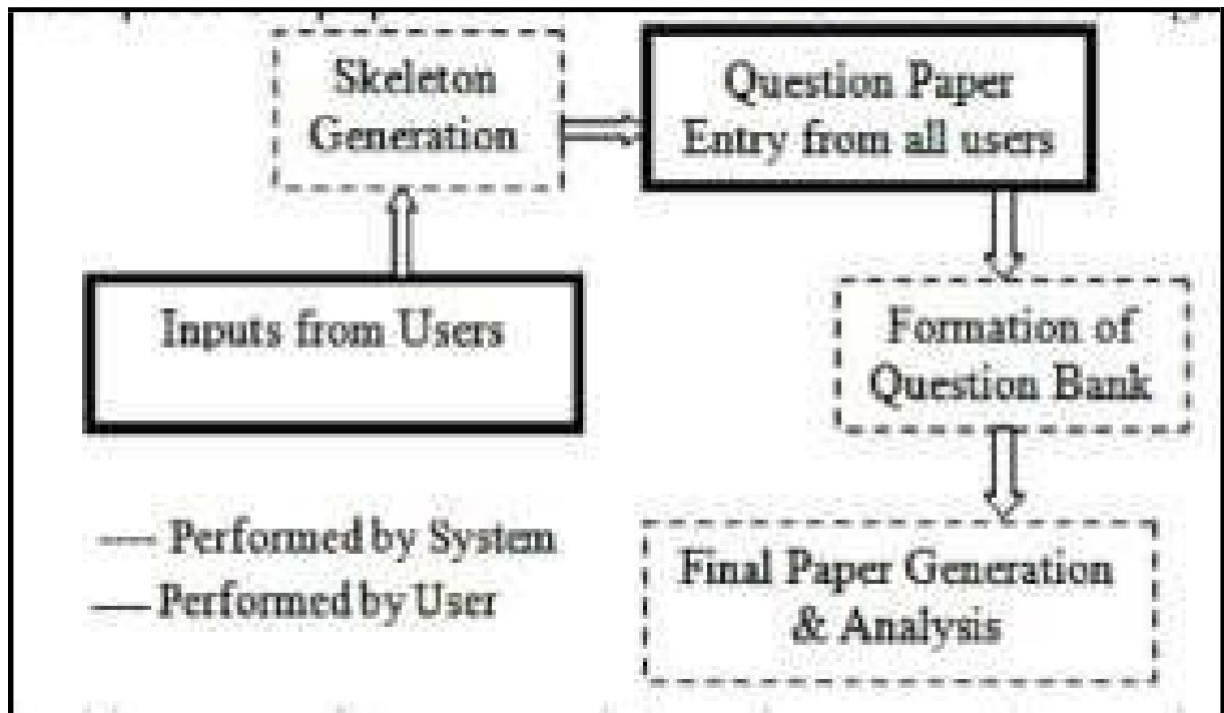


Fig 4.2 Block Diagram for Question Paper Generation

Top-down programming is the opposite of bottom-up programming. It refers to a style of programming where an application is constructed starting with a high-level description of what it is supposed to do, and breaking the specification down into simpler and simpler pieces, until a level has been reached that corresponds to the primitives of the programming language to be used. Top-down programming tends to generate modules that are based on functionality, usually in the form of functions or procedures. Typically, the high-level specification of the system states functionality. This high-level description is then refined to be a sequence or a loop of simpler functions or procedures, that are then themselves refined, etc. In this style of programming, there is a great risk that implementation details of many data structures have to be shared between modules, and thus globally exposed. This in turn makes it tempting for other modules to use these implementation details, thereby creating unwanted dependencies .

4.3 Software Methodology

The software methodology followed in this project includes the object-oriented methodology and the application system development methodologies. The software methodology followed in this project includes the object-oriented methodology and the application system development methodologies. The

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The basic idea of the system development life cycle is that there is a well-defined process by which an application is conceived and developed and implemented. The life cycle gives structure to a creative process. In order to manage and control the development effort, it is necessary to know what should have been done, what has been done, and what has yet to be accomplished. The phrases in the system development life cycle provide a basis for management and control because they define segments of the flow of work, which can be identified for managerial purposes and specifies the documents or other deliverables to be produced in each phase.

The phases in the life cycle for information system development are described differently by different writers, but the differences are primarily in the amount of necessity and manner of categorization. There is a general agreement on the flow of development steps and the necessity for control procedures at each stage. The information system development cycle for an application consists of three major stages. Definition, Development, Installation and operation are the phases. The first stage of the process, which defines the information requirements for a feasible cost effective system. The requirements are then translated into a physical system of forms, procedures, programs etc., by the system design, computer programming and procedure development. The resulting system is test and put into operation. No system is perfect so there is always a need for

maintenance changes. To complete the cycle, there should be a post audit of the system to evaluate how well it performs and how well it meets the cost and performance specifications. The stages of definition, development and installation and operation can therefore be divided into smaller steps or phrases as follows. Proposed definition is preparation of request for proposed applications. Feasibility assessment is evaluation of feasibility and cost benefit of proposed system. Information requirement analysis determination of information needed. Conceptual design is User-oriented design of application development. Physical system design is detailed design of flows and processes in applications processing system and preparation of program specification. Program development is coding and testing of computer programs. Procedure development is design of procedures and preparation of user instructions. Installation and operation. Conversion is that final system test and conversion. Operation and maintenance is that month to month operation and maintenance. Post audit is the evaluation of development process,application system and results of use at the completion of the each phase, formal approval sig n-off is required from the users as well as from the manager of the project development.

The description of these methodologies is given below.

This algorithm(i.e., Shuffling Algorithm) is extraordinarily familiar and tremendous methods to make n different question papers to generate them randomly. It tests for non-original and repeated questions in the generated question paper. The process for set of 1 to N-1 numbers is as follows:

1. Numbers are to be chosen from 1 to n(in the databse)
2. Select a number(k) randomly from the remaining
3. Store the number which is generated if the location of the number is equal to zero.

4.3.1 System Requirements-

4.3.1.1 Software Requirements –

- Microsoft Windows (Windows 7/Windows 10)
- MySQL
- Php
- CSS

- Any Browser (Google,IE, Mozilla etc..)
- UAMPP/WAMPP/XAMPP local servers

4.3.1.2 Hardware Requirements –

- 20 GB Hard Disk
- RAM 1GB/2GB
- I3/I5 processor based system

4.3.1.3 External Interface Requirements

It include the following interfaces

- User Interfaces
- Software Interfaces
- qHardware Interfaces

4.3.1.4 User Interfaces

The interface must be easy to understand. The user interface includes

- **screen formats/organization:** The introductory screen will be the first to be displayed which will allow the users to do the member registration.
- **window format/organization:** When the user chooses some other option, then the information pertaining to that choice will be displayed in a new window which ensures multiple windows to be visible on the screen and the users can switch between them.
- **data format:** The data entered by the users will be alpha numeric.
- **end messages:** When there are some exceptions raising error like entering invalid details, then error messages will be displayed prompting the users to re-enter the details.

4.3.1.5 Hardware Interfaces

- **Server side hardware**
 - ✓ Hardware recommended by all the software needed.
 - ✓ Communication hardware to serve client requests
- **Client side hardware**
 - ✓ Hardware recommended by respective client's operating system and web browser.
 - ✓ Communication hardware to communicate the server.

4.3.1.6 Software Interfaces

- **Server side software**

- ✓ Web server software, IIS
- ✓ Server side scripting tools: C#
- ✓ Database tools: SQL server 2005.
- ✓ Compatible operating system: Windows XP

- **Client side software**

- ✓ Web browser supporting JavaScript, refer Browser Compatibility

4.3.1.7 Communications Interfaces

http - Hypertext Transfer Protocol is a transaction oriented client/server protocol between web browser & a Web Server.

tcp/ip: Transmission Control Protocol/Internet Protocol, the suite of communication protocols used to connect hosts on the Internet. TCP/IP uses several protocols, the two main ones being TCP and IP.

4.3.2 Application System Development – A Life cycle Approach

Although there are a growing number of applications (such as decision support systems) that should be developed using an experimental process strategy such as prototyping, a significant amount of new development work continue to involve major operational applications of broad scope. The application systems are large highly structured. User task comprehension and developer task proficiency is usually high. These factors suggest a linear or iterative assurance strategy. The most common method for this stage class of problems is a system development life cycle modal in which each stage of development is well defined and has straightforward requirements for deliverables, feedback and sign off. The system development life cycle is described in detail since it continues to be an appropriate methodology for a significant part of new development work.

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phases. The first stage of the process, which defines the information requirements for a feasible cost effective system. The requirements are then translated into a physical system of forms, procedures, programs etc., by the system design, computer programming and procedure development. The resulting system is test and put into operation. No system is perfect so there is always a need for maintenance changes. To complete the cycle, there should be a post audit of the system to evaluate how well it performs and how well it meets the cost and performance specifications.

The stages of definition, development and installation and operation can therefore be divided into smaller steps or phrases as follows. Proposed definition is preparation of request for proposed applications. Feasibility assessment is evaluation of feasibility and cost benefit of proposed system. Information requirement analysis determination of information needed. Conceptual design is User-oriented design of application development. Physical system design is detailed design of flows and processes in applications processing system and preparation of program specification. Program development is coding and testing of computer programs. Procedure development is design of procedures and preparation of user instructions. Installation and operation. Conversion is that final system test and conversion. Operation and maintenance is that month to month operation and maintenance. Post audit is the evaluation of development process,application system and results of use at the completion of the each phase, formal approval sign-off is required from the users as well as from the manager of the project development.

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2. Development.
3. Installation and operation.

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4.3.1 Definition

Proposed definition	: preparation of request for proposed applications
Feasibility assessment	: evaluation of feasibility and cost benefit of proposed system
Information requirement analysis	: determination of information needed

4.3.2 Design

Conceptual design	- User-oriented design of application
DEVELOPMENT Program	- Coding and testing of computer programs
Procedure development	- Design of procedures and preparation of user instructions.
Physical system design	- Detailed design of flows and processes in applications processing and preparation of

program specification.

4.3.3 Installation and Operation

Conversion : Final system test and conversion.

Operation and maintenance : Month to month operation and maintenance

Post audit : Evaluation of development process,application system and results of use at the completion of the each phase, formal approval sign-off is required from the users as well as from the manager of the project development.

CHAPTER 5

RESULTS AND DISCUSSIONS

5.1 ScreenShots

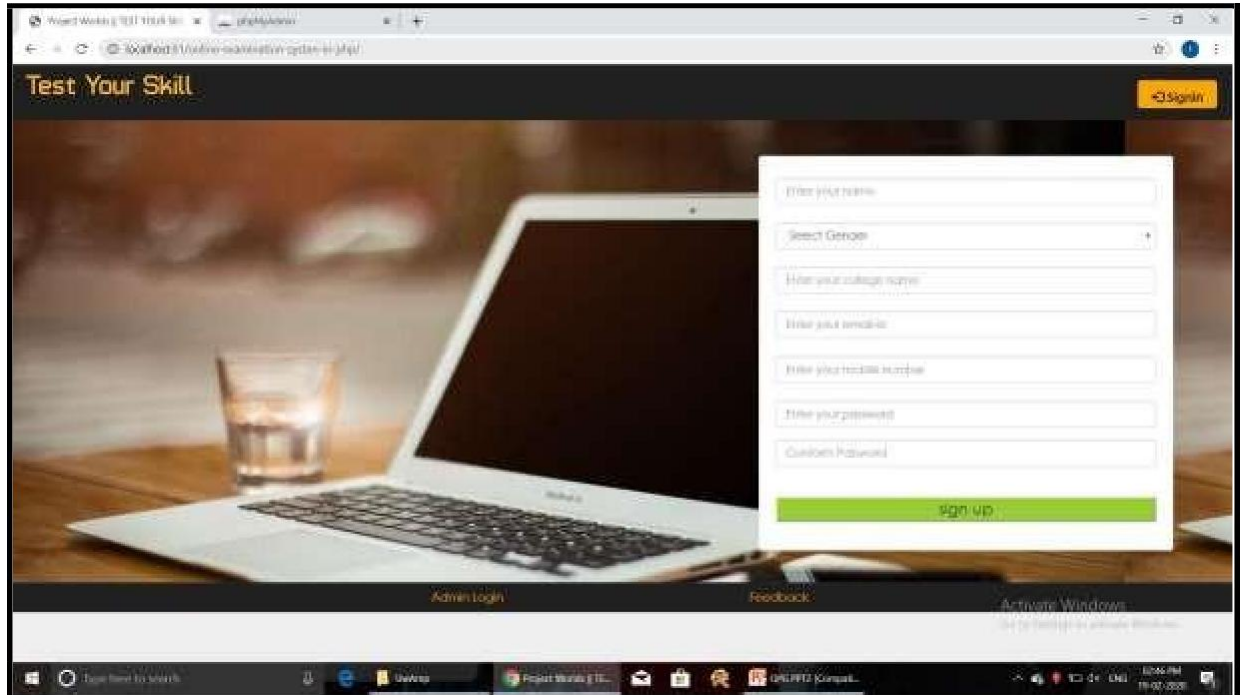


Fig 5.1 Login Page

When we open the web page this is the first page that we see. It contains login credentials where we can login if the user already exists and if the user is not existed then we can register the portal by giving the personal details.

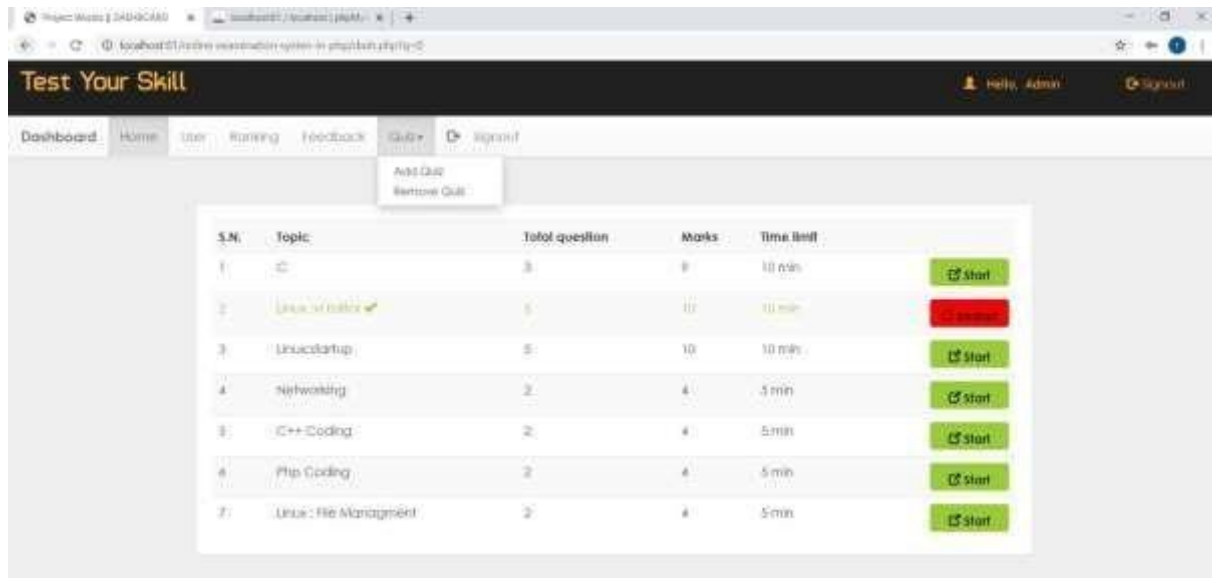


Fig 5.2 Admin Home Page

Admin Home Page can be accessed only by the admins where they can maintain student information, student marks, student rankings and also they will be able to add or remove quiz

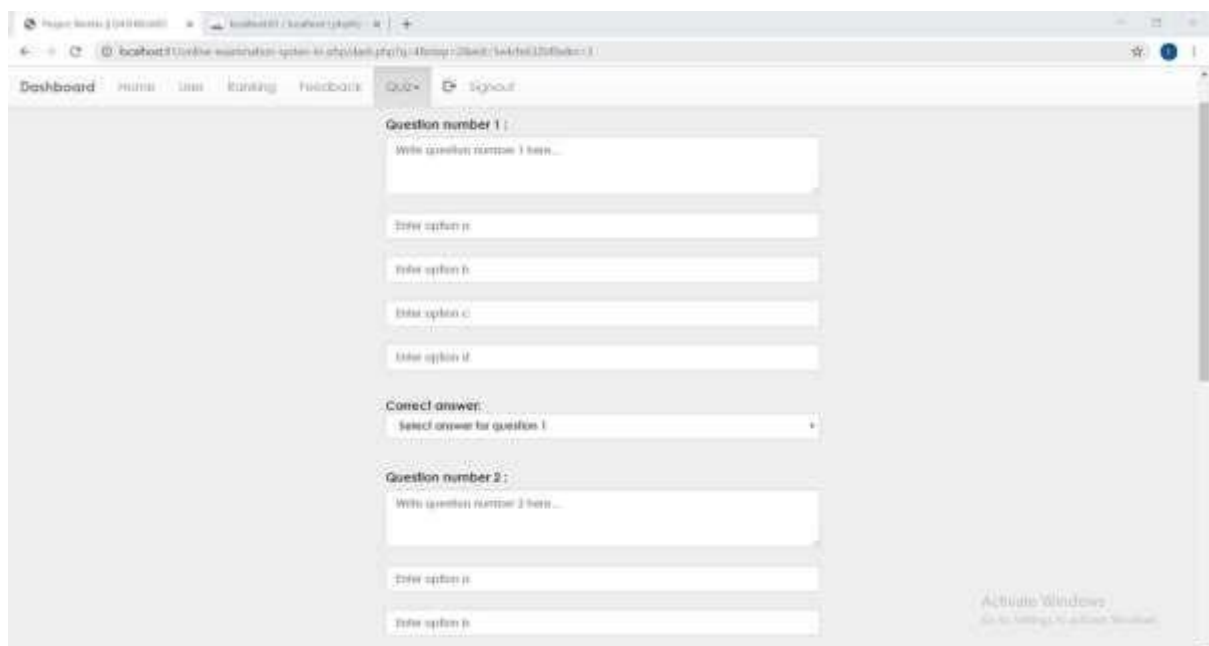


Fig 5.3 Quiz Details

In this page admin can be able to add the questions along with the options to generate the question paper.

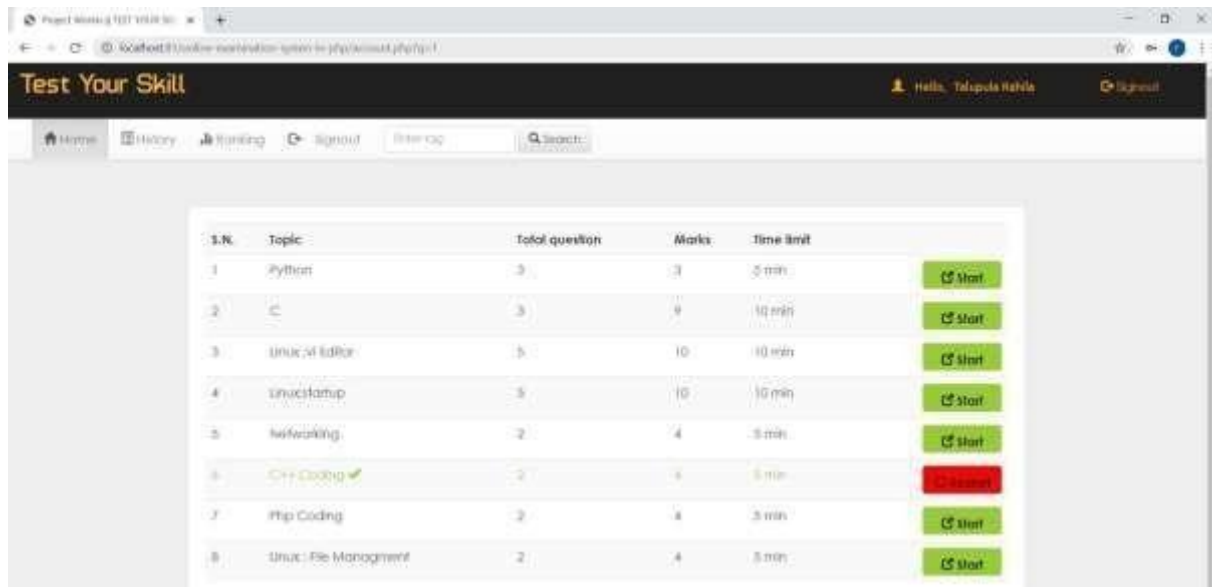


Fig 5.4 Student Home Page

This is the student homepage where they will be provided with the options to write exam, check results give feedback etc..

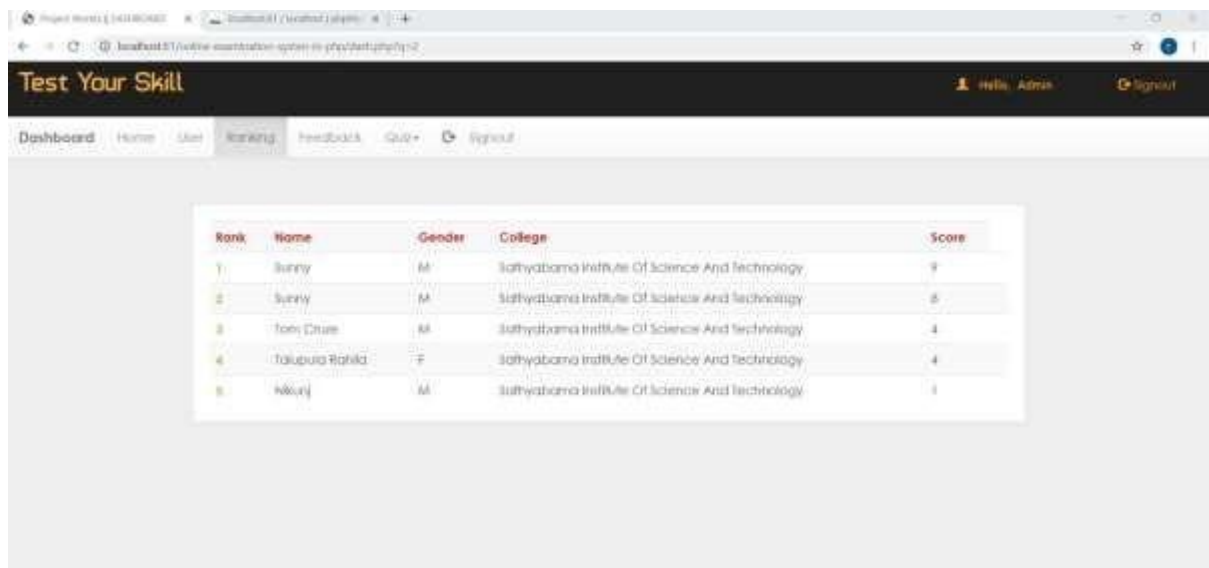


Fig 5.5 Student Results

S.N.	Name	Gender	College	Email	Mobile
1	Mark Zuberburg	M	Sathyabama Institute Of Science And Technology	ceo@facebook.com	987554321
2	Komal	F	Sathyabama Institute Of Science And Technology	komalp2011@gmail.com	775506889
3	Tom Cruise	M	Sathyabama Institute Of Science And Technology	tm3@hollywood.com	775506889
4	Netcamp	M	Sathyabama Institute Of Science And Technology	netcamp@gmail.com	987654321
5	Nikunj	M	Sathyabama Institute Of Science And Technology	nik1@gmail.com	987
6	Rakshita	F	Sathyabama Institute Of Science And Technology	rakshitarupata99@gmail.com	8919045738
7	Sunny	M	Sathyabama Institute Of Science And Technology	sunnygtp10@gmail.com	775506889
8	Vikash	M	Sathyabama Institute Of Science And Technology	vikash@gmail.com	775506889

Fig 5.6 Student Registration

CHAPTER 6

CONCLUSION

6.1 Conclusion

The method was designed in such a way that future modifications can be done easily. The following conclusions can be deduced from the development of the project. Automation of the entire system improves the efficiency. It provides a friendly graphical user interface which proves to be better when compared to the existing system. It gives appropriate access to the authorized users depending on their permissions. It effectively overcomes the delay in communications. Updating of information becomes so easier. System security, data security and reliability are the striking features. The System has adequate scope for modification in future if it is necessary.

6.2 Future Enhancements

This application avoids the manual work and the problems concern with it. It is an easy way to obtain the information regarding the different scheduled examinations information that are Currently issued. Well I and my team members have worked hard in order to present an improved website better than the existing one's regarding the information about the various activities. Still ,we found out that the project can be done in a better way. Primarily, when we request information about a particular schedules it just shows the exam date and platform. So, after getting the information we can get access to the onlineexam. The enhancement that we can add the searching option. We can directly search to the particular student details from this site.

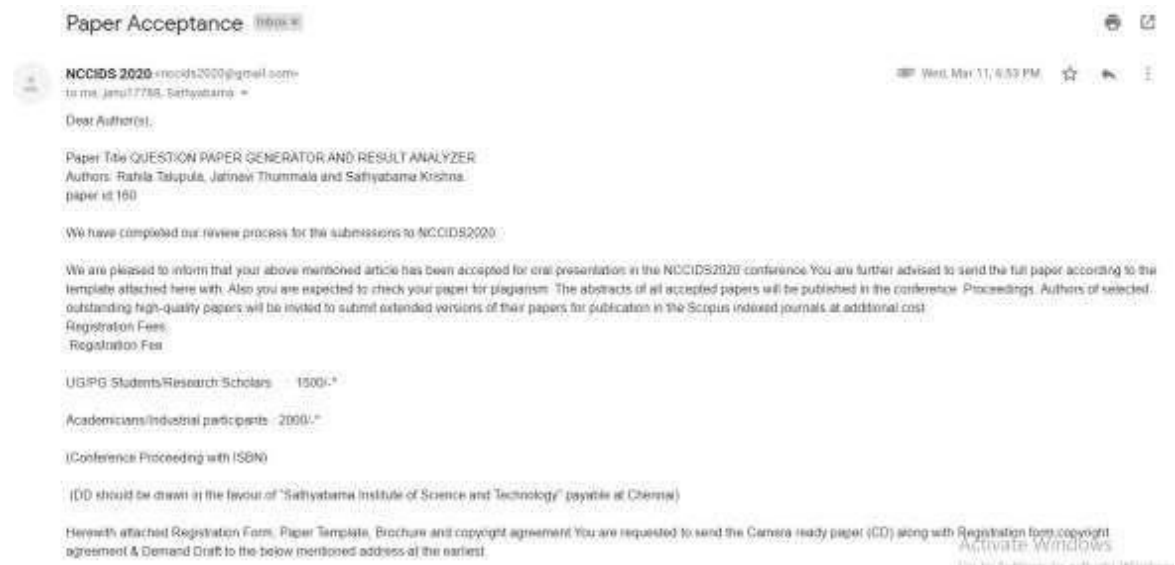
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17. <https://pdfs.semanticscholar.org/c781/337d5c9204de30d564f092c7f5c7a37ffbb1.pdf>
18. <https://pdfs.semanticscholar.org/bec7/8244707dc92e43debd234c745ecf8ddc2cf8.pdf>
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20. https://www.researchgate.net/publication/317060013_Automatic_Question_Paper_Generator_System

APPENDICES

A) PAPER ACCEPTANCE MAIL



B) PLAGIARISM REPORT

Turnitin

https://www.turnitin.com/newreport_printview.asp?eq=1&eb=1&esm

Turnitin Originality Report

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< 1% match (publications)

[Liu, Dan, Jianmin Wang, and Lijuan Zheng. "Automatic Test Paper Generation Based on Ant Colony Algorithm", Journal of Software, 2013.](#)

Question Paper Generator and Result Analyzer Abstract An examination may be a crucial activity for any educational establishments that is accustomed to notice the individual's performance and their growth in progress. This online examination method is to be implemented so as to improve their knowledge in all the aspects thoroughly. Preparing the questions manually is extremely difficult, hard and time taking process for the staff. So, we introduced the process of conducting exam online, so that the task for the staff to prepare the questions is reduced and machine takes all the responsibilities after loading the questions. This technique includes many modules like login, subject, questions, ranking

C) JOURNAL PAPER

Question Paper Generator and Result Analyzer

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Abstract - An examination may be a crucial activity for any educational establishments that is accustomed to notice the individual's performance and their growth in progress. This online examination method is to be implemented so as to improve their knowledge in all the aspects thoroughly. Preparing the questions manually is extremely difficult, hard and time taking process for the staff. So, we introduced the process of conducting examination online, so that the task for the staff to prepare the questions is reduced and machine takes all the responsibilities after loading the questions. This technique includes many modules like login, subject, questions, ranking etc machine takes all the responsibilities after loading the questions. This technique includes many modules like login, subject, questions, ranking etc extremely difficult, hard and time taking process for the staff. So, we introduced the process of conducting examination online, so that the task for the staff to prepare the questions is reduced and machine takes all the responsibilities after loading the questions. This technique includes many modules like login, subject, questions, ranking etc.

Keywords—automated, question paper generation, randomization, shuffling algorithms.

1. Introduction

This project can take away all those complexities that the workers ought to bear to create the question paper. The random generation rule is utilized by different sources to generate the questions randomly for different systems. Different systems use different techniques of randomisation so as to produce the question paper in an efficient way. Victimisation of code is to be performed for boosting the operations quickly. The best part of the code is to take the choices smartly for eliminating recurrent queries and checks the sources for replacement. Not solely the forming of the matter paper is conjointly potential for limit finding of queries that haven't been used in the least or are used but nominative variety of times. This makes it greatly advantageous because the difficulty in non-automation repetition avoidance is completely removed. The automatic system offer time saving and work efficiency. Associate degree oval epitome of different theme delineated in this entire project. The most important goal of this project is to elucidate the generation of question paper. Victimisation collapse rule is used in this process. This technique is personal computer friendly which has many options chiefly manufacturing real sets of examination question paper. Result shows the unique professional of sappy work of this kind of rule for sorting the systems. Efficiency in hardwork is to use different types of techniques (randomisation) likewise as additionally to generate the questions, we are able to produce an equivalent code through creating a feature to provide queries through straightforward on-line text, which can be achieved through victimisation or random generation processes. The main goal of QPGRA is that it cuts back the duties of lecturers within the examination room. The purpose of non-manual generation systems is to compose the question papers. In step with the features of the data management system, system works inside the two modes they are the user and the administrator. This project can change faculty control to mechanically generate the papers for examination from the question bank which is already existing. The machine can have capacity to method the completely not same distinctive paper sets terribly mechanically. System can take over the complete hard task and will the non-automation, toilsome process fleetly and also with efficiency. User can be able to organize the question bank in step with subject name, class number/name, section name and marks in particular subject. This code does all the work related to subject, starting from question guide preparation to paper generation. Code is extraordinarily helpful for all the educational institutions. The code can improve the institute with a robust technique to urge Exam papers throughout a really less time. Authorities have pliability to urge category tests, terminal tests, public tests, and revision tests.

2. Related Works

There are many previous works are done regarding the examination system in the educational institutions. The existing system allows the the students to take the test in in online but the major problem in this system was correction. The correction system was not automatic in some projects. The existing system is very very time consuming and chances of paper leakage are more when compared to online method of conducting the examination. Whereas the major task after the examination is correction, the existing methodology consumes more time for correcting the papers and also a bit of risk for humans is also involved like students can cheat by changing the marks. An automated Question Paper Generation system was introduced in September 2014 through which examination is conducted online and question papers can be generated once if student clicks the start test button. Question paper Generator system was put forward in October 2015. Test Paper Generation system using ant colony algorithm was put forward by a journal in the year 2017 Also the same system was introduced by the students of Wuhan University but by using different algorithms and methodologies.

3. Proposed System

QPGRA is special and distinctive code, which can be utilized in class, establishments, colleges, check paper setters World educational Organization wish to possess an enormous information of queries for frequent generation of question. This code may be enforced in numerous medical, engineering and coaching institutes for theory paper. You'll be able to produce random question paper with these code anytime inside seconds. You'll be able to enter unlimited units and chapter relying upon the system storage, capability and as per the necessity. For generating the question paper we need some parameters and the process has to be divided into several parts namely The Result Instrument, Parameter Selection, Guide, QPG. The skeleton paper is generated by the admin(staff). College's square measure created to know the queries through the information together by several problem level and importance. This questions which are prepared are sent for generation. Question chosen are going to be unbiased and supports the rules. This question paper is then understood by the admin. Once after the analysis, the generated Exam paper may be mailed to the institute. Once check taken by student, workers are going to be able to read the result analysis them.

The Framework for Automation took a look at the paper create System "supplied a radical perception of method of non-manual paper generation". A three type model is furnished at some stage in the framework. Generation of question Papers is done using the Syllabus, Complex Composer and Query Aggregator. The Exam paper which is generated is predicted on the produced patterns. Other issues like Bank system takes care of human Rights and Privileged tasks. The QPG selects an trouble constant with the simple methods. This system additionally provides another system where a chosen query is noted in order to remove it from the system. This method prevents repetition of questions in papers.

This Project QPG uses the algorithm of randomisation technique" describes a system which uses a collapsed algorithm as a choice technique". This system consists of various modules like consumer, admin, difficulty, subject level identity, query, query management, paper creation, and paper organisation. The machine introduces an enormously environment friendly algorithm. The examination questions are then chosen towards these array method, making sure they generate completely choice generated query papers. However, this technique is incomplete to make use of the exceedingly environment friendly pointing system. Exam questions once if they are selected it is not a problem if they are repeated.

The QPG has furnished a capability to utilise built-in question bank. This project accurately describes the unique kind of the questions which are complex however highly efficient and algorithm friendly. It notes the usage and dealing of connecting from manual structures to no-paper systems. This project additionally and sincerely says to put forward the importance of data for educational organisations.

3.1 Feasibility Study –

1. **Economic Feasibility** : This Question Paper Generator System is economically feasible as it saves lot of money by saving paper. This proposed system not only saves money but also time.
2. **Technically Feasible** : This Question Paper Generator System is also technically feasible as the proposed system does not have any complications in any of the hardware or software architectures.
3. **Operational Feasibility** : This Question Paper Generation system is operationally feasible as the proposed system is designed in such a way that users does not face any task as difficult to complete.

Characteristics

- ✓ Time saving
- ✓ Auto Correct Process
- ✓ Auto Result Generation
- ✓ Result Analysis
- ✓ Paperless activity

- ✓ Easy Student report generation

4. Architecture

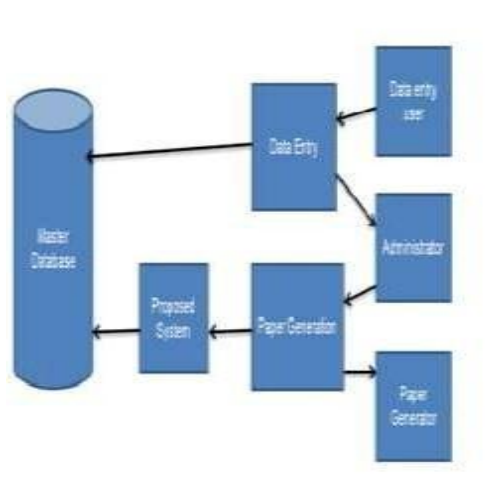
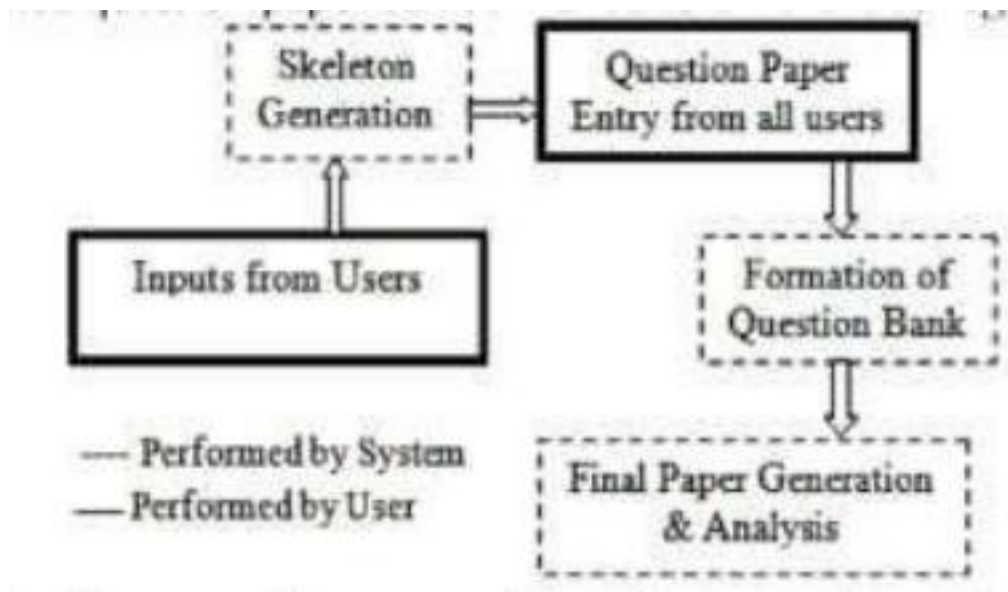


Fig 4.1 Architecture Diagram

This Question paper Generator architecture is built in such a way that this can be accessed by anyone very easily as its software does not have any complications. The architecture is designed in such a way that the operation of this web page are easily operated by anyone. It generally has 2 phases of testing, in the 1st phase risk analysis is performed where the system undergoes the test that in future it does not face any problems. In the second phase, system monitoring is done in order to check its speed, time complexity and many other factors.

Block Diagram



The major steps involved in generating the question paper are –
 Input should be taken from users i.e., questions which are to be stored. Next is skeleton generation i.e., raw data generation next test is to be conducted. Finally result is to be analysed.

4.1 Modules and Description –

This Question Paper Generator System can be implemented using several modules like

Admin

User

Quiz

Ranking

Feedback

Admin – This module can be employed by the staff to login and add question papers or to remove question papers and to check the students result analysis.

User – This module can be employed by the students to login and write their exams and to check their results.

Quiz – In this quiz module there are 2 sections –

1. Add Quiz

2. Remove Quiz

This module is employed by the staff to add the questions and to remove or change the questions.

Ranking - This module can be employed by both students and teachers. Both student and teachers have same functionality that is to check results and ranking.

Feedback – This module can also be employed by both students and teachers. Students can give feedback and teachers can read the feedback given by students.

Algorithm

This algorithm(i.e., Shuffling Algorithm) is extraordinarily familiar and tremendous methods to make n different question papers to generate them randomly. It tests for non-original and repeated questions in the generated question paper. The process for set of 1 to N-1 numbers is as follows:

4. Numbers are to be chosen from 1 to n(in the database)
5. Select a number(k) randomly from the remaining
6. Store the number which is generated if the location of the number is equal to zero.

4.2 System Requirements-

4.2.1 Software Requirements –

- Microsoft Windows (Windows 7/ Windows 10)
- MySQL
- Php
- CSS
- Any Browser (Google,IE, Mozilla etc..)
- UAMPP/WAMPP/XAMPP local servers

4.2.2 Hardware Requirements –

- 20 GB Hard Disk
- RAM 1GB/2GB
- I3/I5 processor based system

5. Conclusion

This mission is to understand the use of our system in online. It also describes a prototypical working of the Algorithm used for the generation of different questions randomly. The device is a pc primarily software program. This project is to less the human efforts and mistakes while generating the question paper and also to reduce the human errors in the paper. Through this online system lots and lots of papers can be saved by the educational institutions. Through this system students can know what exactly the subject is, without just preparing the important questions. Students can have lesser chances to copy in the examination. Finally this system reduces the stress for teachers by doing auto-correction and reduces the students strain as they don't need to write in papers for hours and hours through conducting the exam online.

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D) SOURCE CODE

```
@font-face {
  font-family: 'Open Sans';
  font-style: normal;
  font-weight: 400;
  src: local('Open Sans'), local('OpenSans'),
  url(http://themes.googleusercontent.com/static/fonts/opensans/v8/cJZKeOuBrn4k
  ERxqtaUH3T8E0i7KZn-EPnyo3HZu7kw.woff) format('woff');
}
```

```
@font-face {
  font-family: 'Ubuntu';
  font-style: normal;
  font-weight: 400;
  src: local('Ubuntu'),
  url(http://themes.googleusercontent.com/static/fonts/ubuntu/v5/_xyN3apAT_yRRD
  eqB3sPRg.woff) format('woff');
}
```

```
@font-face {
  font-family: 'Droid Serif';
  font-style: normal;
  font-weight: 400;
  src: local('Droid Serif'), local('DroidSerif'),
  url(http://themes.googleusercontent.com/static/fonts/droidserif/v4/0AKsP294HTD -
  nvJgucYTaIbN6UDyHWBl620a-IRfuBk.woff) format('woff');
}
```

Main.css –

```
body
{
  overflow-x: hidden;
```

```

width:100%;
font: 15px "Century Gothic", "Times Roman", sans-serif;
background:#eee;
min-height:550px;
background-attachment:fixed;
}
.bg
{
min-height:540px;
}
.bg1
{
background:url(..image/bg.jpg);
min-height:535px;
}

@font-face {
    font-family: 'typo';
    src: url('../fonts/typo.ttf');
}

@font-face {
    font-family: 'gothic';
    src: url('../fonts/gothics.ttf');
}

.panel{
border-color:#eee;
margin:40px;
padding:20px;
font: 15px "Century Gothic", "Times Roman", sans-serif;
}

.title

```

```
{
font-family:'typo';
}

.header
{
background:#202020;
height:70px;
}
.logo
{
font-family:'typo';
font-size:35px;
color:#ffbb33;
margin:15px;
}

.title1{
font: 16px "Century Gothic", "Times Roman", sans-serif;
}
.title2{
font-family: 'Ubuntu', sans-serif;
font-size:20px;
}

.sub1
{
width:90px;
color:#202020;
background:orange;
font-size:15px;
height:35px;
margin:20px;
```

```
padding:10px;  
width:100px;  
}
```

```
.sub  
{  
width:100%;  
background-color:#9acd32;  
font-size:20px;  
padding:2px;  
margin-top:15px;  
margin-right:20px;  
}  
.sub:hover  
{  
color:#fff;  
}
```

```
.footer  
{  
font-size:15px;  
text-align:center;  
border-top:1px solid;  
border-color:#323232;  
background-color:#202020;  
}  
.footer a  
{  
margin:25px;  
color:orange;  
text-decoration:none;  
font: 15px "Century Gothic", "Times Roman", sans-serif;
```

```

}
.footer a:hover
{
text-decoration:none;
color:#9acd32;
border-top:2px solid;
border-color:orange;

}

.box
{
padding:9px;
}
hr{ color:#000
000;
}
.top
{
margin-top:20px;
}
.log1
{
font: 15px 'Ubuntu', sans-serif;
color:orange;
margin-left:10px;
}
<?php
session_start();
if(isset($_SESSION["email"])){s
ession_destroy();
}
include_once 'dbConnection.php';
$ref=@$_GET['q'];

```

```

$email = $_POST['email'];
$password = $_POST['password'];

$email = stripslashes($email);
$email = addslashes($email);
$password = stripslashes($password);
$password = addslashes($password);
$password=md5($password);
$result = mysqli_query($con,"SELECT name FROM user WHERE email = '$email'
and password = '$password'" ) or die('Error');
$count=mysqli_num_rows($result);
if($count==1){
while($row = mysqli_fetch_array($result)) {
    $name = $row['name'];
}
$_SESSION["name"] = $name;
$_SESSION["email"] = $email;
header("location:account.php?q=1");
}
else
header("location:$ref?w=Wrong Username or Password");

```

```

?>
<?php
include_once 'dbConnection.php';
session_start();
$email=$_SESSION['email'];
//delete feedback
if(isset($_SESSION['key'])){
if(@$_GET['fdid'] && $_SESSION['key']=='sunny7785068889') {
$id=@$_GET['fdid'];
$result = mysqli_query($con,"DELETE FROM feedback WHERE id='$id' ") or
die('Error');

```

```
header("location:dash.php?q=3");  
}  
}
```

```
//delete user  
if(isset($_SESSION['key'])){  
if(@$_GET['demail'] && $_SESSION['key']=='sunny7785068889') {  
$demail=@$_GET['demail'];  
$r1 = mysqli_query($con,"DELETE FROM rank WHERE email='$demail' ") or  
die('Error');  
$r2 = mysqli_query($con,"DELETE FROM history WHERE email='$demail' ") or  
die('Error');  
$result = mysqli_query($con,"DELETE FROM user WHERE email='$demail' ") or  
die('Error');  
header("location:dash.php?q=1");  
}  
}
```