



# IT632 – SOFTWARE ENGINEERING

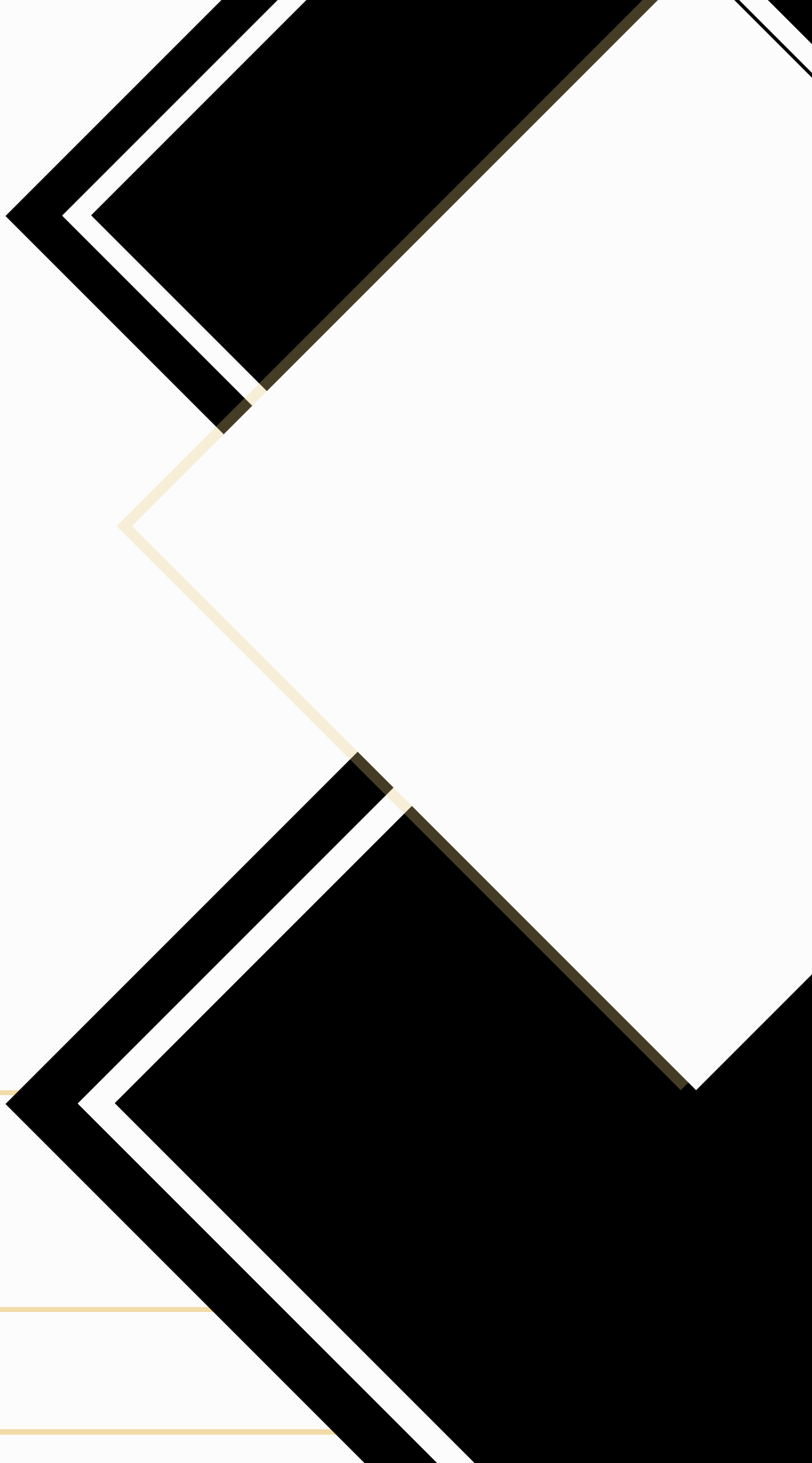
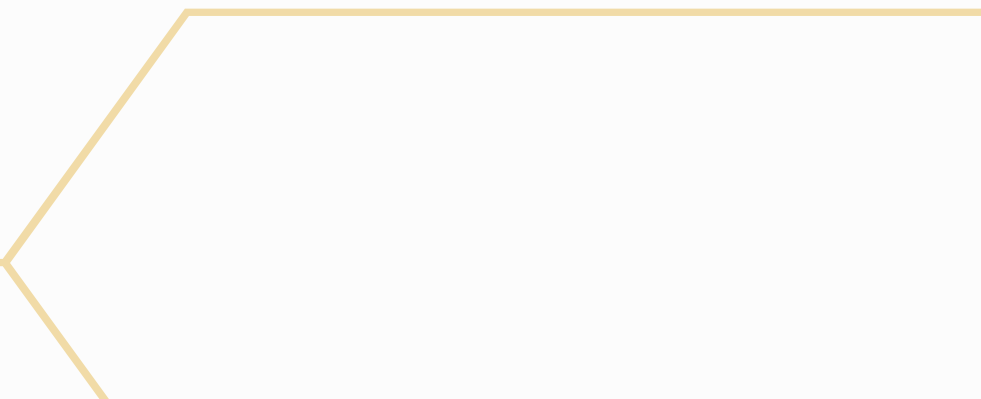
GUIDE: PROF. SAURABH TIWARI

MENTOR: TA. PRIYANKA MISHRA



# Question Paper Generating System

Presented by: GROUP - 9



# Presentation Outline

System Introduction

Scope

Process Model, Users, Stakeholders

Requirements

Diagrams

Possible Features

Testing Plan and Strategies

Challenges & Lesson learned

# Introduction

---

- Web application with huge pool of questions.
- Generation of question paper in just matter of few minutes.
- Eliminating traditional way for smart paper generation technique.
- Human efforts for paper transport is excluded



# Scope



## Admin Decision

Admin decides on faculty requests.

1

### Faculty Registration

Faculty send requests for access  
by providing their information

2



# Scope

## Admin generates question paper

Admin generates a question paper and sends it to the examination department.

3

## Faculty Manage Questions

Faculty can add, edit, view and delete questions.

4



# 01 Process Model

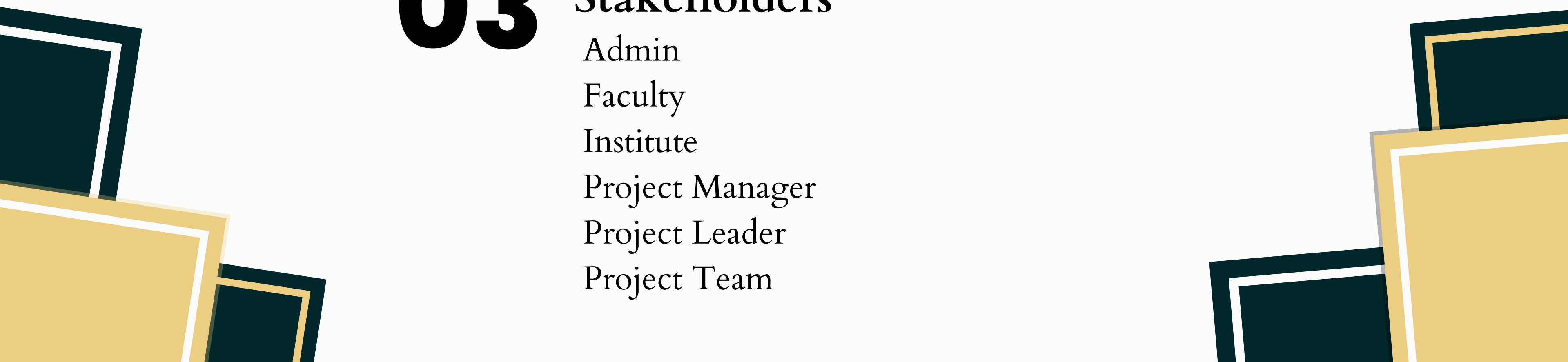
Incremental Model

# 02 Users

Admin  
Faculty

# 03 Stakeholders

Admin  
Faculty  
Institute  
Project Manager  
Project Leader  
Project Team



# Functional Requirements

## Admin

- Grant access of login
- View questions and other data.
- Generate automatic question papers
- Generate customized question papers
- Manage subjects

## Faculty

- Request to access by registration.
- After approval, Log in.
- Manage questions
- Download previous papers along with answers
- Give Feedback



# Non Functional Requirements

---

- Accessible 24/7
- Easy to use
- Accurate and reliable
- Work on all browsers
- Good interface
- Able to handle extensive data.






**01** Use Case Diagram

**02** Analysis Design

**03** System Design





# Possible Features

---

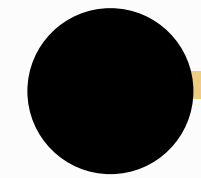
- Generate subjective + objective questions in paper.
- Topic wise paper generation for particular subject.
- Faculty can like and save questions.
- Use liked and saved questions in custom generation.
- Surf previous paper question papers.

# Testing Plan and Strategies



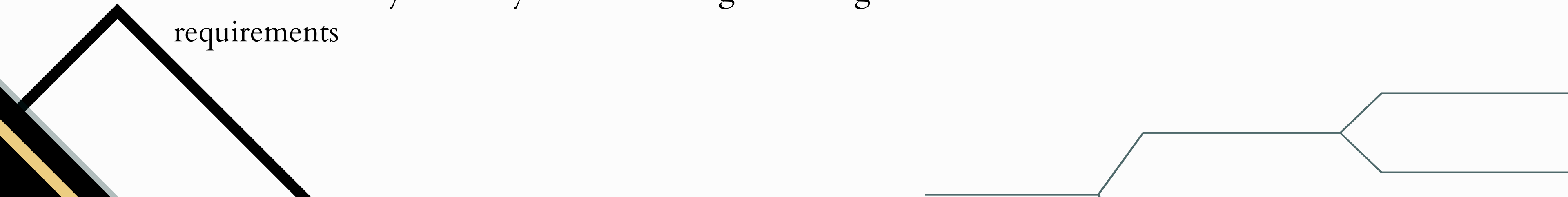
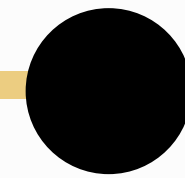
## UNIT TESTING

Unit testing is a software development process in which the smallest testable parts of an application, called units, are individually and independently scrutinized for process operation.



## UI TESTING

UI is testing method that is used for testing the visual elements to verify that they are functioning according to requirements



# Testing Plan and Strategies



## Integration Testing


In this testing, units or individual components of the software are tested in a group.

## White Box Testing

API calling through postman.

## System Testing


Performed on a complete integrated system to evaluate the compliance of the system with the corresponding requirements.





# Challenges

---


- Time limitation
  - Keeping everyone on the same page
  - Estimation
  - Motivating team members
- 



# Lessons Learned

---

- Everything takes longer than you think.
- First understand the existing code.
- Fix the easiest bug first.
- Start small, then extend.
- Change one thing at a time.



Thank You !