



ATHARVA COLLEGE OF ENGINEERING

Department of Information Technology

QUIZ GAME

SUBMITTED IN PARTIAL FULFILMENT OF THE REQUIREMENTS OF THE PYTHON LAB

BY

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Introduction:

A quiz is a form of game or mind sport, in which the players (as individuals or in teams) attempt to answer questions correctly. It is a game to test your knowledge about a certain subject. To make such game in python modules used are sqlite3,tkinter,SMTP,random. This modules provide many function which can w used for better designing and execution of program.

OBJECTIVE:

The objective of this project is to develop a game that automates the processes and activites of a basic quiz game. The purpose is to design a game using python and tkinter module for its GUI purpose. The entryphase provide a user to play as a guest player or login a play a game. Benefits of login user is he/she will get a over view of his/her result which would send on their registered mail-id. Modules used in this project are as follows

Tkinter : This module is imported so that a better interactive GUI can be created for the game.

Sqlite3 : this module is imported for creating database so that question of quiz game can be saved in it. Question are displayed randomly using random function which is provided in python itself

SMTP : this module is imported so that it allows program to connect with gmail server for mail to registered user,for sending mail port number of server should be known.(gmail port = 587)

DETAILS OF HARDWARE AND SOFTWARE :

Software requirements:

- Python installed on device
- Tkinter moduled installed

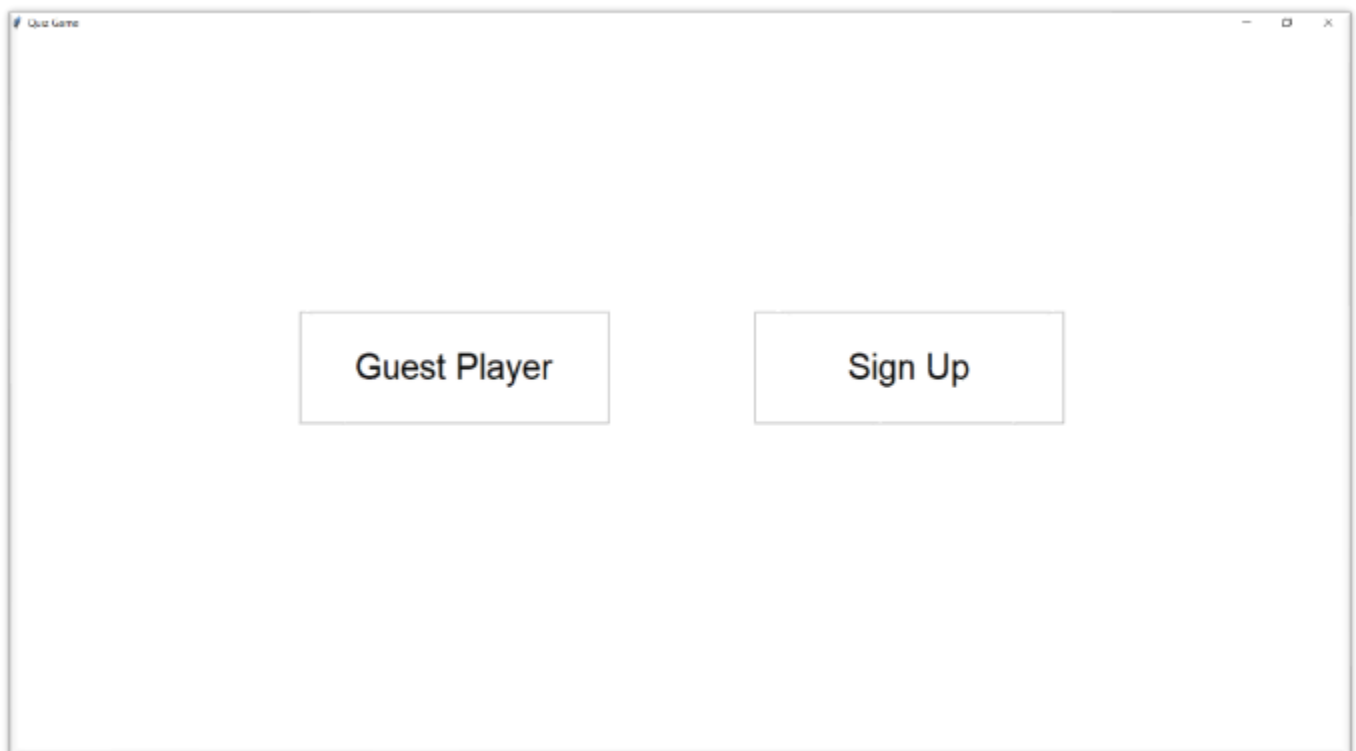
Hardware requirements:

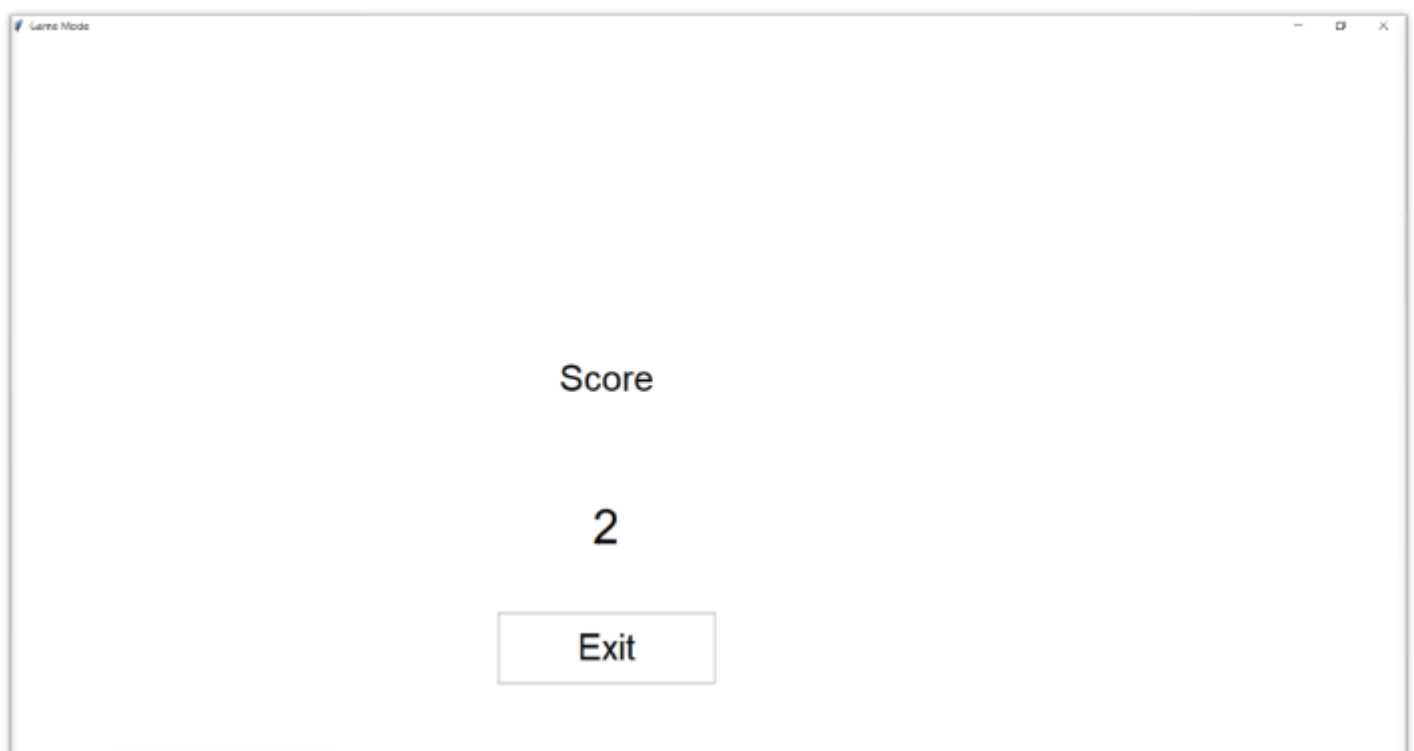
- RAM 500 MB
- ROM 50 MB

Other requirements:

- Internet connection (*if wants to login*)

SCREENSHOT:





CONCLUSION:

The Basic concept of Python such as Control Structures, Loops, Lambda Expressions, Functions are studied and understood. Python modules such as tkinter, SMTP, sqlite3, random are imported in this program. The Graphical User interface is developed using Tkinter module for the front end purpose. The Label, Buttons, Radio buttons widgets and the switching between two GUI windows is studied. Also Formation of grid using tkinter is studied SMTP module is also studied for generating mail through python program.