

JSS MAHAVIDYAPEETHA



Mini Project / Internship Assessment Report

Subject Name: Mini project / Internship Assessment
Subject Code : BCC-351

COURSE: B.Tech. SEMESTER: III -Section

by

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JSS ACADEMY OF TECHNICAL EDUCATION

C-20/1, SECTOR-62, NOIDA

VISION OF THE INSTITUTE

JSS Academy of Technical Education Noida aims to become an Institution of excellence in imparting quality **Outcome Based Education** that empowers the young generation with **Knowledge, Skills, Research, Aptitude** and **Ethical** values to solve **Contemporary Challenging Problems**.

MISSION OF THE INSTITUTE

Develop a platform for achieving globally acceptable level of intellectual acumen and technological competence.

Create an inspiring ambience that raises the motivation level for conducting quality research.

Provide an environment for acquiring ethical values and positive attitude.

VISION OF THE DEPARTMENT

“To spark the imagination of the Computer Science Engineers with values, skills and creativity to solve the real-world problems.”

MISSION OF THE DEPARTMENT

To inculcate creative thinking and problem-solving skills through effective teaching, learning and research.

To empower professionals with core competency in the field of Computer Science and Engineering.

To foster independent and lifelong learning with ethical and social responsibilities.

PROGRAM OUTCOMES (POs)

Engineering Graduates will be able to:

PO1: Engineering knowledge: Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

PO2: Problem analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

PO3: Design/development of solutions: Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

PO4: Conduct investigations of complex problems: Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.

PO5: Modern tool usage: Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

PO6: The engineer and society: Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

PO7: Environment and sustainability: Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

PO8: Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

PO9: Individual and team work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO10: Communication: Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

PO11: Project management and finance: Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

PO12: Life-long learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

PROGRAM EDUCATIONAL OUTCOMES (PEOs)

PEO1: To apply computational skills necessary to analyze, formulate and solve engineering problems.

PEO2: To establish as entrepreneurs, and work in interdisciplinary research and development organizations as an individual or in a team.

PEO3: To inculcate ethical values and leadership qualities in students to have a successful career.

PEO4: To develop analytical thinking that helps them to comprehend and solve real-world problems and inherit the attitude of lifelong learning for pursuing higher education.

PROGRAM SPECIFIC OUTCOMES (PSOs)

PSO1: Acquiring in depth knowledge of theoretical foundations and issues in Computer

Science to induce learning abilities for developing computational skills.

PSO2: Ability to analyse, design, develop, test and manage complex software system and

applications using advanced tools and techniques.

COURSE OUTCOMES (COs)

C340.1	Developing a technical artifact requiring new technical skills and effectively utilizing a new software tool to complete a task.
C340.2	Writing requirements documentation, Selecting appropriate technologies, identifying and creating appropriate test cases for systems.
C340.3	Demonstrating understanding of professional customs & practices and working with professional standards.
C340.4	Improving problem-solving, critical thinking skills and report writing.
C340.5	Learning professional skills like exercising leadership, behaving professionally, behaving ethically, listening effectively, participating as a member of a team, developing appropriate workplace attitudes.

CO-PO-PSO MAPPING

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
C340.1	3	3	3	2	3	3	3	3	3	3	2	3	3	3
C340.2	3	3	3	3	3	3	3	3	3	2	3	3	3	3
C340.3	2	3	3	3	2	3	3	3	3	1	2	3	3	3
C340.4	2	2	2	2	2	2	2	2	2	3	2	3	2	2
C340.5	2	2	2	2	2	2	2	2	2	3	2	3	2	2
C340	2.40	2.40	2.60	2.60	2.40	2.40	2.60	2.60	2.60	2.40	2.20	3.00	2.60	2.60

DECLARATION

I hereby declare that this submission is my own work and that, to the best of my knowledge and belief, it contains no material previously published or written by another person nor material which to a substantial extent has been accepted for the award of any other degree or diploma of the university or other institute of higher learning, except where due acknowledgment has been made in the text.

Signature:

Name :

Roll No.:

Date :

CERTIFICATE

This is to certify that Mini Project/Internship Assessment Report entitled
“.....”
which is submitted by in partial fulfillment of
the requirement for the award of degree B. Tech. in Department of Computer
Science and Engineering (AIML) of Dr. APJ Abdul Kalam Technical University,
Uttar Pradesh, Lucknow is a record of the candidate's own work carried out by
him/her under my supervision. The matter embodied in this report is original
and has not been submitted for the award of any other degree.

Supervisor

Date

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Chapter 1

Introduction

1.1 Background:

The project: “Quiz Application” is a collection of number of different types of quizzes like technical, games, sports, etc. A user can access/play the entire quiz and can attempt any of the one. There will be limited number of questions and for each correct answer user will get a credit score. User can see answers as well as can ask a query related to it. There are many quiz applications available currently on internet. But there are few which provide better understanding between users and the application like, providing proper answers, user query Solving, uploading user questions as well as answer to it, etc. To develop a user friendly quiz application. which will contain : Numbers of quiz, Answers to every question, Query solving regarding any question, Uploading of user question and answer, and to improve the knowledge level of users. To develop an application which will contain solution to the above problems. By this application the user will come to know about his/her level and can learn additional knowledge. Also by this application a user can expand his/her knowledge among the world.

1.2 Aim and Objective

:

- Aim: “Our aim is to develop an application for the users in which a user can attempt any number of quizzes related to his/her choice.”
- Objective: The main objective of “Quiz Application” is to facilitate a user friendly environment for all users and reduces the manual effort. In past days quiz is conducted manually but in further resolution of the technology we are able to generate the score and pose the queries automatically. The functional requirements include creating users that are going to participate in the quiz, automatic score and report generation and administrative tasks like add, delete, update for admin privilege users. In this application, all the permissions lies with the administrator i.e., specifying the details of the quiz with checking result will show to interviewee or not, addition of question and answers, marks for each

1.3 Purpose, Scope and Applicability:

Purpose

This web application provides facility to Play online quiz and practice Grammar, Aptitude, and G.K. It provides a good platform, where a student not only judges there knowledge/skill but also they can improve knowledge/skill at the same time

Scope

The Scope of this project is very broad in terms of gaining knowledge and sharing knowledge among world. Few points are:-

- Can be used anywhere any time as it is a web based application.
- This application will be used in educational institutions as well as in corporate world

Applicability

Anyone whether a newcomer or professional, willing to learn they can choose it . All users will have access to all subject containing sub topics Users will receive best experience without any interruptions.

1.4 Description:

Firstly, we have to make interfaces for Home Page, Questions Attempting forum, Result Page, & Profile of user. These all pages have connectivity with the server and database. So, that it can work properly. Currently, there are websites which only provide limited number of quizzes related to different domain. Many websites do not have a single platform for quizzes related to technical, G.K, Aptitude, Games, etc. And there is not a website where the users can upload his/her questions and answers for the others. We have to develop an application which can resolve all of the above problems. By this user can gain knowledge, can solve his/her query, and spread his/her knowledge among the world.

1.5 Methodology:

The programming language used for the development of the project is JAVA. MySQL is used for Database.

1.6 Assumptions:

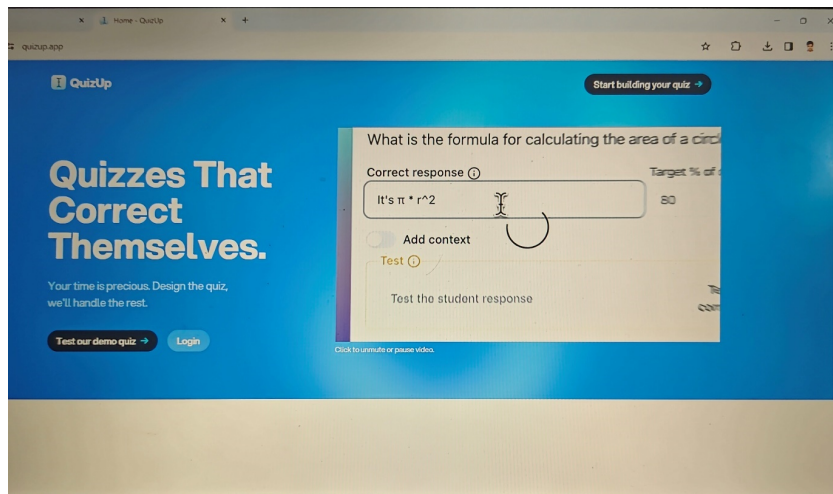
We assume that the users of our Application should have a minimal Knowledge of computer system and should have an availability of internet. We are dependent on the sources from where we have gathered the data and the data are authenticated.

Chapter 2

Survey of Technology

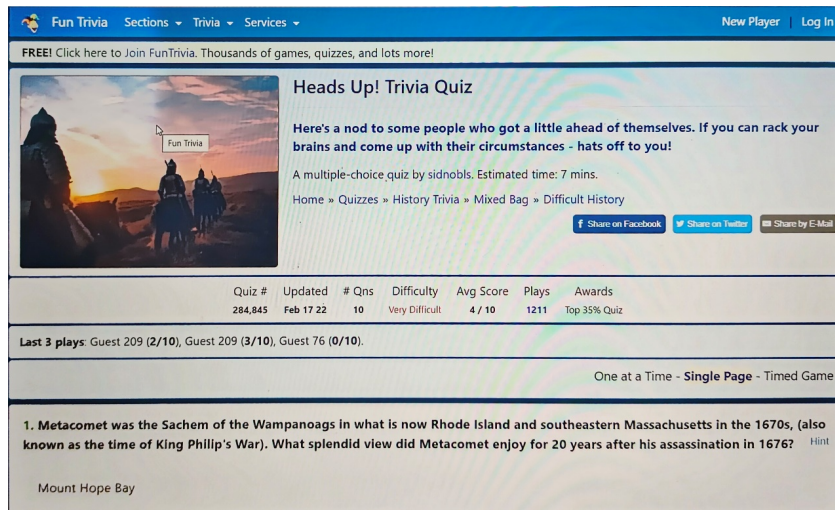
2.1 Existing Systems

There are so many Projects are available on Quiz Application .There are as follow –



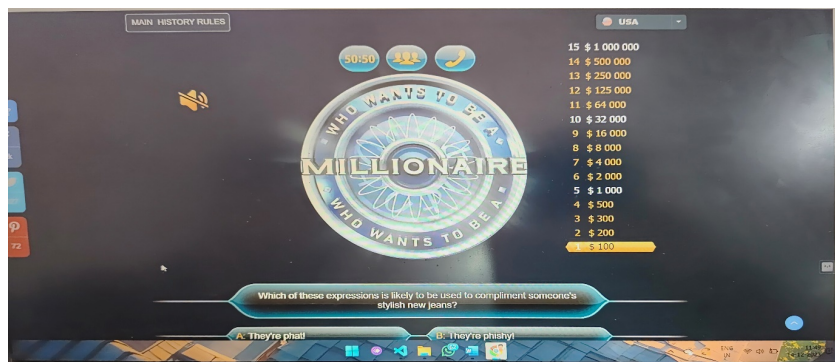
2.1.1 Quiz Up

Combining trivia and a social network, Quiz Up invites you to choose from more than 1,200 topics, take part in challenges and illustrated quizzes and post about your interests. You can play against friends or go up against millions of the platform's users.



2.1.2 Heads Up!

Suitable for all the family, this game sees players guess words/names/titles, which may include celebrities, characters, movies, books and songs, which are described or acted out by their friends. Just think of it as charades for the smartphone generation.



2.1.3 Who Wants To Be a Millionaire

The classic game which captured the hearts of audiences worldwide is now available on mobile, meaning you can relive the nail-biting build up as you bid to become a (virtual) millionaire. Features include 50:50, ask the Audience and Ask the Expert. You can play against friends and family too.



2.1.4 Popcorn Trivia

Test out your knowledge of the silver screen with this addictive movie trivia app. Questions, based on classic films, blockbusters and fan favorites, span picture rounds and multiple choices. Each question is followed with an interesting fact. Play solo or against others.

Chapter 3

IMPLEMENTATION AND TESTING

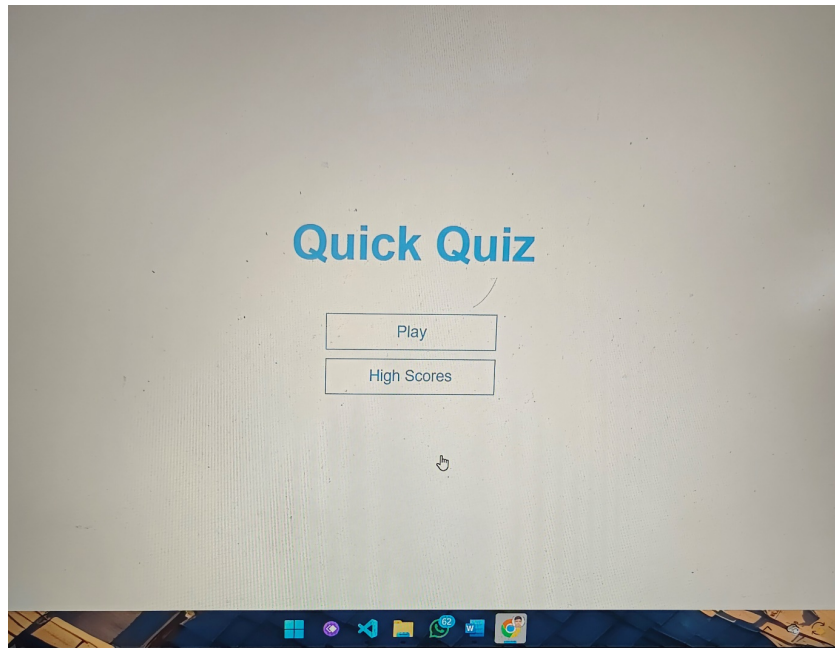
This is the phase in the software life cycle where the actual software is implemented. The result of this phase consists of source code, together with documentation to make the code reliable. Implementation is the action that must follow any preliminary in order for something to actually happen. It encompasses all the processes involved in getting new software and hardware operating properly in its environment, including installation, configuration, running, testing and making necessary changes.

In implementation, we start with the actual execution of the software application based on the design we have created. This phase occurs before we begin coding the software product. Implementation involves writing code based on the design specifications. It is the process where systems personnel check out and put new equipment into use, train users, and install the new application. The extent of this process depends on the size of the organization that will be involved in adopting the software. During implementation, rigorous testing ensures that the software functions as intended, and any necessary adjustments are made to align it with the design and user requirements. Once successfully implemented, the software becomes a valuable tool for the organization, supporting its operations and goals.

Chapter 4

USER INTERFACE

- HOMEPAGE



- QUIZ PAGE IF ANS IS WRONG

Question 7/10

Score

20

What was the name of the WWF professional wrestling tag team made up of the wrestlers Ax and Smash?

A The Dream Team

B The Bushwhackers

C The British Bulldogs

D Demolition

• QUIZ PAGE IF ANS IS RIGHT

Question 6/10

Score

20

How many colors are there in a rainbow?

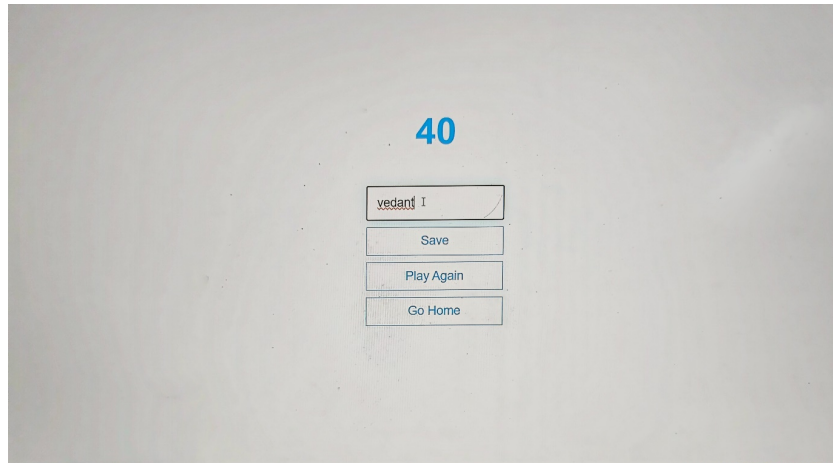
A 7

B 8

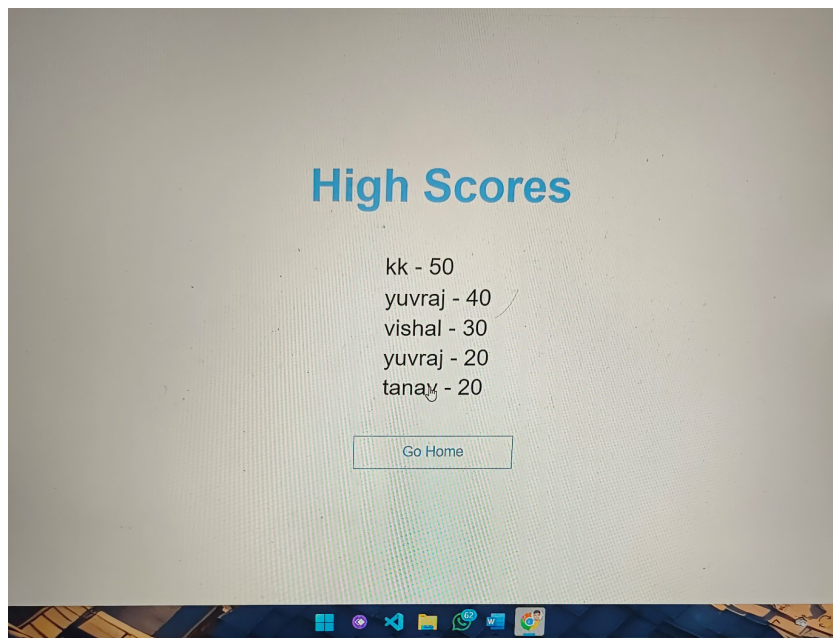
C 9

D 10

- PAGE TO SAVE HIGH SCORES



- PAGE TO DISPLAY ALL HIGH SCORES



Chapter 5

CONCLUSIONS

Quiz application provides facility to attempt quiz anywhere and anytime. It save time since user does need to wait for result. So student/user cannot wait for the result. All Student/ user get extra knowledge and skills. Administrator has a privilege to put as much as question in given Quiz in application.

It has been a great pleasure for me to work on this exciting and challenging project. This project proved good for me as it provided practical knowledge of programming in JAVASCRIPT, HTML, CSS and JSON server and also about all handling procedure related with Quiz System. It also provides knowledge about the latest technology used in developing application and server technology that will be great demand in future. This will provide better opportunities and guidance in future in developing projects independently . This Quiz Application can be efficiently used by any students and Educational platforms. During the course of this assignment I have gone through many obstacle which made me to research and also increase my knowledge.

At last it can be concluded that the “Quiz Application” was there all earning experience.

The project has been made as per as the given specification. The system has been made as user friendly as possible.

5.1 Significance of the system

- The system is easy to use as it is user friendly.
- The working of the system is in organized form.
- It provides faster and accurate prescription processing.
- The system is kept simple and can be easily used by users.
- Quiz can be given without an instructor,which saves money and time.
- A larger number of participants, with instant results of your quiz.

5.2 Limitations of the System

The admin needs to be regularly be in contact with other users for any update in the user’s information.

We want to implement a concept where user itself can add question for others.

We want to implement a concept where the user can solve any query related to each question at that time only.

We also want to implement a concept where every user can see profile of other user.

5.3 Future Scope of the Project

The Scope of this project is very broad in terms of gaining knowledge and sharing knowledge among world.

Can be used anywhere anytime as it is a application.

This application will be used in educational institutions as well as incorporate world.

5.4 Reference

<https://en.wikipedia.org/>

<https://www.javatpoint.com/>

<https://www.w3schools.com/>

<https://www.tutorialspoint.com/>