User Manual SciQuizzy

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1. Introduction

SciQuizzy is a web app that facilitates users to attend instant time-bound quizzes based on scientific concepts, theories and scientific phenomena. It generates intriguing quizzes as many times as the user wants with different non-repetitive questions that can test the users' insight into scientific facts.

1.1. Who can benefit from SciQuizzy:

- Students attending schools and colleges
- Quiz masters who wish to collect questions for conducting Science quizzes
- Science enthusiasts
- Teachers and Professors

1.2. Key features:

- User account creation and login system
- User friendly and intuitive functionalities
- Instant quizzes with a time limit for attending each question
- Evaluation of answers immediately after attempting every question
- Display of correct answers in case the answer chosen by user is wrong
- Scoring system with leaderboard

2. Technical Specifications

Programming languages used: C++, JavaScript, HTML, CSS

Tech stacks and libraries used:

Programming language	Library/ Tech stack	Functionality	
C++	String	To handle strings which are sequence of characters	
	Sstream	Helps in handling string as if it were a stream	
	Vector	Used to implement the sequential container vector	
	Fstream	Used to perform read and write on files	

JavaScript	Node.js	It is an open source
		environment that can use
		JavaScript on server
	Express.js	Web application framework for Node.js that provides robust features for web applications
	Compile-run	Used to compile C++ programs in Node.js applications
	Cors	Cross Origin Resource Sharing. Facilitates resource sharing across servers
	Body-parser	HTTP request body that accesses underlying information in a URL
	Axios	HTTP library that interacts with API (Application Programming Interface) services
	Dotenv	Loads environment variables from .env file into process.env

3. Requirements

A stable internet connection and the presence of git (Version control system) are inevitable to install and use the web app

3.1. PC requirements:

- Windows 10 OS or greater
- 4 GB RAM or greater
- 10 GB free space or greater
- Compatible in all Linux environments

3.2. Supported web browsers:

- Chrome versions 63+
- Firefox versions 58+
- Opera versions 50+
- Edge versions 13+
- Safari versions 9+

5. Guidelines on how to use SciQuizzy

Once the required packages are installed, the web app is ready to be used

- Ensure a stable internet connection
- Install software according to installation instructions
- Use anti-malware software with frequent updates
- 6. Getting started
- 6.1. Installation
- 6.1.1. Setting up the repository
 - I. Fork the github repository containing the code base. The repository can be found here.
 - II. Create a folder in the local machine for the web app
- III. Convert it into a git repository by typing the following command in the terminal

>> git init

IV. Clone the repository forked out by typing the command

>> git clone <repository link>

V. Head into the folder SE by typing the following command in the terminal

>> cd SE

- 6.1.2. Setting up the backend
 - I. Head to the folder containing the backend by typing the command

>> cd Backend

II. Create a .env file in it similar to the .env.example file

III. Install Node Package Manager by typing the command

>> npm init

IV. Install the required dependencies by typing the following command in the terminal

>> npm install

V. Run the server by typing the command

>> npm run dev

6.1.3. Setting up the frontend

 After configuring the backend, head to the folder containing the frontend by using the command

>> cd ../Frontend

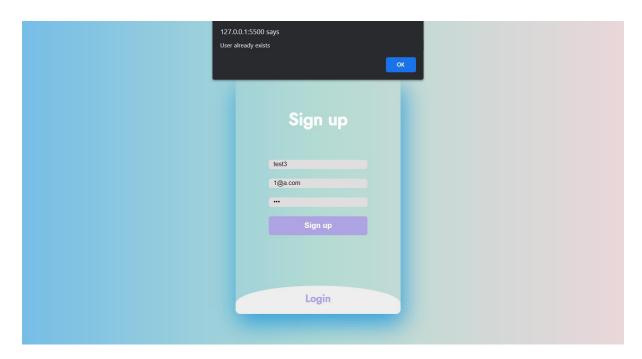
II. Run the login.html file using any of the browsers mentioned above.

6.2. Sign in and Sign up

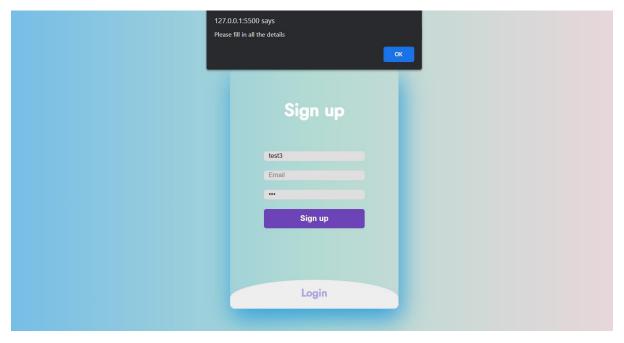
 New users have to sign up by filling in their email address, username and password



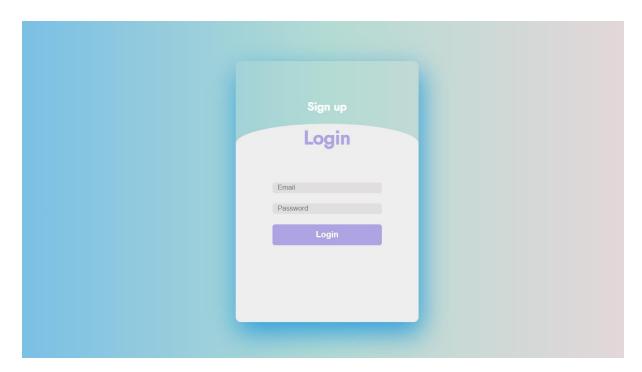
II. If the email id that was entered had already been used by another user, a message will be displayed prompting the user to enter new details again.



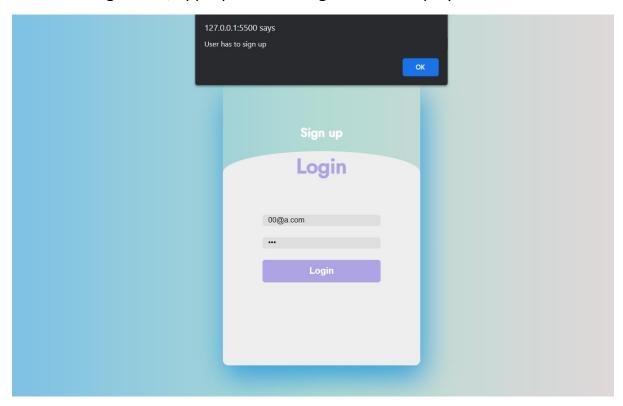
III. If any of the input fields are left empty, a message will be displayed prompting the user to enter all the details again.



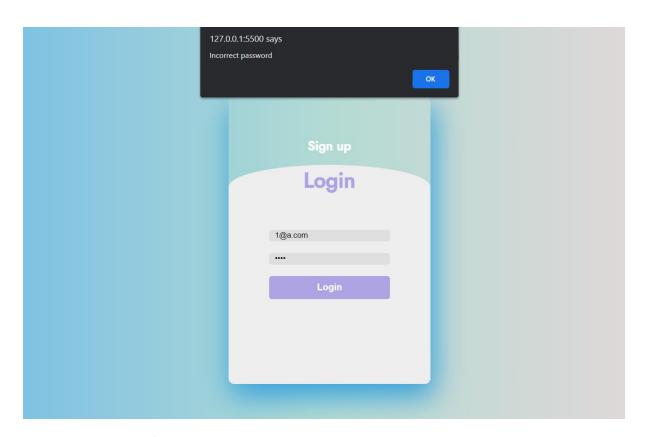
IV. After signing up, enter the email id and password in the login page to attempt the quiz. Users who already signed up can skip step I to III.



V. If incorrect password is entered or if the email id used for signing in is not registered, appropriate messages will be displayed.

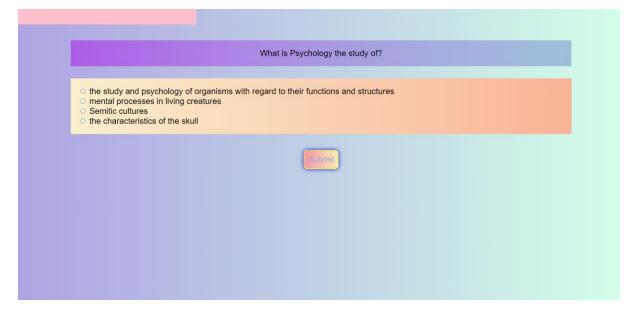


VI. On entering correct details users will be redirected to the page containing the main quiz.

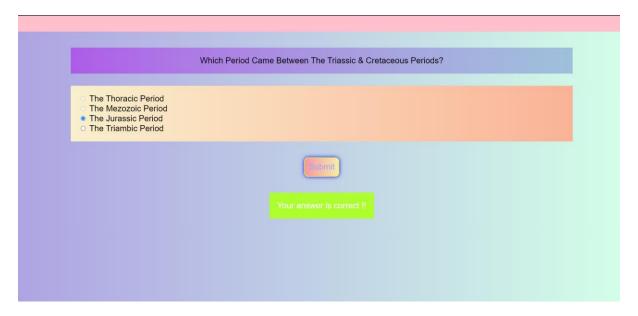


6.3. Attempting the quiz

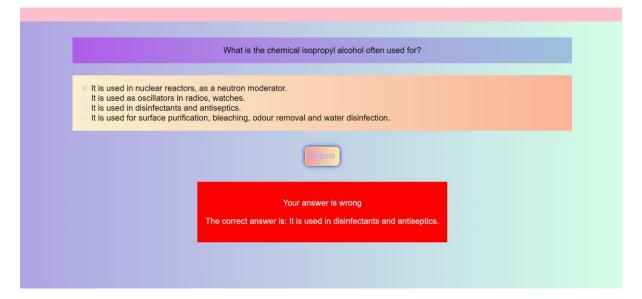
 The progress bar on top indicates the amount of time left to attempt a question. Seven seconds will be provided to attempt each question.
 Each quiz will contain a total of 10 questions.



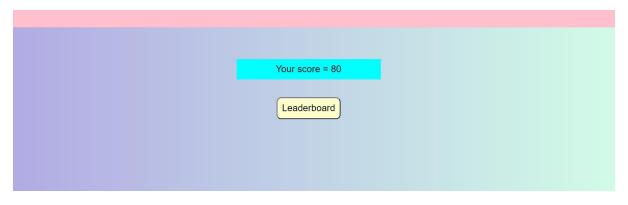
- II. After choosing the option press on "Submit" button to verify the answer.
- III. If it is correct, message will be displayed in a green box.



IV. If it is incorrect, the message will be display in a red box along with the correct answer.



- V. Each question carries 10 points which will be credited to the user if the option chosen by him/her is correct. If the question is unanswered or wrong option is chosen, the points won't be credited.
- VI. After all the questions are completed, the score obtained by the user will be displayed along with a button that take the user to the leaderboard.



- VII. The leaderboard shows the highest score obtained by the users who had used SciQuizzy until then.
- VIII. It also contains options to logout of SciQuizzy and to take another quiz.

	Leaderboard			
Use	ername	Score		
t	est2	30		
t	est1	0		
	Retry			
	Logout			

7. Frequently Asked Questions

1) Should I pay to attempt quizzes?

Ans: No, SciQuizzy is free. Users can attempt as many quizzes as they want for free.

2) Can I change the category of questions?

Ans: No, SciQuizzy is meant for enhancing scientific knowledge by attempting Science quizzes