
Quiz Buckers

A Major Project Report

Submitted in partial fulfillment of the requirement

for the degree of

Bachelors of Technology in Computer Science Engineering

Jan-June 2021

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PROJECT APPROVAL SHEET

The project entitled “QUIZ BUCKERS” submitted by Mahak Mishra, Prateek Shirvastava and Priyanshi Pandya as partial fulfillment for the award of **Bachelor of Techno in Computer Science and Engineering** by Rajiv Gandhi Prodyogiki Vishwavidyalaya, Bhopal.

Project Coordinator

Prof. Abhishek Sharma

Date: 06-05-2021

RECOMMENDATION

The project entitled “QUIZ BUCKERS” submitted by Mahak Mishra, Prateek Shirvastava and Priyanshi Pandya as partial is a satisfactory account of the bonafide work done under our guidance is recommended towards partial fulfillment for the award of the **Bachelor of Techno in Computer Science and Engineering** from Mahakal Institute of Techno, Ujjain by Rajiv Gandhi Prodyogiki Vishwavidyalaya, Bhopal.

Project Guide

Prof.Mohammad Mudassar Khan

Date: 06-05-2021

Project Coordinator

Abhishek Shrama

Date: 06-05-2021

Endorsed By

Head

Department of Computer Science & Engineering

Mahakal Institute of Techno, Ujjain

ACKNOWLEDGEMENT

It is with great reverence that we express our gratitude to our guide “**Prof. Mohammad Mudassar Khan**” Department of Computer Science and Engineering, Mahakal Institute of Techno, Ujjain, (M.P.) for his/her precious guidance and help in this project work. The credit for the successful completion of this project goes to his/her keen interest timing guidance and valuable suggestion otherwise our endeavor would have been futile.

We sincerely thank “**Prof. Abhishek Sharma**” for his guidance and encouragement in carrying out this project work.

We owe to regard to “**Prof. Vishwas Dixit**” Head of Department, Computer Science and Engineering for his persistent encouragement and blessing which were bestowed upon us.

We owe our sincere thanks to honorable Director “**Dr. Vivek Bansod**” for his kind support which he rendered us in the envisagement for great success of our project.

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TABLE OF CONTENTS

	Page
Project Approval Sheet	2
Recommendation	3
Acknowledgement	4
Table of Contents	5-7
Abstract	8
Figure Index	9
Table Index	10
List of Abbreviations	11
Chapter 1 Introduction	(12-15)
1.1 Introduction	12-13
1.2 Identification of Problem Domain	14
Chapter 2 Literature Review	(15-18)
2.1 Literature Review	15-17
2.1.1 Study of Kahoot	15
2.1.2 Study of Survey Monkey	16
2.1.2 Study of Sporcle	17
2.2 Limitation of existing SYSTEM	18
Chapter 3 Rationale and Process	(19-21)
3.1 Objective	19
3.2 Software Model Adapted	20-21
Chapter 4 SYSTEM Analysis Overview	(22-23)
4.1 Requirement Analysis	22-24
4.1.1 Hardware Requirement	22
4.1.2 Software Requirement	23
4.1.3 Functional & Non functional Req	24-25

4.2 Use -Case diagram & Use -Case description	26-27
4.3 Sequence Diagram	28
4.4 System Flow Diagram	29
Chapter 5 System Design Overview	(30-37)
5.1 Data Dictionary	30-32
5.2 Class Diagram	33
5.3 Data Flow Diagram	34-36
5.4 Extended E-R Diagram	37
Chapter 6 ScreenShots	(38-73)
Chapter 7 Implementation andTesting	(74-77)
7.1 White Box Testing	74-75
7.2 Black Box Testing	75-77
Chapter 8 Conclusion and Future Extention	(78-79)
8.1 Conclusion	78
8.2 Future Scope	
REFERENCES	(79-80)

APPENDIX B Filled Weekly Project Work Progress Sheet	81
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ABSTRACT

Quiz Contest is an android application that has general questions related to current affairs and computer. It has multiple choice questions with time limit and it also calculate scores of each correct answer. It is good for students of every age group it helps in increasing general knowledge about world ,Sports and computer etc. Don't need register simply give any user name and password it will saved automatically and you can login again with same user name and password don't have to worry about the past score. The application helps the user to increase his/her knowledge. Since Smartphone mobiles are being widely used by general population and students, the Quiz Contest application can provide on the Student's mobile.

FIGURE INDEX

Figure No.	Title of Figure	Page
Figure 3.1	Software Model Adapted	20
Figure 4.1	Use Case Diagram	26
Figure 4.2	Sequence Diagram	28
Figure 4.3	SYSTEM Flow Diagram	29
Figure 5.1	Class Diagram	33
Figure 5.2	Data Flow Diagram(Level 0)	34
Figure 5.3	Data Flow Diagram(Level 1)	35
Figure 5.4	Data Flow Diagram(Level 2)	36
Figure 5.4	Extended E-R Diagram	37

TABLE INDEX

Table No.	Title of Table	Page
Table 4.1	Hardware Req	22
Table 4.2	Software Req	23
Table 5.1	Data Dictionary	32

LIST OF ABBREVIATIONS

REQ.....	REQUIREMENTS
SYS... ..	SYSTEM
TECHNO.....	TECHNOLOGY
IMP.....	IMPORTANT
VAL.....	VALUE
CIRCUM.....	CIRCUMSTANCES

CHAPTER 1

INTRODUCTION

INTRODUCTION

Quiz Buckers is a java based web application that establishes a network for providing service to the users. The application has questions of Technical fields related to various programming languages and logic development. It has multiple choice questions with time limit and it also calculates the score of each correct answer. It is good for every technical person as it helps in increasing the knowledge about all the latest trends in the field of Computer Science. It just needs a simple registration, give any user name and password it will saved automatically and you can login again with same user name and password don't have to worry about the past score. The application helps the user to increase his/her knowledge.

Quiz Buckers is an application developed to conduct a quiz based on time constraints. Quiz Buckers SYSTEM is accessed by entering the user name and password which is added to the database. Before start of the quiz, the rules will be displayed that includes description of the time limit, number of questions to be answered and scoring scheme. Quiz is started by displaying one question with four options each based on computer and general knowledge. if the answer is correct, 1 point will be incremented in the score and no negative marks for wrong answers . If the time exceeds 20secs next question will come automatically after giving few limited question's answer quiz application will finally direct you to the score page. Final score will be displayed and updated in the database with username

The current SYSTEM is very complicated and expensive as compared to the new SYSTEM. This application is supported to eliminate and in some cases reduce the hardships faced by the existing SYSTEM. Some SYSTEM are not very user friendly and hard to operate. Unlike the websites where you need to make account for every quiz you want to play, using this application, you just have to login by username and password and then you will get access to all quizzes from it. In comparision to the present SYSTEM the proposed SYSTEM will be less time consuming and is more efficient. The admin starts quiz by sharing link among

users and the user gets entered into the quiz by entering username. Result will be precise and accurate and will be declared in very short span of time. The SYSTEM is secured as no chance of leakage of questions.

IDENTIFICATION OF PROBLEM DOMAIN

The current SYSTEM is very complicated and expensive as compared to the new SYSTEM. This application is supported to eliminate and in some cases reduce the hardships faced by the existing SYSTEM. Some SYSTEM are not very user friendly and hard to operate. As in our college there is a coding club which conducted activities occasionally including quiz competition also. If the club conducted competition offline then it becomes a tedious job for the teachers to calculate the scores and keeping records. It also wastes the precious time of the faculties which can then be used in solving student queries and helping them improvise.

It provides simple navigations and user interface which helps both user and admin to perform better and efficiently.

In our college fests also quiz competition is conducted and the way it is conducted is not efficient and chances of cheating is also there. So with the help of this application a fair competition can be conducted.

CHAPTER 2

LITERATURE REVIEW

LITERATURE REVIEW

STUDY OF KAHOOT

Kahoot is a free student-response tool for administering quizzes, facilitating discussions, or collecting survey data. It is a game-based classroom response SYSTEM played by the whole class in real time.

CONS:

Students who struggle with reading, don't understand what the question is asking, over-analyze the question, are stressed in competitive environments, or simply don't understand the content aren't encouraged by this process. Although the students who are succeeding may enjoy the game, those who are left behind are hit with a barrage of *red x's*, a de-motivating and unsustainable way to learn.

STUDY OF SURVEY MONKEY

Survey Monkey is most popular website for conducting quizzes and surveys. Quizzes are easy provide everything you need to create high- quality, professional-looking quizzes and easy analysis tools for quiz scoring.

CONS:

Requires an admin to fulfil many functionalities for the creation of quiz. Also it is very expensive and navigation is not so good.

STUDY OF SPORCLE

Sporcle is a trivia website which allows users to take quizzes on a range of subjects using the web or a mobile device.

CONS:

There is a 2min time limit on each question and is maybe a bit too short, not giving enough time to think.

PROBLEMS IN EXISTING SYSTEM

User has to Login first by giving any user name and password it will be added automatically in database so that user can login again in future by same user name and password.

- Then Welcome(user profile) will be appear user has to choose any of three option 'Start Game', 'High Score', 'Logout'.
- After choosing start game continue page will be appear to continue game.
- After Clicking on continue multiple choice questions will come automatically one by one with a specific time limit.
- User has to choose any of four existing options and then user has to hit the submit button and each right answer will automatically count the score.
- At the end of the game it will show the score of the user.

All these findings demands new application which will reduce the manual work & do everything automatically. Also the existing SYSTEMs have some major drawbacks which motivate us to develop new SYSTEM.

Those drawbacks are as follows:

- Quest won't get update automatically need to update manually.
- Existing SYSTEMs has not type of fields in like questions on History,Game,Sports,Geography etc.
- There is possibility of hanging down the existing SYSTEMs.

CHAPTER 3

RATIONALE AND PROCESS

OBJECTIVE

Objective of creating this project is to develop a platform where we can actually create a scenario of real-life quiz.

The main objective of “Quiz Contest” is to facilitate a user friendly environment for all users and reduces the manual effort. In past days quiz is conducted manually but in further resolution of the techno we are able to generate the score and pose the queries automatically. The functional req include to create users that are going to participate in the quiz, automatic score and report generation and administrative tasks like add, delete, update for admin privilege users. In this application, all the permissions lies with the administrator i.e., specifying the details of the quiz with checking result will show to interviewee or not, addition of question and answers, marks for each question, Set timer for each quiz and generate report with score for each quiz.

SOFTWARE MODEL ADAPTED

- For the successful development of the application we adopted iterative waterfall model. It is very simple to understand and use and we do not require customer interaction much in between. Also it provides feedback paths so in case of error detection at later phases, these feedback paths allow correcting errors in those phases.
- Also our req are clear that's why we are using this model.
- as we will extend the functionalities of the **SYSTEM** in our major project and iterative model allows to go back on the previous phase and changes the req and allows to do modifications. Therefore we are using this software model.

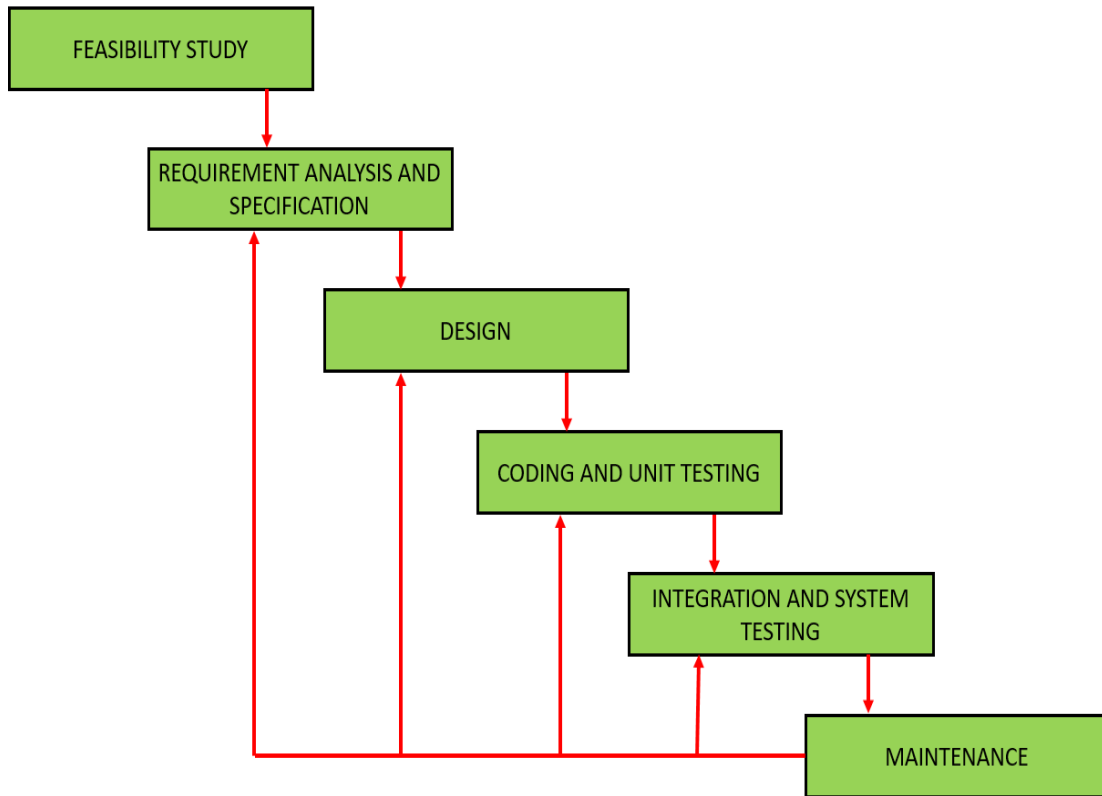


Figure 3.1: Software Model Adapted: Water Fall Model

CHAPTER 4

SYSTEM ANALYSIS OVERVIEW

REQUIREMENT ANALYSIS

HARDWARE REQUIREMENT

PROCESSOR	: PENTIUM 2.0 AND ABOVE
RAM	: 256MB
HARD DISK	: 10GB

TABLE 4.1: HARDWARE REQ

SOFTWARE REQUIREMENT

OPERATING SYSTEM : WINDOWS XP AND OTHERS

FRONT END : HTML, CSS

BACKEND : JAVA

BROWSER : INTERNET EXPLORER, GOOGLE

CHROME AND OTHERS

TABLE 4.2: SOFTWARE REQ

FUNCTIONAL AND NON-FUNCTIONAL REQ

FUNCTIONAL REQ

- ☐ The user enters the username and password in the appropriate text box after that the test starts.
- ☐ The test will submit automatically after the given time is over.
- ☐ The participant gets the result immediately after the completion of the examination.
- ☐ The admin can add, remove and edit questions according to the needs.
- ☐ The SYSTEM will store all the record of users such as score of previous test conducted, rank, date etc.

NON-FUNCTIONAL REQ

- ☐ The application shall support use of multiple users at a time.
- ☐ The database may get crashed at any time due to virus or SYSTEM failure so it is required to take the database backup.
- ☐ Checking that the SYSTEM is easy to handle and navigates in the most expected way with no delays.
- ☐ Sessions of each candidate should be synchronized.
- ☐ The SYSTEM should be designed in as a secured SYSTEM applying safety measures.

USE CASE DIAGRAM AND USE CASE DESCRIPTION

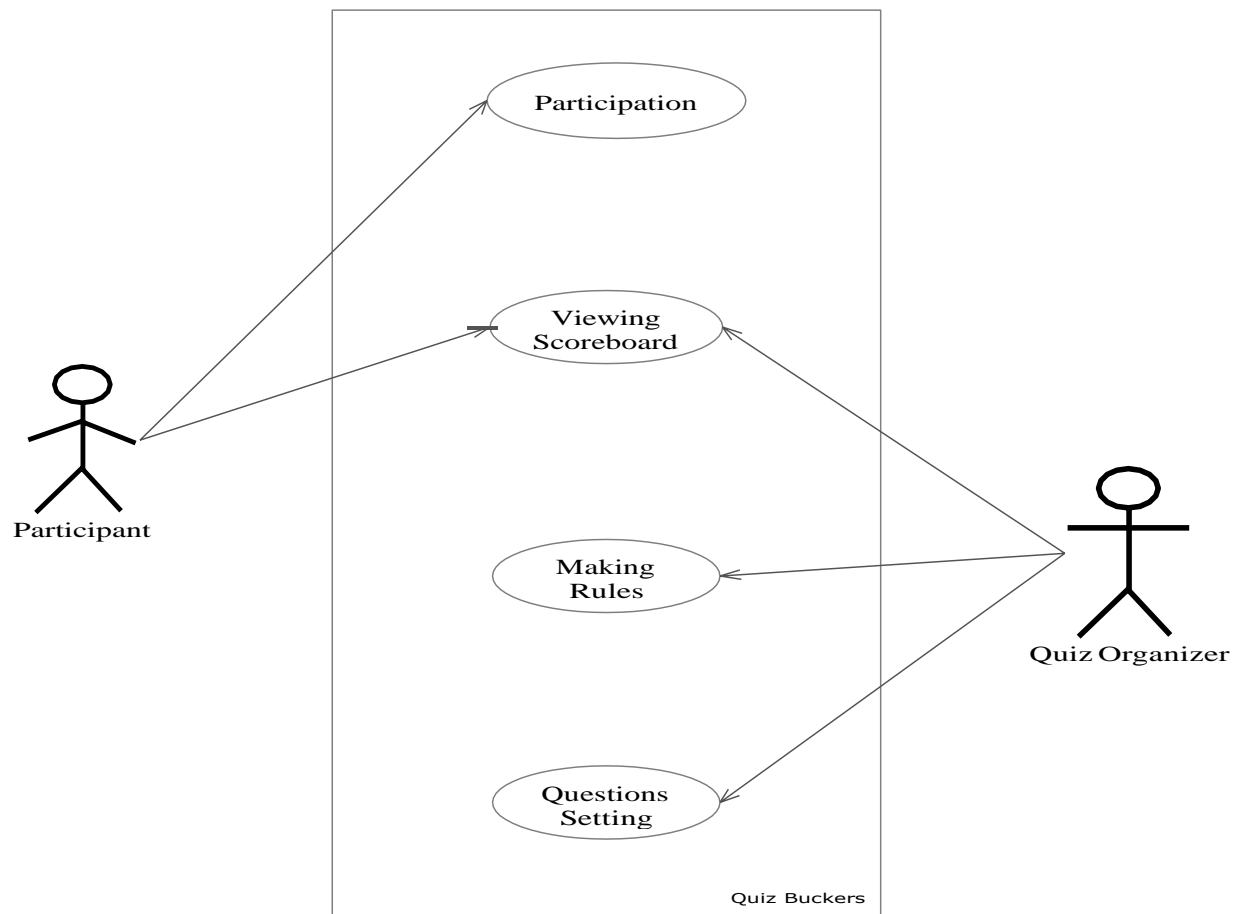


FIGURE 4.1: USE CASE DIAGRAM

USE CASES:

- ☐ Participation
- ☐ Viewing Scoreboard
- ☐ Making Rules
- ☐ Setting Questions

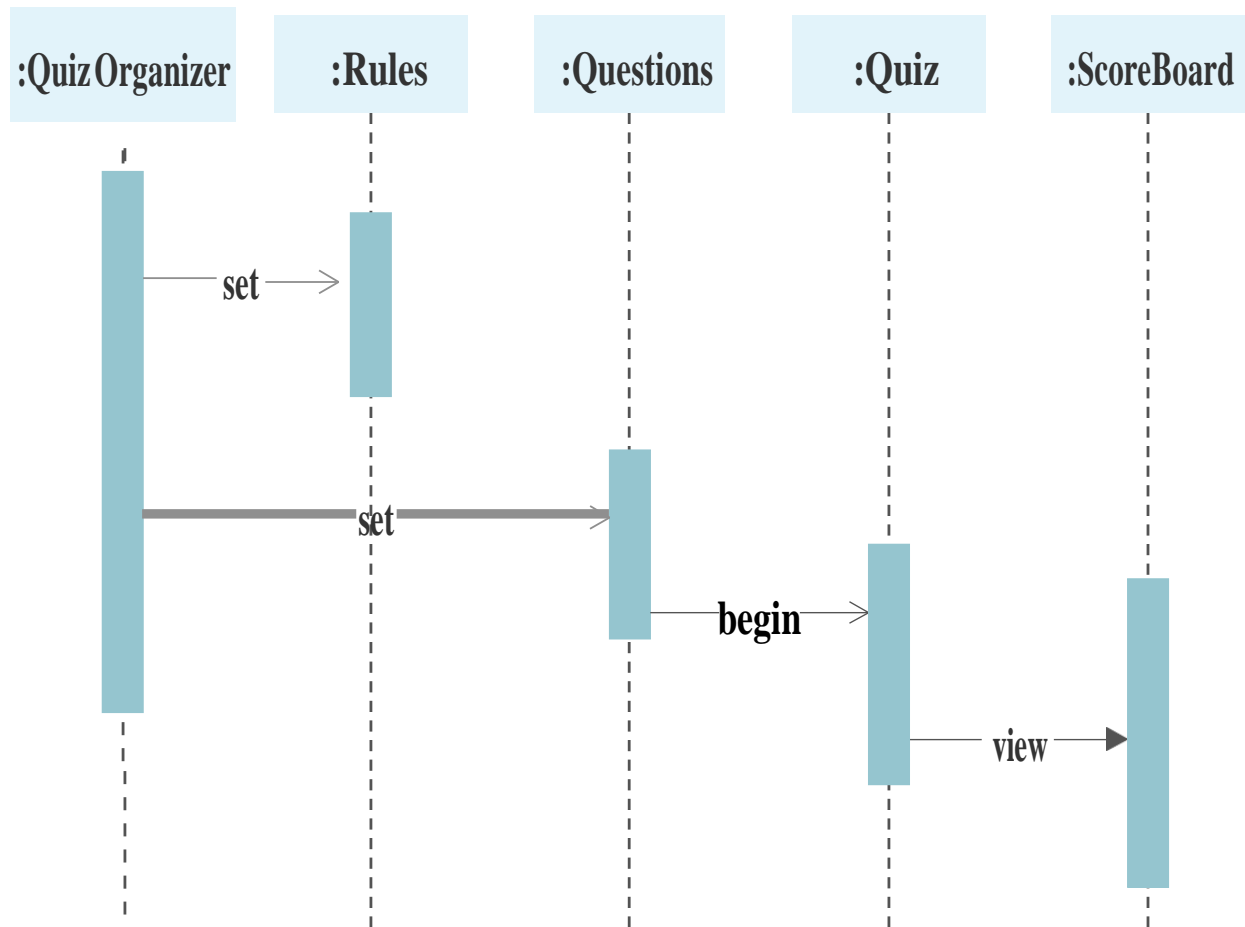
SEQUENCE DIAGRAM

FIGURE 4.2: SEQUENCE DIAGRAM

SYSTEM FLOW DIAGRAM

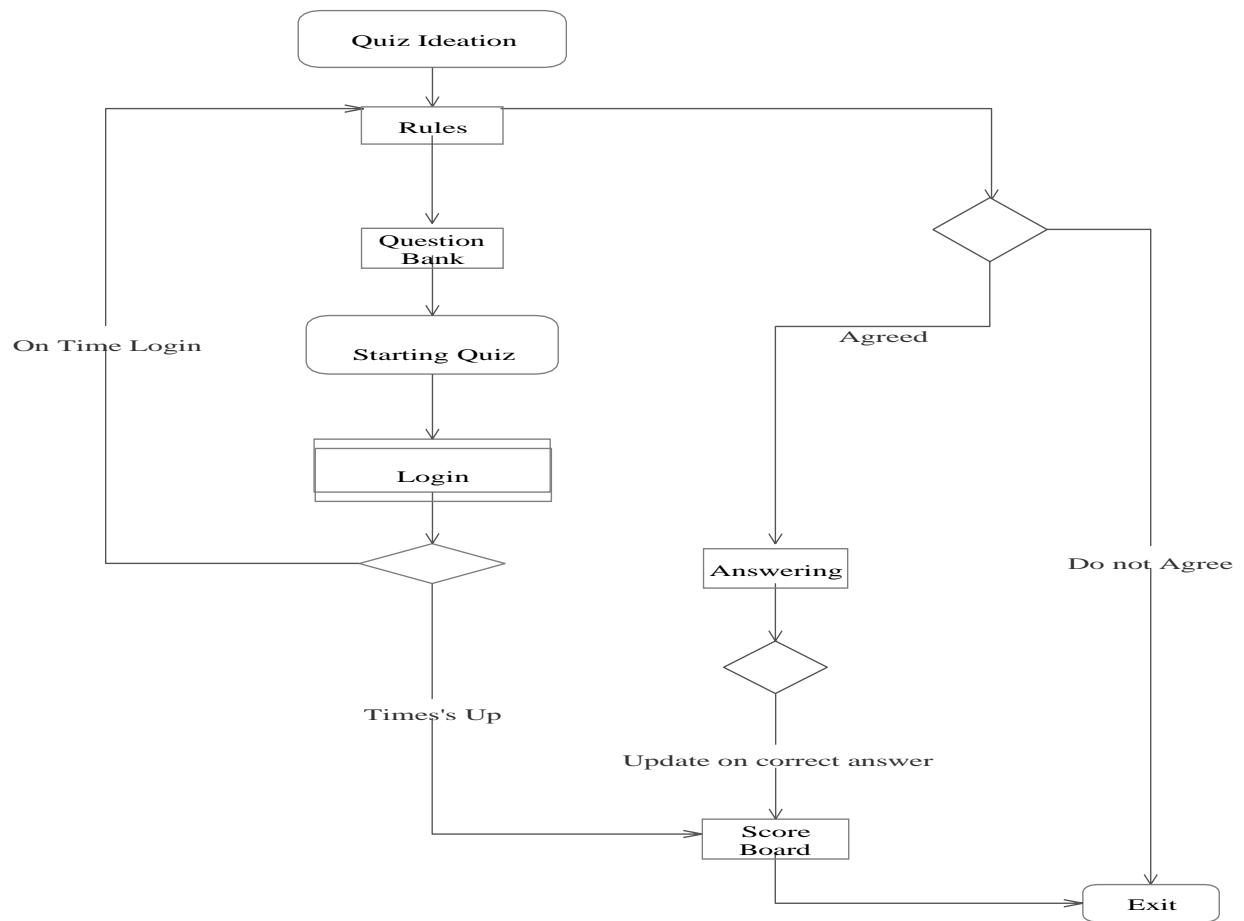


FIGURE 4.3: SYSTEM FLOW DIAGRAM

CHAPTER 5

SYSTEM DESIGN OVERVIEW

DATA DICTIONARY

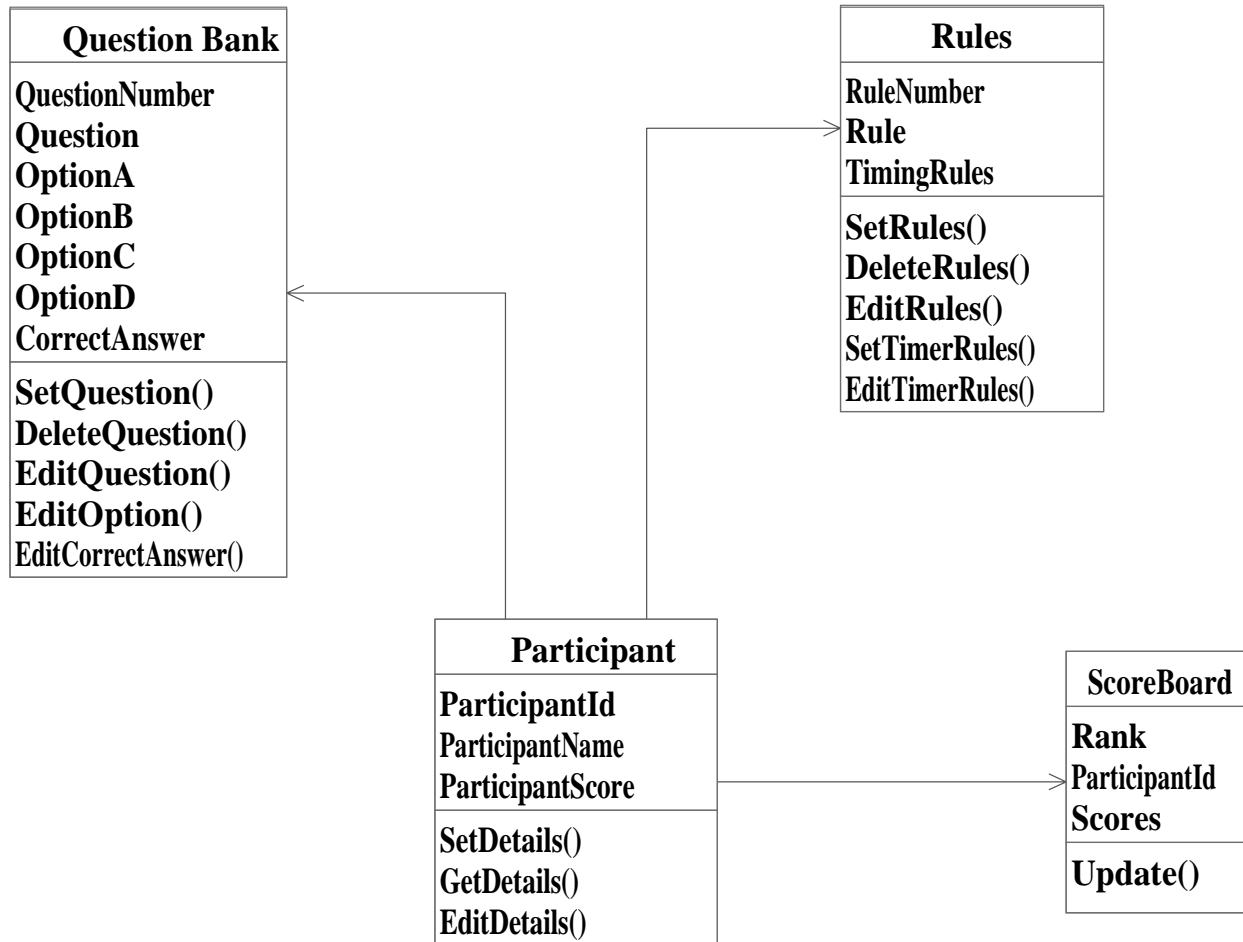
ENTITY NAME	ENTITY DESCRIPTION				
COLUMN NAME	COLUMN DESCRIPTION	DATA TYPE	LENGTH	PRIMARY KEY	NULL-ABLE
PARTICIPANT	THE PERSON WHO WILL PARTICIPATE IN THE QUIZ USING ONE TIME LINK				
PARTICIPANTID	EACH PARTICIPANT WILL HAVE A UNIQUE ID	NUMBER	05	TRUE	FALSE
PARTICIPANTNAME	EACH PARTICIPANT WILL HAVE A NAME AS AN ATTRIBUTE	STRING	30	FALSE	FALSE
SCORE	STORES THE VALUE OF THE SCORES OBTAINED BY THE PARTICULAR PARTICIPANT IN	NUMBER	03	FALSE	TRUE

	THE QUIZ				
ENTITY NAME	ENTITY DESCRIPTION				
COLUMN NAME	COLUMN DESCRIPTION	DATA TYPE	LENGT H	PRIMA RY KEY	NULL-ABLE
PARTICIPA NT	THE PERSON WHO WILL PARTICIPATE IN THE QUIZ USING ONE TIME LINK				
PARTICIPA NTID	EACH PARTICIPANT WILL HAVE A UNIQUE ID	NUMBER	05	TRUE	FALSE
PARTICIPA NTNAME	EACH PARTICIPANT WILL HAVE A NAME AS AN ATTRIBUTE	STRING	30	FALSE	FALSE
SCORE	STORES THE VAL OF THE SCORES OBTAINED BY THE PARTICULAR PARTICIPANT IN THE QUIZ	NUMBER	03	FALSE	TRUE
RANK	ACCORDING TO EACH PARTICIPANT'S SCORE A RANK IS	NUMBER	02	TRUE	FALSE

	GIVEN TO THEM(HIGHEST SCORER WILL GET 1ST RANK)				
RANK	ACCORDING TO EACH PARTICIPANT'S SCORE A RANK IS GIVEN TO THEM(HIGHEST SCORER WILL GET 1ST RANK)	NUMBER	02	TRUE	FALSE

TABLE 5.1: DATA DICTIONARY TABLE

CLASS DIAGRAM

**FIGURE 5.1: CLASS DAIGRAM**

DATA FLOW DIAGRA

LEVEL 0:

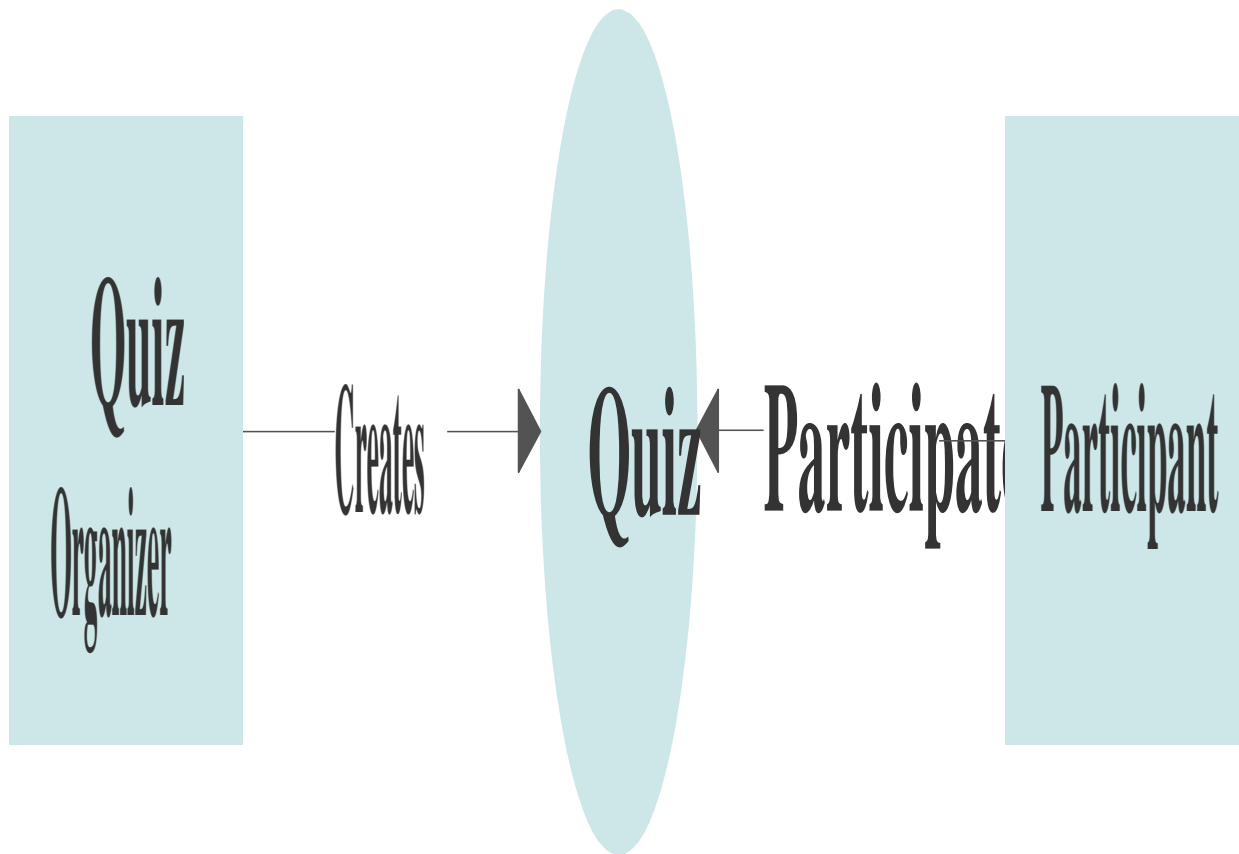
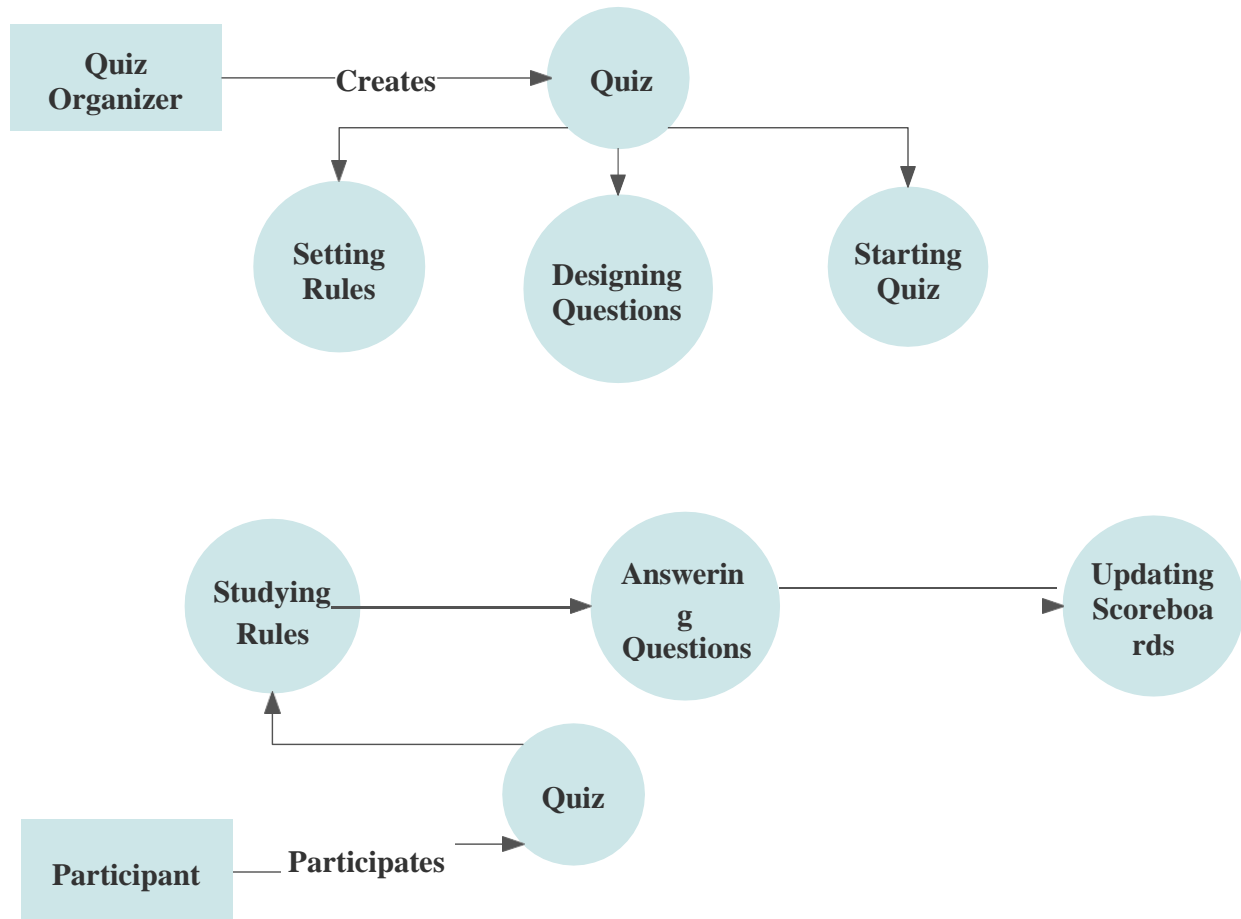


FIGURE 5.2.1: DATA FLOW DIAGRAM- CONTEXT FREE DIAGRAM

LEVEL 1:**FIGURE 5.2.2: DATA FLOW DIAGRAM- LEVEL 1 DIAGRAM****LEVEL 2:**

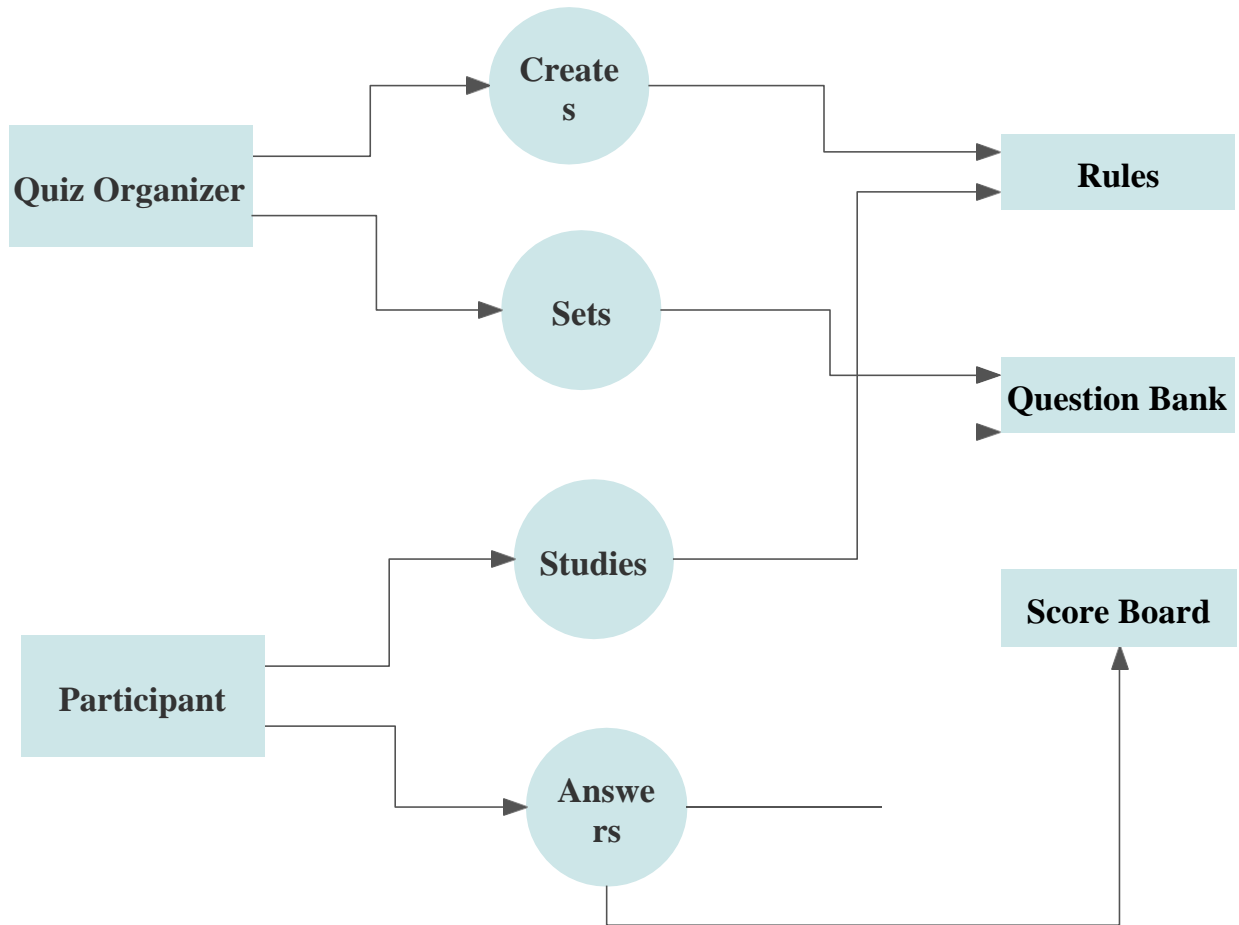


FIGURE 5.2.3: DATA FLOW DIAGRAM- LEVEL 2 DIAGRAM

EXTENDED E-R DIAGRAM

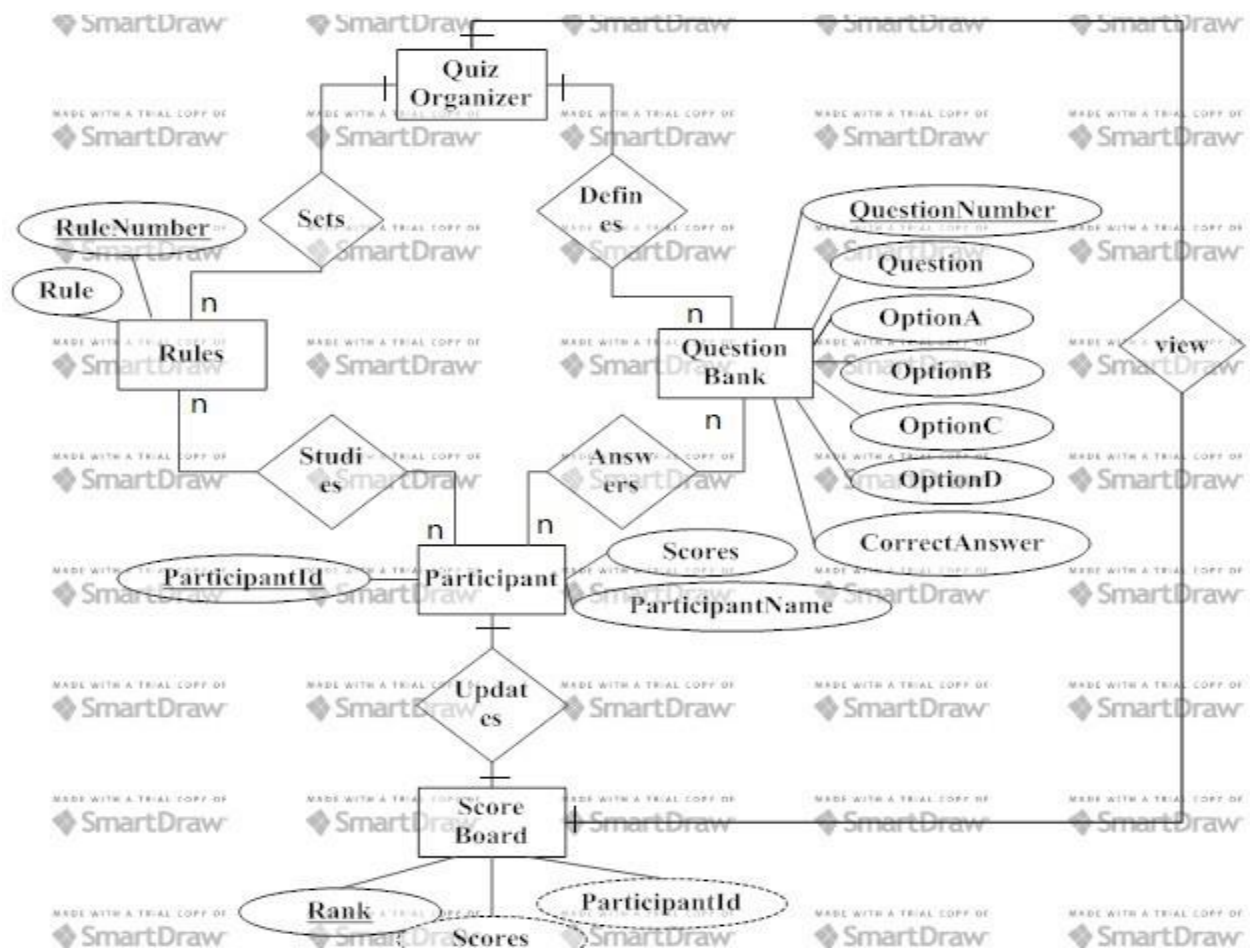
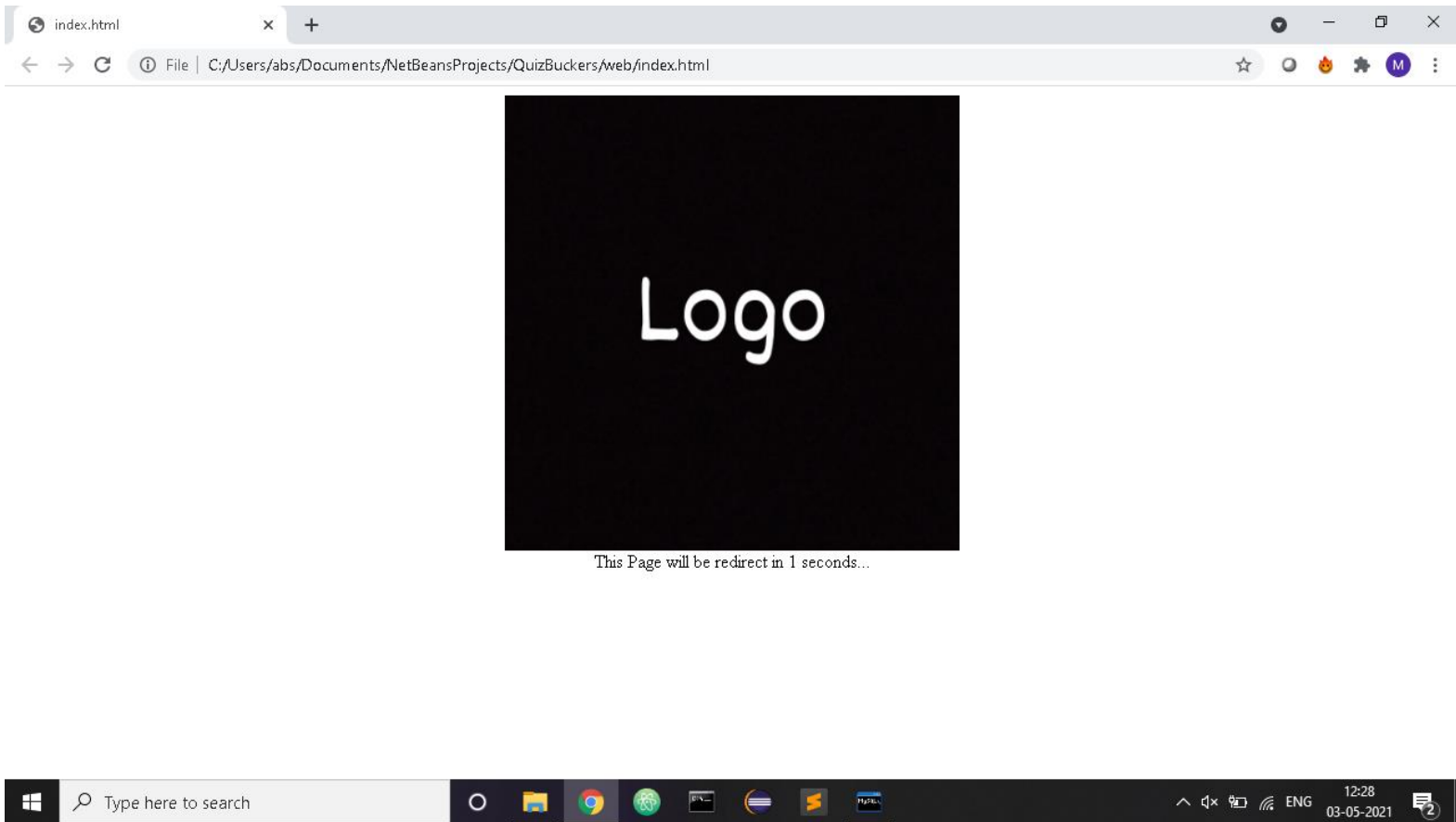


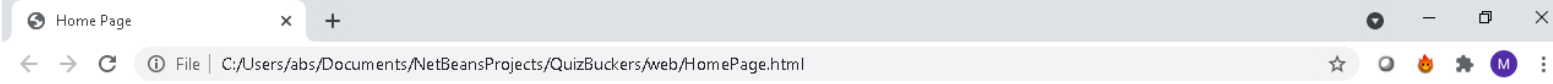
FIGURE 5.3: EXTENDED E-R DIAGRAM

CHAPTER 6

SCREENSHOTS



QUIZ BUCKERS



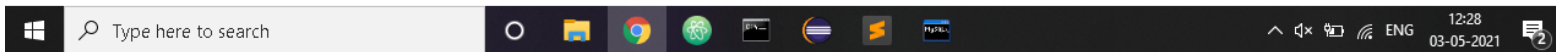
Home

Create Quiz

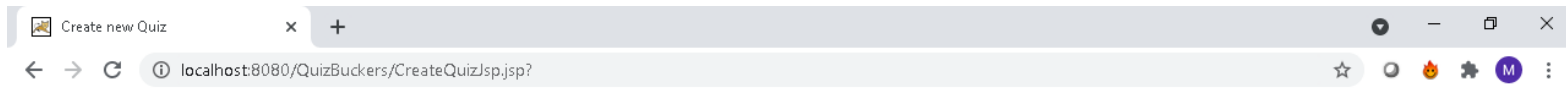
Edit Quiz

Start Quiz

Join Quiz



QUIZ BUCKERS

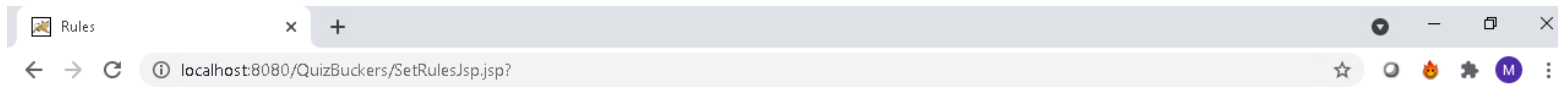


Creating a new Quiz Database...

Move



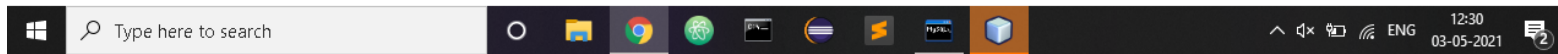
QUIZ BUCKERS



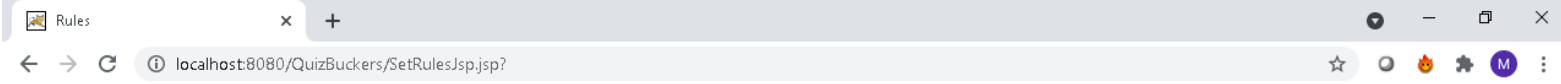
Rules

Write your Rule here...

Save



QUIZ BUCKERS



Rules

There are total 5 questions.

Save



QUIZ BUCKERS

Rules x +

localhost:8080/QuizBuckers/AddRuleJsp.jsp?newRule=There+are+total+5+questions.

Rule Saved There are total 5 questions. Rules Table Created Successfully

Rule Saved

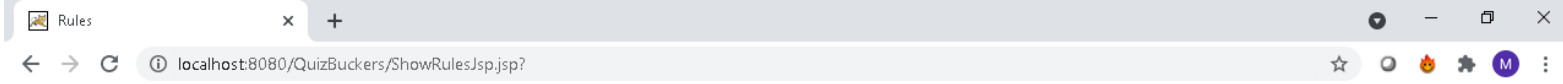
View

Add

Okay

Windows taskbar showing search bar, taskbar icons (File Explorer, Chrome, VS Code, etc.), system tray (network, volume, date/time: 12:31, 03-05-2021).

QUIZ BUCKERS



Rules

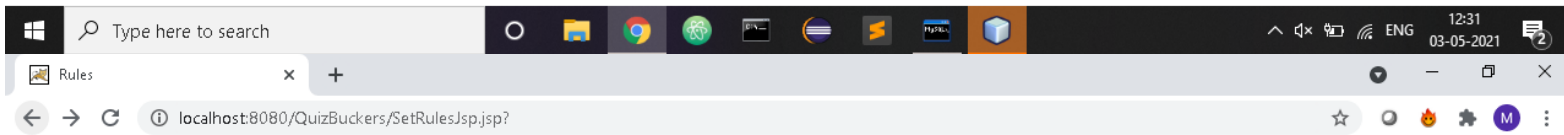
1. There are total 5 questions.

Add

Edit

Delete

Okay



Rules

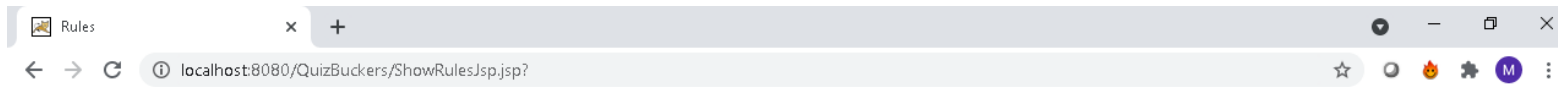
1. There are total 5 questions. 2. Each question carries 4 points.

For each question
you will get 5

Save



QUIZ BUCKERS



Rules

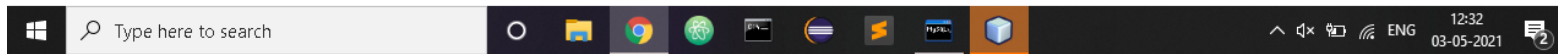
1. There are total 5 questions. 2. Each question carries 4 points. 3. For each question you will get 5 seconds to answer.

Add

Edit

Delete

Okay



QUIZ BUCKERS

Edit Rule

x

+



localhost:8080/QuizBuckers/EditRuleJsp.jsp?



Enter the Rule Number:

For each question you will
get 10 seconds to answer.

Save



Type here to search



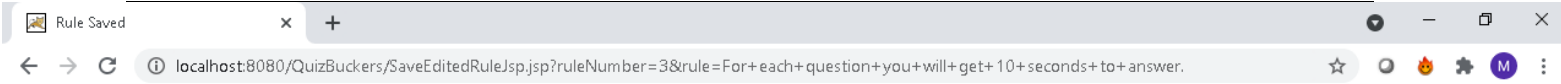
ENG

12:33

03-05-2021



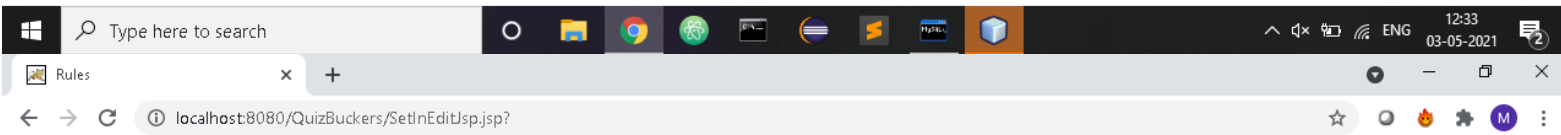
QUIZ BUCKERS



Editing Changes made successfully

Rule Saved

[view](#)

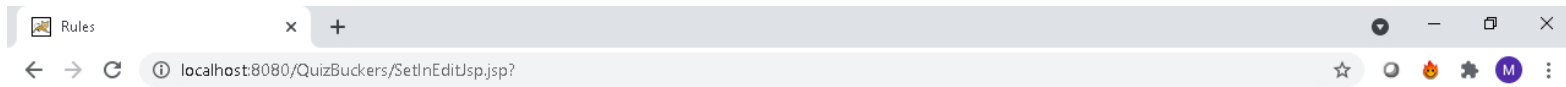


Rules

[Save](#)



QUIZ BUCKERS

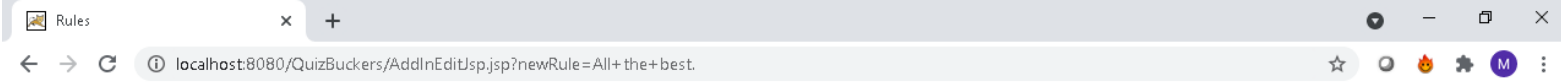


Rules

Save



QUIZ BUCKERS



Rule Saved All the best.Rules Table Created Successfully

Rule Saved

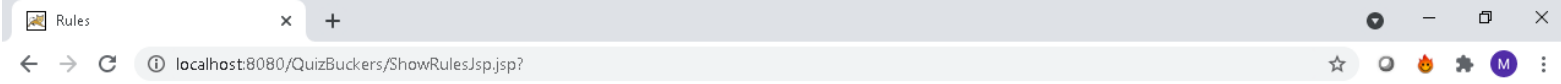
View

Add

Okay



QUIZ BUCKERS



Rules

1. There are total 5 questions. 2. Each question carries 4 points. 3. For each question you will get 10 seconds to answer. 4. All the best.

Add

Edit

Delete

Okay



QUIZ BUCKERS

Delete Rule

localhost:8080/QuizBuckers/DeleteRuleJsp.jsp?

Enter the Rule Number:

Delete

Rule Deleted

localhost:8080/QuizBuckers/DeletingRuleJsp.jsp?ruleNumber=4

Deleted successfully

Rule Deleted

view

QUIZ BUCKERS



Rules

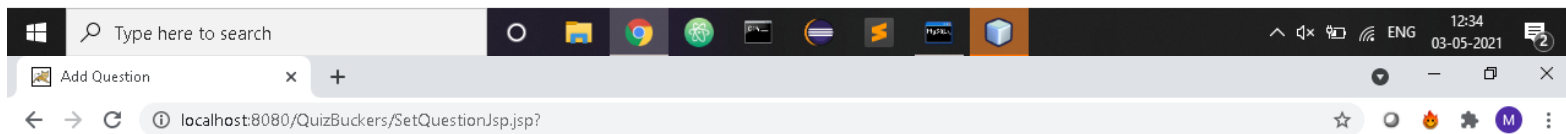
1. There are total 5 questions. 2. Each question carries 4 points. 3. For each question you will get 10 seconds to answer.

Add

Edit

Delete

Okay



what is the capital of India?

Option 1: Delhi

Option 2: Bhopal

Option 3: Chennai

Option 4: Mumbai

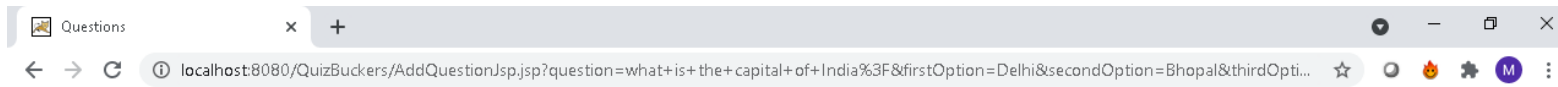
Correct Option: a

Timer Value 10000

Submit

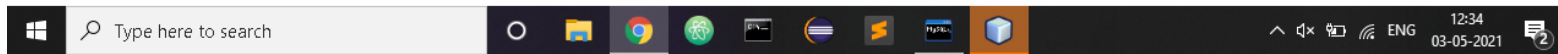


QUIZ BUCKERS

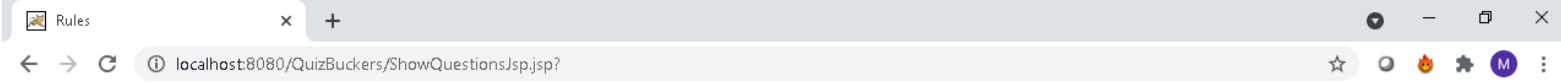


Question Saved

- View
- Add
- Finish



QUIZ BUCKERS



Rules

1. what is the capital of India? 1. Delhi 2. Bhopal 3. Chennai 4. Mumbai Coorect Option: a Timer: 10000

Add

Edit

Delete

Finish

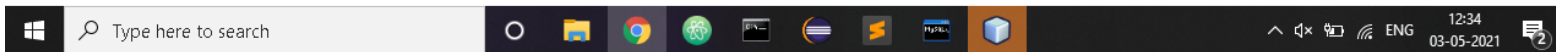


QUIZ BUCKERS

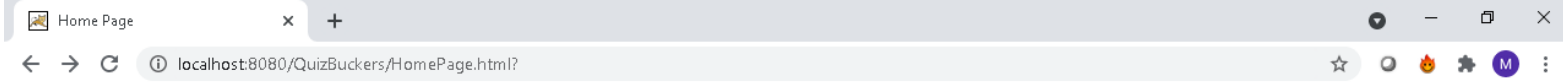


Your Quiz has been Completely Created.

[Home](#)



QUIZ BUCKERS



Home

Create Quiz

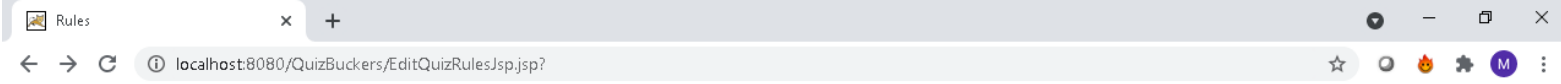
Edit Quiz

Start Quiz

Join Quiz



QUIZ BUCKERS



Rules

1. There are total 5 questions. 2. Each question carries 4 points. 3. For each question you will get 10 seconds to answer.

Add

Edit

Delete

Okay



QUIZ BUCKERS



Rules

1. what is the capital of India? 1. Delhi 2. Bhopal 3. Chennai 4. Mumbai Coorect Option: a Timer: 10000

Add

Edit

Delete

Finish



QUIZ BUCKERS

Add Question x +

localhost:8080/QuizBuckers/SetQuestionJsp.jsp?

What is the year of Independence of India?

Option 1:

Option 2:

Option 3:

Option 4:

Correct Option:

Timer Value

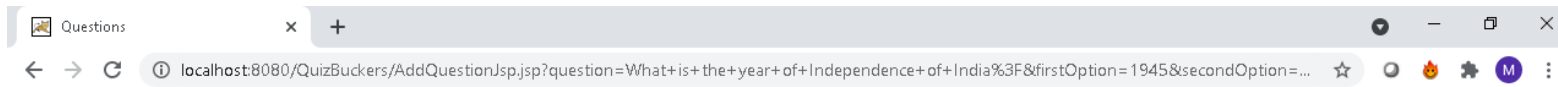
Windows Taskbar: Type here to search | 12:36 03-05-2021

Questions x +

localhost:8080/QuizBuckers/AddQuestionJsp.jsp?question=What+is+the+year+of+Independence+of+India%3F&firstOption=1945&secondOption=...

Question Saved

QUIZ BUCKERS

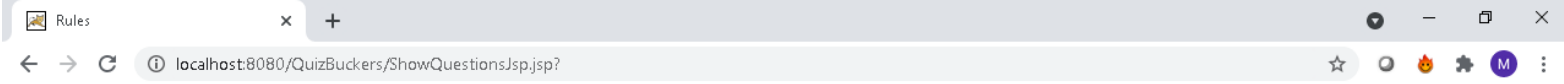


Question Saved

- View
- Add
- Finish



QUIZ BUCKERS



Rules

1. what is the capital of India? 1. Delhi 2. Bhopal 3. Chennai 4. Mumbai Coorect Option: a Timer: 10000
2. What is the year of Independence of India? 1. 1945 2. 1947 3. 1950 4. 1957 Coorect Option: b Timer: 10000

Add

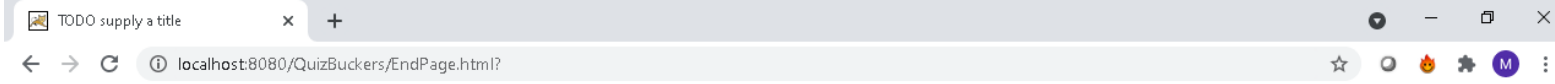
Edit

Delete

Finish



QUIZ BUCKERS



Your Quiz has been Completely Created.

[Home](#)



QUIZ BUCKERS

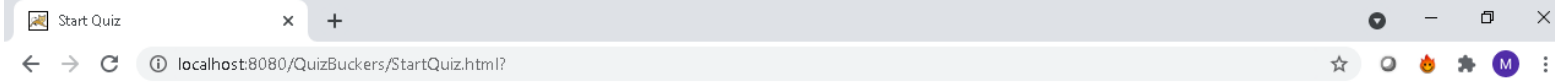


Your Quiz has been Completely Created.

[Home](#)



QUIZ BUCKERS

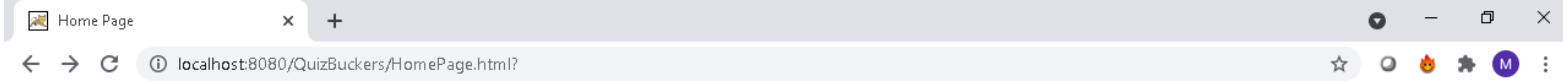


Code to Join the Quiz is: 3874

Start



QUIZ BUCKERS



Home

Create Quiz

Edit Quiz

Start Quiz

Join Quiz



QUIZ BUCKERS

Join Quiz x +

localhost:8080/QuizBuckers/JoinQuiz.jsp?

Enter CODE:

Submit

QUIZ BUCKERS

Join Quiz

localhost:8080/QuizBuckers/JoinQuiz.jsp?

Enter CODE: 3874

Submit

Type here to search

12:37
03-05-2021

Sign Up for Your New Account

User Name:

Password:

Confirm Password:

E-mail:

Security Question:

Security Answer:

[Exit](#)

Create User

Change Your Password

Password:

New Password:

Confirm New Password:

Forgot Your Password?

Enter your User Name to receive your password.

User Name:

Submit

welcome amar1

[Logout](#)

CHAPTER 7

IMPLEMENTATION and TESTING

7.1 White Box Testing

White Box Testing White box testing is defined as the testing of software solution's internal structure, design, and coding. In this type of testing, the code is visible to the tester. It focuses primarily on verifying the flow of inputs and outputs through the application, improving design and usability, strengthening security. White box testing is also called Clear testing, Open Box Testing, Structural testing, Transparent Testing, Code-Based Testing and Glass Box Testing.

Test Cases of White Box Testing:-

1) Test Case

Name: Registration
Input: Enter name, dob mail-id, mobile no.,
Outcomes: Successfully register
ExpectedOutcomes:Successfully register.
Result:Pass.

2) Test Case

Name: Login.
Input: Enter Usrnamenull, password null.
Outcomes: login fail.
ExpectedOutcomes: login fail.
Result:fail.

3) Test Case

Name: Login. Input: Enter Username correct, password wrong.

Outcomes: login fail.

Expected Outcomes: login fail. Result: Fail.

4) Test Case Name: Login. Input: Enter Username correct, password correct.

Outcomes: login successful.

Expected Outcomes: login successful

Result: Pass.

7.2 Black Box Testing

Black box Testing Black box testing is also known as Behavioral Testing, is a software testing method in which the internal structure/design/implementation of the item being tested is not known to the tester. These tests can be functional or non- functional, through usually functional. This method is named so because the software program, in the eyes of the tester, is like a black box; inside which one cannot See.

Test cases of Black Box Testing :-

1) Test Case

Name: Registration. Input: Enter required details for registration.

Outcomes: Validation not correct.

ExpectedOutcomes: Registered not successfully.

Result : Fail.

2) Test Case Name: Registration. Input: Enter required details for registration.

Outcomes: Registered successfully.

ExpectedOutcomes: Registered successfully.

Result:Pass

CHAPTER 8

CONCLUSION AND FUTURE SCOPE

CONCLUSION

Currently there are many online quiz SYSTEMs are available which are working really well but as none of them working as we wanted we have tried to build a real life quiz SYSTEM.

FUTURE SCOPE

In this application, answer will not display only result will be displayed at last. It is our future enhancement to display answer while answering the question. Can be used at fest's in college for quiz contest.

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Personal Notes

[21] Aseem Kanungo for Java Basics

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[25] Manisha Joshi Dubey for Programming Basics

APPENDIX B: FILLED WEEKLY PROJECT SHEET



Mahakal Institute of Technology, Ujjain
Department of Computer Science and Engineering

Weekly Project Work Progress Sheet
BE VII Semester Major Project-I (CS-706)
Jan-June 2021

Project Title: Quiz Buckers

Name of group members: (1) Mahak Mishra (2) Prateek Shrivastava (3) Priyanshi Pandya

Name of Guide: Prof. Mohammad Mudassar Khan

Name of Students	Write/Mention points on which you have discussed with your project guide	Weeks of Month	Sign of Guide with date	Sign of Project Coordinator	Month
Mahak, Prateek, Priyanshi	Allotment of Project Lab and diving roles between the team	II week of march			Aug
Mahak, Prateek, Priyanshi	Backend and Frontend discussion and started implementation	II week of march			
Mahak, Prateek, Priyanshi	Implementation module evaluated by guide	III week of march			
Mahak, Prateek, Priyanshi	Resolving errors discussed about modules and Add new features and started testing	IV week of march			
		End of month			Sign of HOD
Mahak, Prateek, Priyanshi	Testing module evaluation by guide	I week of april			Sept
Mahak, Prateek, Priyanshi	Deployment and Maintenance module discussion and started working on report	II week of april			
Mahak, Prateek, Priyanshi	Project Report Evaluation and discussion with guide	III week of april			
Mahak, Prateek, Priyanshi	Report Correction and Completion	IV week of april			
		End of month			Sign of HOD

QUIZ BUCKERS

Important Note:

1. It is requested to the guide please put the signature on only the date when student actually reported to you so please do not put the signature of all the week in bulk or at one time.
2. It is requested to the guide mark absent of weeks when he/she was absent.
3. At the time of report binding a copy of this filled sheet (not blank) will be attached with your project report so retain this sheet carefully by the students.