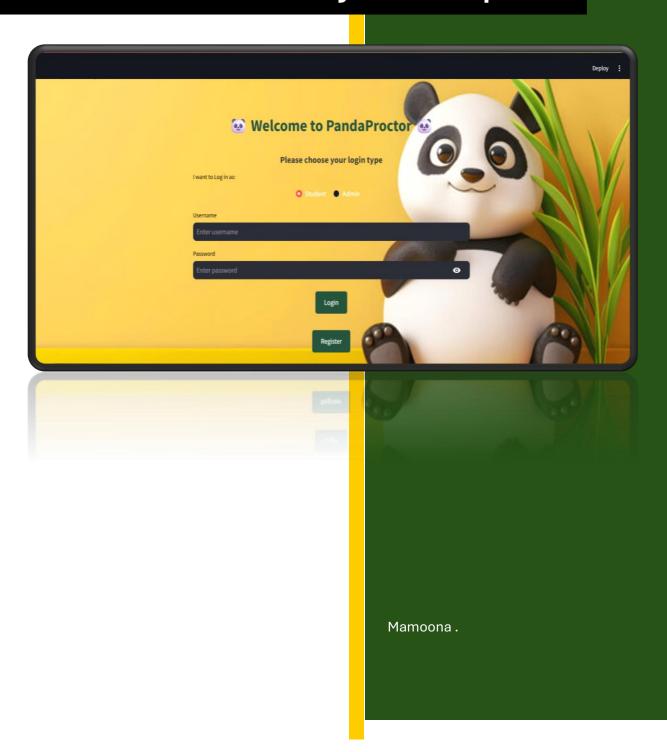


Project Report



PandaProctor

A Streamlit-Based Client-Server Quiz Application Using Socket Programming

Github link of project: https://github.com/Mamoonalatif/OnlineExaminationSystem/tree/main

• Introduction

This report presents the development and implementation of "PandaProctor," a real-time quiz-based client-server application built using Python's socket programming and Streamlit. The project aims to provide an interactive quiz-taking environment for students, featuring login/registration, quiz administration, and real-time communication with a backend server.

Objectives

- To design and develop a reliable client-server model using Python sockets.
- To integrate Streamlit for a modern and user-friendly frontend interface.
- To enable real-time quiz participation and result tracking.
- To implement secure login and registration functionalities.
- To allow admins to manage quizzes and monitor student scores.

Tools & Technologies Used

• **Programming Language:** Python 3.x

• Frontend: Streamlit

• Backend Communication: Python Socket Programming

• Data Storage: CSV files

• System Architecture

The application is divided into two major components:

Server:

- Listens for client requests continuously using sockets.
- Processes commands such as login, register, fetch questions, save scores, etc.
- Stores and retrieves data from CSV files.

Client (Streamlit):

- Displays UI for login, registration, quiz, and admin dashboard.
- Sends requests to the server using a socket connection.
- Displays quiz questions, receives answers, shows feedback, and plots student performance.

Functional Modules

Login/Registration:

- Users can register with unique usernames.
- Login checks credentials against stored CSV records.

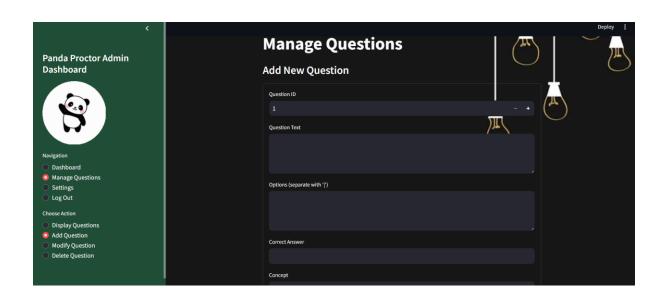
Quiz Participation:

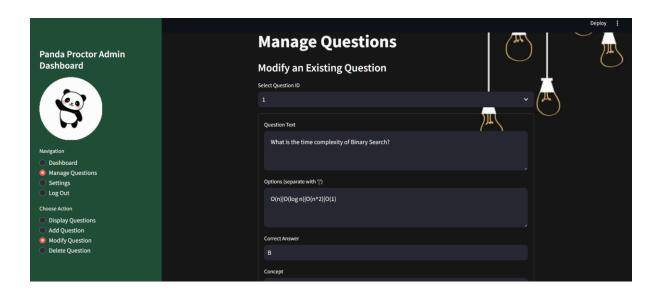
- Students can select and attempt quizzes.
- Answers are validated, and scores are stored.

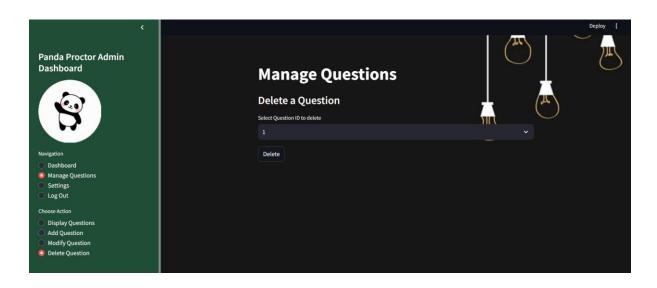
Admin Panel:

- Admin can view student scores.
- Add, delete, or update quiz questions.
- Visualize overall class performance.

Admin Dashboard UI







Socket Communication Protocol

The client and server communicate using a simple JSON-based protocol over sockets. Each message contains an "action" field along with associated data.

Sample Request:

```
"action": "login",
"username": "student1",
"password": "1234"
}
Sample Response:
{
    "status": "success",
    "message": "Login successful"
}
```

• Error Handling & Validation

- Client side: Invalid input warnings, empty field checks.
- Server side: User existence checks, duplicate registration prevention.
- Robust error handling for socket disconnections and timeouts.

• Security Measures

- Passwords are matched securely during login.
- Limited access: Admin-only features are protected.
- Input sanitization to avoid malformed data.

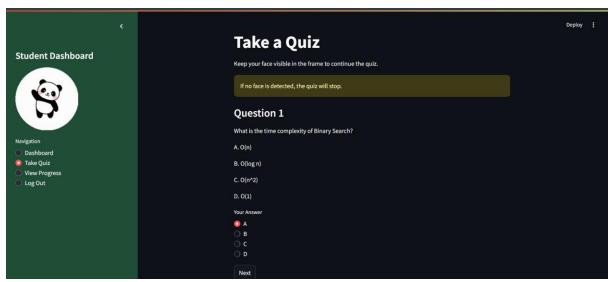
Output

Login and Registration Page

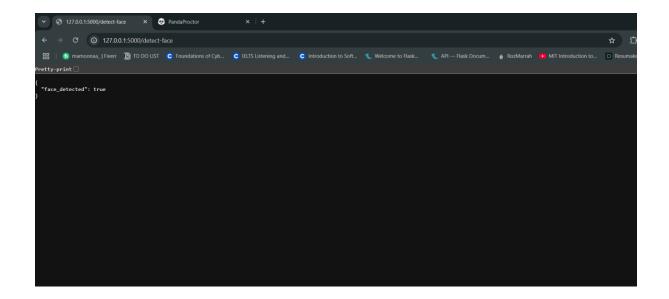


Student Quiz Panel

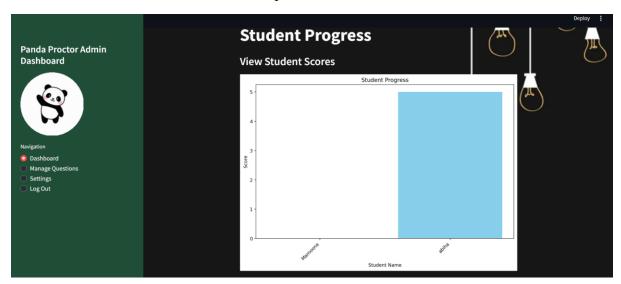




Detect-face function running in background



Admin Dashboard with Performance Graphs



Challenges Faced

- Implementing real-time communication using sockets in a Streamlit environment.
- Maintaining session states across socket requests.
- Managing CSV-based storage without concurrency issues.

Conclusion

The project successfully demonstrates the creation of a real-time quiz system using socket programming and a modern UI via Streamlit. It highlights the practicality of network communication and client-server models in academic applications. With further improvements like database integration and encryption, it can be scaled for larger use cases.

• Future Enhancements

- Migrate from CSV to a database system (e.g., SQLite or PostgreSQL).
- Add timer functionality for quizzes.
- Introduce student feedback and result history tracking.
- Implement authentication and encryption.

Refrences

GeeksForGeeks. SocketProgramming In Python. n.d. https://www.geeksforgeeks.org/socket-programming-python/.

streamlit.io. Streamlit Documentation. n.d. https://docs.streamlit.io/.