

asn1

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Due Saturday by 11:59pm **Points** 23 **Submitting** a file upload

Interactive Quiz Application

Objective:

In this assignment, we will develop a web-based interactive quiz application using HTML, CSS, and JavaScript. The application will be hosted on Render.com.

Part A - HTML/CSS:

Create two files named `quizApp.html` and `quizApp.css`. Design a user interface for the quiz application that is both functional and visually appealing.

The layout should include:

- A title heading "Interactive Quiz".
- A section displaying the current question with multiple-choice answers.
- Navigation buttons to move to the next question or previous question and to submit the quiz.
- A results section that is initially hidden and shows the user's score and correct answers after submission.

Use appropriate colours, fonts, and layout design, making reasonable use of proper HTML tags.

Part B – JavaScript:

Create a file named `quizLogic.js`. This file will handle the quiz functionality.

Features:

- The quiz should consist of a predefined set of questions and multiple-choice answers. (You can hardcode these into your JavaScript file.)
- Users can select an answer for each question and navigate through questions. It is up to you how you'd like to design this. However, please keep in mind the usability of the system.
- Upon submitting the quiz, display the user's score and correct answers for each question.
- Implement logic to prevent the user from moving to the next question without selecting an answer.
- Provide feedback for each answer selected (e.g., highlighting the user's answer and the correct answer).

Consider using JavaScript events/functions like `addEventListener()`, `querySelector()`, `classList.add()`, etc.

Deployment

Deploy your application on Render.com. Ensure that the project is also pushed onto GitHub. Your TA should be able to access both the live application and its source code. If using a private repository, add your TA's GitHub account as a collaborator.

Usability and Effort

- A portion of the grade will be based on usability and effort. This includes the application's design, user experience, error handling, and performance.

Constraints

- Do not use frontend frameworks or libraries like Angular, React, Bootstrap, or jQuery.
- You may use

Marking Scheme:

Part A

- 4 marks: You should use proper HTML tags for each element on your page. Use CSS to enhance the look and usability.

Part B

- 12 marks: Correct implementation of quiz functionality, including question navigation, answer selection, and results display.
- 4 marks: Usability.

Deployment:

- 3 Marks: Running on Host; Project pushed onto GitHub with accessible code.

Marking TAs

- Anmol (Last names A-M)
 - Github: anmol1810rs
- Rithik (Last names N-Z)
 - GitHub Account: rithikagarwal10

Submission:

Your webpage must be stored in your Spring application's "static" folder and pushed to the hosting platform (Render.com). As with all subsequent assignments/project iterations, you should submit **a text file** with the following information onto Canvas.

1. The URL of your **web app**; this is where we can play around with your application. It is your responsibility to ensure that you have the correct URL. If the TAs cannot find it, he/she cannot mark it.
2. Your **Git link**, which is where we can view your code, progress and submission time.

If you cannot push it to the hosting platform, you may get partial marks if you upload your work as a zip file.

Some Rubric			
Criteria	Ratings		Pts
Quiz functions navigations, feedback, interactions.	12 to >0.0 pts Full Marks	0 pts No Marks	12 pts
Usability	4 to >0.0 pts Full Marks	0 pts No Marks	4 pts
Deployment on host and Git link	3 to >0.0 pts Full Marks	0 pts No Marks	3 pts
Proper use of HTML & CSS	4 to >0.0 pts Full Marks	0 pts No Marks	4 pts
			Total Points: 23