I firstly created an interface with the declaration of two methods named showQuestion() and isCorrectAnswer(). Then I created a class named MCQs (Multiple choice questions) that implements Quiz and overridden all the functions. In addition, there are data members and data types. Same with the BinaryQuestions class, it is also implemented with Quiz and overridden all the functions. In addition, there are data members and data types. Then in the last I just created a driver class as Driver and used all the functions in MCQs(Multiple choice questions) class and BinaryQuestions class.

The code never ends and covers all the requirements for OOP and Intractive interface. Multiple users can play the game for multiple tries. I included Random function to select the Question randomly.

Definitions & Concept:

Object oriented programming works like objects in real life, objects in real life has properties and things it can do such as attributes. We can use a bird as an example in this case: A bird can have the properties of being blue, being small and do certain things like eat and sing. The structure of object-oriented programming includes the following mentioned below.

- **Classes**: A class is a blueprint for an object, so we put the properties and things that the object can do inside the class.

- **Methods:** It's the function that are defined inside a class, which describes the behavior of an object. For example, we can use a human as a class in this case, and the methods (behavior) of the class is run, kick and jump etc.

- **Attribute:** Is defines as template in in the class, which represents the state of an object. We can use an example here, if a dog would be observed as an object, then the dog's weight, height etc will be considered as it's attributes and his/her behavior of running too much or chasing cat will be considered as it's a method.

Java Database Connectivity (JDBC) is a standardized interface for Java applications that communicate with a database. JDBC drivers are available for most databases.