PROJECT REPORT ON

QUIZ APPLICATION

PYTHON PROGRAMMING (INT 213)

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Program	: CSE B-Tech
Semester	: Third
Name of the University	: Lovely Professional University

LOVELY PROFESSIONAL UNIVERSITY

Transforming Education Transforming India

APPENDIX

ABSTRACT: -

Quizzes help students identify what they know and what they don't know. The students then have a better idea of how well they are grasping the material, hopefully motivating them to study more and helping them allocate their study time effectively by focusing on the information that still needs more practice.

By developing this quiz app students, we provide a variety of questions so students can check themselves on where they stand.

ACKNOWLEDGEMENT: -

I would like to thank my mentor - Prof. Dipen Saini for his advice and input on this project. Many thanks to my friends and seniors as well, who spent countless hours listening and providing feedback.

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INTRODUCTION

1.1 Context

This project has been done as part of my course for the CSE(H) at Lovely Professional University. Supervised by Prof. Dipen Saini, I have about two months to fulfil the requirements in order to succeed in the module.

1.2 Motivation

To reinvent the education system and give students a break from traditional classroom learning, there is a dire need to revive the quiz culture in schools and colleges. And technology can act as a facilitator by bringing innovation to quizzes and ensuring active participation among students.

Besides the obvious academic benefits of expanding a student's knowledge and exploring new skills at an early age, quizzes redefine the education system in a significant way. That's why we chose to develop a quiz app using Tkinter.

TEAM MEMBERS: -

PRATHAM CHIKARA: -

Contributions: -

1 Coding(joined)

2. Tkinter(GUI)

3. Report

SAHIL DUSSA: -

Contributions: -

1. Coding(joined)
2. Report
3. Tkinter (GUI)

LANGUAGE AND LIBRARIES

Python: -

Python comes **with a simple and easy-to-understand code**, which leads to a more efficient process.

And due to its compatibility with the wide range of libraries we can achieve the desired output with less hassle than any other language.

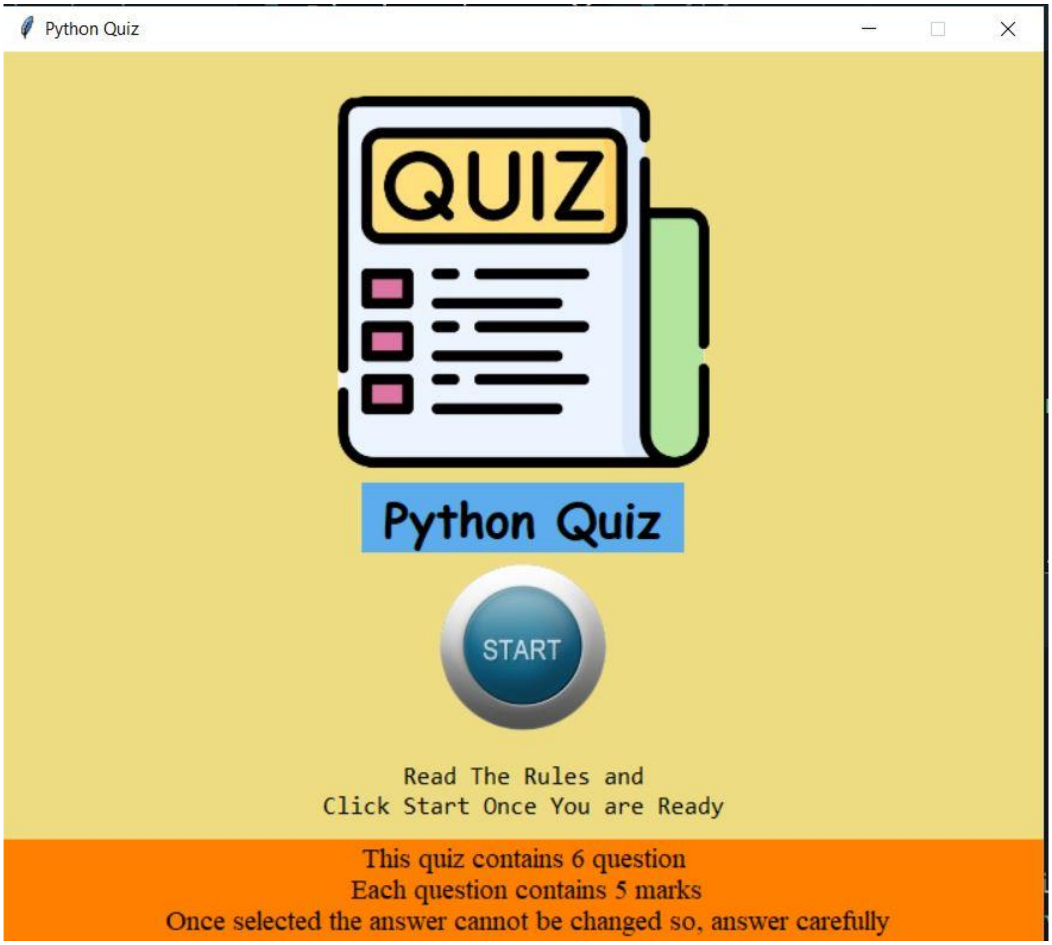
Tkinter: -

Tkinter is the standard GUI library for Python. IT is the standard GUI library for Python.

Python when combined with **Tkinter provides a fast and easy way to create GUI applications**. Tkinter provides a powerful object-oriented interface to the Tk GUI toolkit.

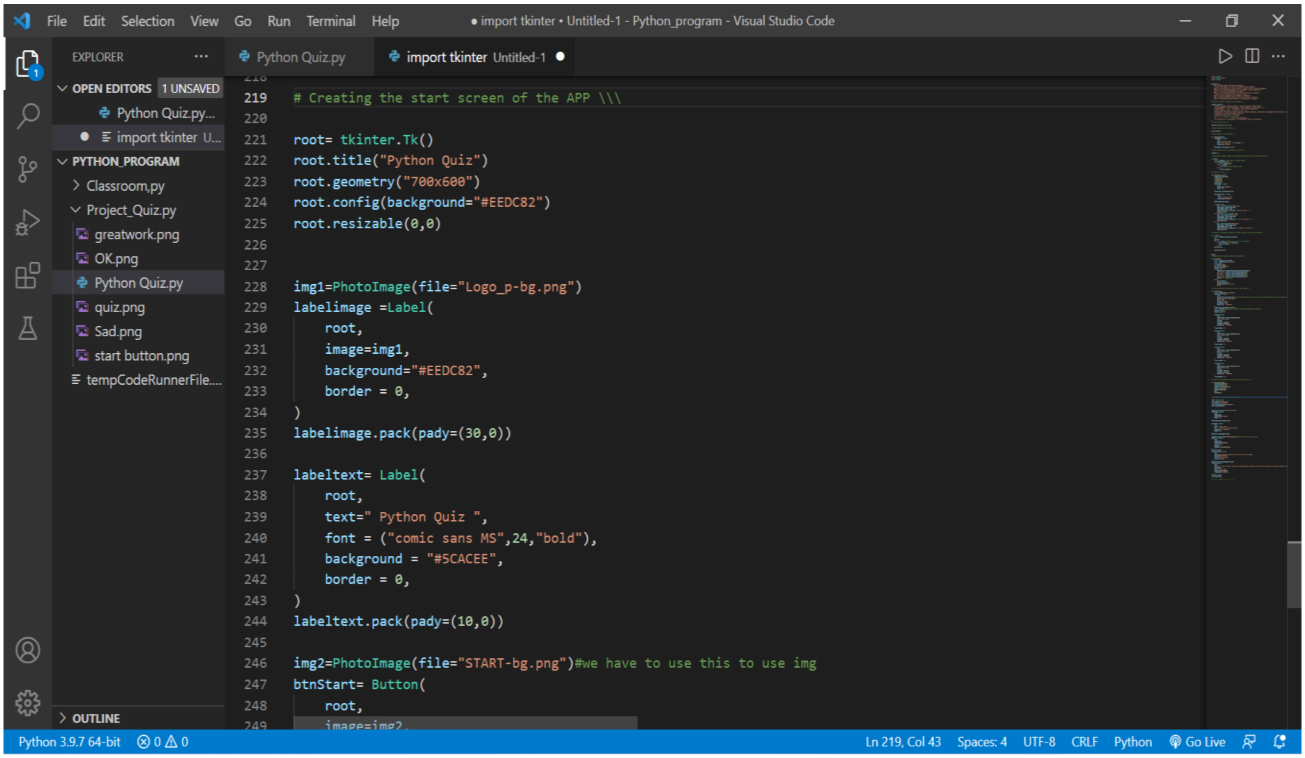
SCREENSHOTS AND CODE WALKTHROUGH

- Home screen



Read The Rules and
Click Start Once You are Ready

This quiz contains 6 question
Each question contains 5 marks
Once selected the answer cannot be changed so, answer carefully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• import tkinter • Untitled-1 - Python_program - Visual Studio Code
EXPLORER
OPEN EDITORS 1 UNSAVED
Python Quiz.py...
import tkinter U...
PYTHON_PROGRAM
Classroom.py
Project_Quiz.py
greatwork.png
OK.png
Python Quiz.py
quiz.png
Sad.png
start button.png
tempCodeRunnerFile....
OUTLINE
Python Quiz.py
import tkinter Untitled-1
Python 3.9.7 64-bit ⊗ 0 ⚠ 0
Ln 219, Col 43 Spaces: 4 UTF-8 CRLF Python Go Live

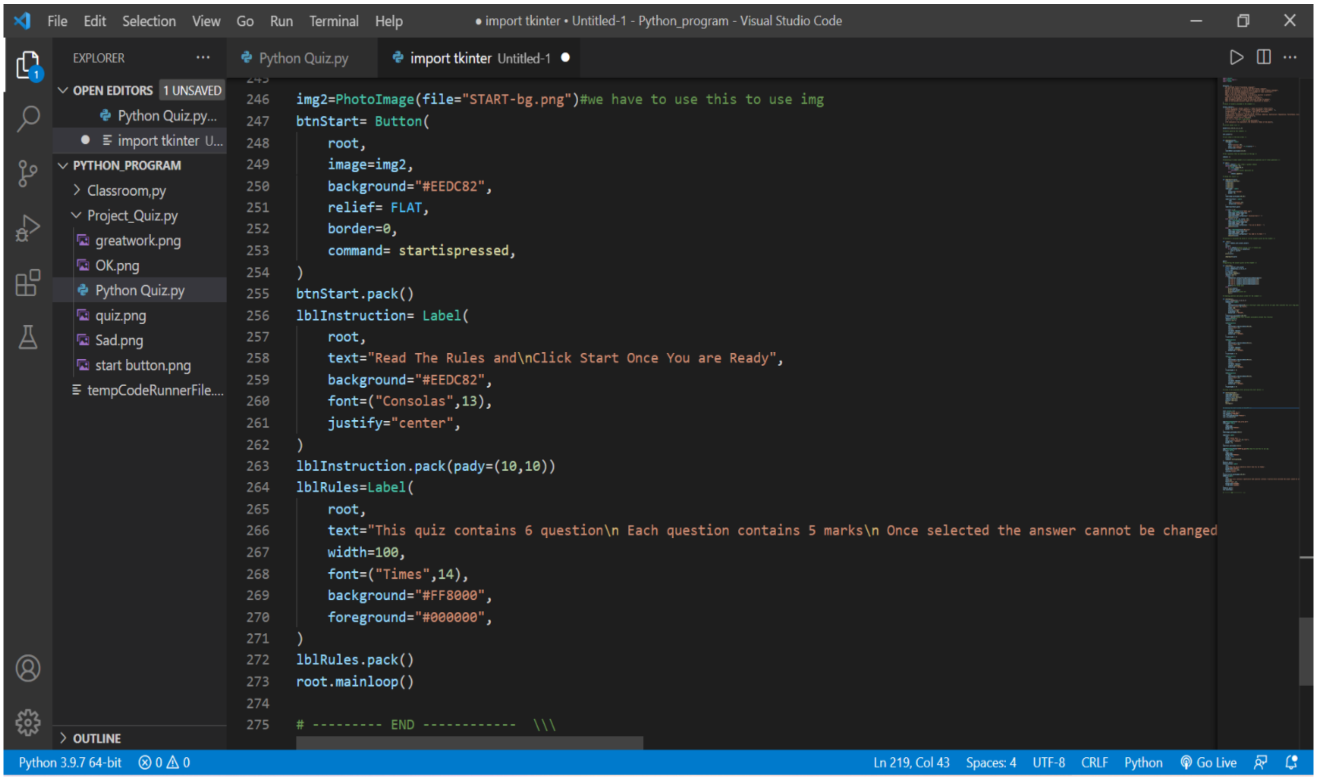
```
# Creating the start screen of the APP \\\

root= tkinter.Tk()
root.title("Python Quiz")
root.geometry("700x600")
root.config(background="#EEDC82")
root.resizable(0,0)


img1=PhotoImage(file="Logo_p-bg.png")
labelimage =Label(
    root,
    image=img1,
    background="#EEDC82",
    border = 0,
)
labelimage.pack(pady=(30,0))

labeltext= Label(
    root,
    text=" Python Quiz ",
    font = ("comic sans MS",24,"bold"),
    background = "#5CACEE",
    border = 0,
)
labeltext.pack(pady=(10,0))

img2=PhotoImage(file="START-bg.png")#we have to use this to use img
btnStart= Button(
    root,
    image=img2,
```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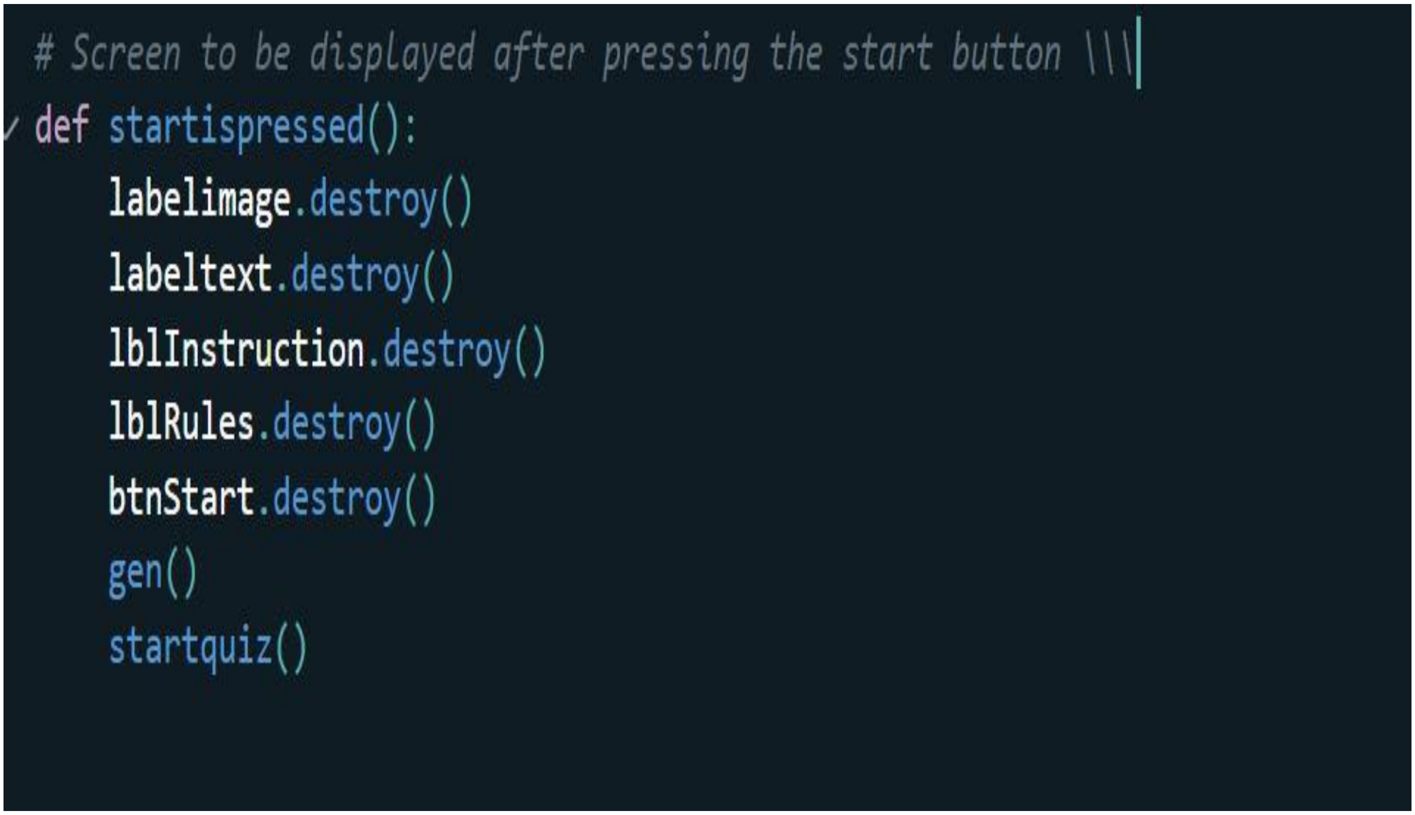
import tkinter Untitled-1
Python 3.9.7 64-bit ⊗ 0 ⚠ 0
Ln 219, Col 43 Spaces: 4 UTF-8 CRLF Python Go Live

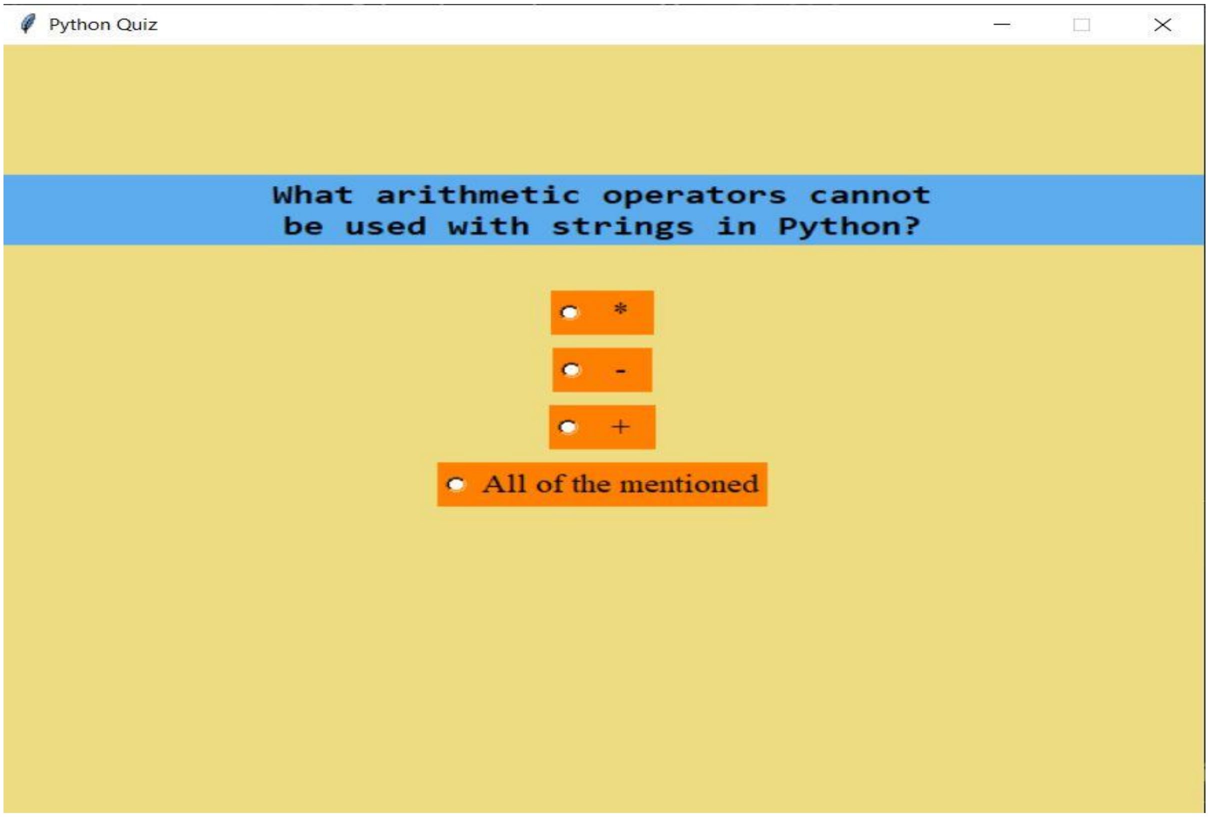
```
img2=PhotoImage(file="START-bg.png")#we have to use this to use img
btnStart= Button(
    root,
    image=img2,
    background="#EEDC82",
    relief= FLAT,
    border=0,
    command= startispressed,
)
btnStart.pack()
lblInstruction= Label(
    root,
    text="Read The Rules and\nClick Start Once You are Ready",
    background="#EEDC82",
    font=("Consolas",13),
    justify="center",
)
lblInstruction.pack(pady=(10,10))
lblRules=Label(
    root,
    text="This quiz contains 6 question\n Each question contains 5 marks\n Once selected the answer cannot be changed
    width=100,
    font=("Times",14),
    background="#FF8000",
    foreground="#000000",
)
lblRules.pack()
root.mainloop()

# --------- END ------------  \\\
```

- Start Button and Its Function



```
# Screen to be displayed after pressing the start button \\\
def startispressed():
    labelimage.destroy()
    labeltext.destroy()
    lblInstruction.destroy()
    lblRules.destroy()
    btnStart.destroy()
    gen()
    startquiz()
```

- ## Adding Questions and registering answers



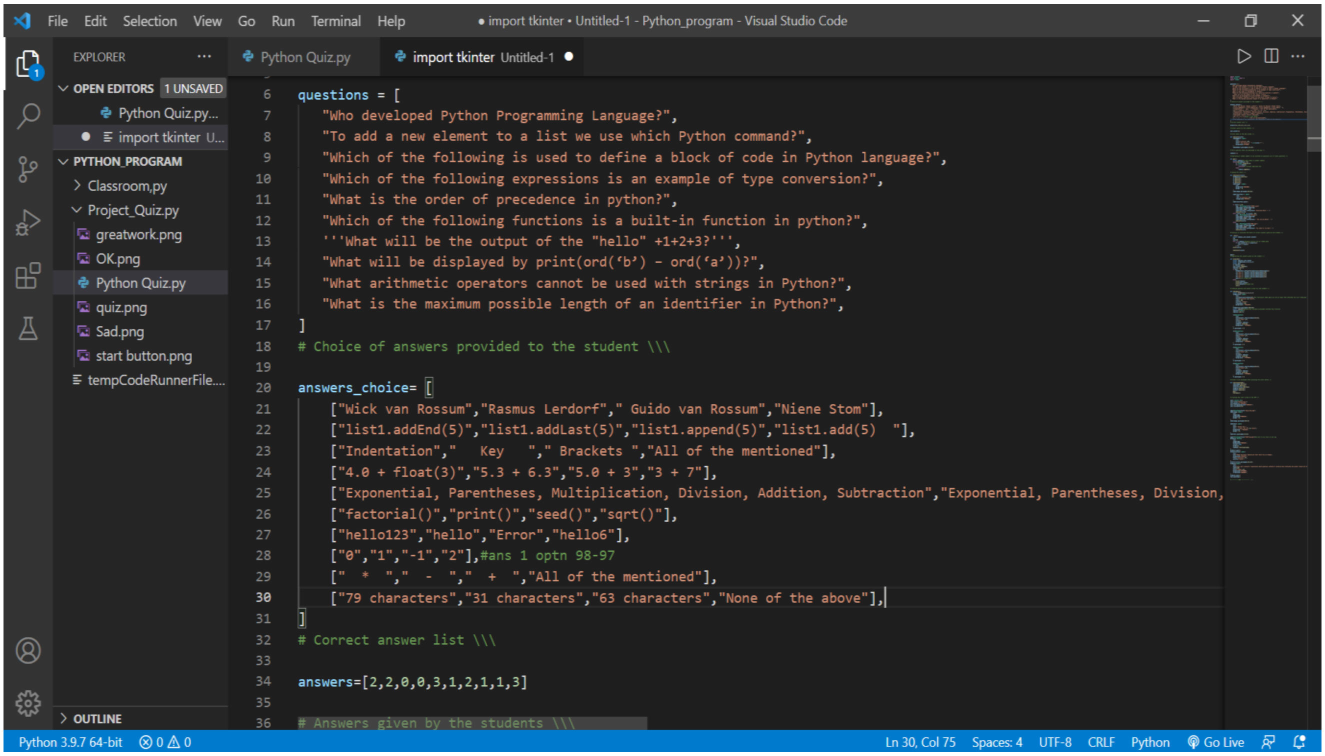
What arithmetic operators cannot be used with strings in Python?

○ *

○ -

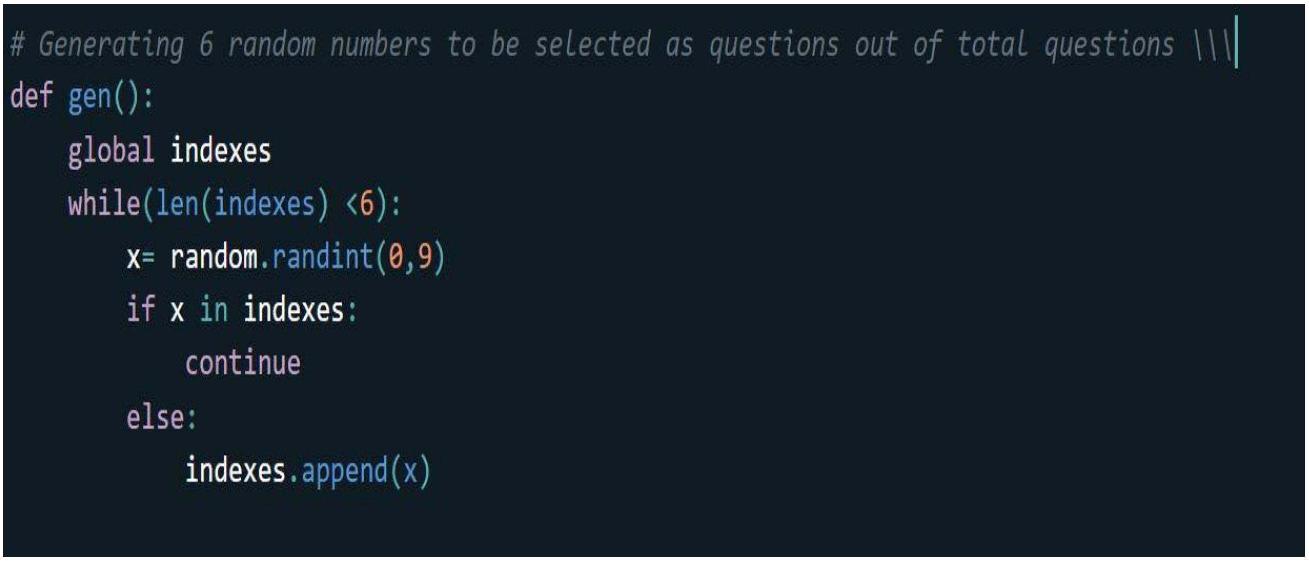
○ +

○ All of the mentioned



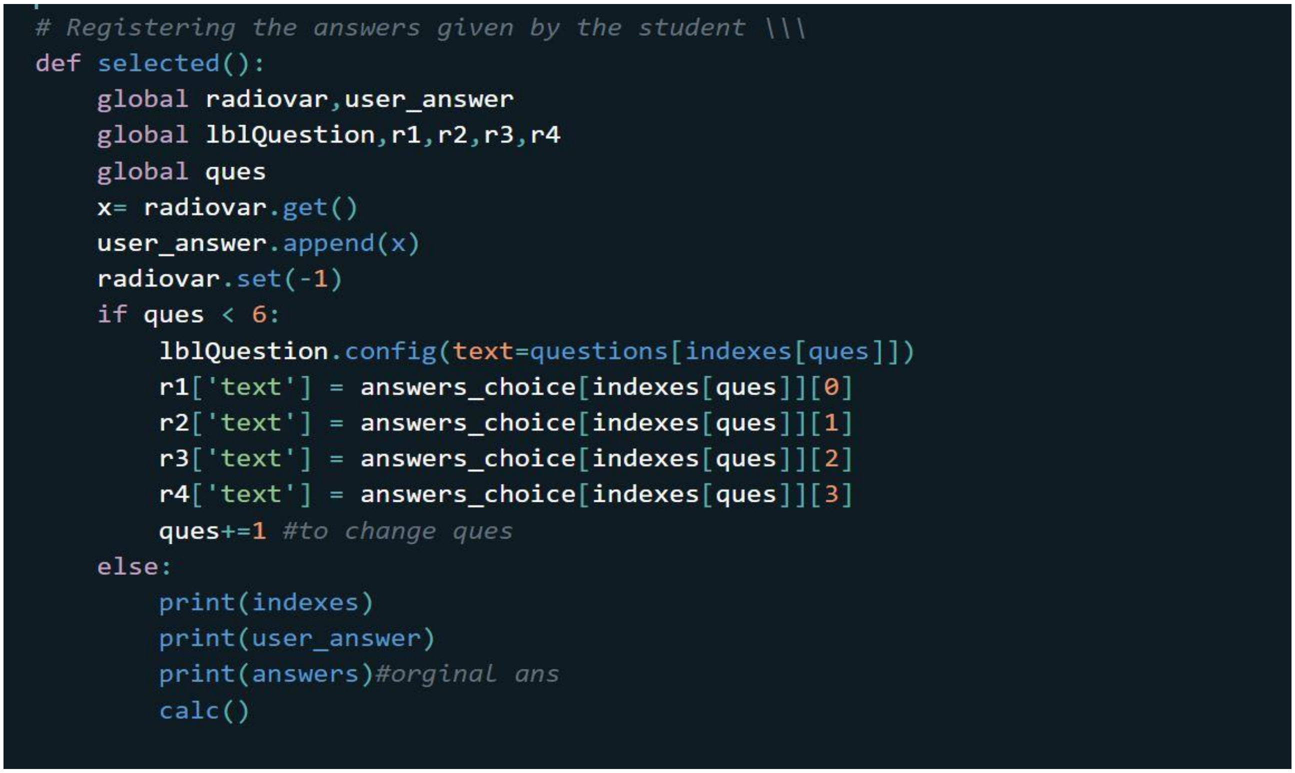
```python
questions = [
    "Who developed Python Programming Language?",
    "To add a new element to a list we use which Python command?",
    "Which of the following is used to define a block of code in Python language?",
    "Which of the following expressions is an example of type conversion?",
    "What is the order of precedence in python?",
    "Which of the following functions is a built-in function in python?",
    '''What will be the output of the "hello" +1+2+3?''',
    "What will be displayed by print(ord(‘b’) – ord(‘a’))?",
    "What arithmetic operators cannot be used with strings in Python?",
    "What is the maximum possible length of an identifier in Python?",
]
# Choice of answers provided to the student \\\

answers_choice= [
     ["Wick van Rossum","Rasmus Lerdorf"," Guido van Rossum","Niene Stom"],
     ["list1.addEnd(5)","list1.addLast(5)","list1.append(5)","list1.add(5)  "],
     ["Indentation","   Key   "," Brackets ","All of the mentioned"],
     ["4.0 + float(3)","5.3 + 6.3","5.0 + 3","3 + 7"],
     ["Exponential, Parentheses, Multiplication, Division, Addition, Subtraction","Exponential, Parentheses, Division,
     ["factorial()","print()","seed()","sqrt()"],
     ["hello123","hello","Error","hello6"],
     ["0","1","-1","2"],#ans 1 optn 98-97
     ["  *  ","  -  ","  +  ","All of the mentioned"],
     ["79 characters","31 characters","63 characters","None of the above"],
]
# Correct answer list \\\

answers=[2,2,0,0,3,1,2,1,1,3]

# Answers given by the students \\\
```

- <u>Generating Random Question</u>



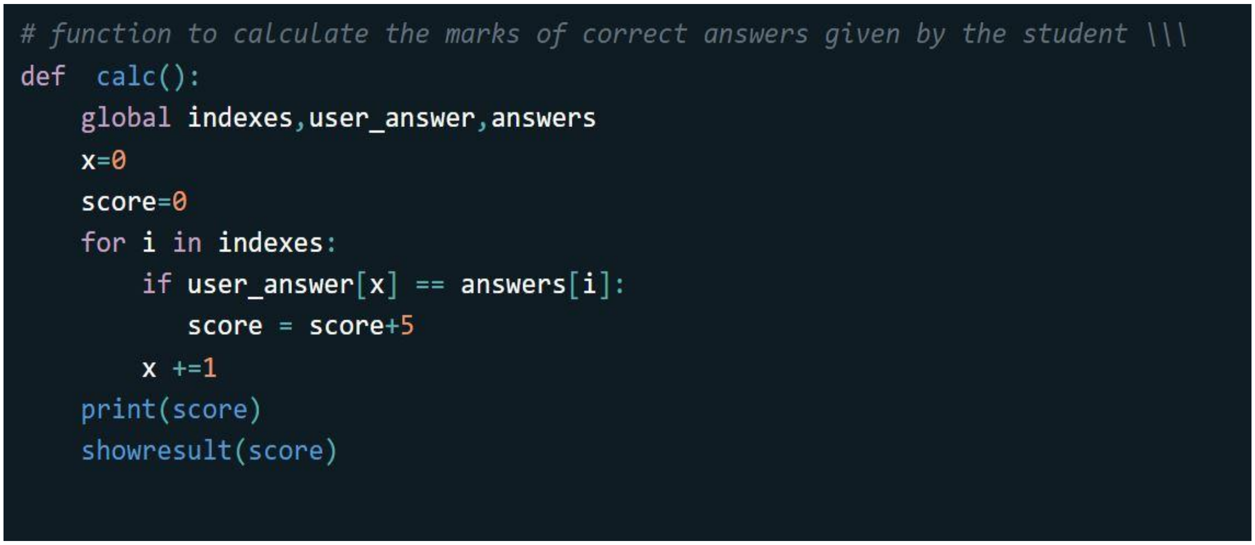
```python
# Generating 6 random numbers to be selected as questions out of total questions \\\
def gen():
    global indexes
    while(len(indexes) <6):
        x= random.randint(0,9)
        if x in indexes:
            continue
        else:
            indexes.append(x)
```

- ## Answers given by the User



```
# Registering the answers given by the student \\\
def selected():
    global radiovar,user_answer
    global lblQuestion,r1,r2,r3,r4
    global ques
    x= radiovar.get()
    user_answer.append(x)
    radiovar.set(-1)
    if ques < 6:
        lblQuestion.config(text=questions[indexes[ques]])
        r1['text'] = answers_choice[indexes[ques]][0]
        r2['text'] = answers_choice[indexes[ques]][1]
        r3['text'] = answers_choice[indexes[ques]][2]
        r4['text'] = answers_choice[indexes[ques]][3]
        ques+=1 #to change ques
    else:
        print(indexes)
        print(user_answer)
        print(answers)#orginal ans
        calc()
```

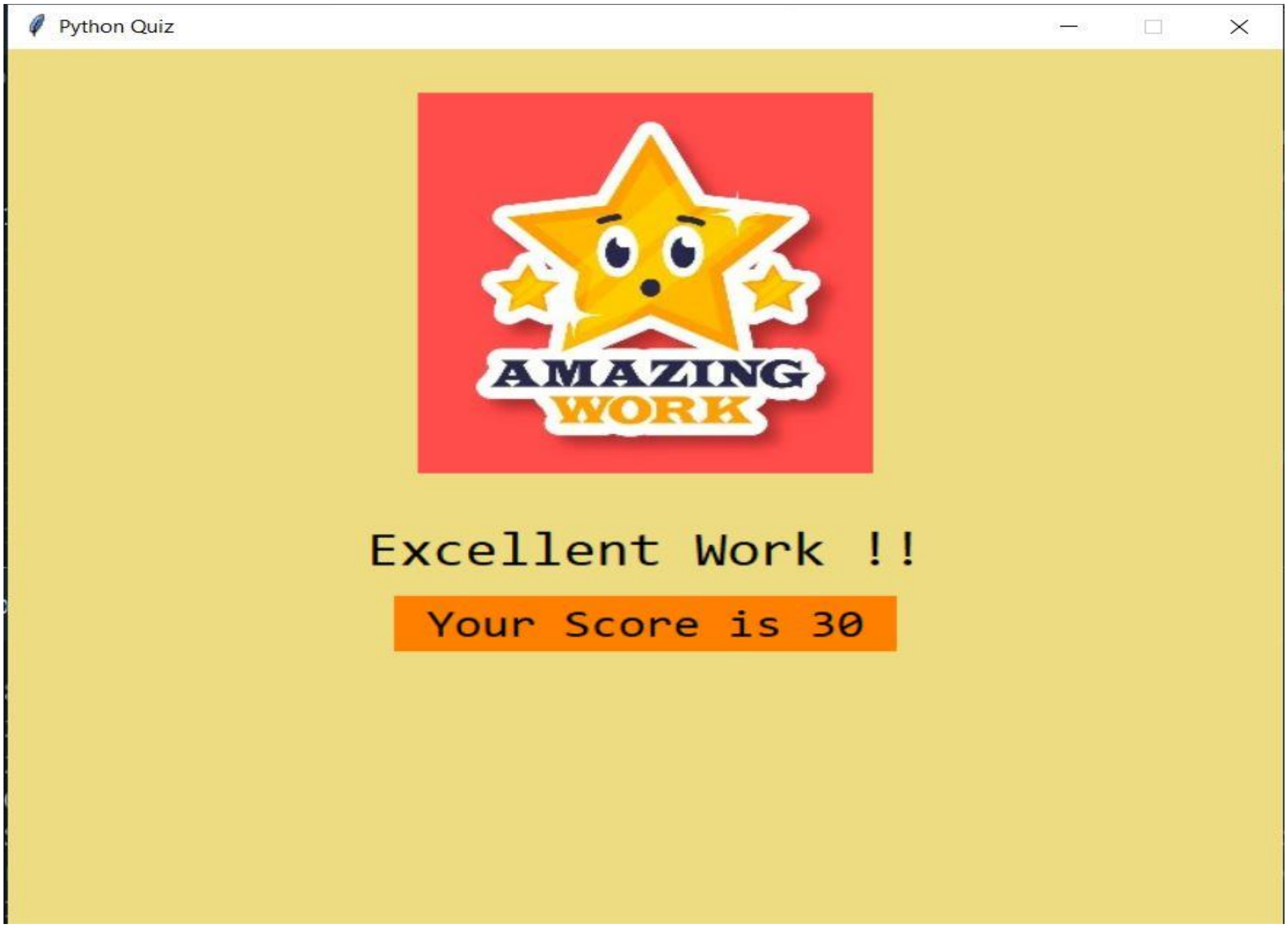
- ## Calculating Score



```
# function to calculate the marks of correct answers given by the student \\\
def  calc():
    global indexes,user_answer,answers
    x=0
    score=0
    for i in indexes:
        if user_answer[x] == answers[i]:
           score = score+5
        x +=1
    print(score)
    showresult(score)
```

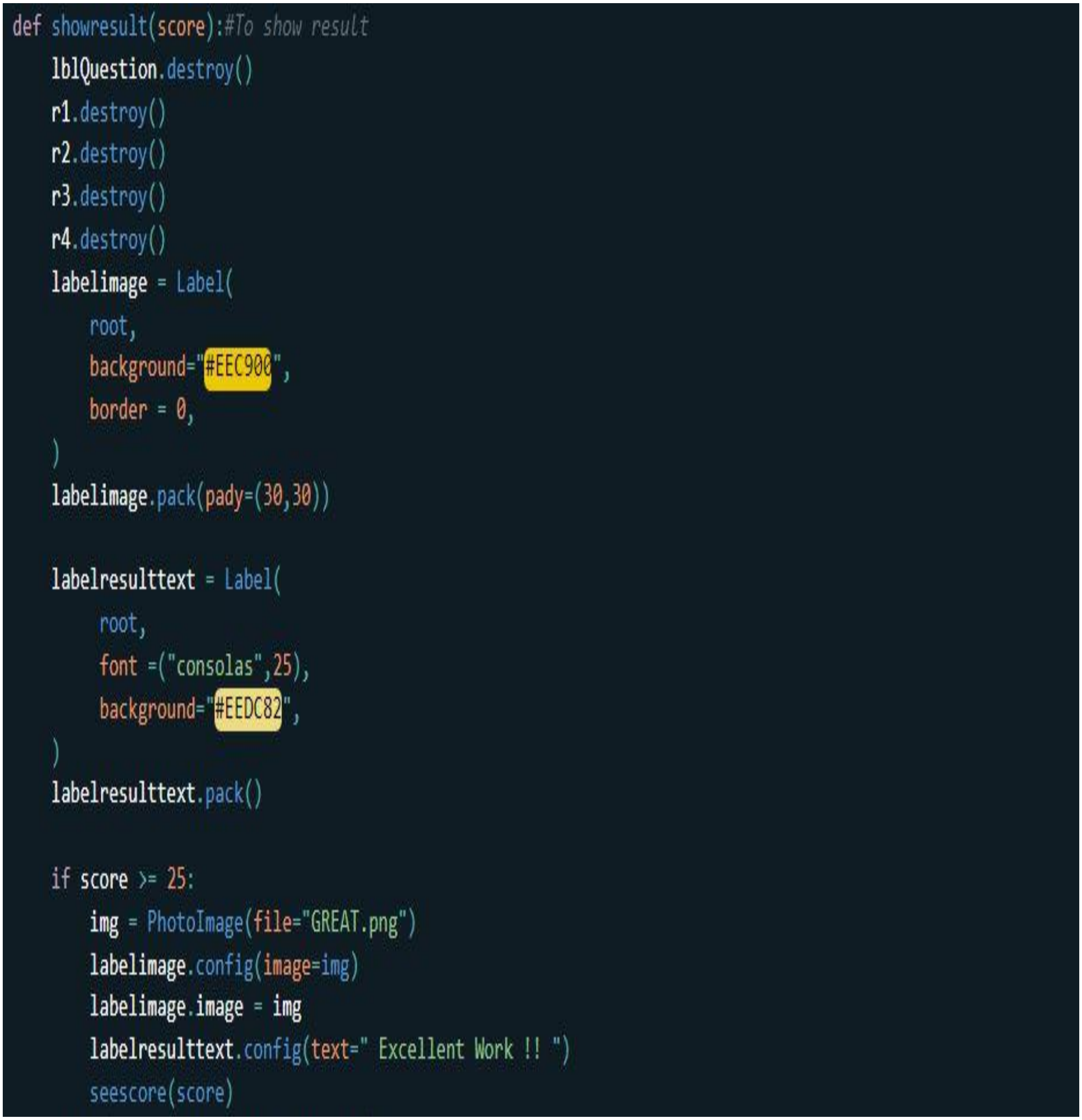
- **Showing Result screen According to Different Score**

Case 1: - If you got score greater than or equal to 25 out of 30



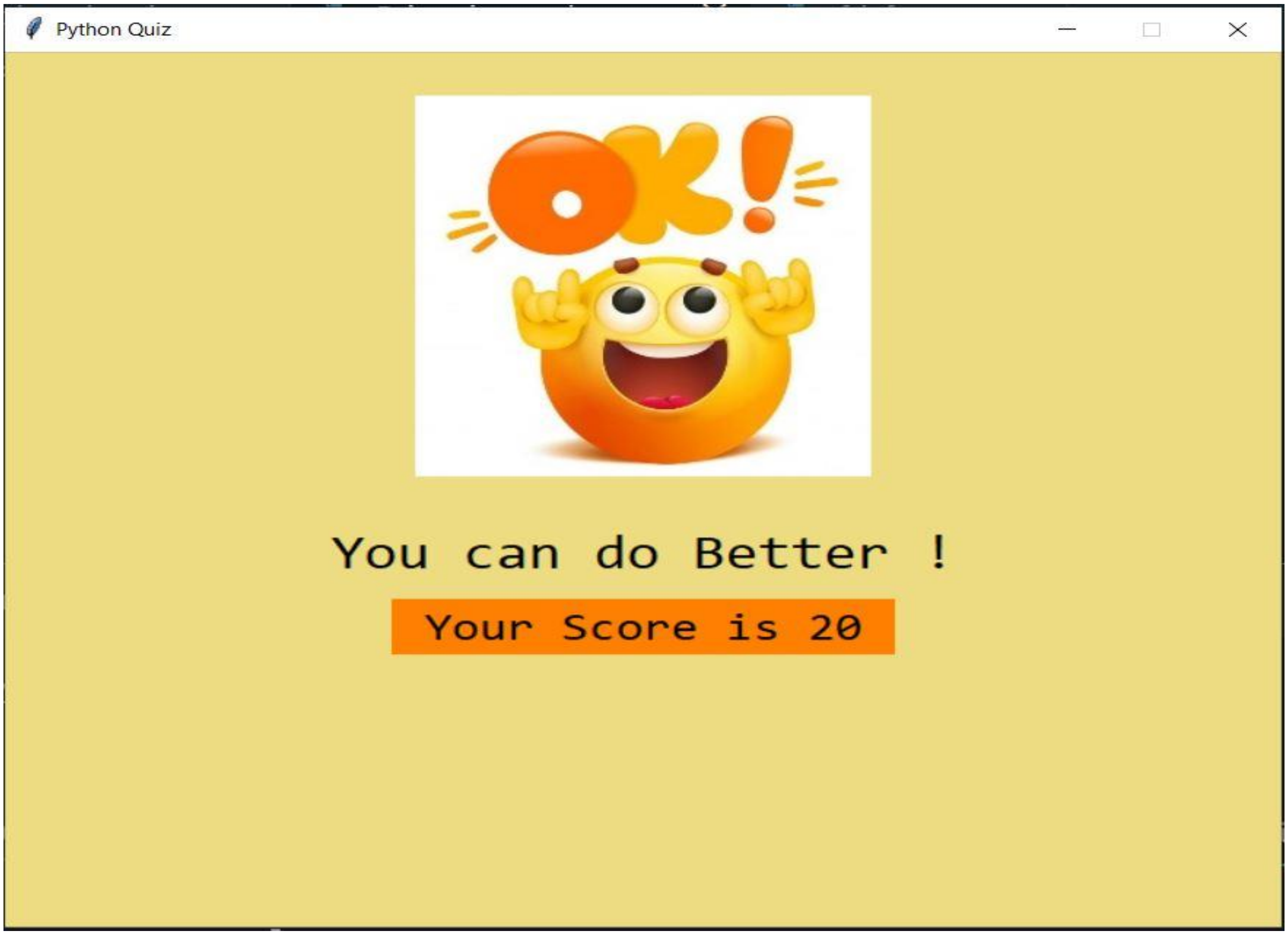
Excellent Work !!

Your Score is 30



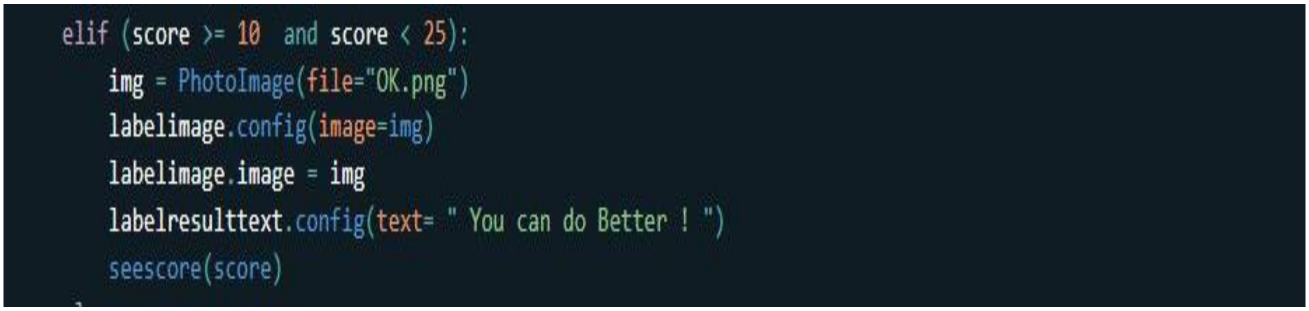
```
def showresult(score):#To show result
    lblQuestion.destroy()
    r1.destroy()
    r2.destroy()
    r3.destroy()
    r4.destroy()
    labelimage = Label(
        root,
        background="#EEC900",
        border = 0,
    )
    labelimage.pack(pady=(30,30))

    labelresulttext = Label(
         root,
         font =("consolas",25),
         background="#EEDC82",
    )
    labelresulttext.pack()

    if score >= 25:
        img = PhotoImage(file="GREAT.png")
        labelimage.config(image=img)
        labelimage.image = img
        labelresulttext.config(text=" Excellent Work !! ")
        seescore(score)
```

Case 2: - If you get score greater than or equal
To 10 and less than 25



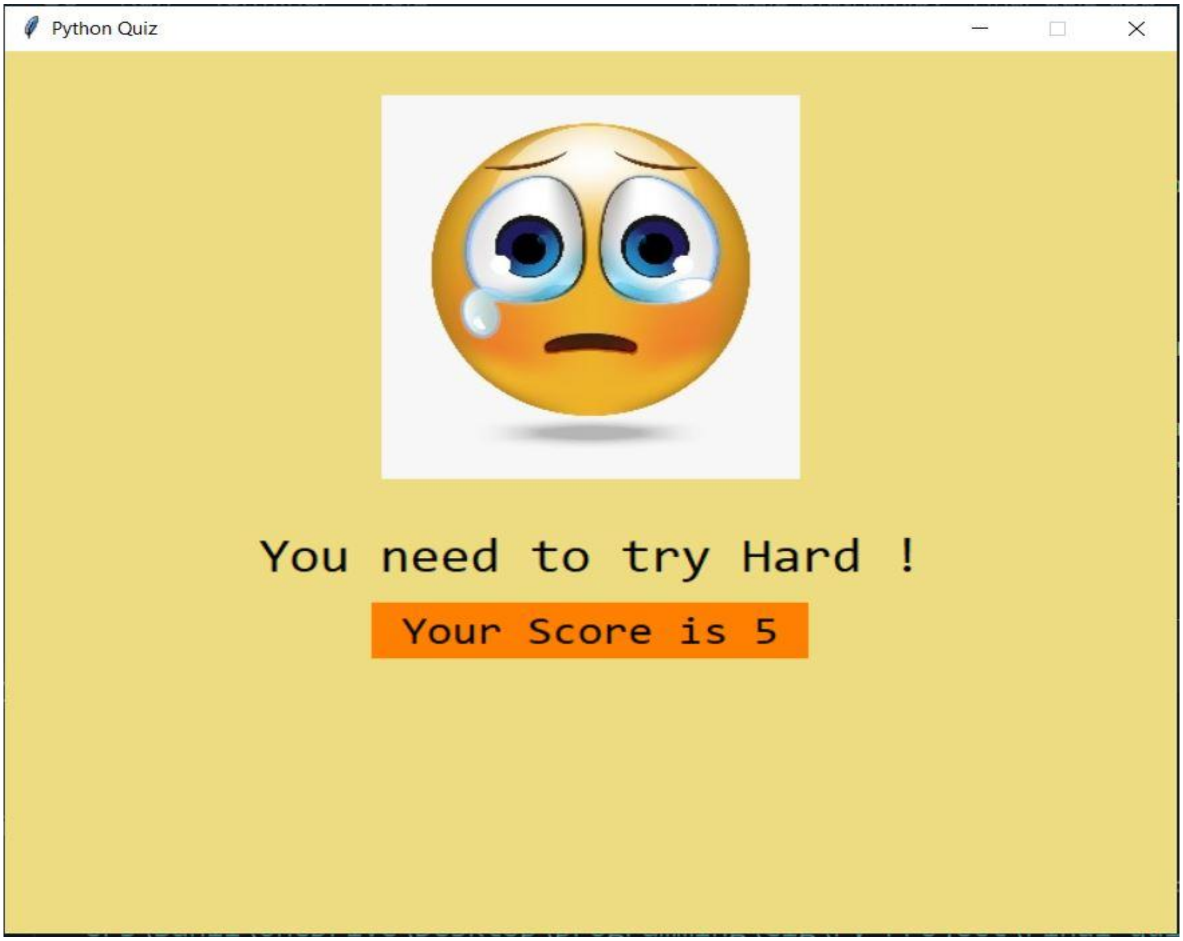
You can do Better !

Your Score is 20



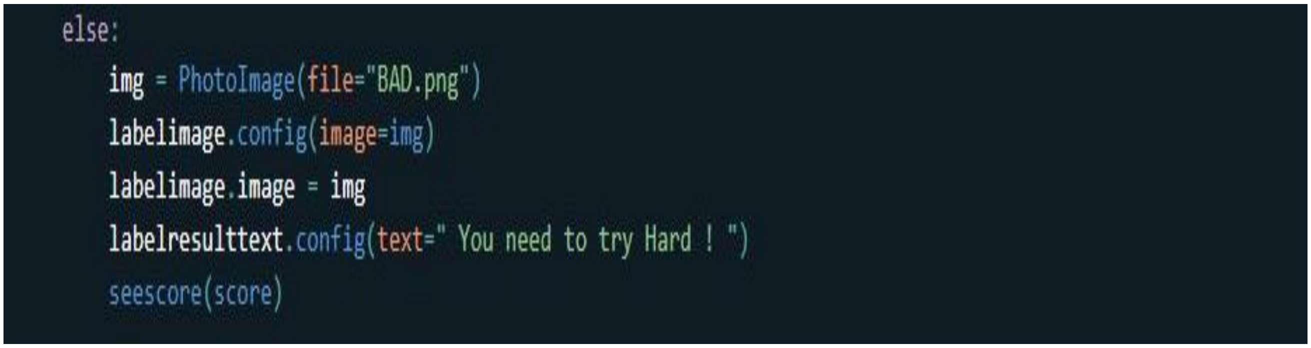
```
elif (score >= 10  and score < 25):
    img = PhotoImage(file="OK.png")
    labelimage.config(image=img)
    labelimage.image = img
    labelresulttext.config(text= " You can do Better ! ")
    seescore(score)
```

Case 3: - If you score is less than 10



You need to try Hard !

Your Score is 5



```
else:
    img = PhotoImage(file="BAD.png")
    labelimage.config(image=img)
    labelimage.image = img
    labelresulttext.config(text=" You need to try Hard ! ")
    seescore(score)
```

CONCLUSION

It is our team’s hope that this document will be of huge help with understanding of our little project as we have used a different approach which has proved beneficial for us and easy for us to understand the vast ocean.as the time passes we look forward to add more feature to the quiz app and make it more refined for the user.

REFERENCES

1) GeeksforGeeks
   https://www.geeksforgeeks.org/python-gui-tkinter/

2) Tutorialspoint
   https://www.tutorialspoint.com/python/python_gui_programming.htm

THANK YOU FOR PROVIDING
US THIS OPPORTUNITY