

## **Exercise 6**

**Draw a Use case diagram to model for a quiz system. A user can request a quiz for the system. The system picks a set of questions from its database, and composes them together to make a quiz. It rates the user's answers and gives hints if the user requests it. In addition to users, we also have helpers who provide questions and hints. And also, administrators who must certify questions to make sure they are not too trivial, and that they are correct**

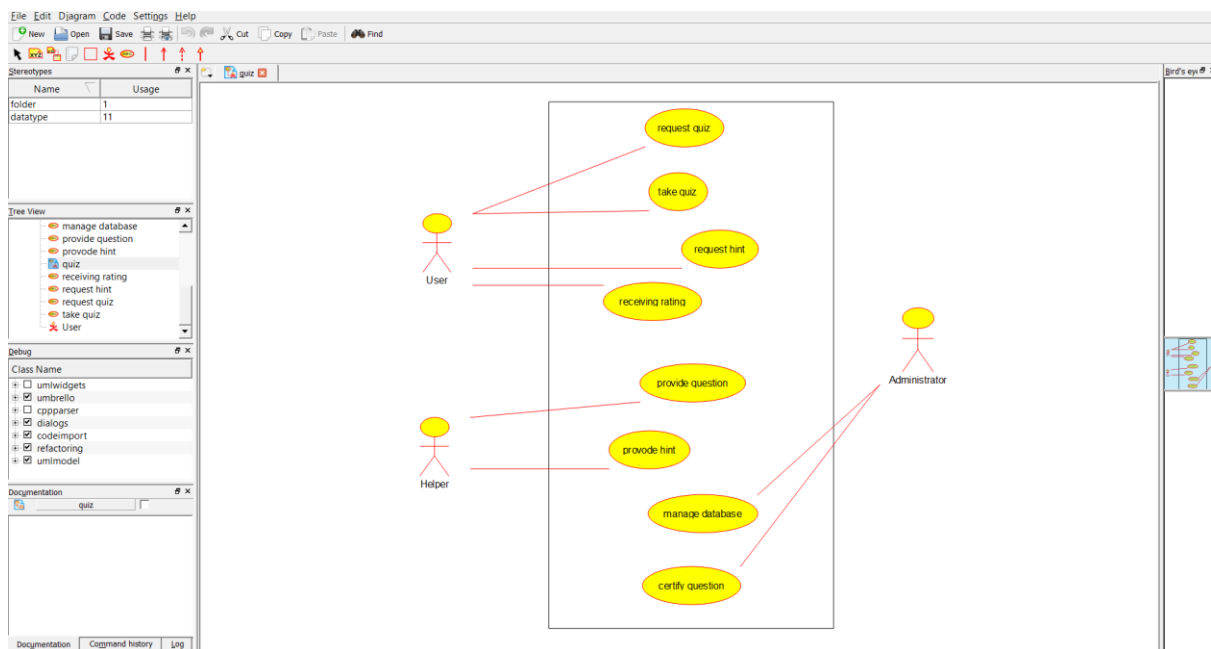
### **Aim:**

To design a Use Case Diagram for a Quiz System, illustrating interactions between users, helpers, administrators, and the system.

### **Procedure:**

1. Identify Key Actors – Define the main actors: User, Helper, and Administrator.
2. Define Use Cases for Users – Actions include Request Quiz, Answer Questions, Get Hints, and Receive Rating.
3. Define Use Cases for Helpers – Actions include Provide Questions and Provide Hints.
4. Define Use Cases for Administrators – Actions include Certify Questions and Validate Correctness.
5. Draw the Use Case Diagram – Represent actors and their interactions with the system, connecting them to corresponding use cases.
6. Include System Processes – Add Select Questions, Generate Quiz, Evaluate Answers, and Display Score as system operations.
7. Validate and Optimize – Ensure correct actor-use case relationships and refine for clarity and completeness.

## Output



## Result

Thus the UML diagram for the Quiz System has been implemented successfully.