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Quizventure – The Ultimate Technical Quiz

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Project Guide
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1. Introduction

- Problem Identified :
 - Managing technical quizzes in educational environments often involves manual processes that are time-consuming and prone to errors.
 - Existing solutions lack efficient data management systems.
- Solution Proposed :
 - Quizventure addresses these issues by offering a platform where users can easily create, manage, and attempt quizzes.
 - Ensures seamless data storage in a MySQL database.

2. Objectives

1. To build a responsive and interactive user interface by making the use of Java.
2. To enable user registration and profile management, supporting roles like students and administrators.
3. To store and manage user data and quiz records using multiple tables for Admin Credentials, Student Credentials and quiz transactions.
4. To allow quiz organizers to organise questions for efficient quiz management.

3. Scope

1. Can be useful to administrators who need to manage and analyse large volumes of assessment and evaluation data.
2. Can be helpful in institutions to efficiently handle student information and personalise learning experiences.
3. Can be applied in Educational institutes for Assessments and Evaluation tasks.
4. Can be applied in Training Programs for skill evaluation and test for professional certification.

4. Feature /Functionality

1. User Roles:

- The application supports multiple roles such as students, administrators.

2. Quiz Creation and Management:

- Administrators can create, manage and set questions according to the user's requirements.

3. MySQL Database Integration :

- User information and quiz data are stored in a MySQL database for easy access and management in a tabular format.

4. Time Constraints:

- Setting time limit for each and every question.

5. Outcome of Project

1. User (i.e. administrator) can authenticate themselves using a username and password and gain access to quiz creation interface.
2. Admins can save and manage quizzes, including editing or deleting them.
3. User (i.e. students) must register on the platform by providing necessary details (e.g., name, email and roll no.) for their identification.

5. Outcome of Project

4. Registered students can start attempting quizzes, answering questions and submitting responses.
5. Finally, the student (along with the admin) can see their scores once the quiz is over.

6. Technology Stack

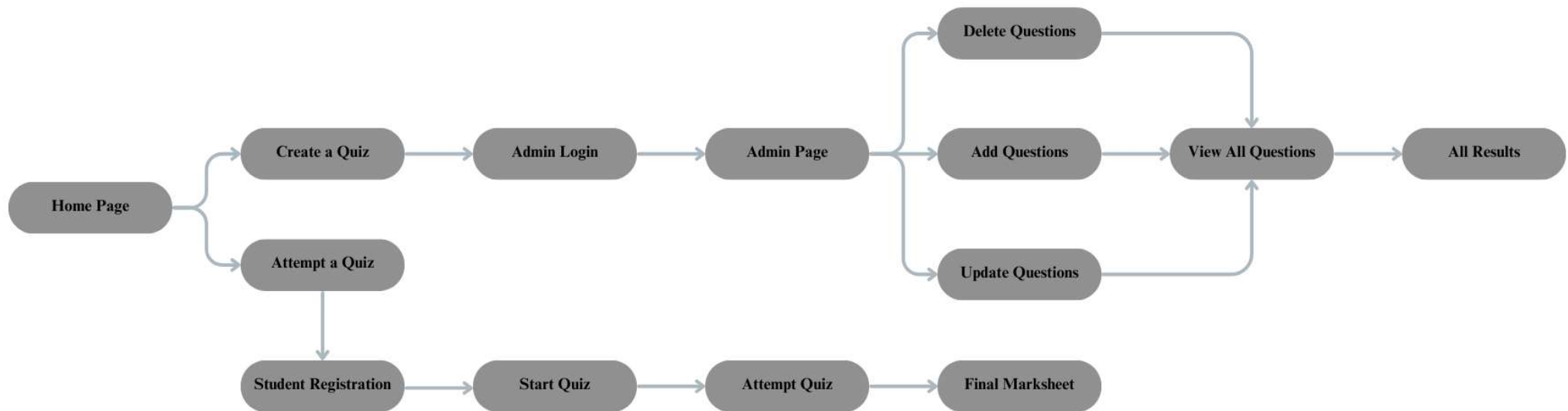
1. For Frontend:

- Login page for the administrator and registration page for the users who attempt quiz.
- Giving access to the admin page for creating and modifying quiz as per the admin's requirements.
- Multiple pages for displaying quiz data.

2. For backend database:

- Using databases for storing data of the admin, users and the quiz elements/components (i.e. questions, options, answers).

Block Diagram



Thank You...!!!