
Computer Science Project
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Project Report
on
“Quiz in C++”

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Certificate

This is to certify that this **Project Quiz** on the C++ language has been successfully developed by **Chitra Kandpal**, a student of class **XII 'A'**, **Campus School Pantnagar** under the guidance of **Mr. M.D.Rawat** in particular fulfilment of the curriculum of Central Board of Secondary Education {CBSE} leading to the award of annual Computer Science Practical examination of the year **2018-19**.

Mr. M.D.Rawat
PGT (Computer Science)
Date: 22 January 2019

Acknowledgement

Primarily I would thank God for being able to complete this project with success. Then I would like to express my special thanks of gratitude to my computer science teacher Mr. M.D.Rawat whose valuable guidance has been the ones that helped me patch this project and make it full proof success his suggestions and his instructions has served as the major contributor towards the completion of the project.

Secondly, I would like to thank my parents and friends who helped me with their valuable suggestions and guidance has been helpful in various phases of the completion of the project.

Finally, I would like to thank my classmates who helped me a lot in finishing this project within the limited time.

Chitra Kandpal

Class XII 'A'

Roll No. 14

Date: 22 January 2019

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Overview of Project

Quiz is a C++ application that has questions related to general Knowledge. It has multiple choice Questions and calculate scores of each correct/wrong answer. It helps in increasing general knowledge. Don't need register simply enter user name it will saved automatically and you can look in again with same user name in scorebook. Don't have to worry about the past score, it saves all record in binary files which can be access in future.

This application is developed to conduct a quiz. This Quiz system is accessed by entering the user name which is added to the binary file after you finish this quiz. Before start on the Quiz & player can see the rules and regulations using the “How to play” options in main menu, which will display the description for number of Questions and scoring methods. Quiz is started by displaying one Question with four options each based on General knowledge, if the answer is correct, score is incremented by 10pts and if wrong then negative 5pts is decremented from score. After 10 limited Random Questions, Quiz application will finally direct you to the score page where Final score will be displayed and updated in the binary file.

The main objective of Quiz Contest 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. The functional requirements include to create users that are point to participate in the Quiz & automatic score and report generation and administrative tasks like add questions & delete & clear scorebook for admin privilege users which requires pin to access.

Future Work

We have put an endless effort on this application and also provided room for future expansion of this application:

- 1.Interface can be enriched later.
- 2.Results with correct answers and Remarks can be display.
- 3.Levels as Easy, Medium and Hard may introduce.
- 4.References like links and book suggestions can be given to enrich the players knowledge.

Header Files

1. `#include <conio.h>`
For `getch()` , `putch()` and `clrscr()`.
2. `#include <stdlib.h>`
For `exit()` , `randomize()` and `random()`.
3. `#include <stdio.h>`
For `gets()` and `remove()`.
4. `#include <string.h>`
For `strcpy()`.
5. `#include <fstream.h>`
For `cin` , `cout` , `fstream` , `read()`, `write()` and `close()`.

User Defined Functions

The list of user defined functions used in this application are as follows:

1. `void setname(char nm[])`; for setting players name
2. `void scoreplus()`; for incrementing players score if attempt is correct
3. `void scoreminus()`; for decrementing players score if attempt is wrong
4. `char *getname()`; returning players name
5. `int getscore()`; returning players score
6. `void reset()`; if player want to play again then clearing previous attempts
7. `void quit()`; if at any point user want to quit
8. `void quiz()`; function for taking quiz
9. `void play()`; Initializing the quiz by taking players name
10. `void scoreboard()`; for displaying the previous players score
11. `void add_ques()`; only admin can add questions
12. `void del_ques()`; deleting whole record file of questions only admin
13. `void show_ques()`; showing all record as questions only admin
14. `void reset_score()`; deleting whole record file of players only admin
15. `void admin_panel()`; menu to admin
16. `void admin()`; validating the admin pin i.e. 9897
17. `void how_to_play()`; printing how to play
18. `void about_developer()`; printing about development

Binary Files Descriptions

There are two binary files created and manage by this application:

1. “**question.dat**” – Questions are stored as structure records in this binary file.
2. “**players.dat**” – Players records as class are stored in this players.dat binary file.

Source Code

```
#include <conio.h>
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
#include <fstream.h>

char ch;

class player{
private:
    char name[50];
    int score;
public:
    void setname(char nm[]){
        //for setting players name
        strcpy(name,nm);
    }
    void scoreplus(){
        //for incrementing players score if attempt is correct
        score+=10;
    }
}
```

```

        void scoreminus(){
            //for decrementing players score if attempt is wrong
                score-=5;
        }
        char *getname(){//returning players name
            return name;
        }
        int getscore(){//returning players score
            return score;
        }
        void reset(){
            //if player want to play again then clearing previous attempts
                strcpy(name,"");
                score=0;
        }
    }pl;

```

```

struct ques
{
    char ques[200];
    char opt1[100];
    char opt2[100];
    char opt3[100];
    char opt4[100];
    int ans;
};

```

```

void quit(){
    //if at any point user want to quit
        clrscr();
        cout<<"Do you Really Want to Exit... ";
        cout<<"Press 0 to exit otherwise any key..!\n";
        ch=getch();
        if(ch=='0'){
            exit(0);
        }
    }
}

```



```

void quiz(){//function for taking quiz
    ques qset[15];
    int j,n=0,chk;
    fstream file("question.dat",ios::binary|ios::in);
    //input records as questions from binary file
    while(file.read((char*)&qset[n],sizeof(qset[n]))){//fetching all records
        n++;//no. of records fetch
    }
    randomize();
    j=random(n);// for generating random questions
    for(int i=1;i<=10&& i<=n;i++){
        //display and ask for 10 questions answer
        clrscr();
        j=(j+1)%n;
        cout<<"Question no."<<i<<" : "<<qset[j].ques<<"\n";
        cout<<"\n\tOption 1: "<<qset[j].opt1<<"\n\t";
        cout<<"Option 2: "<<qset[j].opt2<<"\n";
        cout<<"\tOption 3: "<<qset[j].opt3<<"\n\t";
        cout<<"Option 4: "<<qset[j].opt4<<"\n";
        cout<<"\nEnter Right Option: ";
        cin>>chk;
        if(chk==qset[j].ans){
            pl.scoreplus();
        }
        else{
            pl.scoreminus();
        }
    }
    clrscr();
    fstream file1("players.dat",ios::binary|ios::app);
    file1.write((char*)&pl,sizeof(pl));
    file1.close();
    cout<<"Thank You "<<pl.getname()<<" for playing and you Scored ";
    cout<<pl.getscore()<<"pts\n";
    cout<<"Press any key to jump to main menu\n";
    getch();
}

```

```

void play(){
//Initializing the quiz by taking players name
    clrscr();
    cout<<"\n|||||----- Quiz -----|||||\n";
    cout<<"\n Enter Your Name :";
    char n[50];
    gets(n);
    pl.setname(n);
    cout<<"\nPress any key to start Quiz";
    getch();
    quiz();
}

void scoreboard(){
//for displaying the previous players score
    clrscr();
    fstream file1("players.dat",ios::binary|ios::in);
    //fetching players record from players.dat binary file
    player plyrs[20],temp;
    int i=0;
    while(file1.read((char*)&plyrs[i],sizeof(plyrs[i]))){
        i++;
    }
    file1.close();
    int flag=1;
    while(flag){
        flag=0;
        for(int j=0;j<i-1;j++){
            if(plyrs[j].getscore()<plyrs[j+1].getscore()){
                temp=plyrs[j];
                plyrs[j]=plyrs[j+1];
                plyrs[j+1]=temp;
                flag=1;
            }
        }
    }
}

```



```

void del_ques(){//deleting whole record file of questions only admin
    fstream file("question.dat",ios::binary|ios::in);
    clrscr();
    cout<<"Do you Really Want to delete all questions... ";
    cout<<"Press 0 to continue otherwise any key..!\n";
    ch=getch();
    if(ch=='0'){
        remove("question.dat");
    }
    file.close();
}

void show_ques(){//showing all record as questions only admin
    fstream file("question.dat",ios::binary|ios::in);
    ques q;
    while(file.read((char*)&q,sizeof(q))){
        clrscr();
        cout<<"\nQuestion:"<<q.ques;
        cout<<"\noption 1 : "<<q.opt1;
        cout<<"\noption 2 : "<<q.opt2;
        cout<<"\noption 3 : "<<q.opt3;
        cout<<"\noption 4 : "<<q.opt4;
        cout<<"\nCorrect option no.:"<<q.ans;
        cout<<"\nPress any key to jump to next record";
        getch();
    }
    file.close();
}

void reset_score(){//deleting whole record file of players only admin
    fstream file1("players.dat",ios::binary|ios::in);
    clrscr();
    cout<<"Do you Really Want to clear all scores... ";
    cout<<"Press 0 to continue otherwise any key..!\n";
    ch=getch();
    if(ch=='0'){
        remove("players.dat");
    }
    file1.close();}

```

```

void admin_panel(){
//menu to admin
    clrscr();
    int x=1;
    do{
        clrscr();
        cout<<"|||||-----Admin-----|||||\n";
        cout<<"|||||-----Menu-----|||||\n";
        cout<<"\n";
        cout<<"\t\t1.Show all Questions\n";
        cout<<"\t\t2.Add Questions\n";
        cout<<"\t\t3.Delete All Questions\n";
        cout<<"\t\t4.Reset Scoreboard\n";
        cout<<"\t\t5.Logout to main menu\n";
        cout<<"\t\t6.Exit\n";
        cout<<"\n\n\nNote*-Press the Serial no. ";
        cout<<" to choose the option.\n";
        ch=getch();
        switch(ch){
            case '1':
                show_ques();
                break;
            case '2':
                add_ques();
                break;
            case '3':
                del_ques();
                break;
            case '4':
                reset_score();
                break;
            case '5':
                x=0;
                break;
            case '6':
                quit();
                break;
        }
    }
}

```

```

        default:
            cout<<"\nInvalid Option, press any key ";
            cout<<"to Try again..!\n";
            getch();
        }
    }while(x==1);
}

void admin(){
//validating the admin pin i.e. 9897
    do{ ch='1';
        clrscr();
        char pin[5];
        cout<<"\nEnter PIN:";
        for(int i=0;i<4;i++){
            pin[i]=getch();
            putchar('*');
        }
        pin[i]='\0';
        clrscr();
        if(strcmp(pin,"9897")==0){
            admin_panel();
        }
        else{
            cout<<"\nYou entered wrong pin,press 0 key ";
            cout<<"to Try again otherwise any key to main menu";
            ch=getch();
        }
    }while(ch=='0');
}

```

```

void how_to_play(){
//printing how to play
    clrscr();
    cout<<"\n|||||-----How to Play-----|||||\n";
    cout<<"\nTHIS QUIZ CONSIST OF 10 QUESTIONS,\n";
    cout<<"YOU WILL GET +10 FOR RIGHT RESPONSE \n";
}

```

```

        cout<<"AND -5 FOR WRONG RESPONSE\n";
        cout<<"TEST YOUR KNOWLEDGE\n";
        cout<<"CHOOSE PLAY IN MAIN MENU TO START THE QUIZ";
        cout<<"\n\n\n\nPress 0 to exit otherwise";
        cout<<" any key to jump into main menu.\n";
        ch=getch();
        if(ch=='0'){
            quit();
        }
    }
}

void about_developer(){
//printing about development
    clrscr();
    cout<<"\n|||||-----About Development-----|||||\n";
    cout<<"\nTHIS QUIZ IS DEVELOPED FOR "
    cout<<"THE PARTIAL FULFILLMENT \n";
    cout<<"OF CBSE COMPUTER SCIENCE PROJECT ";
    cout<<"CLASS 12TH A,\n";
    cout<<"DURING FEBRUARY 2019,\nBY CHITRA KANDPAL, ";
    cout<<" ROLL NO.14 .\n";
    cout<<"\n\n\n\nPress 0 to exit otherwise any key";
    cout<<" to jump into main menu.\n";
    ch=getch();
    if(ch=='0'){
        quit();
    }
}

void main(){//main menu ,, menu driven program
    do{
        clrscr();
        pl.reset();
        cout<<"|||||-----Quiz-----|||||\n";
        cout<<"|||||-----Menu-----|||||\n";
        cout<<"\n";
        cout<<"\t\t1.Play\n";
        cout<<"\t\t2.Scoreboard\n";
        cout<<"\t\t3.Admin\n";
        cout<<"\t\t4.How to play\n";
    }
}

```

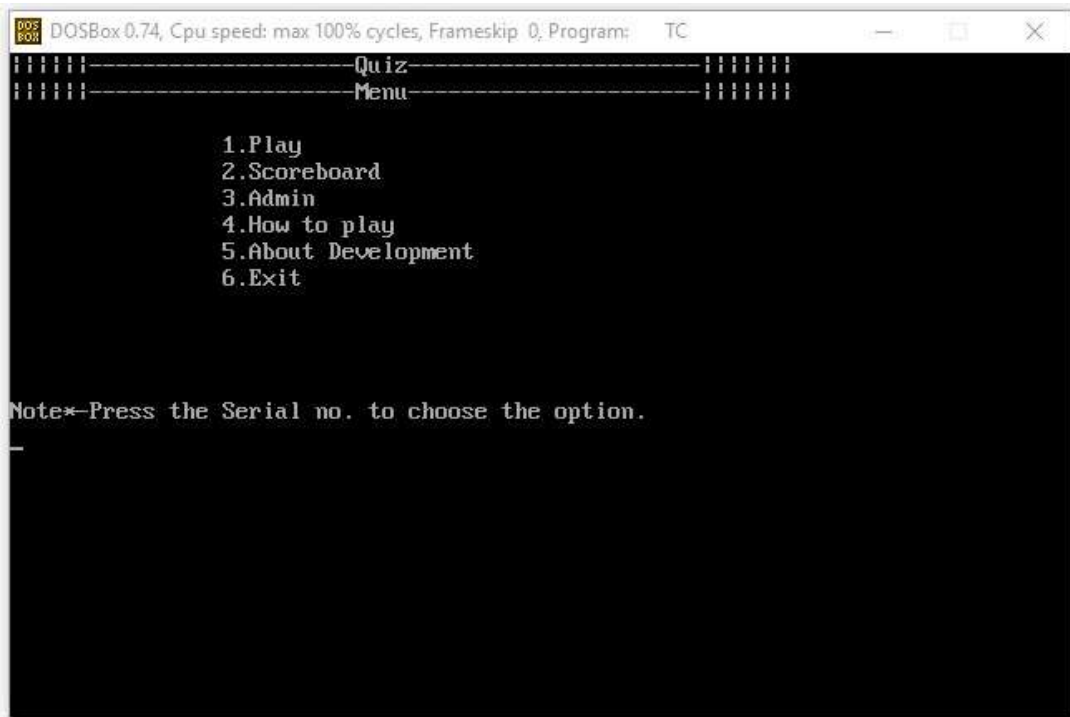
```

cout<<"\t\t5.About Development\n";
cout<<"\t\t6.Exit\n";
cout<<"\n\n\n\nNote*-Press the Serial no. ";
cout<<"to choose the option.\n";
ch=getch();
switch(ch){
    case '1':
        play();
        break;
    case '2':
        scoreboard();
        break;
    case '3':
        admin();
        break;
    case '4':
        how_to_play();
        break;
    case '5':
        about_developer();
        break;
    case '6':
        quit();
        break;
    default:
        cout<<"\nInvalid Option, press any key ";
        cout<<"to Try again..!\n";
        getch();
}
}while(1);
}

```


Screenshots of outputs

Main Menu:

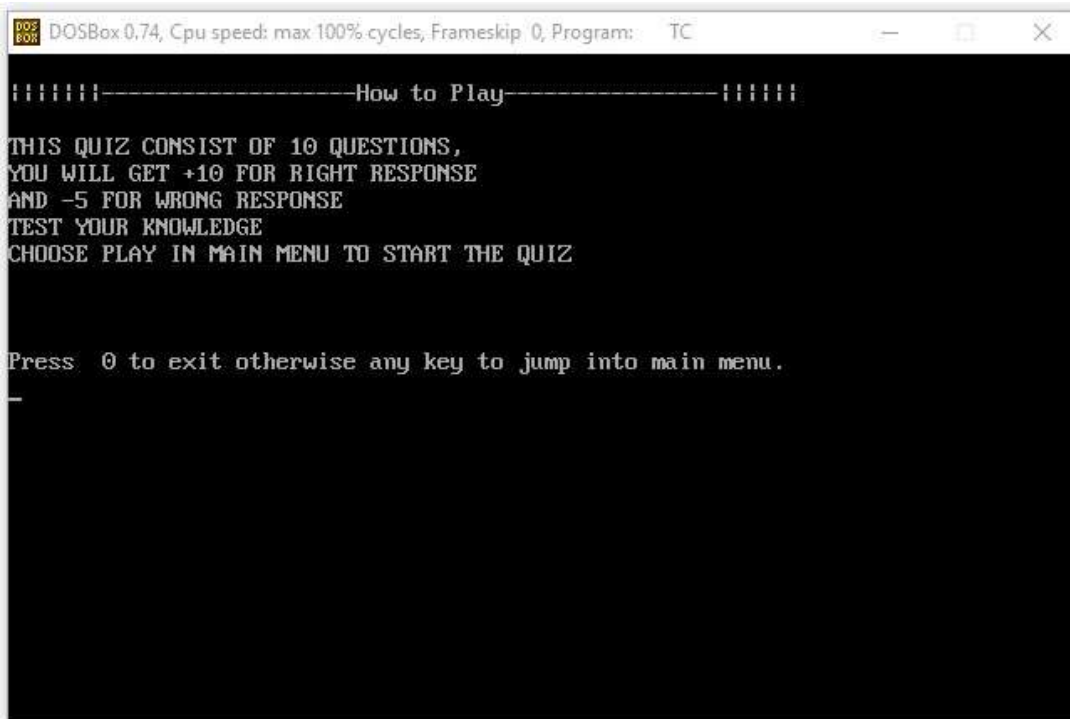


The screenshot shows a DOSBox window titled "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC". The main menu is displayed with a title bar "Quiz-----Menu-----" flanked by vertical lines of asterisks. Below the title bar, a list of options is shown: 1.Play, 2.Scoreboard, 3.Admin, 4.How to play, 5.About Development, and 6.Exit. At the bottom, a note states: "Note*-Press the Serial no. to choose the option."

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC
*****-----Quiz-----Menu-----*****
1.Play
2.Scoreboard
3.Admin
4.How to play
5.About Development
6.Exit

Note*-Press the Serial no. to choose the option.
```

Choose the option 4 How to play:

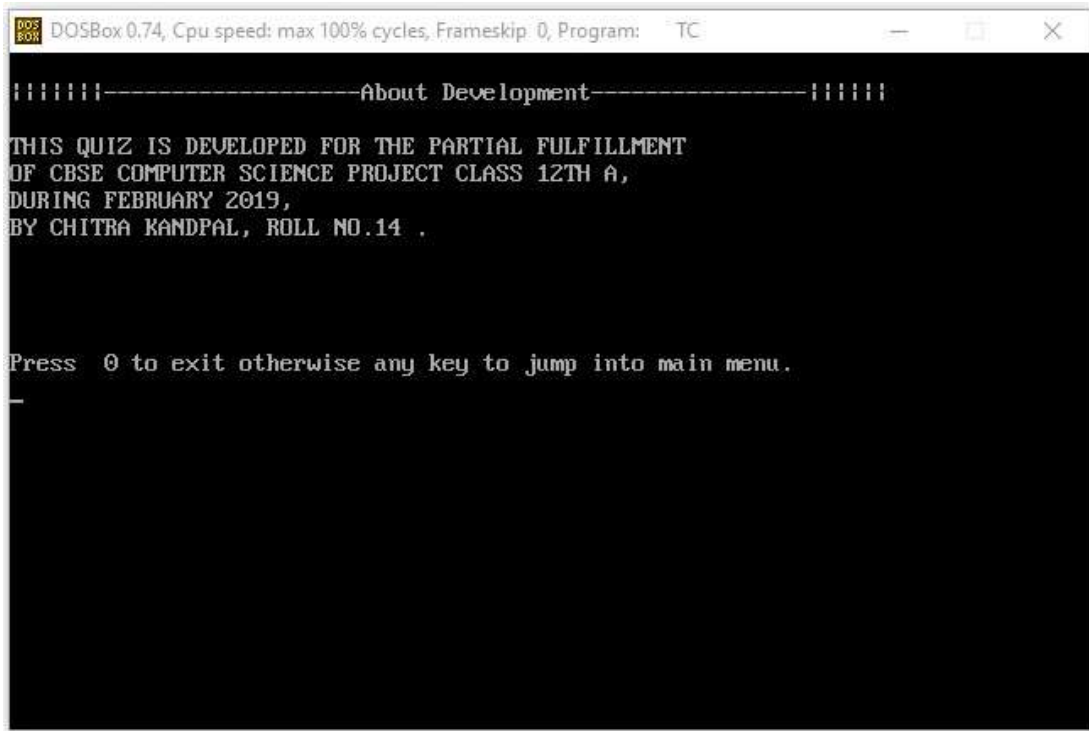


The screenshot shows the "How to Play" screen in the DOSBox window. The title bar is "How to Play-----" flanked by vertical lines of asterisks. The text on the screen explains the quiz rules: "THIS QUIZ CONSIST OF 10 QUESTIONS, YOU WILL GET +10 FOR RIGHT RESPONSE AND -5 FOR WRONG RESPONSE TEST YOUR KNOWLEDGE CHOOSE PLAY IN MAIN MENU TO START THE QUIZ". At the bottom, it says: "Press 0 to exit otherwise any key to jump into main menu."

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC
*****-----How to Play-----*****
THIS QUIZ CONSIST OF 10 QUESTIONS,
YOU WILL GET +10 FOR RIGHT RESPONSE
AND -5 FOR WRONG RESPONSE
TEST YOUR KNOWLEDGE
CHOOSE PLAY IN MAIN MENU TO START THE QUIZ

Press 0 to exit otherwise any key to jump into main menu.
```

Choose the option 5 About Development:



DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC

```

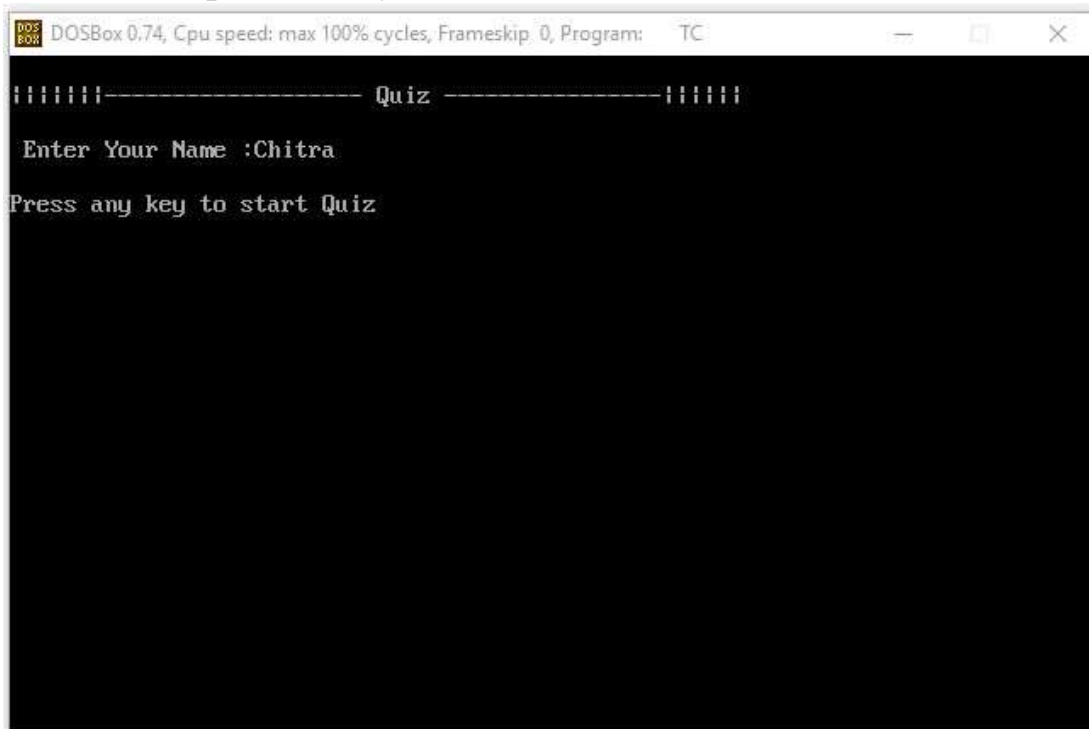
|||||||-----About Development-----|||||||

THIS QUIZ IS DEVELOPED FOR THE PARTIAL FULFILLMENT
OF CBSE COMPUTER SCIENCE PROJECT CLASS 12TH A,
DURING FEBRUARY 2019,
BY CHITRA KANDPAL, ROLL NO.14 .

Press 0 to exit otherwise any key to jump into main menu.
_

```

Choose the option 1 Play:



DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC

```

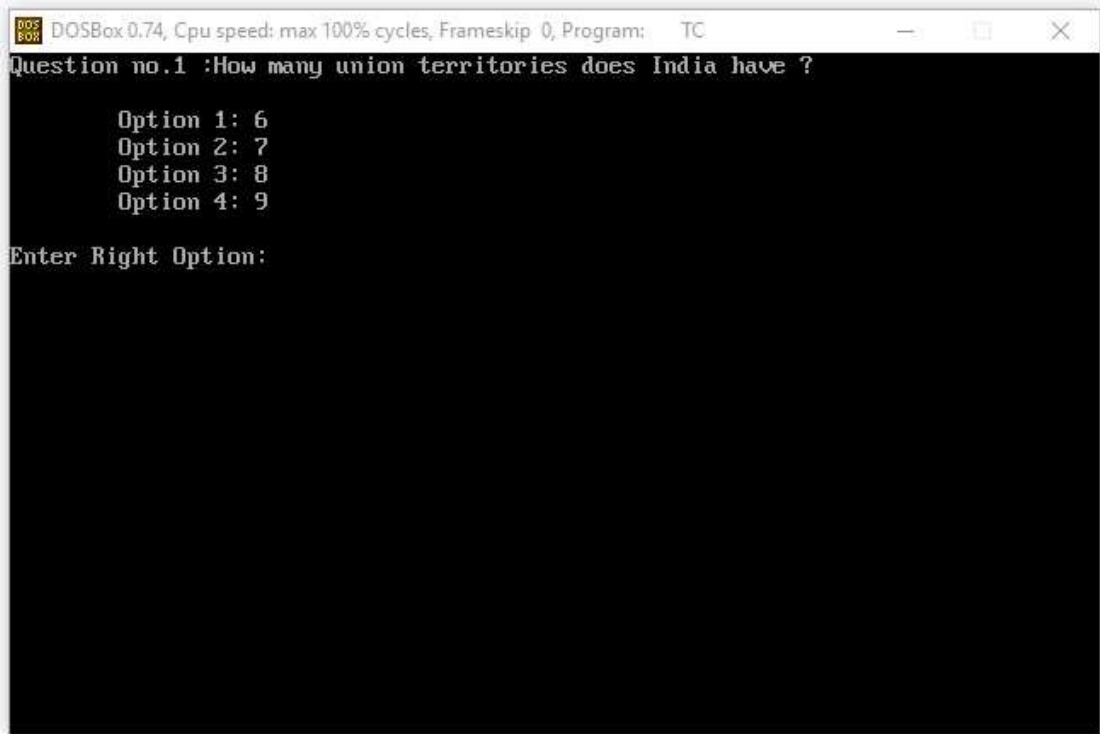
|||||||----- Quiz -----|||||||

Enter Your Name :Chitra

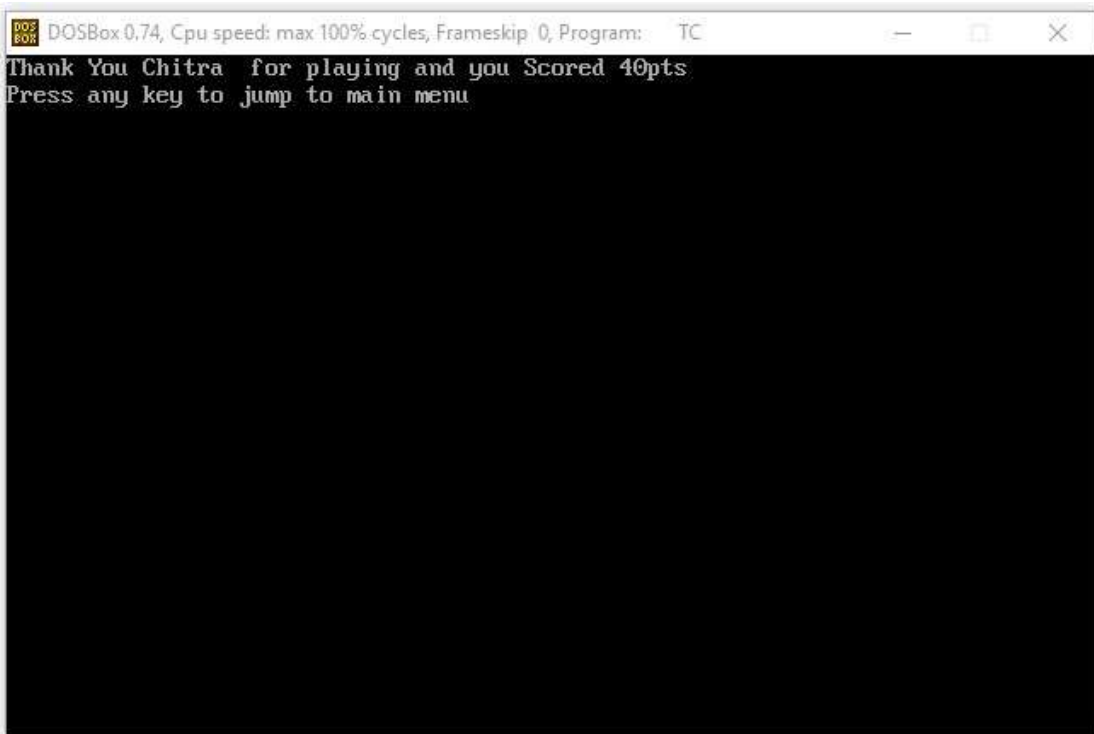
Press any key to start Quiz

```

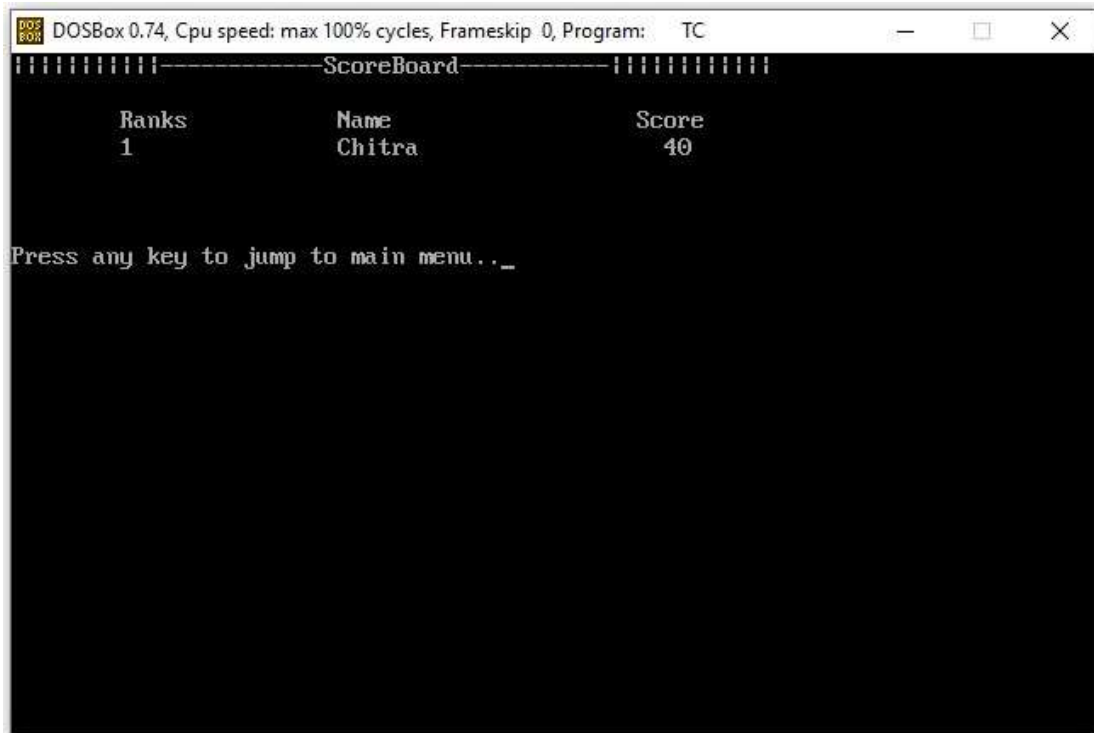
After Entering Name and Pressing any key 1 Question at a time as:



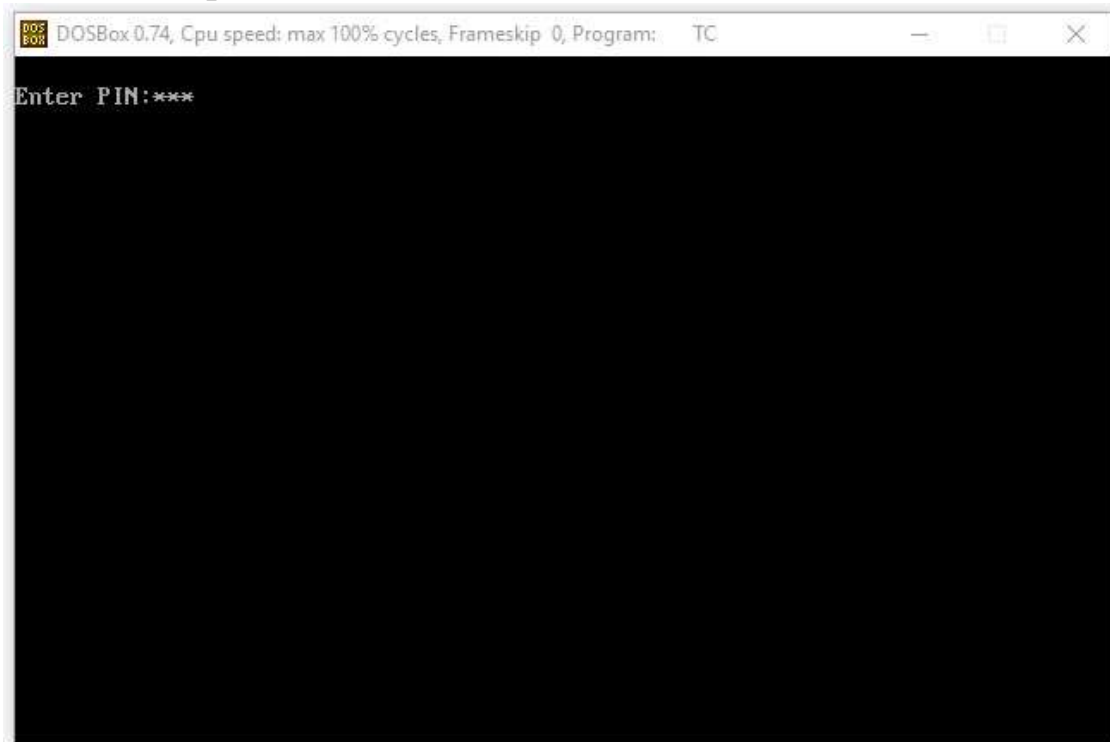
After attempting all Question result displays as follows:



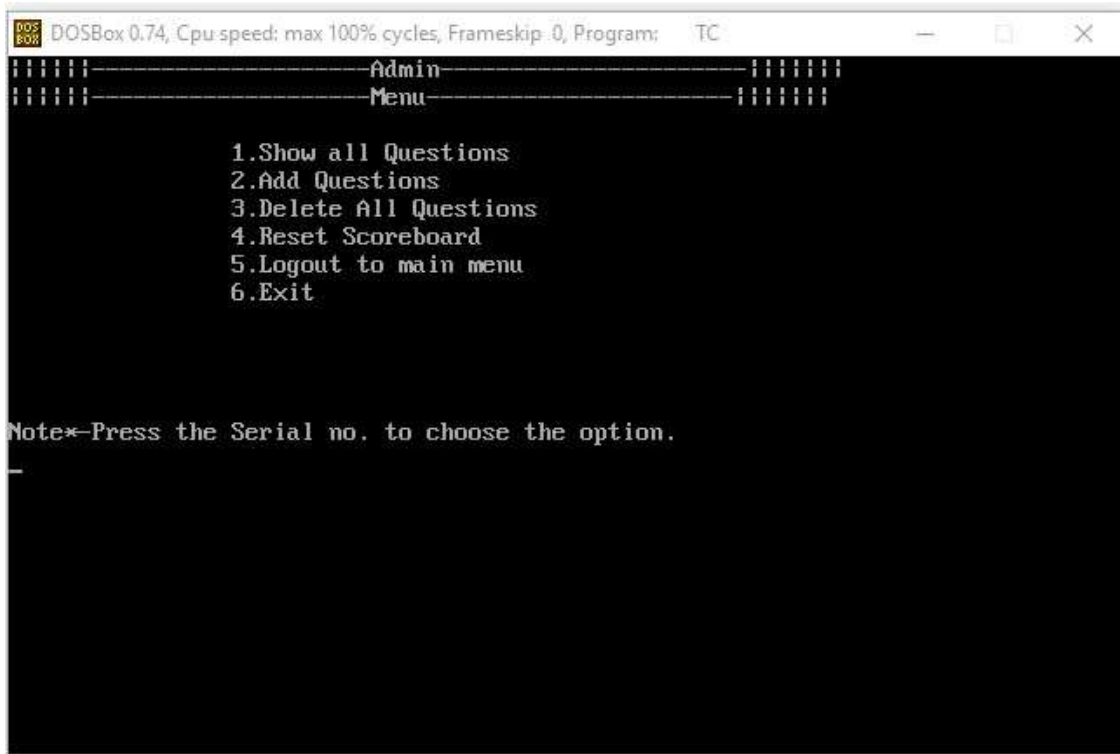
Choose the option 2 ScoreBoard:



Choose the option 3 Admin



After entering correct pin, admin control panel will open as follows:



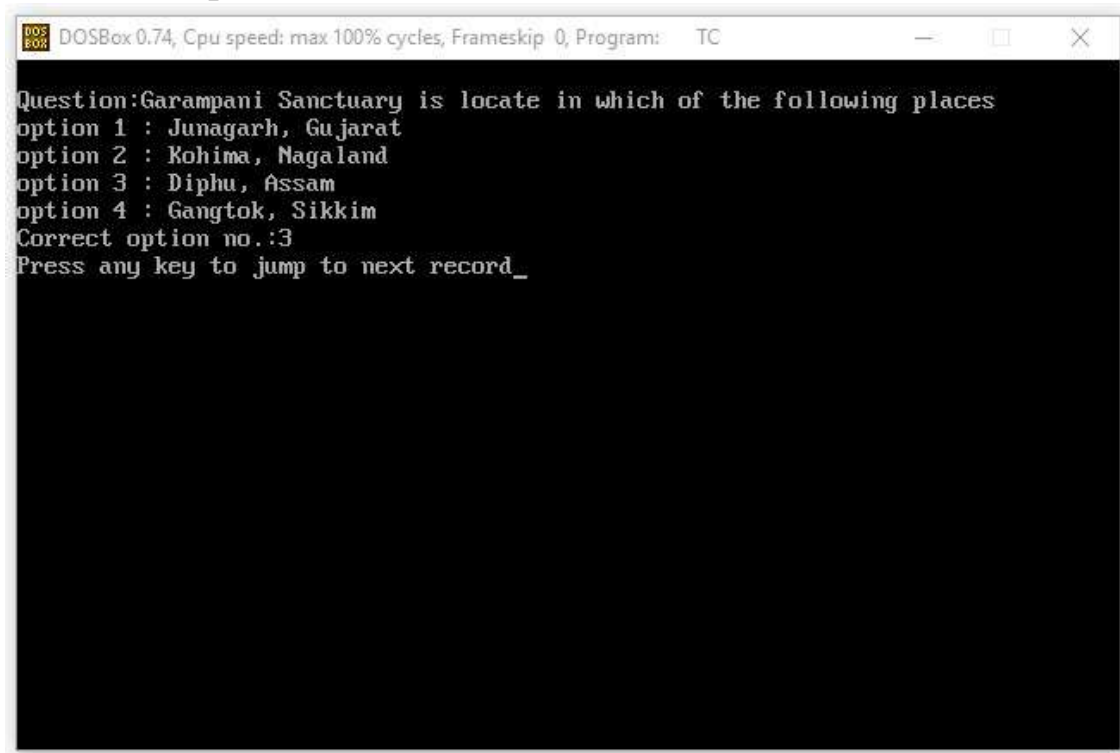
The screenshot shows a DOSBox window titled "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC". The main display area has a black background with white text. At the top, there are two horizontal lines of dashes, each flanked by seven vertical bars (|). Between these lines, the word "Admin" is centered. Below this, another set of dashes and vertical bars is shown, with the word "Menu" centered. A list of six options is displayed in the center: "1.Show all Questions", "2.Add Questions", "3.Delete All Questions", "4.Reset Scoreboard", "5.Logout to main menu", and "6.Exit". At the bottom left, a note reads "Note*-Press the Serial no. to choose the option." followed by a single underscore character.

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC
|-----Admin-----|
|-----Menu-----|

1.Show all Questions
2.Add Questions
3.Delete All Questions
4.Reset Scoreboard
5.Logout to main menu
6.Exit

Note*-Press the Serial no. to choose the option.
_
```

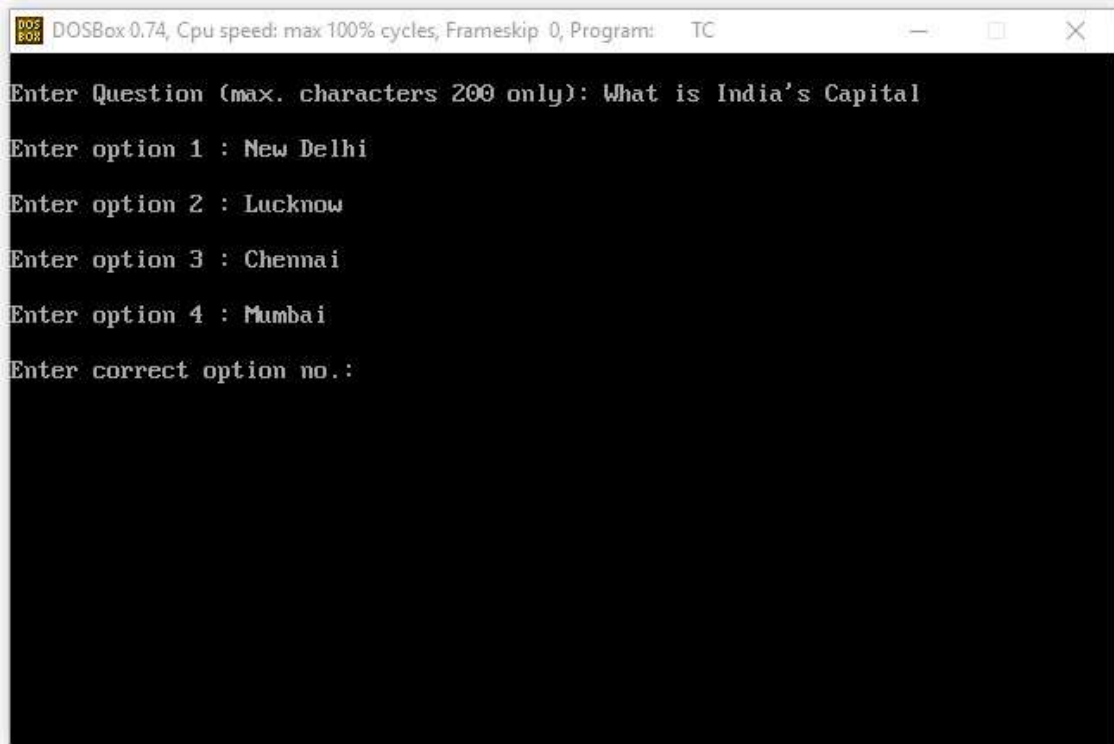
Choose the option 1 Show all Question:



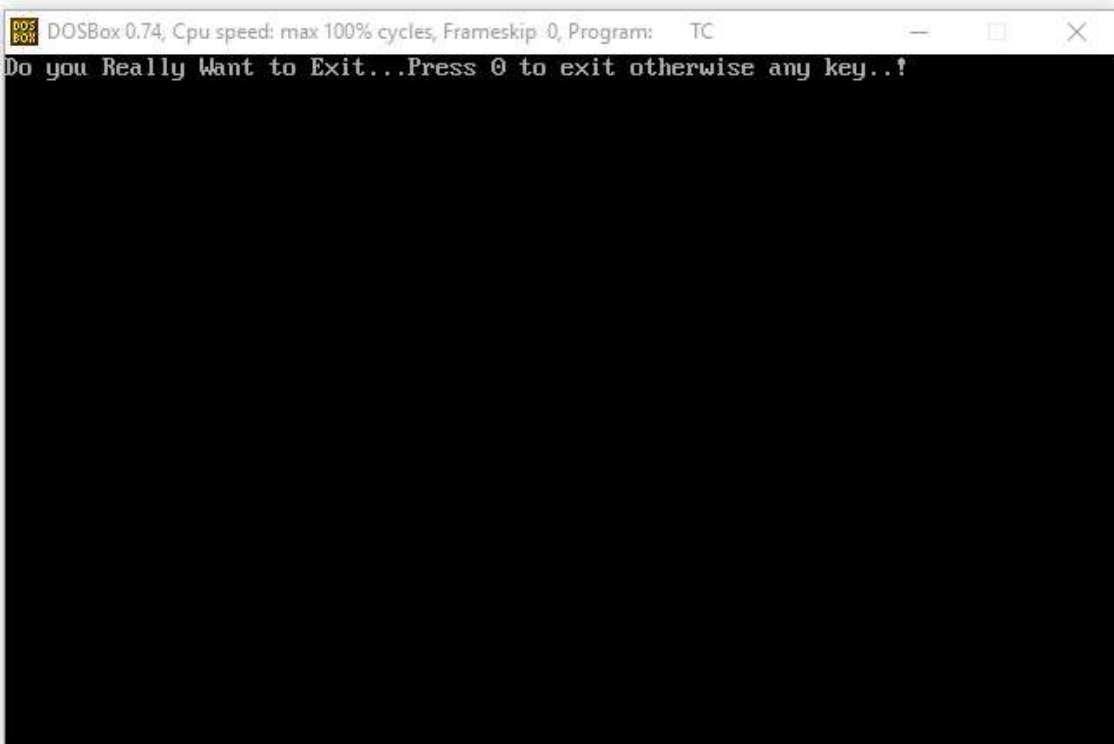
The screenshot shows a DOSBox window titled "DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC". The main display area has a black background with white text. It shows a question: "Question:Garampani Sanctuary is locate in which of the following places". Below the question are four options: "option 1 : Junagarh, Gujarat", "option 2 : Kohima, Nagaland", "option 3 : Diphu, Assam", and "option 4 : Gangtok, Sikkim". Below the options, it says "Correct option no.:3" and "Press any key to jump to next record_".

```
DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip: 0, Program: TC
Question:Garampani Sanctuary is locate in which of the following places
option 1 : Junagarh, Gujarat
option 2 : Kohima, Nagaland
option 3 : Diphu, Assam
option 4 : Gangtok, Sikkim
Correct option no.:3
Press any key to jump to next record_
```

Choose the option 2 Add Questions:



Choose the option 6 Exit:



Bibliography

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