

A
SYNOPSIS
on
“Diwali Quiz App Project”

Submitted by
SONU KUMAR
[3520210]

Under the supervision of
Ms. Bharti
[Assistant Professor CSE]
in partial fulfillment for the award of the degree of

BACHELOR OF TECHNOLOGY
COMPUTER SCIENCE AND ENGINEERING



9th Milestone, Kaithal Road, Barna, Kurukshetra, Haryana, India

**TECHNOLOGY EDUCATION AND RESEARCH INTEGRATED
INSTITUTE**

KURUKSHETRA UNIVERSITY

November, 2023

**TECHNOLOGY EDUCATION & RESEARCH INTEGRATED
INSTITUTE, KURUKSHETRA**

CANDIDATE'S DECLARATION

I hereby declare that the proposed work presented in the synopsis entitled “**Quiz App Project**” in fulfillment of the requirement for the award of the Degree of **Bachelor of Technology** in the **Department of Computer Science & Engineering Kurukshetra University Kurukshetra, Haryana** will be an authentic work carried out by me during 7th semester will be submitted in the stipulated time period.

I further declare that some material of this synopsis has been copied from some well-known source and submitted before, for the award of any certificate.

Date:

Signature of student

Sonu Kumar

Roll: 3520210

Signature of the Supervisor

Ms. Bharti

Asst. Professor of (CSE)

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 this 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 an application this 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.

Web in simple terms means a network of Internet servers that are ready to support some formatted documents and can be accessed by a web browser. About these formatted documents these are formatted in HTML (Hypertext mark-up language). Not these formatted documents create their links to their type but they also support links to some documents including video, graphics and audio files. Terms Web and Internet are interchangeably used but they are not same. While Internet refers to global network of servers that makes sharing of information, Web is the collection of information being accessed via Internet? Also, we can say that Web is a service and Internet is an infrastructure where web is a service on top of it. Alternatively, we can say Web is just a portion of the Internet. This project deals with use of web technology in the field of e-learning. Nowadays e-learning platform are encouraged as lot of manual work is not done and also it helps in saving time. People anywhere in the world with an internet connection can easily use these platforms. Not only in this field but anyone connected to an internet connection can use internet from any place in the world to shop online, pay bills, read books or newspaper, book movie tickets, reservation of buses or railway and many more.

Objectives

The basic objective of this project is to develop an android-based system with following features, namely:

- questions bank,
- time frame,
- life lines,
- data storage, and
- Multimedia support (pictures, snapshots, tables).

The main objective to create this quiz app is to help the users for the preparation of necessary educational purposes regarding computer science and it field as well as fun and entertainment with an easy access to our app directly on their android phones.

Users can learn and prepare themselves for interviews, tests and exams on android phones, and can also use this app for increasing their general knowledge about computer science, everywhere and anytime.

The main objective of this Online Quiz Application is to provide an online platform for both teachers and students so that teacher can take various tests or assignments in the form of quiz and students after going through a concept can assess him/herself by the quiz questions being uploaded by teacher thus also reducing the manual paper work. The project presents the following features:

- Making of a quiz.
- Taking of quiz. 10
- Registration of teachers and students.
- Any type of queries from users.

Features

The basic features of this project is to develop an android-based system with following features, namely

- High Score Count.
- Score Comparison.
- Challenge with Friends.
- Online Offline Play.
- Four Levels For Each Type Of Quiz In Each Level There Will Be 10 Quizzes.
- High Score List.
- In-game Memory.

Project Modules

A quiz app can consist of several modules, each serving a specific purpose to ensure the app's overall functionality. Here are some common modules that may be used in a Quiz App.

- **User Management Module:** This module manages user profiles.
- **Content Management Module:** This module manages the creation, publication, and storage of various types of content, such as text, images, videos, and files.
- **Social Networking Module:** This module provides features such as friend/follower management, post sharing, commenting, and liking.
- **Notification Module:** This module manages various types of notifications, such as push notifications, email notifications, and in-app notifications, and notifies users about important events or updates.
- **Search Module:** This module enables users to search for content, users, groups, and other relevant information.
- **Analytics Module:** This module provides insights into user behavior, content engagement, and app usage metrics.
- **Advertising Module:** This module provides features such as targeted advertising, ad placement, and revenue generation for the app.

These modules work together to create a seamless and engaging Quiz App, experience for users. Depending on the specific needs of the "Quiz App", additional modules may also be used.

Project Outcomes

The project outcomes of the “Quiz App” for Educational Institutions" can be summarized in the following points:

- A web application-based “Quiz App” designed specifically for educational institutions that enable efficient communication and collaboration among students, teachers, and staff members.
- The app will provide a platform for seeing movies and admin can update movies.
- The app will be user-friendly, secure, and customizable to meet the needs of each institution, with features such as user profiles, account settings, and privacy controls.
- The app will leverage modern web and mobile technologies such as React for front-end development.
- The app will use a relational database such as Fire Base for data storage, and third-party APIs such as Google Sign-In, Twilit, and Firebase Cloud Messaging for authentication, messaging, and notifications.
- The app will undergo testing for usability and functionality to ensure that it meets the project's objectives and provides a valuable tool for educational institutions.
- Upon successful completion, the app will provide educational institutions with an efficient and secure platform for communication and collaboration among students, teachers, and staff members, thereby improving the educational experience for all stakeholders involved.

Software Requirement

- Operating system: Window /10/11
- Coding Language: java, swing java, html, Excel.
- Coding Platform: IntelliJ IDEA.

Hardware Requirement

- System requirements: 8gb RAM, 1 TB HDD, 128/256 GB SSD
- Processor: Intel i3/i5/i7

Conclusion

The conclusion of whole project is:

- Everything has two sides negative of positive.
- We request everyone to take the quiz app game positive.
- After all one thing we create this game for educational purpose and as well as for fun.

The project's outcomes provide educational institutions with a valuable tool for enhancing communication and collaboration among their community members, thereby improving the educational experience for all stakeholders involved. The app can be customized to meet the needs of each institution, ensuring optimal performance and scalability, and offers features such as user profiles, account settings, and privacy controls for a secure user experience. Overall, the successful completion of this project demonstrates the potential of technology to improve educational experiences and offers a valuable contribution to the field of education.