

A Experiential Project Synopsis on

QUIZ MANAGEMENT SYSTEM

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By

D A G Sai Revanth

Reg no :- 199302143



MANIPAL UNIVERSITY JAIPUR

Under the Guidance of

Mr. Rahul Saxena

Department of Information Technology

School of Computing and Information Technology

Manipal University Jaipur

Jaipur, Rajasthan

PROBLEM DESCRIPTION

To create a virtual database of questions in different files on the basis of level of difficulty (i.e. easy and difficult) and to formulate a code in **C Language** for conducting a **quiz of 5 questions** on the basis of user's choice of difficulty level.

Input: -

- 1) Name of the candidate
- 2) Registration Number

Output: -

- 1) Name of the candidate
- 2) Registration Number
- 3) Difficulty Level Opted
- 4) Score Secured

INTRODUCTION

Quiz Management System is a project that creates a platform for conducting quizzes on two modes of difficulties (i.e. easy and difficult). Quiz management system has an extensive use of **file handling** and concepts of **functions**. It has a virtual database of 10-12 questions corresponding to each difficulty level, that are saved in two different files. When the user selects the difficulty level, the file corresponding to that level will be opened & any 5 of the inbuilt questions will be randomly selected and get displayed on the user's screen. All the questions will be of Multiple-Choice Questions (MCQ's) which are based on **Simple Mathematics** and **General Knowledge**. There are set of instructions which are displayed on the user's screen on choosing "**help**" option.

MOTIVATION/OBJECTIVE

The main motive of creating a Quiz Management System is to rectify the manual errors that could occur in the manual computation of score. Quiz management system rectifies those errors with the help of **effective error free C code**.

METHODOLOGY/PLANNING OF WORK

Basic methodology of the project is based on loops, strings, functions & file handling. The project has various modules like,

- 1) **void_record()** – Function to store the candidates records i.e. name & registration number
- 2) **void_instruction()** - Function for displaying the instructions on the user screen
- 3) **void_score()** - Function for computation of score
- 4) **void_display()** - Function for displaying the output

Header files that are required:

- 1) **<stdio.h>** - Standard Input Output. header
- 2) **<conio.h>** - Console Input Output. header
- 3) **<stdlib.h>** - Standard library. header

There are two different sets of questions saved in two different files i.e. “**easy.txt**” & “**difficult.txt**” corresponding to each difficulty level. When the user selects the difficulty level, the file corresponding to that level will be opened with the help of “**fopen()**” function. In the opened file , with the help of “**rand()**” function , 5 questions are selected randomly and the selected questions are read with the “**fgets()**” function (in read mode) and are copied on to the user’s screen.

NOTE: - The file is read string -by-string.

Entire quiz is timed for **5 min for easy level** and **10 mins for difficult level**. After the prescribed time limit , the quiz automatically shuts down & after the completion of the quiz, the options selected by the user for each question is cross checked with the inbuilt answer key with the help of a counter iterated for each question in a loop & the total score is computed. The computed score is then displayed on the user’s screen.

REFERENCE

- 1) “Let Us C” by - Yashwant Kanetkar .
- 2) “Computer Fundamentals and Programming in C” by - Reema Thareja .

FACILTIES/SOFTWARES REQUIRED

The entire project is built up on **Turbo C++** (Dos Box) .