EXERCISE-6

Draw a Use case diagram to model for a quiz system. A user can request a quiz for the system. The system picks a set of questions from its database, and composes them together to make a quiz. It rates the user's answers and gives hints if the user requests it. In addition to users, we also have helpers who provide questions and hints. And also, administrators who must certify questions to make sure they are not too trivial, and that they are correct
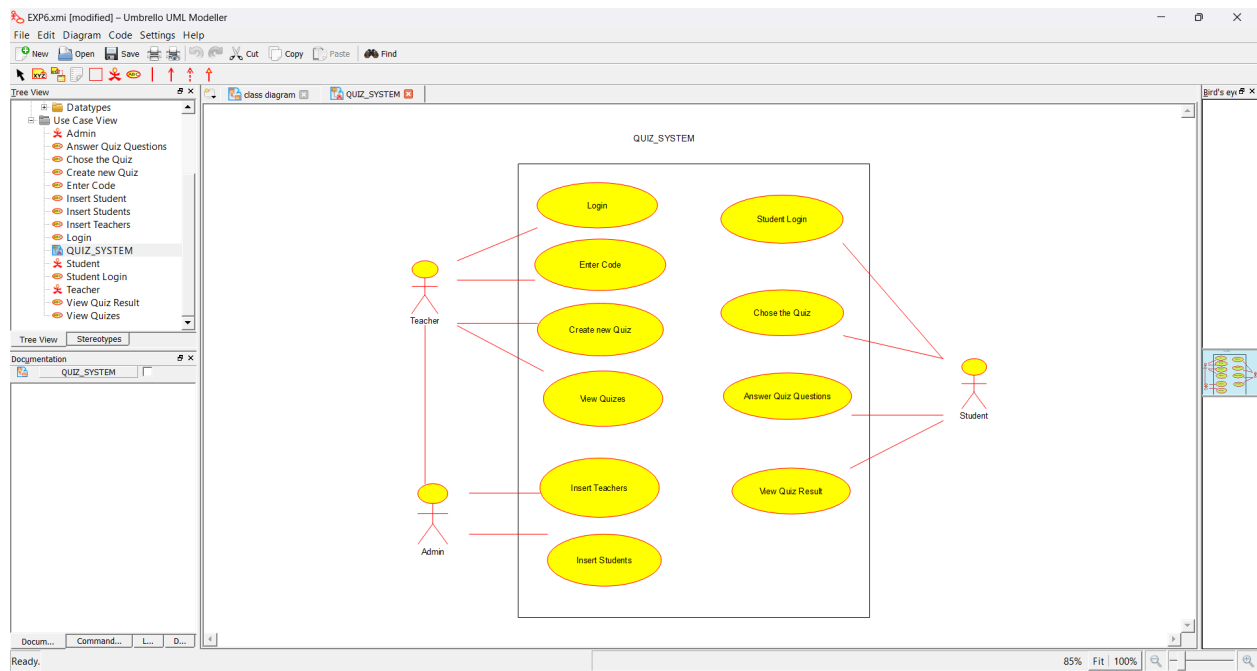
Aim:

To develop a **Use Case Diagram** for a **Quiz System**, representing interactions between users, helpers, administrators, and the system.

Procedure:

1. **Identify Actors** – Define key users: **User, Helper, Administrator, and Quiz System**.
2. **Define Use Cases for Users** – Include actions like **Request Quiz, Answer Questions, Get Rating, and Request Hint**.
3. **Define Use Cases for Helpers** – Include actions like **Provide Questions and Provide Hints**.
4. **Define Use Cases for Administrators** – Include actions like **Certify Questions and Validate Correctness**.
5. **Establish System Interactions** – Show how each actor interacts with the system through use cases.
6. **Use Relationships if Needed** – Apply **include** (e.g., rating includes evaluating answers) and **extend** (e.g., hints extend answering questions).
7. **Draw Use Case Diagram** – Use **stick figures** for actors, **ellipses** for use cases, and **lines** to show interactions.
8. **Review and Validate** – Ensure accuracy, completeness, and correct use of UML notation.

Use Case Diagram:

Result:

A **Use Case Diagram** for the **Quiz System** was successfully developed, detailing interactions between users, helpers, administrators, and the system.