

**National College of Computer Studies**  
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**IOST**



**Project Report On**  
**“Quiz Game”**

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## **Abstract**

The Quiz Game System is a computer-based application designed to create an engaging and interactive quiz experience for users. Developed using C programming, this system offers a fun and educational platform for users to test their knowledge in various subjects.

Unlike traditional pen-and-paper quizzes, the Quiz Game System leverages the power of technology to provide a seamless and user-friendly quiz-taking experience. Users can access a wide range of quizzes through the Internet, eliminating the need for physical questionnaires and answer sheets.

The primary goal of this project was to offer a convenient and efficient way for users to enjoy quizzes while showcasing proficiency in C programming. By creating this system, we aimed to make information and learning more accessible and enjoyable.

One of the key advantages of the Quiz Game System is its ability to provide instant feedback and results to users.

In conclusion, the Quiz Game System has successfully achieved its objective of creating an entertaining and informative quiz platform. It has harnessed the capabilities of C programming to deliver an efficient and user-centric quiz experience.

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# **Chapter 1: Introduction**

## **1.1 Introduction to the project**

The Quiz Game System is a solution designed to streamline the quiz-taking experience. Developed using data structures and C programming, this system simplifies quiz participation and management.

The primary goal is to offer an accessible and efficient platform for users to enjoy quizzes. It eliminates the need for manual record-keeping and ensures a hassle-free quiz experience.

Key features include quiz creation, participation, scoring, and result tracking. The system prioritizes security, with authorized administrators overseeing data integrity. The Quiz Game System aims to provide an efficient and secure quiz platform, making quiz-taking both enjoyable and user-friendly.

## **1.2 Problem Statement**

Before the Quiz Game System, traditional quiz methods relied on manual processes, leading to excessive paperwork and time consumption. Managing quiz records posed risks, including data loss and the complexity of updates. This system aims to address these challenges by offering a secure, user-friendly solution.

The Quiz Game System provides a streamlined approach to quiz management. It allows for efficient search, editing, and updating of records while minimizing manual intervention. Only authorized administrators can modify records, reducing paperwork, saving time, and eliminating paper costs.

## **1.3 Objectives**

The Quiz Game System aims to provide an enjoyable and accessible quiz experience. Its main objectives include streamlining the process of creating, conducting, and managing quizzes for users. The system is designed with a user-friendly interface, ensuring that quiz participants can easily navigate and participate. Moreover, a key focus is on data security, guaranteeing that user information and quiz records are stored securely and can only be accessed by authorized administrators.

## Chapter 2: Implementation

### 2.1 Tools used

**Visual Studio Code:** The Quiz Game project is developed using the C programming language as its primary tool for implementation. C was chosen for versatility and strong community support.

In addition, the project utilizes Visual Studio Code (VS Code) as the integrated development environment (IDE) for efficient code writing, debugging, and management. VS Code provides various features like syntax highlighting, code completion, and debugging tools, ensuring a smooth and productive development process.

### 2.2 Implementation detail of module

The quiz game system enables users to participate in a knowledge quiz and records their performance. Here's a concise overview of key procedures/functions in the code:

- a) **createOption Function (LinkedList):** This method is responsible for creating a new option for multiple-choice questions. It also allocates memory for the option, sets the text and letter, and initializes the next pointer.
- b) **createQuestion Function(LinkedList):** This function copies provided question text and sets the correct answer options. It also initializes the linked list of options with the question and iterates through options 'A' to 'D' and adds them to the linked list using 'addOption' function.
- c) **displayQuestion Function(LinkedList ):** This method displays a quiz question and its answer options. It utilizes a linked list of options, printing each option's letter and text, and prompts the user for an answer.
- d) **playQuiz(LinkedList list):** This method manages the quiz gameplay, and displays questions, take user input, compares with correct answers, updates the score, and provides feedback on correctness.

## **Chapter 5: Conclusion**

The goal of this project was to develop a Quiz Game that enables users to participate, answer questions, and receive scores. The project involves features such as adding questions, searching for correct answers, and managing user responses. Throughout this endeavor, I gained insights into the significance of planning, organization, and meticulousness in software development. Upon completion, the Quiz Game successfully allows users to engage in quizzes, demonstrating the project's successful fulfillment of its objectives.

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