Source Code of Project Online Test Application.

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Source Code of HTML Index:-

```
<!DOCTYPE html>
<html lang="en">
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Online Test Application</title>
   <link rel="stylesheet" href="style.css"/>
<body>
   <div class="container">
       <div class="leftSide">
       <img src="https://img.freepik.com/premium-vector/quiz-comic-pop-art-</pre>
style_175838-505.jpg?w=900"alt="quiz logo"class="tilt">
       </div>
   <div class="rightSide"><br>
       <h1>Welcome to Online Test Application</h1><br>
       <b>Frontend Quiz</b>
           <b>Consist of 5 uestions</b>
       <a href="questions.html">Start Quiz</a>
       </div>
   </div>
<script src="js/jquery-3.5.1.min.js"></script>
<script src="quiz.js"></script>
<script src="script.js"></script>
</html>
```

Source Code of HTML Questions:-

```
<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Questions</title>
   <link rel="stylesheet" href="style.css" />
</head>
<body>
    <div class="box" id="questionScreen">
        <div class="title">
            Online Test Application
        </div>
        <div class="header">
            <div class="scoreBox" style="color:white; background-color:</pre>
rgb(150, 198, 226);">Score: <span></span> </div>
        </div>
        <div class="questionBox">
        </div>
        <div class="optionBox" >
            <span onclick="checkAnswer(this)" data-opt="1"></span>
            <span onclick="checkAnswer(this)" data-opt="2"></span>
            <span onclick="checkAnswer(this)" data-opt="3"></span>
            <span onclick="checkAnswer(this)" data-opt="4"></span>
        </div>
        <div class="footer">
            <button onclick="showNext()">
                Next
            </button>
            <button onclick="showResult(1)">
                 Result
            </button>
        </div>
    <div class="box" id="resultScreen" style="display: none;">
        <div class="title">
            Online Test Result
        </div>
        <div class="resultBox">
            <label>Questions : </label>
            <span id="titalQuestions">5</span>
            <label>Attempted : </label>
```

```
<span id="attemptQuestion">0</span>
            <label>Correct : </label>
            <span id="correctAnswers">0</span>
            <label>Wrong : </label>
            <span id="wrongAnswers">0</span>
        </div>
        <div class="buttonBox">
            <a href="index.html">Start
Again</a>&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;&nbsp;
           <a href="review.html">Review Solutions</a>
        </div>
    </div>
</body>
<script src="js/jquery-3.5.1.min.js"></script>
<script src="js/quiz.js"></script>
<script src="js/script.js"></script>
</html>
```

Source Code of HTML Review:-

```
<!DOCTYPE html>
<html lang="en">
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Review</title>
    <link rel="stylesheet" href="style.css"/>
</head>
<body>
    <div class="container1">
        <div class="title">
        <h1><b>Solutions</b></h1></div>
        <h3>1. Which of the following JavaScript cannot do?</h3>
        <h4>Ans. All of the Above</h4>
        <br/>
                _____ keyword is used to declare variables in
javascript.</h3>
        <h4>Ans. Var</h4>
        <br/>
        <br/>
        <h3>3. In JavaScript the x===y statement implies that:</h3>
        <h4>Ans. Both are equal in the value and data type.</h4>
        <br/>
        <br/>
        <h3>4. Whats so great about XML?</h3>
        <h4>Ans. Both</h4>
        <br/>
        <h3>5. In the JavaScript, which one of the following is not considered
as an error:</h3>
        <h4>Ans. Division by zero</h4>
        <br>
        <br>
        <div class="buttonBox">
            <a href="index.html">Back to Home</a></div>
    </div>
</body>
</html>
```

Source Code of CSS Style:-

```
@import
url("https://fonts.googleapis.com/css2?family=Open+Sans:wght@300&display=swap"
);
*{
    margin: 0;
    padding:0;
    box-sizing: border-box;
body {
    font-family: 'sans-serif', sans-serif;
    background-image: url("https://media.istockphoto.com/photos/dark-blue-
stained-grungy-background-or-texture-picture-
id1132593892?k=6&m=1132593892&s=612x612&w=0&h=kdFpYAbe0jAnckEYkZdNWUVYbNdKXGxH
a1rd8joRZEg=");
    background-size: cover;
    display: flex;
    justify-content: center;
    align-items: center;
    min-height: 100vh;
.container{
    width: 750px;
    background-color: rgb(202, 167, 53);
    box-shadow:0 0 50px 0 rgba(0,0, 0, 0.2);
    min-height: 350px;
    padding:50px 50px ;
    border-radius: 10px;
    display:flex;
.leftSide,
.rightSide{
    width: 50%;
.leftSide img{
    height:300px;
    width:300px;
.rightSide h1{
    color:#201414;
    font-size: 32px;
.rightSide h2{
    color: #444 ;
    margin:20px auto 10px;
```

```
font-size:25px;
.rightSide ul{
   color: #444 ;
   font-size:18px;
   margin-top:600;
   list-style-type: circle;
   list-style-position: inside;
.rightSide ul li{
   margin-top: 5px;
.rightSide a{
   background-color: #dbd9d9;
   border-radius: 100px;
   color:rgb(46, 40, 40);
   font-weight:600;
   width:100%;
   display:inline-block;
   text-align: center;
   padding:15px 0;
   margin-top:25px;
   text-decoration: none;
   outline:none;
.box{
   background-color:antiquewhite;
   border-radius: 10px;
   box-shadow:0 0 50px 0 rgba(0,0, 0, 0.2);
   min-height: 350px;
   width:540px;
   padding:50px;
.title{
   border-bottom: 1px solid #464646;
   color:#464646;
   padding-bottom:10px;
   margin-bottom:20px;
   font-weight:600;
   font-size:24px;
.optionBox span{
   background-color:rgb(219, 222, 223);
   border-radius: 10px;
   color:rgb(32, 28, 28);
```

```
border:1px solid,#444;
    padding:10px 15px;
.header{
   margin-bottom: 30px;
    display:flex;
    justify-content:space-between ;
.scoreBox{
   border-radius: 100px;
   padding:10px 15px;
   border:1px solid #444;
    color:#444;
.questionBox{
    background-color: rgb(219, 222, 223);
    color:rgb(32, 28, 28);
   border-radius: 10px;
   padding:10px 15px;
.optionBox{
   display: grid;
   grid-template-columns: 1fr 1fr;
   margin: 30px 0;
   grid-gap:15px;
.footer{
    display: flex;
    justify-content: space-between;
.footer button{
   background-color: #1da3dd;
   border-radius: 5px;
   padding:7px 15px;
   color:#fff;
   border:0;
   outline:none;
   font-size: 20px;
.resultBox{
   margin-bottom: 30px;
   display: grid;
   grid-template-columns: 1fr 1fr;
   grid-row-gap:15px;
    font-size:20px
```

```
.resultBox *:nth-child(odd){
    text-align:right;
.resultBox span{
    font-weight: 600;
.buttonBox{
    text-align:center;
.buttonBox a{
    background-color:#1da3dd;
    border-radius: 50px;
    border:0;
    text-decoration: none;
    color:#fff;
    outline: none;
    padding: 7px 15px;
    margin-top: 30px;
    display: inline-block;
.optionBox span.right{
    background-color: rgb(74, 206, 57);
    border-color: chartreuse;
    color:cornsilk;
.optionBox span.wrong{
    background-color: crimson;
    border-color:crimson;
    color:cyan;
.container1{
    background-color: antiquewhite;
    padding:50px;
    border-radius: 10px;
span:hover{
    background-color: rgb(241, 241, 79);
@media screen and (max-width:768px){
    .leftSide{
        display: none;
    .container{
        width: 425px;
```

```
}
.rightSide{
    width:100px;
}
.optionBox{
    grid-template-columns: 1fr;
}
```

Source Code of JavaScript Quiz:-

```
let quiz=[
        question: "Which of the following JavaScript cannot do?",
            "1.JavaScript can react to events",
            "2.JavaScript can manipulate HTML elements",
            "3.JavaScript can be use to validate data",
            "4.All of the Above",
        ],
        answer:4,
    },
        question:" _____ keyword is used to declare variables in
javascript.",
        option:[
            "1.Var",
            "2.Dim",
            "3.String",
            "4. None of the Above",
        ],
        answer:1,
    },
        question:"In JavaScript the x===y statement implies that:",
            "1.Both x and y are equal in value, type and reference address as
well.",
            "2.Both are x and y are equal in value only.",
            "3.Both are equal in the value and data type.",
           "4.Both are not same at all.",
        ],
        answer:3,
    },
        question: "Whats so great about XML?",
        option:[
            "1. Easy data exchange",
            "2. High speed on network ",
            "3.Both",
            "4.None",
        ],
        answer:3,
```

```
},
{
    question:"In the JavaScript, which one of the following is not
considered as an error:",
    option:[
        "1.Syntax error",
        "2.Missing of semicolons",
        "3.Division by zero",
        "4.Missing of Bracket",
    ],
    answer:3,
}
```

Source Code of JavaScript Functions:-

```
let index=0;
let attempt= 0;
let score = 0;
let wrong =0;
let questions=quiz.sort(function(){
   return 0.5 - Math.random();
});
let totalQuestion = questions.length;
$(function(){
 //printing question
 printQuestion(index);
});
//this is the function to print question part
function printQuestion(i){
    $(".questionBox").text(questions[i].question);
    $(".optionBox span").eq(0).text(questions[i].option[0]);
    $(".optionBox span").eq(1).text(questions[i].option[1]);
    $(".optionBox span").eq(2).text(questions[i].option[2]);
    $(".optionBox span").eq(3).text(questions[i].option[3]);
function checkAnswer(option) {
  attempt ++;
  let optionClicked = $(option).data("opt");
  if(optionClicked == questions[index].answer) {
    $(option).addClass("right");
    score++;
  else{
    $(option).addClass("wrong");
   wrong++;
  $(".scoreBox span").text(score);
  $(".optionBox span").attr("onclick","");
```

```
function showNext(){
  if(index >= questions.length-1) {
    showResult(0);
    return;
  index++;
  $(".optionBox span").removeClass();
  $(".optionBox span").attr("onclick", "checkAnswer(this)");
  printQuestion(index);
function showResult(j){
  if(j==1 && index < questions.length-1 && !confirm(</pre>
      "Test is not yet finished. Press OK to end the test")
  ) {
    return;
result();
function result() {
  $("#questionScreen").hide();
  $("#resultScreen").show();
  $("#totalQuestion").text(totalQuestion);
 $("#attemptQuestion").text(attempt);
 $("#correctAnswers").text(score);
  $("#wrongAnswers").text(wrong);
```

Source Code of JavaScript tilt.min:-

```
"use strict"; var _typeof = "function" == typeof Symbol && "symbol" == typeof
Symbol.iterator ? function (t) {
    return typeof t
    : function (t) {
        return t && "function" == typeof Symbol && t.constructor === Symbol &&
t !== Symbol.prototype ? "symbol" : typeof t
!function (t) {
    "function" == typeof define && define.amd ? define(["jquery"], t) :
"object" === ("undefined" == typeof module ? "undefined" : _typeof(module)) &&
module.exports ? module.exports = function (i, s) {
        return void 0 === s && (s = "undefined" != typeof window ?
require("jquery") : require("jquery")(i)), t(s), s
        t(jQuery)
        function (t) {
            return t.fn.tilt = function (i) {
                var s = function () {
                    this.ticking || (requestAnimationFrame(g.bind(this)),
this.ticking = !0)
                    e = function () {
                        var i = this; t(this).on("mousemove", o),
t(this).on("mouseenter", a), this.settings.reset && t(this).on("mouseleave",
1), this.settings.glare && t(window).on("resize", d.bind(i))
                    n = function () {
                        var i = this; void 0 !== this.timeout &&
clearTimeout(this.timeout), t(this).css({ transition: this.settings.speed +
"ms " + this.settings.easing }),
                            this.settings.glare && this.glareElement.css(
                                    transition: "opacity " +
this.settings.speed + "ms " + this.settings.easing
                            this.timeout = setTimeout(function () {
                                t(i).css({ transition: "" }), i.settings.glare
&& i.glareElement.css({
                                    transition: ""
                                })
                            },
                                this.settings.speed)
```

```
a = function (i) {
                        this.ticking = !1, t(this).css({
                            "will-change": "transform"
                        }),
                            n.call(this), t(this).trigger("tilt.mouseEnter")
                    r = function (i) {
                        return "undefined" == typeof i && (i = { pageX:
t(this).offset().left + t(this).outerWidth() / 2, pageY: t(this).offset().top
+ t(this).outerHeight() / 2 }), { x: i.pageX, y: i.pageY }
                    }, o = function (t) { this.mousePositions = r(t),
s.call(this) }, l = function () { n.call(this), this.reset = !0, s.call(this),
t(this).trigger("tilt.mouseLeave") }, h = function () { var i =
t(this).outerWidth(), s = t(this).outerHeight(), e = t(this).offset().left, n
= t(this).offset().top, a = (this.mousePositions.x - e) / i, r =
(this.mousePositions.y - n) / s, o = (this.settings.maxTilt / 2 - a *
this.settings.maxTilt).toFixed(2), 1 = (r * this.settings.maxTilt -
this.settings.maxTilt / 2).toFixed(2), h = Math.atan2(this.mousePositions.x -
(e + i / 2), -(this.mousePositions.y - (n + s / 2))) * (180 / Math.PI); return
{ tiltX: o, tiltY: l, percentageX: 100 * a, percentageY: 100 * r, angle: h }
}, g = function () { return this.transforms = h.call(this), this.reset ?
(this.reset = !1, t(this).css("transform", "perspective(" +
this.settings.perspective + "px) rotateX(0deg) rotateY(0deg)"), void
(this.settings.glare && (this.glareElement.css("transform", "rotate(180deg)
translate(-50%, -50%)"), this.glareElement.css("opacity", "0")))) :
(t(this).css("transform", "perspective(" + this.settings.perspective + "px)
rotateX(" + ("x" === this.settings.disableAxis ? 0 : this.transforms.tiltY) +
"deg) rotateY(" + ("y" === this.settings.disableAxis ? 0 :
this.transforms.tiltX) + "deg) scale3d(" + this.settings.scale + "," +
this.settings.scale + "," + this.settings.scale + ")"), this.settings.glare &&
(this.glareElement.css("transform", "rotate(" + this.transforms.angle + "deg)
translate(-50%, -50%)"), this.glareElement.css("opacity", "" +
this.transforms.percentageY * this.settings.maxGlare / 100)),
t(this).trigger("change", [this.transforms]), void (this.ticking = !1)) }, c =
function () { var i = this.settings.glarePrerender; if (i | |
t(this).append('<div class="js-tilt-glare"><div class="js-tilt-glare-
inner"></div></div>'), this.glareElementWrapper = t(this).find(".js-tilt-
glare"), this.glareElement = t(this).find(".js-tilt-glare-inner"), !i) { var s
= { position: "absolute", top: "0", left: "0", width: "100%", height: "100%"
}; this.glareElementWrapper.css(s).css({ overflow: "hidden", "pointer-events":
"none" }), this.glareElement.css({ position: "absolute", top: "50%", left:
"50%", "background-image": "linear-gradient(0deg, rgba(255,255,255,0) 0%,
rgba(255,255,255,1) 100%)", width: "" + 2 * t(this).outerWidth(), height: "" +
2 * t(this).outerWidth(), transform: "rotate(180deg) translate(-50%, -50%)",
"transform-origin": "0% 0%", opacity: "0" }) } }, d = function () {
this.glareElement.css({ width: "" + 2 * t(this).outerWidth(), height: "" + 2 *
t(this).outerWidth() }) }; return t.fn.tilt.destroy = function () {
t(this).each(function () { t(this).find(".js-tilt-glare").remove(),
```

```
t(this).css({ "will-change": "", transform: "" }), t(this).off("mousemove
mouseenter mouseleave") }) }, t.fn.tilt.getValues = function () { var i = [];
return t(this).each(function () { this.mousePositions = r.call(this),
i.push(h.call(this)) }), i }, t.fn.tilt.reset = function () {
t(this).each(function () { var i = this; this.mousePositions = r.call(this),
this.settings = t(this).data("settings"), l.call(this), setTimeout(function ()
{ i.reset = !1 }, this.settings.transition) }) }, this.each(function () {
                        var s = this; this.settings = t.extend({ maxTilt:
t(this).is("[data-tilt-max]") ? t(this).data("tilt-max") : 20, perspective:
t(this).is("[data-tilt-perspective]") ? t(this).data("tilt-perspective") :
300, easing: t(this).is("[data-tilt-easing]") ? t(this).data("tilt-easing") :
"cubic-bezier(.03,.98,.52,.99)", scale: t(this).is("[data-tilt-scale]")?
t(this).data("tilt-scale") : "1", speed: t(this).is("[data-tilt-speed]") ?
t(this).data("tilt-speed") : "400", transition: !t(this).is("[data-tilt-
transition]") || t(this).data("tilt-transition"), disableAxis:
t(this).is("[data-tilt-disable-axis]") ? t(this).data("tilt-disable-axis") :
null, axis: t(this).is("[data-tilt-axis]") ? t(this).data("tilt-axis") : null,
reset: !t(this).is("[data-tilt-reset]") || t(this).data("tilt-reset"), glare:
!!t(this).is("[data-tilt-glare]") && t(this).data("tilt-glare"), maxGlare:
t(this).is("[data-tilt-maxglare]") ? t(this).data("tilt-maxglare") : 1 }, i),
null !== this.settings.axis && (console.warn("Tilt.js: the axis setting has
been renamed to disableAxis. See https://github.com/gijsroge/tilt.js/pull/26
for more information"), this.settings.disableAxis = this.settings.axis),
this.init = function () { t(s).data("settings", s.settings), s.settings.glare
&& c.call(s), e.call(s) },
                            this.init()
            }, t("[data-tilt]").tilt(), !0
```

Screen-Shots of Project Online Quiz:-













