DON BOSCO INSTITUTE OF TECHNOLOGY



Skill based Lab Course: Object Oriented Programming with Java MINI PROJECT REPORT

On

"Quiz Portal" 2021-22

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Mini Project Title : Quiz

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Internal Guide

Ditty Varghese

TABLE OF CONTENTS

SR. NO.	CONTENT	PAGE NO.
CHAPTER 1	INTRODUCTION	4
CHAPTER 2	IMPLEMENTATION	5
CHAPTER 3	RESULTS(SNAPSHOTS)	11
CHAPTER 4	CONCLUSION	13
CHAPTER 5	REFERENCES	14

INTRODUCTION

Topic: Quiz

A quiz is a form of game or mind sport in which players attempt to answer questions correctly about a certain or variety of subjects. Quizzes can be used as a brief assessment in education and similar fields to measure growth in knowledge, abilities, or skills. They can also be televised for entertainment purposes, often in a game show format.

We have developed a Quiz using java. In this quiz we have used Graphical User Interface (GUI) which makes it interactive and gives it an application type look.

We have added a number of multiple choice questions and the user has to select an appropriate answer from the given multiple choices.

For now, we have added 10 questions but we can increase or decrease the number of questions according to our need.

Once the user selects an option, he/she has to click submit (for it to be registered) and then go to the next question.

If the user has gone ahead with another question and is not happy with one of his/her previous answer, he/she can use the previous button.

Once the user has answered all the questions, he/she has to click on the end quiz button to end the quiz

After that the score will be automatically displayed.

IMPLEMENTATION

Source Code:

```
package com.company;
   JFrame frame = new JFrame("Login");
   JTextField userText;
       passwordLabel = new JLabel("Password: ");
       frame.add(passwordLabel);
```

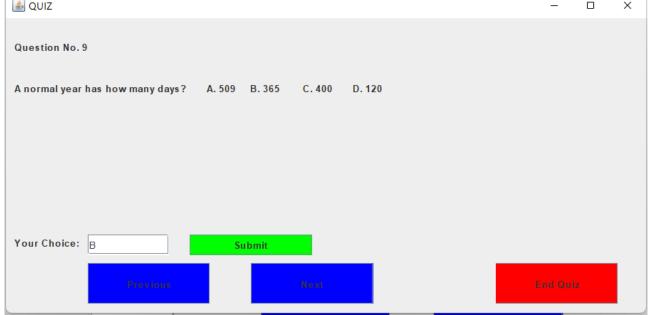
```
F main.add(bSub);
@Override
    if (btnClicked == "Submit") {
```

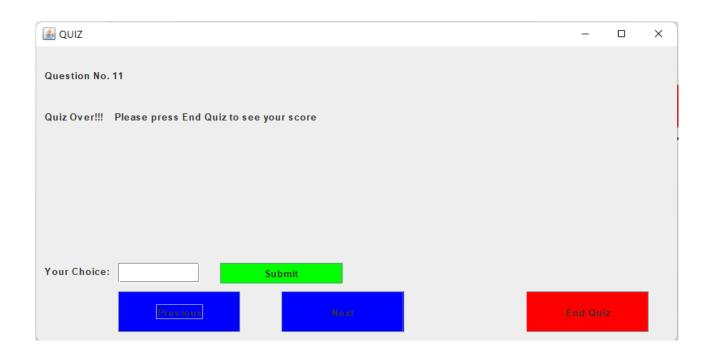
```
String sc = Integer.toString(Quiz.score);
    frF.setDefaultCloseOperation(WindowConstants.EXIT ON CLOSE);
   frF.setVisible(true);
```

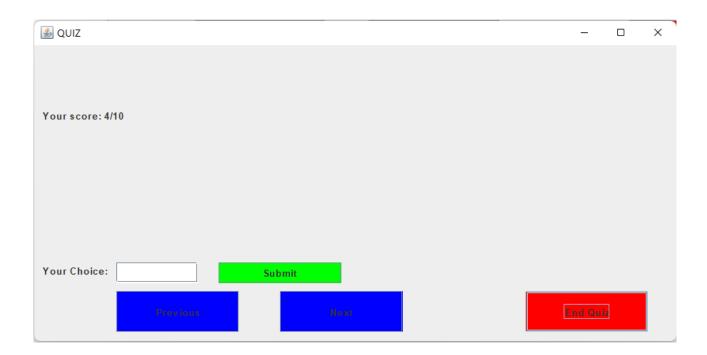
RESULT

A few screenshots of the output:









CONCLUSION

A few topics used in this project:

- ➤ Data Structures
- > Methods
- ➤ Variables
- > Static/method Variables
- > Constructors
- ➤ Classes
- > Array Lists
- > Strings
- > Integers
- > Interfaces
- Operators
- ➤ 'if-else' blocks
- > Branching
- > Loops
- > OOPM fundamentals
- > Polymorphism
- ➤ Method Overriding
- > User defined method
- ➤ Multiple Inheritance using Interference
- ➤ Graphical User Interface programming (GUI)
- ➤ Abstract Window Tool kit (AWT)
- > Swing

Using these and many more topics and skills taught to us in the JAVA course, we developed the Quiz Portal from the ground up.

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