

INDUSTRIAL INTERNSHIP REPORT ON

“QUIZ GAME”

PREPARED BY

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Executive Summary

This report provides details of the Industrial Internship provided by upskill Campus and The IoT Academy in collaboration with Industrial Partner UniConverge Technologies Pvt Ltd (UCT).

This internship was focused on a project/problem statement provided by UCT. We had to finish the project including the report in 6 weeks' time.

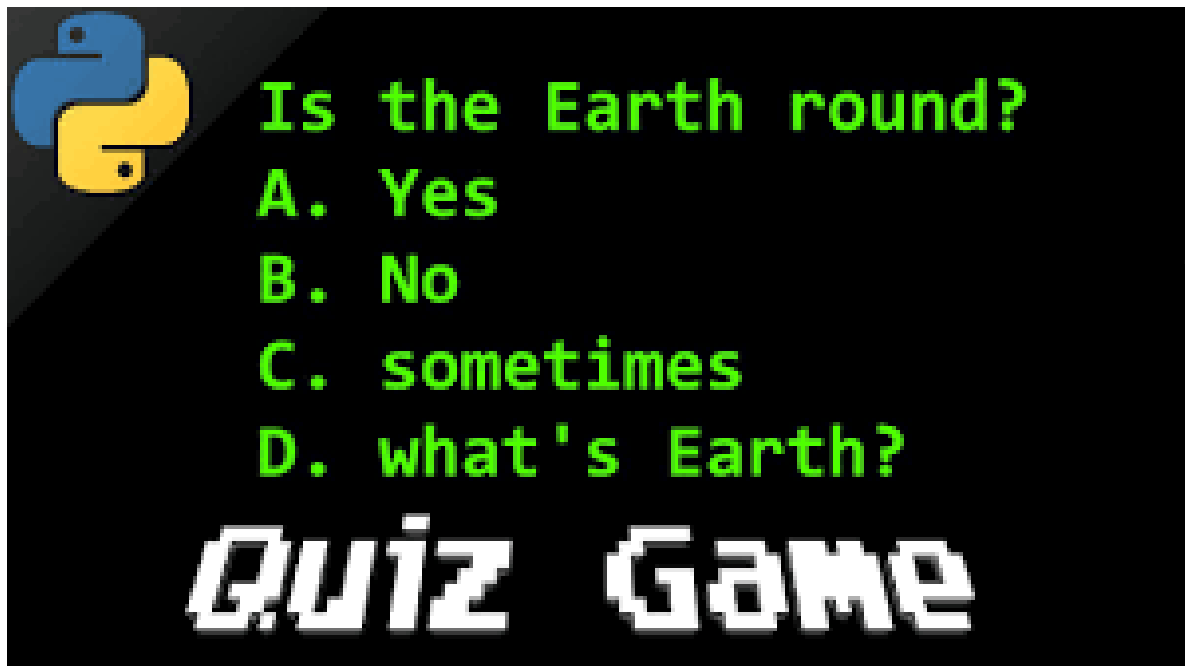
My project was Quiz Game.

This internship gave me a very good opportunity to get exposure to Industrial problems and design/implement solution for that. It was an overall great experience to have this internship.

PROJECT REPORT:

QUIZ GAME PREPARATION USING PYTHON

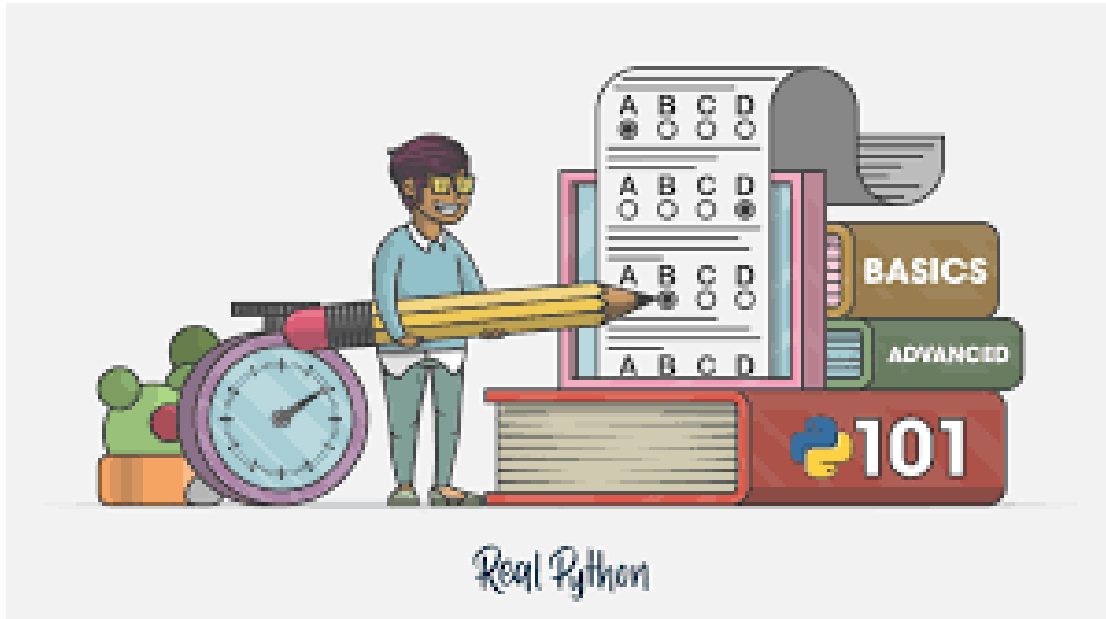
INTROCUCTION



The Quiz Game project aims to develop a console-based quiz game using the Python programming language. The game will present multiple-choice questions to the players and provide immediate feedback on their answers. It will track scores and display them at the end of the game.

OBJECTIVES

- Develop an interactive quiz game using Python.
- Create a database of questions with multiple-choice options.
- Track and calculate the scores of the players.
- Display the final score and provide feedback on each question.
- Allow players to play the game multiple times.



TECHNOLOGIES USED

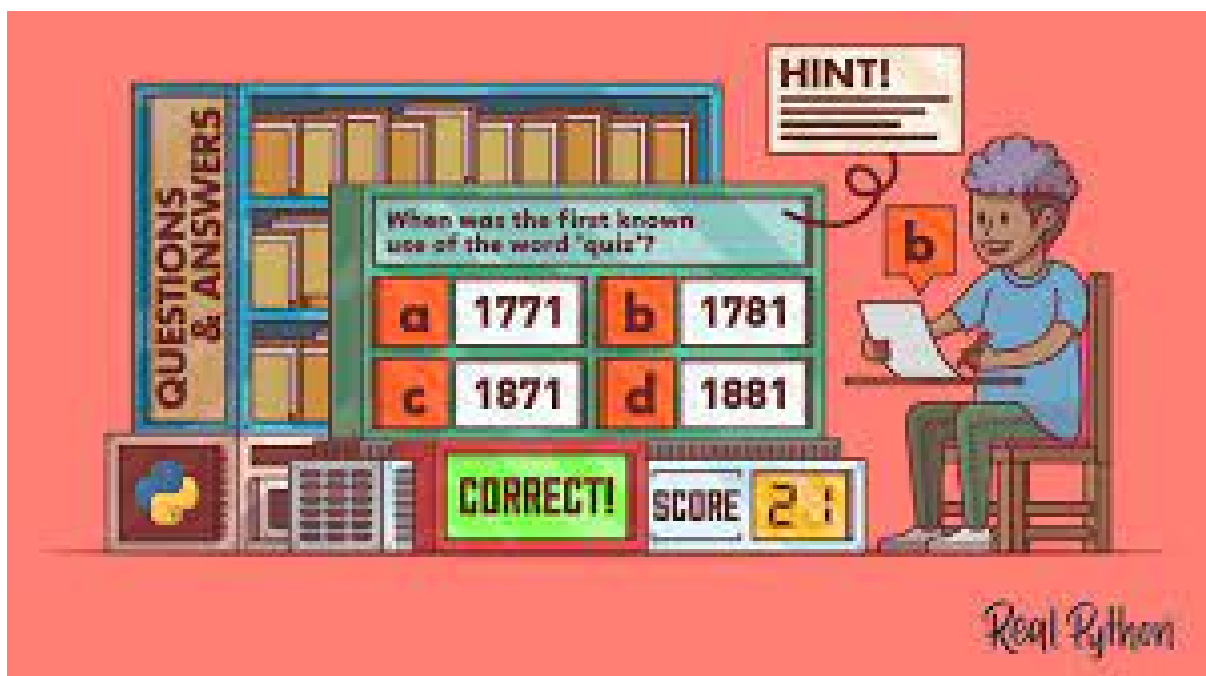
- Python: Programming language used for game development.
- SQLite: Database management system for storing questions and answers.



SYSTEM DESIGN

The Quiz Game project can be divided into the following components:

- Main Program Logic: Handles game flow, displays questions, and processes user input.
- Database Management: Stores and retrieves questions from an SQLite database.
- Score Tracking: Keeps track of the player's score and calculates the final score.
- User Interface: Displays questions, options, and feedback to the players.



IMPLEMENTATION OF STEPS

Step 1: Create an SQLite database to store the questions and answers.

Step 2: Write Python code to connect to the database and retrieve questions.

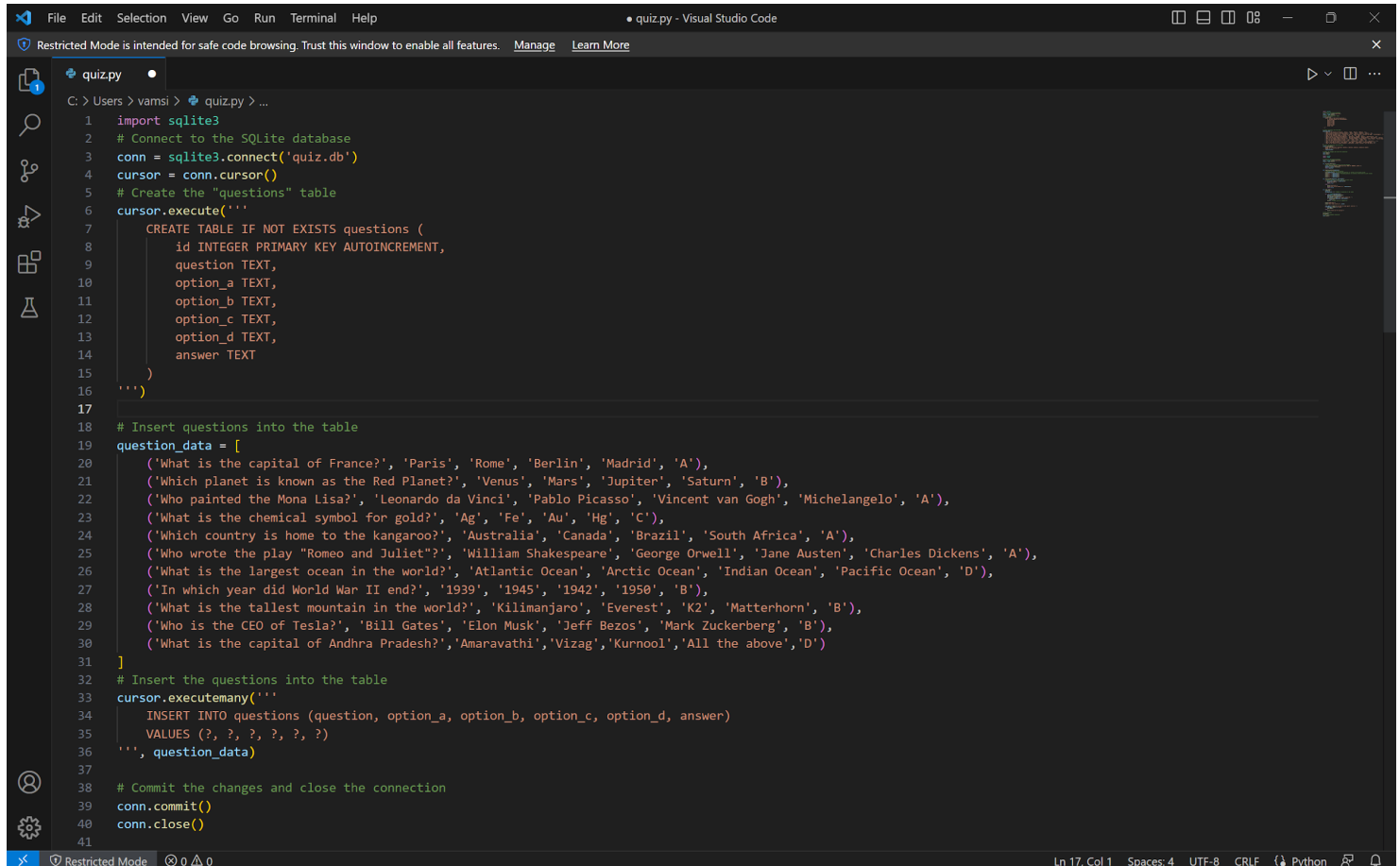
Step 3: Develop the game logic to display questions and accept user input.

Step 4: Calculate and track the player's score based on their answers.

Step 5: Provide immediate feedback on each question.

Step 6: Display the final score and offer the option to play again.

SAMPLE CODE SNIPPET



```
1 import sqlite3
2 # Connect to the SQLite database
3 conn = sqlite3.connect('quiz.db')
4 cursor = conn.cursor()
5 # Create the "questions" table
6 cursor.execute('''
7     CREATE TABLE IF NOT EXISTS questions (
8         id INTEGER PRIMARY KEY AUTOINCREMENT,
9         question TEXT,
10        option_a TEXT,
11        option_b TEXT,
12        option_c TEXT,
13        option_d TEXT,
14        answer TEXT
15    )
16 ''')
17
18 # Insert questions into the table
19 question_data = [
20     ('What is the capital of France?', 'Paris', 'Rome', 'Berlin', 'Madrid', 'A'),
21     ('Which planet is known as the Red Planet?', 'Venus', 'Mars', 'Jupiter', 'Saturn', 'B'),
22     ('Who painted the Mona Lisa?', 'Leonardo da Vinci', 'Pablo Picasso', 'Vincent van Gogh', 'Michelangelo', 'A'),
23     ('What is the chemical symbol for gold?', 'Ag', 'Fe', 'Au', 'Hg', 'C'),
24     ('Which country is home to the kangaroo?', 'Australia', 'Canada', 'Brazil', 'South Africa', 'A'),
25     ('Who wrote the play "Romeo and Juliet"?', 'William Shakespeare', 'George Orwell', 'Jane Austen', 'Charles Dickens', 'A'),
26     ('What is the largest ocean in the world?', 'Atlantic Ocean', 'Arctic Ocean', 'Indian Ocean', 'Pacific Ocean', 'D'),
27     ('In which year did World War II end?', '1939', '1945', '1942', '1950', 'B'),
28     ('What is the tallest mountain in the world?', 'Kilimanjaro', 'Everest', 'K2', 'Matterhorn', 'B'),
29     ('Who is the CEO of Tesla?', 'Bill Gates', 'Elon Musk', 'Jeff Bezos', 'Mark Zuckerberg', 'B'),
30     ('What is the capital of Andhra Pradesh?', 'Amaravathi', 'Vizag', 'Kurnool', 'All the above', 'D')
31 ]
32 # Insert the questions into the table
33 cursor.executemany('''
34     INSERT INTO questions (question, option_a, option_b, option_c, option_d, answer)
35     VALUES (?, ?, ?, ?, ?, ?)
36 ''', question_data)
37
38 # Commit the changes and close the connection
39 conn.commit()
40 conn.close()
41
```

CONCLUSION

The Quiz Game project successfully implements a console-based quiz game using Python. It allows players to answer multiple-choice questions, calculates their score, and provides immediate feedback. The game can be expanded by adding more questions to the database and enhancing the user interface. This project enhances programming skills and knowledge of database management with Python.

By implementing this project, users can enjoy playing an engaging quiz game while also improving their Python programming skills.