

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

- **User:** Requests a quiz, answers questions, receives feedback, and asks for hints.
- **Helper:** Provides questions and hints for the quiz.
- **Administrator:** Reviews and certifies questions to ensure quality and correctness.

2. Define Use Cases & Relationships

- **User Actions:** Request quiz, answer questions, get ratings, request hints.
- **Helper Actions:** Submit questions and hints to the system.
- **Administrator Actions:** Certify questions for correctness and difficulty.

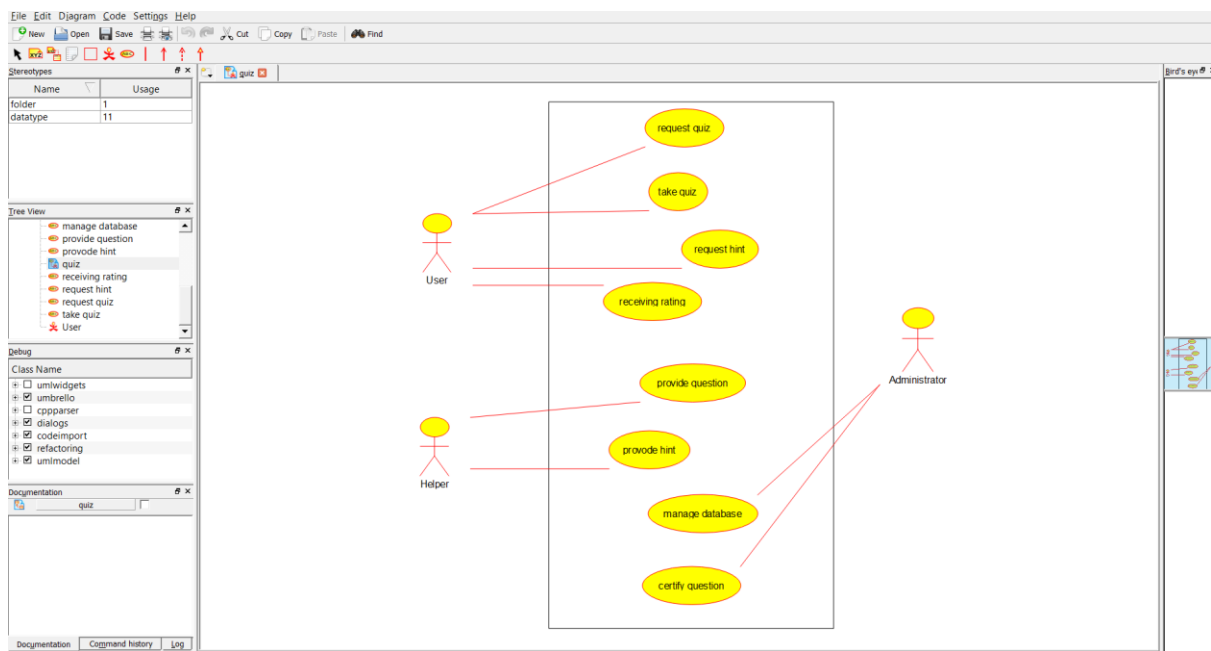
3. Use UML Notation

- Represent **actors** as stick figures.
- Show **use cases** (request quiz, answer questions, provide hints, certify questions) as ovals.
- Draw **lines** connecting actors to their respective use cases.

4. Draw the Use Case Diagram

- Use a **CASE tool** (e.g., StarUML, Lucidchart, Draw.io).
- Ensure all relationships and dependencies are clearly represented.

Output



Result

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