

Report on – GkQuiz





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Module : C-programming on multiple platforms



Document History

Ver. Rel. No.	Release Date	Prepared. By	Reviewed By	Approved By	Remarks/Revision Details
1	12/02/202	Omkar Chitragar			

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Description

GkQuiz:

This quiz is designed to test the general knowledge of the user and help the user with an knowledge update. The user can take up the quiz by entering their credentials. Depending upon the user's score in the quiz, the user is provided with good/average/poor general knowledge as a result. User can end the quiz with end option and restart the quiz with restart option.

Features of the project:

- User can enter the username in order to participate in the quiz.
- User can attempt the quiz and view the result.
- User can end the quiz.
- User can restarts the quiz.

How each features is implemented:

- Prints the statement asking the credentials such as name of the user for the participation in the quiz.
- Displays the multiple choice general knowledge questions to the user.
- Takes input as right/wrong answer from the user.
- Displays result upon completion of the quiz.
- Provides user with end option to end the quiz.
- Provides user with restart option to restart the quiz.



Requirements

High Level Requirements

ID	Description
HP01	User can enter the username in order to particapate in the quiz
HP02	User can attempt the quiz and view the result
HP03	User can end the quiz
HP04	User can restarts the quiz

Low Level Requirements

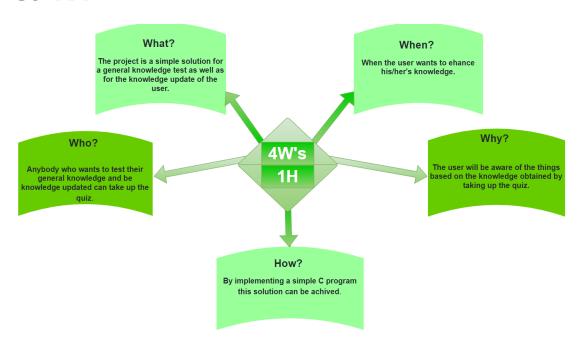
ID	Description		
LP01	User is asked to enter username	HP01	
LP02	User views the rules & starts the quiz	HP02	
LP03	User views the mcqs and can enter the option	HP02	
LP04	User views the result of answered question	HP02	
LP05	User can continue/end the quiz	HP03	
LP06	User can restart the quiz	HP04	



SWOT analysis

SWOT ANALYSIS Strengths: Weaknesses: Enhances general knowledge of the > It has a simple interface. User friendly and simple to use. Questions in the quiz can be limited, Creates curiosity in the user to get hence can't provide vast knowledge. them know about how good they are Similar set of questions upon retaking of at GK. the quiz. Opportunities: Threats: > The quiz can be further developed and > User can cheat with the same set of made more fun and interesting. questions occurring every time. Different set of questions occurring for every second chance feature can be added.

4W's & 1H



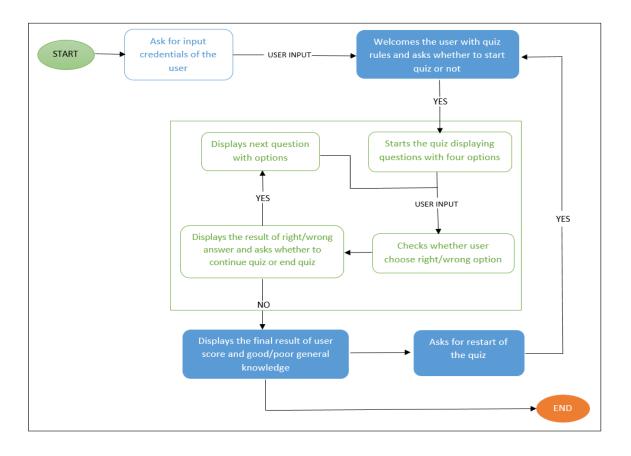


Architecture

Structural diagram: Black box

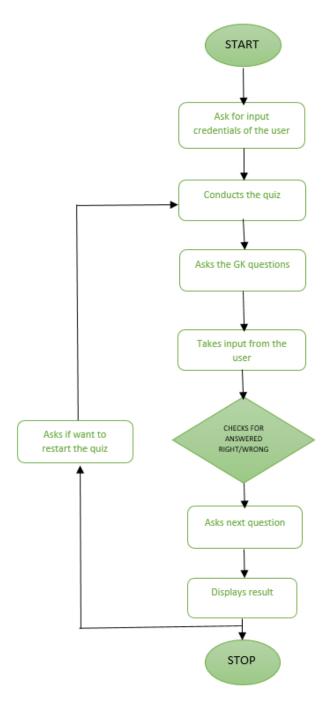


Functional diagram:



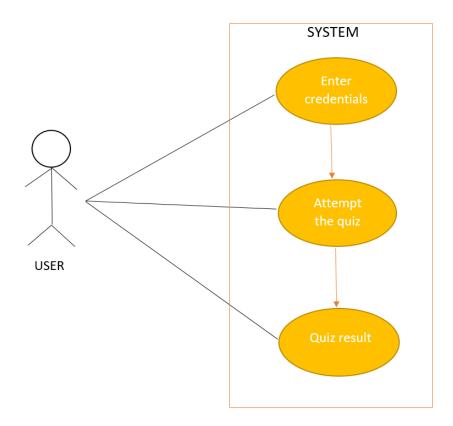


Behavioral diagram: Flowcharts





Usecase diagram:



Implementation

• In C programming.



Test Plan

High Level Test Plan

ID	Description	Expected I/P	Expected O/P	Actual O/P	Type of Test
HP01	User interface	Character username	Username	Pass	Requirement
HP02	User starts the quiz	Character Y	Start	Pass	Requirement
HP03	User ends the quiz	Character N	Result	Pass	Requirement
HP04	User restarts the quiz	Character R	Result	Pass	Requirement

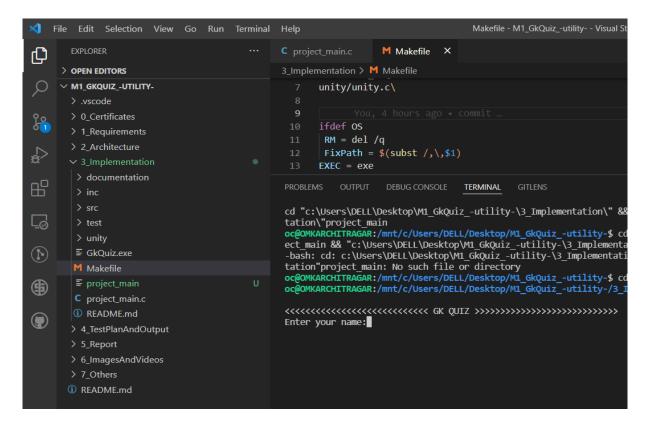
Low Level Test Plan

ID	Description	Expected I/P	Expected O/P	Actual O/P	Type of Test	ID
LP01	User is asked to	Character	Views rules	Pass	Requirement	HP01
	enter username	username	of the game			
LP02	User views the rules &	Character Y	Quiz starts	Pass	Requirement	HP02
	starts the quiz					
LP03	User views the mcqs and	Character	Provises	Pass	Requirement	HP02
	enters the option	a/b/c/d	result			
LP04	User views the option to	Character Y	Continues	Pass	Requirement	HP02
	continue/end the quiz		the quiz			
LP05	User views the option to	Character N	Ends quiz & pro	Pass	Requirement	HP03
	continue/end the quiz		-vids result			
LP06	User views the option to	Character R	Restarts quiz	Pass	Requirement	HP04
	restart the quiz					



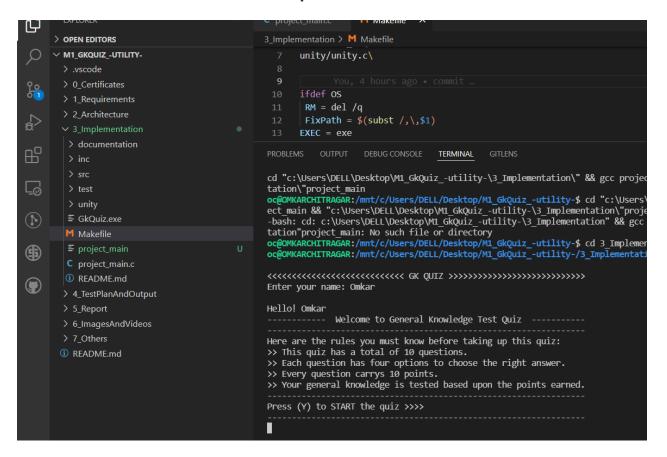
Test Plan Outputs

• Interface Output:



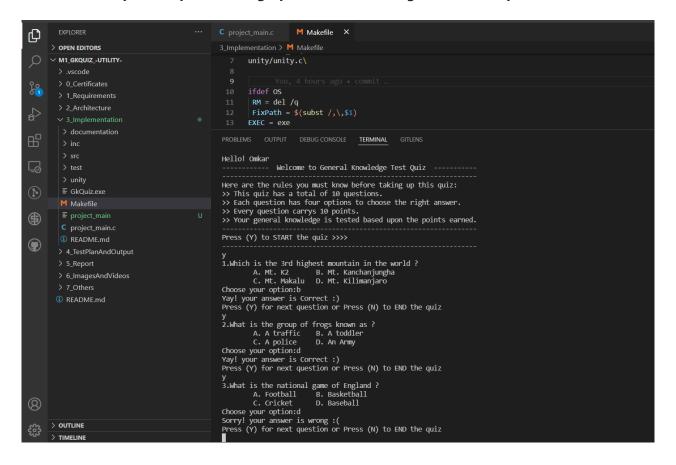


User enters the username and starts the quiz:



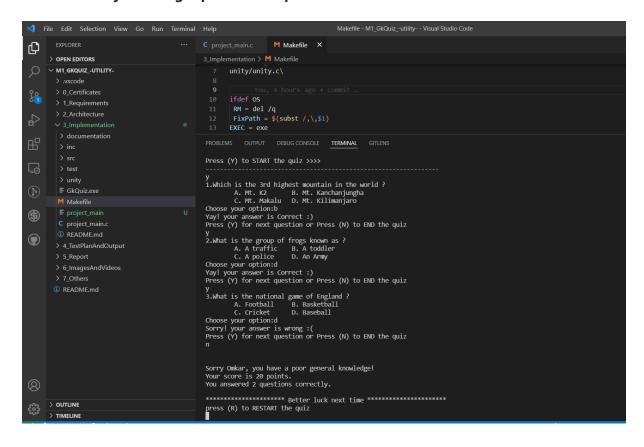


• User attempts the quiz entering option a/b/c/d and gets result output:



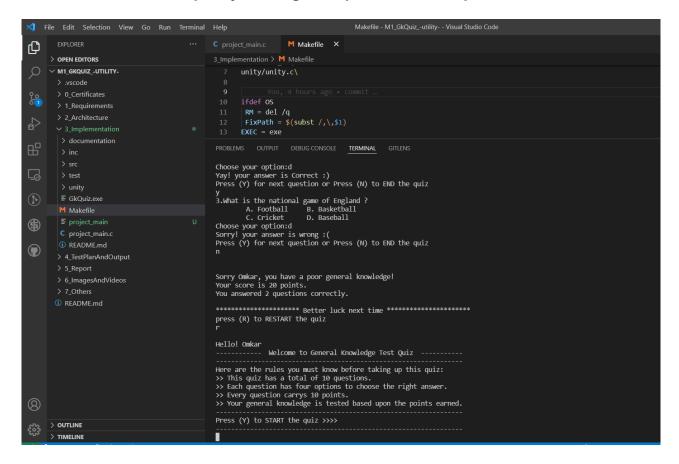


• User ends by entering input 'N' the quiz:





User can restart the quiz by entering the input 'R' after the quiz ends:





Learnings

- Learnt to create Github repository and Github workflow.
- Learnt concepts of c-programing and implemented it in the project.
- Learnt to design project using PDLC.
- Learnt about linux based environment (WSL, gcc..etc).
- Learnt to create multifile programing and creating makefile.
- Learnt to do unit testing of the code.



THANK YOU!