

QUIZ APP

**Sathyabama Institute of Science
and Technology
(Deemed to be University)**

Submitted in partial fulfillment of the requirements for the
Award of
Bachelor of Technology Degree in Information Technology

By

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**DEPARTMENT OF INFORMATION TECHNOLOGY
SCHOOL OF COMPUTING**

SATHYABAMA

**INSTITUTE OF SCIENCE AND TECHNOLOGY
(DEEMED TO BE UNIVERSITY)**

Accredited with Grade "A" by NAAC

JEPPIAAR NAGAR, RAJIV GANDHI SALAI, CHENNAI - 600 119



SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY

(Established under Section 3 of UGC Act, 1956)

Jeppiaar Nagar, Rajiv Gandhi Salai, Chennai -



SCHOOL OF COMPUTING

BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of V.K.RAMANUJAM (38120066) who carried out the project entitled “QUIZ APP” under our supervision from Jan 2021 to April 2021.

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DECLARATION

I V.K.RAMANUJAM (38120066) hereby declare that the Project Report entitled **“Quiz App”** done by me under the guidance of **Dr.J. Jabez M.E., PH.D.**, is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering / Technology degree in **INFORMATION TECHNOLOGY**.

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TABLES OF CONTENTS

CHAPTER No.	TITLE	PAGE NO.
	ABSTRACT	i
	LIST OF TABLES	ii
	LIST OF FIGURES	iii
CHAPTER 1	INTRODUCTION	
	1.1 Purpose	1
	1.2 Scope	1
	1.3 Problem Definition	2
	1.4 Proposed solution	3
CHAPTER 2.	SYSTEM REQUIREMENT ANALYSIS	
	2.1 Overall Description	4
	2.1.1 Product Perspective	4
	2.1.2 Product Function	4
	2.1.3 User Classes And Characteristics	5
	2.1.4 Operating Environment	5
	2.1.5 Design And Implementation Constraints	5
	2.1.6 Assumptions And Dependencies	5
	2.2 External Interface Requirement	6
	2.2.1 User Interfaces	6
	2.2.2 Hardware Interfaces	7
	2.2.3 Software Interfaces	8
	2.2.4 Communications Interfaces	8
	2.3 Functional Requirement	8
	2.3.1 System Feature	8
	2.4 Non Functional Requirement	9
	2.4.1 Performance Requirement	9

2.4.2 Safety Requirement	9
2.4.3 Security Requirement	9
2.5 Project Plan	10
2.5.1 Team Members	10
2.5.2 Division Of Work	10
2.5.3 Time Schedule	10

CHAPTER 3. ANALYSIS

3.1 Methodology Used	11
3.2 Use Case Diagram	13
3.3 Sequence Diagram	17
3.4 Activity Diagram	21
3.5 Class Diagram	24
3.6 Data Flow diagram	25

CHAPTER 4. DESIGN

4.1 Architectural Design	26
4.1.1 System Architectural Design	26
4.1.2 Description Of Architectural Design	26
4.2 Database Design	28
4.2.1 Normalization	28
4.3 Component Design	29
4.3.1 Flow Chart	29
4.4 Interface Design	30
4.4.1 Screenshots	30

CHAPTER 5. IMPLEMENTATION

5.1 Language And Database System Used	36
5.2 Features Of Language And Database Used	36
5.3 Description Of Third party tools Used	36

CHAPTER 6. TESTING

6.1 White Box Testing 37

6.2 Black Box Testing 38

CHAPTER 7. FUTURE SCOPE AND LIMITATION 39

CHAPTER 8. CONCLUSION 40

CHAPTER 9. REFERENCE 41

ABSTRACT

The project: "Quiz Application" is a collection of number of different types of quizzes like technical, games, sports, etc. A user can access/play all of the quiz and can attempt any of the one. There will be limited number of questions and for each correct answer user will get a credit score. User can see answers as well as can ask a query related to it. There are many quiz applications available currently on internet. But there are few Which provide better understanding between users and the application like, providing proper answers, user query solving, uploading user questions as well as answer to it, etc. To develop a user friendly quiz application which will contain : Numbers of quiz , Answers to every question, Query solving regarding any question, Uploading of user question and answer , and to improve the knowledge level of users. To develop a application which will contain solution to the above problems. By this application the user will come to know about his/her level and can learn additional knowledge. Also by this application a user can expand his/her knowledge among the world.

LIST OF TABLES

Table no.	Title	Page no.
2.1.4.1	Operating Environment	5
2.2.2.1	Hardware Interfaces	7
2.2.3.1	Software Interfaces	8
3.2.1	Use case specification for Registration	14
3.2.2	Use case specification for Log-In	14
3.2.3	Use case specification for Home Page	15
3.2.4	Use case specification for Admin Home Page	15
3.2.5	Use case specification for Result	16
3.2.6	Use case specification for Log-Out	16
4.2.1.1	Normalization database table	28

LIST OF FIGURES

Figures no.	Title	Page no.
2.2.1.1	Login Page	6
2.2.1.2	Registration Page	7
3.1.1	Waterfall life cycle Model	12
3.2.1	Use Case Diagram	13
3.3.1	Sequence Diagram for Login	17
3.3.2	Sequence Diagram for play Quiz	18
3.3.3	Sequence Diagram for Submit Question	19
3.3.4	Sequence Diagram for Logout	20
3.4.1	Activity Diagram for Login	21
3.4.2	Activity Diagram for Submit Quiz	22
3.4.3	Activity diagram for Play Quiz	23
3.5.1	Class Diagram for Quiz Application	24
3.6.1	Data Flow Diagram for Quiz application	25
4.1.2.1	A 3-Tier Architecture diagram	26
4.3.1.1	Flow Chart for Quiz Application	29
4.4.1.1	Screenshot for Home Page	30
4.4.1.2	Screenshot for About Quiz Page	31
4.4.1.3	Screenshot for Registration	31
4.4.1.4	Screenshot for Login page	32
4.4.1.5	Screenshot for Forgot Password	32
4.4.1.6	Screenshot for Admin Page	33
4.4.1.7	Screenshot for Submit Question Page	33
4.4.1.8	Screenshot for User Home Page	34

4.4.1.9	Screenshot for Attempting Quiz Page	34
4.4.1.10	Screenshot for Result Page	35
4.4.1.11	Screenshot for Feedback Page	35
6.2.1	Diagram for Black Box Testing	38

1. INTRODUCTION

1.1 Purpose

This web application provides facility to Play online quiz and practice Grammar, Aptitude, and G.K. It provides a good platform, where a student not only judges there knowledge/skill but also they can improve knowledge/skill at the same time.

1.2 Scope

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

Few points are:-

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

1.3 Problem Definition

“Our aim is to develop a application for the users in which a user can attempt any number of quiz related to his/her choice.” Firstly, we have to make interfaces for Home Page, Registration, Login Page, Questions Attempting forum, Result Page, & Profile of user. These all pages have connectivity with the server and database. So, that it can work properly. Currently, there are websites which only provide limited number of quizzes related to different domain. Many websites do not have a single platform for quizzes related to technical, G.K, Aptitude, Games, etc. And there is not a website where the users can upload his/her questions and answers for the others. We have to develop a application which can resolve all of the above problems. By this user can gain knowledge, can solve his/her query, and spread his/her knowledge among the world.

1.4 Proposed Solution

The main requirement of application is to find questions and answers. In this application firstly the user need to register or login using user-id and password. Then the user can choose any of the quiz of his/her choice. Before starting the quiz there is a instruction window in which there are instruction related to attempt the quiz. After it user can start attaining the quiz. Here user can see his/her answers are right or wrong and can also see the answer of each. If there is any query related to it user can ask it. After completion of the quiz user will get credit score for each of its correct answers. Initially the questions are given by the admin but after sometime the user itself can

submit questions and its answers. After verification by the admin the questions are shown on the window. The query related to a question can be solved by admin as well as the users of this application. This application initially contains admin and some higher prior user which can submit question and answers. The user profile will contain its name, age, qualification, gender, mobile number, credit score, etc. This application will provide link to additional useful website for learning purpose.

2. SYSTEM REQUIREMENT ANALYSIS

2.1 Overall Description

2.1.2 Product Perspective

It is a quiz application which is based on web application. It usually interacts with user and students. Mainly it is quiz application in which there are 4 categories. Individual category will hold 10 questions, and each question carries 1 mark. There is no negative marking. If we do not attempt any question then it will show "not attempted" mark. In result screen, it will show total marks obtained in quiz, wrong answer will also be shown with correct answer. Main purpose of this application is to develop knowledge and skills in students and user.

2.1.2 Product Function

Account login: Student/user can login using login id and password.

Account logout: Student/user can logout the account whenever required.

Result: Student/user attempted the quiz and gets a result.

Feedback: Student/user can give a feedback.

Play quiz: Student/user can play the quiz according to his/her choice.

Add Questions: Admin can add the question by selecting the topic

2.1.3 User Classes And Characteristics

Users of the product must possess a minimal level. Users must know how to access the functionality of this system and get benefited.

2.1.4 Operating Environment

S.NO.	NAME	HARDWARE
1.	Processor	Intel dual core(32 bit)
2.	RAM	2GB
3.	Processor Speed	2GHz

Table 2.1.4.1 Operating Environment

2.1.5 Design And Implementation Constraints

- Language of choice: JAVA,HTML,CSS,etc

2.1.6 Assumptions And Dependencies

We assume that the users of our website should have a minimal knowledge of computer system and should have an availability of internet. We are dependent on the sources from where we have gathered the data and the data are authenticated.

2.2 External interface Requirements

2.2.1 User Interfaces

The Admin has the access to overall control the functionalities of the system. The platform users i.e., admin student/user will be protected by login and password since; the platform allows the users to make some changes that can have propagating effects in the system. They can upload their updates and details in the system.

2.2.2 Hardware Interfaces

S.NO.	NAME	HARDWARE
1.	Processor	Intel dual core(32bit)
2.	RAM	2 GB
3.	Processor Speed	2 GHz

Table 2.2.2.1 Hardware Interfaces

2.2.3 Software Interfaces

S.NO.	NAME	WARE
1.	Platform	Windows 7
2.	Database tool	MySql

Table 2.2.3.1 Software Interfaces

2.2.4 Communications Interfaces

- Windows

2.3 Functional Requirement

2.3.1 System Feature

This section gives a functional requirement that applicable to the online exam system. There are three modules in this phase:

1. Student/user module.
2. Admin module.

Functionality of each module are:

Student/user module:

The student/user have to login in application. They can choose any of the given quiz. Then the student/user will get result immediately after the completion of test.

Admin module:

The admin can see all the tables in the Database and can add the question by selecting the particular topic.

2.4 Non Functional Requiriement

2.4.1 Performance Requirements

1. Response Time

The system shall give responses in 2 sec after user login.

2. Capacity

The system can support multiple computer but it need to be install on every computer separately.

2.4.2 Safety Requirements

All logged information, updates, user activities are securely stored.

2.4.3 Security Requirement

Any modification for the Database shall be synchronized and done by system admin.

2.5 Project Plan

2.5.1 Team Member

Name: V.K.Ramanujam

Email: ramanujamgokul35@gmail.com

2.5.2 Division of Work

Front End, Back End, UML Diagram, Database Management, Session Management, Database Connectivity, UML Diagram, Documentation.

2.5.3 Time Schedule

1. **Requirement Analysis:** Approximately 15 days
2. **Design:** Approximately 25 days
3. **Coding :** Approximately 30 days
4. **Testing :** Approximately 10 days

3 ANALYSIS

3.1 Methodology Used

The programming language used for the development of the project is JAVA and the software model used is the classic lifecycle model.

Waterfall Process model

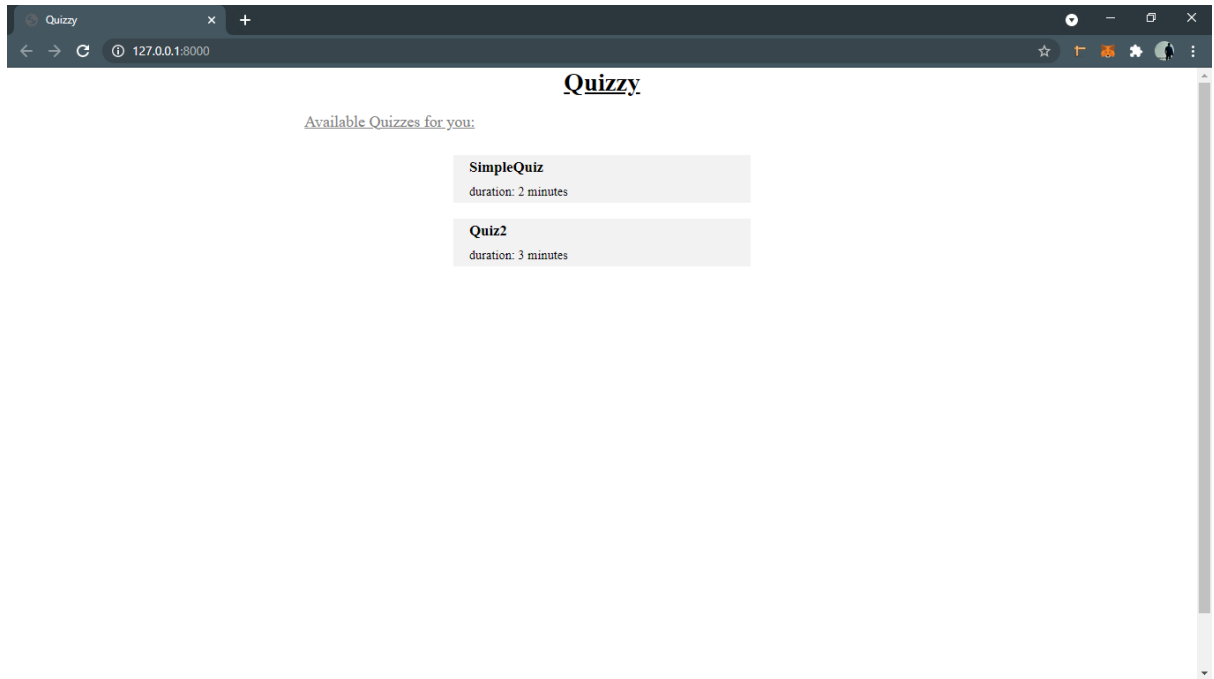
The Classical Life Cycle or waterfall Process Model was the first process model to present a sequential framework, describing basic stages that are mandatory for a successful software development model. It formed the basis for most software development standards and consists of the following phases: Requirement analysis, design, coding, testing, and maintenance.

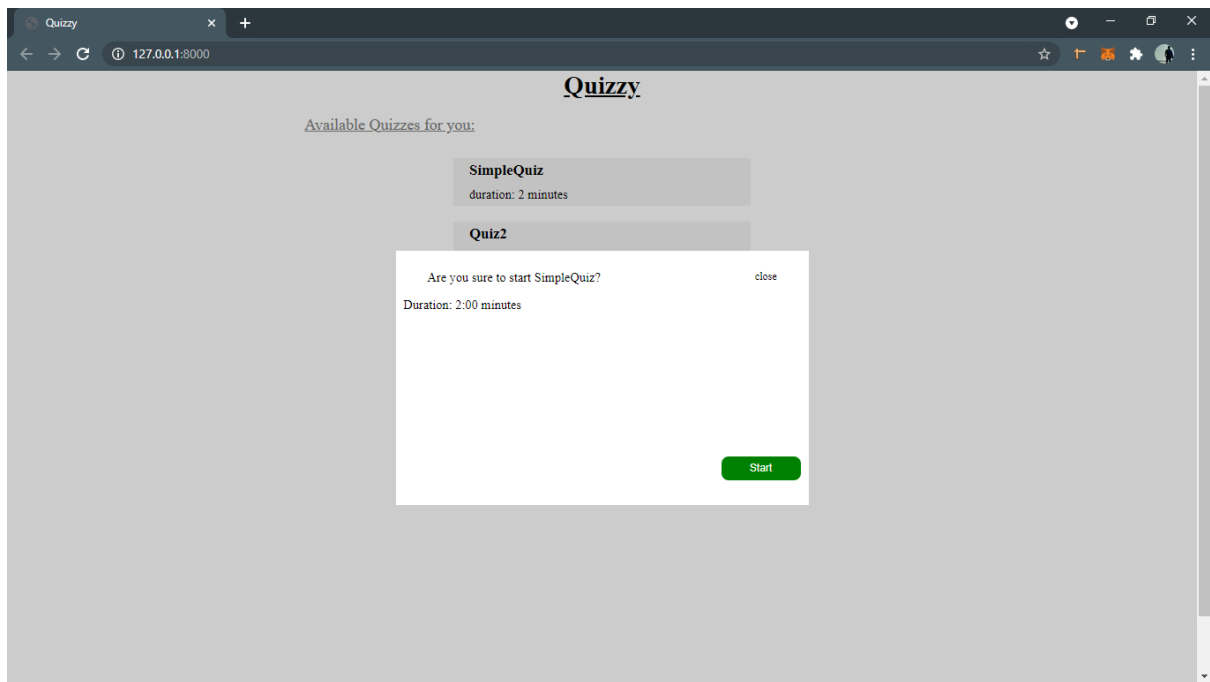
Advantages of waterfall model

- Simple goal.
- Simple to understand and use.
- Clearly defined stages.
- Easy to arrange tasks.
- Process and result are well documented.
- Customers / end users already know about it.
- Easy to manage.

Disadvantage of Waterfall model

- Rigid design and inflexible procedure.
- Waterfall model faced “Inflexible point solution” which meant even small amendments in the design were difficult to incorporate later design phase.
- As the requirement were froze before moving to the design phase, using the incomplete set of requirements. A complete design was worked amendments In case of a large project, completing a phase and then moving back to reconstruct the same phase, incurred a large overhead.
- Once a phase is done, it is not repeated again that is movement in the waterfall goes one to the next and the vice versa is not supported, deadlines are difficult to meet I case of large projects.





SimpleQuiz

1+1 is

☐ 1

☐ 2

☐ 3

☐ 4

1+2 is

☐ 1

☐ 2

☐ 3

☐ 4

1+3 is

☐ 1

☐ 2

☐ 3

☐ 4

Submit