MINI QUIZ GAME

A Mini Project Report

Submitted in partial fulfillment of the requirements for the award of degree

Department of Computer Applications & IT

Abstract

The Mini Quiz Game is a console-based application developed to test users' basic knowledge through multiple-choice questions. The project aims to provide an interactive learning environment for beginners to understand fundamental programming concepts. The application evaluates user responses, calculates scores, and displays performance feedback. Its simplicity makes it suitable for academic mini projects.

Introduction

Quiz games are widely used as educational tools to assess knowledge in an interactive way. This Mini Quiz Game project is designed using basic programming concepts to help students gain practical experience. It focuses on logical thinking, decision making, and user interaction.

Objectives

• To develop a simple quiz game using basic programming concepts.
• To enhance problem-solving and logical thinking skills.
• To provide an interactive learning experience.
• To understand conditional statements and loops.

System Requirements

Hardware: Any standard computer system.
Software: C Compiler (GCC/Turbo C), Operating System (Windows/Linux).

Methodology

The quiz game displays questions with multiple options. The user selects an answer, which is compared with the correct answer using conditional statements. The score is updated accordingly and displayed at the end of the quiz.

Algorithm

1. Start the program.
2. Initialize score to zero.
3. Display question and options.
4. Read user input.
5. Check answer and update score.
6. Repeat for all questions.
7. Display final score.
8. Stop the program.

Advantages

• Simple and easy to understand.
• Improves logical thinking.
• Useful for beginners.
• Easily extendable.

Applications

• Educational institutions.
• Programming practice.
• Knowledge assessment tools.

Conclusion

The Mini Quiz Game is an effective beginner-level project that helps students apply programming concepts practically. It combines learning with interaction and can be enhanced further with advanced features.