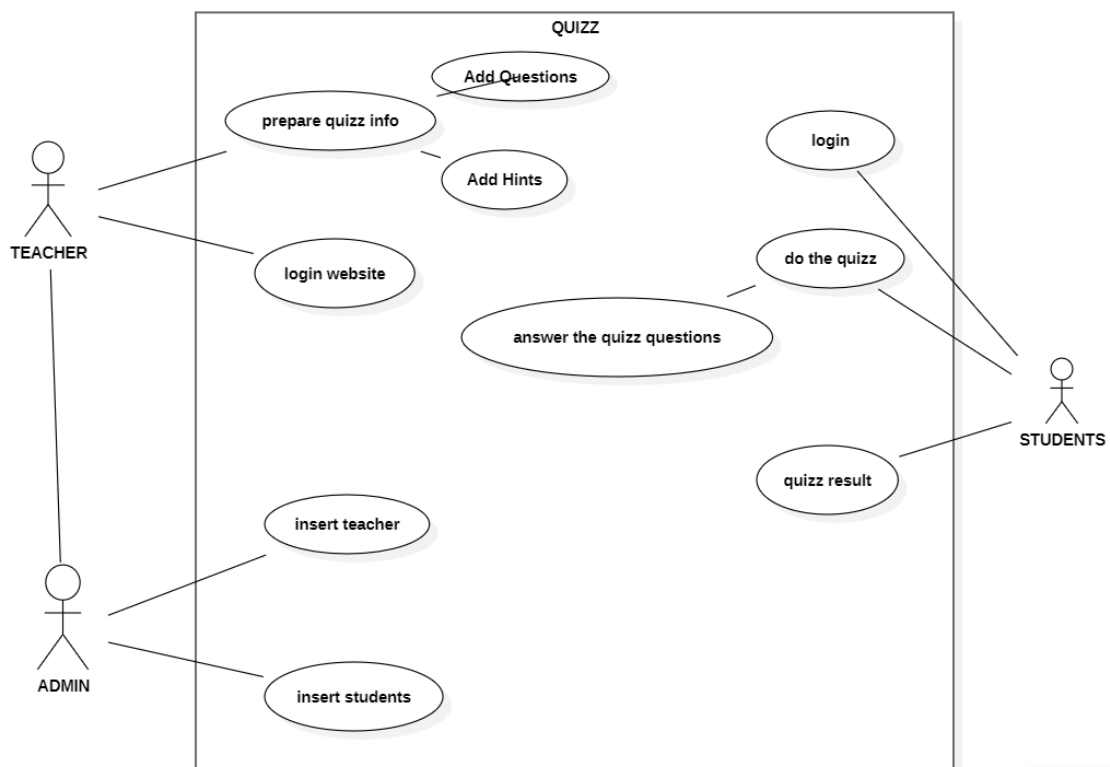6. Quiz System

Aim:

To create a UML Use Case Diagram for a Quiz System where users attempt quizzes and administrators manage content.

Procedure:

1. Identify actors: User, Helper, Administrator.

2. Define use cases: Request Quiz, Rate Answers, Provide Hints, Certify Questions.

3. Establish actor-use case relationships.

4. Verify the diagram's accuracy.

Diagram:

Result: A UML Use Case Diagram representing quiz system interactions.