A

MINI- PROJECT REPORT

ON

“QUIZZLESS”

BY

Miss. Neha Popat Bobade. PRN. 2067571242012
Mr. Shrijeet Sanjay Desai. PRN. 2067571242025
Miss. Shruti Somnath Kesarkar. PRN. 2067571242026

(T.Y CSE)

UNDER THE GUIDANCE OF

Prof. Tapase H. O.

Computer Science and Engineering Department

Yashoda Shikshan Prasarak Mandal’s
YASHODA TECHNICAL CAMPUS
FACULTY OF ENGINEERING
NH-4, Wadhe Phata, Satara
(Affiliated to DBATU , Lonere)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
A.Y. 2022-2023

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Yashoda Shikshan Prasarak Mandal's

YASHODA TECHNICAL CAMPUS
FACULTY OF ENGINEERING
NH-4, Wadhe Phata, Satara
(Affiliated to DBATU, Lonere)

This is to certify that the mini project report entitled

QUIZZLESS

Submitted by

Miss. Neha Popat Bobade(23), Mr. Shrijeet Sanjay Desai(36), Miss. Shruti Somnath Kesarkar(37) are bonafide work carried out by them under the supervision of Prof. Tapase H. O. and it is submitted towards the partial fulfillment of the requirement of Dr. Babasaheb Ambedkar Technological University, Lonere for the award of the degree of Bachelor's of Technology (Computer Science and Engineering).

Guide
Prof. Tapase H. O.

Head of Department
Dr. S. V. Balshetwar

Principal
YSPM's YTC
Dr. D. S. Badkar

Seal/Stamp of the college

ACKNOWLEDGEMENT

This is to acknowledge and thank all the individuals who played defining Role in shaping this mini project report. Without their constant support, guidance and assistance this seminar report would not have been completed alone.

We take this opportunity to express my sincere thanks to my guide Prof. Tapase H. O. for her guidance, support, encouragement and advice. We will forever remain grateful for the constant support and guidance extended by my Guide, in making this mini project work.

We wish to express my sincere thanks to, Dr. S. V. Balshetwar (Head, Department of Computer Science and Engineering) at YSPM'S YTC, Satara. We would also like to express my deep gratitude to our Hon'ble Principal Dr. D. S. Badkar who provides good opportunities for all of us.

Last but not the least, We would like to thank all our Friends and Family members who have always been there to support and helped us to complete this mini project work in time.

Miss. Neha Popat Bobade
T. Y. B. Tech(CSE)

Mr. Shrijeet Sanjay Desai
T. Y. B. Tech(CSE)

Miss. Shruti Somnath Kesarkar
T. Y. B. Tech(CSE)

ABSTRACT

The project: “Quizzless” is a collection of number of different types of quizzes. Online Quiz system is web based multiple-choice-question system; a system that can be used by lectures to evaluate students efficiently, effectively and perfectly. The purpose of Online Quiz System is to save lecture’s time since the answers are automatically marked. A user can access/play the entire quiz and can attempt any of the one. There will be limited number of questions and for each correct answer user will get a credit score. There are many quiz applications available currently on internet. But there are few which provide better understanding between users and the application like, providing proper answers, etc. A system that is an online application, from which admin can easily manage Academic details, Quiz details, Student details.

The developed system is a user-friendly quiz application. Which will contain: Numbers of quiz, Answers to every question to improve the knowledge level of users. To develop an application which will contain solution to the above problems. By this application the user will come to know about his/her level and can learn additional knowledge. Also, by this application a user can expand his/her knowledge among the world.

LIST OF FIGURES

Figure No	Title
4.1	Data Flow Diagram 4.1.1 0 Level DFD 4.1.2 1st Level DFD 4.1.3 2nd Level DFD
4.2	Flow chart 4.2.1 Flow chart for admin 4.2.2 Flow chart for student
4.3	Software Architecture
4.4	UML Diagrams 4.4.1 Class diagram 4.4.2 Sequence diagram 4.4.3 Use Case diagram 4.4.4 Activity diagram

CONTENT

1. INTRODUCTION
   - 1.1. Motivation
   - 1.2. Project Overview
   - 1.3. Need of Project

2. PROBLEM DEFINITION & SCOPE
   - 2.1. Problem Statement
   - 2.2. Scope
   - 2.3. Area of Project
   - 2.4. Goals & Objectives

3. SOFTWARE REQUIREMENT SPECIFICATION
   - 3.1. Software Requirement
   - 3.2. Hard Requirement

4. SOFTWARE DESIGN
   - 4.1. Data Flow Diagrams
   - 4.2. Flow Chart
   - 4.3. System Architecture
   - 4.4. UML diagrams
     - 4.4.1 Class Diagram
     - 4.4.2 Sequence Diagram
     - 4.4.3 Use case Diagram
     - 4.4.4 Activity Diagram

5. IMPLMENTATION DETAILS

5.1. Modules and Their Functionalities

6. TESTING TECHNOLOGIES

7. SNAPSHOTS/ GUI

8. LIMITATIONS

9. FUTURE SCOPE

10. CONCLUSION

11. BIBLIOGRAPHY

1. INTRODUCTION

Nowadays, a lot of universities in our country and each of the University consist of student up to two thousand students. In order to handle large amount of student may cause a lot of problems especially in management of the quiz manually. Currently, almost all universities in our country using the manual procedure to setup quiz for students. The manual procedure means in every quiz, student must attend university to sit in the quiz at a specific time. After that, lectures will collect quiz paper. Sometimes, there are students does not attend university for a reason and lecturers assumed the student absent for the quiz. This scenario is unfair for student the missed the quiz. So the suitable solution for this problem is by design a system that all student can sit in a quiz from any location.

Online Quiz system is web based multiple-choice-question system; a system that can be used by lectures to evaluate students efficiently, effectively and perfectly. The purpose of Online Quiz System is to save lecture's time since the answers are automatically marked. There are many quiz applications available currently on internet. But there are few which provide better understanding between users and the application like, providing proper answers, etc. A system that is an online application, from which admin can easily manage Academic details, Quiz details, Student details.

The developed system is a user-friendly quiz application. Which will contain: Numbers of quiz, Answers to every question to improve the knowledge level of users. To develop an application which will contain solution to the above problems. By this application the user will come to know about his/her level and can learn additional knowledge. Also, by this application a user can expand his/her knowledge among the world.

"Our aim was to develop an application for the users in which a user can attempt any number of quizzes related to his/her choice."

1.1 Motivation

Student survey data were examined in order to explore whether the students perceived benefits from the adaptive quizzes in relation to their levels of motivation, engagement and learning outcomes. The results presented here are adjusted for relative frequency, as some questions were not answered by up to three students at most.

Overwhelmingly, respondents enjoyed using the adaptive quizzes for their learning. A majority of the surveyed students at 88.9% either agreed or strongly agreed that they had enjoyed completing the quizzes and 95.6% would like to experience quizzes again in their studies. Students stated that “adaptive quizzes are very useful “and that they would like to see more adaptive quizzes.

A majority of students who responded to the survey (86.4%) agreed or strongly agreed that seeing how the level of the adaptive quizzes changed gave them a good understanding of the level they were at. Furthermore, 88.6% of the students agreed or strongly agreed that the quiz results helped them to identify exactly where their gaps in knowledge were. One student commented: “the quizzes gave me a good understanding of where I was up to. It also showed if I had missed something while reading”. Overwhelmingly, the students who completed the survey felt the quizzes had benefits for their learning outcomes.

1.2 Project Overview

Quizzless is platform where student can give exam and view there marks. Student can select there choice while giving exam. We are providing different types of quizzes in given project.

The system is interactive and efficient admin is having different types of authorities. On admin dashboard different functionality are given. Admin can only access those functionalities after login securely in system. Security is provided to the system. Admin can view number of tests, students and questions. Admin can have the functionality of adding test, viewing test and deleting the test. Adding question, deleting question, viewing question, viewing students marks and deleting the student etc functionality are also given to the admin.

1.3 Need of project:

The traditional method of taking test and taking quiz was manual based. Traditional system is the one in which user is need to maintain the book and it is very time consuming. The main aim of this system implementation is to reduces the manual efforts.

To make the examination system user friendly and effective. To reduce the effort of administrative. The need of this system is for gaining technological support for educational purpose. The purpose of Online Quiz System is to save lecture’s time since the answers are automatically marked.

2. PROBLEM STATEMENT

2.1 Problem Statement

Quizzless is a software developed to conduct an Online Quiz based on time constraints. Quiz System is accessed by entering the username and e-mail id which is added to the database. Quiz is started by displaying definite number of questions with four options each based on category chosen i.e., General Knowledge, Aptitude Test, Technical Test, Logical Test etc. Admin can also add another tests. If the answer is correct, score is incremented by marks decided by admin and no negative marks for wrong answers. Final score will be displayed and updated in the database with username.

The prime objective of "Quizzless" is to take quiz of any individual through application. It is system by which students can appear in a quiz from anywhere of the world where there is no interaction between paper and pen rather than interaction between computer and human being. Any college, school or educational institute can use this system for their organization to take quizzes. Today it is more efficient and effective methods of accessing distant students.

It is automated marking, that is teacher do not need to check the answer script as they do in manual quiz. It provides a unique functionalities. Its saves valuable time of people. Students can increase their knowledge via giving this kind of quizzes and prepare best for their upcoming future. The feedback form is also provided for students in case of complaint.

2.2 Scope

The main objective of “Quizzless” is to facilitate a user-friendly environment for all users and reduces the manual efforts. In past days quiz is conducted manually but further resolution of the technology we are able to generate the score and pose the queries automatically. The functional requirements include to create users that are going to participate in a quiz, automatic score and report generation and administrative tasks like add, delete, update for admin privilege users. In this application, all the permissions lie with administrator i.e., specifying the details of the quiz with checking the result will show to user or not, addition of questions and answers, marks for each question, Set timer for each quiz and generate report with score for each quiz.

The application Quizzless also conducts the exams very effortlessly. This application is really useful in prevention of cheating. It will lead to safe and secure data; it will have the high level of data integrity. In traditional mechanisms there was a lot pressure on administrative of everything this application will minimize the all burden of administration. The feedback system will also be provided for the purpose of enhancing the educational knowledge. It can be used anywhere anytime. This application can be used in educational as well as in corporate world.

In future in this application, we can implement signing in via QR code. Admin can upload excel file of questions to add question into exam. Also feedback after every test and progress report.

2.3 Area of Project

Area of project of Quizzless is for educational purpose. For taking quizzes efficiently and effectively. For reduction of time and paper. Admin have a lot functionalities even though deleting student also. Student can give exam and view there own score after login into the system.

2.4 Goals & Objectives

The main objective of “Quizzless” is to facilitate a user-friendly environment for all users and reduces the manual efforts. In past days quiz is conducted manually but further resolution of the technology we are able to generate the score and pose the queries automatically. The functional requirements include to create users that are going to participate in a quiz, automatic score and report generation and administrative tasks like add, delete, update for admin privilege users. In this application, all the permissions lie with administrator i.e., specifying the details of the quiz with checking the result will show to user or not, addition of questions and answers, marks for each question, Set timer for each quiz and generate report with score for each quiz.

The application Quizzless also conducts the exams very effortlessly. This application is really useful in prevention of cheating. It will lead to safe and secure data; it will have the high level of data integrity. In traditional mechanisms there was a lot pressure on administrative of everything this application will minimize the all burden of administration. The feedback system will also be provided for the purpose of enhancing the educational knowledge. It can be used anywhere anytime. This application can be used in educational as well as in corporate world.

3. SOFTWARE REQUIREMENT SPECIFICATION

3.1 Software Requirements –

Aside from a Computer and internet connection, most of the tools you need to build an application are Software Program. Some of which may already be on your computer.

- Operating System: Windows 7,8,10, Linux.
- language used: Python (Django).
- Database: MySQL.
- User interface design: HTML, CSS.
- Web Browser: Google chrome.
- Software: Visual Studio Code.

3.2 Hardware Requirements -

Most current Computers and Laptop have enough specifications to be used to create an application. The most important specification to check on the computer would be the size of the RAM, which should be over 4 GB, more is better. This will ensure that the computer runs quickly and smoothly, even with heavier programs. The computer should have a keyboard and mouse attached and working as well.

- Processor: Intel dual core (32 bit)
- RAM: 4 GB.
- Processor Speed: 2 GHz.
- Hard disk: 500gb.
- Standard Windows Keyboard.

4. SOFTWARE DESIGN

4.1 Data flow diagram

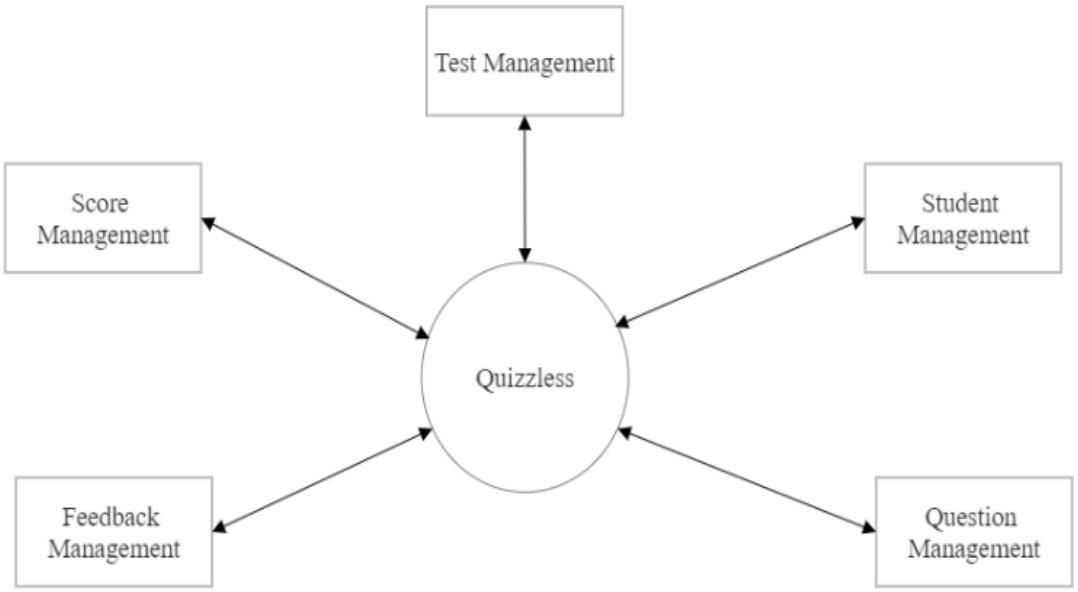

Fig. 4.1.1 0 Level DFD

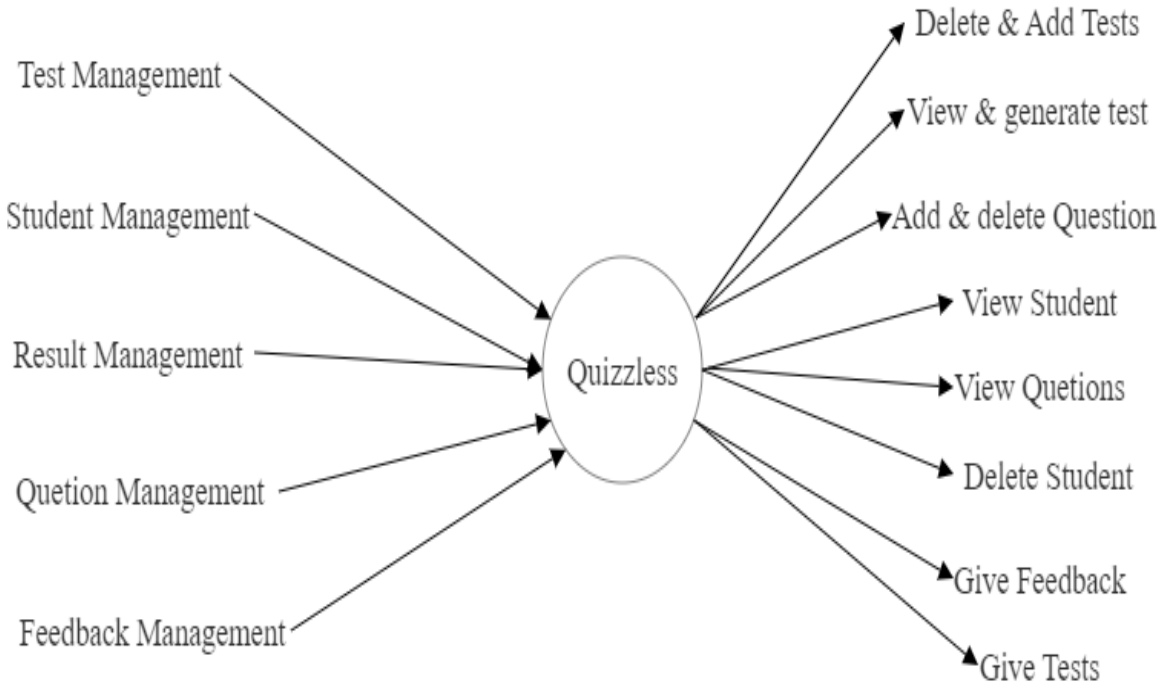

Fig. 4.1.2 1st Level DFD

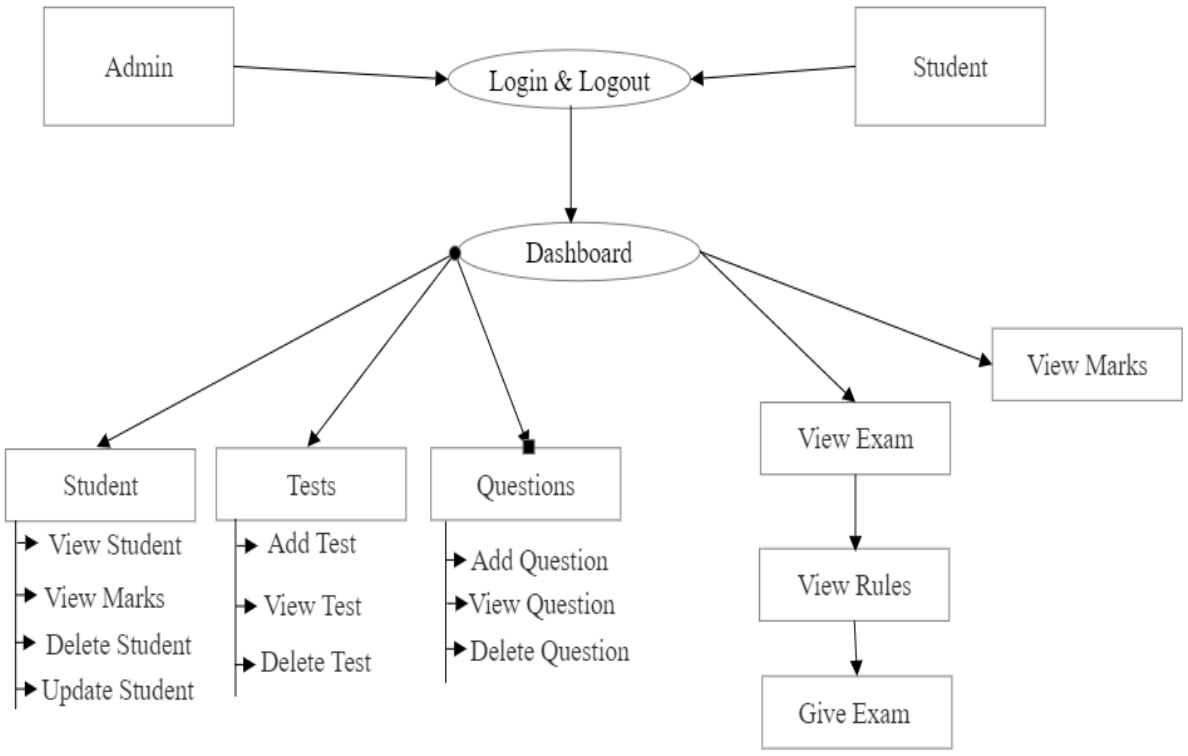

Fig 4.1.3 2nd Level DFD

4.2 Flow Chart

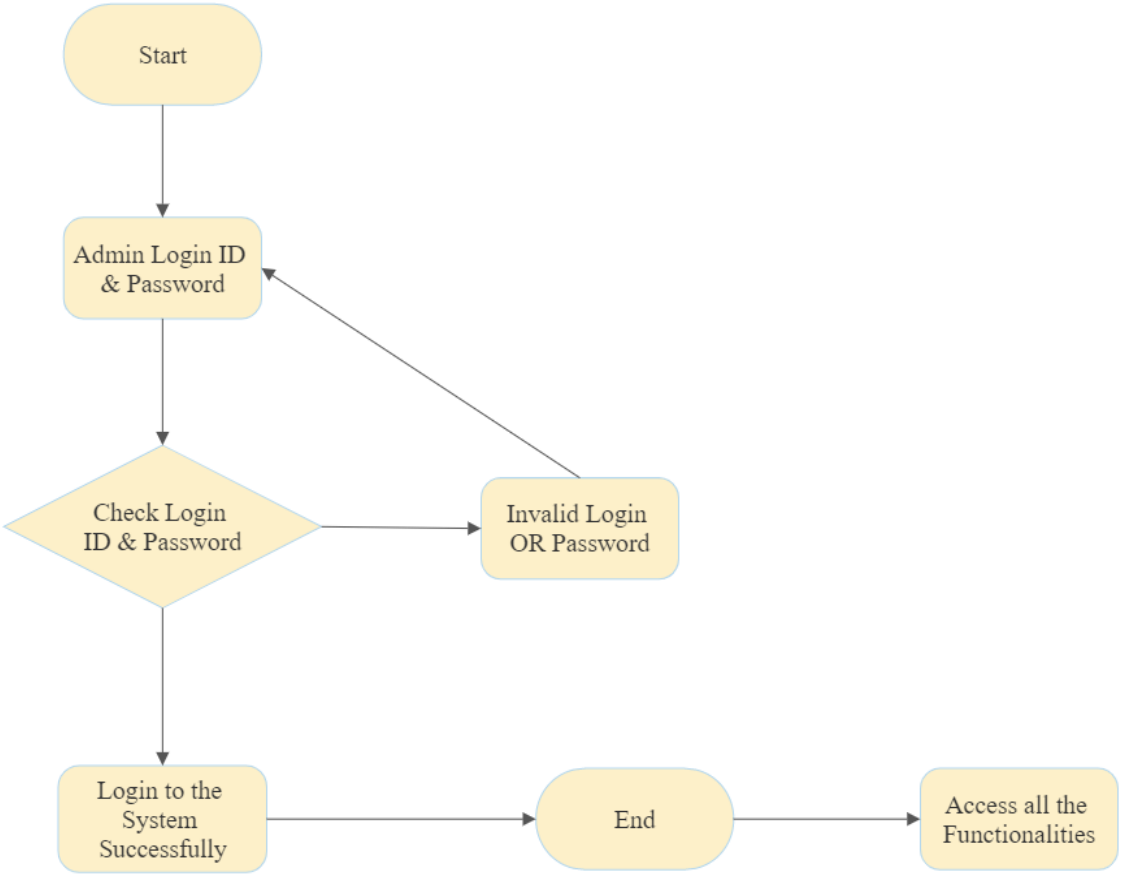

Fig. 4.2.1 Flow chart for admin

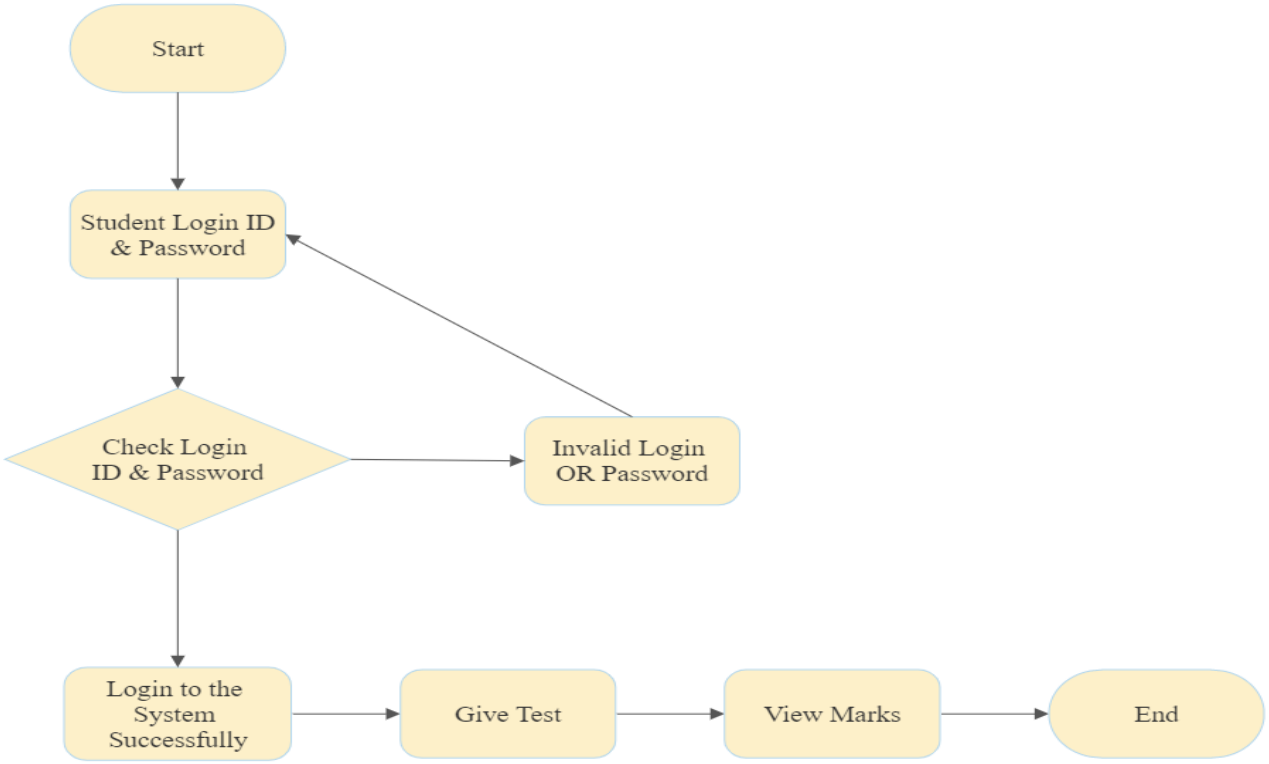

Fig. 4.2.2 Flow chart for Student

4.3 System Architecture

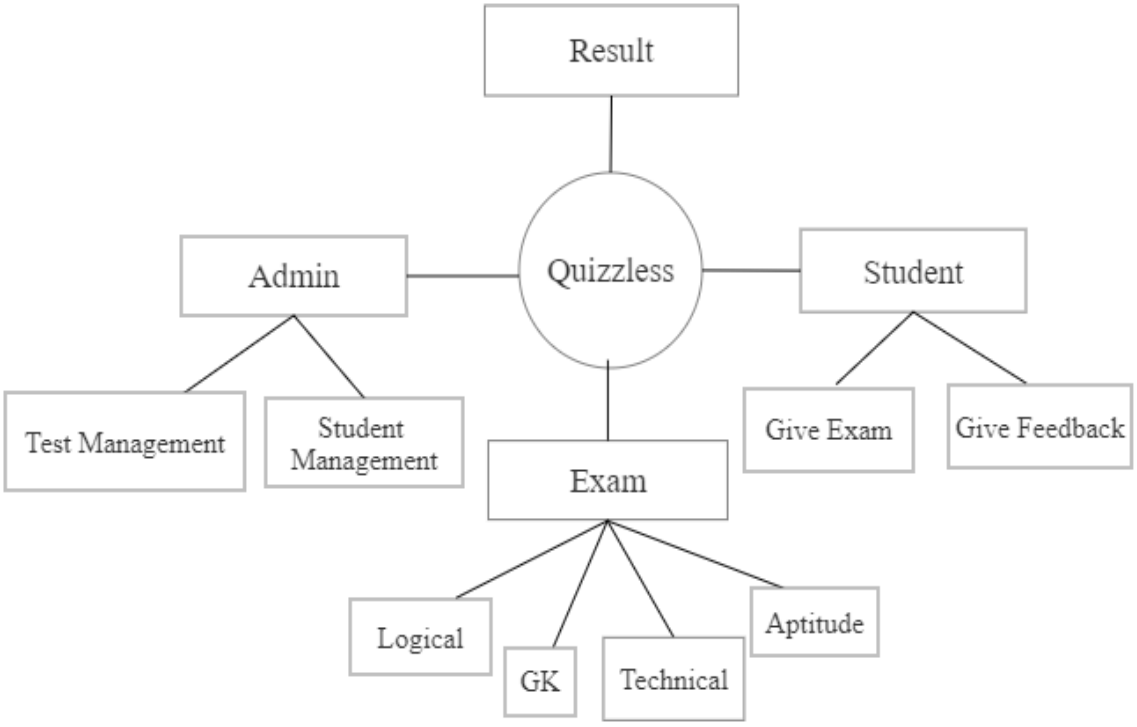

Fig. System Architecture

4.4 UML diagrams

4.4.1 Class diagram

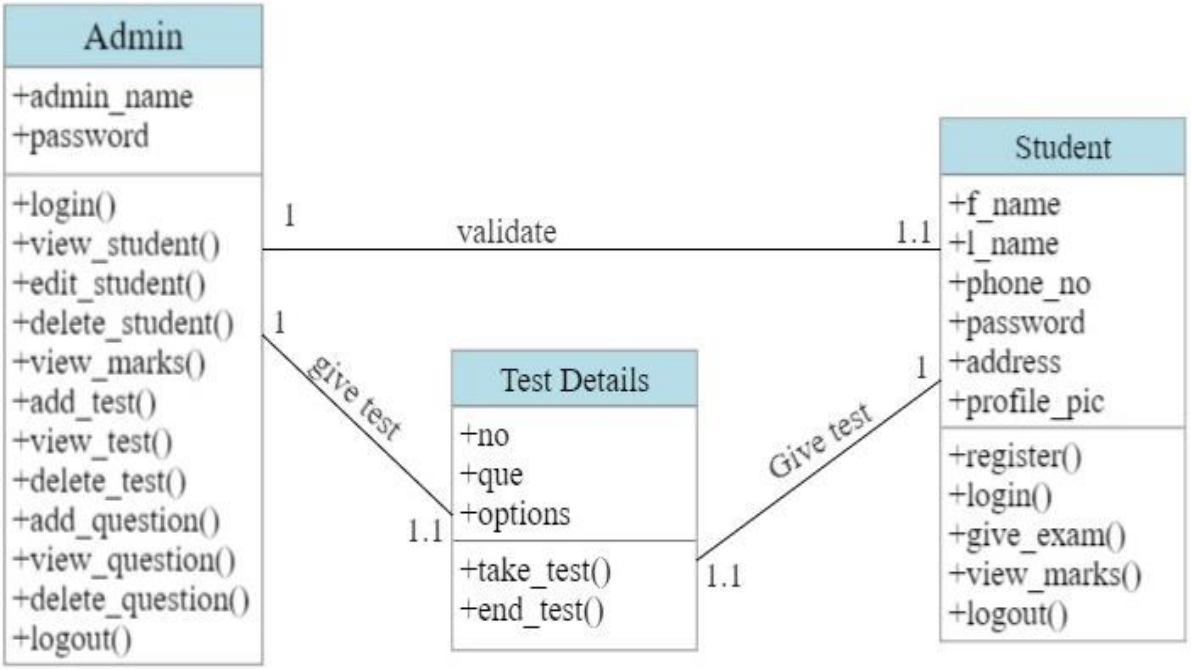

Fig. 4.4.1 Class diagram

4.4.2 Sequence diagram

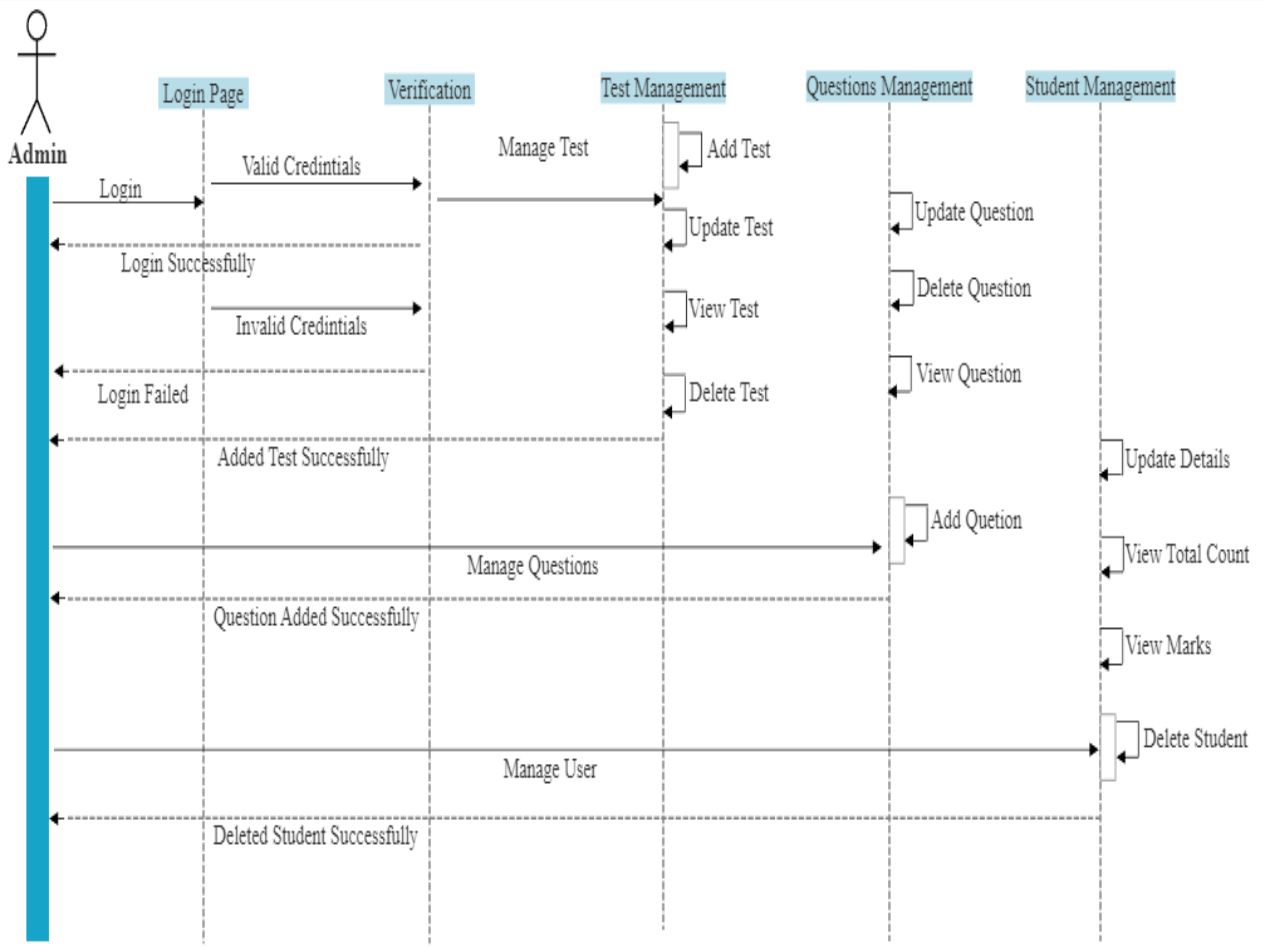

Fig. 4.4.2.1 Sequence diagram for Admin

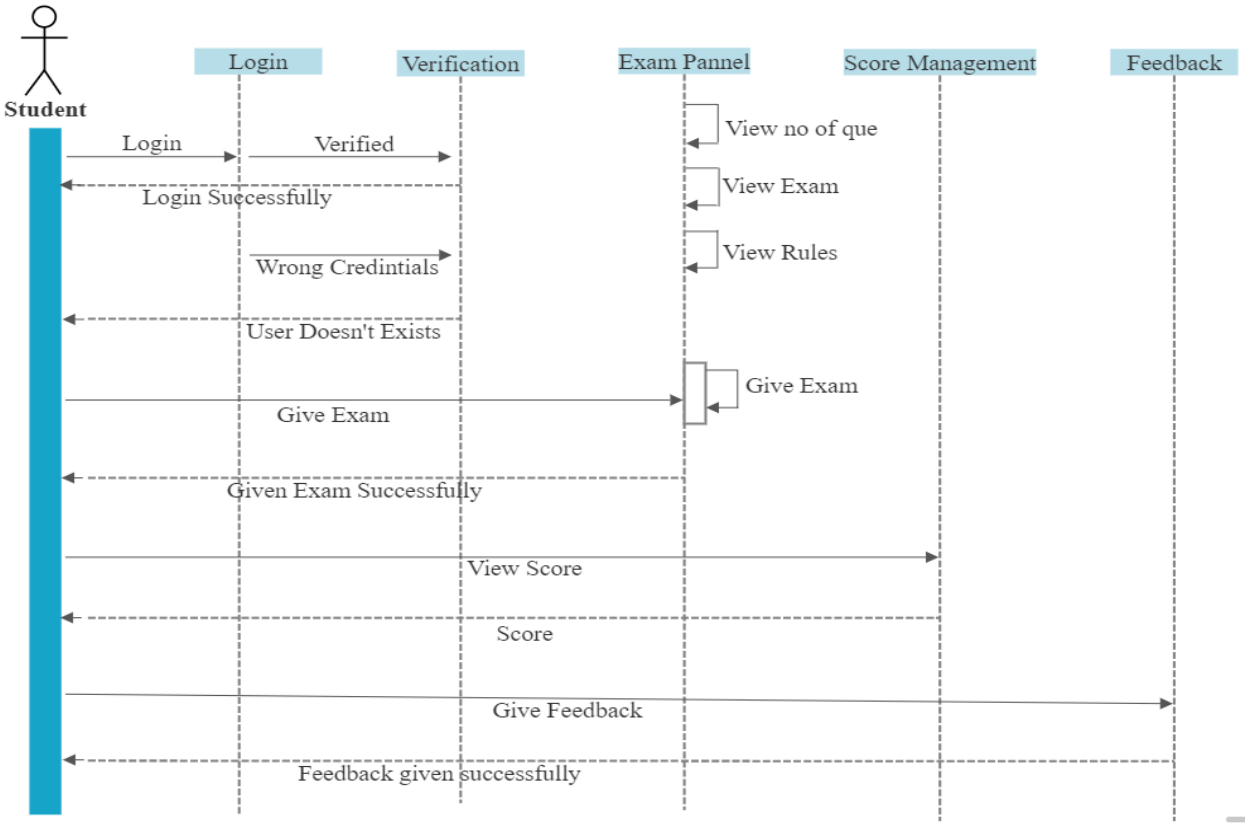

Fig. 4.4.2.2 Sequence diagram for student

4.4.3 Use Case diagram

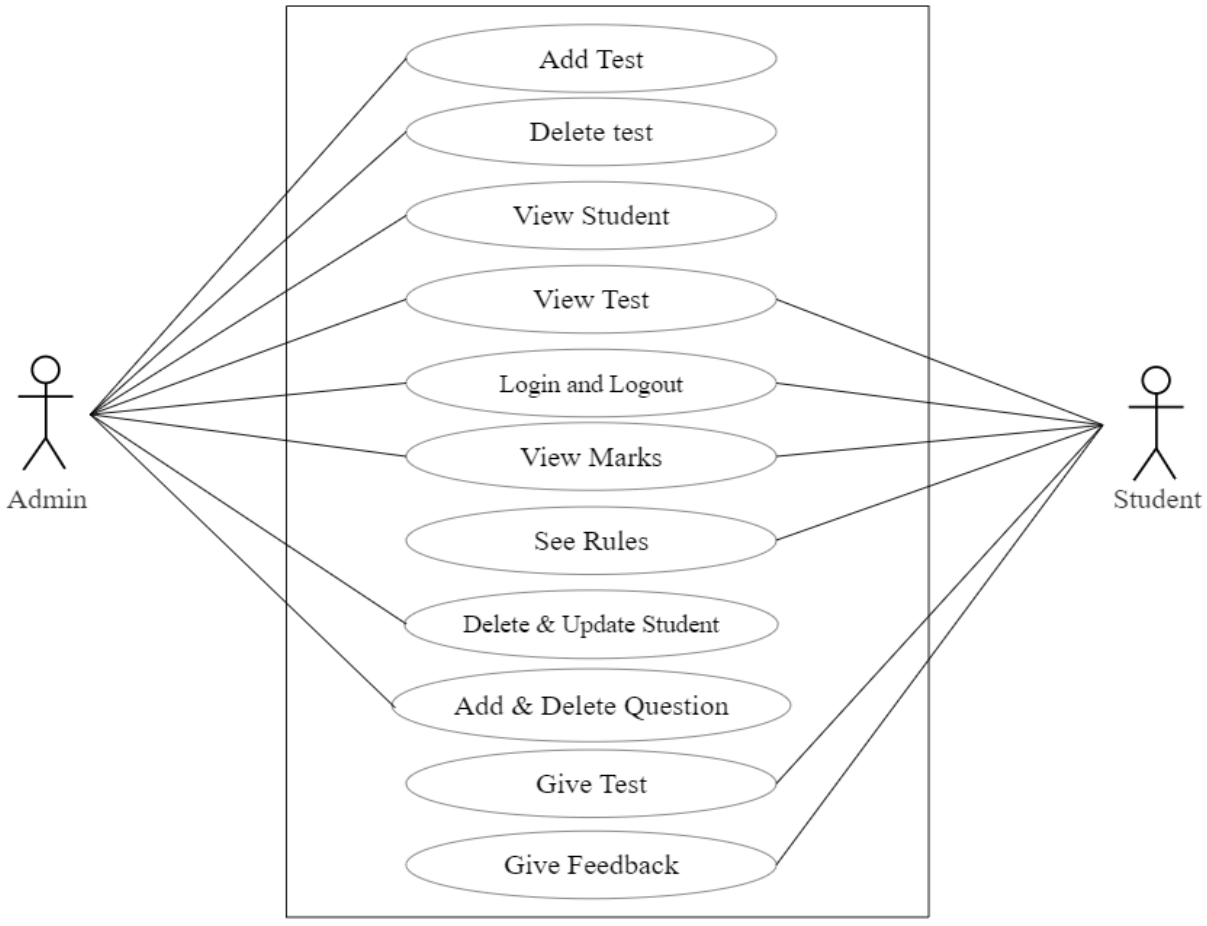

Fig. 4.4.3 Use case diagram

4.4.4 Activity Diagram

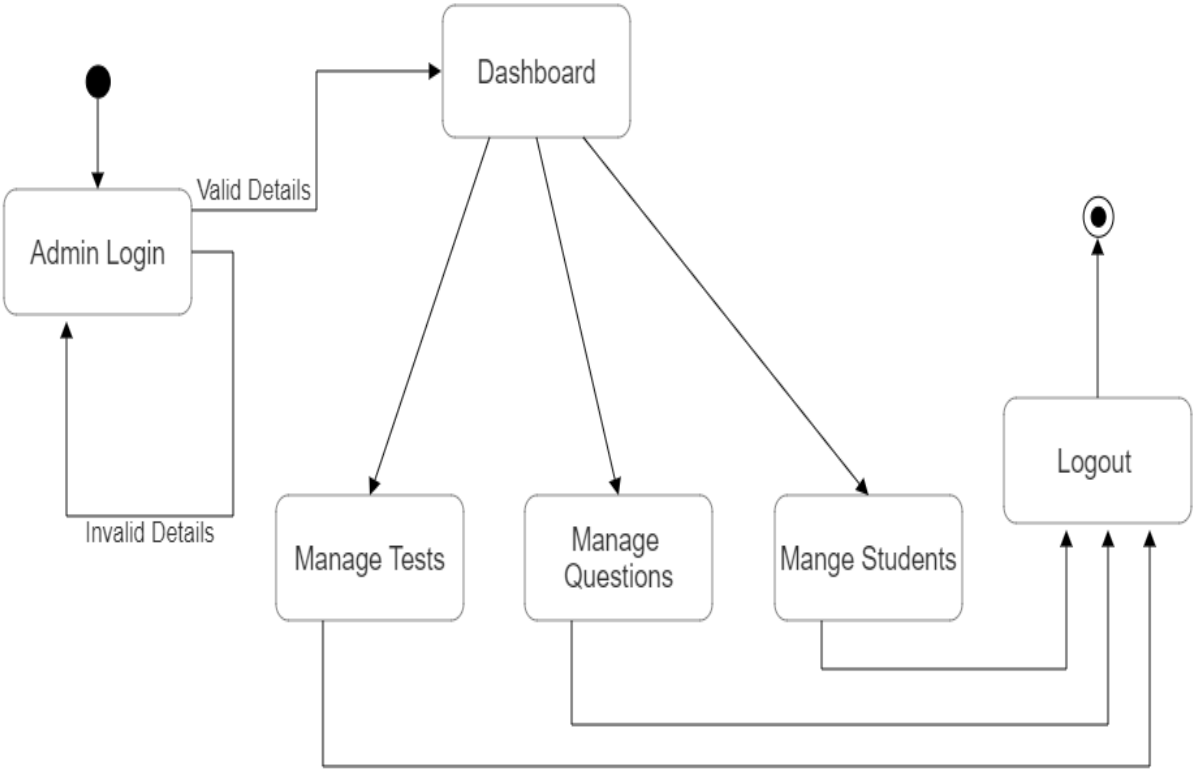

Fig. 4.4.4.1 Activity diagram for admin

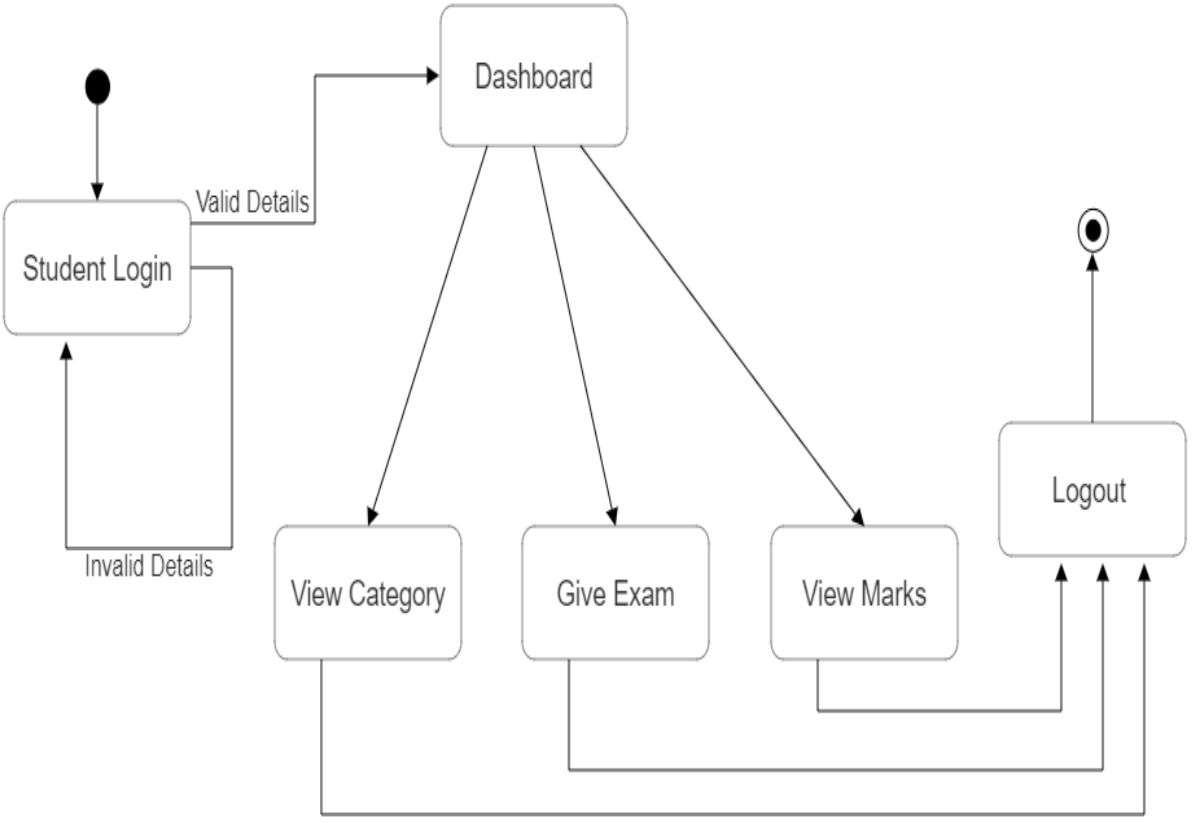

Fig. 4.4.4.2 Activity diagram for student

5. IMPLEMENTATION DETAILS

5.1 Modules and Their Functionalities

1. Admin Module:

   - Authentication Phase.

   -After Login, can see Total Number Of Student, Tests, questions are there in system on Dashboard.

   - Can View, Update, Delete Student.

   - Can Also See Student Marks.

   - Can Add, View, Delete Tests/Exams.

   - Can Add Questions to Respective tests With Options, Correct Answer, And Marks.

   - Can View And Delete Questions Too.

2. Student Module:

   - Authentication Phase.

   - Create account (No Approval Required By Admin, Can Login After Signup)

   - After Login, Can See How Many Courses/Exam And Questions Are There In System On Dashboard.

   - Can Give Exam Any Time, There Is No Limit On Number Of Attempt.

   - Can View Marks Of Each Attempt Of Each Exam.

   - Question Pattern Is MCQ With 4 Options And 1 Correct Answer.

3. Exam Module:

   - There are number of tests like technical, logical, aptitude, gk .

4. Result Module:

   - Each and every attempt will be stored with date, time and marks.

6. TESTING TECHNOLOGY

Software testing technologies is a process which is used to measure the quality of software developed. It is also a process of uncovering errors in a program and makes it a feasible task. It is useful process of executing program with the intent of finding bugs. In order to prove that a piece of software works, the software must be tested to determine if the requirements of the application are met. There are several different types used throughout the development process. These are various types of testing. Some of which are mentioned below:

- Component Testing: Where each and every component related to the software project is tested. Component testing should focus on testing component interfaces.
- System Testing: The testing implemented on overall software project after component integration is system testing. System testing tests the emergent behavior of a system.
- Acceptance Testing: It is performed after software installation in user environment with data supplied by customers.

Following are the technologies are going to use:

1. Unit testing: It is a level of software testing where individual units or components of a software are tested. It is process of testing individual component in isolation.
2. Integrated testing: It is a level of software testing where individual units are combined and tested to verify if they are working properly.
3. Beta testing: It is one of the types of user acceptance testing. Where a release of the software is made available to large group of users to allow them to experiment and to raise problems that they discover with system developers.

7. SNAPSHOTS/ GUI

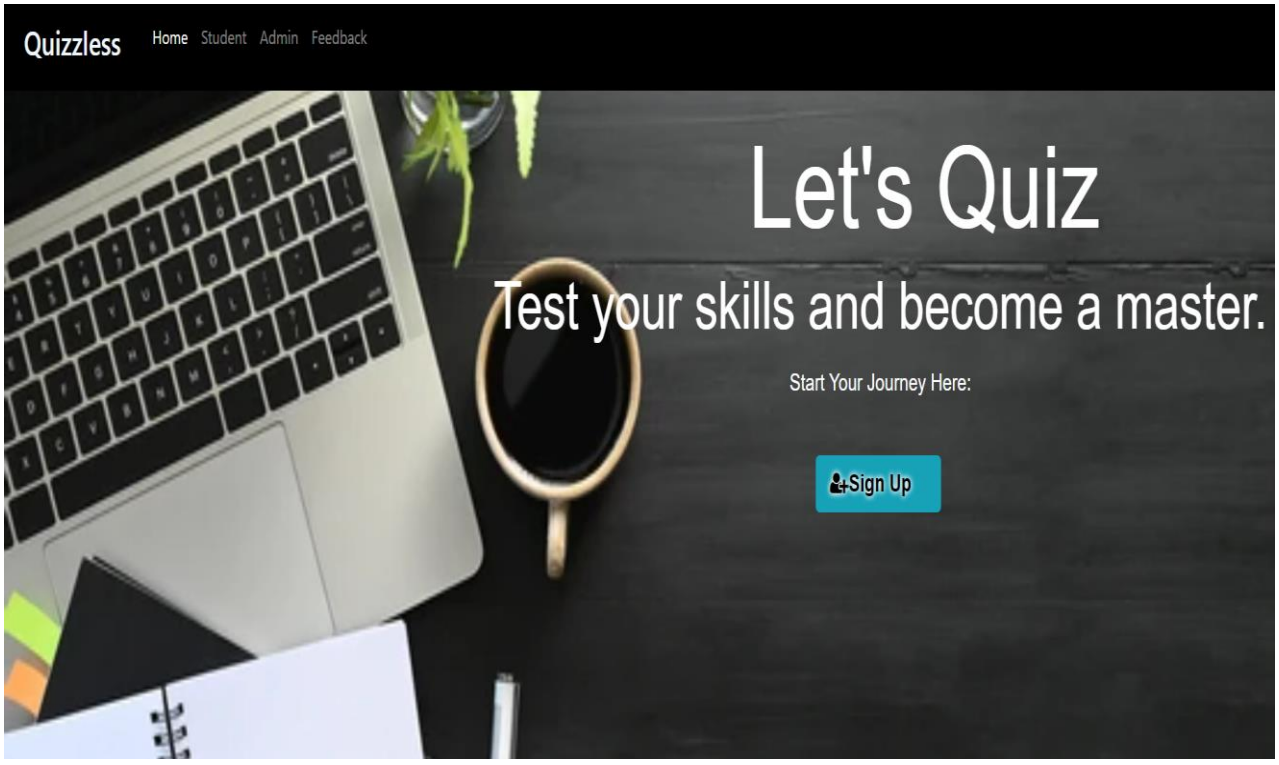

Fig. Home page

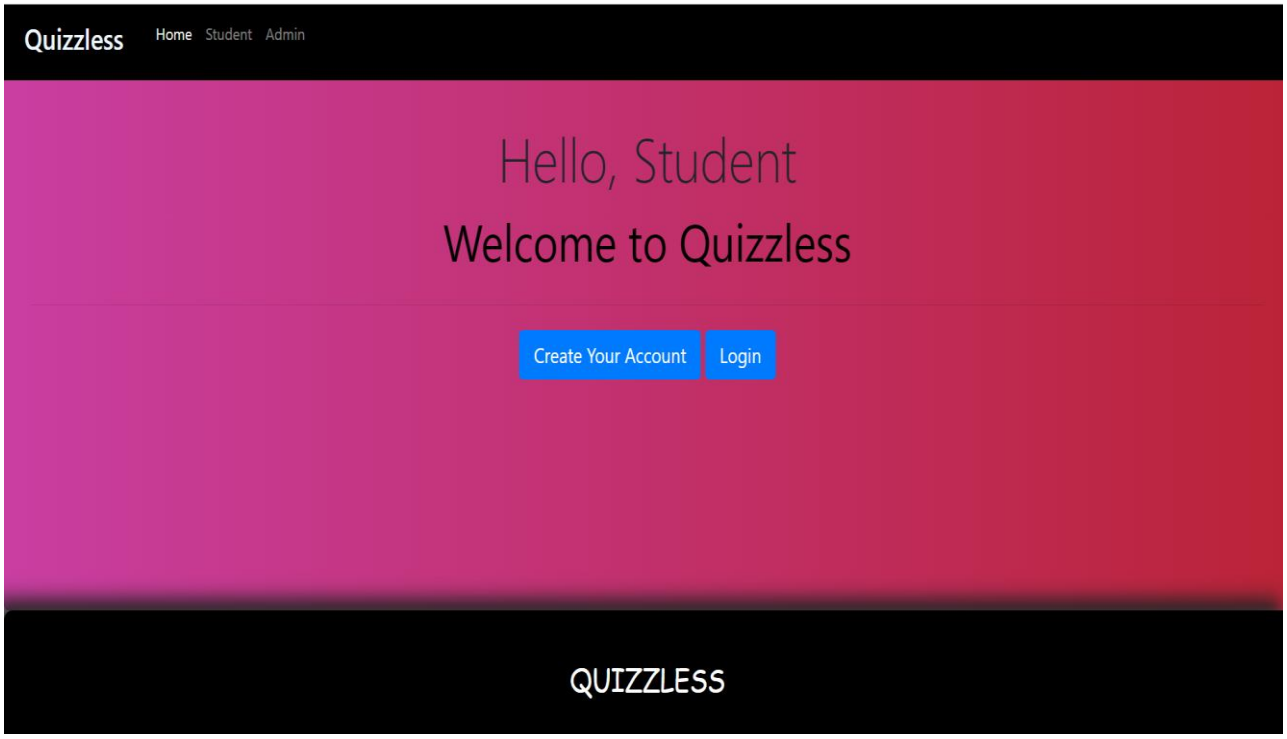

Fig. Student First page

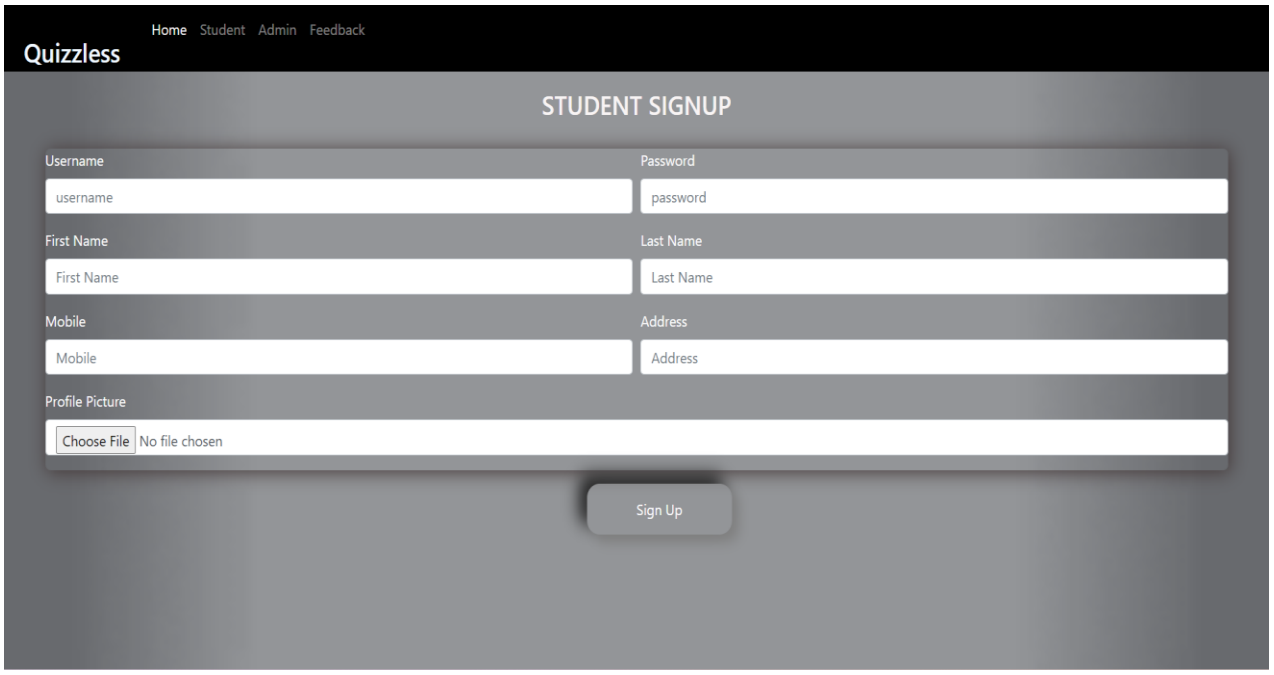

Fig. Student signup page

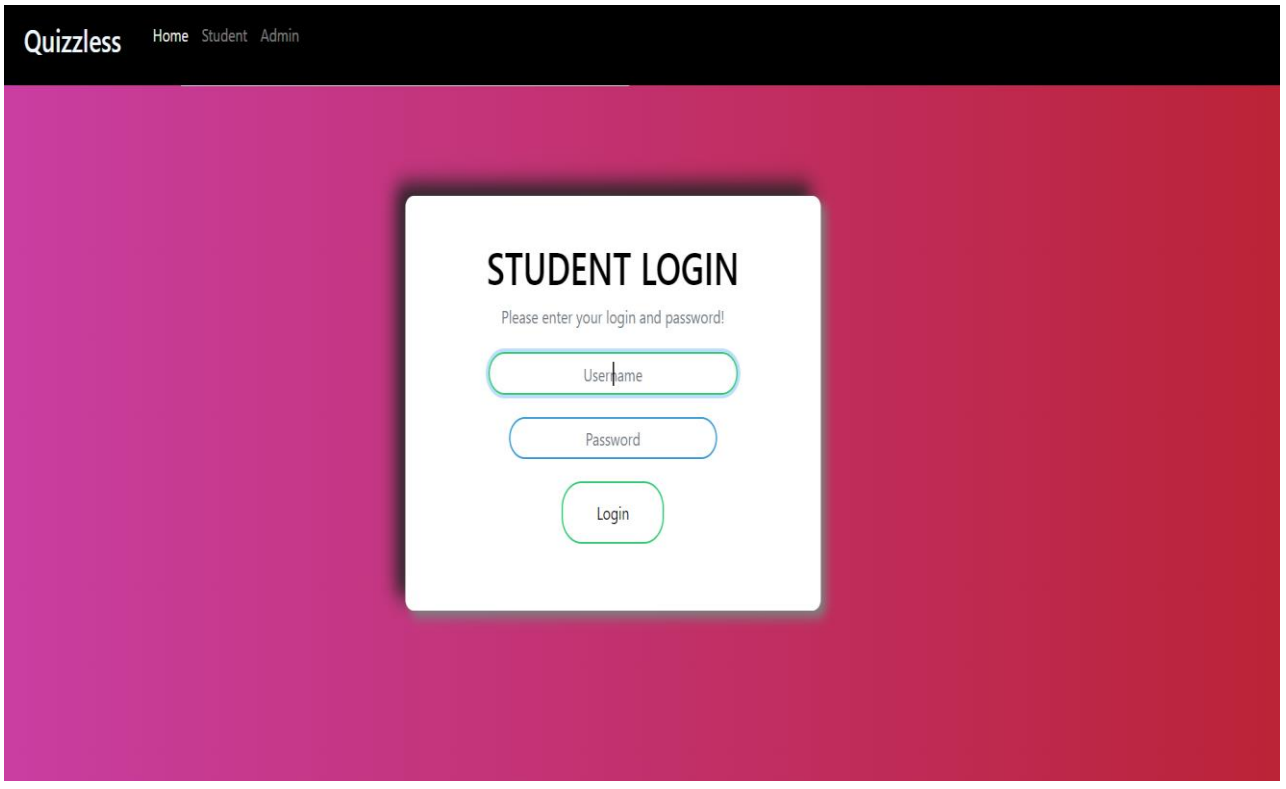

Fig. Student login page

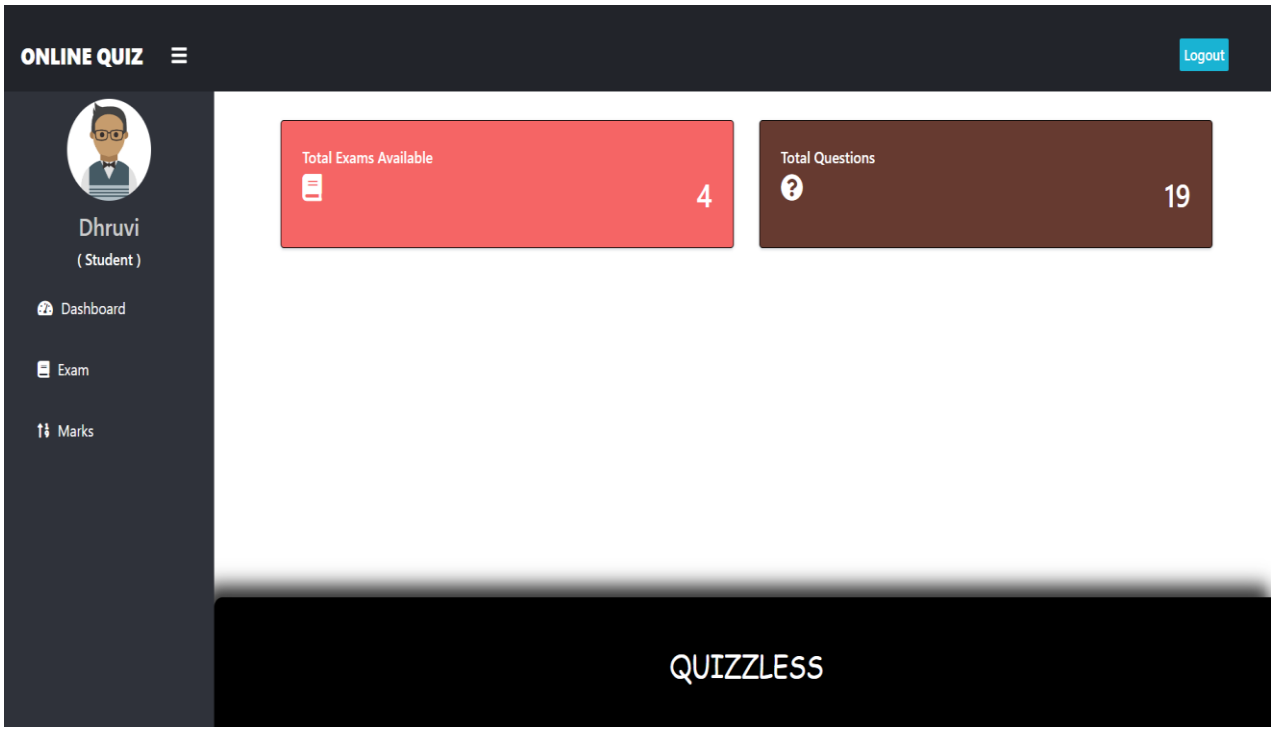

Fig. Student Dashboard

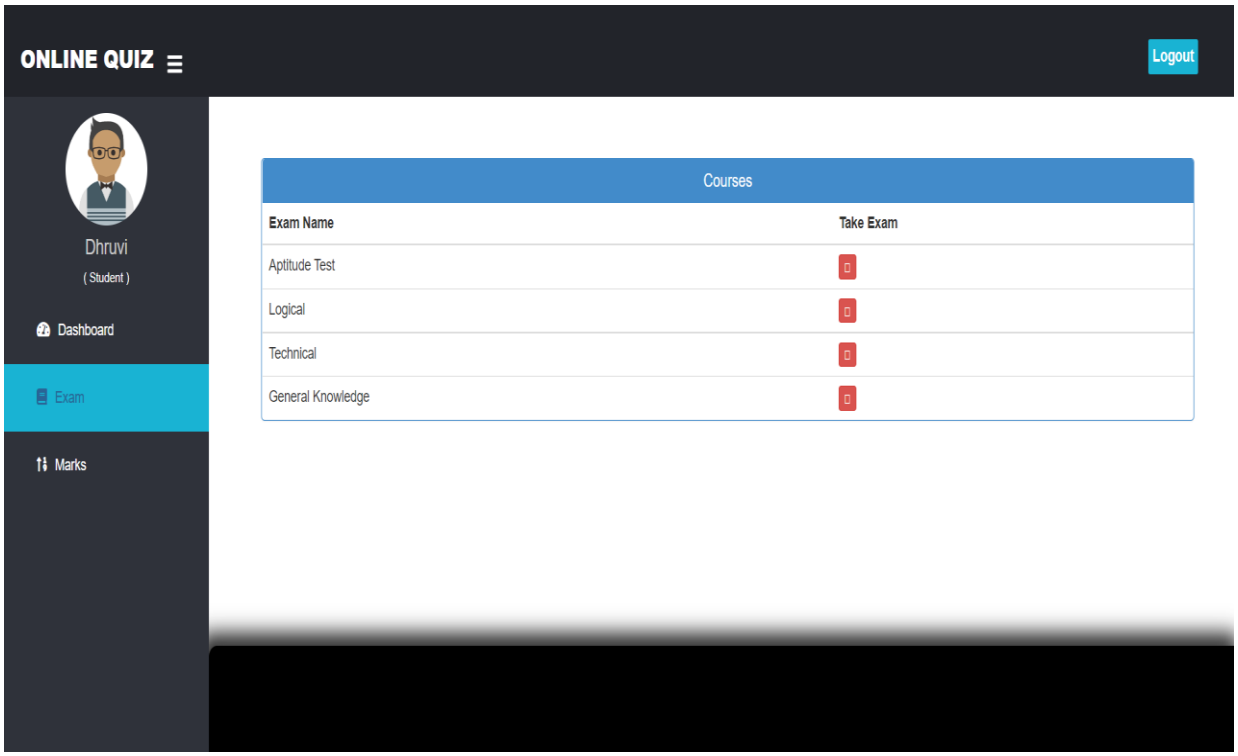

Fig. After click on exam

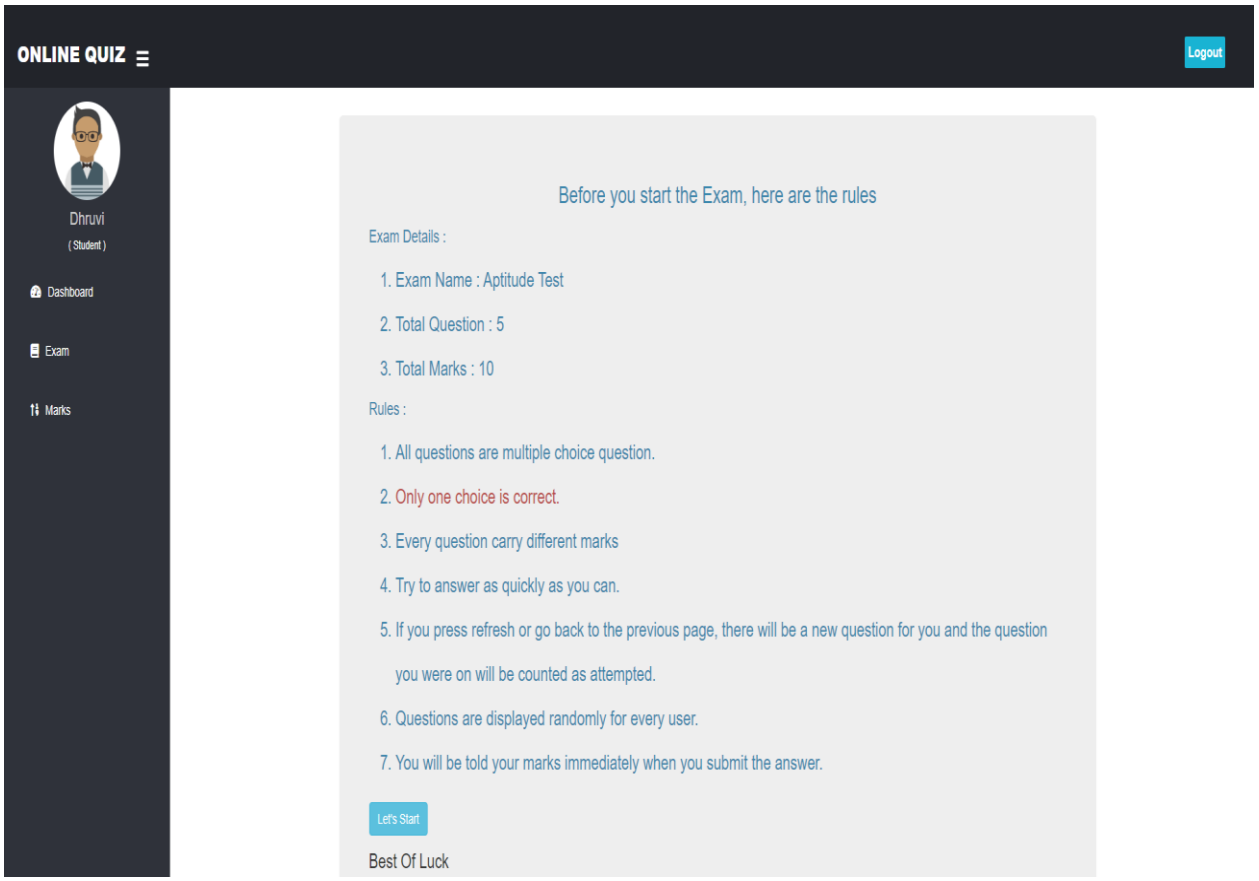

Fig. After stared exam

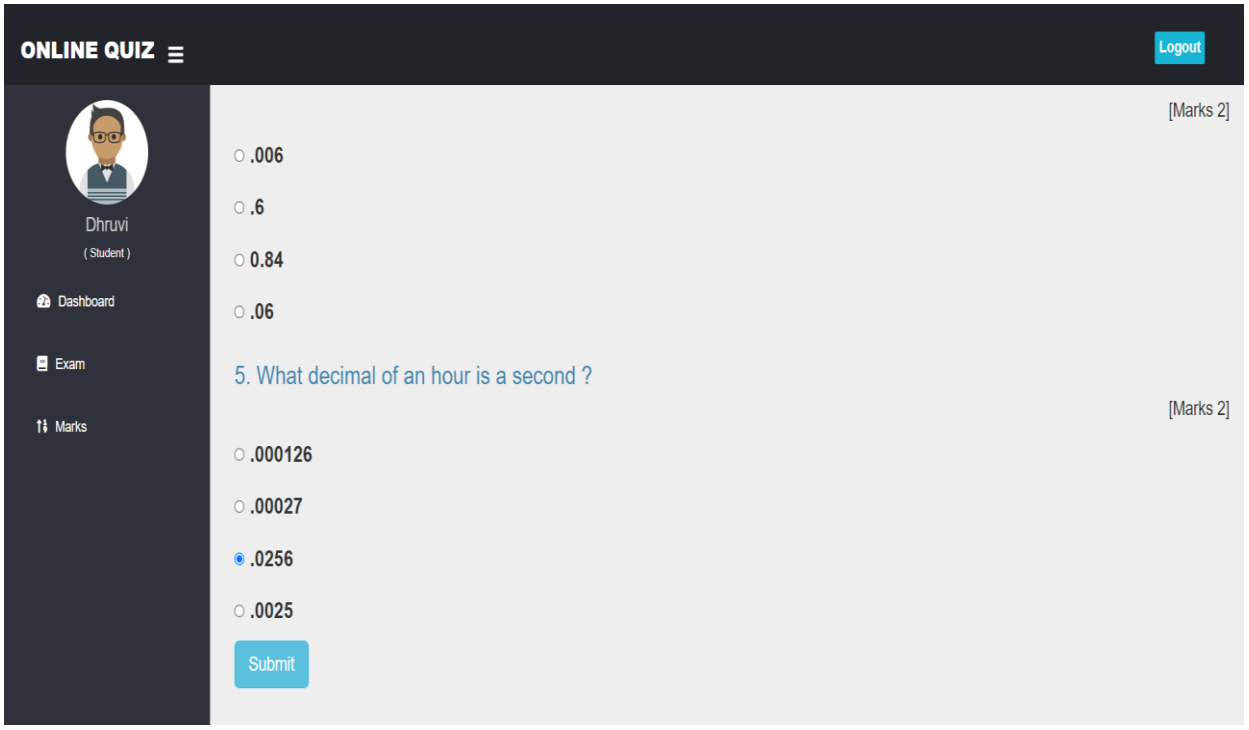

Fig. Exam

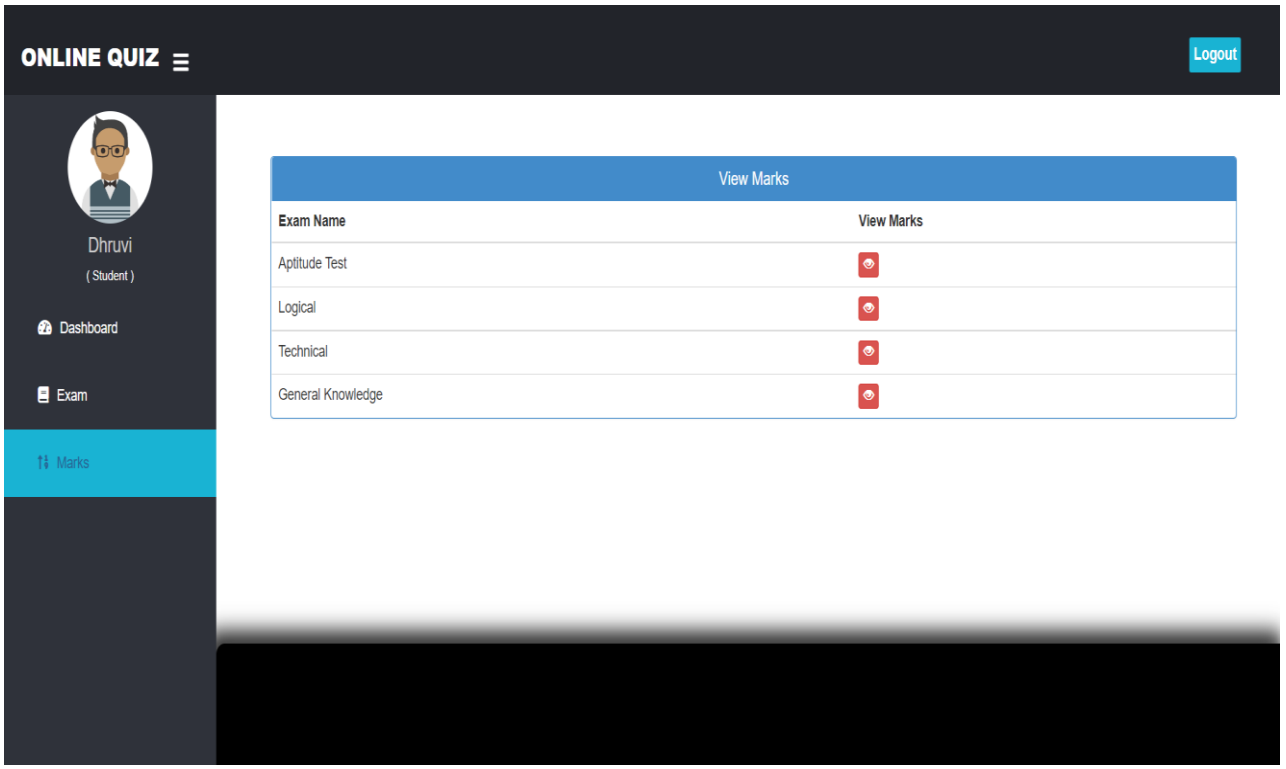

Fig. After click on marks in dashboard

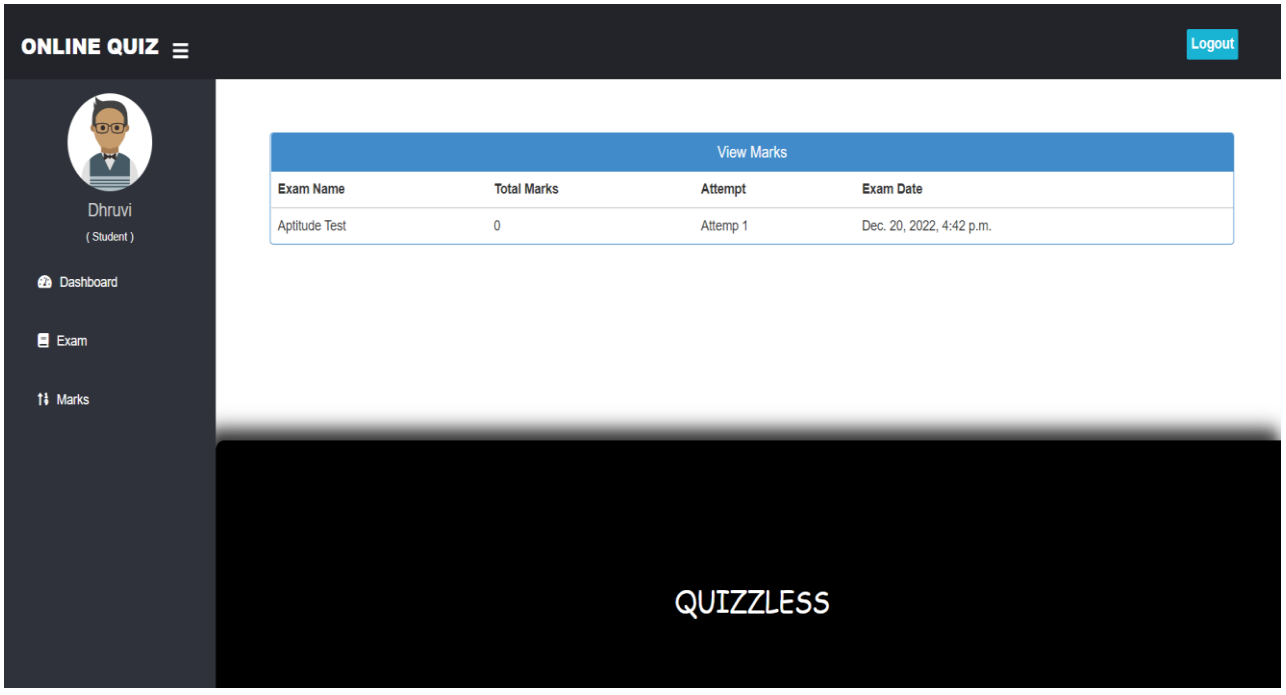

Fig. View of marks

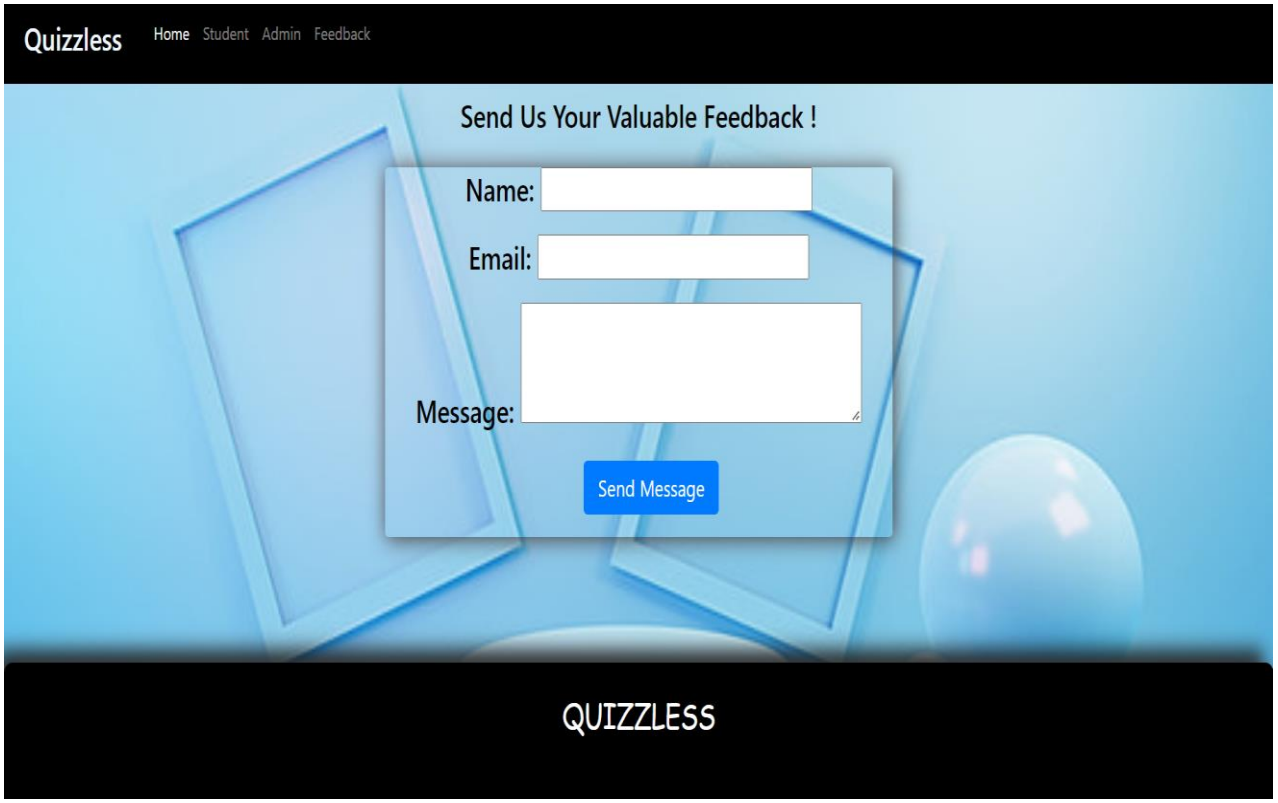

Fig. Feedback form

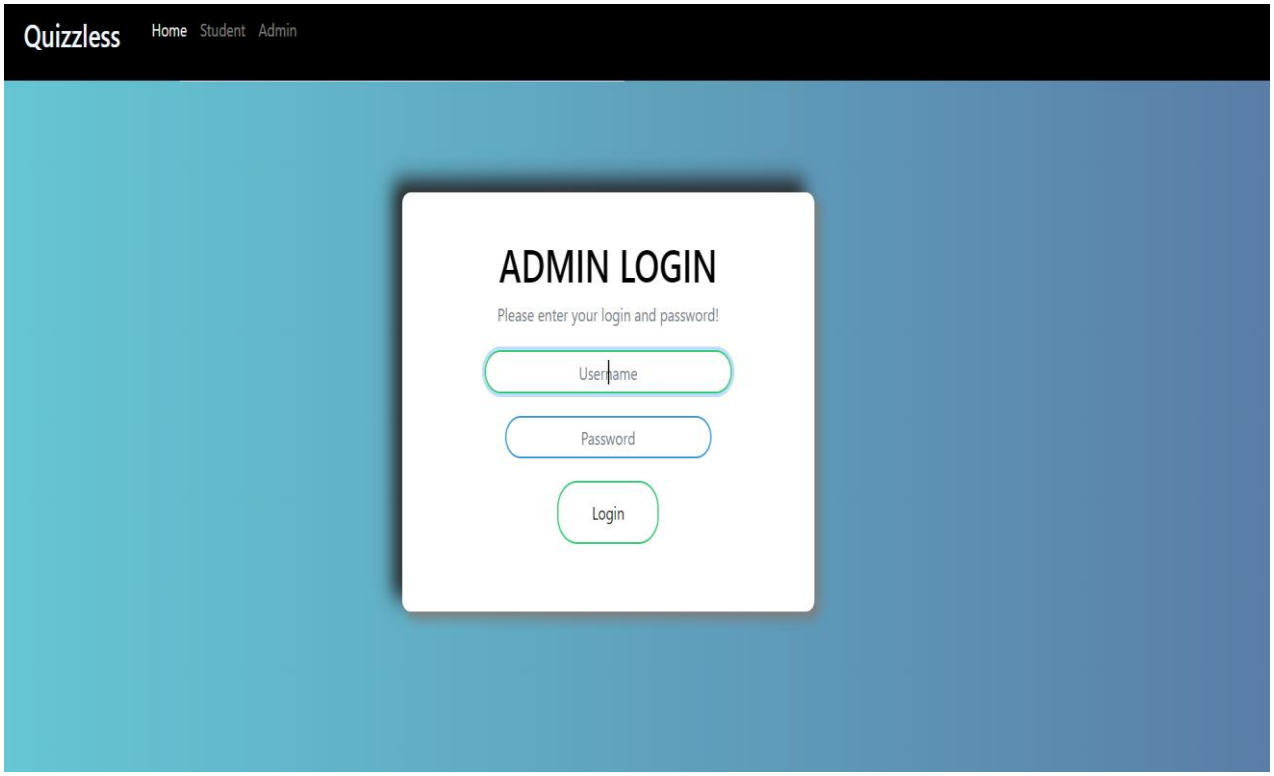

Fig. Admin login page

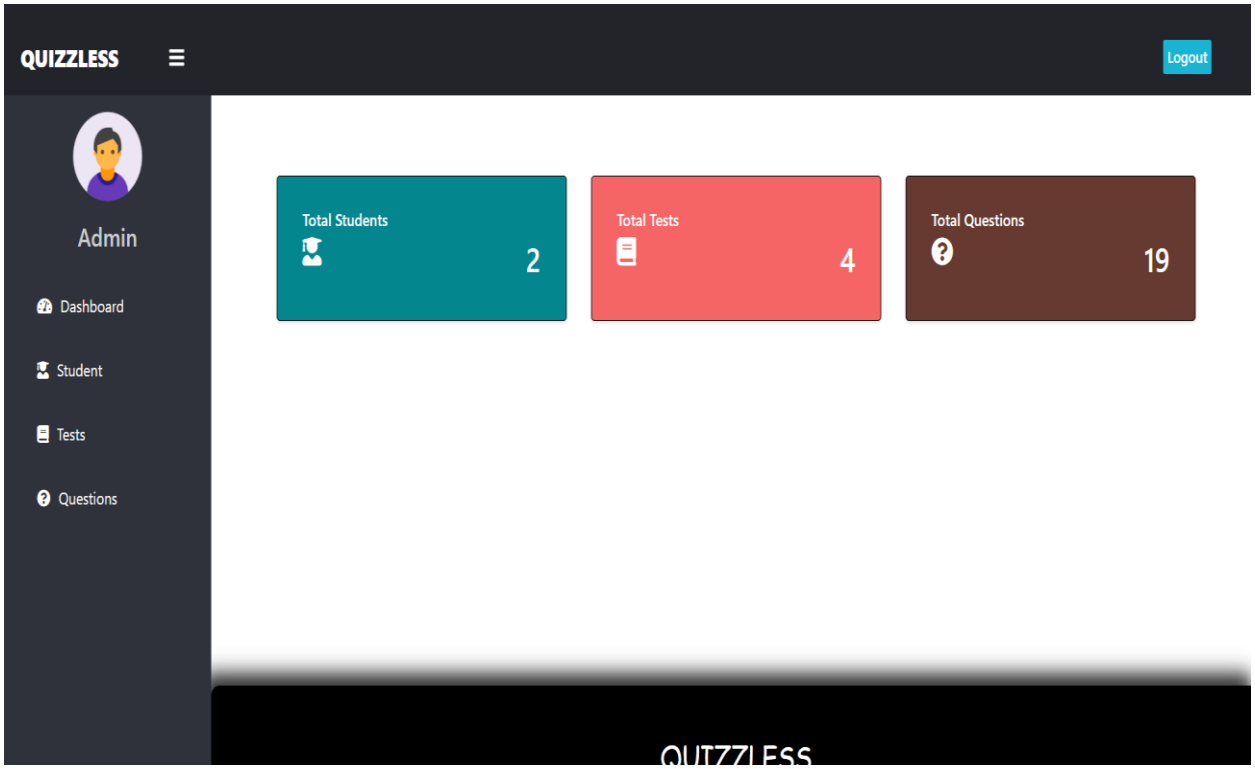

Fig. Admin Dashboard

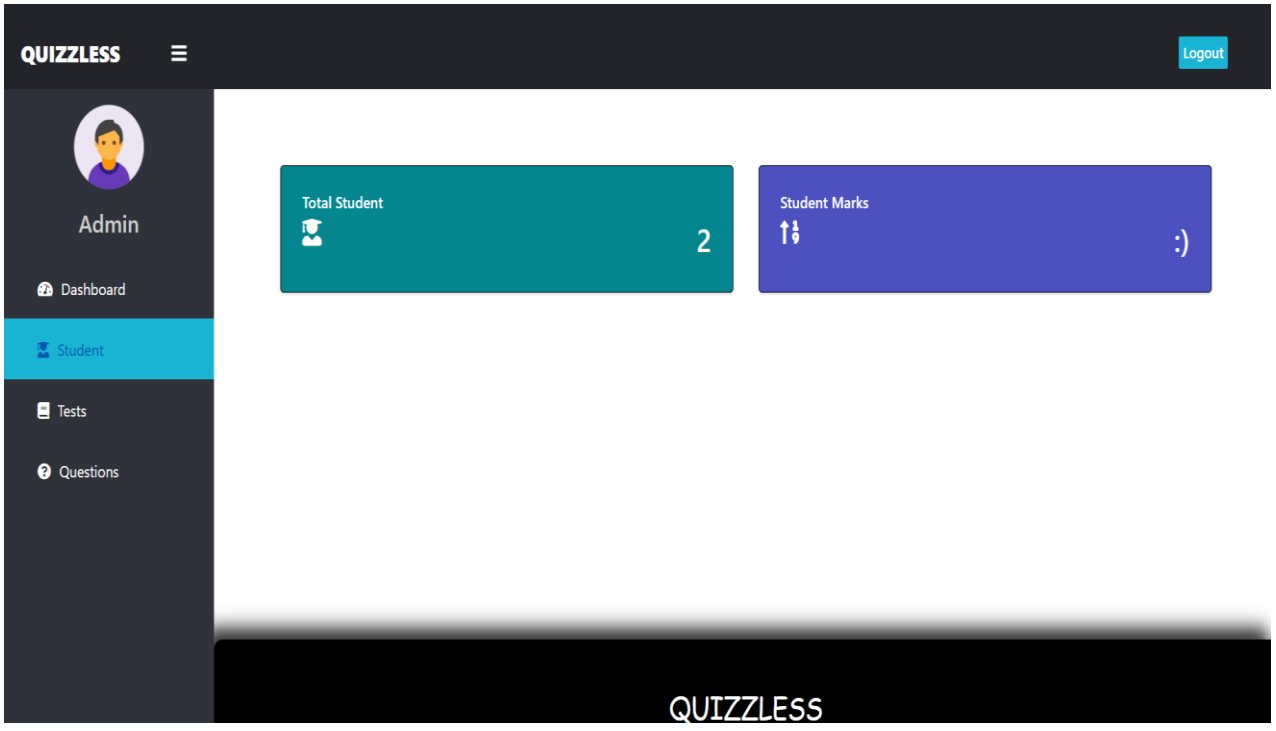

Fig. After click on student

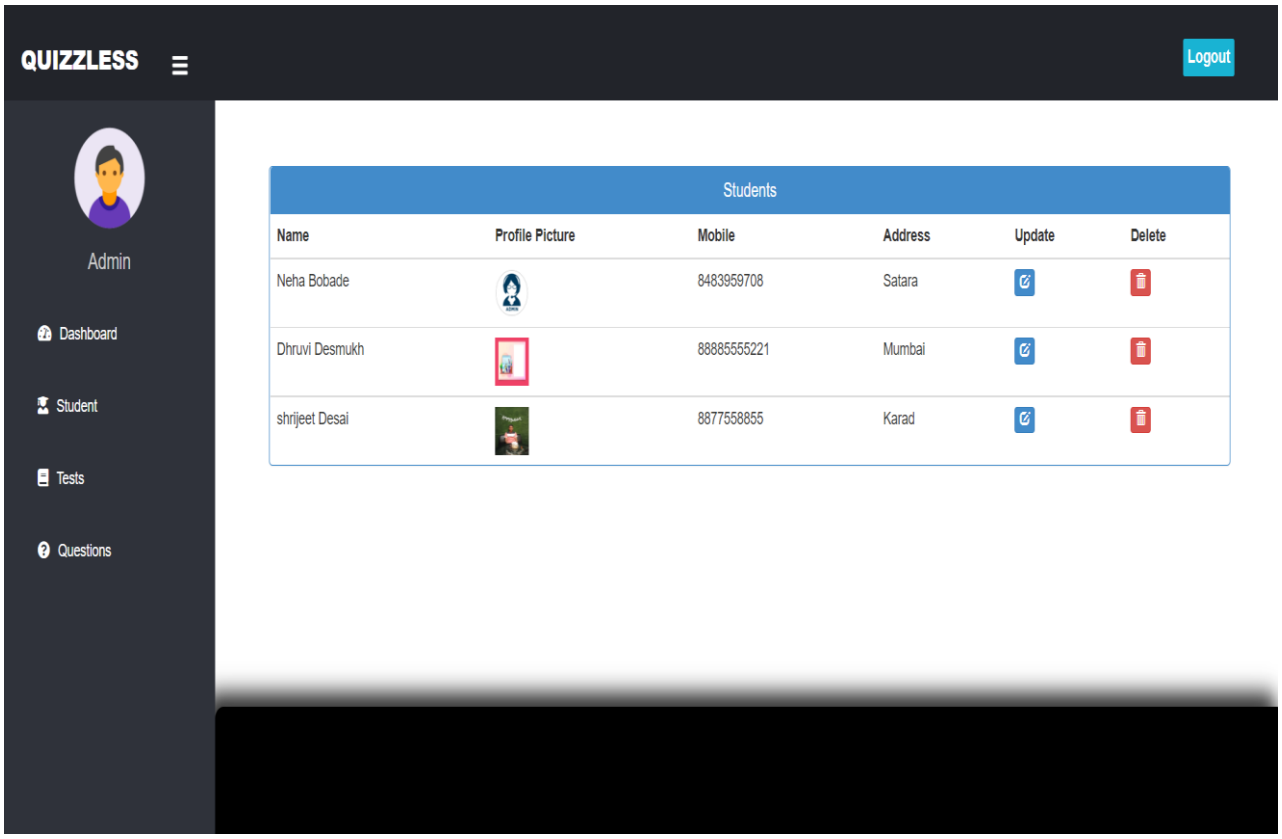

Fig. Viewing Student

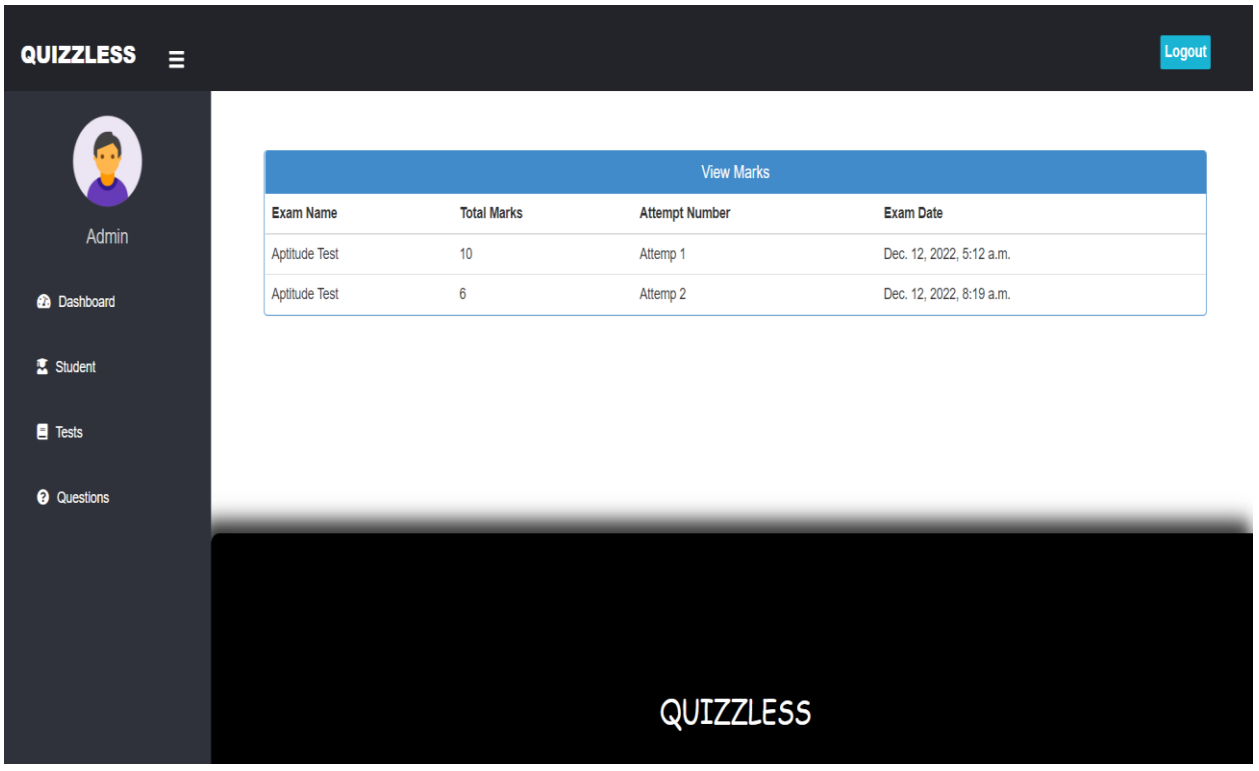

Fig. Viewing Students marks

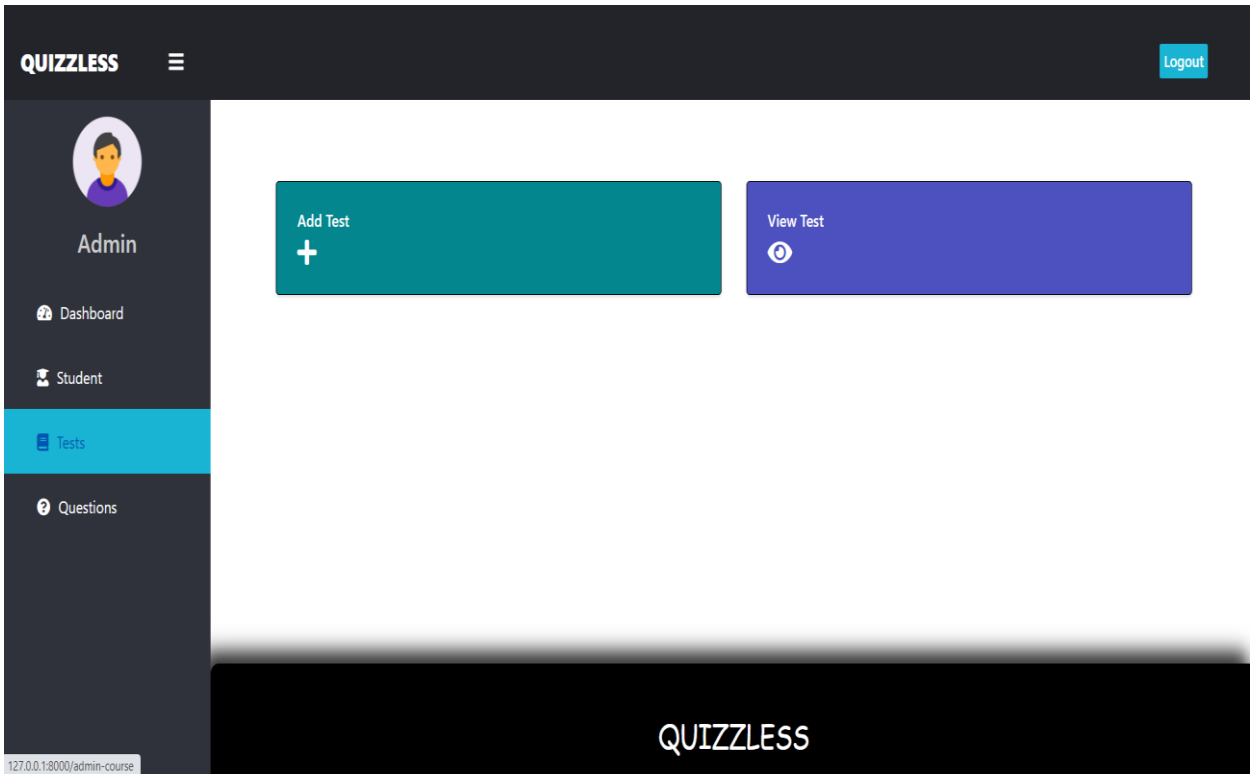

Fig. After click on test

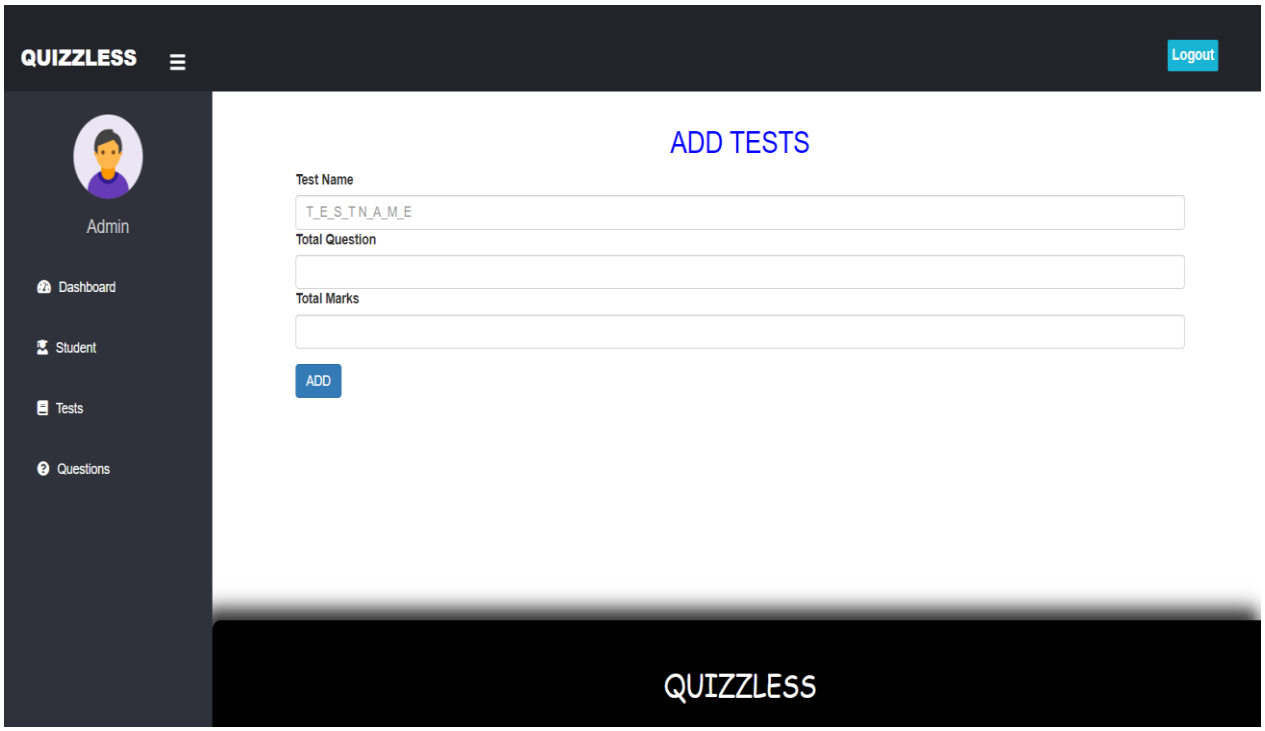

Fig. Adding test

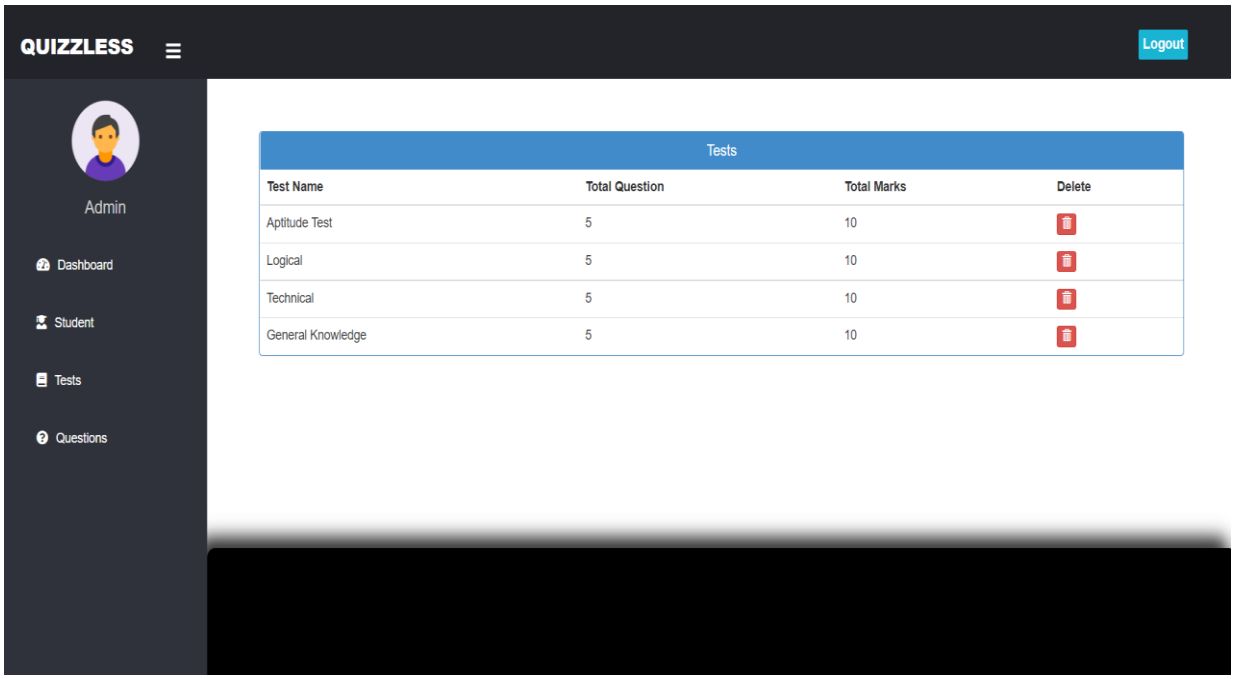

Fig. Viewing Test

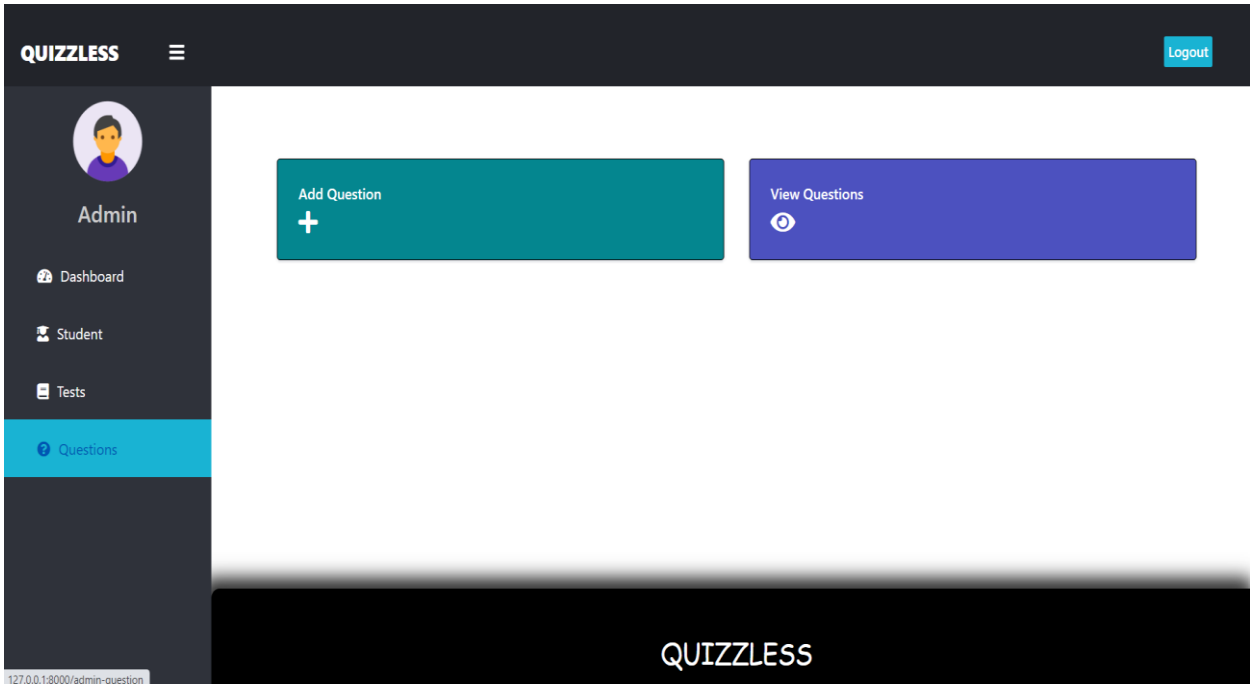

Fig. After click on questions

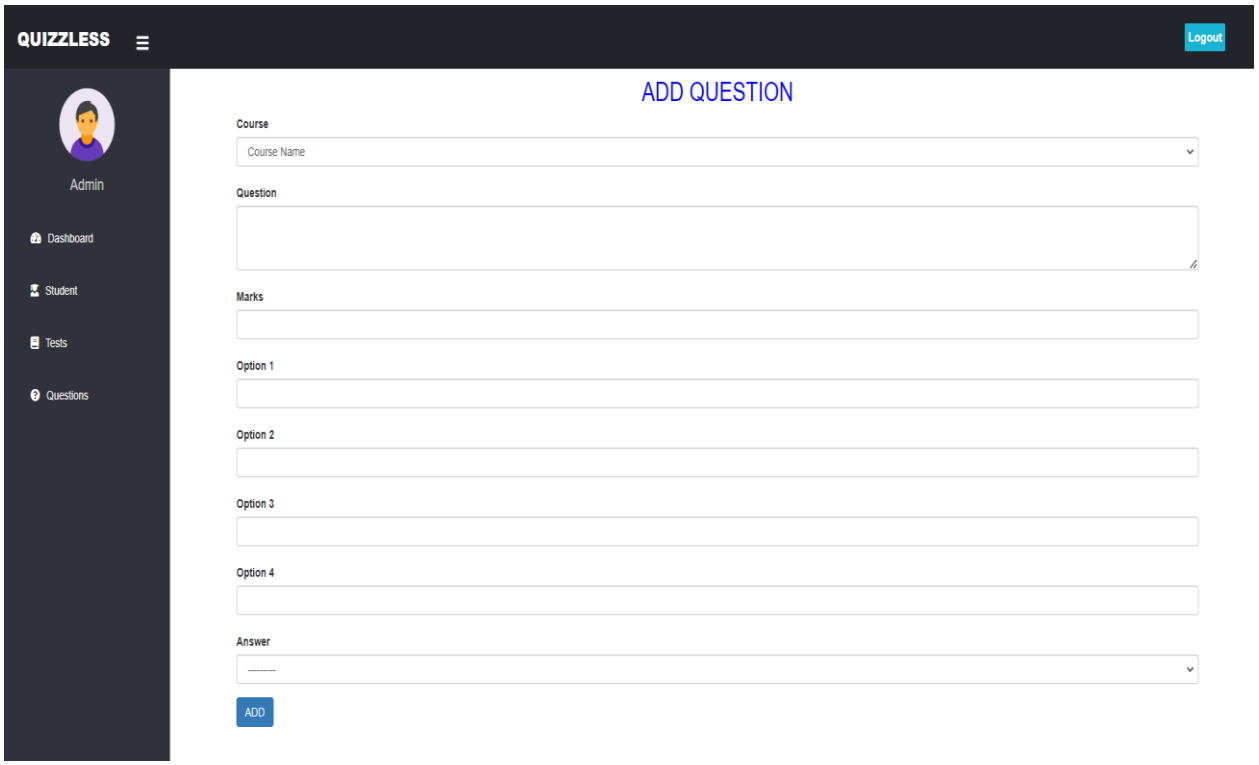

Fig. Adding Question

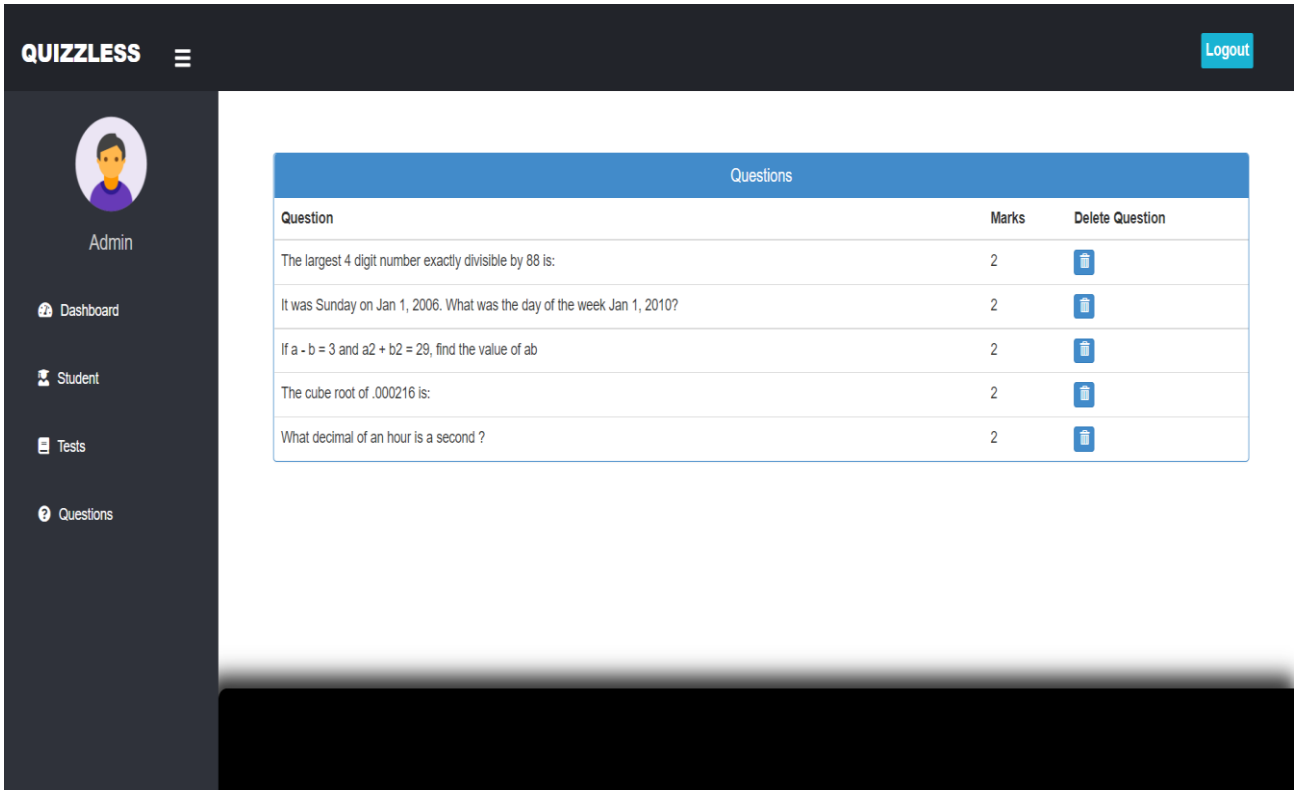

Fig. Viewing Question

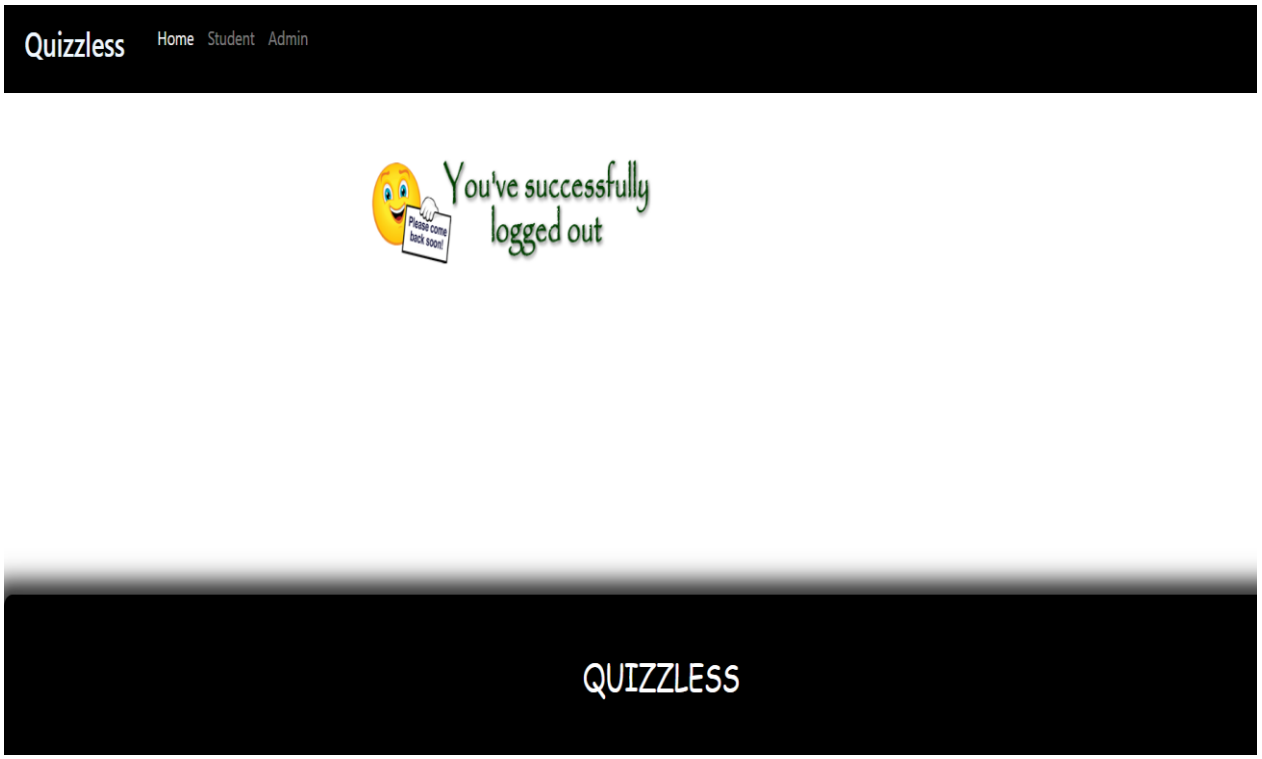

Fig. After logout

8. LIMITATIONS

- Time limit is not given.
- Adding question is kind a difficult.
- Admin can add any number of questions to any test, But while adding test, admin provide question number.

9. FUTURE SCOPE

- The future scope of this project is very broad in terms of gaining knowledge and sharing knowledge among the world.
- It will be more empowering.
- Time limit system will be implemented.
- Student can login via QR code.
- Adding question will be easier.
- Admin can insert definite number of question, which has provided by them.

10. CONCLUSION

Quizzless application provides facility to attempt quiz anywhere and anytime. It saves time since user does need to wait for result. So, student/user cannot wait for the result. All Student/ user get extra knowledge and skills. Administrator has a privilege to put as much as question in given Quiz in application. User can register, log-in to attempt Quiz. There is instruction page for students get information about quiz like number of questions, given time etc. After that student get the result of quiz. So, student don't have to wait for result. Also, admin is responsible to add, delete and update question in the system. Also, he can view result of all students.

This will provide better opportunities and guidance in future in developing projects independently. This Quiz Application can be efficiently used by any students and educational platforms. The project will be made as per as the given specification. The system will be as user-friendly as possible.

9. BIBLIOGRAPHY

- https://pesofts.com/objective-and-scope-of-online-examination-system/
- https://www.coursehero.com/file/12128628/Quiz-System1/
- https://ijcrt.org/papers/IJCRT2202208.pdf
- https://en.wikipedia.org/wiki/Test_management
- https://www.studocu.com/in/document/government-holkar-science-college/bachelors-in-natural-science/project-report-quiz-application/26362754
- https://partheniumprojects.com/online-quiz-management-system/
- https://www.javatpoint.com/
- https://www.w3schools.com/
- https://www.tutorialspoint.com/