TRUE OR FALSE QUIZ APPLICATION

I. INTRODUCTION

There are many ways to teach and strengthen what has been learned in the world of education. Children should memorize dates, formulas, and figures by rote. But this teaching method can, to say the least, be quite dull! Quizzes are an increasingly popular tool, particularly in online learning. There are many reasons why quizzes help children to learn. Firstly, quizzes do help children concentrate. Reading from textbooks often fails to grab our attention and most children find that quizzes are fun so it is a great way of learning. School tests can be an anxious experience for children. They often worry how well they will do, how their results compare to those of their friends or what the teacher will think of them. Playing quizzes at home is much less stressful and provides a means to test ourselves. Hence, I chose the project to build a simple True and False Quiz Application.

II. FLOWCHART OF THE QUIZ APP

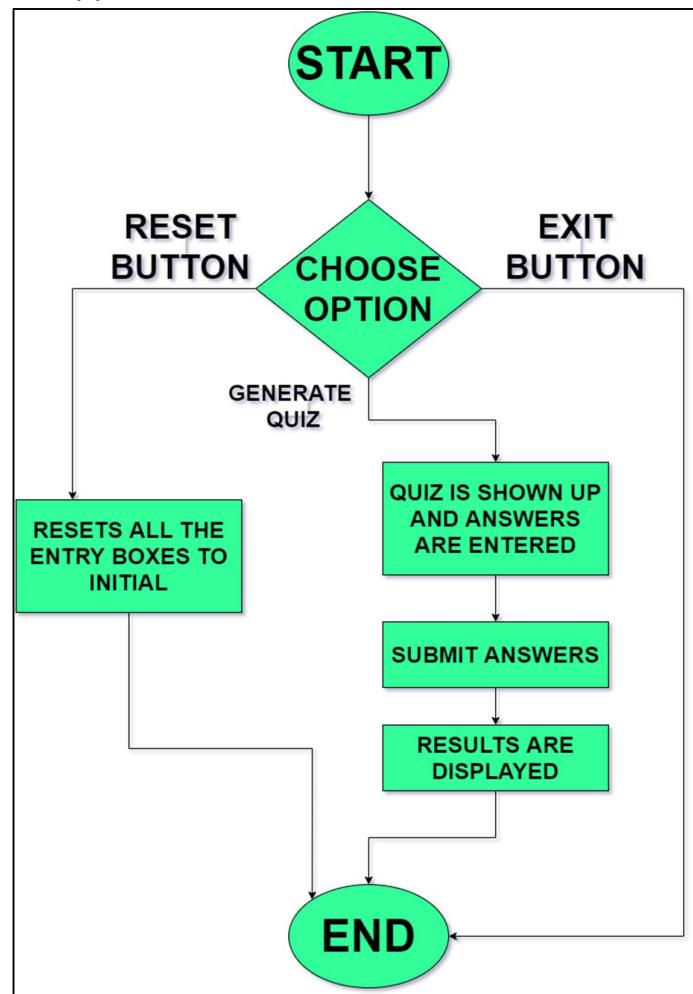The flowchart for the application is shown below:

Figure1: Flowchart for the application

III. CODE FOR THE PROJECT

The link to the GitHub Repository is https://github.com/Isha1504/TRUE-FALSE-QUIZ-APPLICATION

IV. CODE EXPLANATION

As any other project the first step is to **Import modules** required for the application to work. The most important module imported was Tkinter used to design Python GUI.

The next step is to define the window and create a heading for the application. For the heading, Frames were used in the application.

The next step is to design the layout which includes buttons, labels, text widgets and entry boxes. The final layout is shown in Figure2.
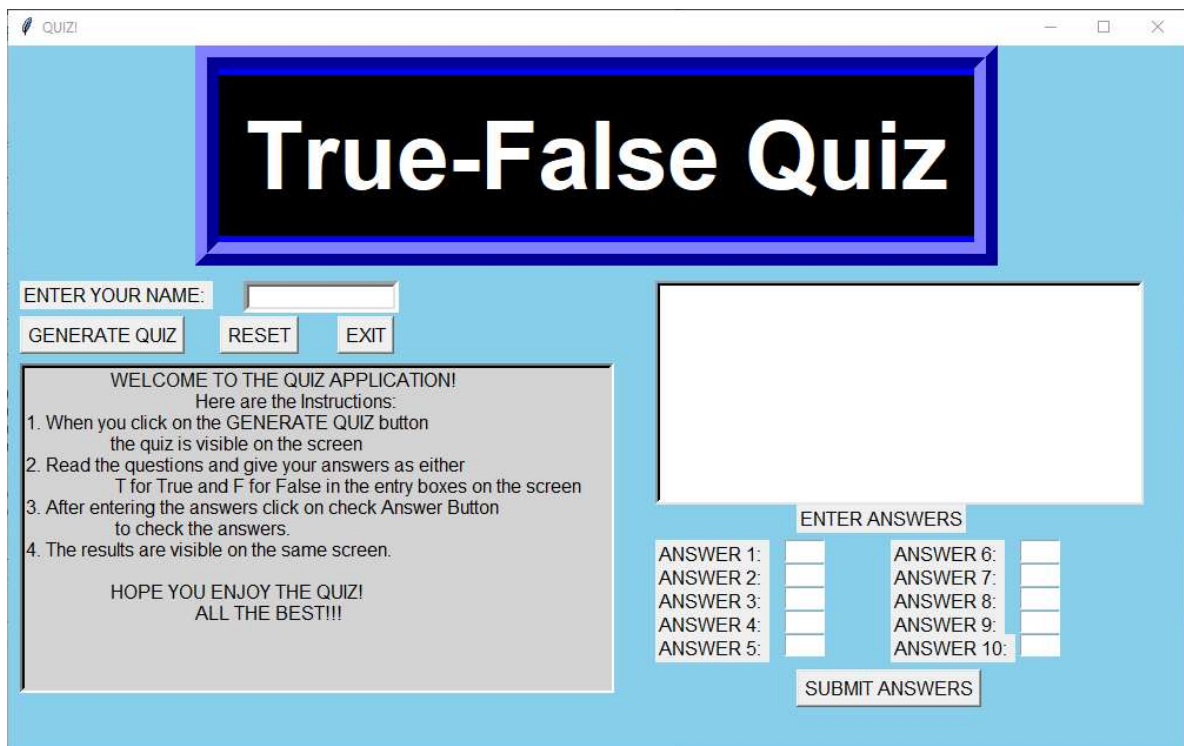
Figure2: True or False Quiz Application

In the layout the player enters his/her name then has three options which are as follows:

1. Generate Quiz – It will generate the quiz on the black screen in the application.
2. Reset – It will reset everything to blank.
3. Exit – To exit the application.

Figure3 shows how the quiz appears after the user enters his/her name. Then the user enters the answer as either T or F for True and False respectively as shown in Figure3. Then after doing the same the person can submit the answers and the result will be visible on the screen as shown in Figure4.

Figure3: Displaying the Quiz

Figure4: Entering the answers for the questions given

Figure5: Showing the results of the quiz taken

V. FUTURE SCOPE

A Timer can be set for the person to have limited time to answer the questions. Second thing that can be done is randomizing questions as of now the questions are fixed.

VI. REFERENCES

https://www.learncbse.in/general-knowledge-for-kids/#True_or_False_GK_Questions_for_Kids