

QuizMaster Project Report

Author

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I'm a dedicated student with a strong interest in web development and educational technology. I enjoy building applications that can help others learn more effectively and track their progress through interactive features.

Description

QuizMaster is a web-based quiz application that allows administrators to create and manage subjects, chapters, and quizzes, while enabling students to take quizzes and track their performance. The system provides a structured learning path with comprehensive performance analytics.

Technologies Used

- **Flask:** Lightweight web framework used for routing and request handling
- **Flask-Login:** Handles user authentication and session management
- **Flask-SQLAlchemy:** ORM for database interaction, simplifying CRUD operations
- **SQLite:** Database for storing application data in development
- **Werkzeug:** For security features including password hashing
- **Jinja2:** Templating engine for dynamic HTML generation
- **Python-dotenv:** Environment variable management for secure configuration
- **Bootstrap** (frontend): For responsive design and consistent UI components

These technologies were chosen for their simplicity, flexibility, and strong community support, making them ideal for educational applications requiring role-based access control.

DB Schema Design

The database is designed with the following models:

1. User:

- Fields: id (PK), email (unique), password (hashed), full_name, qualification, dob, is_admin ○ Relationships: One-to-many with Score
- Constraints: Unique email, non-nullable fields

2. Subject:

- Fields: id (PK), name, description ○ Relationships: One-to-many with Chapter ○ Purpose: Top-level content organization

3. **Chapter:**

- Fields: id (PK), name, description, subject_id (FK) ○ Relationships: Belongs to Subject, one-to-many with Quiz
- Purpose: Intermediate content organization

4. **Quiz:**

- Fields: id (PK), chapter_id (FK), date_of_quiz, time_duration, remarks ○ Relationships: Belongs to Chapter, one-to-many with Question and Score ○ Purpose: Assessment container

5. **Question:**

- Fields: id (PK), quiz_id (FK), question_statement, options (1-4), correct_option ○ Relationships: Belongs to Quiz ○ Purpose: Individual assessment items

6. **Answer:**

- Fields: id (PK), score_id (FK), question_id (FK), selected_option ○ Relationships: Belongs to Score and Question
- Purpose: Records user responses

7. **Score:**

- Fields: id (PK), quiz_id (FK), user_id (FK), timestamp, correct_answers, total_questions ○ Relationships: Belongs to Quiz and User, one-to-many with Answer ○ Purpose: Performance tracking

The hierarchical design (Subject→Chapter→Quiz→Question) provides a logical organization of educational content while enabling efficient querying and performance analysis.

Architecture and Features

Architecture

The project follows a modular blueprint-based architecture:

- **Routes:** Organized into auth, admin, and user blueprints
- **Models:** Database models in models.py with relationship definitions
- **Application Factory:** Centralized app creation in app.py
- **Config:** Environment-based configuration in config.py
- **Templates:** Jinja2 templates organized by blueprint

Features

1. Authentication System:

- User registration and login ○ Role-based access control (admin/student) ○ Password hashing for security ○ Remember-me functionality

2. Admin Features:

- Subject and chapter management ○ Quiz creation with multiple-choice questions ○ Student performance monitoring ○ Default admin account creation on first run

3. Student Features:

- Taking quizzes with automatic scoring ○ Performance tracking with grade calculation (A-F) ○ Historical quiz review ○ Average score calculation across all quizzes

4. Additional Features:

- Automatic grade assignment based on score percentage ○ Status tracking (Passed/Failed) for quizzes ○ Quiz availability status (Open/Taken)
- Subject and chapter statistics (total quizzes, total students)

The application uses helper methods in models (like `get_percentage()`, `get_grade()`, `get_status()`) to encapsulate business logic and promote code reusability.

Video

<https://drive.google.com/file/d/1J7anlexn-C2Xd6wHoq3eZefYPDXFCY9h/view?usp=sharing>

