

PROFESSIONAL TRAINING 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 Technology in Information Technology

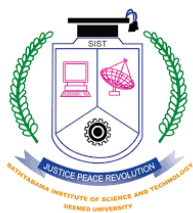
By

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SCHOOL OF COMPUTING
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SATHYABAMA
INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)

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DEPARTMENT OF INFORMATION TECHNOLOGY

BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of **FEROSE MOOSHA.F (Reg. No: 39120031)** who carried out the project entitled "**Quiz Application**" under my supervision from March 2022 to April 2022.

Internal Guide

Dr.S.GOWRI, M.E., Ph.D.,

Head of the Department

Dr.R.SUBHASHINI, M.E., Ph.D.,

Submitted for Viva voce Examination held on _____

Internal Examiner

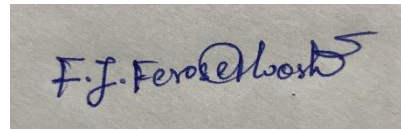
External Examiner

DECLARATION

I, **FEROSE MOOSHA F**, hereby declare that the project report entitled **Quiz Application** done by me under the guidance of **Dr.S.GOWRI,M.E.,Ph.D.**, is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering Degree in Information Technology

DATE: 28/04/2022

PLACE: Chennai

A rectangular box containing a handwritten signature in blue ink. The signature appears to be 'F.J. Feroze Moosha F' with a stylized flourish at the end.

SIGNATURE OF THE CANDIDATE

ACKNOWLEDGEMENT

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

I convey my thanks to **Dr. T. Sasikala M.E., Ph.D**, Dean, School of Computing, **Dr. R. Subhashini, M.E., Ph.D. Head of the Department of Information Technology** for providing me necessary support and details at the right time during the progressive reviews.

I would like to express my sincere and deep sense of gratitude to my Project Guide **Dr.S.GOWRI.,M.E.,Ph.D.**, for her valuable guidance, suggestions and constant encouragement paved way for the successful completion of my project work.

I wish to express my thanks to all Teaching and Non-teaching staff members of the **Department of Information Technology** who were helpful in many ways for the completion of the project.

TRAINING CERTIFICATE



ABSTRACT

The Quizzler is an application for to take quiz in an efficient manner and no time wasting for checking the paper. The main objective of this application is to efficiently evaluate the candidate thoroughly through a fully automated system that not only saves lot of time but also gives fast results. Teachers give papers for students according to their convenience and time and there is no need of using extra thing like paper, pen etc. This can be used in educational institutions as well as in corporate world. Can be used anywhere any time as it is a mobile based application (user location doesn't matter). No restriction that examiner has to be present when the candidate takes the test. This Application provides facility to conduct examination worldwide. It saves time as it allows number of students to give the exam at a time and displays the results as the test gets over, so no need to wait for the result. It is automatically generated. Administrator has a privilege to create, modify and delete account for teachers. Teachers can create different tests and contexts for students. Students can register, login and give the test with his specific id, and can see the results as well. Teachers can also evaluate different contexts. Students can also see who is currently online and also the highest scores. It provides a competitive platform, where a student not only judges their knowledge /skill but also they can improve their knowledge/skill at the same time.

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CHAPTER 1

INTRODUCTION

- A quiz is a form of game or mind sport in which players attempt to answer questions correctly about a certain or variety of subjects. According to OED, when it applied specifically to set a questions used to evaluate person's knowledge in an academic context, the word Quiz first appeared in print in 1867.
- Quizzes can be used as a brief assessment in education and similar fields to measure growth in knowledge, abilities, or skills. In past days quiz application was conducted manually. To reduce the effort in attending the quiz manually it evolved gradually with the help of technology to quiz application and online Quiz Contest
- Quiz Contest is a application developed to conduct an quiz based on time constraints. Quiz Contest system is accessed by entering the user name and password which is added to the database.
- Before start of the quiz, the rules and regulations are displayed that includes description of the time limit, number of questions to be answered and scoring methods.
- Quiz is started by displaying one question with four options each based on computer
- and general knowledge. if the answer is correct, 7 score is incremented by four and no negative marks for wrong answers . If the time exceeds 20secs

next question will come automatically after giving few limited question's answer quiz application will inally direct you to the score page.

- Final score will be displayed and updated in the database with username

CHAPTER 2

OBJECTIVES

- 2.1 MAIN GOAL:
- The main goal of the application is to enable users to practice for subjective tests conducted for admissions and recruitment, with focus on Computer science field.
- 2.2 SCOPE OF PROJECT:
- The scope of “Quiz Contest” is to facilitate a user friendly environment for all users and reduces the manual efort. In past days quiz is conducted manually but in further resolution of the technology we are able to generate the score and pose the queries automatically.

CHAPTER 3

FLUTTER APP DEVELOPMENT

- Flutter is a free and open-source mobile UI framework created by Google and released in May 2017.It is a popular frontend development framework from google that enables developers to build beautiful frontends for any screen.
- Flutter consists of two important parts:

- An SDK (Software Development Kit): A collection of tools that are going to help you develop your applications. This includes tools to compile your code into native machine code (code for iOS and Android).
- A Framework (UI Library based on widgets): A collection of reusable UI elements (buttons, text inputs, sliders, and so on) that you can personalize for your own needs.
- 3.1 WIDGETS
- Widgets are the building blocks of the interface of a Flutter app and define the structure of a UI element. A Flutter application interface is a combination of nested widget
- **StatelessWidget** — A widget that depends only on its configuration, and the state doesn't update.
- **StatefulWidget** — A widget that allows the state to change dynamically.
- Widgets implement Google's material design, and Cupertino Widgets will give the native iOS experience. It doesn't mean that you have to maintain two different codebases. Material Additionally, Flutter provides platform-specific widgets. For example, material Design can be used across all platforms.
- 3.2 GLOBAL FLUTTER USE CASE
- Today Flutter is used globally across industries, platforms, and Operating Systems, mainly due to its cross-platform support. Teams have identified Flutter to be time and cost-saving as they can use a single codebase to develop across platforms.

- Toyota powering their infotainment systems with Flutter shows the ability of Flutter inside embedded systems.

CHAPTER 4

DART PROGRAMMING

One of the most interesting features of Flutter is the language it uses: Dart. Like other systems that use reactive views, Flutter refreshes the view tree for every new frame. To accomplish that, it creates many objects that may live for no more than one frame. Dart uses generational garbage collection that has proven to be very efficient for this type of systems.

Moreover, Dart has a “tree shaking” compiler that only includes the code you need in your app. Even if you need just a widget or two, you can use its large library of widgets freely. Dart is object-oriented and compiles into native code or JavaScript, making it useful to develop faster apps. A core feature of Flutter is the usage of widgets to structure the UI (user interface)

Finally, Dart comes with a repository of software packages for extending the capabilities of apps. For example, it offers a few packages that help to access Firebase so that developers can build serverless apps. Another package allows accessing a Redux data store or makes it easier to access platform services and hardware like the camera.

CHAPTER 5

QUIZ APPLICATION

Quiz Contest is an android application that has general questions related to current affairs and computer. It has multiple choice questions with time limit and it also calculate scores of each correct answer. It is good for students of every age group it helps in increasing general knowledge about world ,Sports and computer etc. Don't need register simply give any user name and password it will saved automatically and you can login again with same user name and password don't have to worry about the past score.

The application helps the user to increase his/her knowledge. Since Smartphone mobiles are being widely used by general population and students, the Quiz Contest application can provide on the Student's mobile. This application provides facility to play quiz, aptitude and general knowledge provides good platform where students can improve their knowledge and skill at the same time

5.1 ENVIRONMENT FRIENDLY

Going from hard-copy tests/ quizzes to offering the same capabilities online reduces consumption of goods such as paper – especially important when the online classroom is large and growing!

5.2 SELF ASSESSMENT TOOL

Testing and quizzing online will usually provide the user with results instantly. This is good for students because it allows them to know what they did wrong immediately, what they need to focus on, and how to

improve should they have to retake the test.

5.3 INSTANT GRADING

Grading and giving feedback is probably the most time-consuming task for the instructor. It's where the instructor has the ability to comment on the strengths and weaknesses of a learner and enable learning to actually take place

CHAPTER 6

CONCLUSION

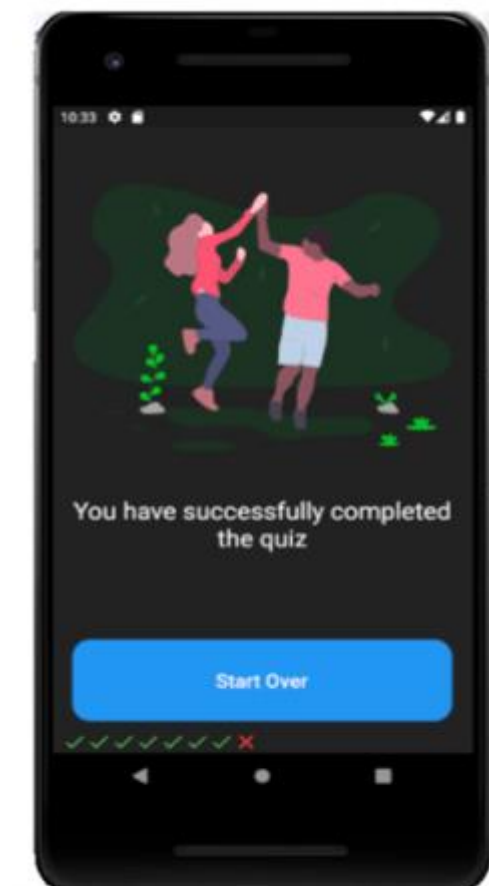
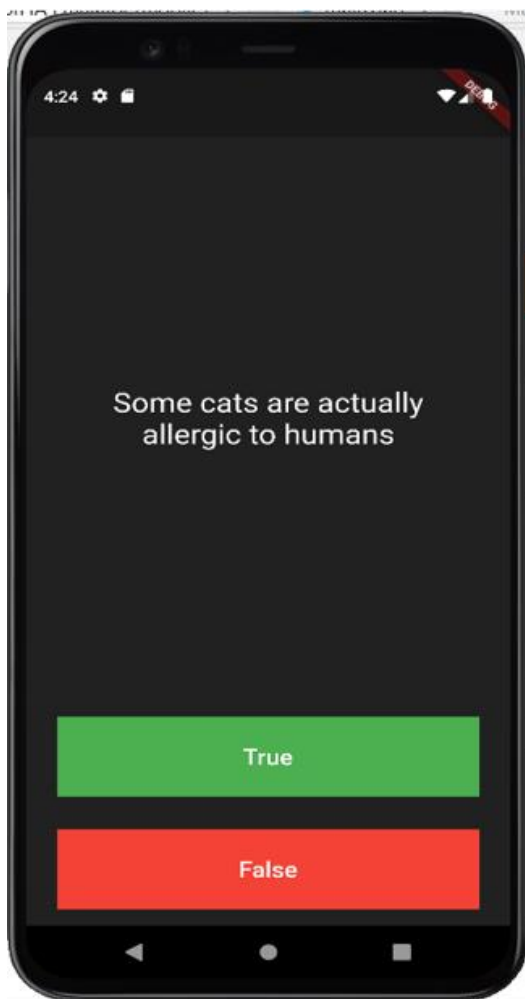
This quiz application save time since user does not need to wait for results. All students/user can get extra knowledge and skills. Administrator has a privilege to put as much as questions in any category. User can give the register, log in and give the test with his/her specific id and can see the results as well

The project has been successfully completed by having established the users with the help of Android Studio tool. It consists of design plots, layouts plots, java codes, oncreate plots and computing plots. At the same time there is some scope for improvement in the future. It can be possible to make it more users friendly by adding more variety of functions

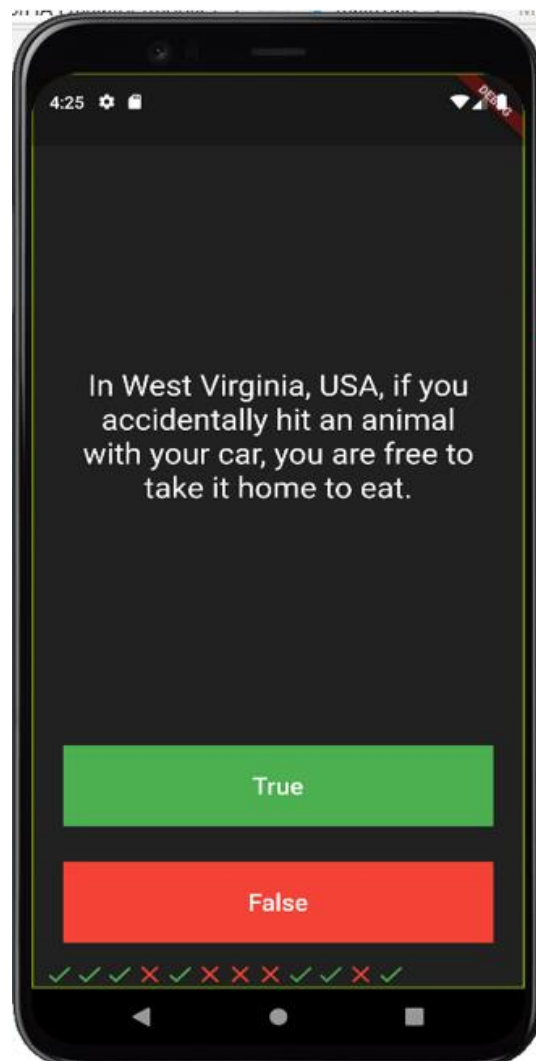
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CHAPTER 7

SCREENSHOT







CHAPTER 8

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