

QUIZ APPLICATION

PYTHON MINI PROJECT

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PROBLEM STATEMENT

- ❖ For this mini-project, we aim to develop a *Quiz Application* wherein the candidate will be allowed to play a quiz game for a particular set of questions and will be marked based upon the correct answer. This data will be stored in the database and, if in case the same candidate is playing the game again, then only the new high score will be updated so that memory is used feasibly. The quiz will be a multiple-choice question with four options.

ABSTRACT

- ❖ This project is based on the concept of making a *Quiz Application* using Python. With the help of python's in-built packages, we were able to portray this project in a Graphical User Interface format, wherein the user has to fill in the required details, play quiz with a timer functionality and, in the end, the score will be displayed. There is also a function to add a question in the database.
- ❖ Candidate details, questions added (if any) and scores are stored in the database and can be fetched from the server. If the candidate is already registered in the database, then only the score will be updated rest all the data is kept constant. So, there won't be any ambiguity. The system carries out the examination and auto-grading for multiple choice questions which is fed into the system.

INTRODUCTION

- ❖ For this mini-project, we aim to develop a *Quiz Application* wherein the candidate will be allowed to play a quiz game for a particular set of questions and will be marked based upon the correct answer. This data will be stored in the database and, if in case the same candidate is playing the game again, then only the new high score will be updated so that memory is used feasibly. The quiz will be a multiple-choice question with four options.

DESCRIPTION OF MODULES USED



Quiz App.

TIMELINE

Add Questions

In this frame user has to enter the question, there must be exactly four options separated by a comma and a correct option following it

2

Quiz Page

On the top right corner there is a timer and in the main label there is a question with multiple choice answers. To proceed to next question player has to click on next button.

4

HighScore Page

This frame is showed when we click on high score button. It contains Name and Score of the player. This data is fetched from the database which we created using SQLite.

6

HOME PAGE

This is the Home Page of Quiz Application. It contains Play button, add question button and an exit button.

1

Player Details

Player has to enter his name, email id, contact number and stream.

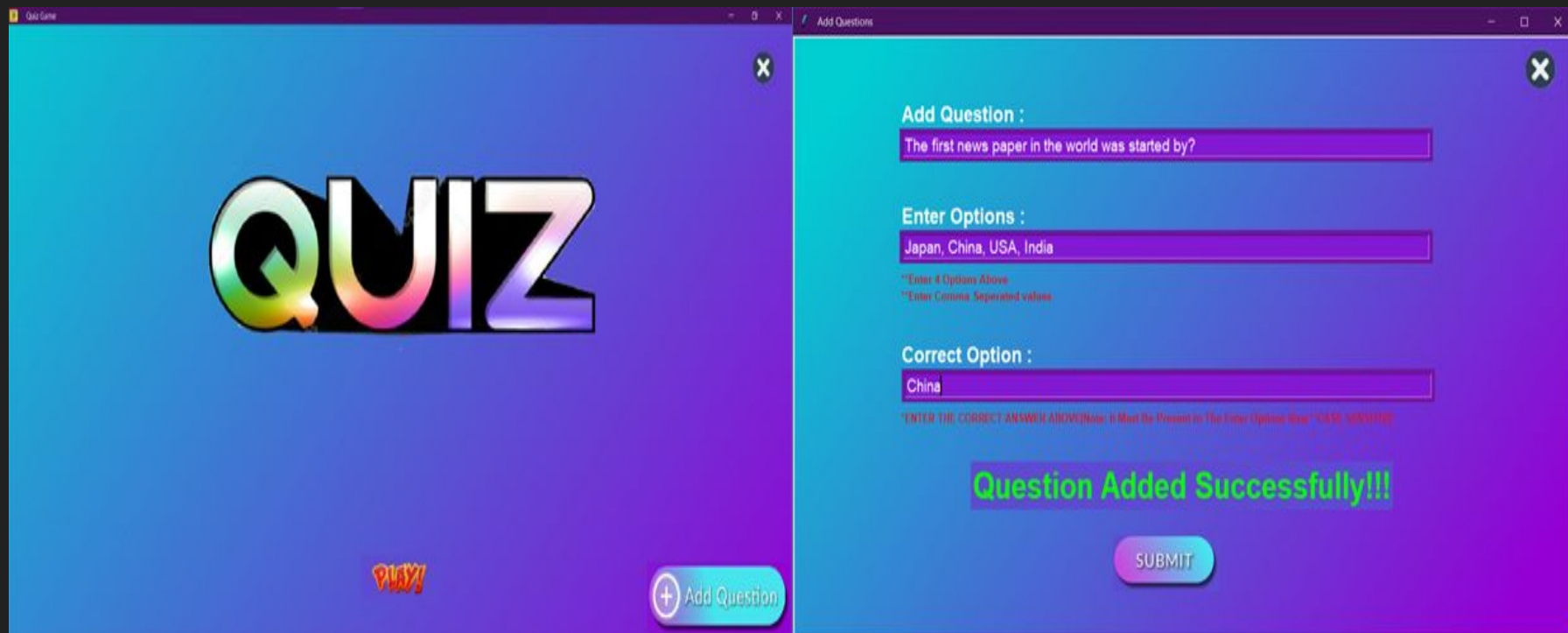
3

Qualifying Message

If the user is able to give three correct answers, then the program will display a message i.e., Congratulations, you have passed the quiz or user has failed the quiz test an appropriate message will be displayed.

5

OUTPUT



Player Details



Player Name

Abel Testye

Email Id

Abelto@gmail.com

Contact Number

28691030

Stream

Mechanical

PUSH!

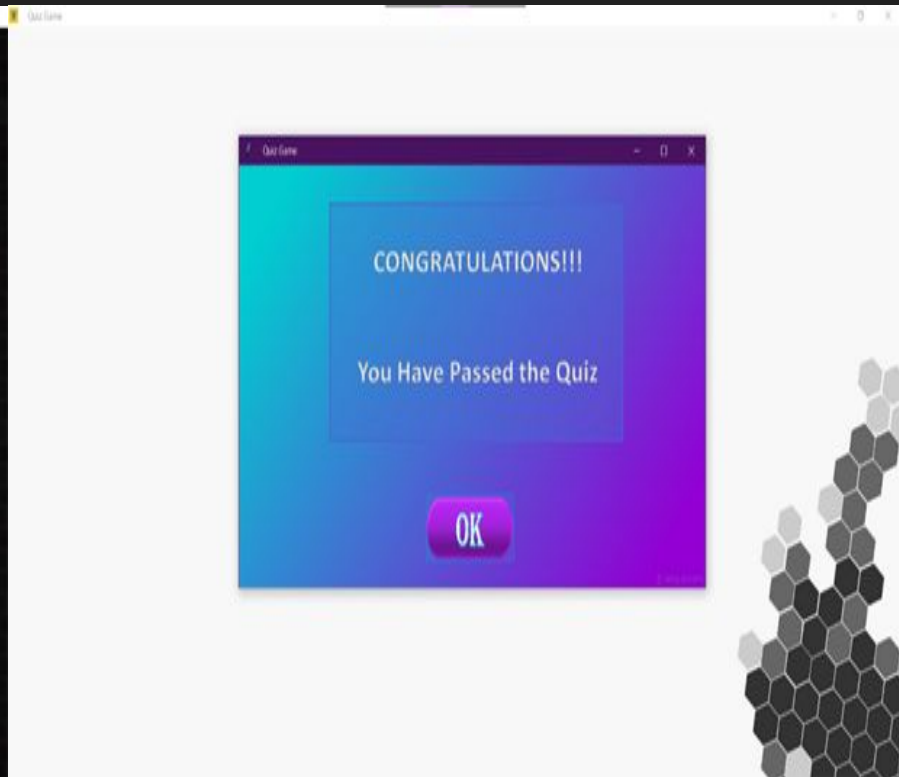
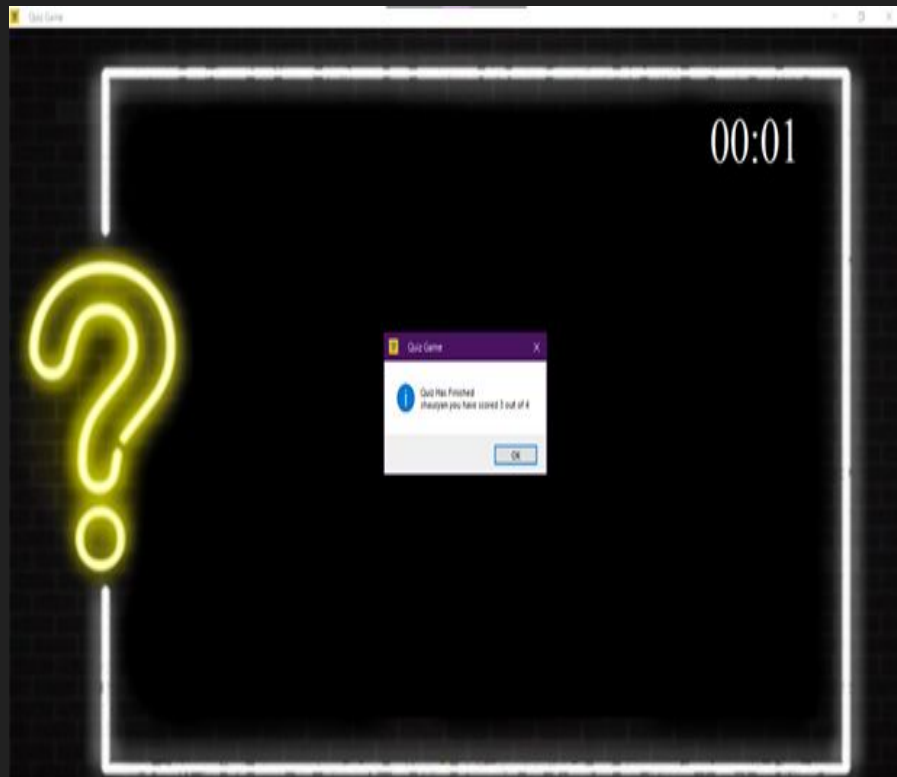


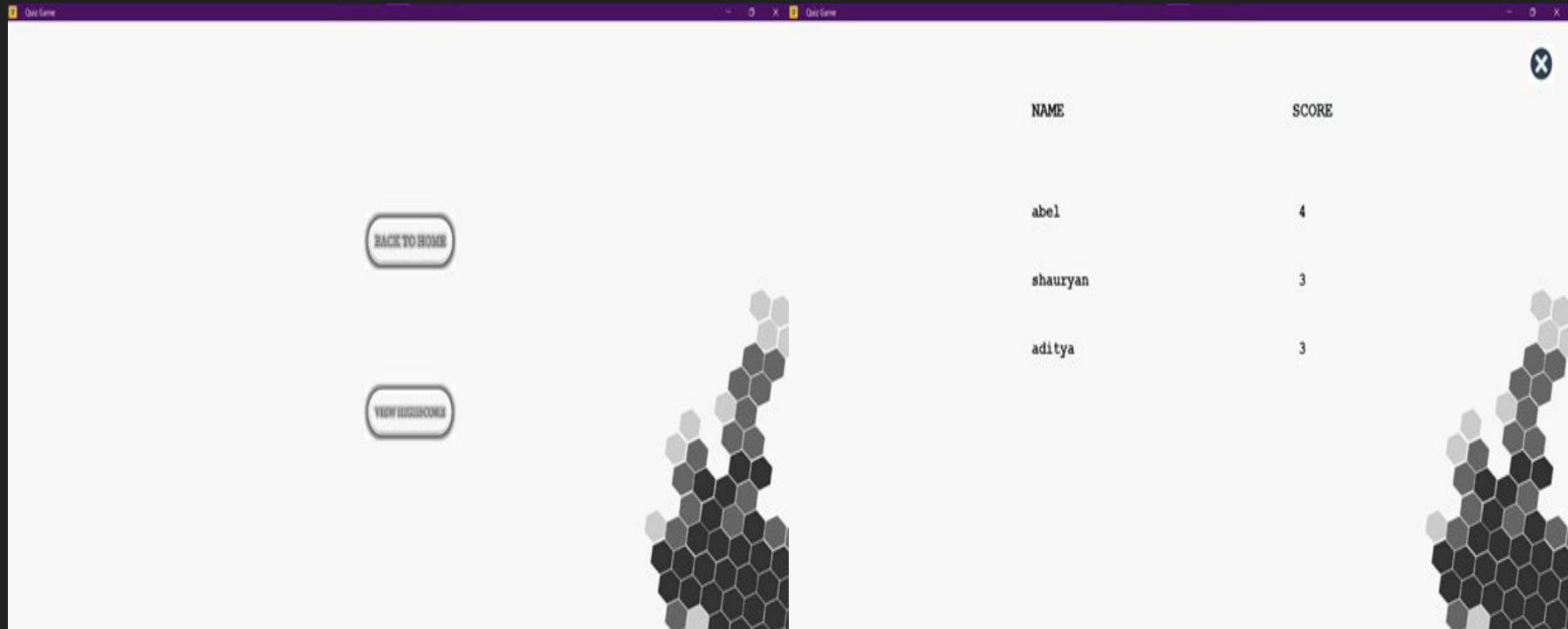
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The last Mahakumbh of the 20th century was held at

- ☐ Allahabad
- ☐ Ujjain
- ☐ Haridwar
- ☐ Nasik

NEXT





CONCLUSION

- ❖ Thus, large number of participants are able to play the game, with instant results. We were successfully able to randomize the questions and set a timer. All the player data's such as Player name and their respective scores are stored in the database. Thus, we conclude that we have successfully studied and applied the knowledge of Python GUI using Tkinter in our project.