COMPUTER SCIENCE PROJECT

Topic: Python Quiz with Tkinter and Mysql
Roll No:
School: Podar International School

Made by: PARITOSH
Class: XII A2

Podar International School, Ahmedabad

CERTIFICATE

This is to certify that_____,

a student of class XII, has successfully completed the research project on the topic “ _____

_____”, under the guidance of

_____.

References taken in making this project have been declared at the end of the report.

Principal **Teacher In-charge** **External Examiner**

ACKNOWLEDGEMENT

I hereby acknowledge my deep sense of gratitude and indebtedness to the following personalities whose immense help, genius guidance, encouragement, necessary suggestions, initiations, enthusiasm and inspiration made this work a masterart and a joint enterprise.

_____:- (Principal)

_____:- (PGT_____)

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PYTHON

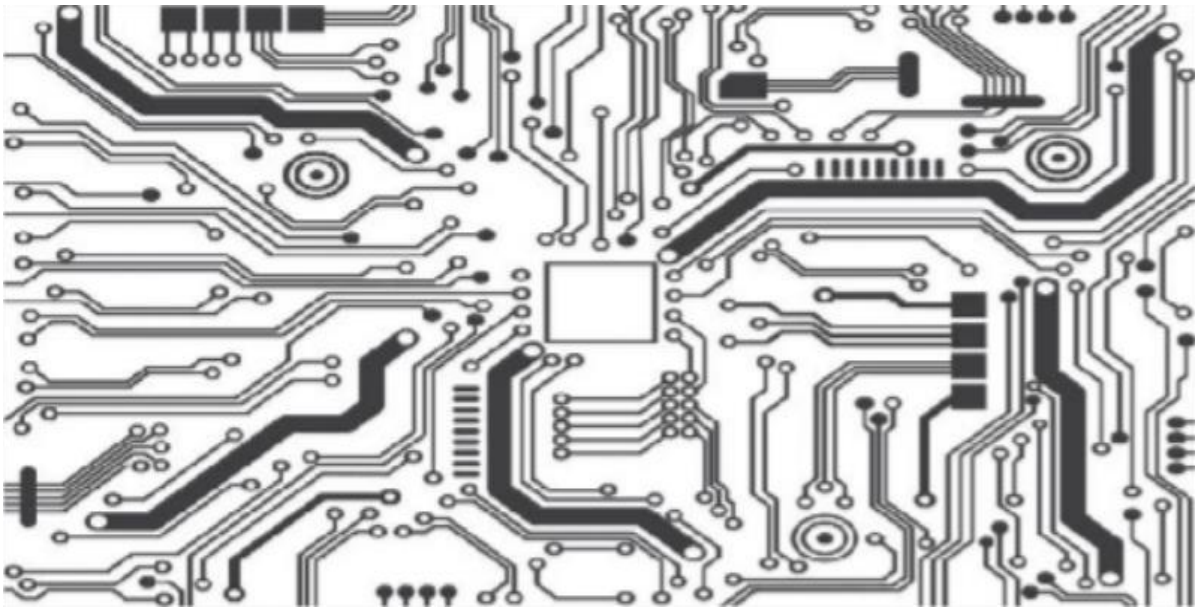
What is python?

Python is an interpreted high-level general-purpose programming language. Its design philosophy emphasizes code readability with its use of significant indentation. Its language constructs as well as its object-oriented approach aim to help programmers write clear, logical code for small and large-scale projects.

How can python help us?

Python isn't only for programmers and data scientists. Learning Python can open new possibilities for those in less data-heavy professions, like journalists, small business owners, or social media marketers. Python can also enable non-programmer to simplify certain tasks in their lives. Here are just a few of the tasks you could automate with Python:

- Keep track of stock market or crypto prices
- Send yourself a text reminder to carry an umbrella anytime it’s raining
- Update your grocery shopping list
- Renaming large batches of files
- Converting text files to spreadsheets
- Randomly assign chores to family members
- Fill out online forms automatically



What is Python used for?

Python is commonly used for developing websites and software, task automation, data analysis, and data visualization. Since it's relatively easy to learn, Python has been adopted by many non-programmers such as accountants and scientists, for a variety of everyday tasks, like organizing finances.

What are the advantages of Python?

1. Easy to Read, Learn and Write
2. Improved Productivity
3. Interpreted Language
4. Dynamically Typed
5. Free and Open-Source
6. Vast Libraries Support
7. Portability

Why is python so popular?

When Guido van Rossum was creating python in the 1980s, he made sure to design it to be a general-purpose language. One of the main reasons for the popularity of python would be its simplicity in syntax so that it could be easily read and understood even by amateur developers also that's why Python language is incredibly easy to use and learn for new beginners and newcomers. The python language is one of the most accessible programming languages available because it has simplified syntax and not complicated, which gives more emphasis on natural language. Due to its ease of learning and usage, python codes can be easily written and executed much faster than other programming languages.

Features of Python

- Easy to Learn
- Easy to Read & Maintain
- Portable
- GUI Programming
- Extendable

What are the disadvantages of Python?

1. Slow Speed
2. Not Memory Efficient
3. Weak in Mobile Computing
4. Database Access
5. Runtime Errors

History of Python

Python was developed by Guido van Rossum in the late eighties and early nineties at the National Research Institute for Mathematics and Computer Science in the Netherlands.

Python is derived from many other languages, including ABC, Modula3, C, C++, Algol-68, Small Talk, and Unix shell and other scripting languages.
Python is copyrighted. Like Perl, Python source code is now available under the GNU General Public License (GPL).

Python is now maintained by a core development team at the institute, although Guido Van Rossum still holds a vital role in directing its progress.

MYSQL

MYSQL is an open source relational database management system [RDBMS]. A relational database organizes data into one or more data types maybe related to each other.

SQL is a language, programmers use to create, modify, extract data from relational database as well as control user access to the database.

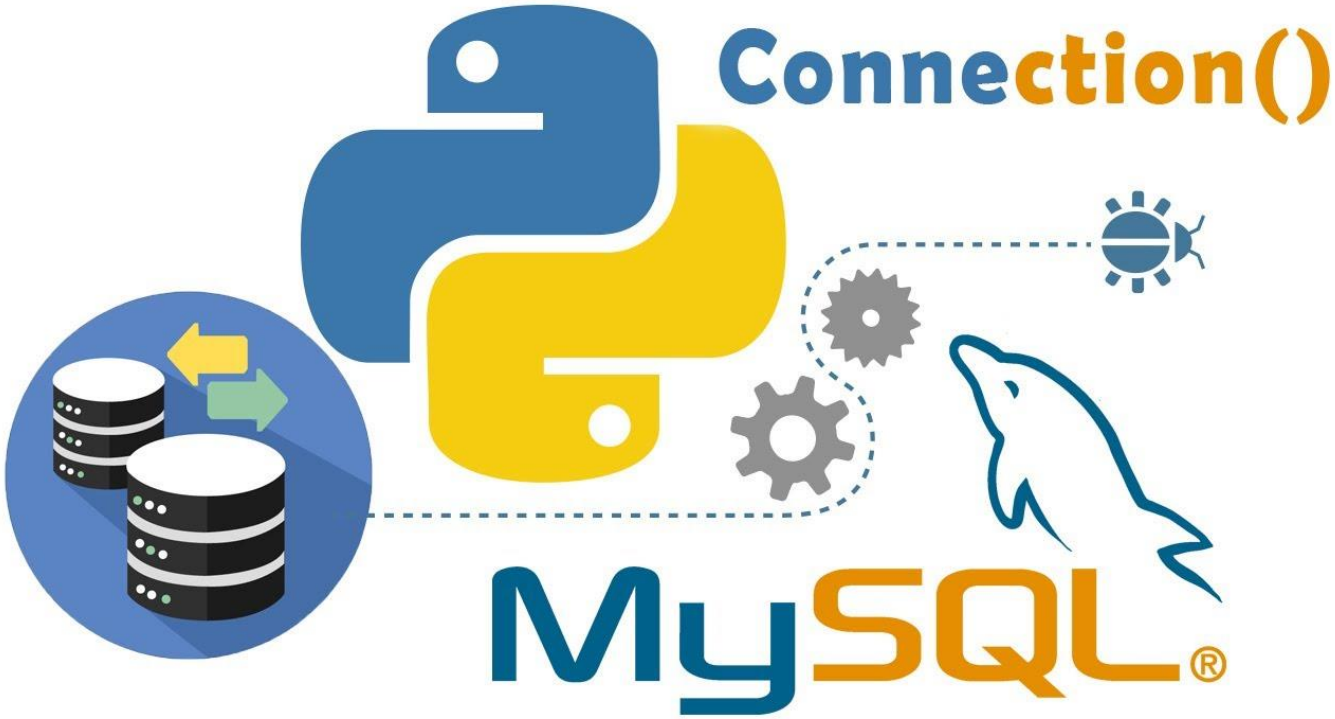
In addition to Relational database and SQL, an RDBMS like MYSQL works with an OS to implement a relational database in Computer's Storage System.

MySQL is based on a client-server model. The core of MySQL is MySQL server, which handles all of the database instructions (or Commands).

FEATURES OF MYSQL:

- It can insert records in a database.
- It can update records in a database.
- It can create new databases and modify existing ones
- It can retrieve data from a database through Query

PYTHON MYSQL CONNECTIVITY



Why Python?

Python is a flexible, portable, easy to learn and modified language. So we are integrating MYSQL with Python interface for executing any database applications.

▪ Python supports SQL cursors

▪ It supports Relatable database systems.

▪ Programming in python is more efficient and faster as compared to other languages.

➢ To create a connection between the MYSQL database and the python applications, the connect() method of mysql.connector module is used .

➢ An application usually stores a lot of data in the form of a database user. This database is used by the application to give suitable response to the user. This database is called "**Back-End Database**".

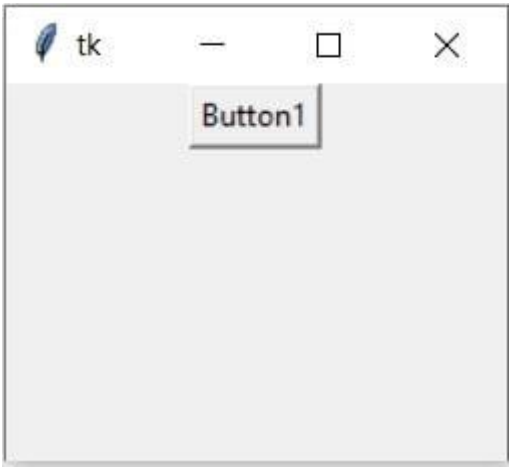
Tkinter

What is Tkinter?

The tkinter package (“Tk interface”) is the standard Python interface to the Tcl/Tk GUI toolkit. Both Tk and tkinter are available on most Unix platforms, including macOS, as well as on Windows systems.

Tkinter widgets:

A **Label widget** shows text to the user. You can update the widget programmatically to, for example, provide a readout or status bar.



A **Button widget** can be on and off. When a user clicks it, the button emits an event. Images can be displayed on buttons.

Python Quiz with Tkinter and Mysql

INTRODUCTION TO THE PROJECT

“Python Quiz with Tkinter and Mysql” project is an attempt to recreate the simple quiz games online with three or more option a start button, skip button, a button to show the result and a timer to make quiz exciting and a GUI with images to make the experience more user Friendly and has a database where all the marks are stored and thus as a backend as well.

The program can be used by running an executable and when run displays a GUI window asking for the user to press start to run the program and when pressed start the program gives the user 5 seconds to choose a correct option or skip to the next question. If the user answers correctly then the programs tell TRUE as output on the screen and FALSE if answered incorrectly and when a button is pressed user cannot change their answer. At the end user has an option to see the total marks scored.

This project is made with Tkinter Module for GUI and to display Images the program uses Pillow Module and Mysql as backend.

CODE

```
                    #Python Quiz with Tkinter and Mysql
#module used in the program(tkinter and mysql connector for GUI
#and using database for recording and totaling quiz marks)
from tkinter import *
from PIL import Image
from PIL import ImageTk
import mysql.connector

#creating timer
counter = 6
def timer(timer_Count):
  def count():
    global counter
    counter -= 1
    if counter == -1:
        counter = 5
    else:
        timer_Count.config(text=str(counter))
        timer_Count.after(1000, count)
    return
  count()

#connecting to Mysql
mydb = mysql.connector.connect(host="localhost",
                               user="root",
                               passwd="podar123")
my_cursor = mydb.cursor()
my_cursor.execute("Drop DATABASE IF EXISTS quizmarks")
```

```
my_cursor.execute("CREATE DATABASE IF NOT EXISTS quizmarks")
my_cursor.execute("use quizmarks")
my_cursor.execute("CREATE TABLE marks (Question int,marks int)")

#Creating GUI for quiz
root = Tk()
root.title('Python Quiz with Tkinter and Mysql')
root.configure(background = "#f04d75")
root.minsize(height= 700,width=900)
quiz_img = Image.open('Logo.png')
render = ImageTk.PhotoImage(quiz_img)
img =Label(root,image=render,background= "#f04d75")
img.place(x=310,y=80)

#Greetings tab
def Start_tab():

    global title
    title = Label(root,text="To Play Press Start", font=('arial',40),\
    bg= '#f04d75',fg="white")
    title.pack(side=TOP)
    global start_button
    start_button= Button(root,text="Start",command=tab1,\
    font=('arial', 35),height= 1, width=8)
    start_button.place(x=350,y=420)
```

```
#fist question
def tab1():
    img.destroy()
    title.destroy()
    start_button.destroy()
    #defining a function to print true if option is correct
    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",font=('arial', 30),\
       bg= '#f04d75',fg="white")
        lable_correct.place(relx=0.44,rely= 0.65)
        #disabling the buttons to comfim the user choice
        button1['state']=DISABLED
        button2['state']=DISABLED
        button3['state']=DISABLED

        #inserting value as 1 for question 1 to the table
        #if the option is correct
        my_cursor.execute("insert into marks values(1,1)")
        mydb.commit()

    #defining a function to print false if option is not correct
    def Not_correct():
        global lable_incorrect
        lable_incorrect =Label(root,text="False",font=('arial', 30),\
         bg= '#f04d75',fg="white")
        lable_incorrect.place(relx=0.43,rely= 0.65)
        #disabling the buttons to comfim the user choice
```

```
    button1['state']=DISABLED
    button2['state']=DISABLED
    button3['state']=DISABLED

    #inserting value as 0 for question 1 to the table
    #if option is not correct
    my_cursor.execute("insert into marks values(1,0)")
    mydb.commit()

# To display the question
global label1
label1 = Label(root,text = '''Which of the following is the correct way\
to assign a number to a variable? ''', font=('arial',25),\
 bg= '#f04d75',fg="white")
label1.pack()

#buttons(option)
global button1
button1=Button(root, text="var = 8", command= correct ,\
 font=('arial',20),height= 2, width=6)
button1.place(relx=0.1,rely=0.4)
global button2
button2=Button(root, text="var = '8'", command=Not_correct,\
    font=('arial', 20),height= 2, width=6)
button2.place(relx=0.4,rely=0.4)
global button3
button3=Button(root, text="var == 8", command= Not_correct,\
    font=('arial', 20),height= 2, width=6)
```

```
    button3.place(relx=0.7,rely=0.4)

    #skip button(to move to next question)
    global button4
    button4 = Button(root,text = 'Skip', command= tab2 ,font=('arial', 20))
    button4.pack(side= BOTTOM)
    button4.after(5000,tab2)

    #calling the timer
    global timer_Count
    timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
    timer_Count.place(x=80,y=90)
    timer(timer_Count)

#redefining the Lable from correct and Not_correct funtion
#as to move to next question
#lable should be defined in order to remove the output from the lable
lable_correct =Label(root)
lable_incorrect =Label(root)

#Question2
def tab2():

    #destroying the lable and previous buttons
    #to see and choose the question and option
    lable_correct.destroy()
    lable_incorrect.destroy()
    label1.destroy()
```

```
button1.destroy()
button2.destroy()
button3.destroy()
button4.destroy()
def correct():
    global lable_correct
    lable_correct =Label(root,text="True",font=('arial',30),fg="white",\
     bg= '#f04d75')
    lable_correct.place(relx=0.44,rely=0.79)
    button5['state']=DISABLED
    button6['state']=DISABLED
    button7['state']=DISABLED
    my_cursor.execute("insert into marks values(2,1)")
    mydb.commit()
def Not_correct():
    global lable_incorrect
    lable_incorrect =Label(root,text="False", font=('arial',30),fg="white",\
     bg= '#f04d75')
    lable_incorrect.place(relx=0.44,rely=0.79)
    button5['state']=DISABLED
    button6['state']=DISABLED
    button7['state']=DISABLED
    my_cursor.execute("insert into marks values(2,0)")
    mydb.commit()
global label2
label2 = Label(root,text = '"Which of the following is the correct output
on running the below code in python ?
```

```
print("The output is : ")

print('"Hello world") '", font=('arial',25),bg= '#f04d75',fg="white")
label2.pack()
global button5
button5=Button(root, text="'The output is :
Hello!'", command= Not_correct ,font=('arial', 20),height= 3, width=12)
button5.place(relx=0.1,rely=0.5)
global button6
button6=Button(root, text="Syntax error", command=Not_correct,\
    font=('arial', 20),height= 3, width=12)
button6.place(relx=0.4,rely=0.5)
global button7
button7=Button(root, text="'None of the
above'", command= correct,font=('arial', 20),height= 3, width=12)
button7.place(relx=0.7,rely=0.5)
global button8
button8 = Button(root,text = 'Skip' , command= tab3\
    ,font=('arial', 20))
button8.pack(side= BOTTOM)
button8.after(5000,tab3)

timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
timer_Count.place(x=80,y=90)
timer(timer_Count)
```

```
#Question3
def tab3():


    lable_correct.destroy()
    lable_incorrect.destroy()
    label2.destroy()
    button5.destroy()
    button6.destroy()
    button7.destroy()
    button8.destroy()
    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",font=('arial',30),bg=
'#f04d75',fg="white")
        lable_correct.place(relx=0.45,rely= 0.65)
        button9['state']=DISABLED
        button10['state']=DISABLED
        button11['state']=DISABLED
        my_cursor.execute("insert into marks values(3,1)")
        mydb.commit()
    def Not_correct():
        global lable_incorrect
        lable_incorrect =Label(root,text="False", font=('arial',30)\
         ,bg= '#f04d75',fg="white")
        lable_incorrect.place(relx=0.43,rely= 0.65)
        button9['state']=DISABLED
        button10['state']=DISABLED
        button11['state']=DISABLED
```

```
    my_cursor.execute("insert into marks values(3,0)")
    mydb.commit()
global label3
label3 = Label(root,text = "What do 'R' and 'E' mean in 'REPL'",\
    font=('arial',25),bg= '#f04d75',fg="white")
label3.pack()
global button9
button9=Button(root, text="Run and Enter", command= Not_correct,\
    font=('arial', 20),height= 2, width=14)
button9.place(relx=0.02,rely=0.4)
global button10
button10=Button(root, text="Read and Execute", command= correct,\
    font=('arial', 20),height= 2, width=14)
button10.place(relx=0.35,rely=0.4)
global button11
button11=Button(root, text="Read and Enter", command= Not_correct,\
    font=('arial', 20),height= 2, width=14)
button11.place(relx=0.68,rely=0.4)
global button12
button12 = Button(root,text = 'Skip' , command= tab4,font=('arial', 20))
button12.pack(side= BOTTOM)
button12.after(5000,tab4)

timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
timer_Count.place(x=80,y=90)
timer(timer_Count)
```

```
#Question4
def tab4():


    lable_correct.destroy()
    lable_incorrect.destroy()
    label3.destroy()
    button9.destroy()
    button10.destroy()
    button11.destroy()
    button12.destroy()
    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",font=('arial',30),\
        bg= '#f04d75',fg="white")
        lable_correct.place(relx=0.44,rely= 0.65)
        button13['state']=DISABLED
        button14['state']=DISABLED
        button15['state']=DISABLED
        my_cursor.execute("insert into marks values(4,1)")
        mydb.commit()
    def Not_correct():
        global lable_incorrect
        lable_incorrect =Label(root,text="False",font=('arial',30),\
        bg= '#f04d75',fg="white")
        lable_incorrect.place(relx=0.43,rely= 0.65)
        button13['state']=DISABLED
        button14['state']=DISABLED
        button15['state']=DISABLED
```

```
        my_cursor.execute("insert into marks values(4,0)")
        mydb.commit()
    global label4
    label4 = Label(root,text = '"Which of the following is the correct way to print the
    result of addition of 10 and 7 to get 17 ?"',font=('arial',25),\
    bg= '#f04d75',fg="white")
    label4.pack()
    global button13
    button13=Button(root, text="print('10+7')", command= Not_correct,\
        font=('arial', 20),height= 2, width=10)
    button13.place(relx=0.1,rely=0.4)
    global button14
    button14=Button(root, text="print(10+7)", command= correct,\
        font=('arial', 20),height= 2, width=10)
    button14.place(relx=0.4,rely=0.4)
    global button15
    button15=Button(root, text="print('10'+'7')", command= Not_correct,\
        font=('arial', 20),height= 2, width=10)
    button15.place(relx=0.7,rely=0.4)
    global button16
    button16 = Button(root,text = 'Skip', command= tab5,\
        font=('arial', 20))
    button16.pack(side= BOTTOM)
    button16.after(5000,tab5)
    timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
    timer_Count.place(x=80,y=90)
    timer(timer_Count)
```

```
#Question5
def tab5():


    lable_correct.destroy()
    lable_incorrect.destroy()
    label4.destroy()
    button13.destroy()
    button14.destroy()
    button15.destroy()
    button16.destroy()
    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",font=('arial',30)\
          ,bg= '#f04d75',fg="white")
        lable_correct.place(relx=0.44,rely= 0.65)
        button17['state']=DISABLED
        button18['state']=DISABLED
        button19['state']=DISABLED
        my_cursor.execute("insert into marks values(5,1)")
        mydb.commit()
    def Not_correct():
        global lable_incorrect
        lable_incorrect =Label(root,text="False",font=('arial',30),\
          bg= '#f04d75',fg="white")
        lable_incorrect.place(relx=0.44,rely= 0.65)
        button17['state']=DISABLED
        button18['state']=DISABLED
        button19['state']=DISABLED
```

```
    my_cursor.execute("insert into marks values(5,0)")
    mydb.commit()
global label5
label5 = Label(root,text = '"Which of the following prints the
file name in he command line argument ?"',font=('arial',25),\
     bg= '#f04d75',fg="white")
label5.pack()
global button17
button17=Button(root, text="print(sys.argv[0])", command= correct,\
    font=('arial',20),height=2,width=14)
button17.place(relx=0.02,rely=0.4)
global button18
button18=Button(root, text='"print("sys.argv[0]")"',\
    command= Not_correct,font=('arial',20),height=2,width=14)
button18.place(relx=0.35,rely=0.4)
global button19
button19=Button(root, text="print(sys.argv[1])", command= Not_correct,\
    font=('arial',20),height=2,width=14)
button19.place(relx=0.68,rely=0.4)
global button20
button20 = Button(root,text = 'Skip', command= tab6,font=('arial', 20))
button20.pack(side= BOTTOM)
button20.after(5000,tab6)

timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
timer_Count.place(x=80,y=90)
timer(timer_Count)
```

```
#Question6
def tab6():


    lable_correct.destroy()
    lable_incorrect.destroy()
    label5.destroy()
    button17.destroy()
    button18.destroy()
    button19.destroy()
    button20.destroy()
    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",font=('arial',30),\
          bg= '#f04d75',fg="white")
        lable_correct.place(relx=0.44,rely= 0.65)
        button21['state']=DISABLED
        button22['state']=DISABLED
        button23['state']=DISABLED
        my_cursor.execute("insert into marks values(6,1)")
        mydb.commit()
    def Not_correct():
        global lable_incorrect
        lable_incorrect =Label(root,text="False",font=('arial',30),\
          bg= '#f04d75',fg="white")
        lable_incorrect.place(relx=0.43,rely= 0.65)
        button21['state']=DISABLED
        button22['state']=DISABLED
        button23['state']=DISABLED
```

```
    my_cursor.execute("insert into marks values(6,0)")
    mydb.commit()
global label6
label6 = Label(root,text = '"Which of the following variables stores
the arguments in the command line ?"',font=('arial',25),\
     bg= '#f04d75',fg="white")
label6.pack()
global button21
button21=Button(root, text="Arg", command= Not_correct,\
    font=('arial',20),height=2,width=3)
button21.place(relx=0.1,rely=0.4)
global button22
button22=Button(root, text="agrc", command= Not_correct,\
    font=('arial',20),height=2,width=3)
button22.place(relx=0.44,rely=0.4)
global button23
button23=Button(root, text="agrv", command= correct,\
    font=('arial',20),height=2,width=3)
button23.place(relx=0.8,rely=0.4)
global button24
button24 = Button(root,text = 'Skip' , command= tab7,\
    font=('arial', 20))
button24.pack(side= BOTTOM)
button24.after(5000,tab7)

timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
timer_Count.place(x=80,y=90)
timer(timer_Count)
```

```
#Question7
def tab7():

    lable_correct.destroy()
    lable_incorrect.destroy()
    label6.destroy()
    button21.destroy()

    button22.destroy()
    button23.destroy()
    button24.destroy()
    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",font=('arial',30),\
          bg= '#f04d75',fg="white")
        lable_correct.place(relx=0.44,rely= 0.65)
        button25['state']=DISABLED
        button26['state']=DISABLED
        button27['state']=DISABLED
        my_cursor.execute("insert into marks values(7,1)")
        mydb.commit()
    def Not_correct():
        global lable_incorrect
        lable_incorrect =Label(root,text="False",font=('arial',30),\
          bg= '#f04d75',fg="white")
        lable_incorrect.place(relx=0.44,rely= 0.65)
        button25['state']=DISABLED
        button26['state']=DISABLED
```

```
    button27['state']=DISABLED
    my_cursor.execute("insert into marks values(7,0)")
    mydb.commit()
global label7
label7 = Label(root,text = '"Which of the following is the correct command
to exit from an interpreter in python ? '",font=('arial',25),\
     bg= '#f04d75',fg="white")
label7.pack()
global button25
button25=Button(root, text="exit()", command= correct,\
    font=('arial',20),height=2,width=4)
button25.place(relx=0.1,rely=0.4)
global button26
button26=Button(root, text="end()", command= Not_correct,\
    font=('arial',20),height=2,width=4)
button26.place(relx=0.44,rely=0.4)
global button27
button27=Button(root, text="stop()", command= Not_correct,\
    font=('arial',20),height=2,width=4)
button27.place(relx=0.75,rely=0.4)
global button28
button28 = Button(root,text = 'Skip' ,command= tab8,\
    font=('arial',20))
button28.pack(side= BOTTOM)
button28.after(5000,tab8)

timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
timer_Count.place(x=80,y=90)
```

```
    timer(timer_Count)
#Question8
def tab8():

    lable_correct.destroy()
    lable_incorrect.destroy()
    label7.destroy()
    button25.destroy()
    button26.destroy()
    button27.destroy()
    button28.destroy()
    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",font=('arial',30),\
          bg= '#f04d75',fg="white")
        lable_correct.place(relx=0.44,rely= 0.65)
        button29['state']=DISABLED
        button30['state']=DISABLED
        button31['state']=DISABLED
        my_cursor.execute("insert into marks values(8,1)")
        mydb.commit()
    def Not_correct():
        global lable_incorrect
        lable_incorrect =Label(root,text="False",font=('arial',30),\
          bg= '#f04d75',fg="white")
        lable_incorrect.place(relx=0.44,rely= 0.65)
        button29['state']=DISABLED
        button30['state']=DISABLED
```

```
    button31['state']=DISABLED
    my_cursor.execute("insert into marks values(8,0)")
    mydb.commit()
global label8
label8 = Label(root,text = '"Which of these is not a core data type ?"',\
    font=('arial',25),bg= '#f04d75',fg="white")
label8.pack()
global button29
button29=Button(root, text="Tuples", command= Not_correct,\
    font=('arial',20),height=2,width=9)
button29.place(relx=0.1,rely=0.4)
global button30
button30=Button(root, text="Dictionary", command= Not_correct,\
    font=('arial',20),height=2,width=9)
button30.place(relx=0.4,rely=0.4)
global button31
button31=Button(root, text="Class", command= correct,\
    font=('arial',20),height=2,width=9)
button31.place(relx=0.7,rely=0.4)
global button32
button32 = Button(root,text = 'Skip' , command= tab9,\
    font=('arial',20))
button32.pack(side= BOTTOM)
button32.after(5000,tab9)

timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
timer_Count.place(x=80,y=90)
timer(timer_Count)
```

```
#Question9
def tab9():


    lable_correct.destroy()
    lable_incorrect.destroy()
    label8.destroy()
    button29.destroy()
    button30.destroy()
    button31.destroy()
    button32.destroy()
    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",font=('arial',30),\
          bg= '#f04d75',fg="white")
        lable_correct.place(relx=0.44,rely=0.84)
        button33['state']=DISABLED
        button34['state']=DISABLED
        button35['state']=DISABLED
        my_cursor.execute("insert into marks values(9,1)")
        mydb.commit()
    def Not_correct():
        global lable_incorrect
        lable_incorrect =Label(root,text="False",font=('arial',30),\
          bg= '#f04d75',fg="white")
        lable_incorrect.place(relx=0.44,rely=0.84)
        button33['state']=DISABLED
        button34['state']=DISABLED
```

```
    button35['state']=DISABLED
    my_cursor.execute("insert into marks values(9,0)")
    mydb.commit()
global label9
label9 = Label(root,text = '''Find the output of the following program:

nameList = ['Harsh', 'Pratik', 'Bob', 'Dhruv']

pos = nameList.index("GeeksforGeeks")

print (pos * 3)''' ,fg="white", font=('arial',25),bg= '#f04d75')
label9.pack()
global button33
button33=Button(root, text=''' ValueError:
'GeeksforGeeks'
is not in list''', command= correct,height=6,width=15,font=('arial',20))
button33.place(relx=0.02,rely=0.5)
global button34
button34=Button(root, text=''' Harsh
Harsh
Harsh''', command= Not_correct,height=6,width=15,font=('arial',20))
button34.place(relx=0.36,rely=0.5)
global button35
button35=Button(root, text='''Harsh''', command= Not_correct,\
    height=6,width=15,font=('arial',20))
button35.place(relx=0.7,rely=0.5)

global button36
```

```
    button36 = Button(root,text = 'Skip' ,command= tab10,\
        font=('arial',20))
    button36.pack(side= BOTTOM)
    button36.after(5000,tab10)

    timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
    timer_Count.place(x=80,y=90)
    timer(timer_Count)

#Question10
def tab10():

    lable_correct.destroy()
    lable_incorrect.destroy()
    label9.destroy()
    button33.destroy()
    button34.destroy()
    button35.destroy()
    button36.destroy()

    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",\
        font=('arial', 30),bg= '#f04d75',fg="white")
        lable_correct.place(relx=0.44,rely= 0.65)
        button37['state']=DISABLED
        button38['state']=DISABLED
        button39['state']=DISABLED
```

```
    my_cursor.execute("insert into marks values(10,1)")
    mydb.commit()
def Not_correct():
    global lable_incorrect
    lable_incorrect =Label(root,text="False",font=('arial', 30),\
      bg= '#f04d75',fg="white")
    lable_incorrect.place(relx=0.43,rely= 0.65)
    button37['state']=DISABLED
    button38['state']=DISABLED
    button39['state']=DISABLED
    my_cursor.execute("insert into marks values(10,0)")
    mydb.commit()
global label10
label10 = Label(root,text = "'What is the output of the following program :
print (0.1 + 0.2 == 0.3) '",font=('arial', 25),bg= '#f04d75',fg="white")
label10.pack()
global button37
button37=Button(root, text="True", command= Not_correct,\
    font=('arial', 20),height= 2, width=6)
button37.place(relx=0.1,rely=0.4)
global button38
button38=Button(root, text="False", command= correct,\
    font=('arial', 20),height= 2, width=6)
button38.place(relx=0.41,rely=0.4)
global button39
button39=Button(root, text="Error", command= Not_correct,\
    font=('arial', 20),height= 2, width=6)
```

```
    button39.place(relx=0.73,rely=0.4)
    global button40
    button40 = Button(root,text = 'Skip' ,\
        command= tab11,font=('arial', 20))
    button40.pack(side= BOTTOM)
    button40.after(5000,tab11)

    timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
    timer_Count.place(x=80,y=90)
    timer(timer_Count)

#Question11
def tab11():

    lable_correct.destroy()
    lable_incorrect.destroy()
    label10.destroy()
    button37.destroy()
    button38.destroy()
    button39.destroy()
    button40.destroy()

    def correct():
        global lable_correct
        lable_correct =Label(root,text="True",\
        font=('arial', 30),bg= '#f04d75',fg="white")
        lable_correct.place(relx=0.44,rely= 0.65)
        button41['state']=DISABLED
```

```
    button42['state']=DISABLED
    button43['state']=DISABLED


    my_cursor.execute("insert into marks values(11,1)")
    mydb.commit()
def Not_correct():
    global lable_incorrect
    lable_incorrect =Label(root,text="False",font=('arial', 30),\
      bg= '#f04d75',fg="white")
    lable_incorrect.place(relx=0.43,rely= 0.65)
    button41['state']=DISABLED
    button42['state']=DISABLED
    button43['state']=DISABLED
    my_cursor.execute("insert into marks values(11,0)")
    mydb.commit()
global label11
label11 = Label(root,text = '''    What is output of following code :


L = [1,2,6,5,7,8]
L.insert(9)''',fg="white",font=('arial', 25),bg= '#f04d75')
label11.pack()
global button41
button41=Button(root, text="Type Error", command= correct,\
    font=('arial', 20),height= 2, width=14)
button41.place(relx=0.05,rely=0.4)
global button42
button42=Button(root, text="L=[1,2,6,5,7,8,9]", command= Not_correct,\
    font=('arial', 20),height= 2, width=14)
```

```
    button42.place(relx=0.36,rely=0.4)
    global button43
    button43=Button(root, text="L=[9,1,2,6,5,7,8]", command= Not_correct,\
       font=('arial', 20),height= 2, width=14)
    button43.place(relx=0.67,rely=0.4)
    global button44
    button44 = Button(root,text = 'Skip' ,\
       command=tab12, font=('arial', 20))
    button44.pack(side= BOTTOM)
    button44.after(5000,tab12)

    timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
    timer_Count.place(x=80,y=90)
    timer(timer_Count)

#Question12
def tab12():

    lable_correct.destroy()
    lable_incorrect.destroy()
    label11.destroy()
    button41.destroy()
    button42.destroy()
    button43.destroy()
    button44.destroy()

    def correct():
       global lable_correct
```

```
    lable_correct =Label(root,text="True",\
    font=('arial', 30),bg= '#f04d75',fg="white")
    lable_correct.place(relx=0.44,rely= 0.65)
    button45['state']=DISABLED
    button46['state']=DISABLED
    button47['state']=DISABLED

    my_cursor.execute("insert into marks values(12,1)")
    mydb.commit()
def Not_correct():
    global lable_incorrect
    lable_incorrect =Label(root,text="False",font=('arial', 30)\
    ,bg= '#f04d75',fg="white")
    lable_incorrect.place(relx=0.43,rely= 0.65)
    button45['state']=DISABLED
    button46['state']=DISABLED
    button47['state']=DISABLED
    my_cursor.execute("insert into marks values(12,0)")
    mydb.commit()
global label12
label12 = Label(root,text = "'What is the correct way to
create a function in Python?'",font=('arial', 25),\
fg="white",bg= '#f04d75')
label12.pack()
global button45
button45=Button(root, text="function():", command= Not_correct,\
    font=('arial', 20),height= 2, width=14)
button45.place(relx=0.05,rely=0.4)
```

```
    global button46
    button46=Button(root, text="def Function():", command= correct,\
        font=('arial', 20),height= 2, width=14)
    button46.place(relx=0.36,rely=0.4)
    global button47
    button47=Button(root, text="create Function():", command= Not_correct,\
        font=('arial', 20),height= 2, width=14)
    button47.place(relx=0.67,rely=0.4)
    global button48
    button48 = Button(root,text = 'Skip' ,\
        command=tab13, font=('arial', 20))
    button48.pack(side= BOTTOM)
    button48.after(5000,tab13)
    timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
    timer_Count.place(x=80,y=90)
    timer(timer_Count)

#Question13
def tab13():

    lable_correct.destroy()
    lable_incorrect.destroy()
    label12.destroy()
    button45.destroy()
    button46.destroy()
    button47.destroy()
    button48.destroy()
```

```
def correct():
    global lable_correct
    lable_correct =Label(root,text="True",\
    font=('arial', 30),bg= '#f04d75',fg="white")
    lable_correct.place(relx=0.44,rely= 0.65)
    button49['state']=DISABLED
    button50['state']=DISABLED
    button51['state']=DISABLED


    my_cursor.execute("insert into marks values(13,1)")
    mydb.commit()
def Not_correct():
    global lable_incorrect
    lable_incorrect =Label(root,text="False",\
    font=('arial', 30),bg= '#f04d75',fg="white")
    lable_incorrect.place(relx=0.43,rely= 0.65)
    button49['state']=DISABLED
    button50['state']=DISABLED
    button51['state']=DISABLED
    my_cursor.execute("insert into marks values(13,0)")
    mydb.commit()
global label13
label13 = Label(root,text = '''Which of these collections defines a SET?''',\
    font=('arial', 25),bg= '#f04d75',fg="white")
label13.pack()
global button49
button49=Button(root, text='''{"name":"apple"}''', command= Not_correct,\
    font=('arial', 20),height= 2, width=15)
```

```
    button49.place(relx=0.02,rely=0.4)
    global button50
    button50=Button(root, text="'{"apple","banana"}'", command= correct,\
       font=('arial', 20),height= 2, width=15)
    button50.place(relx=0.35,rely=0.4)
    global button51
    button51=Button(root, text="'("apple","banana")'",\
         command= Not_correct,font=('arial', 20),height= 2, width=15)
    button51.place(relx=0.68,rely=0.4)
    global button52
    button52 = Button(root,text = 'Skip' ,\
       command=tab14, font=('arial', 20))
    button52.pack(side= BOTTOM)
    button52.after(5000,tab14)

    timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
    timer_Count.place(x=80,y=90)
    timer(timer_Count)

#Question14
def tab14():

    lable_correct.destroy()
    lable_incorrect.destroy()
    label13.destroy()
    button49.destroy()
    button50.destroy()
    button51.destroy()
```

```
button52.destroy()

def correct():
    global lable_correct
    lable_correct =Label(root,text="True",\
    font=('arial', 30),bg= '#f04d75',fg="white")
    lable_correct.place(relx=0.44,rely= 0.65)
    button53['state']=DISABLED
    button54['state']=DISABLED
    button55['state']=DISABLED

    my_cursor.execute("insert into marks values(14,1)")
    mydb.commit()
def Not_correct():
    global lable_incorrect
    lable_incorrect =Label(root,text="False",font=('arial', 30)\
    ,bg= '#f04d75',fg="white")
    lable_incorrect.place(relx=0.43,rely= 0.65)
    button53['state']=DISABLED
    button54['state']=DISABLED
    button55['state']=DISABLED
    my_cursor.execute("insert into marks values(14,0)")
    mydb.commit()
global label14
label14 = Label(root,text = "'How do you start writing a while
loop in Python?'",font=('arial', 25),bg= '#f04d75',fg="white")
label14.pack()
global button53
```

```
    button53=Button(root, text="'if x > y:'", command= correct,\
       font=('arial', 20),height= 2, width=10)
    button53.place(relx=0.08,rely=0.4)
    global button54
    button54=Button(root, text="'if x > y then:'", command= Not_correct,\
       font=('arial', 20),height= 2, width=10)
    button54.place(relx=0.39,rely=0.4)
    global button55
    button55=Button(root, text="'if (x > y)'", command= Not_correct,\
       font=('arial', 20),height= 2, width=10)
    button55.place(relx=0.7,rely=0.4)
    global button56
    button56 = Button(root,text = 'Skip' ,\
       command=tab15, font=('arial', 20))
    button56.pack(side= BOTTOM)
    button56.after(5000,tab15)

    timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
    timer_Count.place(x=80,y=90)
    timer(timer_Count)

#Question15
def tab15():
    lable_correct.destroy()
    lable_incorrect.destroy()
    label14.destroy()
    button53.destroy()
    button54.destroy()
```

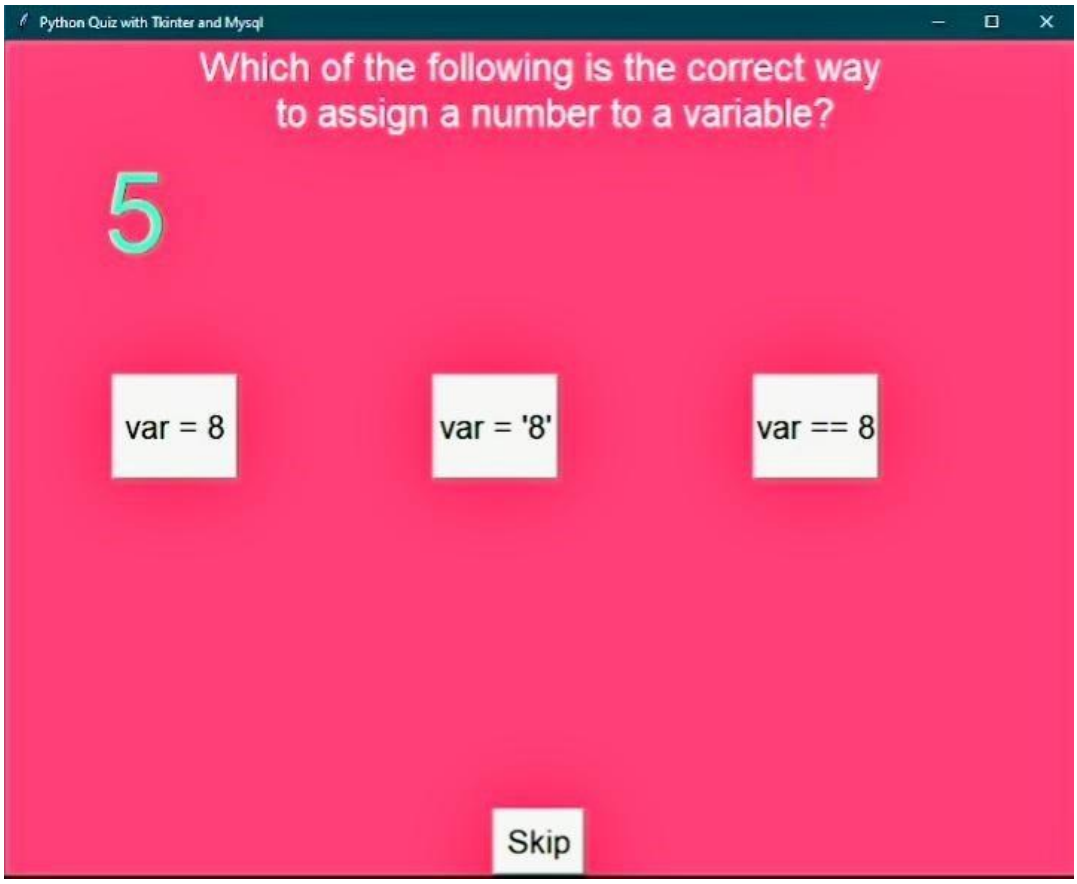
```
button55.destroy()
button56.destroy()

def correct():
    global lable_correct
    lable_correct =Label(root,text="True",\
    font=('arial', 30),bg= '#f04d75',fg="white")
    lable_correct.place(relx=0.44,rely= 0.65)
    button57['state']=DISABLED
    button58['state']=DISABLED
    button59['state']=DISABLED

    my_cursor.execute("insert into marks values(15,1)")
    mydb.commit()
def Not_correct():
    global lable_incorrect
    lable_incorrect =Label(root,text="False",font=('arial', 30)\
     ,bg= '#f04d75',fg="white")
    lable_incorrect.place(relx=0.43,rely= 0.65)
    button57['state']=DISABLED
    button58['state']=DISABLED
    button59['state']=DISABLED
    my_cursor.execute("insert into marks values(15,0)")
    mydb.commit()
global label15
label15 = Label(root,text = "'How do you insert COMMENTS\
 in Python code?'", font=('arial', 25),bg= '#f04d75',fg="white")
label15.pack()
```

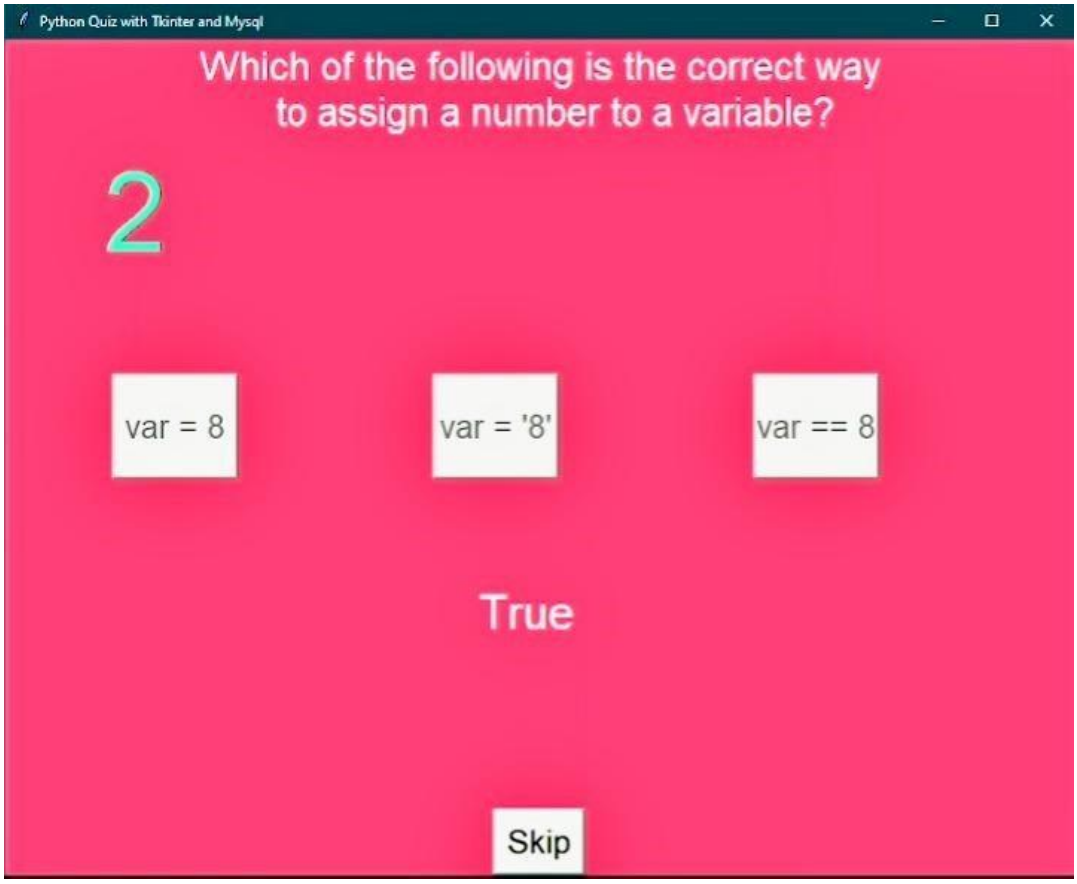
```
    global button57
    button57=Button(root, text="'//Hello world"', command= Not_correct,\
        font=('arial', 20),height= 2, width=11)
    button57.place(relx=0.1,rely=0.4)
    global button58
    button58=Button(root, text="'/*Hello world*/"', command= Not_correct,\
        font=('arial', 20),height= 2, width=11)
    button58.place(relx=0.4,rely=0.4)
    global button59
    button59=Button(root, text="'#Hello world"', command= correct,\
        font=('arial', 20),height= 2, width=11)
    button59.place(relx=0.7,rely=0.4)
    global button60
    button60 = Button(root,text = 'Show result' ,\
        command=result_tab, font=('arial', 20))
    button60.pack(side= BOTTOM)
    button60.after(5000,result_tab)

    timer_Count = Label(root, font=('arial',70), fg="#4df0bc",bg="#f04d75")
    timer_Count.place(x=80,y=90)
    timer(timer_Count)

#To show the final resutl(marks scored in quiz)
def result_tab():

    lable_correct.destroy()
    lable_incorrect.destroy()
    label15.destroy()
```

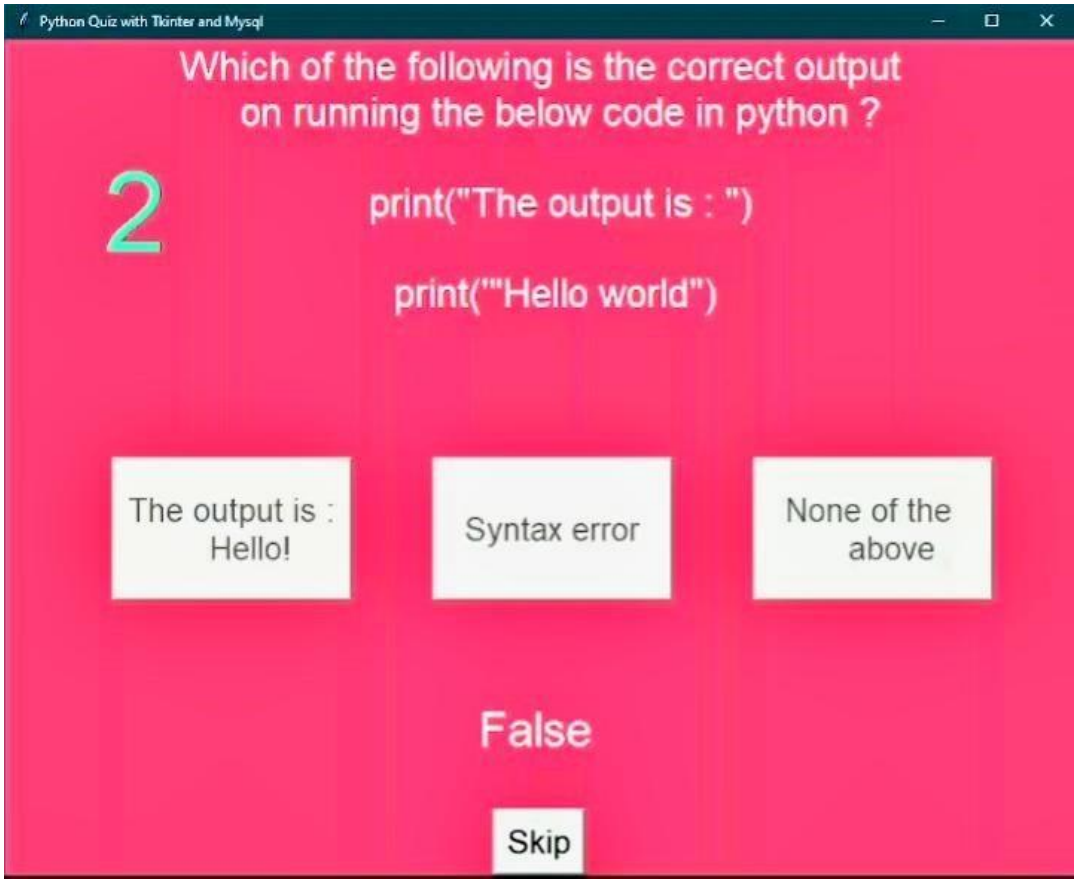
```
    button57.destroy()
    button58.destroy()
    button59.destroy()
    button60.destroy()
    a = Label(root, text="The total marks scored is : ",\
        font=('arial',25),bg= '#f04d75',fg="white")
    a.place(relx=0.25,rely=0.3)
    def show_result():
        #To create the sum of all the marks scored
        my_cursor.execute('''SELECT SUM(marks) AS\
         "Total marks" FROM marks;''')
        #fetch all the marks from my_cursor as a variable result
        result = my_cursor.fetchall()
        for x in result:
            marks = Label(root, text= x , font=("Arial", 50),\
             bg='#f04d75',fg="white")
            marks.place(relx=0.45,rely=0.45)

    show_result()
Start_tab()

root.mainloop()
```

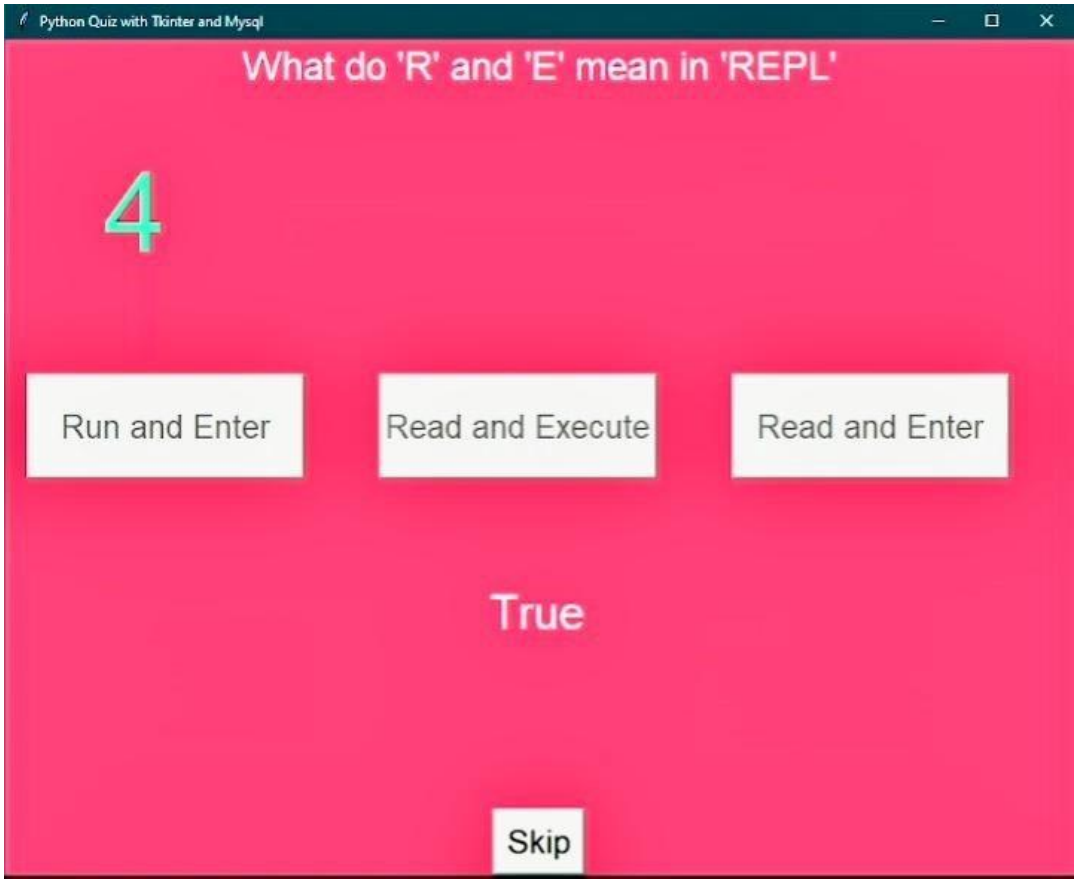
OUTPUT

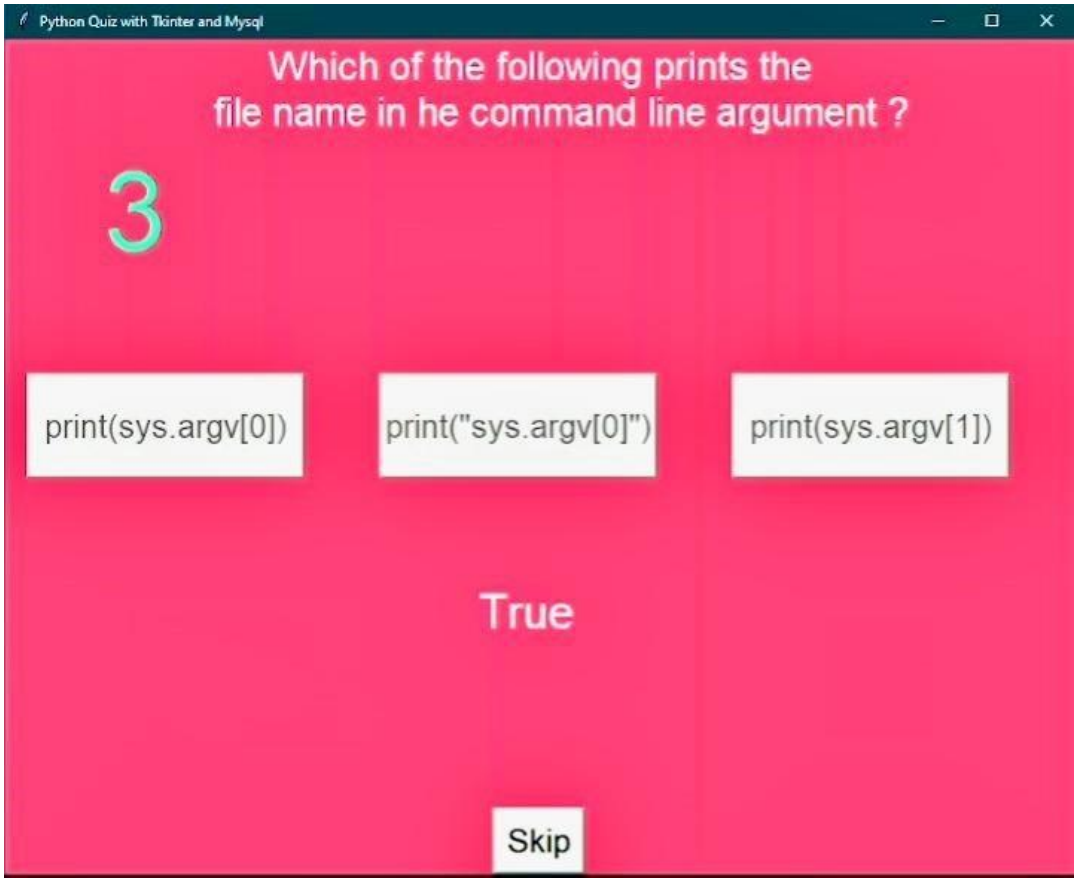

Python Quiz with Tkinter and Mysql
To Play Press Start
Quiz
Start

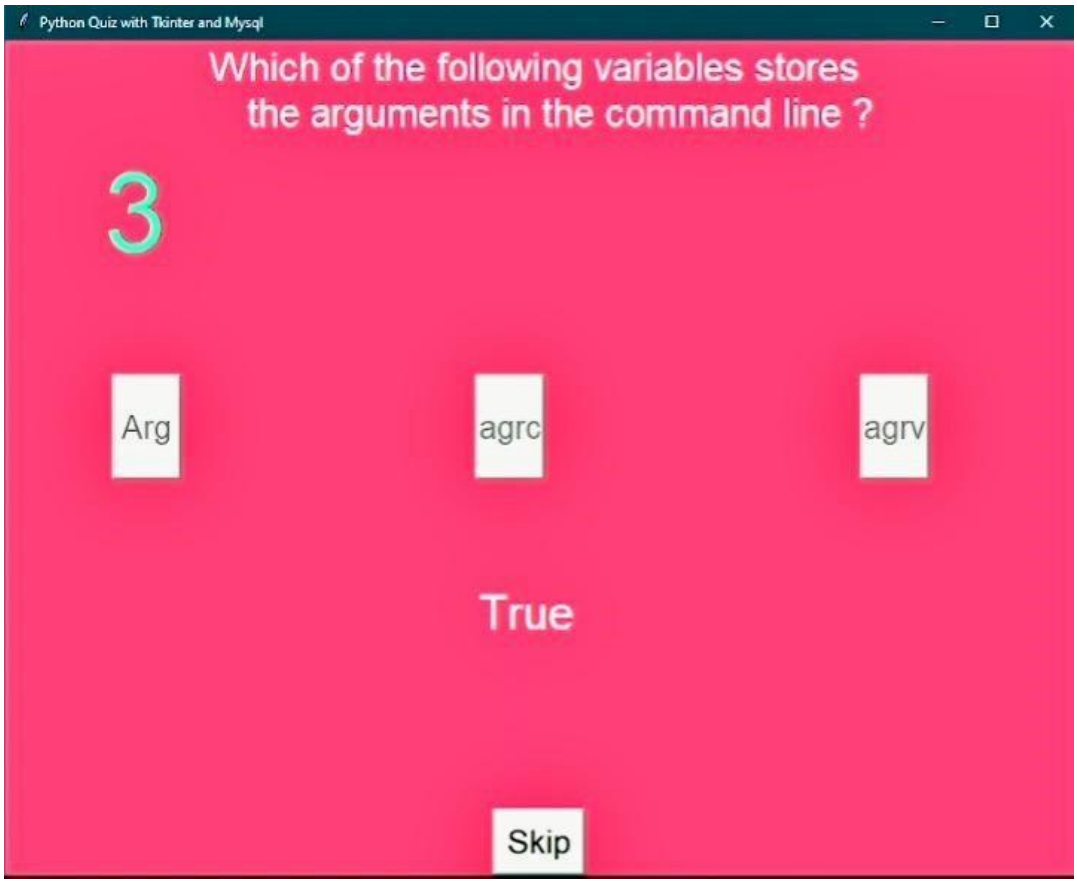

Python Quiz with Tkinter and Mysql
Which of the following is the correct way to assign a number to a variable?
5
var = 8
var = '8'
var == 8
Skip

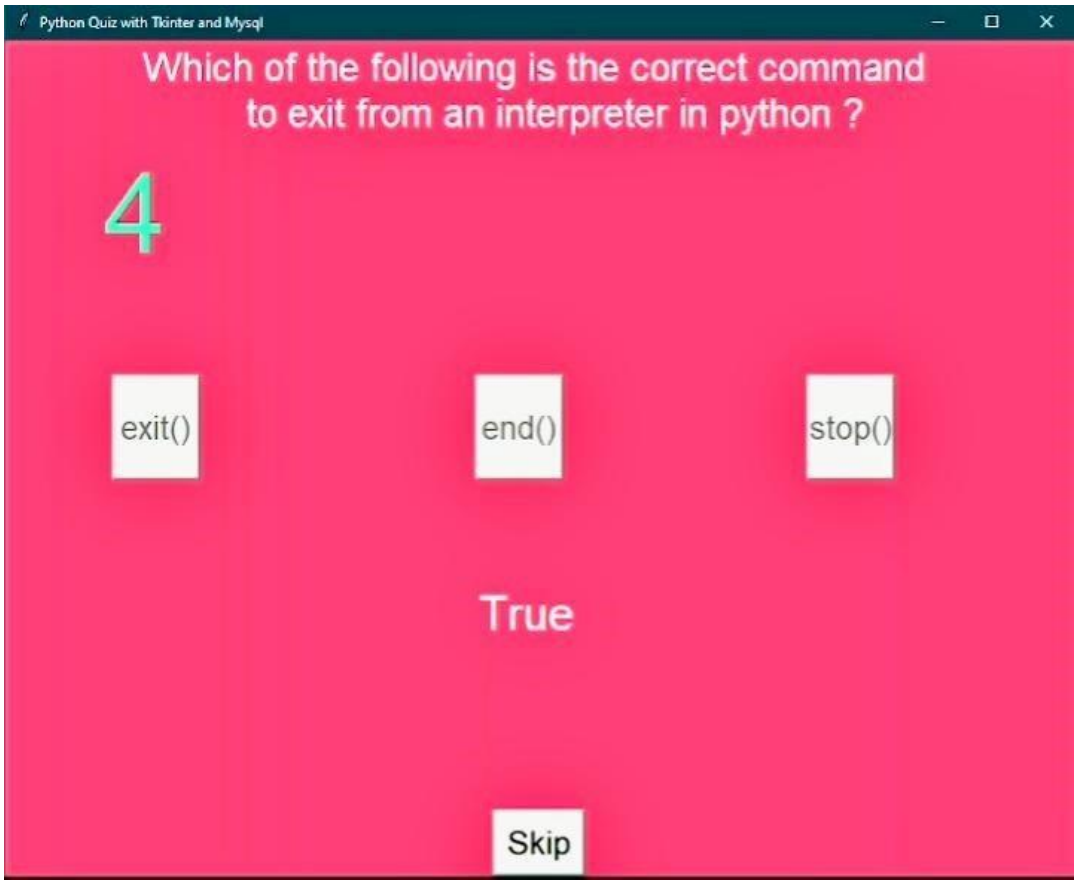

Python Quiz with Tkinter and Mysql
Which of the following is the correct way to assign a number to a variable?
2
var = 8
var = '8'
var == 8
True
Skip

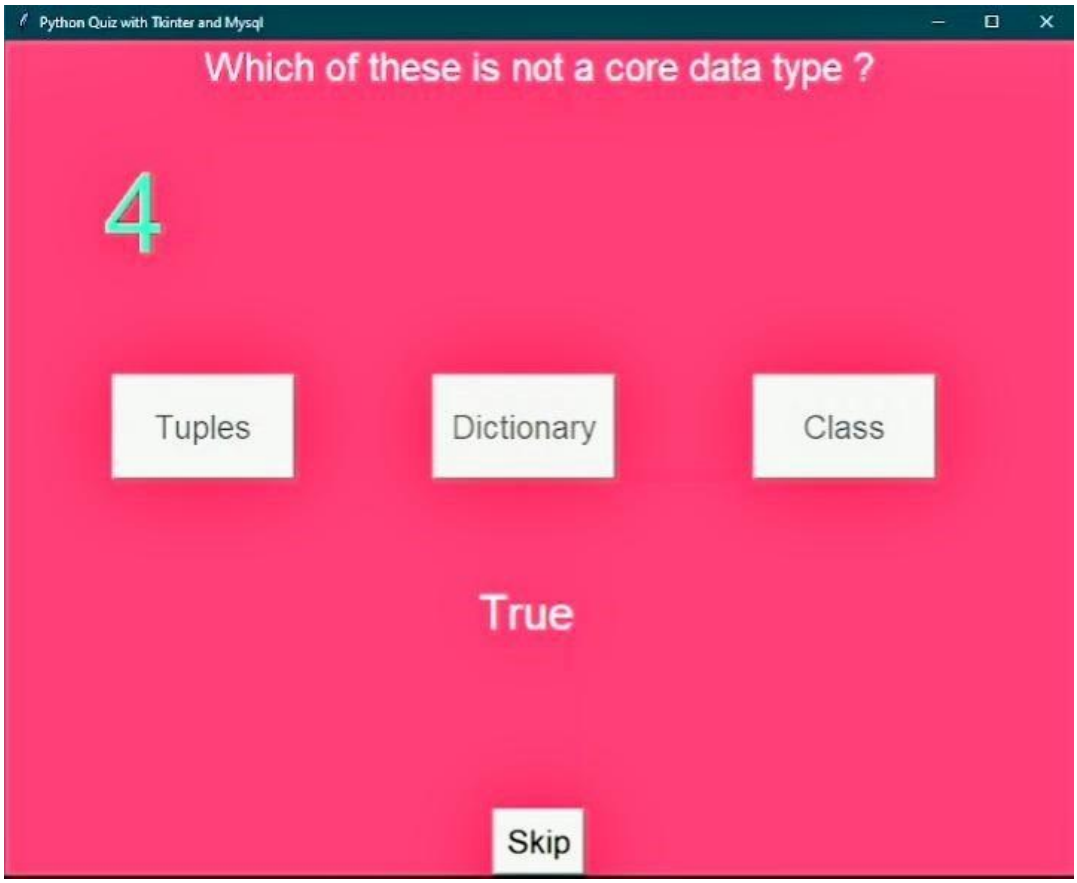

Python Quiz with Tkinter and Mysql
Which of the following is the correct output on running the below code in python ?
2
print("The output is : ")
print(""Hello world")
The output is : Hello!
Syntax error
None of the above
False
Skip

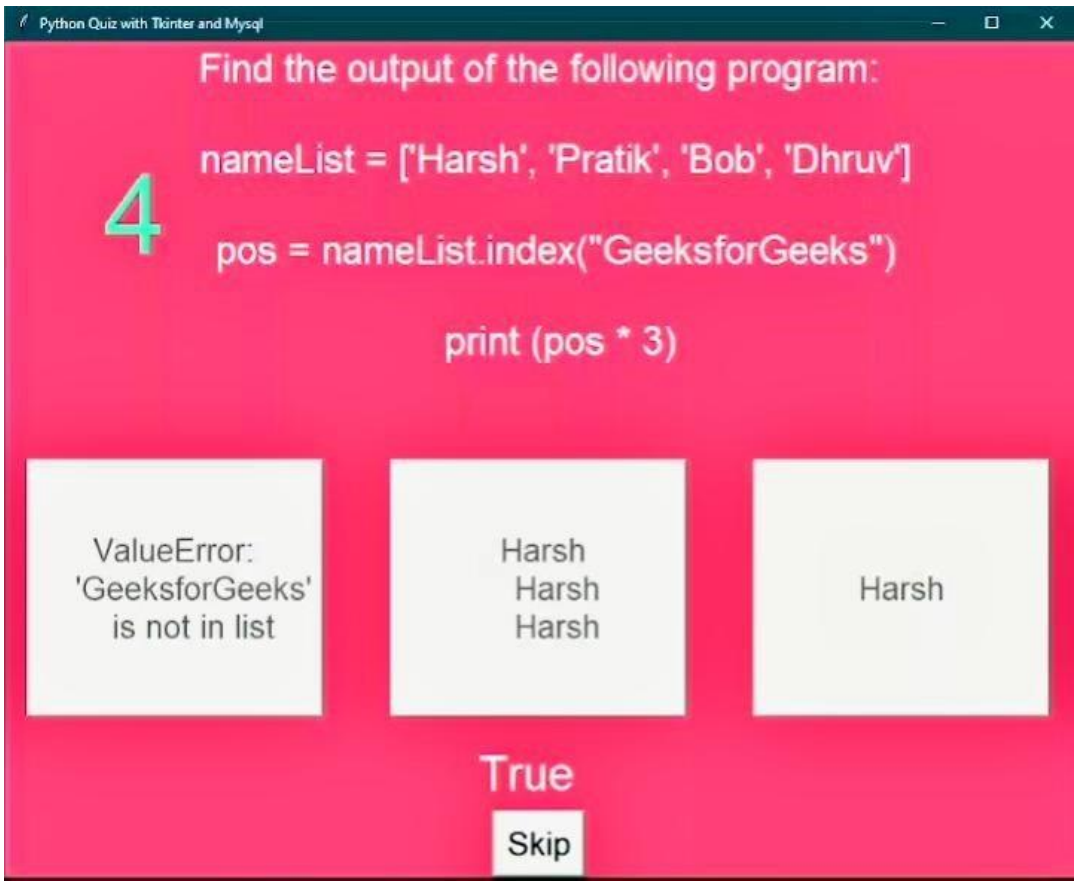

Python Quiz with Tkinter and Mysql
What do 'R' and 'E' mean in 'REPL'
4
Run and Enter
Read and Execute
Read and Enter
True
Skip

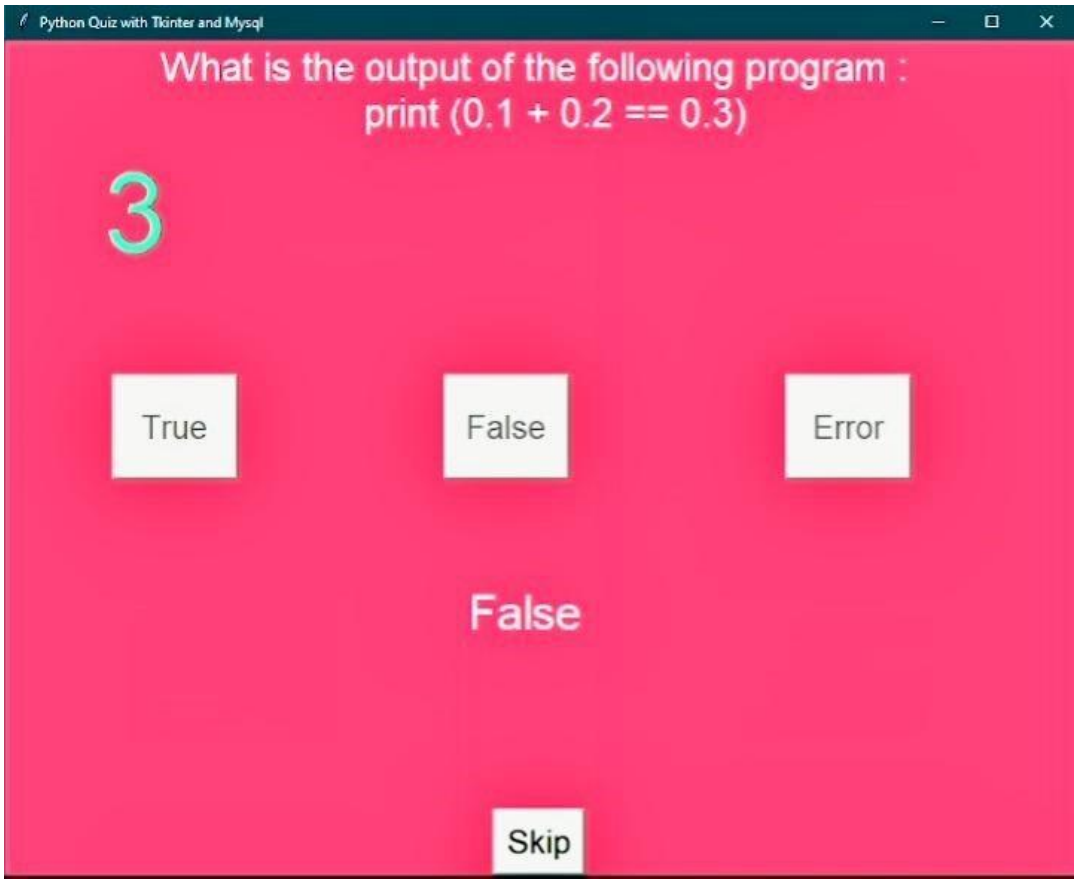

Python Quiz with Tkinter and Mysql
Which of the following prints the
file name in he command line argument ?
3
print(sys.argv[0])
print("sys.argv[0]")
print(sys.argv[1])
True
Skip

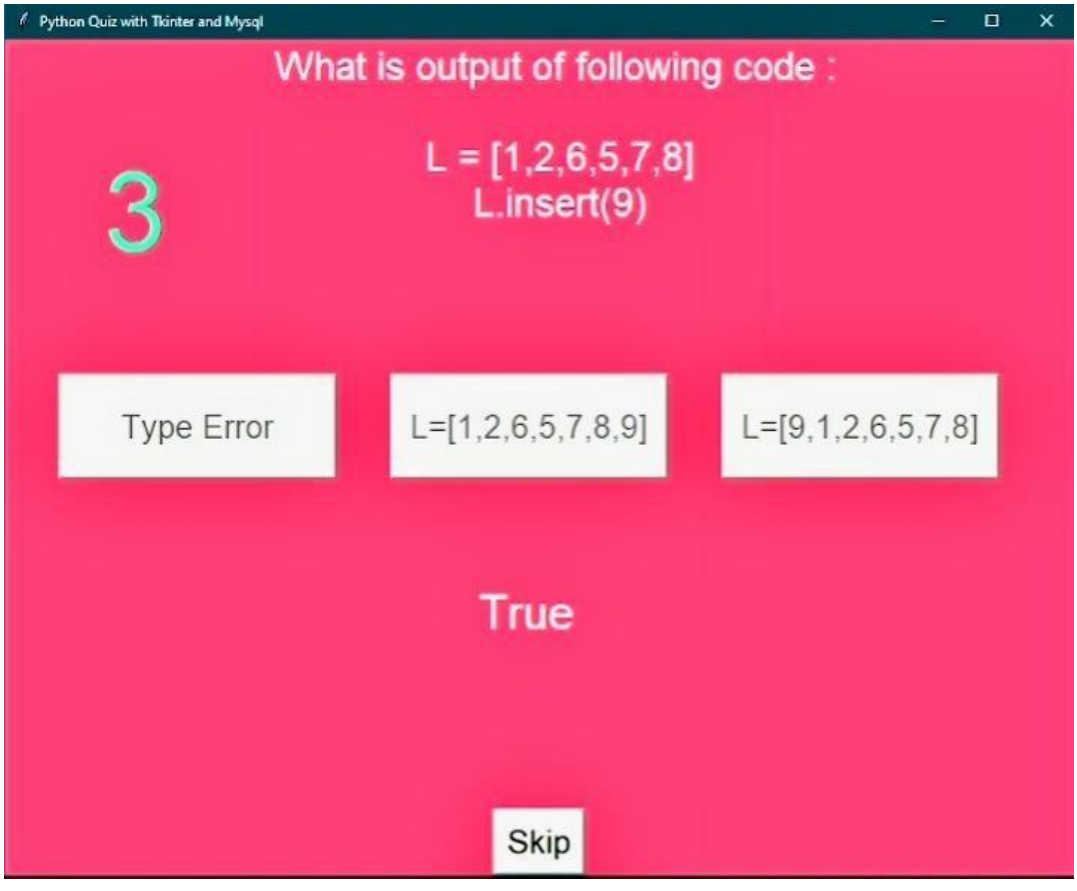

Python Quiz with Tkinter and Mysql
Which of the following variables stores
the arguments in the command line ?
3
Arg
agrc
agrv
True
Skip

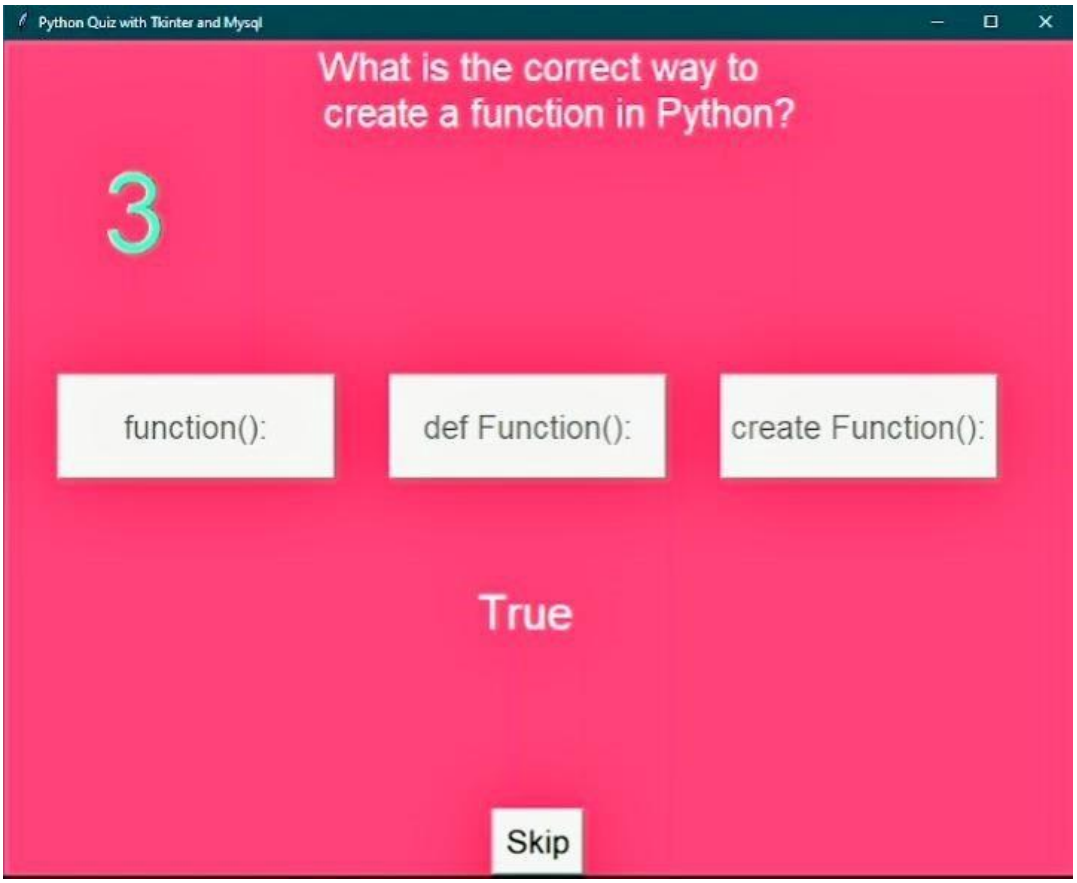

Python Quiz with Tkinter and Mysql
Which of the following is the correct command
to exit from an interpreter in python ?
4
exit()
end()
stop()
True
Skip


Python Quiz with Tkinter and Mysql
Which of these is not a core data type ?
4
Tuples
Dictionary
Class
True
Skip

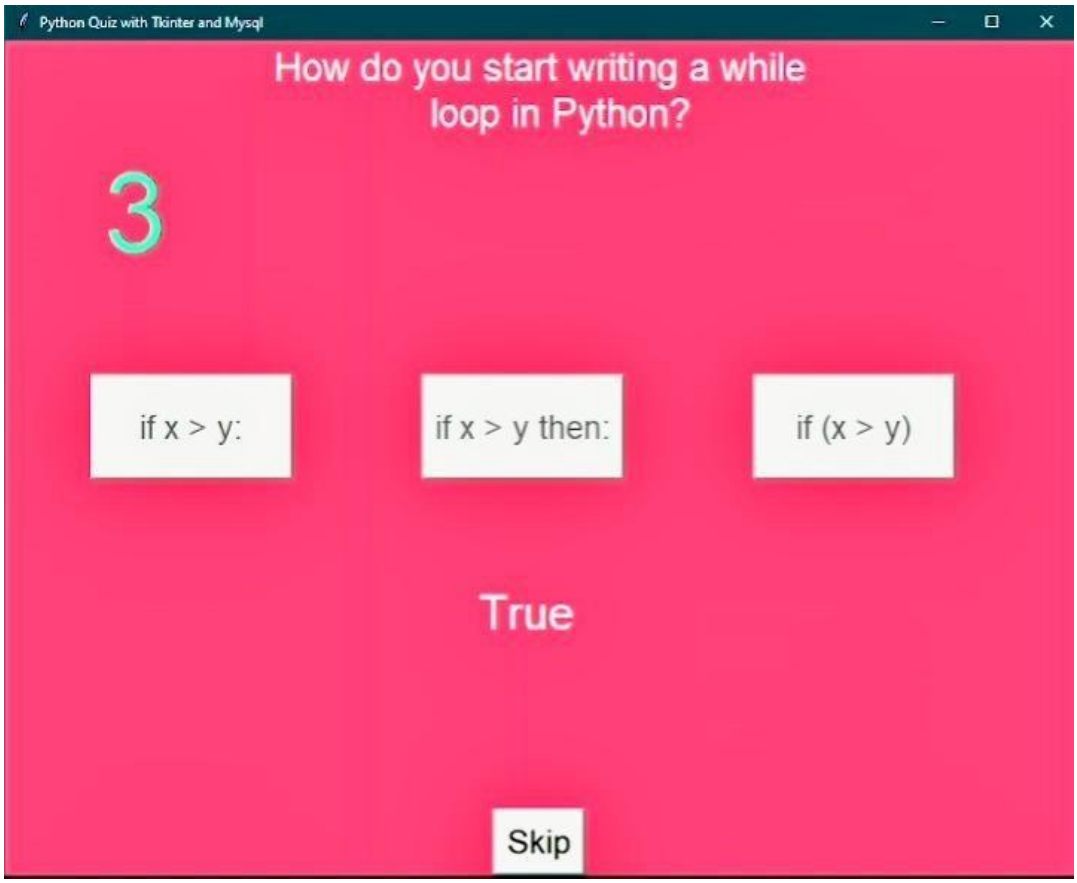

Python Quiz with Tkinter and Mysql
Find the output of the following program:
nameList = ['Harsh', 'Pratik', 'Bob', 'Dhruv']
4
pos = nameList.index("GeeksforGeeks")
print (pos * 3)
ValueError:
'GeeksforGeeks'
is not in list
Harsh
Harsh
Harsh
Harsh
True
Skip

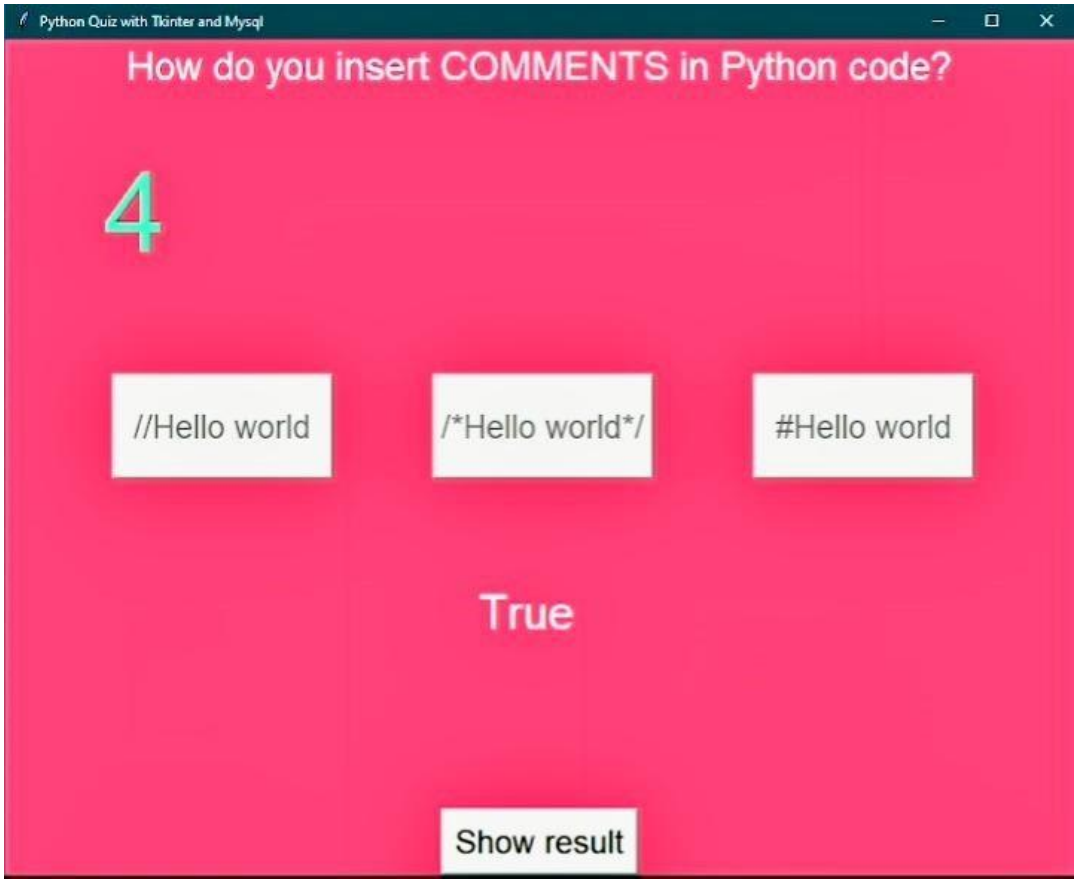

Python Quiz with Tkinter and Mysql
What is the output of the following program :
print (0.1 + 0.2 == 0.3)
3
True
False
Error
False
Skip


Python Quiz with Tkinter and Mysql
What is output of following code :
L = [1,2,6,5,7,8]
L.insert(9)
3
Type Error
L=[1,2,6,5,7,8,9]
L=[9,1,2,6,5,7,8]
True
Skip


Python Quiz with Tkinter and Mysql
What is the correct way to create a function in Python?
3
function():
def Function():
create Function():
True
Skip


Python Quiz with Tkinter and Mysql
Which of these collections defines a SET?
3
{"name":"apple"}
{"apple","banana"}
("apple","banana")
True
Skip


Python Quiz with Tkinter and Mysql
How do you start writing a while loop in Python?
3
if x > y:
if x > y then:
if (x > y)
True
Skip


Python Quiz with Tkinter and Mysql
How do you insert COMMENTS in Python code?
4
//Hello world
/*Hello world*/
#Hello world
True
Show result


Python Quiz with Tkinter and Mysql
0
The total marks scored is :
13

Bibliography

https://www.python.org/doc/

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https://en.wikipedia.org/wiki/Python

https://youtube.com/playlist?list=PLCC34OHNcOtoC6GglhF3ncJ5rLwQrLGnV

https://www.geeksforgeeks.org/python-tkinter-tutorial/