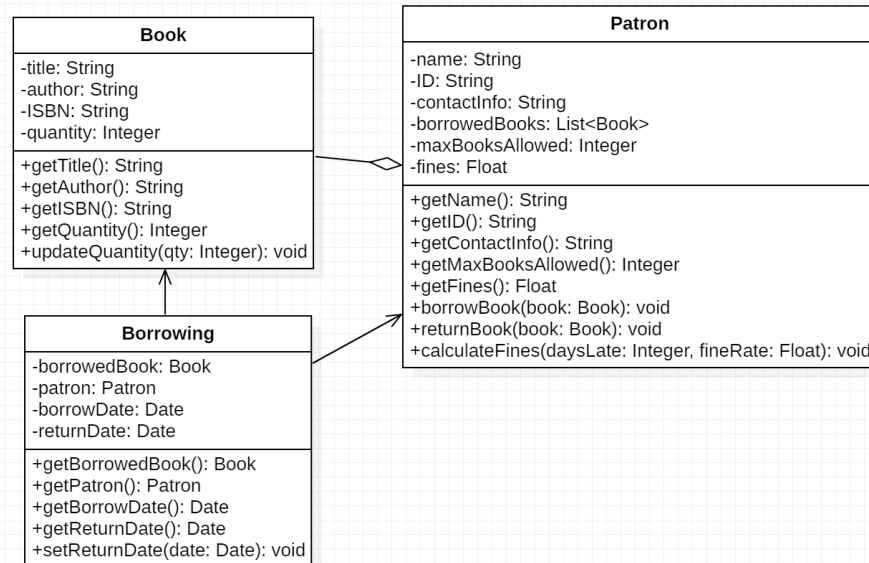


# Problem 1: Library Management System

## 1. Class Diagram:



## 2. Database Diagram:

```
CREATE DATABASE library_management_sys;
GO

USE library_management_sys;
GO

CREATE TABLE [dbo].[Book](
    [bookID] [int] primary key NOT NULL,
    [title] [varchar](50) NULL,
    [author] [varchar](50) NULL);
GO

CREATE TABLE [dbo].[Patron](
    [patronID] [int] primary key NOT NULL,
    [name] [varchar](50) NULL,
    [contact] [varchar](50) NULL);
GO

CREATE TABLE [dbo].[Borrowing](
    [borrowID] [int] primary key NOT NULL,
    [book_id] [int] foreign key references Book(bookID),
    [patron_id] [int] foreign key references Patron(patronID) );
GO

INSERT [dbo].[Book] ([bookID], [title], [author]) VALUES (1, N'Irrfan Khan: A Life in Movies', N'Shubhra Gupta')
INSERT [dbo].[Book] ([bookID], [title], [author]) VALUES (2, N'The World: A Family History', N'Simon Sebag')
INSERT [dbo].[Book] ([bookID], [title], [author]) VALUES (3, N'Breaking Barriers', N'Kaki Madhava Rao')
INSERT [dbo].[Book] ([bookID], [title], [author]) VALUES (4, N'Ambedkar: A Life', N'Shashi Tharoor')
INSERT [dbo].[Book] ([bookID], [title], [author]) VALUES (5, N'Human Anatomy', N'Ashvini Kumar Dwivedi')
GO

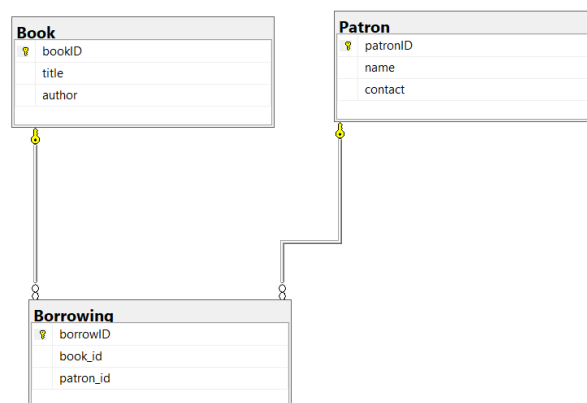
INSERT [dbo].[Patron] ([patronID], [name], [contact]) VALUES (101, N'Petrescu Paul', N'0745234134')
INSERT [dbo].[Patron] ([patronID], [name], [contact]) VALUES (102, N'Antonesi Melisa', N'0749876234')
INSERT [dbo].[Patron] ([patronID], [name], [contact]) VALUES (103, N'Furcovici Dalia', N'0756123678')
INSERT [dbo].[Patron] ([patronID], [name], [contact]) VALUES (104, N'Cautis Luca', N'0756789967')
INSERT [dbo].[Patron] ([patronID], [name], [contact]) VALUES (105, N'Irimia Laurentiu', N'0756743212')
GO

INSERT [dbo].[Borrowing] ([borrowID], [book_id], [patron_id]) VALUES (501, 1, 101)
INSERT [dbo].[Borrowing] ([borrowID], [book_id], [patron_id]) VALUES (502, 2, 102)
INSERT [dbo].[Borrowing] ([borrowID], [book_id], [patron_id]) VALUES (503, 3, 103)
INSERT [dbo].[Borrowing] ([borrowID], [book_id], [patron_id]) VALUES (504, 4, 104)
INSERT [dbo].[Borrowing] ([borrowID], [book_id], [patron_id]) VALUES (505, 5, 105)
```

SELECT* FROM Book			
100 %			
Results Messages			
	bookID	title	author
1	1	Irfan Khan: A Life in Movies	Shubhra Gupta
2	2	The World: A Family History	Simon Sebag
3	3	Breaking Barriers	Kaki Madhava Rao
4	4	Ambedkar: A Life	Shashi Tharoor
5	5	Human Anatomy	Ashvini Kumar Dwivedi

SELECT* FROM Book			
SELECT* FROM Patron			
SELECT* FROM Borrowing			
100 %			
Results Messages			
	borrowID	book_id	patron_id
1	501	1	101
2	502	2	102
3	503	3	103
4	504	4	104
5	505	5	105

SELECT* FROM Patron			
100 %			
Results Messages			
	patronID	name	contact
1	101	Petrescu Paul	0745234134
2	102	Antonesi Melisa	0749876234
3	103	Furcovici Dalia	0756123678
4	104	Cautis Luca	0756789967
5	105	Irimia Lauren?iu	0756743212



The tables ‘Book’, ‘Patron’, and ‘Borrowing’ are linked using foreign keys (‘book\_id’ and ‘patron\_id’) in the ‘Borrowing’ table, establishing relationships between books, patrons, and borrowings. The primary keys are: ‘bookID’ for the ‘Book’ table, ‘patronID’ for the ‘Patron’ table and ‘borrowID’ for the ‘Borrowing’ table.

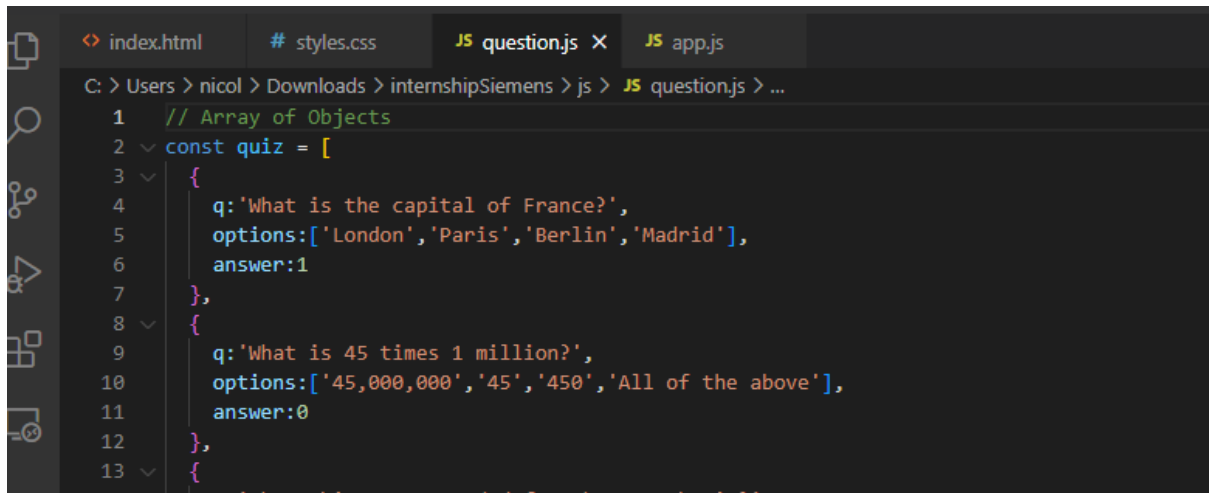
This schema provides a foundation for the Library Management System’s database, linking books to patrons through borrowings and allowing for efficient management of book transactions and patron details.

## Problem 2: Online Quiz System

### 1. Logical Design:

Question Organization:

1. **Question Structure:** Each question should contain:
  - Question number or unique ID
  - Question text
  - Multiple-choice options (4)
  - Correct answer
2. **Question Pool:** Store the 50 questions in an array or object to easily access and track them during the quiz.

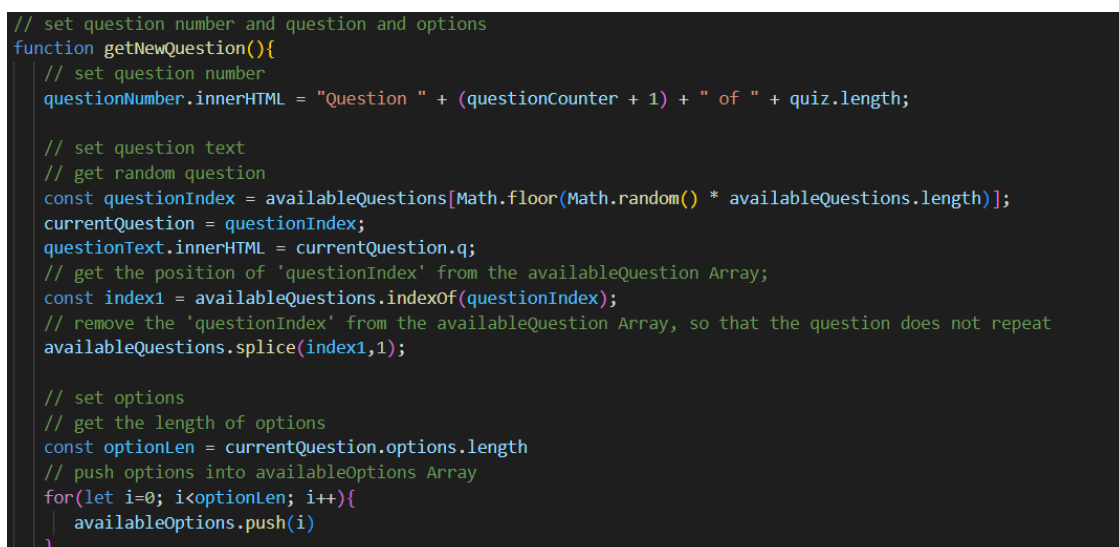


```
index.html # styles.css JS question.js X JS app.js
C: > Users > nicol > Downloads > internshipSiemens > js > JS question.js > ...
1 // Array of Objects
2 const quiz = [
3   {
4     q: 'What is the capital of France?',
5     options: ['London', 'Paris', 'Berlin', 'Madrid'],
6     answer: 1
7   },
8   {
9     q: 'What is 45 times 1 million?',
10    options: ['45,000,000', '45', '450', 'All of the above'],
11    answer: 0
12  },
13  {
14    // what things are needed for photosynthesis?
15  },
16 ]
```

### User Progress:

1. **User Data:** Store user-related data such as:
  - User's selected answers
  - Current question number
  - User's score
2. **Handling Progress:**
  - When a user selects an answer, update the user's progress by storing their choice and moving to the next question.
  - Calculate and update the score based on correct answers.

## 2. Algorithm Implementation (Partial Code):



```
// set question number and question and options
function getNewQuestion(){
  // set question number
  questionNumber.innerHTML = "Question " + (questionCounter + 1) + " of " + quiz.length;

  // set question text
  // get random question
  const questionIndex = availableQuestions[Math.floor(Math.random() * availableQuestions.length)];
  currentQuestion = questionIndex;
  questionText.innerHTML = currentQuestion.q;
  // get the position of 'questionIndex' from the availableQuestion Array;
  const index1 = availableQuestions.indexOf(questionIndex);
  // remove the 'questionIndex' from the availableQuestion Array, so that the question does not repeat
  availableQuestions.splice(index1,1);

  // set options
  // get the length of options
  const optionLen = currentQuestion.options.length
  // push options into availableOptions Array
  for(let i=0; i<optionLen; i++){
    availableOptions.push(i)
  }
}
```

```

let animationDelay = 0.15;
// create options in html
for(let i=0; i<optionLen; i++){
  // random option
  const optionIndex = availableOptions[Math.floor(Math.random() * availableOptions.length)];
  // get the position of 'optionIndex' from the availableOptions Array
  const index2 = availableOptions.indexOf(optionIndex);
  // remove the 'optionIndex' from the availableOptions Array, so that the option does not repeat
  availableOptions.splice(index2,1);
  const option = document.createElement("div");
  option.innerHTML = currentQuestion.options[optionIndex];
  option.id = optionIndex;
  option.style.animationDelay = animationDelay + 's';
  animationDelay = animationDelay + 0.15;
  option.className = "option";
  optionContainer.appendChild(option)
  option.setAttribute("onclick","getResult(this)");
}
questionCounter++

```

```

<p>Total number of questions: <span class="total-question"></span></p>
<button type="button" class="btn" onclick="startQuiz()">Start Quiz</button>
</div>
<div class="quiz-box custom-box hide">
  <div class="question-number">
  </div>
  <div class="question-text">
  </div>
  <div class="option-container">
  </div>
  <div class="next-question-btn">
    <button type="button" class="btn" onclick="next()">Next</button>
  </div>
  <div class="answers-indicator">
  </div>

```

```

// get the result of current attempt question
function getResult(element){
  const id = parseInt(element.id);
  // get the answer by comparing the id of clicked option
  if(id === currentQuestion.answer){
    // set the green color to the correct option
    element.classList.add("correct");
    // add the indicator to correct mark
    updateAnswerIndicator("correct");
    correctAnswers++;
  }
  else{
    // set the red color to the incorrect option
    element.classList.add("wrong");
    // add the indicator to wrong mark
    updateAnswerIndicator("wrong");
  }
}

```

```

else{
  // set the red color to the incorrect option
  element.classList.add("wrong");
  // add the indicator to wrong mark
  updateAnswerIndicator("wrong");

  // if the answer is incorrect the show the correct option by adding green color the correct option
  const optionLen = optionContainer.children.length;
  for(let i=0; i<optionLen; i++){
    if(parseInt(optionContainer.children[i].id) === currentQuestion.answer){
      optionContainer.children[i].classList.add("correct");
    }
  }
}
attempt++;
unclickableOptions();
}

```

```

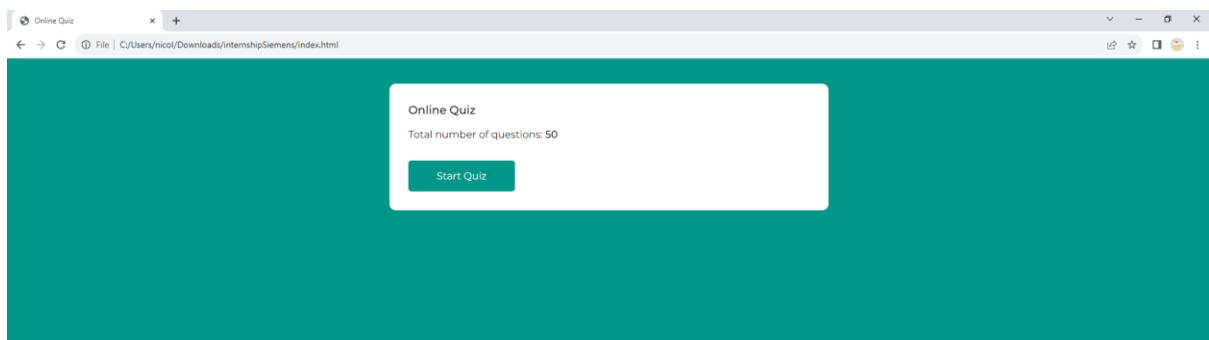
// make all the options unclickable once the user select a option (RESTRICT THE USER TO CHANGE THE OPTION AGAIN)
function unclickableOptions(){
  const optionLen = optionContainer.children.length;
  for(let i=0; i<optionLen; i++){
    optionContainer.children[i].classList.add("already-answered");
  }
}

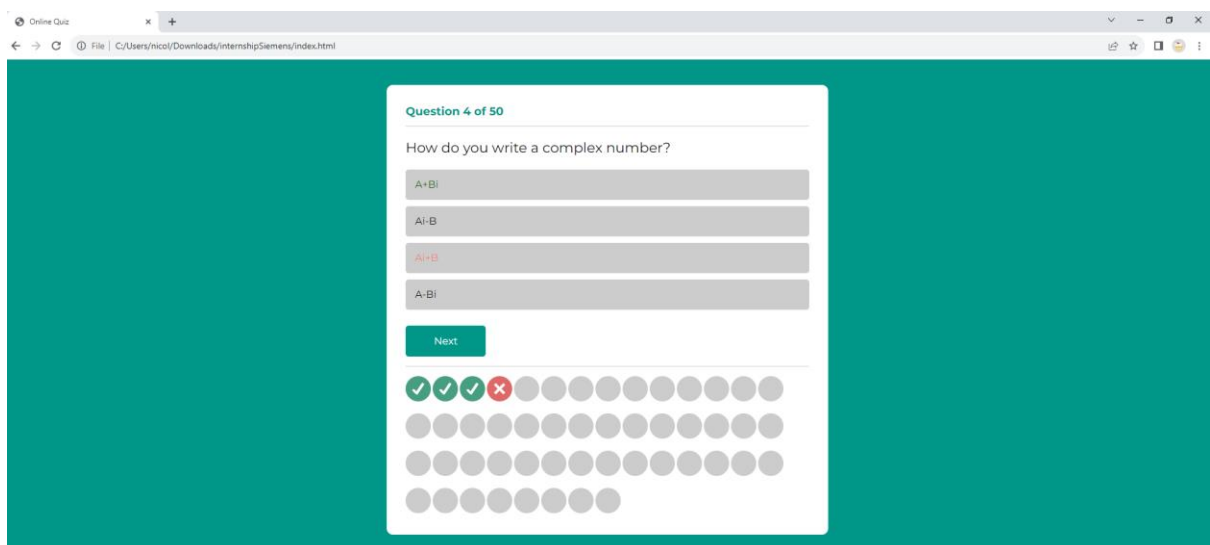
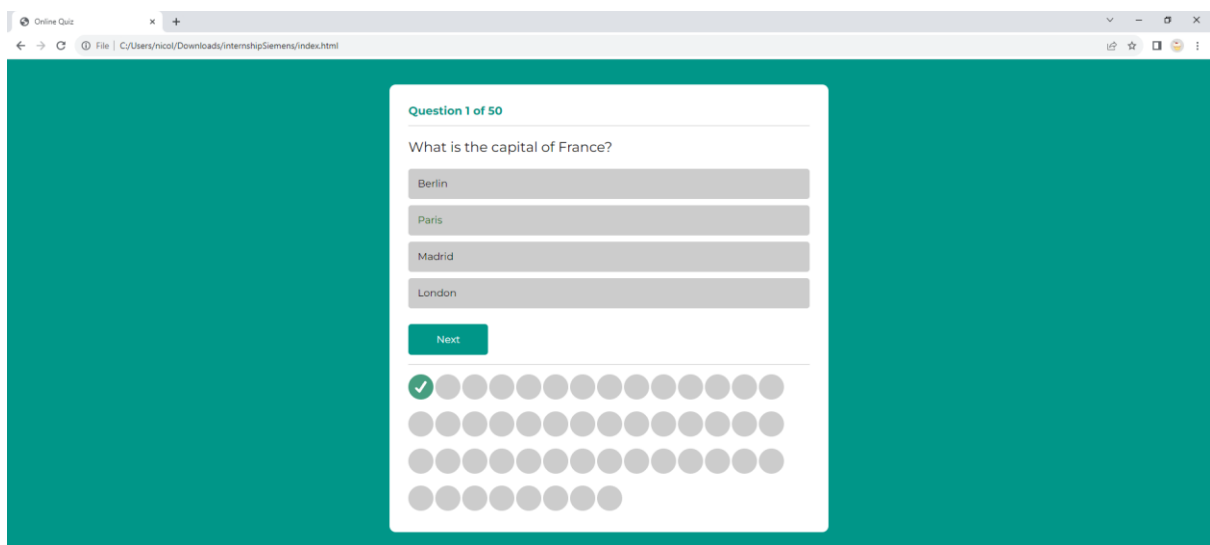
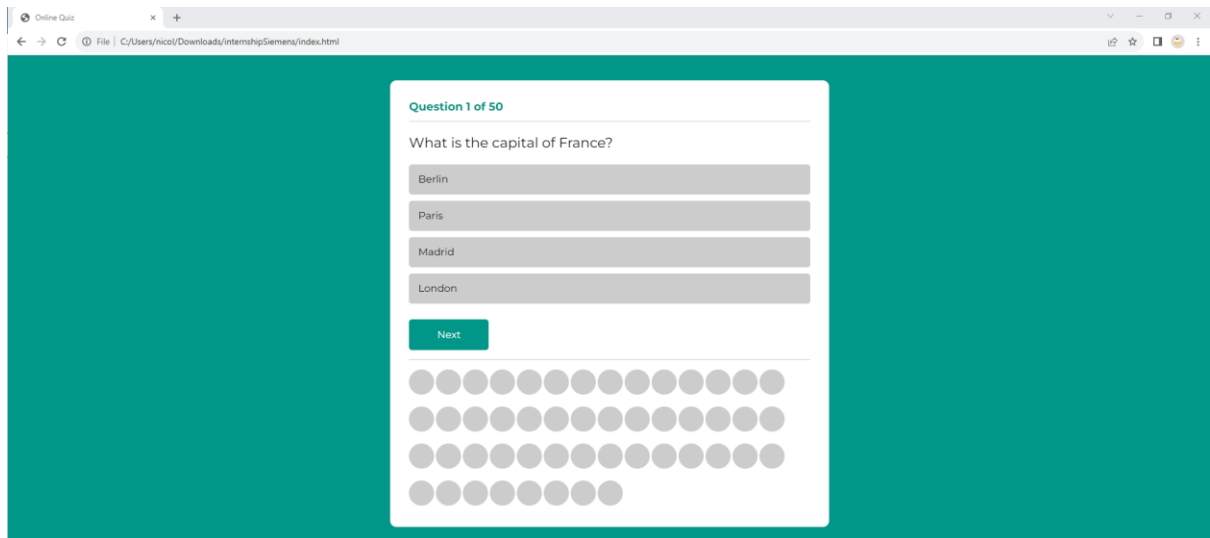
```

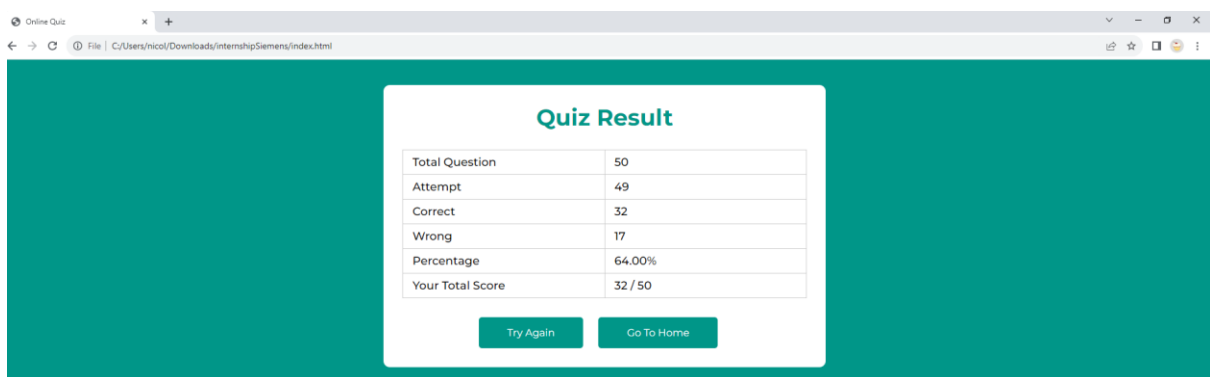
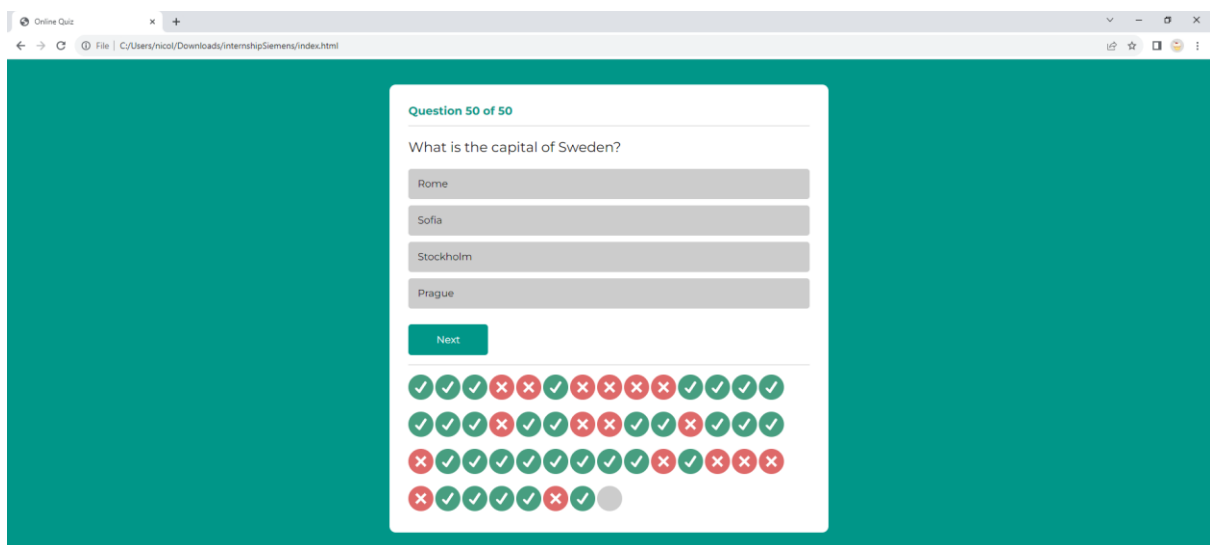
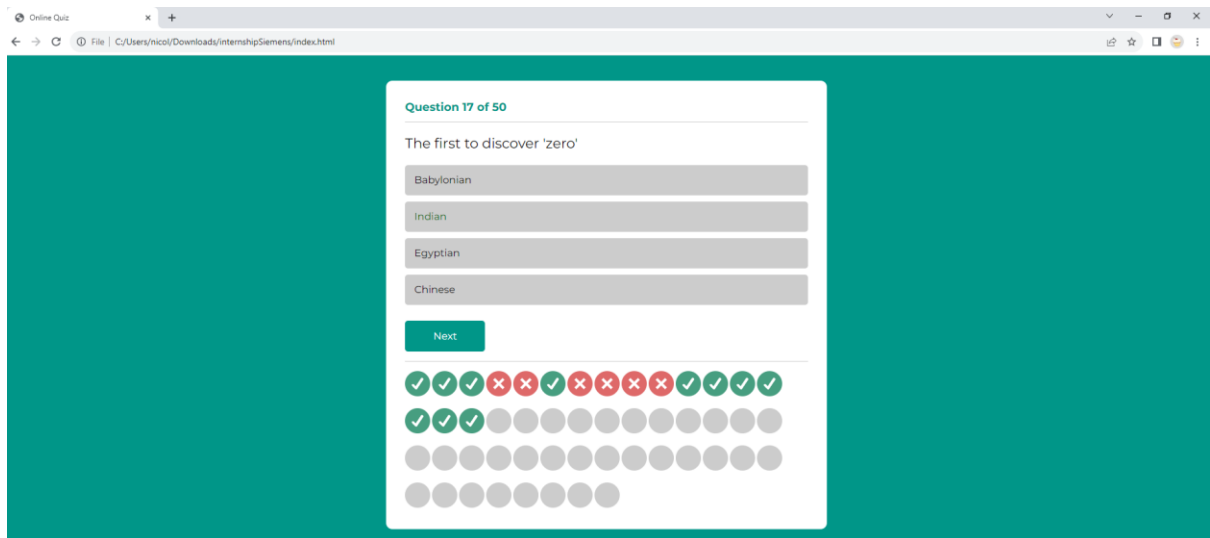
```

}
// get the quiz Result
function quizResult(){
  resultBox.querySelector(".total-question").innerHTML = quiz.length;
  resultBox.querySelector(".total-attempt").innerHTML = attempt;
  resultBox.querySelector(".total-correct").innerHTML = correctAnswers;
  resultBox.querySelector(".total-wrong").innerHTML = attempt - correctAnswers;
  const percentage = (correctAnswers/quiz.length)*100;
  resultBox.querySelector(".percentage").innerHTML = percentage.toFixed(2) + "%";
  resultBox.querySelector(".total-score").innerHTML = correctAnswers + " / " + quiz.length;
}

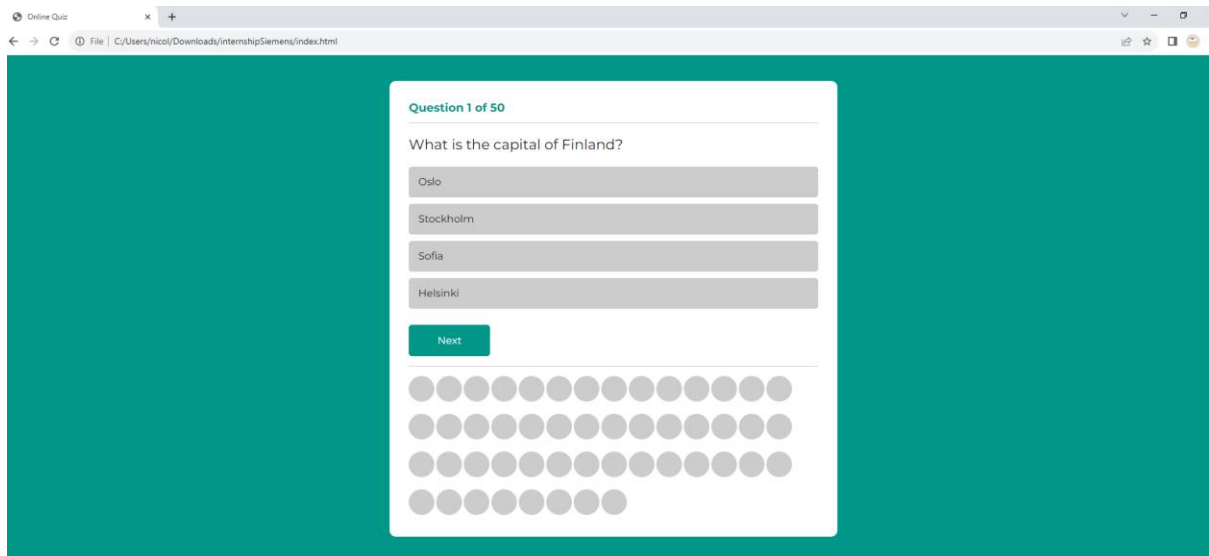
```



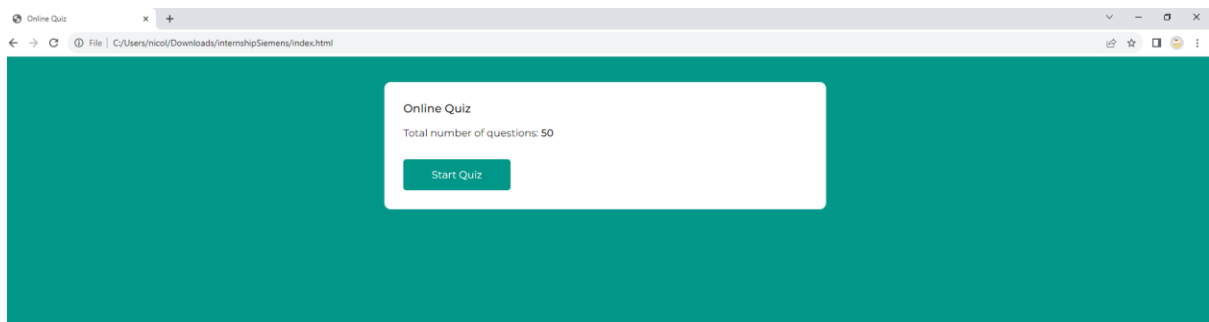




Click 'Try Again':



Click 'Go To Home':



### 3. Class and Database Representation (Explanation Only):

Class Diagram:

#### 1. Question Class:

- Attributes: question number or ID, question text, options, answer

#### 2. User Class:

- Attributes: selected answers (attempt), score (correct answers/total questions), correct answers, wrong answers, progress (percentage), maybe a user ID

OR

#### 1. Question Class:

- Attributes:
  - questionID(or number): int
  - questionText: string
  - option: string[4]
  - correctAnswerIndex: int

#### 2. Quiz Class:



- Attributes:
  - questionPool: Question []
  - currentQuestionIndex: int
  - userScore: int
  - userAnswers: {questionID: int, userChoice: int} []

### 3. QuizInterface (UI) class:

- Responsibilities:
  - Displaying questions, options, and user interface elements
  - Handling user input and interactions

### 4. QuizController

- Responsibilities:
  - Managing the flow of the quiz
  - Controlling the logic for question retrieval, score calculation, and user progress

## Relationships:

- Quiz-Question (Composition): The quiz class contains a collection of Question instances representing the pool of questions available for the quiz.
- Quiz-QuizInterface(Association): The quiz class interacts with the QuizInterface class to display questions and handle user interactions.
- Quiz-QuizController(Association): The quiz class utilizes the QuizController to control the flow and logic of the quiz process.

## Database Schema:

### 1. Tables:

- Question tables with columns for ID, Question Text, Options, Correct Answer
- Users table with columns for User ID, Selected Answers, Score, Progress

### 2. Relationships:

- One-to-Many relationship between Users and Selected Answers (each user can have multiple selected answers)
- No direct relationship between Questions and Users (questions are common for all users)

## Flow of Data:

### 1. During quiz:

- User interacts with the web interface.
- User's selected answers and progress are stored and updated.

### 2. After quiz:

- User's final score and answers can be stored in the database for future reference or analysis.