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**DEVELOP A PYTHON BASED QUIZ**

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***Abstract***

***.*** *on this paper it shows in working with python-based quiz. This*

*research paper is mainly motivated to solve certain problems related to general collaborative learning. This paper helps a step-by step guide on how to build a quiz application in python. It covers everything from setting up the project to creating questions and answers; to handling user input and dipping the results in the mail. This paper provides a more in-depth look at how to create an interactive quiz. Game in python. It covers topics such as creating a class to store information about quiz question adding multiple choice option and providing hints and*

*explanations.to develop a user-friendly quiz application which will contain Number of quizzes, answer every question query solving regarding and question and improve the knowledge level of user.*

***Keywords:***

Problem-solving, collaborative learning, programming skills development

# INTRODUCTION

We will be creating a multiple-choice quiz in Python with Tinker. Quiz apps are a popular way for students to test their knowledge on a variety of subjects. Quiz apps can be used to study for exams, to review material that has been learned, or to simply challenge oneself. There are several quiz apps available online, but many of these apps are either expensive or limited in their features. This paper presents the development of a quiz app using Python. The app is designed to be free, easy to use, and effective in testing the user's knowledge. Try to answer questions correctly. Quizzes are also used in education and similar fields to improve the growth of someone's knowledge, abilities, and/or skills. Quizzes are usually scored in points. The project contains an admin side and the user side. The admin can add the quiz questions. The users can directly enter the quiz program. To add questions, the user must log in first. Moreover, the project file contains python scripts about the features of the Online Quiz system, it just contains both the admin section and the user section. Plus, admin can add questions while the user can log in to give the exam. The design of this project is simple so that the user won’t find any difficulties while working on it. Programming is a simple project for testing one’s knowledge power in the given topic examination. The project Quiz in Python contains only the user side. The user must log in or sign up first to start the Quiz on Python. Also, there is a time duration set for solving the questions.

# RELATED WORKS

Quiz App using Python and Tinder: This is a simple quiz application built using Python and Tinder GUI library allows users to take quizzes on various topics.

Quiz Generator: Python scripts that generate quizzes based on specified topics or questions from a database. Users can customize the quizzes according to their preferences.

Online Quiz Platform: Python-based web applications that allow users to create, share, and take quizzes online. Django and Flask are commonly used frameworks for building such platforms.

Quiz Game: Python programs that implement quiz games where users answer multiple-choice questions or fill in the blanks to earn points or progress through levels.

proposed a DDoS prevention system that uses an RF algorithm to detect and block attack traffic in a cloud computing environment. The system was evaluated on a simulated DDoS attack and was also shown to be scalable and able to handle large volumes of traffic.

# TECHNIQUES USED

## FEATURE SELECTION

## The first feature we have used in html for the front end, and we can used in back end for Django and python.

## Information gain: The information will be gained for many websites and many YouTube channels, google websites.

* **Chi-squared test**: This test is used to learn basic python in this game, and they will send score for their mail.
* **Principal component analysis** (PCA): This technique is used to reduce the complexity of python to learn easily that explain most of the variance in the original data.

## KAGGLE

Kaggle hosts a wide range of machine learning competitions where data scientists compete to create the best predictive models for various real-world problems. These competitions are sponsored by companies and organizations seeking solutions to their data-related challenges.

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# PROPOSED METHODOLOGY

We are taking the python-based quiz in platforming this project we make the users to get a clear idea about problem solving. In this project learn for basic python learn in to they are a played means well tried python standard we are dived to promise. We will one link give that have means they play and learn python. And who plays this game means we will decide people only play this game. Our game has admin the only add the members and alter the question any changes have website the admin only changes. First will add the member of this game and they ask your first name and last name and your mail id after give password and that password also have condition, they can flow the step that way you create a password only, they accept. After you any one column call not fill, they the red color red box and they will show, and they give hint message also. After they give submit button. This prosses only admin call fill and changes also. After you are the member of the game you go to member page, we give login page one that page has user, password, and login in page and search button also. On that page you ask for the username and password. You give admi page first name you what give the name that only give username and password. After they will the quiz game our quiz will be ask for question and option also, they will click the right answer and your score will be added. You don’t the question answer means you choice any one option then only they will go next question otherwise they not display next question you can’t be skipped in the question and you though after you will give answer means they will not possible for our quiz, once’s you will give any wrong option you win the score they will be reduce for mark in .5. Lastly you will complete the quiz they display the score, and they send for your mail in score.

**Steps to axis for this website:**

* We will give one website first you will go and touch.
* Then they will enter the website the admin will add the member of they will get the details for you
* Then you can fill means you or the member of this game and you can participate.
* After you give your mail id and password.
* The login page will display, and you give your username and password.
* Question will display and you can fill the answer. We give options also.
* You will win means the score will increase.
* Wrong answer means manus point.
* After the quiz is completed then they will display the score.
* And send the score for your mail.

**5.IMPLEMENTATION RESULTS**

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# Functionality: Ensure that the platform allows users to create quizzes related to journalism topics, such as media ethics, news writing, investigative journalism, etc. Test that users can take quizzes, receive feedback on their answers, and view their scores.

# Content Accuracy: Verify that the questions and answers provided in the quizzes are accurate and relevant to the field of journalism. Consider collaborating with subject matter experts to review and validate the content.

# User Engagement: Monitor user engagement metrics such as the number of quizzes taken, completion rates, and average scores. Gather feedback from users to identify any areas for improvement in terms of content quality or user experience.

# Customization: Assess the platform's ability to customize quizzes based on user preferences or specific journalism topics. Users should be able to create their own quizzes or select from a variety of pre-made quizzes.

# Scalability: Test the platform's scalability by simulating many concurrent users accessing quizzes simultaneously. Ensure that the platform can handle increased traffic without experiencing performance issues or downtime.

# Accessibility: Evaluate the platform's accessibility features to ensure that it is usable by individuals with disabilities. Consider implementing features such as keyboard navigation, screen reader compatibility, and high contrast mode.

# Data Security: Implement measures to protect user data and ensure compliance with data privacy regulations. Encrypt sensitive information, such as user credentials, and implement secure authentication mechanisms.

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# ability to provide feedback on quizzes, such as rating quizzes or leaving comments. Use this feedback to continuously improve the platform and enhance the user experience.

# By assessing these aspects of the Python-based quiz platform in journalism, you can gain valuable insights into its effectiveness and identify areas for further refinement or enhancement.

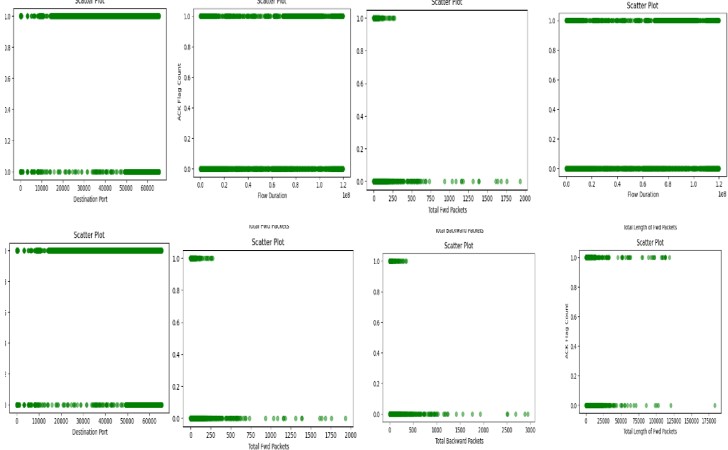


Fig.2. Ports Number and Packets

**EXISTING SYSTEM**

A quiz app is a digital platform designed to engage users in interactive question-and-answer sessions. Typically, users can choose from various categories or topics, ranging from general knowledge to specific subjects like science, history, or entertainment. The app presents questions to the user, who then selects answers from multiple-choice options or types in responses. Feedback is provided instantly, often with correct answers highlighted, allowing users to track their progress and learn from mistakes. Some quiz apps incorporate features such as timed challenges, leaderboards, or social sharing options to enhance competition and community engagement. Overall, quiz apps offer an entertaining and educational experience, catering to a wide range of interests and knowledge levels.

**POST EXISTING SYSTEM**

We are taking the python-based quiz in platforming this project we make the users to get a clear idea about problem solving. In this project learn for basic python learn in to they are a played means well tried python standard we are dived to promise. We will one link give that have means they play and learn python. And who plays this game means we will decide people only play this game. Our game has admin the only add the members and alter the question any changes have website the admin only changes. First will add the member of this game and they ask your first name and last name and your mail id after give password and that password also have condition, they can flow the step that way you create a password only, they accept. After you any one column call not fill, they the red color red box and they will show, and they give hint message also. After they give submit button. This prosses only admin call fill and changes also. After you are the member of the game you go to member page, we give login page one that page has user it can send the score will send mail .

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| --- | --- | --- | --- | --- |
|  | **Precision** | **Recall** | **F1-score** | **Support** |
| Benign | 1.00 | 1.00 | 1.00 | 88170 |
| Dos Goldeneye | 0.99 | 0.99 | 0.99 | 2017 |
| Dos Hulk | 1.00 | 1.00 | 1.00 | 46147 |
| Dos Slowhttptest | 1.00 | 0.99 | 0.99 | 1090 |
| Dos Slowloris | 0.99 | 1.00 | 0.99 | 1114 |
| Heartbleed | 1.00 | 1.00 | 1.00 | 3 |
| Macro Avg | 1.00 | 1.00 | 1.00 | 138541 |
| Weighted Avg | 1.00 | 1.00 | 1.00 | 138541 |
| Accuracy |  |  | 1.00 | 138541 |

# COMPARATIVE ANALYSIS

## DATASET SIZE

The Wednesday dataset is larger than the Friday dataset. The Wednesday dataset contains 81,224,973 packets, while the Friday dataset contains 78,327,369 packets.

## ATTACK TYPES

The Wednesday dataset contains the following attack types:

* Denial-of-service (DoS) attacks
* Distributed denial-of-service (DDoS) attacks
* Port scanning attacks
* Infiltration attacks
* Web attacks

The Friday dataset contains the following attack types:

* DoS attacks
* DDoS attacks
* Port scanning attacks
* Web attacks

## ATTACK STUDENT DISTRIBUTION

## Students can easily understand to learn more python-based knowledge.

We early happy to this type quiz.

# CONCLUSIONS

In conclusion, I hope this Python quiz has been both enjoyable and educational for everyone. We've covered a range of topics, from basic syntax to more advanced concepts like object-oriented programming and data manipulation. Remember, whether you're a beginner or an experienced programmer, there's always something new to learn in Python.

Keep practicing, exploring, and pushing the boundaries of your Python skills. Don't be afraid to experiment with new ideas and projects. And most importantly, have fun coding! Here is a more detailed discussion of the future work areas:

* Improving knowledge
* Developing a python knowledge

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