

*Computer Organization & Assembly*

*Language*

***Project Report***

***CLASS ID: 111794***

# Teacher:

# Mam Samrina Zameer

# Project Member:

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# Project Title:

**Quiz Management System**

**Project Description:**

We are using assembly language in our project. This is simple mini quiz management project on console where user answer following question asked by computer similar to quiz and at last result appear after question’s limit reached and graded pass or fail on the basis of correct answers by user. A Quiz Management System written in assembly language is a program designed to manage quizzes and tests in a computer-based environment. This system is typically used by teachers or educators to create, store, administer, and grade quizzes and exams for students. The system is built on top of the assembly language, which is a low-level programming language that is closely tied to the computer hardware. Assembly language provides programmers with direct access to the CPU and memory, which makes it a powerful tool for creating fast and efficient programs. Overall, a Quiz Management System written in assembly language is a useful tool for managing quizzes and tests in a computer-based environment, and provides an efficient way to create, administer, and grade quizzes.

**Project Features:**

Following are some screen pages which we will use in our project.

1. Home Screen
2. Main Quiz Screen
3. Result Screen
4. Greeting Screen

**Project Description:**

A quiz management system for a course on computer architecture and assembly language would have features like user registration and authentication, quiz creation and management, tracking of student progress, time limits and grading, randomization of question-and-answer options, immediate feedback and explanations, performance analytics, notifications and reminders, and an accessible and user-friendly interface. This system seeks to make it easier to create, administer, and evaluate tests, enabling instructors to monitor student progress and offer insightful feedback while enriching the course's learning environment.

**Analysis’s of the Project:**

A quiz management system's educational value, user experience, functionality, data management, performance analytics, scalability, integration, accessibility, cost, and feedback are all evaluated. This is done for a computer organisation and assembly language course. You may evaluate the system's efficacy, usability, compatibility, security, and value in boosting learning outcomes and fulfilling course requirements by taking these criteria into account. User input and iterative development are essential for enhancing the system over time.

**………………………THANKS………………………**