6.) Draw a Use case diagram to model for a quiz system. A user can request a quiz for the system. The system picks a set of questions from its database, and composes them together to make a quiz. It rates the user's answers and gives hints if the user requests it. In addition to users, we also have helpers who provide questions and hints. and, administrators who must certify questions to make sure they are not too trivial, and that they are correct.
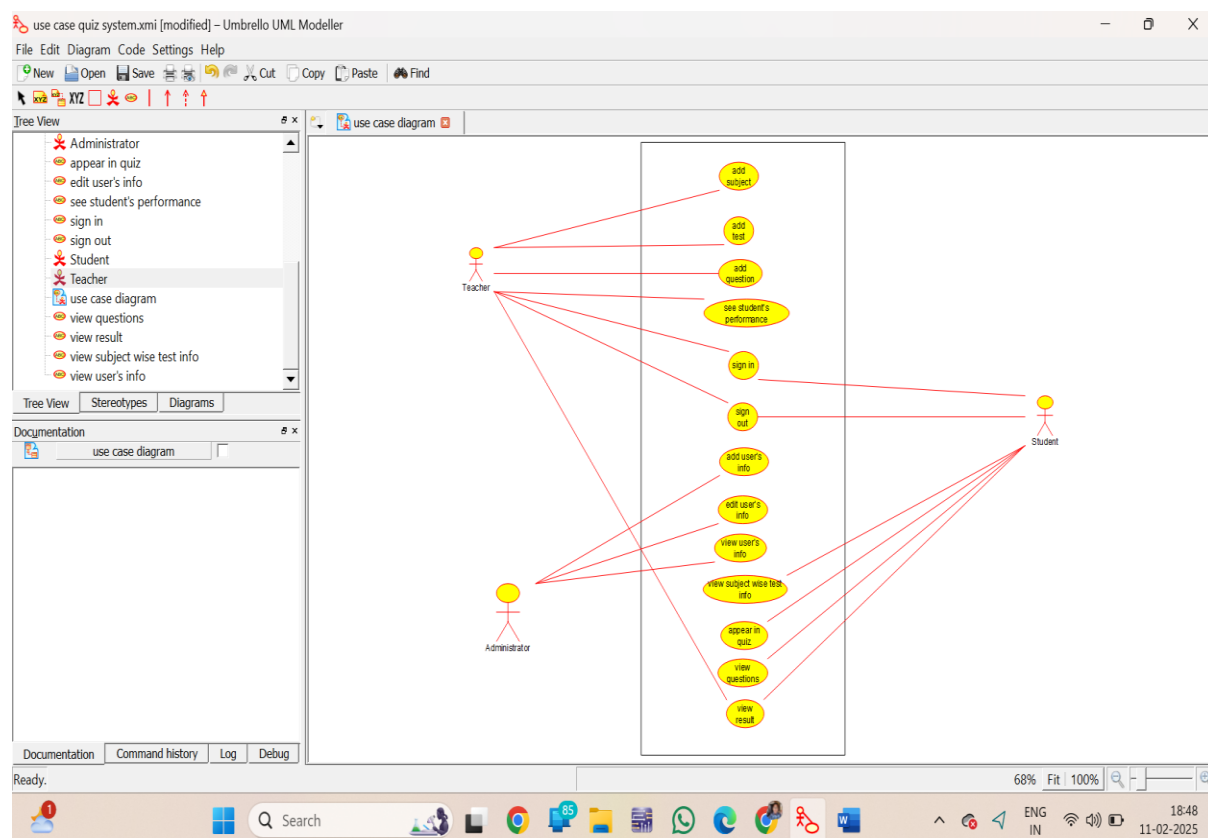
Aim:

To design a Use Case Diagram for a Quiz System that models interactions between Users, Helpers, and Administrators with the system.

Procedure:

1. Identify actors (User, Helper, Administrator, System).

2. Define key use cases (Request Quiz, Generate Quiz, Answer Questions, Rate Answers, Request Hint, Provide Questions, Certify Questions).

3. Establish relationships between actors and use cases.

4. Connect the User to requesting quizzes, answering questions, and asking for hints.

5. Connect the Helper to providing questions and hints.

6. Connect the Administrator to certifying questions.

7. Draw the Use Case Diagram using UML notation.

Use Case Diagram:

Result:

A Use Case Diagram that visually represents the interactions between Users, Helpers, Administrators, and the Quiz System, ensuring clarity in system functionalities.