

**QUIZZO (QUIZ GAME)**

Submitted to: Submitted by:

Dr. Kamal Deep Harjot Singh (2110993784)

Jaspreet Singh (2110993802)

Department of Computer Science

Chitkara University, Punjab

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**INTRODUCTION**

The Project: “Quizzo” is a multiple choice quiz game. A quiz game is a form of game or mind sport in which a player attempts to answer questions correctly about a certain variety of subjects. Various types of quizzes are : (i)Personality quiz (ii)Multiple-choice quiz (iii) Trivia quiz etc.

Multiple-choice quizzes are among the most interesting and most played quizzes because a person is very intrigued by them when they have options to answer with.

Quizzes can be used as a brief assessment in education and similar fields to measure growth in knowledge abilities or skills.

**ABOUT THE PROJECT**

The project we created is a simple multiple-choice question quiz game is a GUI-based multi-screen application that is made with help of the python language. The objective of our game is to develop the interest of individuals in quiz games.

The first page is for login and sign-up. The game can be accessed by already registered players by providing their credentials (username and password). A new user must register with details such as their Name, Username, Enrollment Number, email address, and password. These details are stored in the My SQL database.

Once logged in, the Player can read the instructions or start playing the game directly. The total number of questions is 20, of which 10 are randomly selected to attempt along with their options. The question will be displayed one by one along with checkboxes that enable the user to choose options. Upon selecting an option, you will be presented with a new question.

A score out of 10 will be displayed once all questions have been answered.

**FLOWCHART**

**DATA CHART**

**ABOUT THE CODE**

**GUI CODE:**

For GUI applications, the GUI window named win( ) is created in Tkinter.

The frame and label function is used to hold widgets and to display text boxes in the GUI window.

Using the pillow module, a background image is inserted into the GUI.

The message box is used to display various messages such as errors, “login successful”, “login failed”.

**BACKEND CODE:**

Various modules, including tkinter( ), pillow( ), mysql.connector( ) and random( ) are used.

The MySQL.connector is used to store and retrieve data from the SQL database.

Using class inheritance for creating different functions in the same class.

Commit( ), cursor( ), execute( ) and close( ) are used to navigate information between database and program with the help of mysql.connector

Created a connected .py file for the connection of the two different files made.

**CONCLUSION**

As an interim assessment in education and similar fields using questions to measure skill, knowledge, or ability growth, quizzes can be used as a measure of progress. It is also used as a test of knowledge, especially as a competition between individuals or teams as a form of entertainment.