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Abstract

The goal of this work is to create an application which takes questions randomly picked from a file and puts them together into a quiz. The quiz will read an answer key after to grade the quizzes. The quiz will be different each time one is created.

Introduction

Detailed System Description

The system will send out questions one by one as the user will have to answer them. It will save the user's answer one by one. Once the user has gone through all of the questions the questions will be reprinted along with the correct answers and the user's answers. There will be one class to store the questions and answers together and another class to temporarily store the user's answers and save them to be printed.

Requirements

The system will be randomly selecting questions and putting them in an order which it will save along with the answers entered by the user in a string. It will also have to save the randomly generated order for it to print out again at the end in the key.

Literature Survey

There have been applications that accomplish similar things and in general they work in two ways. One randomly changes the order of the questions at the beginning of the program and prints it in the reassigned order. The other randomly selects a question one by one and keeps selecting until the assigned amount of questions have been asked.

User Manual

The application will save the users answer and move onto the next question once the user hits enter on their keyboard. It will continue to do this until all the questions are answered and will then print the user answers next to the answer key.

Conclusion

The application makes it so that each quiz looks unique even though it has a set of questions to choose from. Using this program you can make unique quizzes for an entire classroom while having all of the questions still be relevant to what they are learning.