PROJECT REPORT

About the Project- This project is an implementation of a quiz game with multiple choice options in which there will be one correct answer for each given questions. There are a set of 20 questions. The player giving 5 correct answers will end the game. The question are given in random order and each player has to press the buzzer to answer the question.

Summary

The game is a code written in Python. In this we connect 3 clients to a single server Modules used – socket,threading,numpy

Implementation

Contains a server.py and a client.py

Server.py

- 1. we import all the inbuilt functions in this server.
- 2. There is a list of 20 questions which will be selected randomly using the rand_que() functions.
- 3. There is a score list for each client and an answer list.
- 4. answer_check() will check if the answers are correct or not.
- 5. Score() will check if any client has reached score 5.
- 6. we create a socket and then bind a socket.
- 7. We are taking the input using the select.select() module.

Client.pv

- 1. There is a thread function from the client side.
- 2. When a person types an answer, other players are sent a signal that indicates that someone else already answered it.
- 3. Timeout is set for 10 sec.

Instructions:

- 1. start the server.
- 2. Then connect the 3 clients from other terminals.
- 3. Quiz will be started after you run the client.py on those terminals.

I have learnt many things from doing thisnproject like Socket programming, Multi threading.

References:

- 1. Stackoverflow
- 2. geeksforgeeks

