# PROJECT CYBERQUIZ BY: COLTON RICHARDSON, JACOB SENNETT, NOLAN LOFTON, AND TYLER **NELSON**

# WHAT IS CYBERQUIZ?

- A quiz program
- Test the knowledge of advanced Computer Science students
- Questions designed from the curriculum of the advanced classes

## WHY IS IT RELEVANT

- Quizzes players on knowledge they should have acquired
- Making the program required us to use skills in:
  - Data structures
  - GPIO
  - GUIs
  - And general python programming

#### HOW DOES IT WORK?

 We create a dictionary to store the pictures for the questions and the pin number for the right answers

```
self.questions1 = {"ClQ1.gif": 23, "ClQ2.gif": 18 , "ClQ3.gif": 25 , "ClQ4.gif": 18 , "ClQ5.gif": 24, \
                   "ClQ6.gif": 24 , "ClQ7.gif": 18 , "ClQ8.gif": 23 , "ClQ9.gif": 23, "ClQ10.gif":23 ,\
                   "ClQll.gif": 18 , "ClQl2.gif": 18 , "ClQl3.gif": 24 , "ClQl4.gif": 18, "ClQl5.gif": 25, \
                   "ClQ16.gif": 18, "ClQ17.gif": 25, "ClQ18.gif": 24, "ClQ19.gif": 24, "ClQ20.gif": 24} # load the picture with the
self.questions2 = {"C2Q1.gif": 18, "C2Q2.gif": 18, "C2Q3.gif": 25, "C2Q4.gif": 24, "C2Q5.gif": 25, \
                   "C2Q6.gif": 23 , "C2Q7.gif": 25 , "C2Q8.gif": 18 , "C2Q9.gif": 25, "C2Q10.gif": 18 ,\
                   "C2Q11.gif": 23 , "C2Q12.gif": 23 , "C2Q13.gif": 23 , "C2Q14.gif": 18, "C2Q15.gif": 23, \
                   "C2Q16.gif": 18, "C2Q17.gif": 18, "C2Q18.gif": 25, "C2Q19.gif": 24, "C2Q20.gif": 18} # load the picture with the questions and answers and
self.questions3 = {"C3Q1.gif": 18, "C3Q2.gif": 24 , "C3Q3.gif": 25 , "C3Q4.gif": 24 , "C3Q5.gif": 18, \
                   "C3Q6.gif": 25 , "C3Q7.gif": 25 , "C3Q8.gif": 25 , "C3Q9.gif": 23, "C3Q10.gif":23 ,\
                   "C3Q11.gif": 24 , "C3Q12.gif": 23 , "C3Q13.gif": 25 , "C3Q14.gif": 25, "C3Q15.gif": 25, \
                   "C3Q16.gif": 18, "C3Q17.gif": 24, "C3Q18.gif": 23, "C3Q19.gif": 25, "C3Q20.gif": 24} # load the picture with the questions
self.questions4 = {"C4Q1.gif": 18, "C4Q2.gif": 23, "C4Q3.gif": 24, "C4Q4.gif": 25, "C4Q5.gif": 18, \
                  "C4Q6.gif": 24 , "C4Q7.gif": 24 , "C4Q8.gif": 18 , "C4Q9.gif": 25, "C4Q10.gif": 18 ,\
                   "C4Q11.gif": 24 , "C4Q12.gif": 25 , "C4Q13.gif": 23 , "C4Q14.gif": 18, "C4Q15.gif": 24, \
                   "C4Q16.gif": 23, "C4Q17.gif": 25, "C4Q18.gif": 24, "C4Q19.gif": 18, "C4Q20.gif": 25} #
```

## HOW DOES IT WORK CONT'D...

- Team name and score stored in a dictionary
- When team selects a category the programs checks to be sure the category has questions remaining, then selects a random question.
- Once the question has been attempted it is removed from the question pool and points or wrong answers are added depending on the result.
- The process loops until all questions are answered or three wrong answers have been inputted.
- So lets see it in action!



## WHAT DID WE LEARN?

- Biggest problem was time management
  - The GUI was much more complex than expected
  - Backbone was scheduled to take to long
  - GUI not scheduled long enough

 We also had problem interpreting one of the errors we encountered that sent us off on a tangent