
*Documentation covering the design, implementation details, and
user guide of Quizmaster Extravaganza*

Main.py:

The code provided is a Python script for a quiz application built with Streamlit. It allows users to create and take quizzes on various topics. The code consists of several functions that handle different aspects of the quiz application, such as preparing the main screen, generating quizzes, navigating between questions, computing scores, and displaying feedback.

The `prepare_main_screen()` function clears the session state and sets the status to 'main', which is the initial state of the application.

The `prepare_config_screen()` function sets the status to 'config', which is the screen where users can adjust the quiz settings.

The `prepare_score_screen()` function sets the status to 'score', which is the screen that displays the user's score after completing the quiz.

The `prepare_feedback_screen()` function sets the status to 'feedback', which is the screen that displays the user's answers and the correct answers for each question.

The `generate_quiz()` function generates a quiz based on the specified number of questions and quiz context. It calls the `prepare_quiz()` function from the quiz module to retrieve the questions, choices, and answers for the quiz. If the input is invalid, it sets the `invalid_input` flag to True.

The `go_to_next_question_button()` function handles the logic for moving to the next question in the quiz. It updates the session state, generates a new quiz if necessary, and handles invalid input.

The `got_to_previous_question_button()` function handles the logic for going back to the previous question in the quiz. It updates the session state and stores the user's previous answers.

The `compute_score()` function calculates the user's score based on their answers and the correct answers.

The `create_main_screen()` function creates the main screen of the quiz application, displaying a welcome message and instructions.

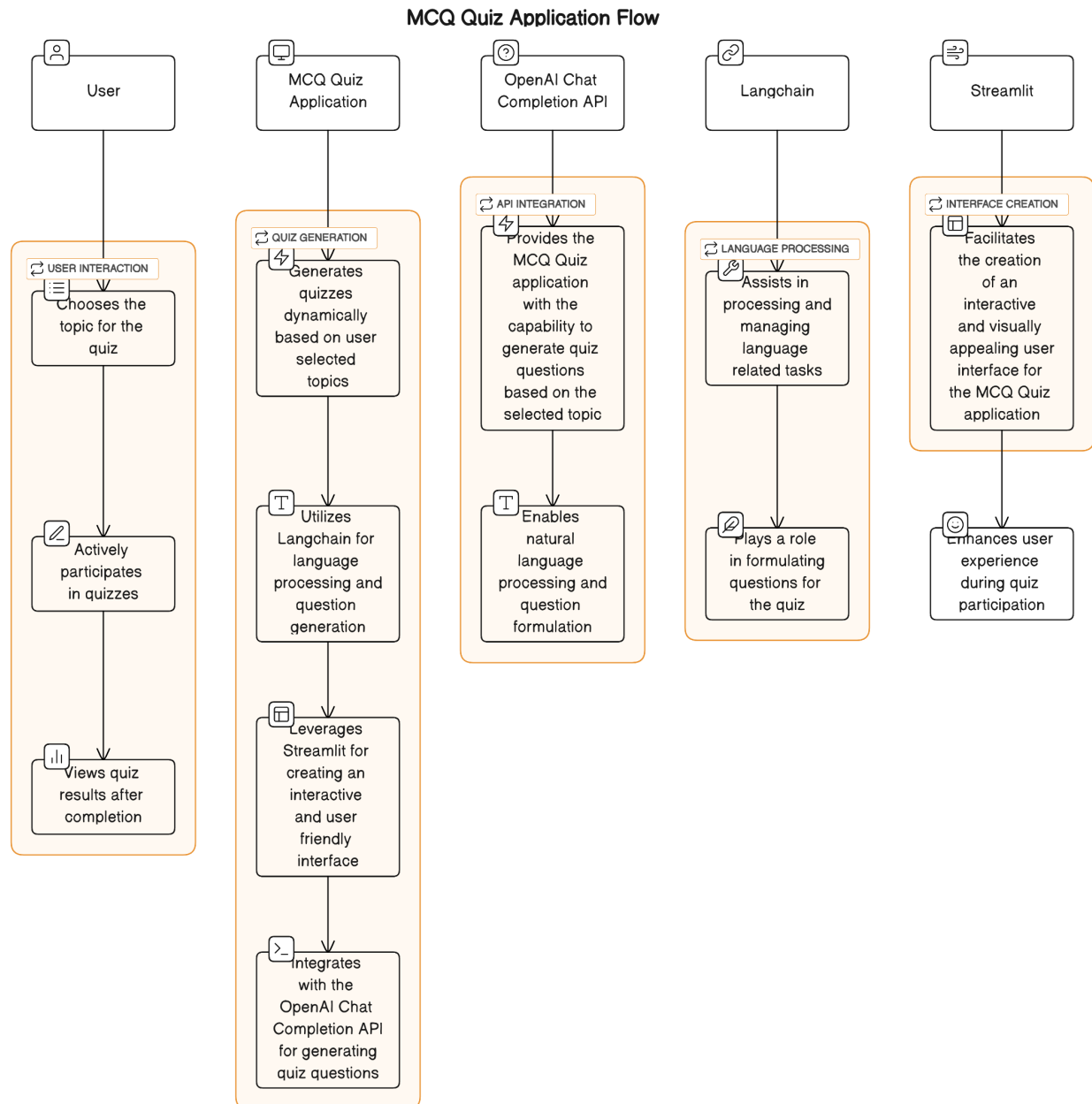
The `create_config_screen()` function creates the configuration screen, where users can adjust the quiz settings such as the number of questions and the quiz topic.

The `create_score_screen()` function creates the score screen, displaying the user's score and the highest score achieved so far. It also writes the score to a file.

The `create_feedback_screen()` function creates the feedback screen, displaying the user's answers and the correct answers for each question.

The `create_question_screen()` function creates the question screen, displaying a question and radio buttons for the user to select their answer. It also handles navigation between questions.

The code uses the `st` module from Streamlit to create the user interface and manage the session state.



quiz.py:

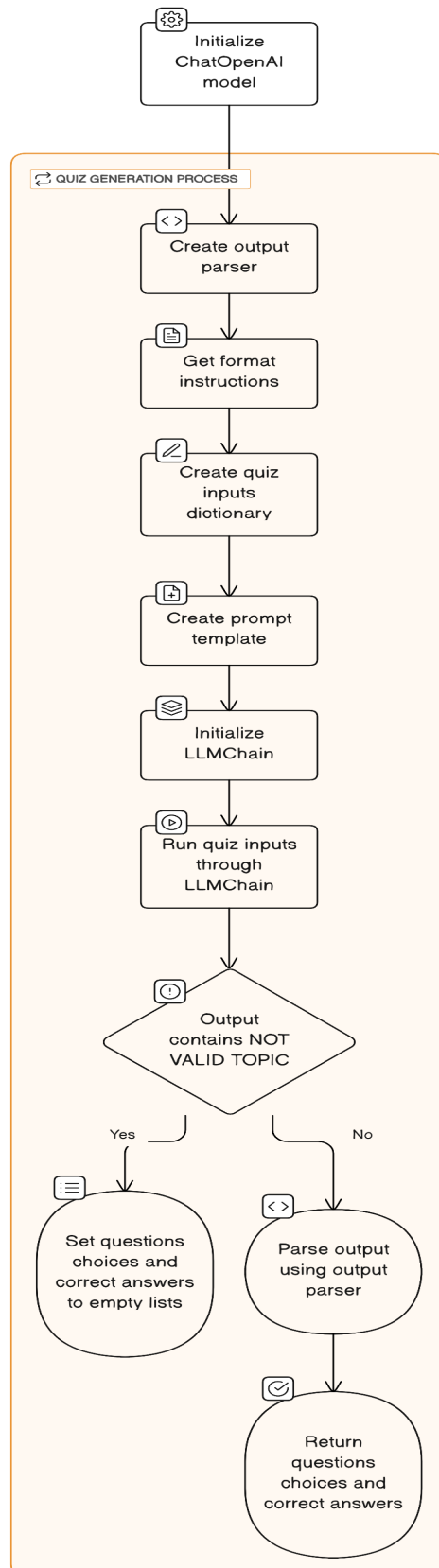
The code provided is a Python function called `prepare_quiz`. This function prepares a quiz by interacting with the OpenAI language model. It takes in three inputs: `num_questions` (the number of questions in the quiz), `topic` (the topic of the quiz), and `key` (the API key for accessing the OpenAI language model).

Here is a breakdown of the code:

1. The function initializes the ChatOpenAI model and a StructuredOutputParser.
2. It creates a prompt template using the format instructions from the output parser.
3. The function initializes the LLMChain with the ChatOpenAI model and prompt template.
4. It runs the quiz inputs through the LLMChain to generate the quiz output.
5. If the output contains the string "NOT-VALID-TOPIC", the function sets the questions, choices, and correct answers to empty lists.
6. Otherwise, it parses the output using the output parser and extracts the questions, choices, and correct answers.
7. Finally, the function returns the questions, choices, and correct answers.

The function uses the following classes from the langchain module: LLMChain, ChatOpenAI, StructuredOutputParser, ResponseSchema, and PromptTemplate. It also relies on the schemas and raw_prompt variables defined outside the function.

Flow Chart



logs_utils.py:

The code provided is a Python class called `LoggerCreator` that is used to create rotating loggers. The class has a constructor `__init__` that takes a `logs_dir` parameter and creates the directory if it doesn't exist.

The class also has a method called `create_rotating_logger` that takes parameters such as `log_name`, `log_dir`, and `level` to create a rotating logger. It sets the logger's level, creates the log directory if it doesn't exist, and configures the log file names and rotation settings using `TimedRotatingFileHandler`.

The log files are created with names like `log_name_info.log` and `log_name_error.log`, and they rotate daily at midnight. The log messages are formatted with a timestamp, log level, and message content. The log files are encoded in UTF-8.

The method sets the log handlers' levels and suffixes, and adds them to the logger. Finally, it returns the logger object.

Overall, this code snippet provides a convenient way to create rotating loggers with customizable settings. Rotating loggers are useful when you want to manage the size of log files and prevent them from growing indefinitely.

With rotating loggers, log files are rotated or archived based on certain criteria, such as time or size. This helps in maintaining a manageable log file size and prevents it from consuming excessive disk space.

User Guide

Welcome to Quizmaster Extravaganza! 🎉

Where excitement and knowledge collide! 🚀 **I am thrilled to curate an electrifying quiz for you.**

Here you will find an interactive question and answer challenge to test your knowledge. Built with Streamlit, Langchain, and chat-GPT.

Instructions:

1. input preferred quiz topic
2. input number of questions
3. Press Start
4. Enjoy your Quiz!