# **QUIZ SYSTEM**

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### Description of the assignment

Many people are keen on testing and showing their knowledge on certain topics. Playing a quiz is a motivating and interactive way for people to learn about a subject: on their own or with friends. This is a powerful tool for educational purposes.

HZ Educational Tools wants your team to design and program an application for playing an educational quiz. The detailed requirements are given below.

The basic set of questions your team should provide with the application, must meet the given theme. Ask the client about the theme for your team!



## Requirements

#### Must have:

- a user interface controlled by a menu with the following options:
  - the application runs until the user decides to terminate it (option from the menu to stop)
  - manage questions
    - print all questions and answers to the screen
    - add a guestion with 4 answers
    - delete a question with its answers
    - edit a guestion and the answers
    - set the correct answer for a question
  - o start a quiz
    - show questions in a random order
    - show the answers to a question in a random order
    - submit an answer
    - show the correct answer
    - count the score
  - o stop a quiz
  - o show the scores and ranking
- provide input checking where applicable
- for testing:
  - hard code at least 7 questions including the 4 answers for each question

### Could have (if time permits):

- play a guiz with more than one player:
  - o 1 to 4 persons, with name registration
  - o input answer without showing it to others

#### Won't have:

- a graphical user interface