

The background is a dark blue gradient with faint, light blue geometric patterns. On the left side, there are several concentric circles and arcs, some with degree markings ranging from 40 to 260. There are also some dashed lines and arrows pointing in different directions, creating a technical or scientific feel.

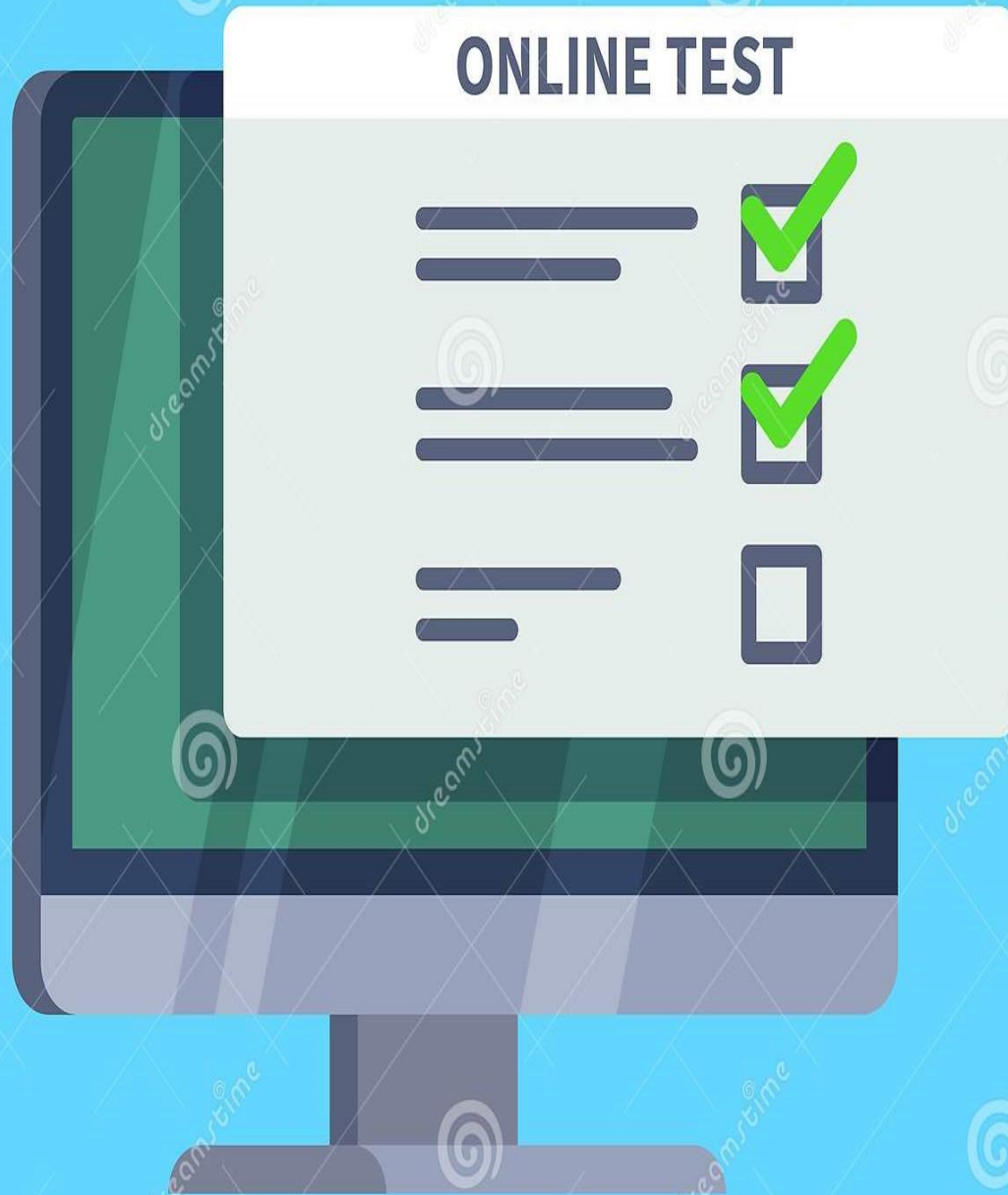
GROUP NO. 23

Group Members SECTION - B

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Online Based Desktop Examination





OBJECTIVE

The main objective of this project is to design and develop software for online examination system. This provides option to students to select the questions with increasing complexity levels. This acts as a perfect substitute to the offline examinations

OUR APPROACH TO THE PROJECT

At the very beginning of the project we have constructed the UML diagrams which gave us a lot of visual clarity about the project

Then we have divided the project the project into four parts

- First part basically provides the admin and student to login

- In the admin part we further divided into the features that can be controlled by the admin

- In the student part student writes the exam and can view his/her result after the end of exam

- Handling the database was another important part of our project

TECHNOLOGIES USED

- Java
- Swing
- Mysql (for the backend database)

FUNCTIONAL COMPONENTS OF THE PROJECT

- In Home Page, we can enter into either admin or student.
- In admin page after entering the credentials, admin can add a question, update a question, delete a question, view the total questions, and can view the result of the attempted students.
- In student page, after entering the credentials, he/she can register for exam and then the exam begins. In the exam panel there will be total number of questions present, number of questions student has attempted till now, time left for the examination
- And after submitting all the questions, students can view their result i.e., he/she has passed/failed in the examination and can view the marks they have scored.

UML DIAGRAMS

- **Unified Modeling Language (UML)** is a general purpose modelling language. It is not a programming language . The main aim of UML is to define a standard way to **visualize** the way a system has been design where everything deals with visualization. The Three major parts of the UML diagrams are
 - Use case diagram
 - Class diagram
 - CRC diagram

USE CASE DIAGRAM

https://lucid.app/lucidchart/d5762363-87ac-4d54-8d6a-36e07c3b1c18/edit?invitationId=inv_b46ed9dc-cd20-4d1b-8d1f-eaab04f86872&page=0_0#

CLASS DIAGRAM

https://lucid.app/lucidchart/75ae574e-4c75-4c5c-a03d-35890d7a24c5/edit?invitationId=inv_ac7d1f68-2d2a-4a94-9567-031004575f1e&page=HWEp-vi-RSFO#

CRC DIAGRAM

- https://docs.google.com/document/d/1Gx_g_Md1gJPJTbCyk3GtKnImFmVi32Eb16AFfc4or6E/edit