

A Project Report On

Yo Yo Quiz

Submitted in partial fulfillment of the requirement for the
award of the degree

Bachelor of Computer Application (BCA)
Academic Year 2020 - 21

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Internal Guide
(Prof. Riddhi Joshi)



Marwadi
University

Rajkot-Morbi Road, At & PO : Gauridad, Rajkot 360 003. Gujarat. India.



Marwadi
University

Faculty of Computer Applications (FCA)

Certificate

This is to certify that the project work entitled

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is a result of the bonafide work carried out by

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during the academic year 2020 – 2021

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HOD

External Viva

Name of the Examiners

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DECLARATION

I/We hereby declare that this project work entitled **Yo Yo Quiz** is a record done by me.

I also declare that the matter embodied in this project is genuine work done by me and has not been submitted whether to this University or to any other University / Institute for the fulfillment of the requirement of any course of study.

Place :

Date :

Shivam Kumar (91800527083) **Signature :** _____

Biswajit Jana (91800527053) **Signature :** _____

Yash Tak (91800527051) **Signature :** _____

ACKNOWLEDGEMENT

It is indeed a great pleasure to express my thanks and gratitude to all those who helped me. No serious and lasting achievement or success one can ever achieve without the help of friendly guidance and co-operation of so many people involved in the work.

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Biswajit Jana (91800527053) **Signature :** _____

Shivam Kumar (91800527083) **Signature :** _____

Yash Tak (91800527051) **Signature :** _____

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1. Synopsis

Our project name is “YOYO Quiz”, this name is suggested as this portal will provide learning with fun. This project includes three modules:

- login/registration
- Random Quiz
- Custom Quiz

This project will be having 2 parts one is random quiz and another one is custom quiz.

lets talk about **Random Quiz module:**

This module is for all people just for fun and learning. After entering in this module, student need to be ready for the random questions (teachers can also play).

Now, lets talk about **Custom Quiz module:**

This module will be customizable. There will be two sub modules like:

- ✓ **Teacher**
- ✓ **Student**

Role of Teacher:

Basically, the role of the Teacher is to create or customize Quiz by their own and for that particular quiz Teacher will generate unique code for the students to join.

Role of student:

In custom quiz module, student role is to join the quiz created by Teacher using the unique code.

2. Preamble

2.1 General Introduction

Our project name is “YOYO Quiz”. As the name is suggested for the fun and learning with interest. This project does not have age restrictions, every single person can visit the portal and participate in the quiz. Another thing is that Teacher can customize and conduct their own quiz for the students. In this project, we are using HTML, CSS, Javascript as front end side and PHP, mySQL at the back end side.

All the records such as name, age, total scores, etc. will be store in the database(mysql) in backend side and if student wants to see the current or previous scores then that particular student's score will display in the webpage

2.2 Statement of Problem

There are many problems that can be solved by online quiz systems – they are secure, customizable, reliable, highly interactive, reduced turnaround time and accessible via various devices. Online Quiz is an objective and systematic evaluation of human abilities, skills, behaviors/characteristics, etc. These assessments take place over the internet using available web technologies. Online Quiz has become increasingly popular in these areas: educational institutes.

2.3 Objective of the Study

The main objective of our project is that Teachers can conduct the test online during this pandemic situation Covid-19. It is user friendly and Secure Environment.

. It also provide random Quiz through which you can enhance your knowledge.

2.4 Scope of the Study

Online Examination System is widely used as compared to other exams .Online examination system can be used in private institutes as well as educational institution. As it is student friendly web base application it can be used anywhere and anytime. Every software may have some cases of bugs, errors, security related problems or system faults. There are many problems or system faults for example; computer

collapse or crashes due to power supply problem will invalidate efforts of number of students. There are large numbers of chances in which software may produce wrong results or may display invalid data. These bugs must be identified and solved for improving quality of software. So in future we can develop more secure software by using advanced technologies.

2.5 Feasibility Study

2.5.1 Economic Feasibility :-

Basically this website is developed in a PHP, JavaScript, jQuery, Bootstrap. We don't afraid of cost & the benefit is high because this is based on online.

2.5.2 Technical Feasibility :-

This website will run in any device. We already have a computer in which we develop our project. So, don't have to afraid about technical feasibility.

2.5.3 Operational Feasibility :-

The drawback of manual system we can create this website. In this website we store data in proper manner, display our jobs, jobseeker details, company details, etc.

3. REVIEW OF LITERATURE

3.1 What is PHP ?

- ❖ The full form of PHP is “Hypertext Preprocessor”. Its original name was “Personal Home Page”
- ❖ Rasmus Lerdorf software engineer, Apache team member is the creator and original driving force behind PHP. The first part of PHP was developed for his personal use in late 1994. By the middle of 1997, PHP was being used on approximately 50,000 sites worldwide.
- ❖ PHP is server-side scripting language, which can be embedded in HTML or used as a stand-alone.
- ❖ PHP doesn't do anything about what a page looks and sounds like. In fact, most of what PHP does is invisible to the end student.
- ❖ Someone looking at a PHP page will not necessarily be able to tell that it was not written purely in HTML, because usually the result of PHP is HTML.
- ❖ PHP is an official module of Apache HTTP Server.
- ❖ PHP is fully cross-platform, meaning it runs native on several flavors of Unix, as well as on Windows and now on Mac OS X.

Advantages of PHP

- Cost : PHP costs you nothing. It is open source software and doesn't need to purchase it for development.
- Ease of Use :PHP is easy to learn, compared to the others. A lot of Ready-made PHP scripts are freely available in market so, you can use them in your project or get some help from them.
- HTML- Support : PHP is embedded within HTML; In other words, PHP pages are ordinary HTML pages that escape into PHP mode only when necessary. When a client requests thispage, the web server preprocesses it. This means it goes through the.
- page from top to bottom, looking for sections of PHP,which it will try to resolve.
- **Cross-platform compatibility** :MySQL run native on every popular flavor of

Unix and windows. A huge percentage PHP and of the world's HTTP servers run on one of these two classes of operating system.

- **PHP is compatible with the three leading Web servers :**Apache HTTP Server for Unix and Windows, Microsoft Internet Information Server, and Netscape Enterprise Server. It also works with several lesser-known servers, including Alex Blits'fhttpd, Microsoft's Personal Web Server, AOL Server and Omnicentrix's Omni server application server.

- **Stability :**The word stable means two different things in this context:
 - The server doesn't need to be rebooted often
 - The software doesn't change radically and incompatibly from release to release.To our advantage, both of these apply to both MySQL and PHP.

- **Speed :**PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the Unix side. Although it takes a slight performance hit by being interpreted rather than compiled, this is far outweighed by the benefits PHP derives from its status as a Web server module.

3.2 About MySQL

MySQL Database Management System

- MySQL, the most popular Open Source SQL database management system, is developed, distributed, and supported by MySQL AB.
- MySQL AB is a commercial company, founded by the MySQL developers. It is a second generation Open Source Company that unites Open Source values and methodology with a successful business model.
- The MySQL Web site (<http://www.mysql.com/>) provides the latest information about MySQL software and MySQL AB.

- The official way to pronounce “MySQL” is “My Ess Que Ell” (not “my sequel”), but we don't mind if you pronounce it as “my sequel” or in some other localized way.

MySQL Features :

- MySQL is a database management system.
- MySQL is a relational database management system.
- MySQL software is Open Source.
- The MySQL Database Server is very fast, reliable, and easy to use.
- MySQL Server works in client/server or embedded systems.

3.3 About CSS

Cascading Style Sheets which is in a better way known as CSS, is a very simple designed process which is used for making the web pages a lot more presentable. CSS allows you to put styles to customize your web pages. The best part about making use of this styling feature is that the CSS is independent of the HTML way of creating web pages. The basic difference between the Hypertext Markup Language and the Cascading Style Sheets is that the former is mainly known to provide the structural way of the landscape to the web page while the latter is meant to provide a powerful color coding and styling techniques. It is used to control the layout of more than one web page all at once. All the external stylesheets are stored in the form of CSS files.

Main Components of CSS :

- Easily maintainable
- CSS is time-saving
- Superior styles to native front end
- Ease with Search Engines
- Efficient cache storing

3.4 About HTML

- HTML stands for Hyper Text Markup Language
- HTML is the standard markup language for creating Web page.
- HTML describes the structure of a Web page
- HTML consists of a series of elements
- HTML elements tell the browser how to display the content
- HTML elements label pieces of content such as "this is a heading", "this is a paragraph", "this is a link", etc.

4. TECHNICAL DESCRIPTION

4.1 Software Requirements:

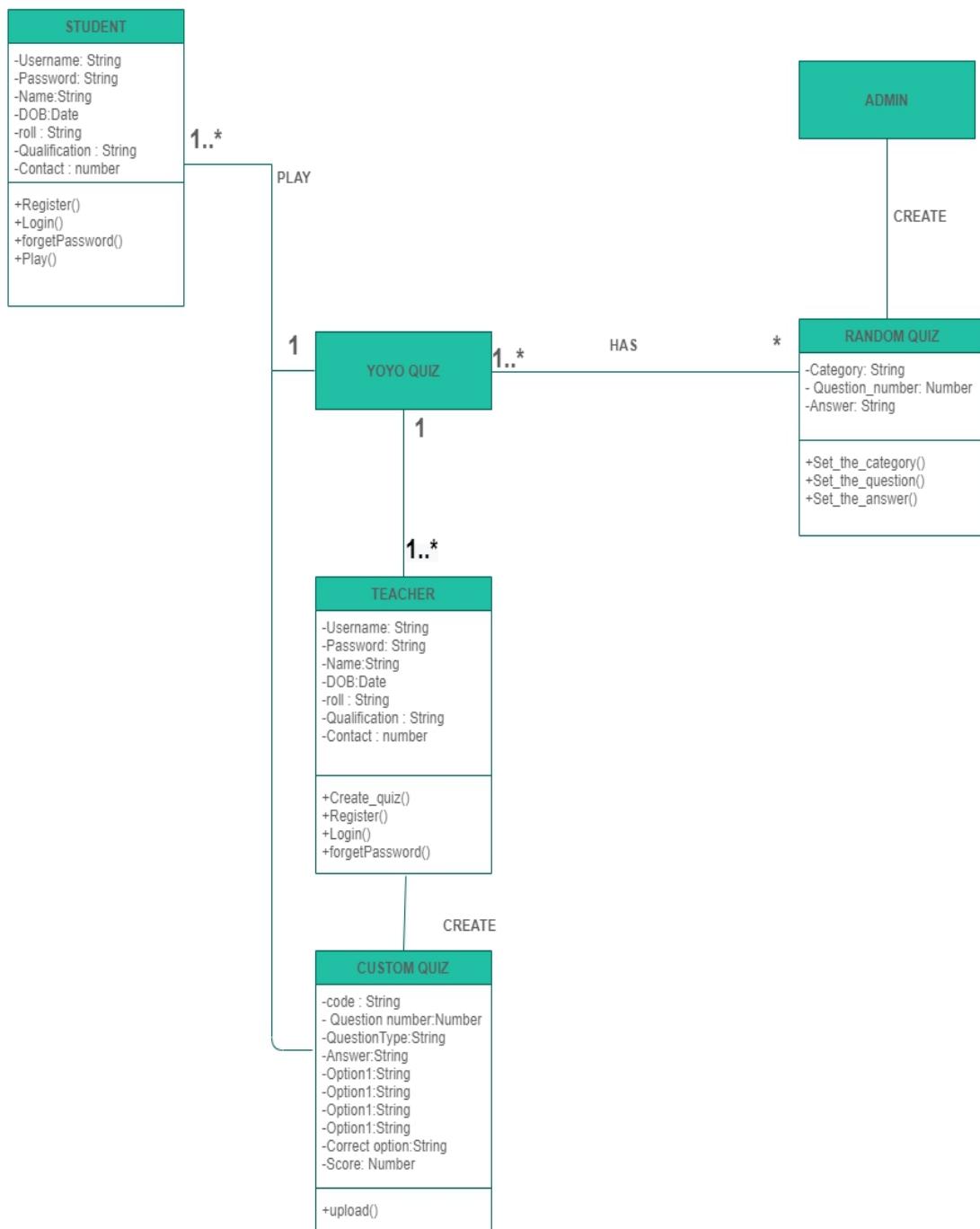
- Operating System: Windows XP and above RDBMS: MySQL.
- Web Server: XXAMP Web server
- Web browser: Inter Explorer, Google Chrome or Mozilla Firefox

4.2 Hardware Requirements:

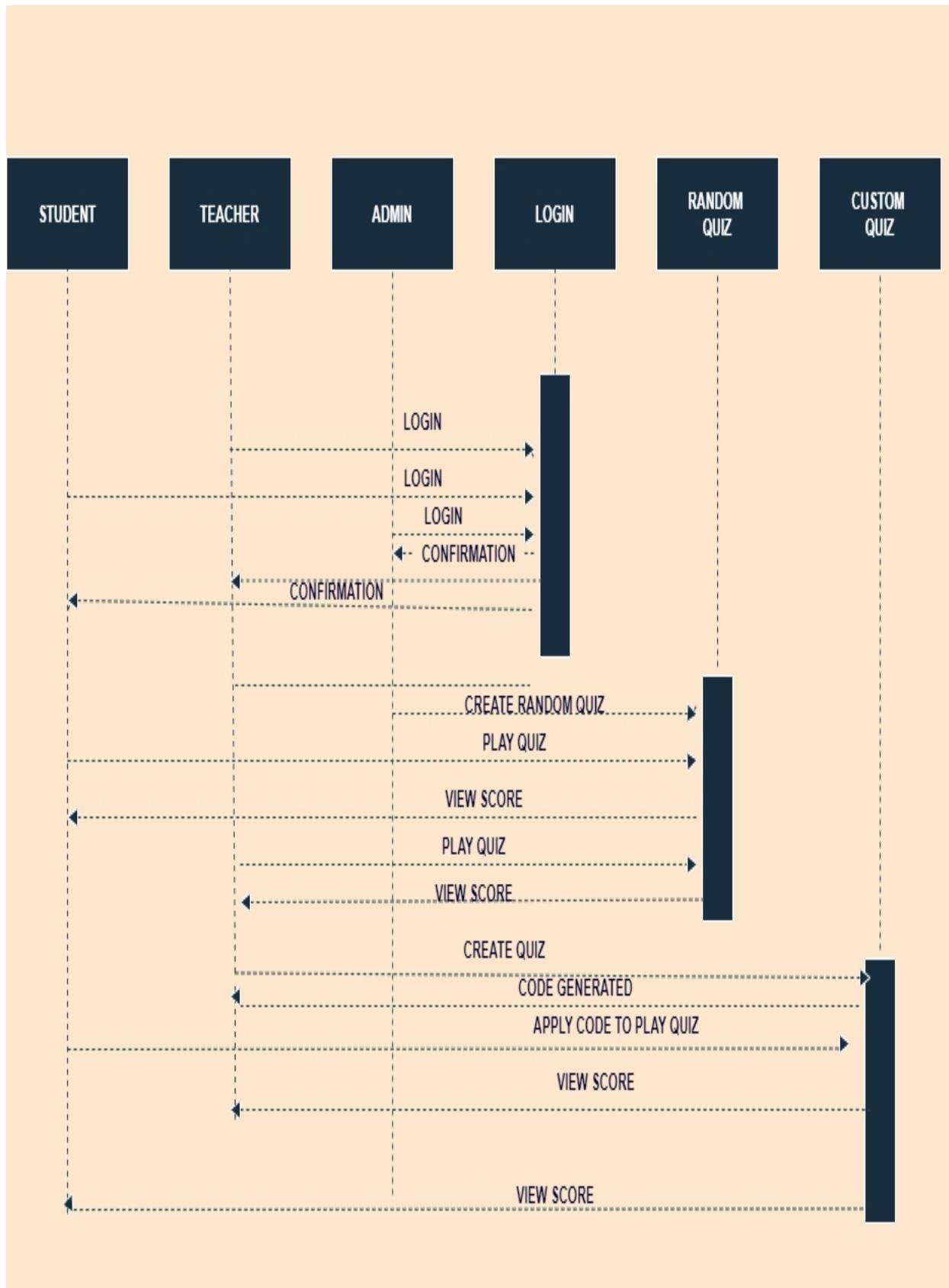
- Memory: Minimum 256 MB RAM
- Hard Disk Space: 8 GB

5. SYSTEM DESIGN AND DEVELOPMENT

5.1 Class Diagram

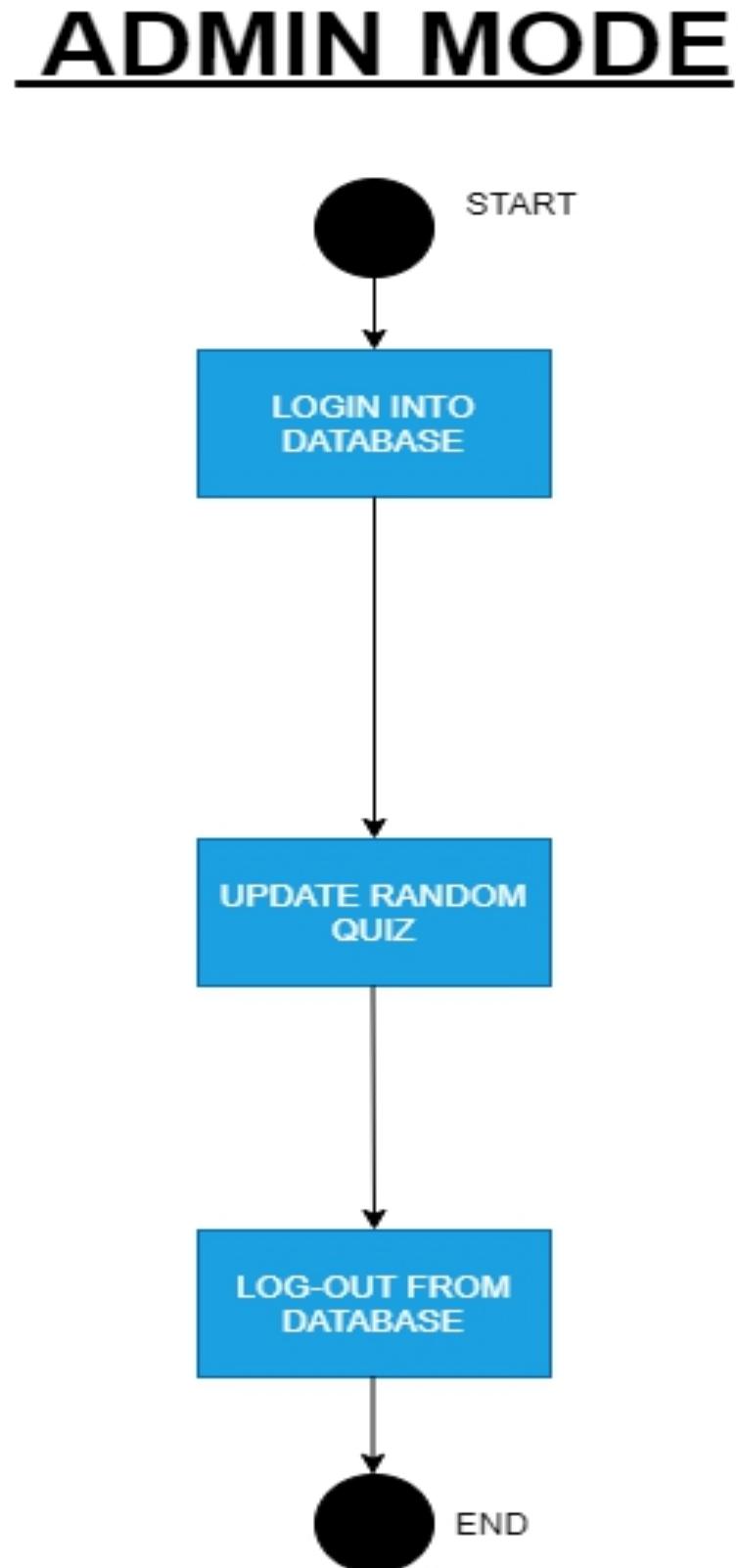


5.2 Interaction Diagram

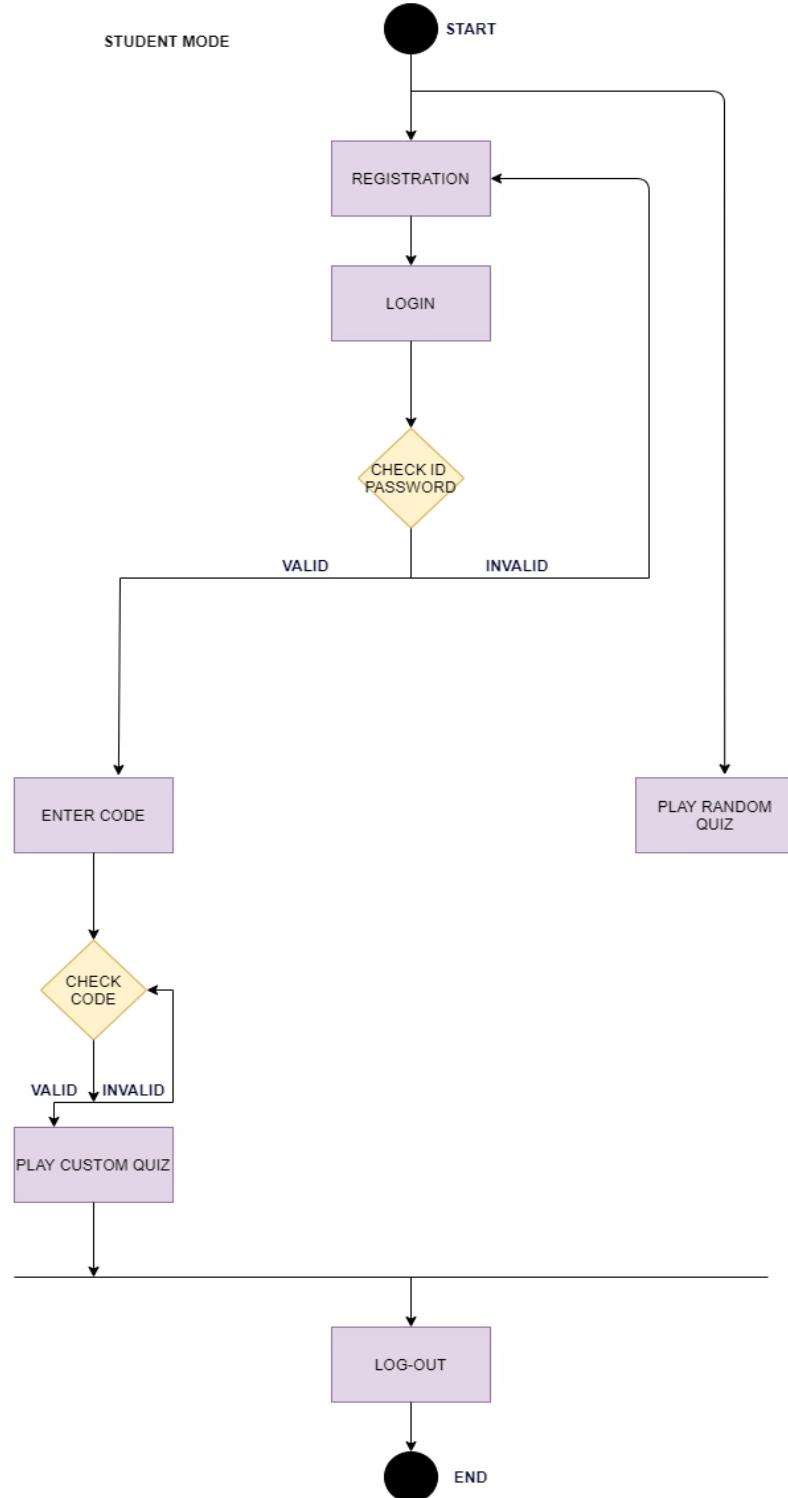


5.3 Activity Diagram

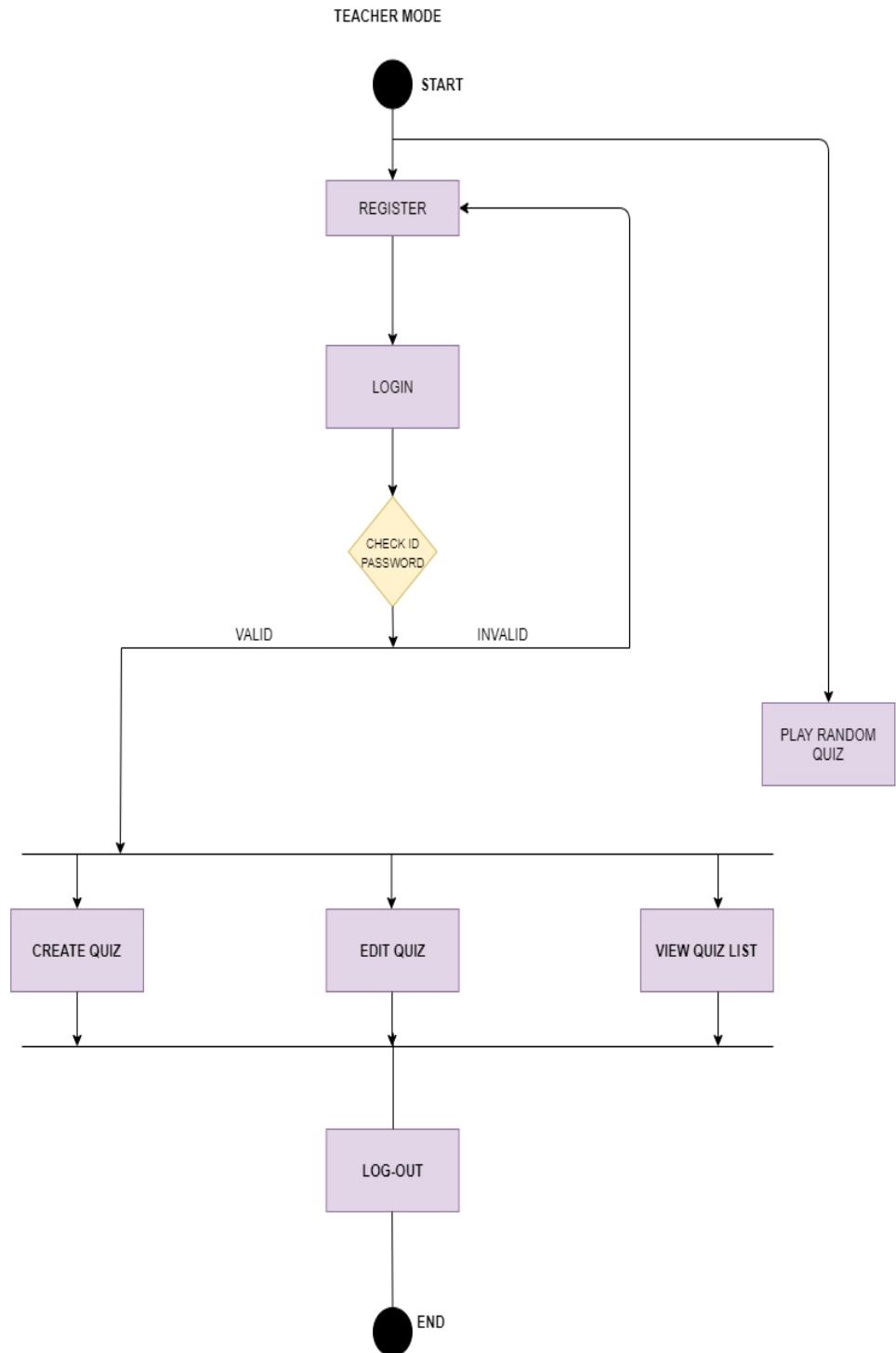
5.3.1 Activity Diagram (admin mode)



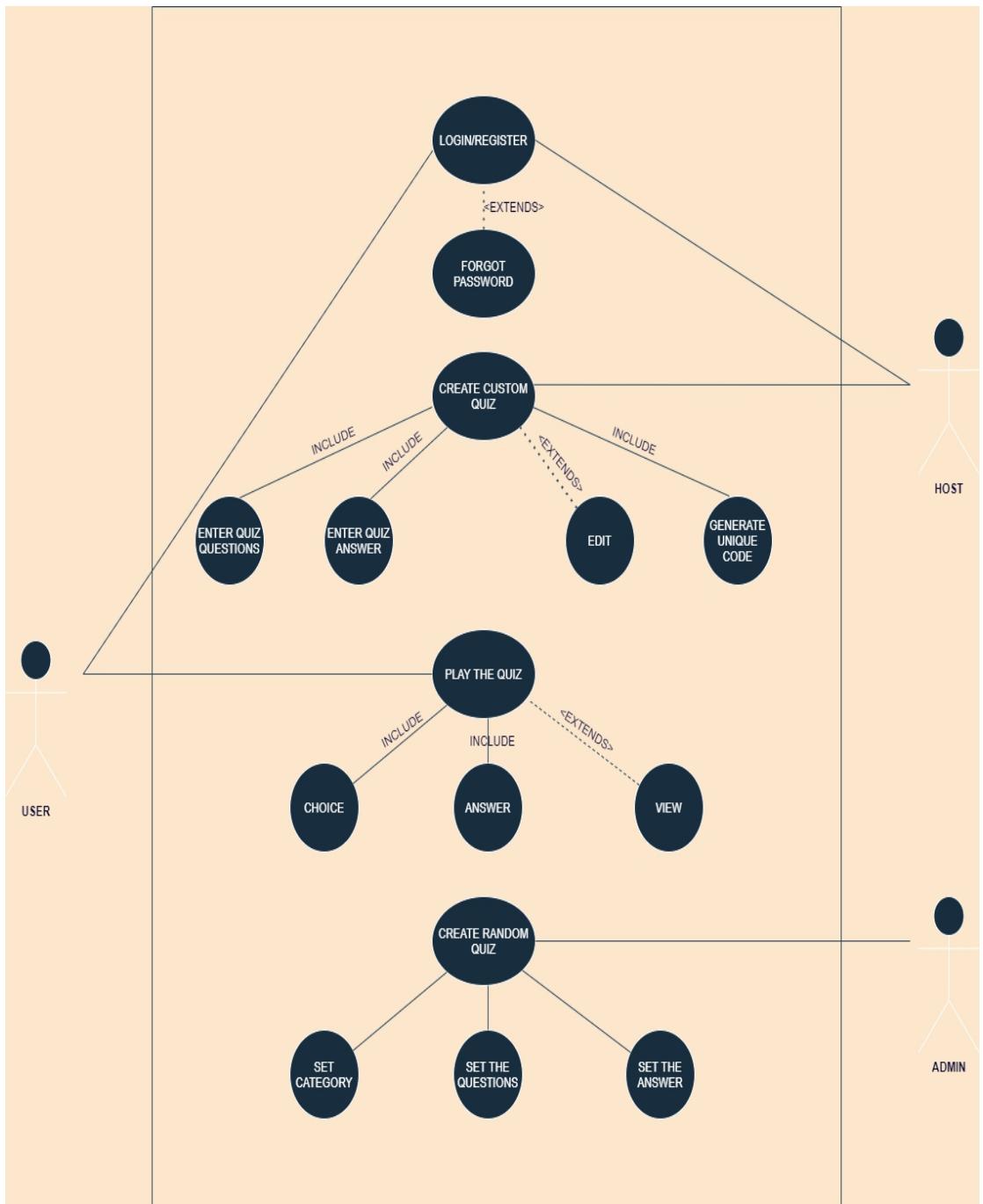
5.3.2 Activity Diagram (student mode)



5.3.3 Activity Diagram (Teacher mode)



5.4. Use Case Diagram



5.5 Table Structure

5.5.1 Registration Table

1.Registration table				
table name	registration			
Description	stores information of the new users			
primary key	username			
foreign key	none			
Sr.no	field name	datatype (size)	constraint	description
1	NAME	VARCHAR(30)	NOT NULL	store name of the users
2	QUALIFICATION	VARCHAR(40)	NOT NULL	store qualification of the users
3	DOB	DATE	NOT NULL	store Dob of the users
4	CONTACT	BIGINT(10)	NOT NULL	store contact of the users
5	USER NAME	VARCHAR(16)	PRIMARY KEY	store username of the users
6	PASSWORD	VARHCHAR(16)	NOT NULL	store password of the users
7	ROLE	VARCHAR(10)	NOT NULL	store role of the users

5.5.2 Quiz List

2. Quiz Table				
table name	Quiz_list			
Description	stores the information of the custom quiz created by teacher			
primary key	QUIZ_CODE			
foreign key	none			
Sr.no	field name	datatype (size)	constraint	description
1	USERNAME	VARCHAR(16)	NOT NULL	store username of the teacher
2	TITLE	VARCHAR(200)	NOT NULL	store title of the quiz
3	TYPE	VARCHAR(30)	NOT NULL	store the type of the questions
4	QUIZ_CODE	VARCHAR(16)	PRIMARY KEY	stores the quiz code
5	TOTAL POINTS	INT(10)	NOT NULL	stores the maximum points of the quiz

5.5.3 Custom Quiz Question Table(MCQ)

3. Custom Quiz Question Table(MCQ)

table name	Quiz_code(defined by teacher)
Description	stores the information of the custom quiz question created by teacher
primary key	none
foreign key	none

Sr.no	field name	datatype (size)	constraint	description
1	QUESTION NO.	INT(100)	NOT NULL	stores question number
2	QUESTION	VARCHAR(500)	NOT NULL	stores the question
3	OPTION 1	VARCHAR(100)	NOT NULL	stores option A
4	OPTION 2	VARCHAR(100)	NOT NULL	stores option B
5	OPTION 3	VARCHAR(100)	NOT NULL	stores option C
6	OPTION 4	VARCHAR(100)	NOT NULL	stores option D
7	CORRECT OPTION	VARCHAR(100)	NOT NULL	stores correct option

5.5.4 Random Quiz Question Table(MCQ)

4. Random Quiz Question Table(MCQ)

table name	Category(defined by Admin)
Description	stores the information of the random quiz question created by admin
primary key	none
foreign key	none

Sr.no	field name	datatype (size)	constraint	description
1	QUESTION NO.	INT(100)	NOT NULL	stores question number
2	QUESTION	VARCHAR(500)	NOT NULL	stores the question
3	OPTION 1	VARCHAR(100)	NOT NULL	store option A
4	OPTION 2	VARCHAR(100)	NOT NULL	store option B
5	OPTION 3	VARCHAR(100)	NOT NULL	store option C
6	OPTION 4	VARCHAR(100)	NOT NULL	store option D
7	CORRECT OPTION	VARCHAR(100)	NOT NULL	store correct option

5.5.5 Custom Quiz Question Table(One Word)

5. Custom Quiz Question Table(One word)

table name	Quiz_code(defined by teacher)
Description	stores the information of the custom quiz question created by teacher
primary key	none
foreign key	none

Sr.no	field name	datatype (size)	constraint	description
1	QUESTION NO.	INT(100)	NOT NULL	stores question number
2	QUESTION	VARCHAR(500)	NOT NULL	stores the question
3	CORRECT ANSWER	VARCHAR(500)	NOT NULL	store the correct answer

5.5.6 Score Table

6. Score Table

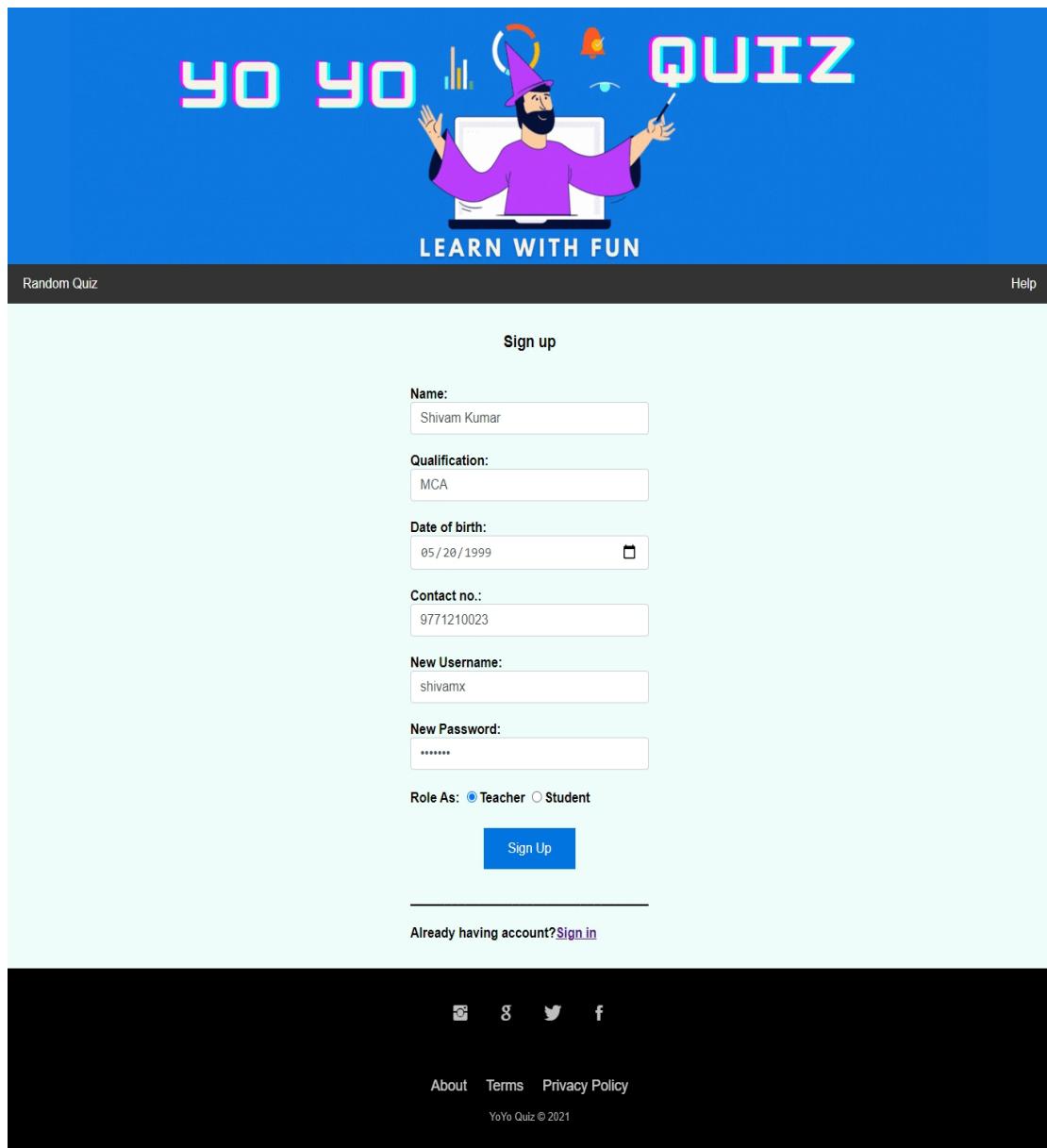
table name	Score_board
Description	stores the information of the custom quiz score
primary key	none
foreign key	none

Sr.no	field name	datatype (size)	constraint	description
1	NAME	VARCHAR(30)	NOT NULL	stores the name of the student
2	E_CODE	VARCHAR(30)	NOT NULL	stores the Quiz code
3	TITLE	VARCHAR(50)	NOT NULL	stores Quiz Title
4	TYPE OF QUESTIONS	VARCHAR(10)	NOT NULL	stores the type of the question
5	SCORE	INT(10)	NOT NULL	store the score obtain by the student
6	TOTAL SCORE	INT(10)	NOT NULL	store the total score

5.6 Page Design

5.6.1 Sign Up Page (Teacher) :-

This page is create account as teacher.



The image shows the sign-up page for the Yo Yo Quiz website. The background features a blue banner with the text "yo yo QUIZ" and a cartoon character of a wizard with a beard and a purple robe. Below the banner, the slogan "LEARN WITH FUN" is displayed. The main form area has a white background. At the top, there are two buttons: "Random Quiz" on the left and "Help" on the right. Below these, a "Sign up" button is centered. The form fields include:
Name: Shivam Kumar
Qualification: MCA
Date of birth: 05/20/1999
Contact no.: 9771210023
New Username: shivamx
New Password: (redacted)
Role As: Teacher Student
At the bottom, there is a link "Already having account? [Sign in](#)" and a black footer bar with social media icons for Instagram, Google+, Twitter, and Facebook, along with links to "About", "Terms", "Privacy Policy", and the copyright notice "YoYo Quiz © 2021".

5.6.2 Sign Up Page (Student) :-

This page is create account as student.



Random Quiz Help

Sign up

Name:

Qualification:

Date of birth:

Contact no.:

New Username:

New Password:

Role As: Teacher Student

Sign Up

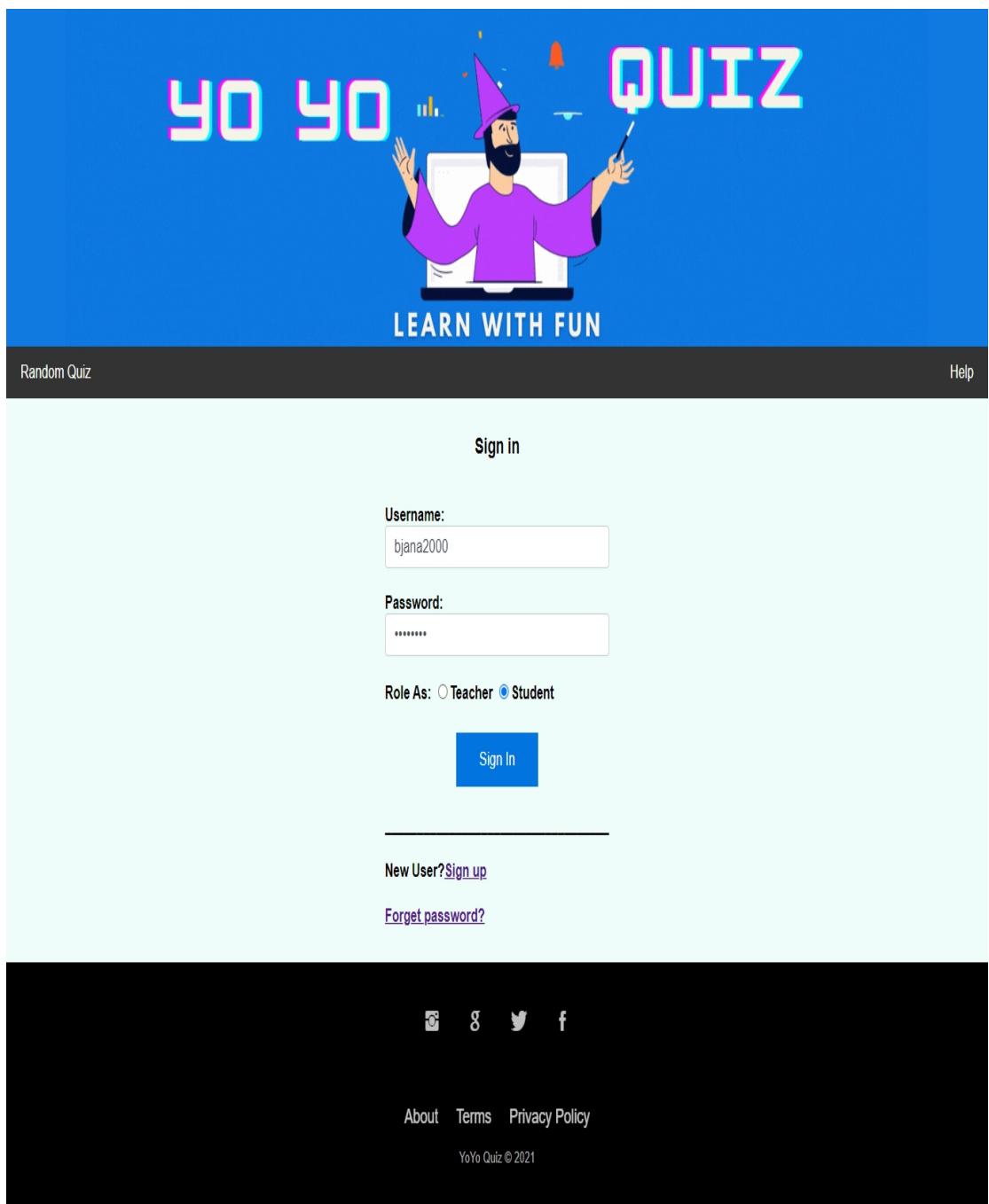
Already having account? [Sign in](#)

[About](#) [Terms](#) [Privacy Policy](#)

YoYo Quiz © 2021

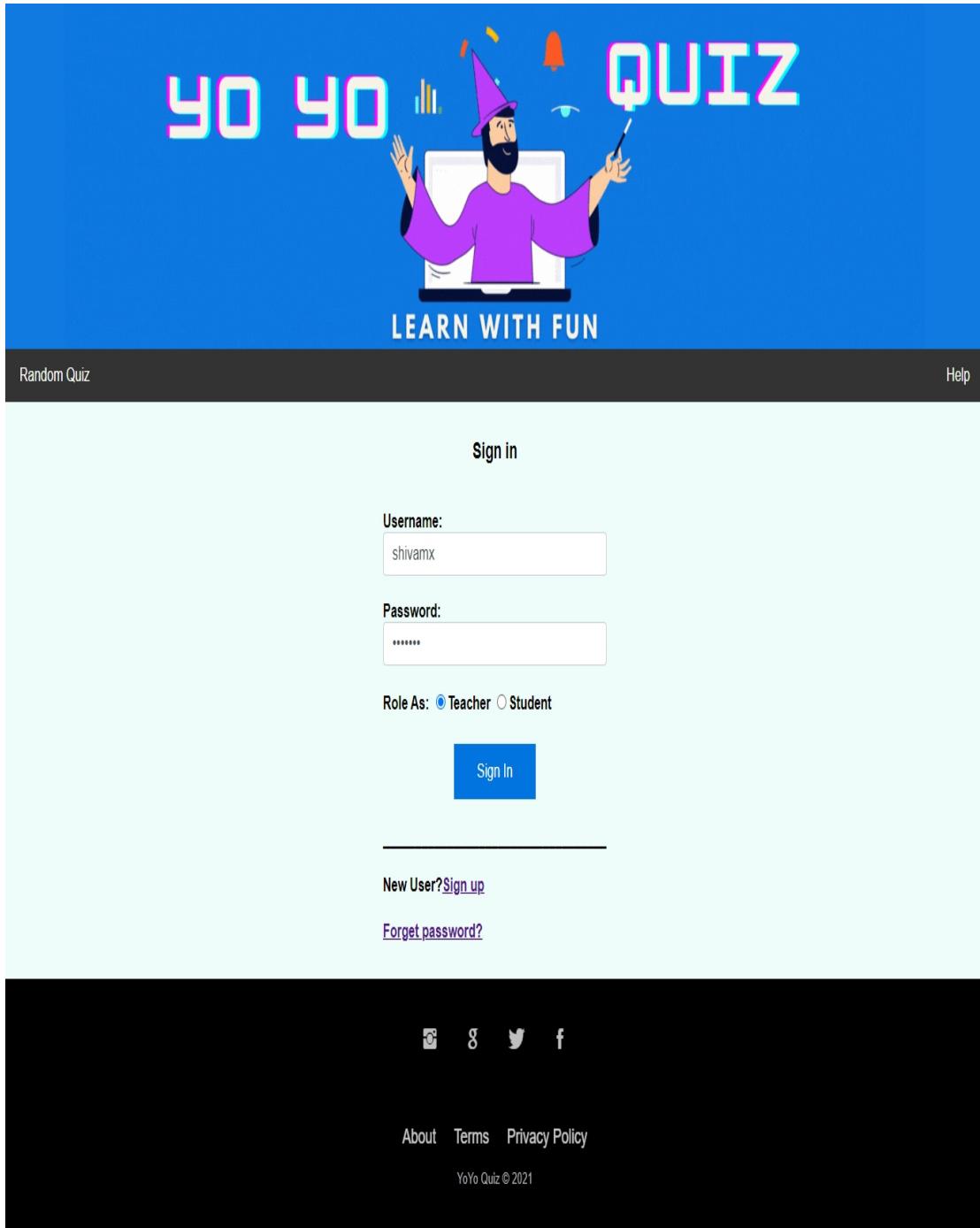
5.6.3 Login Page (Teacher):-

This page is login page as teacher



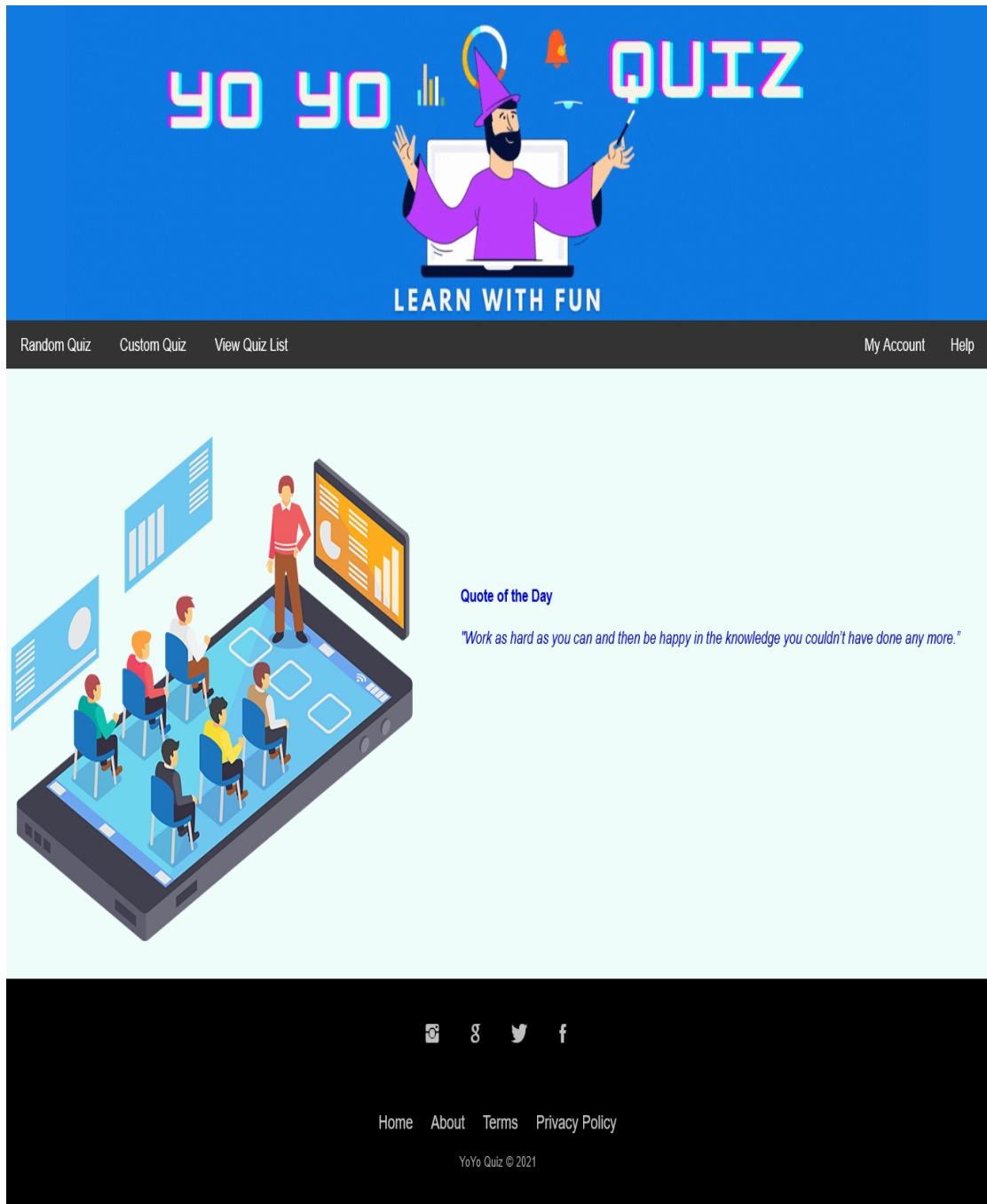
5.6.4 Login Page (student):-

This page is login page as student



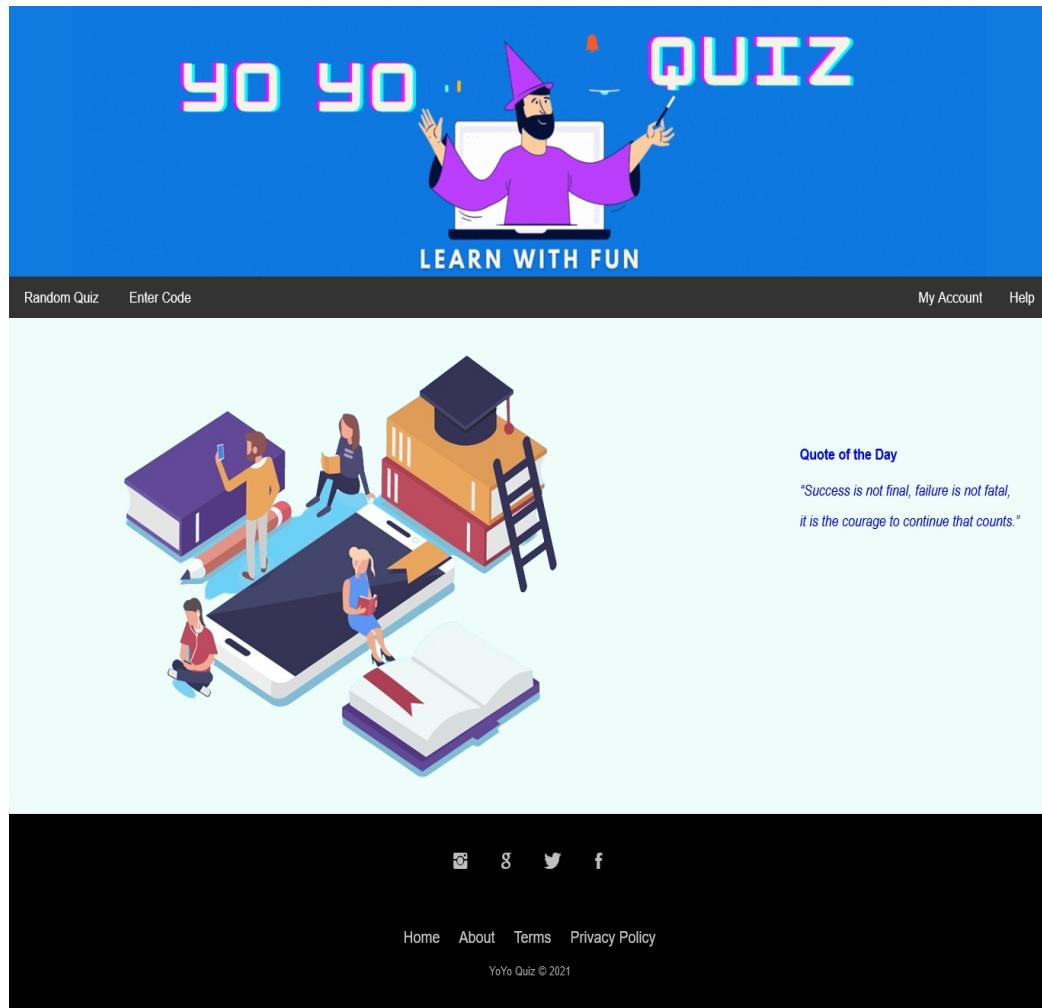
5.6.5 Home Page (Teacher):-

Teacher is is home [page for teacher only . here he can create quiz ,view quiz, and control his account.



5.6.6 Home Page (Student):-

Teacher is is home page for Student only . here he can play quiz and control his account.



5.6.7 Custom QUIZ :-

Here only teacher have access only .

Teacher have to enter Quiz code ,type,no. Of Question.

The image shows a screenshot of the Yo Yo Quiz website. The header features a blue background with the text "yo yo QUIZ" in large, colorful letters. Below this is a cartoon illustration of a wizard with a long white beard, wearing a purple robe and a tall purple hat, holding a wand. The text "LEARN WITH FUN" is displayed below the wizard. A black navigation bar at the bottom contains the links "Random Quiz" and "Help".

Quiz Format

Quiz Code: Py101d Number of question: 2 Question type: One Word Proceed

Social media icons for Instagram (i), Google (g), Twitter (t), and Facebook (f) are located in the footer. The footer also includes links for Home, About, Terms, Privacy Policy, and the copyright notice "YoYo Quiz © 2021".

5.6.8 Question upload (MCQ):-

Here teacher have to enter Question with option and correct answer then he have to submit.

The image shows a screenshot of the Yo Yo Quiz website. The header features the text "YO YO QUIZ" with a cartoon wizard character juggling, and the tagline "LEARN WITH FUN". Below the header, there are navigation links for "Random Quiz" and "Help". The main content area displays two questions:

Question 1
What is the maximum possible length of an identifier?

A 16 **B** 32 **C** 64 **D** None of these above

Correct option
D

Question 2
Who developed the Python language?

A Zim Den **B** Guido van Rossum **C** Niene Stom **D** Wick van Rossum

Correct option
B

Upload

At the bottom, there are social media sharing icons (Instagram, Google+, Twitter, Facebook) and a footer with links to "Home", "About", "Terms", "Privacy Policy", and the copyright notice "YoYo Quiz © 2021".

5.6.9 Question upload (ONE WORD):-

Here teacher have to enter Question with correct answer then he have to submit.

The screenshot shows a web application titled "YO YO QUIZ" with a cartoon wizard character holding a wand over a laptop screen. Below the title is the slogan "LEARN WITH FUN". The main content area has a light blue background. At the top left is a "Random Quiz" button, and at the top right is a "Help" link. A navigation bar below the title includes "Python for beginners".

Question 1
statement
immediately
below the loop.

correct Answer
break

Question 2
user-defined
class in
Python.

correct Answer
class

Upload

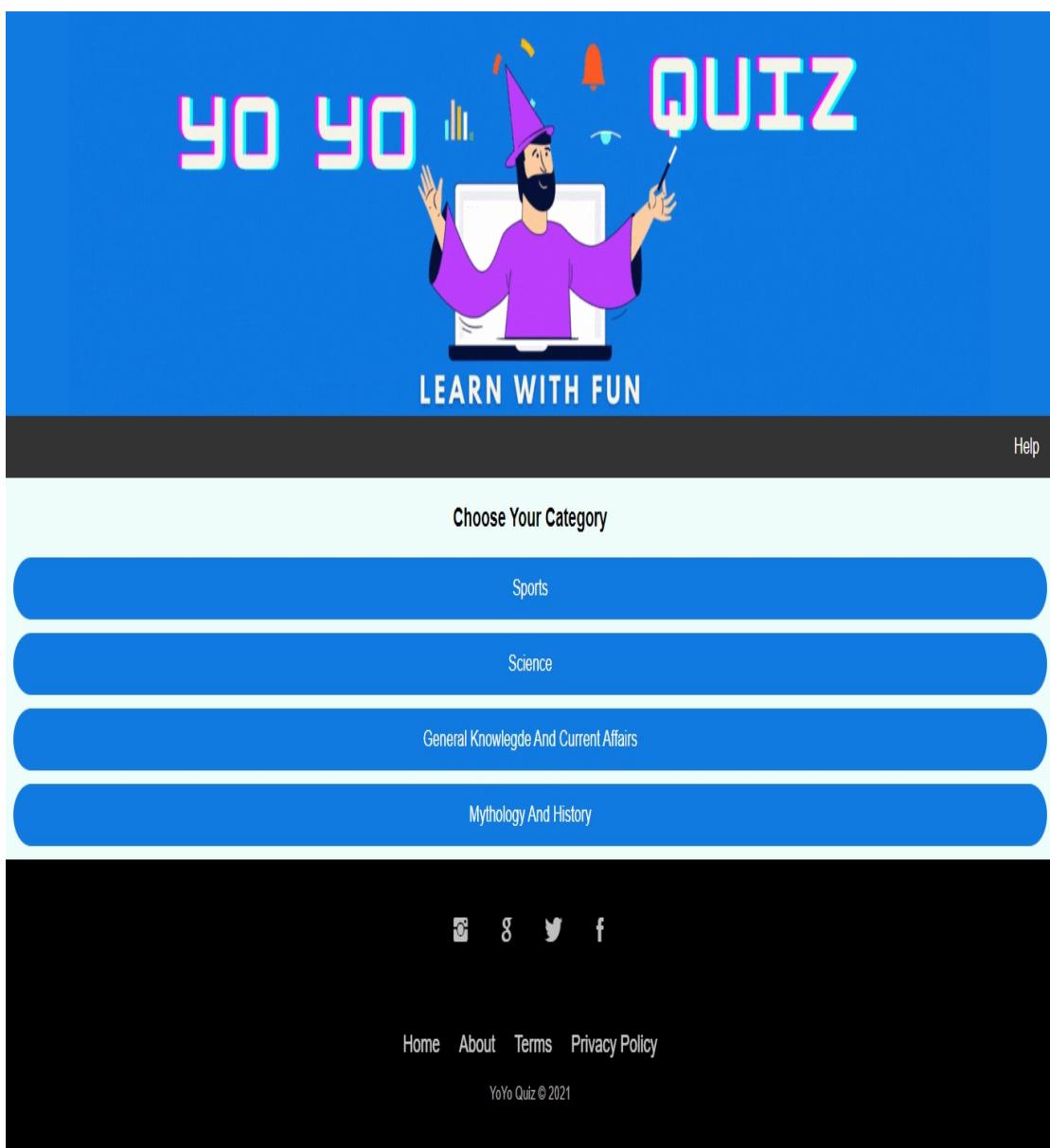
At the bottom of the page, there is a dark footer bar with social media icons for YouTube, Google+, Twitter, and Facebook. Below the icons are links for "Home", "About", "Terms", and "Privacy Policy". The footer also contains the text "YoYo Quiz © 2021".

5.6.10 Random Quiz(TEACHER & STUDENT):-

Random Quiz can accessed by both .

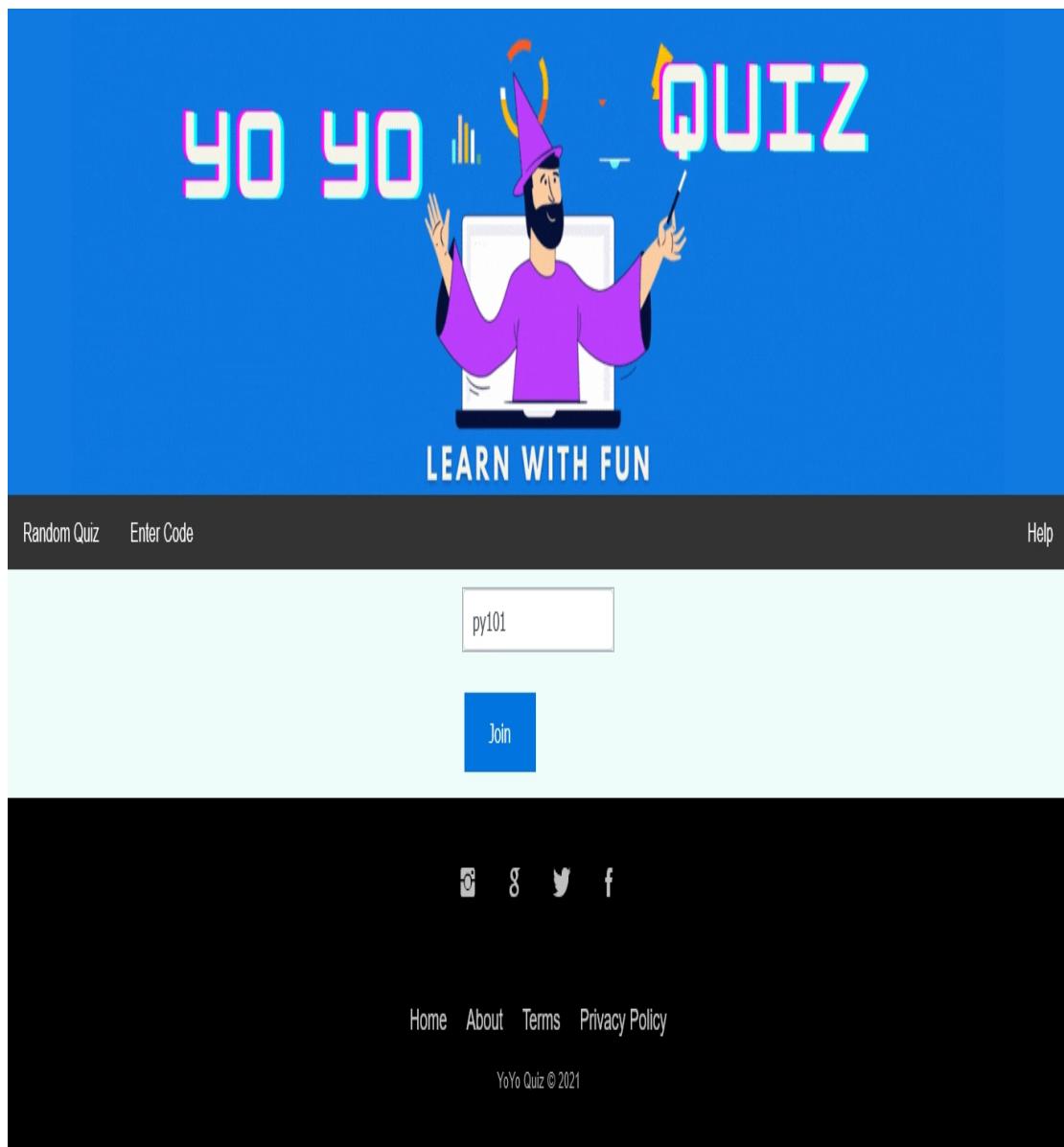
here Login is is not required.

Here they have to choose category to play quiz.



5.6.11 Enter Code (Student):-

Here student have to enter Quiz code Provided by the teacher to play quiz.



5.6.12 Play Qui0z(ONE WORD):-

After enter the quiz code this is output of One word quiz.

The screenshot shows the YoYo Quiz application interface. At the top, there is a blue header with the text "yo yo QUIZ" in large, colorful letters. Below the text is a cartoon illustration of a wizard with a purple beard and a purple hat, holding a wand and standing behind a desk. The wizard is pointing upwards with one hand and holding a book with the other. Below the illustration, the text "LEARN WITH FUN" is displayed. The main content area has a light blue background. At the top of this area, there are two buttons: "Random Quiz" on the left and "Help" on the right. Below these buttons, the text "Python for beginners (Maximum Point : 2)" is centered. There are two questions listed in a blue box:

Q. 1 _____ will end the smallest loop it is in and control flows to the statement immediately below the loop.

break

Q. 2 _____ is used to define a new user-defined class in Python.

class

In the bottom right corner of the main content area, there is a blue button labeled "Done!". At the very bottom of the screen, there is a black footer bar containing social media icons for Instagram, Google+, Twitter, and Facebook. Below the footer, the text "Home About Terms Privacy Policy" is centered, followed by "YoYo Quiz © 2021".

5.6.13 Play Quiz(MCQ):-

After enter the quiz code this is output of MCQ quiz.

The image shows a screenshot of the Yo Yo Quiz website. The header features a blue background with the text "YO YO QUIZ" in large, colorful letters, accompanied by a cartoon wizard character. Below the header, a banner says "LEARN WITH FUN". A navigation bar at the top includes "Random Quiz" and "Help". The main content area displays a question: "python programming (Maximum Point : 2)". The question is "Q. 1 What is the maximum possible length of an identifier?". Four options are listed: (A) 16, (B) 32, (C) 64, and (D) None of these above. Option (D) is selected. Below this, another question is shown: "Q. 2 Who developed the Python language?". Options are: (A) Zim Den, (B) Guido van Rossum, (C) Niene Stom, and (D) Wick van Rossum. The option (B) is selected. At the bottom right of the page, there is a "Done!" button. The footer contains social media icons for Instagram, Google+, Twitter, and Facebook, along with links to "Home", "About", "Terms", "Privacy Policy", and the copyright notice "YoYo Quiz © 2021".

5.6.14 Quiz Score (MCQ):-

After giving quiz this is output of MCQ quiz score.

The screenshot shows a mobile application interface. At the top, there is a blue header with the text "yo yo QUIZ" in large, stylized letters. Below this is a central illustration of a wizard wearing a purple robe and a tall purple hat, holding a scroll and a staff. The text "LEARN WITH FUN" is displayed below the illustration. A black navigation bar at the bottom contains the text "Random Quiz" on the left and "Help" on the right. The main content area features a pink rectangular card with a dotted border. The card has a title "Python for beginners (one_word)" and a table with three columns: "Name of Student", "Maximum Point", and "Obtained Point". The table contains one row with the data: "Biswajit Jana", "2", and "2". At the bottom of the screen, there is a black footer bar with icons for a magnifying glass, a person, a Twitter bird, and a gear, followed by the text "Home About Terms Privacy Policy" and "YoYo Quiz © 2021".

Name of Student	Maximum Point	Obtained Point
Biswajit Jana	2	2

5.6.15 Quiz Score (ONE WORD):-

After giving quiz this is output of One word quiz score.

The screenshot shows the Yo Yo Quiz application interface. At the top, there is a blue header with the text "yo yo QUIZ" in large, stylized letters. In the center of the header is a cartoon illustration of a wizard with a long white beard, wearing a purple robe and a tall purple hat, holding a staff. Below the header, the text "LEARN WITH FUN" is displayed in a white, sans-serif font. The main content area has a light green background. At the top of this area, there is a dark grey navigation bar with the text "Random Quiz" on the left and "Help" on the right. Below the navigation bar is a pink rectangular table with a dotted border. The table has a single row with three columns. The first column is labeled "Name of Student", the second is "Maximum Point", and the third is "Obtained Point". The data in the table is as follows:

Name of Student	Maximum Point	Obtained Point
Biswajit Jana	2	1

At the bottom of the screen, there is a black footer bar containing four small icons: a magnifying glass, a person icon, a bird icon, and a gear icon. Below the footer, the text "Home About Terms Privacy Policy" is centered. At the very bottom, the text "YoYo Quiz © 2021" is visible.

5.6.16 Forget Password :-

In case you forgot your password you just have to fill this form correctly.



The image shows the homepage of the Yo Yo Quiz website. The background is blue with a central illustration of a wizard wearing a purple robe and a tall hat, holding a staff. The word "yo yo" is written in large, stylized letters to the left of the wizard, and "QUIZ" is to the right. Below the illustration, the text "LEARN WITH FUN" is displayed. At the bottom of the page, there is a dark navigation bar with the text "Random Quiz" on the left and "Help" on the right.

Forgot Password

Username:

Mobile:

View Password



The footer of the page is black and contains several elements: a row of social media icons for Instagram, Google+, Twitter, and Facebook; a row of links for "Home", "About", "Terms", and "Privacy Policy"; and the copyright notice "YoYo Quiz © 2021".

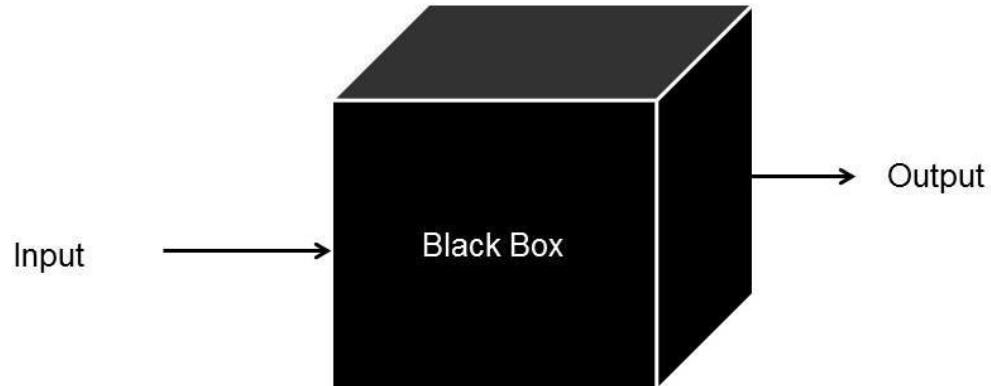
6.SYSTEM TESTING

6.1 Testing Methodology

Testing methodologies are the methods that are used to test the functional and non-functional requirements of a Product. Each method has its own defined deliverables to ensure that the expected product is delivered to the customer.

Black box Testing :

Black box testing is a software testing techniques in which Functionality of the software under test (SUT) is tested without looking at the internal code structure, implementation details and knowledge of internal paths of the software. This type of testing is based entirely on the software requirements and specification.



The above Black Box can be any software system you want to test. For example : an operating system like Windows, a website like Google ,a database like Oracle or you're your own custom application. Under Black Box Testing, one can test

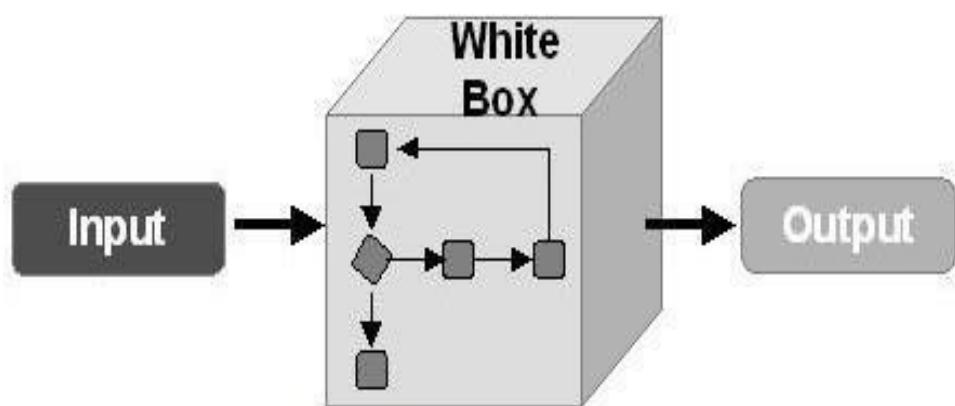
these applications by just focusing on the inputs and outputs without knowing their internal code implementation.

White Box Testing :

White Box Testing is the testing of a software solution's internal coding and infrastructure. It focuses primarily on strengthening security, the flow of inputs and outputs through the application, and improving design and usability. White box testing is also known as clear, open, structural, and glass box testing.

White box testing is based on the inner workings of an application and revolves around internal testing. The term "white box" was used because of the see-through box concept.

The clear box or white box name symbolizes the ability to see through the software's outer shell (or "box") into its inner workings.



6.1.1 Unit Testing

Unit testing is a level of the software testing process where individual units/components of a software/system are tested. The purpose is to validate that each unit of the software performs as designed. This type of testing is performed by the developers before the setup is handed over to the testing team to formally execute the test cases. Unit testing is performed by the respective developers on the individual units of source code assigned areas. The developers use test data that is separate from the test data of the quality assurance team.

- The goal of unit testing is to isolate each part of the program and show that individual parts are correct in terms of requirements and functionality.
- The limitation of Unit Testing is that this Testing cannot catch each and every bug in an application. It is impossible to evaluate every execution path in every software application. The same is the case with unit testing.

6.2 Validation Checking

6.2.1 TEST CASE

Test case Title	Validation of registration
Field Description	Filled the fields with unique username
Expected Result	Submit the form
Inverse Result	Don't proceed to submit form

6.2.2 TEST CASE :

Test case Title	Validation in login
Field Description	Check the authorized user
Expected Result	Redirect to the user homepage
Inverse Result	Show "Something went wrong!"

6.2.3 TEST CASE :

Test case Title	Set the quiz code
Field Description	Insert an unique code
Expected Result	Successful quiz created
Inverse Result	Show "Already existed code"

6.2.4 TEST CASE :

Test case Title	validate the quiz code
Field Description	Insert the code provided by teacher
Expected Result	Successful enter into the quiz
Inverse Result	Show "quiz not available"

6.2.5 TEST CASE :

Test case Title	validate the upload
Field Description	Insert questions and upload it
Expected Result	Successful uploaded view in view quiz list
Inverse Result	Show “something went wrong”

➤ FIND AN AUDIENCE FOR YOUR APP

- I. At this point, you should try and pinpoint the target audience for your app. Who is your average customer going to be? “My app is for everyone,” is not a valid response here.
- II. Tip: At this step, you need to narrow your audience and target a specific group:
- III. Is your app intended for one gender more than the other?
- IV. What is the approximate age group of your customers?
- V. How much disposable income do they have?
- VI. What is the sort of marketing to which they respond best?
- VII. What are their priorities, and what will they expect from an app within your niche?
- VIII. In our project the targeted audience is educational institutions, schools, colleges
- IX.

➤ DO SOME MARKET RESEARCH

- If you wish to create an app for business, you have to figure out how to appeal to your customers. Look for similar solutions that already exist in the market. Observe Android app ideas as well as those for iOS that already exist in the market.

➤ CREATING THE CUSTOMER JOURNEY MAP

Validating an idea is not just about understanding your customers. You also need to comprehend what their journey is going to be like within your app. Without this knowledge, you can never fully understand

whether your startup idea will work.

➤ SET VALIDATION GOALS

As you go from app concept design to decisive action, you'll need evidence that your idea is viable in the real world

➤ VALIDATE YOUR APP IDEA

Here is actually the step of app idea validation. You should now have a clear vision of your app business ideas and the technical skillset that will be required to make them a reality. You should have some idea of their potential value on the market as well.

7. Conclusion

It has been a great pleasure for us to work on this exciting and challenging project. This project proved good for us as it provided practical knowledge of programming in PHP and web based application and MYSQL Server, CSS,HTML. It also provides knowledge about the latest technology used in developing web enabled application and client server technology that will be great demand in future. This will provide better opportunities and guidance in future in developing projects independently.

The package was designed in such a way that future modifications can be done easily. The following conclusions can be deduced from the development of the project.

- Automation of the entire system improves the efficiency.
- It provides a friendly graphical student interface which proves to be better when compared to the existing system.
- It gives appropriate access to the authorized students depending on their permissions.
- It effectively overcomes the delay in communications.
- Updating of information becomes so easier.
- System security, data security and reliability are the striking features.
- The System has adequate scope for modification in future if it is necessary.

8. LEARNING DURING PROJECT WORK

In a subject we only learn PHP but in actual programming we learn how to use all types of other programming languages like php, mysql, css, html.

-main learning :-

- PHP programming
- connection to MySQL
- Handle Sessions
- Problem solving
- MySQL commands
- CSS Designing
- HTML ProgrammingEtc.

9. Bibliography:

9.1 Online References:

- [1] www.w3schools.com
- [2] www.stackoverflow.com

Books:

- Web Application Design with PHP 4
- PHP Manual
- PHP and My SOL Web Development
- Professional PHP Programming
- JavaScript Material