

TECH SAKSHAM
Final Project Report On
FULL STACKK WEB DEVELOPMENT

“ONLINE QUIZ”

**“RAJIV GANDHI UNIVERSITY OF KNOWLEDGE AND
TECHNOLOGIES”**

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Abstract

The project “ONLINE QUIZ” is a collection of different types of quizzes like technical, aptitude, logical reasoning etc., A user can play all of the quiz and can attempt any of the one. There will be limited number of questions and for each correct answer user will get a score. Users can see answers. To develop a user friendly quiz application which will contain: Numbers of quiz, Answers to every question, Uploading of user question and answer and to improve the knowledge level of users. To develop a application the user will come to know about his/her level and can learn additional knowledge. Also by this application a user can expand his/her knowledge among the world.

7 **Introduction**

1.1 Purpose

This web application provides facility to Play online quiz and practice aptitude, technical, and logical. It provides a good platform, where a student not only judges their knowledge/skill but also they can improve knowledge/skill at the same time.

1.2 Scope

The Scope of this project is very broad in terms of gaining knowledge and sharing knowledge with others.

- can be used anywhere any time as it is a web based application.
- This application will be used in educational institutions as well as in corporate world.

1.3 Problem Definition

“Our aim is to develop an application for the users in which a user can attempt any number of quiz related to his/her choice.”

First we have to make interfaces for Home page, Questions attempting forum, Result page. Many By this application user can gain, and knowledge, can solve his/her query and spread his/her knowledge with others.

1.4 Proposed solution

The main requirement of application is to find questions and answers. In this application the user opens the web app and chooses any of the quiz of his/her choice. Before starting the quiz there is an instruction window in which there are instructions related to attempting the quiz. After it user can start attempting the quiz. Here user can see answers are right or wrong and can also see the answer each. After completion of the quiz user will get credit score for each of its correct answers. Initially the questions are given by the admin but after sometime the user itself can submit questions and answers.

Product Perspective:

It is a quiz application which is based on web application. It usually interacts with user and students. Mainly it is quiz application in which there are categories. Individual category will hold 5 questions and each question carries mark. There is no negative mark. If we do not attempt any question then it will not go to next question.

In result screen, it will show total marks obtained in quiz, wrong answer will be shown while answering the quiz.

Product Function:

Start quiz: User can play the quiz according to their choice.

Result: User attempted the quiz and gets a result.

Replay: User can attempt the quiz again.

Add Questions: Admin can add the question by selecting the topic.

Benefits:

- ◆ Online quiz are a popular form of entertainment for web surfers. Online Quiz are generally free to play & for entertainment purposes only though ONLINE QUIZ website offer prices.

Online quiz is setup to actually test knowledge or identify a person's attribute.

Some companies use online quiz as an efficient way of testing a potential hire's knowledge without that candidate needing to travel.

Disadvantage:

- ◆ You must take the time to conduct a proper screening to make sure the quizzes and links work properly.

Requirement Specification

Hardware Configuration:

Client side:

RAM	512 GB
Hard disk	10 GB
Processor	1.0 GHz

Server side:

RAM	1 GB
Hard disk	20 GB
Processor	2.0 GHz

Software Requirement

Front end	HTML,CSS,JavaScript,Jquery
Web Browser	Firefox , Google Chrome or any compatible browser
Operating System	Ubuntu,Windows or any equivalent OS
Software	Visual Studio

Technologies Covered:

HTML:

HTML stands for Hyper Text Markup Language. HTML provides the basic structure of sites, which is enhanced and modified by other technologies like CSS and JavaScript.

CSS:

CSS stands for cascading style sheet. CSS is used to presentation, formatting and layout. CSS

JavaScript:

JavaScript is a lightweight interpreted programming language of an application used both on the client-side and server-side that allows you to make web pages interactive.

JavaScript is used to control the behaviour of different elements.

Jquery:

Jquery is an open-sourced JavaScript library designed to simplify HTML DOM traversal and manipulation, as well as event handling, CSS animation, and Ajax. The purpose of jQuery is to make it easier to use JavaScript on your website.

Functional Requirements:

This section gives a functional requirement that applicable to the online quiz system.

There are two modules in this phase:

1. User module:

The user can choose any of the given quiz. Then the user will get result immediately after the completion of test.

2. Admin module

The admin can add the question by selecting the particular topic.

Non-Functional Requirements:

- The system can support multiple computer but it need to be install on every computer seperately.
- User activities are secure.
- Any modification for the data shall be synchronized and done by system admin.

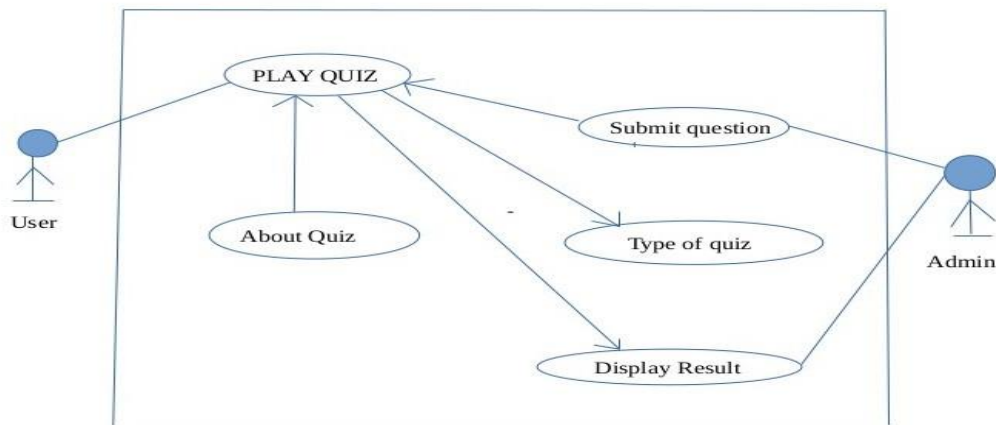
USE CASE DIAGRAM:

Use case diagrams model behaviour within a system and helps the developers understand of what user require. The stick man represents what's called an actor.

The purpose is to show the interaction between the use case and actor.

To represent the system requirements from users perspective.

An actor could be the end-user of the system or an external system. Use case diagram can be useful for getting an overall view of the system and clarifying that can do and more importantly what they can't do.



IMPLEMENTATION (HTML,CSS,JAVASCRIPT)

HH

1.html	index.html	questions.js
<pre> 1 <!DOCTYPE html> 2 <html lang="en"> 3 <head> 4 <meta charset="UTF-8"> 5 <meta name="viewport" content="width=device-width, initial-scale=1.0"> 6 <title>Apptitude Quiz</title> 7 <link rel="stylesheet" href="style.css"> 8 <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/5.15.3/css/all.min.css"/> 9 </head> 10 <body> 11 12 <div class="start_btn"><button>Start Quiz</button></div> 13 14 15 <div class="info_box"> 16 <div class="info-title">Some Rules of this Quiz</div> 17 <div class="info-list"> 18 <div class="info">1. You will have only 20 seconds per each question.</div> 19 <div class="info">2. Once you select your answer, it can't be undone.</div> 20 <div class="info">3. You can't select any option once time goes off.</div> 21 <div class="info">4. You can't exit from the Quiz while you're playing.</div> 22 <div class="info">5. You'll get points on the basis of your correct answers.</div> 23 </div> 24 <div class="buttons"> 25 <button class="quit">Exit Quiz</button> 26 <button class="restart">Continue</button> 27 </div> 28 </div> 29 30 <!-- Quiz Box --> 31 <div class="quiz_box"> 32 <header> 33 <div class="title">Awesome Quiz Application</div> 34 <div class="timer"> </pre>		

1.html	*index.html	questions.js
<pre> 34 <div class="timer"> 35 <div class="time_left_txt">Time Left</div> 36 <div class="timer_sec">15</div> 37 </div> 38 <div class="time_line"></div> 39 </header> 40 <section> 41 <div class="que_text"> 42 </div> 43 <div class="option_list"> 44 </div> 45 </section> 46 <footer> 47 <div class="total_que"> 48 </div> 49 <button class="next_btn">Next Que</button> 50 </footer> 51 </div> 52 <div class="result_box"> 53 <div class="icon"> 54 <i class="fas fa-crown"></i> 55 </div> 56 <div class="complete_text">You've completed the Quiz!</div> 57 <div class="score_text"> 58 </div> 59 <div class="buttons"> 60 <button class="restart">Replay Quiz</button> 61 <button class="quit">Quit Quiz</button> 62 </div> 63 </div> 64 <script src="js/questions.js"></script> 65 <script src="js/script.js"></script> 66 67 </body> </pre>		

1.html	index.html	questions.js
<pre> 1 //selecting all required elements 2 const start_btn = document.querySelector(".start_btn button"); 3 const info_box = document.querySelector(".info_box"); 4 const exit_btn = info_box.querySelector(".buttons .quit"); 5 const continue_btn = info_box.querySelector(".buttons .restart"); 6 const quiz_box = document.querySelector(".quiz_box"); 7 const result_box = document.querySelector(".result_box"); 8 const option_list = document.querySelector(".option_list"); 9 const time_line = document.querySelector("header .time_line"); 10 const timeText = document.querySelector(".timer .time_left_txt"); 11 const timeCount = document.querySelector(".timer .timer_sec"); 12 13 // if startQuiz button clicked 14 start_btn.onclick = ()=>{ 15 info_box.classList.add("activeInfo"); 16 } 17 18 // if exitQuiz button clicked 19 exit_btn.onclick = ()=>{ 20 info_box.classList.remove("activeInfo"); 21 } 22 23 // if continueQuiz button clicked 24 continue_btn.onclick = ()=>{ 25 info_box.classList.remove("activeInfo"); 26 quiz_box.classList.add("activeQuiz"); 27 showQuetions(0); 28 queCounter(1); 29 startTimer(20); 30 startTimerLine(0); 31 } 32 33 let timeValue = 20; 34 let que count = 0; </pre>		

Jav

1.html	index.html	questions.js
<pre> 33 let timevalue = 20; 34 let que_count = 0; 35 let que_numb = 1; 36 let userScore = 0; 37 let counter; 38 let counterLine; 39 let widthValue = 0; 40 41 const restart_quiz = result_box.querySelector(".buttons .restart"); 42 const quit_quiz = result_box.querySelector(".buttons .quit"); 43 44 // if restartQuiz button clicked 45 restart_quiz.onclick = ()=>{ 46 quiz_box.classList.add("activeQuiz"); 47 result_box.classList.remove("activeResult"); 48 timeValue = 20; 49 que_count = 0; 50 que_numb = 1; 51 userScore = 0; 52 widthValue = 0; 53 showQuetions(que_count); 54 queCounter(que_numb); 55 clearInterval(counter); 56 clearInterval(counterLine); 57 startTimer(timeValue); 58 startTimerLine(widthValue); / 59 timeText.textContent = "Time Left"; 60 next_btn.classList.remove("show"); 61 } 62 63 // if quitQuiz button clicked 64 quit_quiz.onclick = ()=>{ 65 window.location.reload(); 66 } </pre>		

JavaScript Tab Width: 8


```

1.html x index.html x questions.js x script.js x
66 }
67
68 const next_btn = document.querySelector("footer .next_btn");
69 const bottom_ques_counter = document.querySelector("footer .total_que");
70
71 // if Next Que button clicked
72 next_btn.onclick = ()=>{
73   if(que_count < questions.length - 1){
74     que_count++;
75     que_numb++;
76     showQuestions(que_count);
77     queCounter(que_numb);
78     clearInterval(counter);
79     clearInterval(counterLine);
80     startTimer(timeValue);
81     startTimerLine(widthValue);
82     timeText.textContent = "Time Left";
83     next_btn.classList.remove("show");
84   }else{
85     clearInterval(counter);
86     clearInterval(counterLine);
87     showResult();
88   }
89 }
90
91
92 function showQuestions(index){
93   const que_text = document.querySelector(".que_text");
94
95
96   let que_tag = '<span>'+ questions[index].numb + ". " + questions[index].question + '</span>';
97   let option_tag = '<div class="option"><span>'+ questions[index].options[0] + '</span></div>';
98   + '<div class="option"><span>'+ questions[index].options[1] + '</span></div>';
99   + '<div class="option"><span>'+ questions[index].options[2] + '</span></div>';
100  + '<div class="option"><span>'+ questions[index].options[3] + '</span></div>';
101  que_text.innerHTML = que_tag;
102  option_list.innerHTML = option_tag;
103
104  const option = option_list.querySelectorAll(".option");
105
106
107  for(i=0; i < option.length; i++){
108    option[i].setAttribute("onclick", "optionSelected(this)");
109  }
110 }
111
112 let tickIconTag = '<div class="icon tick"><i class="fas fa-check"></i></div>';
113 let crossIconTag = '<div class="icon cross"><i class="fas fa-times"></i></div>';
114
115 //if user clicked on option
116 function optionSelected(answer){
117   clearInterval(counter);
118   clearInterval(counterLine);
119   let userAns = answer.textContent;
120   let correcAns = questions[que_count].answer;
121   const allOptions = option_list.children.length;
122

```

```

99   + '<div class="option"><span>'+ questions[index].options[2] + '</span></div>';
100  + '<div class="option"><span>'+ questions[index].options[3] + '</span></div>';
101  que_text.innerHTML = que_tag;
102  option_list.innerHTML = option_tag;
103
104  const option = option_list.querySelectorAll(".option");
105
106
107  for(i=0; i < option.length; i++){
108    option[i].setAttribute("onclick", "optionSelected(this)");
109  }
110 }
111
112 let tickIconTag = '<div class="icon tick"><i class="fas fa-check"></i></div>';
113 let crossIconTag = '<div class="icon cross"><i class="fas fa-times"></i></div>';
114
115 //if user clicked on option
116 function optionSelected(answer){
117   clearInterval(counter);
118   clearInterval(counterLine);
119   let userAns = answer.textContent;
120   let correcAns = questions[que_count].answer;
121   const allOptions = option_list.children.length;
122

```

```

1.html x index.html x questions.js x script.js x
123   if(userAns == correcAns){
124     userScore += 1;
125     answer.classList.add("correct");
126     answer.insertAdjacentHTML("beforeend", tickIconTag);
127     console.log("Correct Answer");
128     console.log("Your correct answers = " + userScore);
129   }else{
130     answer.classList.add("incorrect");
131     answer.insertAdjacentHTML("beforeend", crossIconTag);
132     console.log("Wrong Answer");
133
134     for(i=0; i < allOptions; i++){
135       if(option_list.children[i].textContent == correcAns){
136         option_list.children[i].setAttribute("class", "option correct");
137         option_list.children[i].insertAdjacentHTML("beforeend", tickIconTag);
138         console.log("Auto selected correct answer.");
139       }
140     }
141   }
142   for(i=0; i < allOptions; i++){
143     option_list.children[i].classList.add("disabled");
144   }
145   next_btn.classList.add("show");
146 }
147
148 function showResult(){
149   info_box.classList.remove("activeInfo");
150   quiz_box.classList.remove("activeQuiz");
151   result_box.classList.add("activeResult");
152   const scoreText = result_box.querySelector(".score_text");
153   if (userScore > 3){
154
155     let scoreTag = '<span>and congrats! 🎉, You got <p>'+ userScore + '</p> out of <p>'+ questions.length + '</p></span>';
156     scoreText.innerHTML = scoreTag;

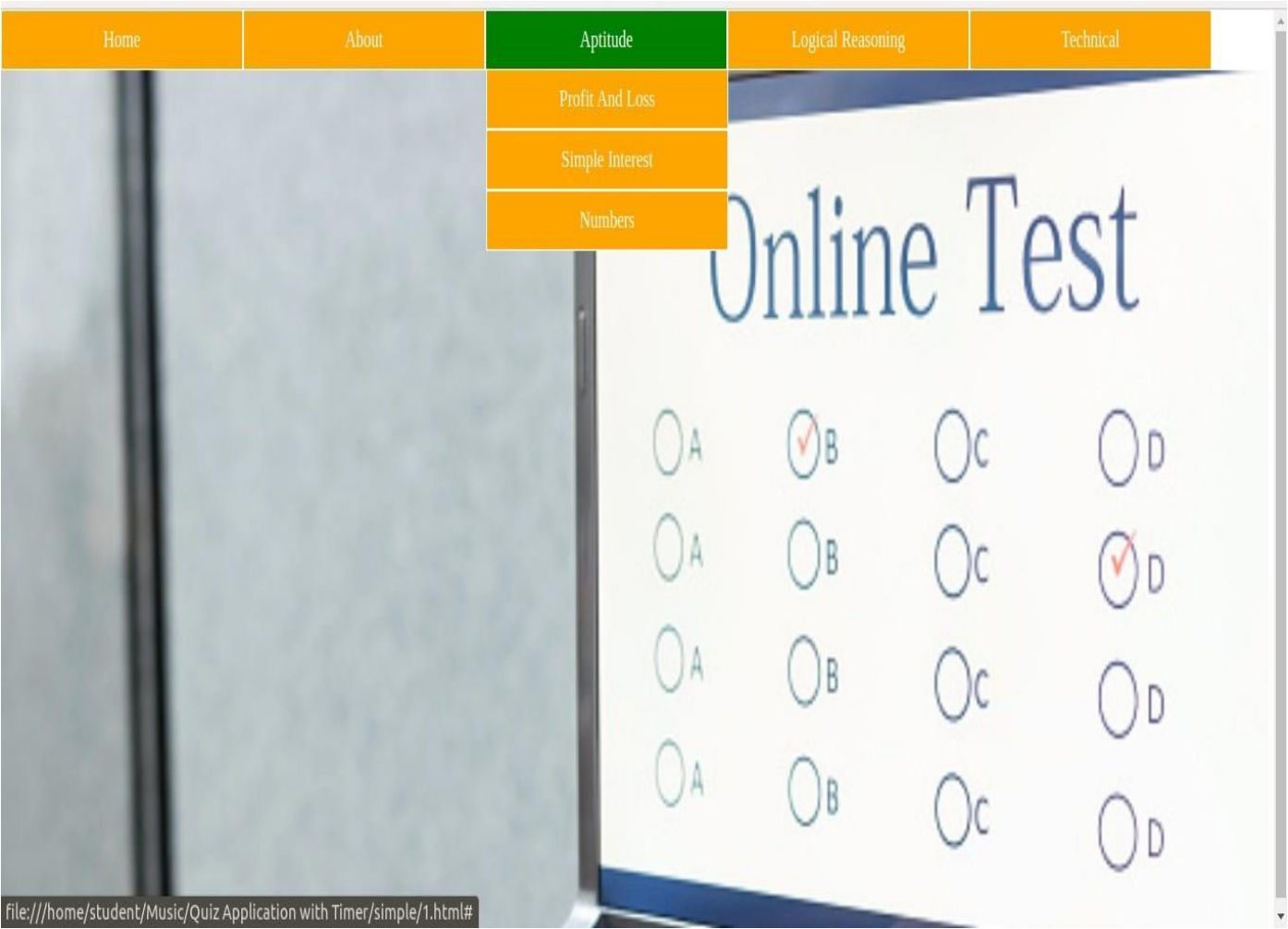
```

Evaluation

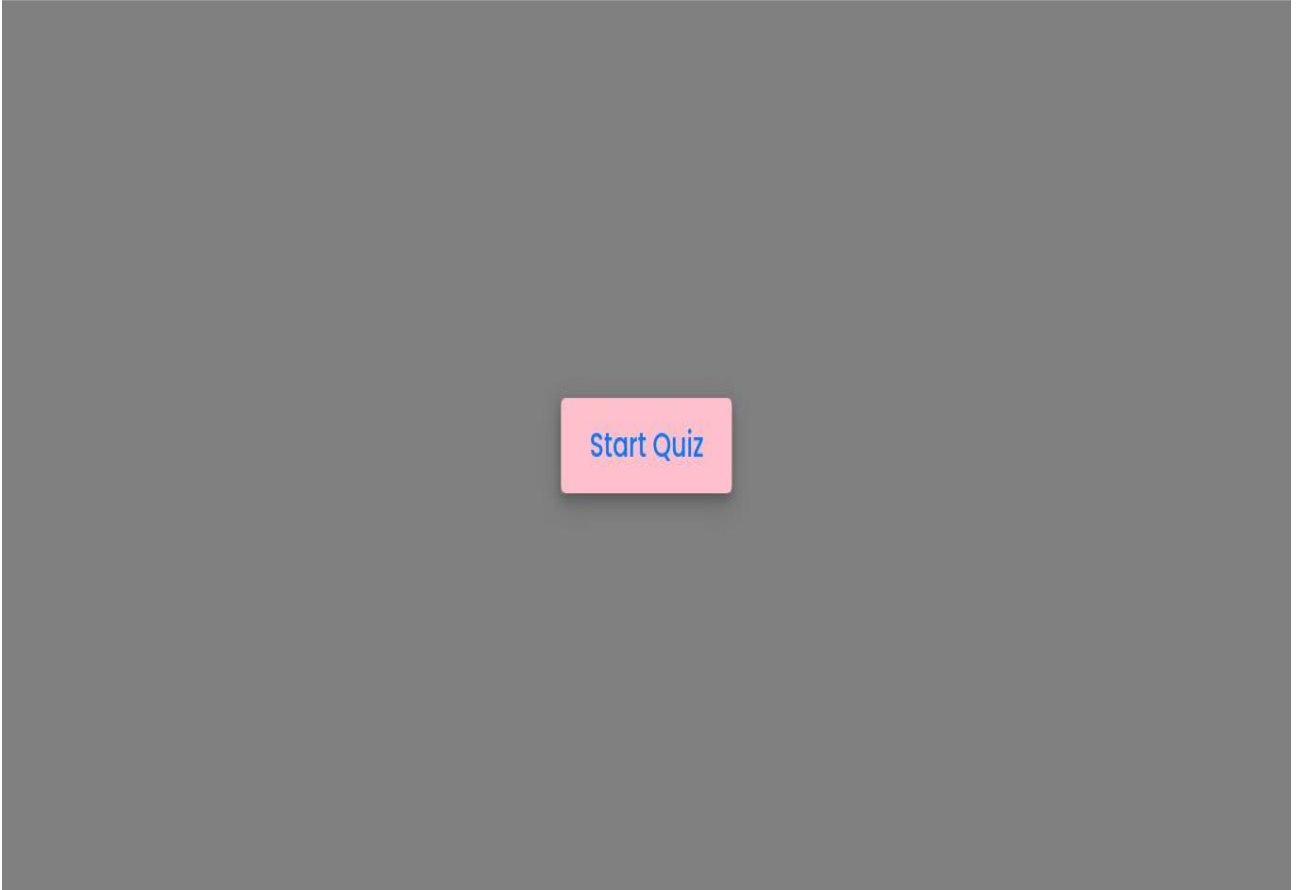
HOME PAGE:



SELECTION OF TOPIC BY USER:



START QUIZ PAGE:



RULES OF THE SELECTED QUIZ:

Some Rules of this Quiz

1. You will have only **20 seconds** per each question.
2. Once you select your answer, it can't be undone.
3. You can't select any option once time goes off.
4. You can't exit from the Quiz while you're playing.
5. You'll get points on the basis of your correct answers.

Exit Quiz

Continue

QUESTION DISPLAY:

Quiz Application

Time Left 20

1. The cost price of 20 articles is the same as the selling price of x articles. If the profit is 25%, then the value of x is:

Rs.15

Rs.16

Rs.18

Rs.25

1 of 5 Questions

QUIZ ANSWERING:

Awesome Quiz Application

Time Left 15

2. A sum fetched a total simple interest of Rs.4016.25 at the rate of 9 p.c.p.a. in 5 years. What is the sum?

8925

6925

1000

None of the above

2 of 5 Questions

Next Que

RESULT PAGE:



You've completed the Quiz!
and sorry 😞, You got only 1 out of 5

Replay Quiz

Quit Quiz

• [Home](#)

ABOUT PAGE:

About Us

Email:onlinequiz@gmail.com

AlternateEmail:likitha2003k@gmail.com

Contact:+918179899480

Contact:+918790323694

Quick Links

- [Home](#)

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CONCLUSION:

This online quiz application provides facility to play quiz anywhere and anytime. It saves time since users need not wait for results. A user can practice the topic-related questions and attempt the quiz again and again. All students/users get extra knowledge and skills. Admin has a privilege to put as many questions in any category given in the application.

REFERENCE:

- <https://www.w3schools.com>
- <https://www.indiabix.com>
- <https://www.javatpoint.com>