EXPERIMENT 6

Question:

Draw a Use case diagram to model for a quiz system. A user can request a quiz for the system. The system picks a set of questions from its database, and composes them together to make a quiz. It rates the user's answers and gives hints if the user requests it. In addition to users, we also have helpers who provide questions and hints. And also, administrators who must certify questions to make sure they are not too trivial, and that they are correct

Aim:

To design a **Use Case Diagram** for a **Quiz System** that models interactions between users, helpers, and administrators with the system.
The system allows users to request quizzes, answer questions, receive hints, and get rated. Helpers provide questions and hints, while administrators certify questions for correctness and difficulties

Procedure:

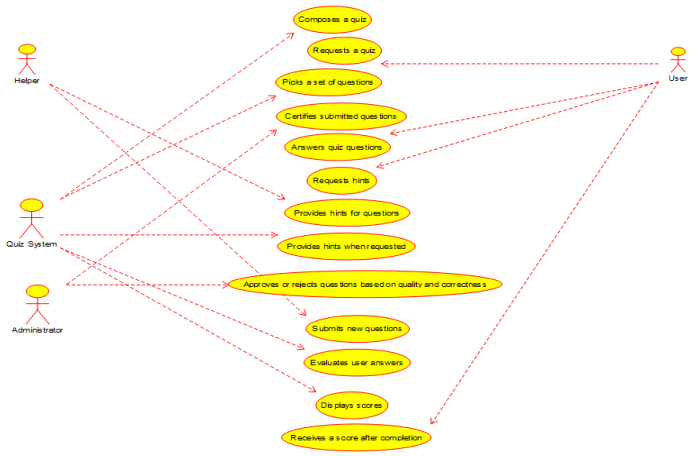
1. **Identify Actors**
    - **User:** Requests quizzes, answers questions, and asks for hints.
    - **Helper:** Provides questions and hints.
    - **Administrator:** Certifies questions to ensure correctness.
    - **Quiz System:** Manages the overall quiz process.
2. **Identify Use Cases**
    - Request a quiz
    - Pick a set of questions
    - Compose a quiz
    - Answer quiz questions
    - Request hints
    - Provide hints
    - Submit new questions
    - Certify submitted questions
    - Approve or reject questions

- Evaluate user answers
- Display scores

3. **Establish Relationships**
   - The User interacts with the system to request a quiz, answer quiz questions, and request hints.
   - The Helper provides new questions and hints for users.
   - The Administrator ensures questions meet quality standards by certifying and approving/rejecting them.
   - The Quiz System connects all these functionalities.
4. **Draw the Diagram**
   - Place actors on the left and right sides.
   - Place the quiz system at the center.
   - Use ovals to represent each use case inside the system.
   - Draw dashed arrows to represent interactions between actors and the system.

Output:

Usecase Diagram



Result

The use case diagram effectively models the **Quiz System**, showcasing how different users interact with it. The diagram visually represents the **functionalities** and **actor interactions**, ensuring a clear understanding of the system's operations.