

# User Guide: A JAVA Project Report (Quiz Manager)

## Submitted by:

GitHub link: <a href="https://github.com/SahanaBindhu/Quiz-Manager.git">https://github.com/SahanaBindhu/Quiz-Manager.git</a>

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#### Introduction

This report will give overall information and technical specifications, that how the quiz manager is established, efforts and implementations involved.

Quiz manager application in Java using Eclipse and H2 database can be quite a good experience which requires understanding of libraries, and all the aspects of Java. By implementing all the procedures and methods we have used almost 8 classes to establish great output for the end user, and we have used brainstorming to solve the complete code and efforts are made to get an output for a code by gathering a list of procedures and UML diagrams.

Involved many features and concepts in this context to develop the code and made code run on any computer architecture by making Java Architectural neutral.

### **Overview**

This report includes all the basic operations and steps which are involved in the java quiz manager project development.







This project has been greatly influenced us to learn the more concepts of **JAVA**.

What we learned is:

Java is a general-purpose, concurrent, class-based, objectoriented computer programming language that is specifically designed to have as few implementation dependencies as possible. It is intended to let application developers "write once, run anywhere" (WORA), meaning that code that runs on one platform does not need to be recompiled to run on another.

## **Objective**

The main goal of this project is to develop quiz manager using Java which can automatically connect to a database and store information in the database.

The main process of the Quiz manager is:

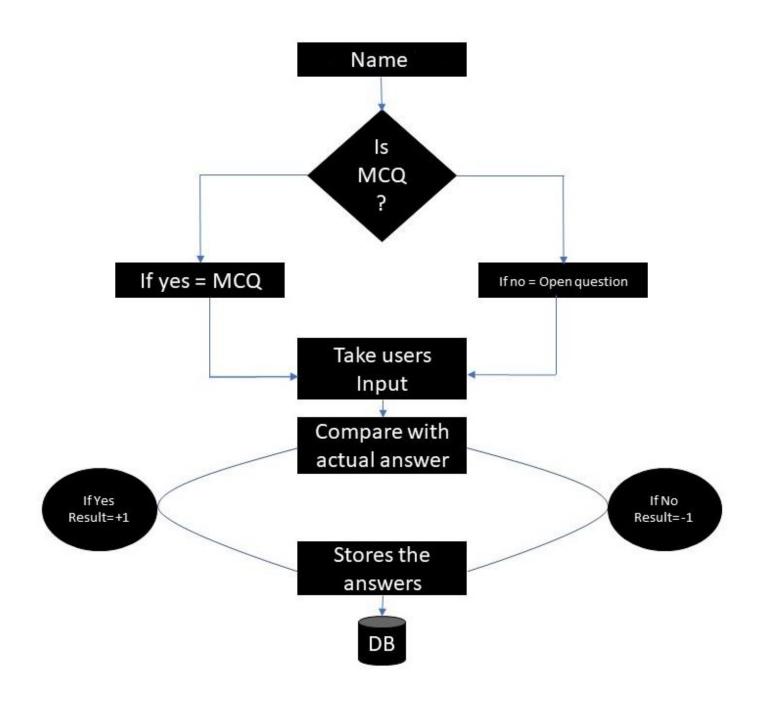
- 1. Input Name
- 2. Display the ono-by-one Question(10 questions)
- 3. User submits the quiz
- 4. User is able to see the score in console
- 5. Answers will be stored into the data base.







# **Flow Diagram**









## **Technical Specifications, DAO, Operations**

Authenticate: User authentication is done and takes the Name

as the Username then it connects the database

and execute the Questions.

**Display**: This process is used to display all the questions

one-by-one from the database.

**Check**: Console will check whether the question is MCQ

or Open Question.

**Storage**: Console will take the users input and answers

will be stored in the database.

## **Questions DAO** -

- Questions will execute by matching with the Question ID and question foreign key.
- The answer given by the user will check with the actual answer.
- The result will be updated with the particular question ID in the database as the user completes.
- If the User's answer will match with the original answer then the result will increment with 1 point per question if its correct.







#### **Launcher Class-**

- As we used the singleton method we included the main method for database connections and executions in the Launcher class.
- Results
- The end results of the user will be stored in the database and will be displayed in the console.
- The database used is a H2.
- The tool needs to communicate with the database and return with the results in quick time.

#### **Limitations**

Total questions are 10 and each question carries 1 point:

- 2- Open questions\*
- 2- True or false questions
- 6- MCQs
- \*(2 Open questions have no points as users may have different type of answers on their own views.)
- \*Users will score 8/10 points even they give correct answers to all the questions.







# **Configuration**

Username : Admin(Case sensitive)

Password : Admin(Case Sensitive)

Database : H2

Drivers : H2 Embedded Driver

# **Development Environment**

PLATFORM USED: Windows 7

LANGUAGE USED: Core Java

IDE : Eclipse

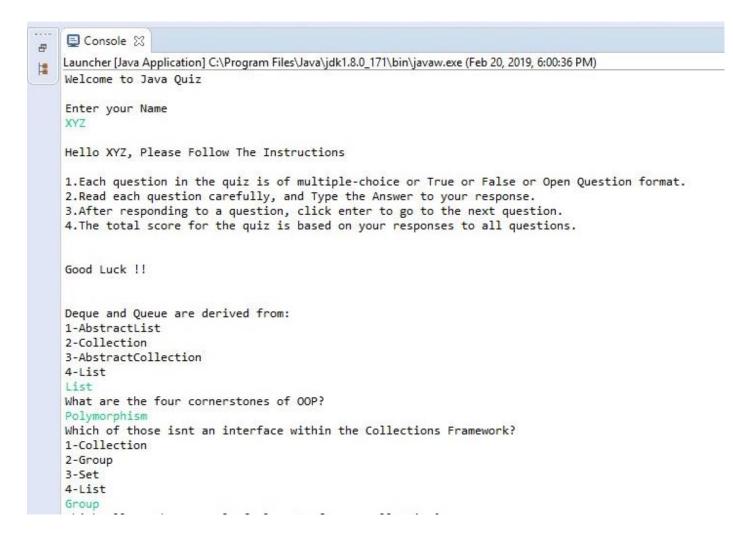
DATABASE : H2







#### **Screenshots**









```
■ Console ※
<terminated> Launcher [Java Application] C:\Program Files\Java\jdk1.8.0_171\bin\javaw.exe (Feb 20, 2019, 6:12:11 PM)
Collection
The default capacity of an ArrayList is:
1-12.
2-16
3-1
4-10
10
What should we tend to use once add and remove operations are more frequent than get operations?
1-LinkedList
2-ArrayList
3-Vector
4-Collection
LinkedList
Which allows the removal of elements from a collection?
1-Enumeration
2-Iterator
3-Both
4-None
Iterator
The Java interpreter is used for the execution of the source code.
1-TRUE
2-FALSE
TRUE
What is a JVM?.
Java Virtual Machine
What are the four cornerstones of OOP?
Polymorhism, Data Abstraction, Encapsulation, Inheritance
End of Quiz
Your Score is: 8/10
```

### Reference

http://thomas-broussard.fr/



