Quiz Application using GUL & python database

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE AND ENGINEERING

By:

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GitHub Link: https://github.com/OjaswiniSharmaHacker/pythonquiz

Objective

The primary objective of this project is to implement what we've learnt throughout our course of Python programming and use that to develop a Graphical User Interface (GUI) for quiz application with all the required functionalities. A quiz is form of game or mind. A quiz is a form of game or mind sport in which players attempt to answer questions correctly.

It is a game to test knowledge about a certain subject. In some countries, a quiz is also a brief assessment used in education and similar fields to measure growth in knowledge, abilities.

Quizzes help students learn

Cognitive psychology strongly suggests that the act of retrieving information directly helps students learn. This benefit occurs even in the absence of feedback and in the absence of an opportunity to restudy the information. The process of retrieval – bringing the information to mind – actually leads to learning all by itself. What's more, bringing the information to mind can sometimes improve students' ability to apply the information in new situations.

Studying is more efficient after a quiz

Quizzes help students identify what they know and what they don't know. The students then have a better idea of how well they are grasping the material, hopefully motivating them to study more and helping them allocate their study time effectively by focusing on the information that still needs more practice.

Through this project we hope to improve the knowledge of the students.

Introduction

This is a quiz application using GUI & python database. Today these quiz applications become a very popular educational tool. They often help people to improve their knowledge. It's very easy to use from anywhere if internet is available and concern user has access to this application. Students can appear in a this quiz from anywhere of the world. There is no interaction with pencil and paper. Questions are generated intelligently. The system generates a new question window of a quiz by depending on the result of the question last answered. There are three type of question in this quiz application. There will be three sections in the quiz. Each section will consist of 5 questions. The first section consists of language based questions, second verbal reason and the third section will consist

mathematics based questions. Each correct answer will award you 2 marks and for every wrong answer 0.5 marks will be deducted. There are six windows in this quiz. First window is proceed window. After the proceed we can go to the next window which is allocated to enter competitor's details. Then click take test button and we can go to next window which is known as English quiz. After accordingly we can go to the verbal reasoning quiz window and mathematical quiz window. Last window is exit window there shows the marks how much competitor will received.

- **PROCEED window**

  This is the first window of the quiz. It is shown which categories are included in this quiz. As well as this window is shown how to calculate the marks for each questions. Each correct answer will award you 2 marks and for every wrong answer 0.5 marks will be deducted. This window gives a complete idea about the quiz. There is s button included this middle of this window which is known as 'proceed'. After clicking that button competitor can move to next window.

- **From window**

  This is second window of quiz. At there competitor have to enter her/his details. He /She should have to enter the name, phone no, gender, age, address and email id. After enter the all details click the button which is named as take test it is placed at the bottom of the window. After clicking it competitor can move to next window.

- **Language window**

  This is the third window of the quiz. It is included the first type of quiz questions. There are five questions are there. Each question have four

options and each correct answer will award you 2 marks and for every wrong answer 0.5 marks will be deducted. After attempt the all question competitor should press the next button to move next window.

These questions are included into English window.

1).What is the meaning of idiom CALL IN?

TO JOIN
SUMMON
RECOLLECT
DEMANDED

2).Her thinking leans __ democracy.

WITH
TOWARDS
FOR
NONE OF THESE

3). ___ his principles, he has to be very careful

WITH REGARD OF
WITH REGARD ON
WITH REGARD TO
NONE OF THESE

4).They didn't reach an agreement _ their differences

ON ACCOUNT OF
DUE
BECAUSE
OWING

5).He's still sleeping, __

IS NOT HE
ISN'T HE?
WASN'T HE?
NONE OF THESE

- **Verbal reasoning window**

This is the fourth window of quiz. This part is included the second type of quiz questions of verbal reasoning . There are five questions are there. Each question have four options and each correct answer will award you 2 marks

and for every wrong answer 0.5 marks will be deducted. After attempt the all question competitor should press the next button move to the next window. These questions are included into tk window.

1. **If MADRAS is to NBESBT, then BOMBAY is to**

   CPNCBX
   CPNCBZ
   CPNCBY
   CQOCBZ

2. **If TRIPPLE is to SQHOOKD,then DISPOSE is to**

   CHRONRD
   DSOESPI
   ESJTPTF
   ESOPSID

3. **If COULD is to BNTKC and MARGIN is to\n LZQFHM, then MOULDING is to**

   CHMFINTK
   LNKTCHMF
   LNTKCHMF
   NITKHCM

4. **If MONKEY is to XDJMNL, then TIGER is to**

   QDFHS
   SDFHS
   SHFDQ
   UJHFS

5. **If FRAGRANCE is to SBHSBODFG, then IMPOSING is to**

   NQPTJHOJ
   NQPTJOHI
   NQTPJOHJ
   NQPTJOHJ

- **<u>Mathematic window</u>**

This is the fifth window of the quiz. It is included the third type of quiz questions. There are five questions are there. Each question have four options and each correct answer will award you 2 marks and for every wrong answer 0.5 marks will be deducted. After attempt the all question competitor should press the end test button to move next window.
These questions are included into mathematical window.

1. **What is three fifth of 100**
   - 3
   - 5
   - 20
   - 60

2. **If David's age is 27 years old in 2011. What was his age in 2003**
   - 17 years
   - 37 years
   - 20 years
   - 19 years

3. **What is the remainder of 21 divided by 7?**
   - 1
   - -1
   - 2
   - 0

4. **What is 7% of 100**
   - 7
   - 70
   - 0.7
   - 0.07

5. **How many years are there in a decade?**
   - 1
   - 100

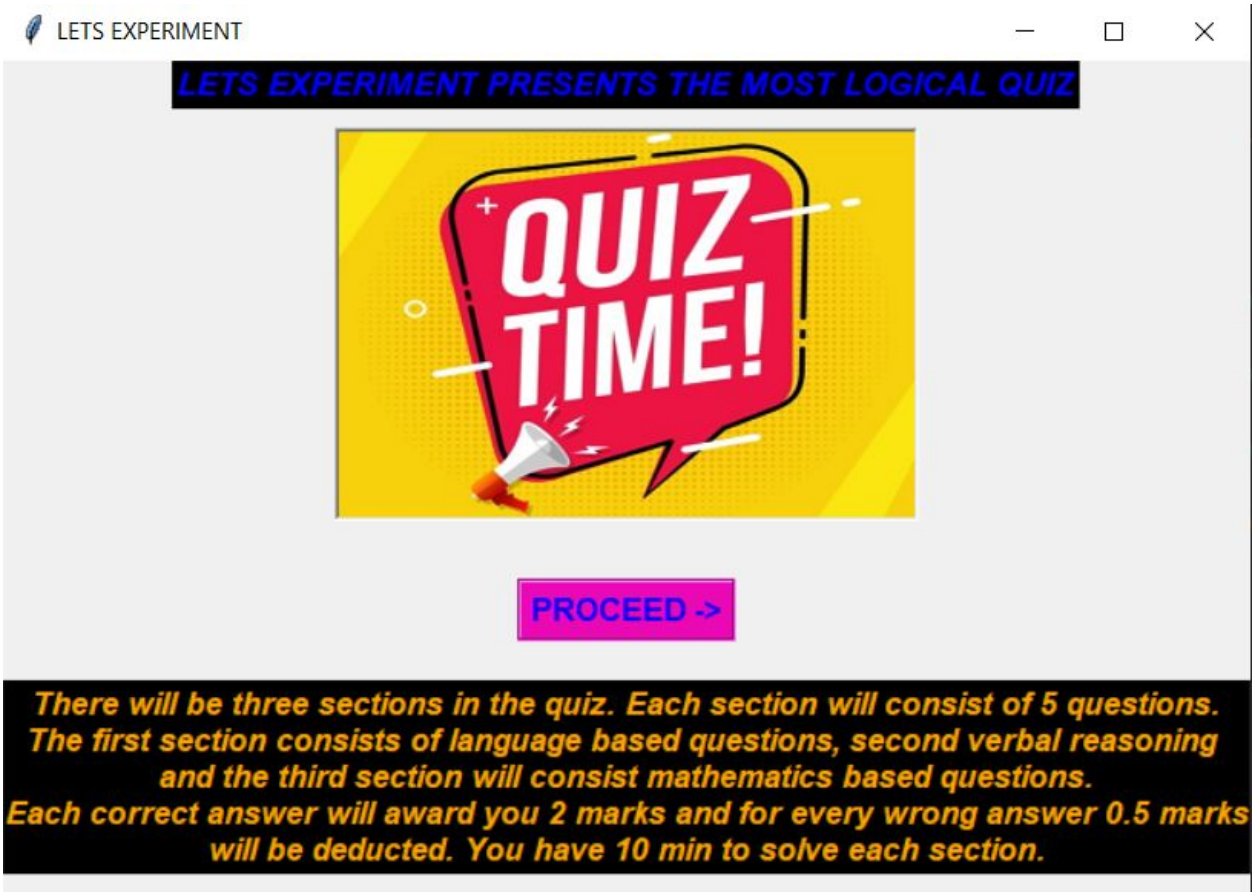
10
20

- **Exit window**

  This is a last window of the quiz. It is shown the score how much competitor will be obtained. Total score is showing in this window. There is a exit button bottom of this window after clicking it competitor can exit the test.

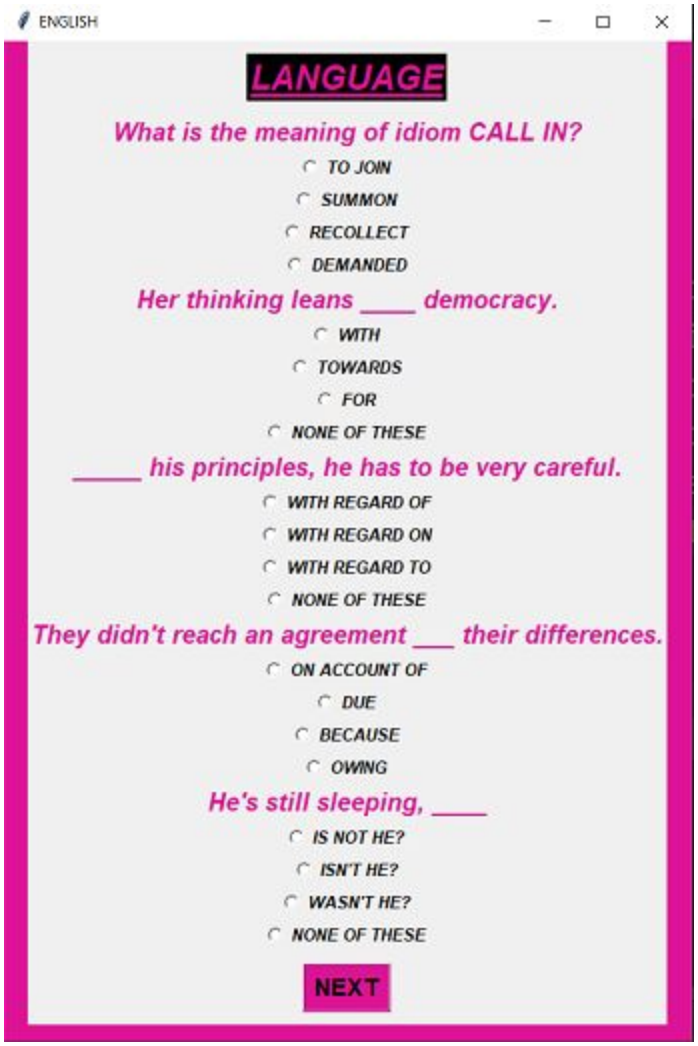
GUI Screenshots:

1. LTES EXPERIMENT WINDOW



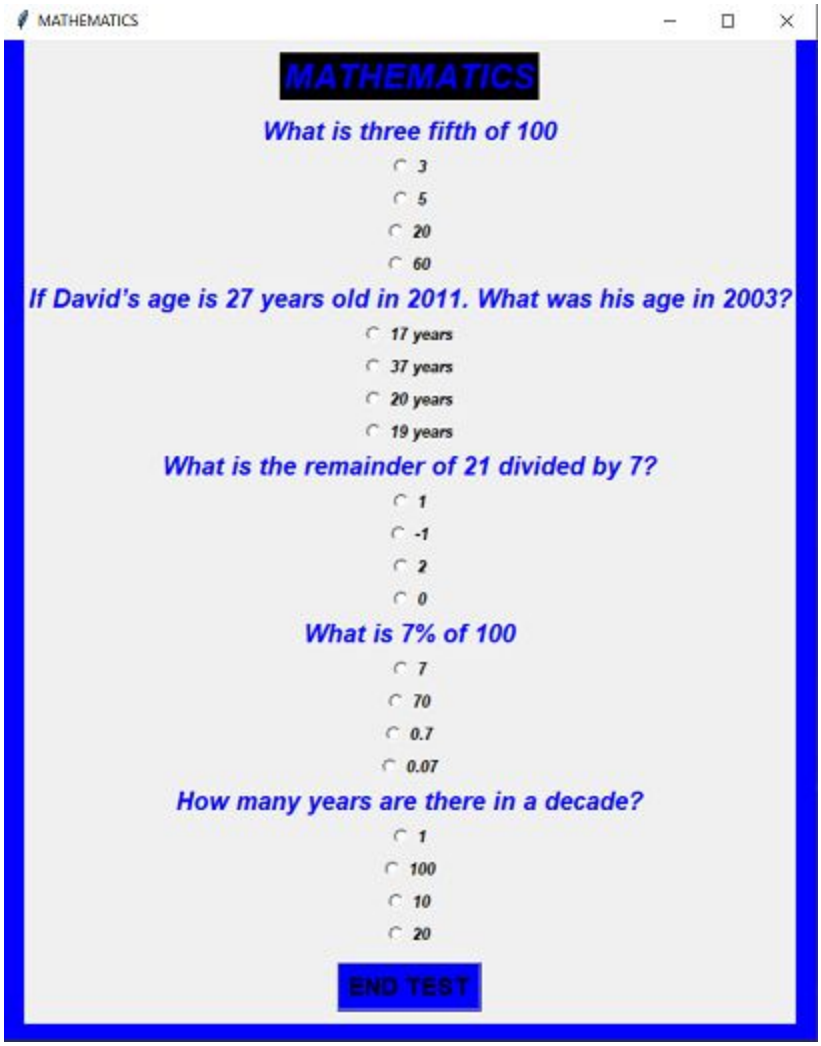
2. LOGIN WINDOW

3. ENGLISH SECTION WINDOW

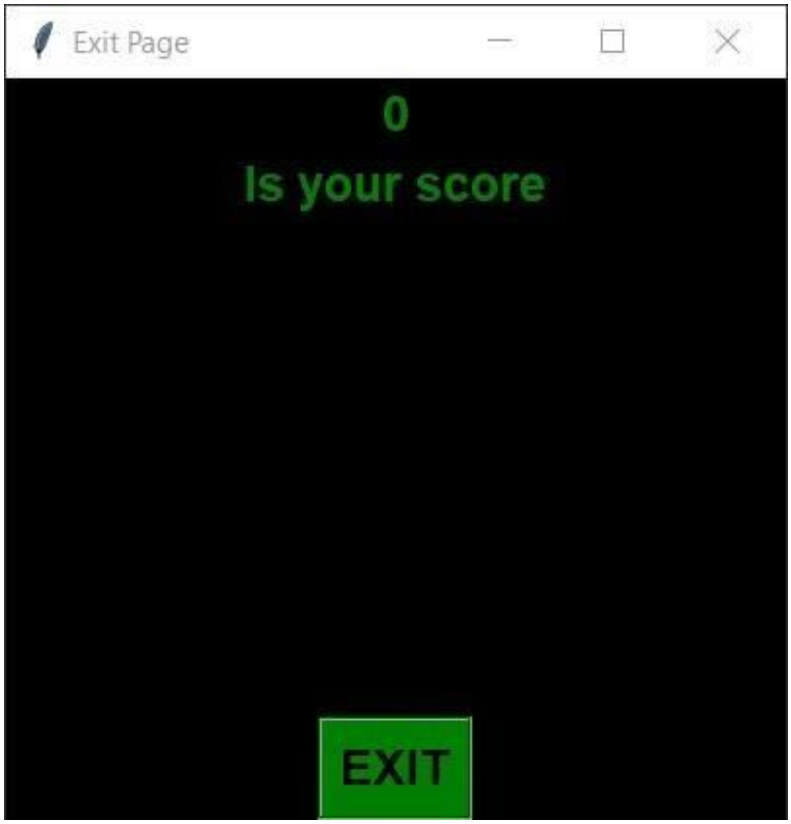


4. VERBAL SECTION WINDOW

5. MATHS SECTION WINDOW



6. **ENDING WINDOW**



Source Code

```
from tkinter import *
import mysql.connector
conn=mysql.connector.connect(user='root',password='Mathematics2001@',host='localhost',port=3306,database='quiz')
window1=Tk()
window1.geometry("650x435+500+150")
window1.maxsize(650,435)
window1.minsize(650,435)
window1.title("LETS EXPERIMENT")
def one():
    window1.destroy()
    window2=Tk()
```

```
  window2.title("FORM")
  window2.geometry("400x380+600+150")
  window2.maxsize(400, 380)
  window2.minsize(400, 380)
  window2.configure(bg="#11afed")
  label3 = Label(window2, text="ENTER YOUR DETAILS:", font="lucida 15 bold
underline",bg="black",fg="orange").grid(row=0, column=3,pady=15)
  name = Label(window2, text="Name",bg="#11afed",fg="black",font="lucida 15 bold")
  phone = Label(window2, text="Phone no.",bg="#11afed",fg="black",font="lucida 15 bold")
  gender = Label(window2, text="Gender",bg="#11afed",fg="black",font="lucida 15 bold")
  age = Label(window2, text="Age",bg="#11afed",fg="black",font="lucida 15 bold")
  address = Label(window2, text="Address",bg="#11afed",fg="black",font="lucida 15 bold")
  email = Label(window2, text="Email Id",bg="#11afed",fg="black",font="lucida 15 bold")
  name.grid(row=1, column=1)
  phone.grid(row=2, column=1)
  gender.grid(row=3, column=1)
  age.grid(row=5, column=1)
  address.grid(row=6, column=1)
  email.grid(row=7, column=1)
  namevalue = StringVar()
  phonevalue = IntVar()
  gendervalue = IntVar()
  agevalue = IntVar()
  addressvalue = StringVar()
  emailvalue = StringVar()
  nameentry = Entry(window2, textvariable=namevalue,bg="orange",fg="black",font="lucida 15")
  phoneentry = Entry(window2, textvariable=phonevalue,bg="orange",fg="black",font="lucida 15")
  genderentry1 = Radiobutton(window2, text="MALE",bg="orange",fg="black",font="lucida
9",variable=gendervalue,value=1)
  genderentry2 = Radiobutton(window2, text="FEMALE", bg="orange", fg="black", font="lucida 9",
variable=gendervalue,value=2)
  ageentry = Entry(window2, textvariable=agevalue,bg="orange",fg="black",font="lucida 15")
  addressentry = Entry(window2, textvariable=addressvalue,bg="orange",fg="black",font="lucida 15")
```

```
    emailentry = Entry(window2, textvariable=emailvalue,bg="orange",fg="black",font="lucida 15")

    nameentry.grid(row=1, column=3,pady=5)

    phoneentry.grid(row=2, column=3,pady=5)

    genderentry1.grid(row=3, column=3,pady=5)

    genderentry2.grid(row=4,column=3)

    ageentry.grid(row=5, column=3,pady=5)

    addressentry.grid(row=6, column=3,pady=5)

    emailentry.grid(row=7, column=3,pady=5)

    button1 = Button(window2, text="TAKE TEST",bg="black",fg="orange",font="lucida 15
  bold",relief=RIDGE,command=lambda
  :[des1(window2),two(namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailvalue)])

    button1.grid(column=3,pady=10)

    window2.mainloop()

def two(namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailvalue):

    window3=Tk()

    window3.geometry("550x800+500+10")

    window3.title("ENGLISH")

    window3.config(bg="#de1296")

    window3.maxsize(550,800)

    window3.minsize(550,800)

    frame1=Frame(window3)

    var1=IntVar()

    var2=IntVar()

    var3=IntVar()

    var4=IntVar()

    var5=IntVar()

    label1 = Label(frame1, text="LANGUAGE", fg="#de1296", bg="black", font="helveica 20 bold italic
  underline").pack(pady=10)

    label2=Label(frame1,text="What is the meaning of idiom CALL IN?",fg="#de1296",font="lucida 15 italic
  bold").pack()

    radio1 = Radiobutton(frame1, text="TO JOIN", padx=14, font="lucida 10 italic bold", variable=var1,
  value=1).pack()

    radio2 = Radiobutton(frame1, text="SUMMON", padx=14, font="lucida 10 italic bold", variable=var1,
  value=2).pack()
```

```
  radio3 = Radiobutton(frame1, text="RECOLLECT", padx=14, font="lucida 10 italic bold", variable=var1,
value=3).pack()

  radio4 = Radiobutton(frame1, text="DEMANDED", padx=14, font="lucida 10 italic bold", variable=var1,
value=4).pack()

  label3 = Label(frame1, text="Her thinking leans __ democracy.",fg="#de1296", font="lucida 15 italic bold").pack()

  radio5 = Radiobutton(frame1, text="WITH", padx=14, font="lucida 10 italic bold", variable=var2, value=1).pack()

  radio6 = Radiobutton(frame1, text="TOWARDS", padx=14, font="lucida 10 italic bold", variable=var2,
value=2).pack()

  radio7 = Radiobutton(frame1, text="FOR", padx=14, font="lucida 10 italic bold", variable=var2,

                value=3).pack()

  radio8 = Radiobutton(frame1, text="NONE OF THESE", padx=14, font="lucida 10 italic bold", variable=var2,
value=4).pack()

  label4 = Label(frame1, text="___ his principles, he has to be very careful.",fg="#de1296",font="lucida 15 italic
bold").pack()

  radio9 = Radiobutton(frame1, text="WITH REGARD OF", padx=14, font="lucida 10 italic bold", variable=var3,
value=1).pack()

  radio10 = Radiobutton(frame1, text="WITH REGARD ON", padx=14, font="lucida 10 italic bold", variable=var3,
value=2).pack()

  radio11 = Radiobutton(frame1, text="WITH REGARD TO", padx=14, font="lucida 10 italic bold", variable=var3,

                value=3).pack()

  radio12 = Radiobutton(frame1, text="NONE OF THESE", padx=14, font="lucida 10 italic bold", variable=var3,
value=4).pack()

  label5 = Label(frame1, text="They didn't reach an agreement _ their differences.",fg="#de1296", font="lucida 15
italic bold").pack()

  radio13 = Radiobutton(frame1, text="ON ACCOUNT OF", padx=14, font="lucida 10 italic bold", variable=var4,
value=1).pack()

  radio14 = Radiobutton(frame1, text="DUE", padx=14, font="lucida 10 italic bold", variable=var4, value=2).pack()

  radio15 = Radiobutton(frame1, text="BECAUSE", padx=14, font="lucida 10 italic bold", variable=var4,

                value=3).pack()

  radio16 = Radiobutton(frame1, text="OWING", padx=14, font="lucida 10 italic bold", variable=var4,
value=4).pack()

  label6 = Label(frame1, text="He's still sleeping, __",fg="#de1296", font="lucida 15 italic bold").pack()

  radio17 = Radiobutton(frame1, text="IS NOT HE?", padx=14, font="lucida 10 italic bold", variable=var5,
value=1).pack()

  radio18 = Radiobutton(frame1, text="ISN'T HE?", padx=14, font="lucida 10 italic bold", variable=var5,
value=2).pack()

  radio19 = Radiobutton(frame1, text="WASN'T HE?", padx=14, font="lucida 10 italic bold", variable=var5,
```

```
                value=3).pack()

  radio20 = Radiobutton(frame1, text="NONE OF THESE", padx=14, font="lucida 10 italic bold", variable=var5,
value=4).pack()

  window3.after(600000, lambda
:[des1(window3),three(var1,var2,var3,var4,var5,namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailval
ue)])

  button1=Button(frame1,text="NEXT",fg="black",bg="#de1296",font="lucida 14
bold",relief=RIDGE,command=lambda
:[des1(window3),three(var1,var2,var3,var4,var5,namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailval
ue)]).pack(pady=10)

  frame1.pack()

  window3.mainloop()

def three(var1,var2,var3,var4,var5,namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailvalue):

  sum=0

  if (var1.get() == 2):

    sum = sum + 2

  elif (var1.get() == 1 or var1.get() == 3 or var1.get() == 4):

    sum = sum - 0.5

  if (var2.get() == 2):

    sum = sum + 2

  elif (var2.get() == 1 or var2.get() == 3 or var2.get() == 4):

    sum = sum - 0.5

  if (var3.get() == 3):

    sum = sum + 2

  elif (var3.get() == 1 or var3.get() == 2 or var3.get() == 4):

    sum = sum - 0.5

  if (var4.get() == 1):

    sum = sum + 2

  elif (var4.get() == 2 or var4.get() == 3 or var4.get() == 4):

    sum = sum - 0.5

  if (var5.get() == 2):

    sum = sum + 2

  elif (var5.get() == 1 or var5.get() == 3 or var5.get() == 4):

    sum = sum - 0.5
```

```
  window4 = Tk()

  window4.title("VERBAL REASONING")

  window4.config(bg="orange")

  window4.geometry("560x820+500+5")

  window4.maxsize(560, 820)

  window4.minsize(560, 820)

  frame1 = Frame(window4)

  var1 = IntVar()

  var2 = IntVar()

  var3 = IntVar()

  var4 = IntVar()

  var5 = IntVar()

  label1 = Label(frame1, text="VERBAL REASONING", fg="orange", bg="black", font="helveica 20 bold
italic").pack(pady=10)

  label2 = Label(frame1, text=" If MADRAS is to NBESBT, then BOMBAY is to", fg="orange", font="lucida 15
italic bold").pack()

  radio1 = Radiobutton(frame1, text="CPNCBX", padx=14, font="lucida 10 italic bold", variable=var1,
value=1).pack()

  radio2 = Radiobutton(frame1, text="CPNCBZ", padx=14, font="lucida 10 italic bold", variable=var1,
value=2).pack()

  radio3 = Radiobutton(frame1, text="CPNCBY", padx=14, font="lucida 10 italic bold", variable=var1,
value=3).pack()

  radio4 = Radiobutton(frame1, text="CQOCBZ", padx=14, font="lucida 10 italic bold", variable=var1,
value=4).pack()

  label3 = Label(frame1, text="If TRIPPLE is to SQHOOKD,then DISPOSE is to",fg="orange", font="lucida 15 italic
bold").pack()

  radio5 = Radiobutton(frame1, text="CHRONRD", padx=14, font="lucida 10 italic bold", variable=var2,
value=1).pack()

  radio6 = Radiobutton(frame1, text="DSOESPI", padx=14, font="lucida 10 italic bold", variable=var2,
value=2).pack()

  radio7 = Radiobutton(frame1, text="ESJTPTF", padx=14, font="lucida 10 italic bold", variable=var2,

                value=3).pack()

  radio8 = Radiobutton(frame1, text="ESOPSID", padx=14, font="lucida 10 italic bold", variable=var2,
value=4).pack()

  label4 = Label(frame1, text="If COULD is to BNTKC and MARGIN is to\n LZQFHM, then MOULDING is to",
fg="orange" ,font="lucida 15 italic bold").pack()
```

```
  radio9 = Radiobutton(frame1, text="CHMFINTK", padx=14, font="lucida 10 italic bold", variable=var3,
value=1).pack()

  radio10 = Radiobutton(frame1, text="LNKTCHMF", padx=14, font="lucida 10 italic bold", variable=var3,
value=2).pack()

  radio11 = Radiobutton(frame1, text="LNTKCHMF", padx=14, font="lucida 10 italic bold", variable=var3,

                value=3).pack()

  radio12 = Radiobutton(frame1, text="NITKHCMF", padx=14, font="lucida 10 italic bold", variable=var3,
value=4).pack()

  label5 = Label(frame1, text="If  MONKEY is to XDJMNL, then TIGER is to", fg="orange", font="lucida 15 italic
bold").pack()

  radio13 = Radiobutton(frame1, text="QDFHS", padx=14, font="lucida 10 italic bold", variable=var4,
value=1).pack()

  radio14 = Radiobutton(frame1, text="SDFHS", padx=14, font="lucida 10 italic bold", variable=var4,
value=2).pack()

  radio15 = Radiobutton(frame1, text="SHFDQ", padx=14, font="lucida 10 italic bold", variable=var4,

                value=3).pack()

  radio16 = Radiobutton(frame1, text="UJHFS", padx=14, font="lucida 10 italic bold", variable=var4,
value=4).pack()

  label6 = Label(frame1, text="If FRAGRANCE is to SBHSBODFG, then IMPOSING is to", fg="orange",
font="lucida 15 italic bold").pack()

  radio17 = Radiobutton(frame1, text="NQPTJHOJ", padx=14, font="lucida 10 italic bold", variable=var5,
value=1).pack()

  radio18 = Radiobutton(frame1, text="NQPTJOHI", padx=14, font="lucida 10 italic bold", variable=var5,
value=2).pack()

  radio19 = Radiobutton(frame1, text="NQTPJOHJ", padx=14, font="lucida 10 italic bold", variable=var5,

                value=3).pack()

  radio20 = Radiobutton(frame1, text="NQPTJOHJ", padx=14, font="lucida 10 italic bold", variable=var5,
value=4).pack()

  window4.after(600000, lambda: [des1(window4),

                        four(var1, var2, var3, var4, var5, sum, namevalue, phonevalue, gendervalue, agevalue,

                            addressvalue, emailvalue)])

  button1 = Button(frame1, text="NEXT", fg="black", bg="orange", font="lucida 14 bold",
relief=RIDGE,command=lambda
:[des1(window4),four(var1,var2,var3,var4,var5,sum,namevalue,phonevalue,gendervalue,agevalue,addressvalue,email
value)]).pack(pady=10)

  frame1.pack()

  window4.mainloop()
```

```
def four(var1,var2,var3,var4,var5,sum,namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailvalue):
    if (var1.get() == 2):
        sum = sum + 2
    elif (var1.get() == 1 or var1.get() == 3 or var1.get() == 4):
        sum = sum - 0.5
    if (var2.get() == 1):
        sum = sum + 2
    elif (var2.get() == 2 or var2.get() == 3 or var2.get() == 4):
        sum = sum - 0.5
    if (var3.get() == 3):
        sum = sum + 2
    elif (var3.get() == 1 or var3.get() == 2 or var3.get() == 4):
        sum = sum - 0.5
    if (var4.get() == 1):
        sum = sum + 2
    elif (var4.get() == 2 or var4.get() == 3 or var4.get() == 4):
        sum = sum - 0.5
    if (var5.get() == 4):
        sum = sum + 2
    elif (var5.get() == 1 or var5.get() == 2 or var5.get() == 3):
        sum = sum - 0.5
    window5 = Tk()
    window5.title("MATHEMATICS")
    window5.geometry("650x800+500+10")
    window5.config(bg="blue")
    window5.maxsize(650, 800)
    window5.minsize(650, 800)
    frame1 = Frame(window5)
    var1 = IntVar()
    var2 = IntVar()
    var3 = IntVar()
    var4 = IntVar()
```

```
  var5 = IntVar()

  label1 = Label(frame1, text="MATHEMATICS", fg="blue", bg="black", font="helveica 20 bold italic").pack(

     pady=10)

  label2 = Label(frame1, text="What is three fifth of 100", fg="blue", font="lucida 15 italic bold").pack()

  radio1 = Radiobutton(frame1, text="3", padx=14, font="lucida 10 italic bold", variable=var1, value=1).pack()

  radio2 = Radiobutton(frame1, text="5", padx=14, font="lucida 10 italic bold", variable=var1, value=2).pack()

  radio3 = Radiobutton(frame1, text="20", padx=14, font="lucida 10 italic bold", variable=var1, value=3).pack()

  radio4 = Radiobutton(frame1, text="60", padx=14, font="lucida 10 italic bold", variable=var1, value=4).pack()

  label3 = Label(frame1, text="If David's age is 27 years old in 2011. What was his age in 2003?", fg="blue",
font="lucida 15 italic bold").pack()

  radio5 = Radiobutton(frame1, text="17 years", padx=14, font="lucida 10 italic bold", variable=var2,
value=1).pack()

  radio6 = Radiobutton(frame1, text="37 years", padx=14, font="lucida 10 italic bold", variable=var2,
value=2).pack()

  radio7 = Radiobutton(frame1, text="20 years", padx=14, font="lucida 10 italic bold", variable=var2,

                    value=3).pack()

  radio8 = Radiobutton(frame1, text="19 years", padx=14, font="lucida 10 italic bold", variable=var2,
value=4).pack()

  label4 = Label(frame1, text="What is the remainder of 21 divided by 7?",fg="blue", font="lucida 15 italic
bold").pack()

  radio9 = Radiobutton(frame1, text="1", padx=14, font="lucida 10 italic bold", variable=var3, value=1).pack()

  radio10 = Radiobutton(frame1, text="-1", padx=14, font="lucida 10 italic bold", variable=var3, value=2).pack()

  radio11 = Radiobutton(frame1, text="2", padx=14, font="lucida 10 italic bold", variable=var3,

                    value=3).pack()

  radio12 = Radiobutton(frame1, text="0", padx=14, font="lucida 10 italic bold", variable=var3, value=4).pack()

  label5 = Label(frame1, text="What is 7% of 100",fg="blue", font="lucida 15 italic bold").pack()

  radio13 = Radiobutton(frame1, text="7", padx=14, font="lucida 10 italic bold", variable=var4, value=1).pack()

  radio14 = Radiobutton(frame1, text="70", padx=14, font="lucida 10 italic bold", variable=var4, value=2).pack()

  radio15 = Radiobutton(frame1, text="0.7", padx=14, font="lucida 10 italic bold", variable=var4,

                    value=3).pack()

  radio16 = Radiobutton(frame1, text="0.07", padx=14, font="lucida 10 italic bold", variable=var4, value=4).pack()

  label6 = Label(frame1, text="How many years are there in a decade?",fg="blue", font="lucida 15 italic
bold").pack()

  radio17 = Radiobutton(frame1, text="1", padx=14, font="lucida 10 italic bold", variable=var5, value=1).pack()
```

```
    radio18 = Radiobutton(frame1, text="100", padx=14, font="lucida 10 italic bold", variable=var5, value=2).pack()
    radio19 = Radiobutton(frame1, text="10", padx=14, font="lucida 10 italic bold", variable=var5,
                          value=3).pack()
    radio20 = Radiobutton(frame1, text="20", padx=14, font="lucida 10 italic bold", variable=var5, value=4).pack()
    window5.after(600000, lambda: [des1(window5),
                                   five(var1, var2, var3, var4, var5, sum, namevalue, phonevalue, gendervalue, agevalue,
                                        addressvalue, emailvalue)])
    button1 = Button(frame1, text="END TEST", font="lucida 14 bold", relief=RIDGE, bg="blue",fg="black",
                     command=lambda: [des1(window5),
    five(var1,var2,var3,var4,var5,sum,namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailvalue)]).pack(pad
    y=10)
    frame1.pack()
    window5.mainloop()
def five(var1,var2,var3,var4,var5,sum,namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailvalue):
    if (var1.get() == 4):
        sum = sum + 2
    elif (var1.get() == 1 or var1.get() == 2 or var1.get() == 3):
        sum = sum - 0.5
    if (var2.get() == 4):
        sum = sum + 2
    elif (var2.get() == 1 or var2.get() == 2 or var2.get() == 3):
        sum = sum - 0.5
    if (var3.get() == 4):
        sum = sum + 2
    elif (var3.get() == 1 or var3.get() == 2 or var3.get() == 3):
        sum = sum - 0.5
    if (var4.get() == 1):
        sum = sum + 2
    elif (var4.get() == 2 or var4.get() == 3 or var4.get() == 4):
        sum = sum - 0.5
    if (var5.get() == 3):
        sum = sum + 2
    elif (var5.get() == 1 or var5.get() == 2 or var5.get() == 4):
```

```
        sum = sum - 0.5
    window6=Tk()
    window6.title("RESULT")
    window6.geometry("400x380+600+150")
    window6.config(bg="black")
    window6.maxsize(400, 380)
    window6.minsize(400, 380)
    label1=Label(text=sum,bg="black",fg="green",font="helvetica 15 bold").pack()
    label2=Label(text="Is your score",fg="green",bg="black",font="helvetics 15 bold").pack()
    button1=Button(text="EXIT",fg="black",bg="green",relief=GROOVE,font="helvetica 15 bold",command=lambda:
  [des1(window6),des2(namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailvalue,sum)]).pack(side=BOT
  TOM)
    window6.mainloop()
def des1(window):
    window.destroy()
def des2(namevalue,phonevalue,gendervalue,agevalue,addressvalue,emailvalue,sum):
    cur = conn.cursor()
    sql = 'insert into quiz1(name,phone,gender,age,address,email,marks) values(%s,%s,%s,%s,%s,%s,%s)'
    name=namevalue.get()
    phone=phonevalue.get()
    gender=gendervalue.get()
    age=agevalue.get()
    address=addressvalue.get()
    email=emailvalue.get()
    values = (name,phone,gender,age,address,email,sum)
    cur.execute(sql, values)
    cur.execute('commit')
    cur.close()
    conn.close()
label1=Label(window1,text="LETS EXPERIMENT PRESENTS THE MOST LOGICAL
  QUIZ",fg="blue",bg="black",font="helveica 13 bold italic").pack()
pic=PhotoImage(file="quiz.PNG")
pic_label=Label(image=pic,relief=SUNKEN)
```

```
pic_label.pack(pady=10)

button1=Button(text="PROCEED ->",bg="#eb09b6",fg="blue",font="helvetica 12
 bold",relief=GROOVE,command=one).pack(pady=20)

label2=Label(window1,text="There will be three sections in the quiz. Each section will consist of 5 questions.\n"

                "The first section consists of language based questions, second verbal reasoning \n"

                "and the third section will consist mathematics based questions.\n"

                "Each correct answer will award you 2 marks and for every wrong answer 0.5 marks\n"

                "will be deducted. You have 10 min to solve each section.",fg="orange",bg="black",font="helveica 13
 bold italic").pack()

window1.mainloop()
```

Results

We finally got the end product as a 'QUIZ APPLICATION' that includes all the mentioned modules. We learnt how to make a GUI using Tkinter in Python and also learnt to implement python database. We got further knowledge about GUI & python database. We got idea about what are the applications of GUI & python database as well as how we can applicable these applications into day today life.

This quiz application is very useful for students to improve their knowledge. Actually these type quiz applications help to get idea about our own knowledge, know about our knowledge level, improve the our working speed.

Through this project we have learnt about unity, how to work as a team, how to we should react for others decisions & ideas, how to manage the time, how to manage resources, how to solve the problems with together.

References

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- stackoverflow.com
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- effbot.org/tkinterbook