DBMS PROJECT DOCUMENTATION

**TITLE :** IRON MIND

**ABSTRACT:**

This work deals with development Java-based multiple-choice question system, namely: IRONMIND . This application is developed for educational purpose, allowing the users to prepare the multiple choice questions for different examinations conducted on any topics. The main goal of the application is to enable users to gain knowledge, with focus on cricket field.. This quiz includes two functions: (i) Answer, (ii)Get Answer , which are also named as life lines that help users to answer questions correctly. These functions can be used any number of times by a user as knowing the answer is the important goal. It shows progress feedback during quiz play, and at the end, the app also shows the result.

**MODULES:**

This Project has its front-end build in Java and back-end in mysql

**Software used:** Netbeans,PhpMyadmin

**Database:** mysql

The packages Included are

* + - * + **Register**
        + **Quiz**

Module1 is used get user details like username,password and emailID

Module2 is used to conduct quiz.

Module 1 is used to get user details as mentioned above and enter into the user\_details table.It has a on Insert trigger which stores the username and his highscore in another table called gamer\_details

Module 2 shows a set of questions, which are fetched from table qna.It has a function and a procedure. A function get\_answer() to get answer for a question and a procedure checker() to check if the selected answer is correct

**Concepts Used:**

* + Functions
  + procedures
  + Triggers
  + Cursors
  + Exception handling
  + Reports

**Tables:**

This project contains 4 primary tables

* User\_Details
* Gamer\_details
* qna
* ReportSheet

**User\_deatails**: table holds username,password and email\_id

**gamer\_details**: table holds gamer\_name,times\_played,highscore

**qna**: table holds questions with 4 choices and a answer

**ReportSheet**: table holds the report of the quiz

**ENTITY RELATIONSHIP DIAGRAM:**

USER\_DETAILS

SHEET

GAMER\_DETAILS

QNA

CODING:

FUNCTIONS:

1.GET\_ANSWER()

DELIMITER $$

CREATE DEFINER=`root`@`localhost` FUNCTION `GET\_ANSWER`(`SNO` INT) RETURNS varchar(30) CHARSET utf8

NO SQL

BEGIN

return (SELECT answer from qna where qno = sno);

end$$

DELIMITER ;

PROCEDURES:

1.CHECKER()

DELIMITER $$

CREATE DEFINER=`root`@`localhost` PROCEDURE `checker`(IN `sno` INT, IN `ans` VARCHAR(50))

NO SQL

BEGIN

if ans like (SELECT answer from qna where qno = Sno) then

insert into sheet (qno,result) values(sno,1);

ELSE

insert into sheet (qno,result) values(sno,0);

end if;

END$$

DELIMITER ;

CURSORS:

1.REGISTERED\_CURSOR()

DELIMITER $$

CREATE DEFINER=`root`@`localhost` PROCEDURE `registered\_cursor`()

NO SQL

BEGIN

declare uname TEXT;

DECLARE EXIT\_L BOOLEAN DEFAULT FALSE;

DECLARE UNAME\_CURSOR CURSOR FOR SELECT USERNAME FROM USER\_DETAILS;

DECLARE CONTINUE HANDLER FOR NOT FOUND SET EXIT\_L = TRUE;

OPEN UNAME\_CURSOR;

UNAME\_LOOP:LOOP

FETCH FROM UNAME\_CURSOR INTO UNAME;

IF EXIT\_L THEN

LEAVE UNAME\_LOOP;

ELSE

SELECT UNAME;

END IF;

END LOOP UNAME\_LOOP;

CLOSE UNAME\_CURSOR;

END$$

DELIMITER ;

TRIGGERS:

USER\_GAMER:

CREATE TRIGGER `user\_gamer` AFTER INSERT ON `user\_details`

FOR EACH ROW BEGIN

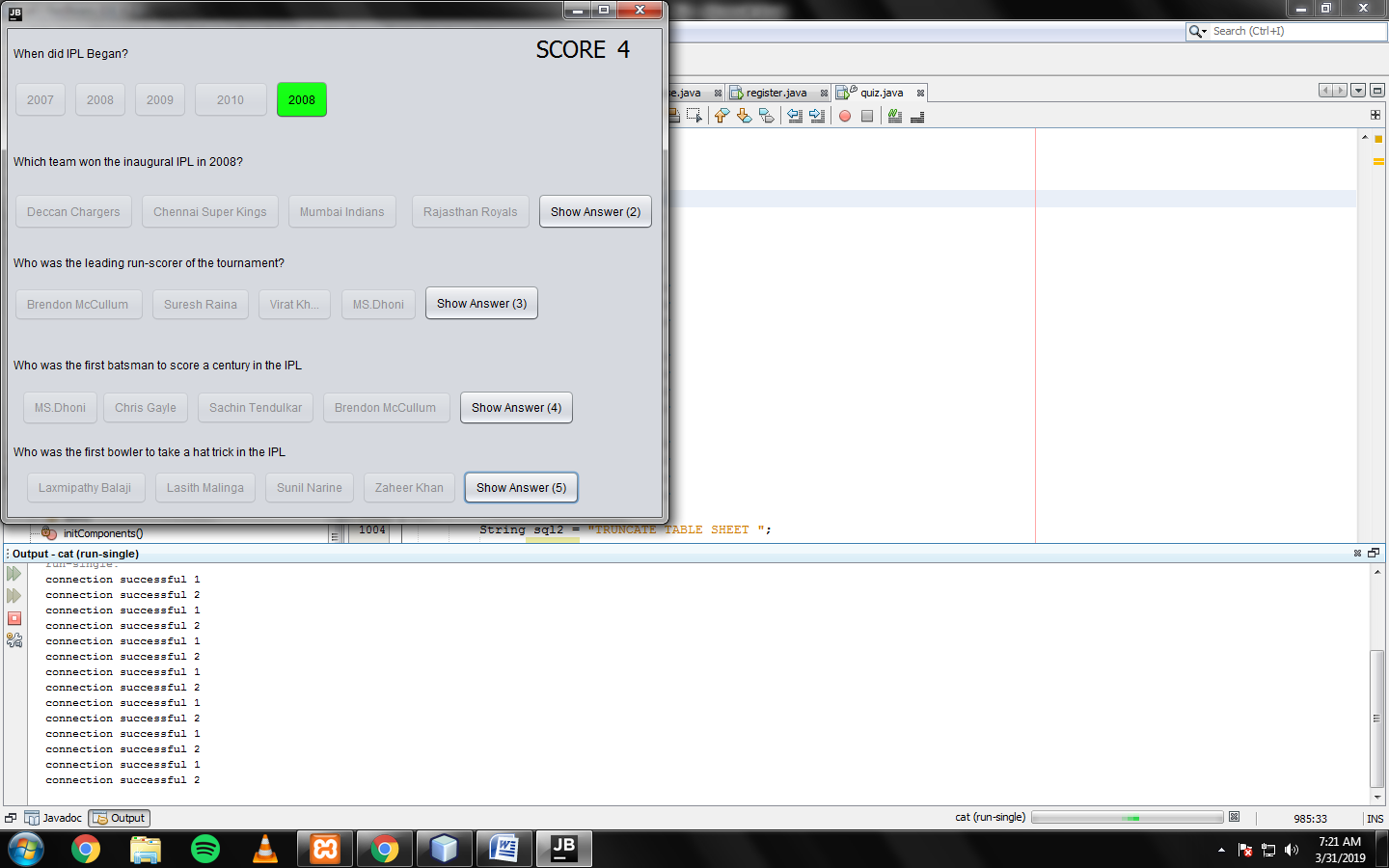
INSERT INTO gamer\_details(gamer\_name,times\_played,highscore)

values(NEW.username,1,0);

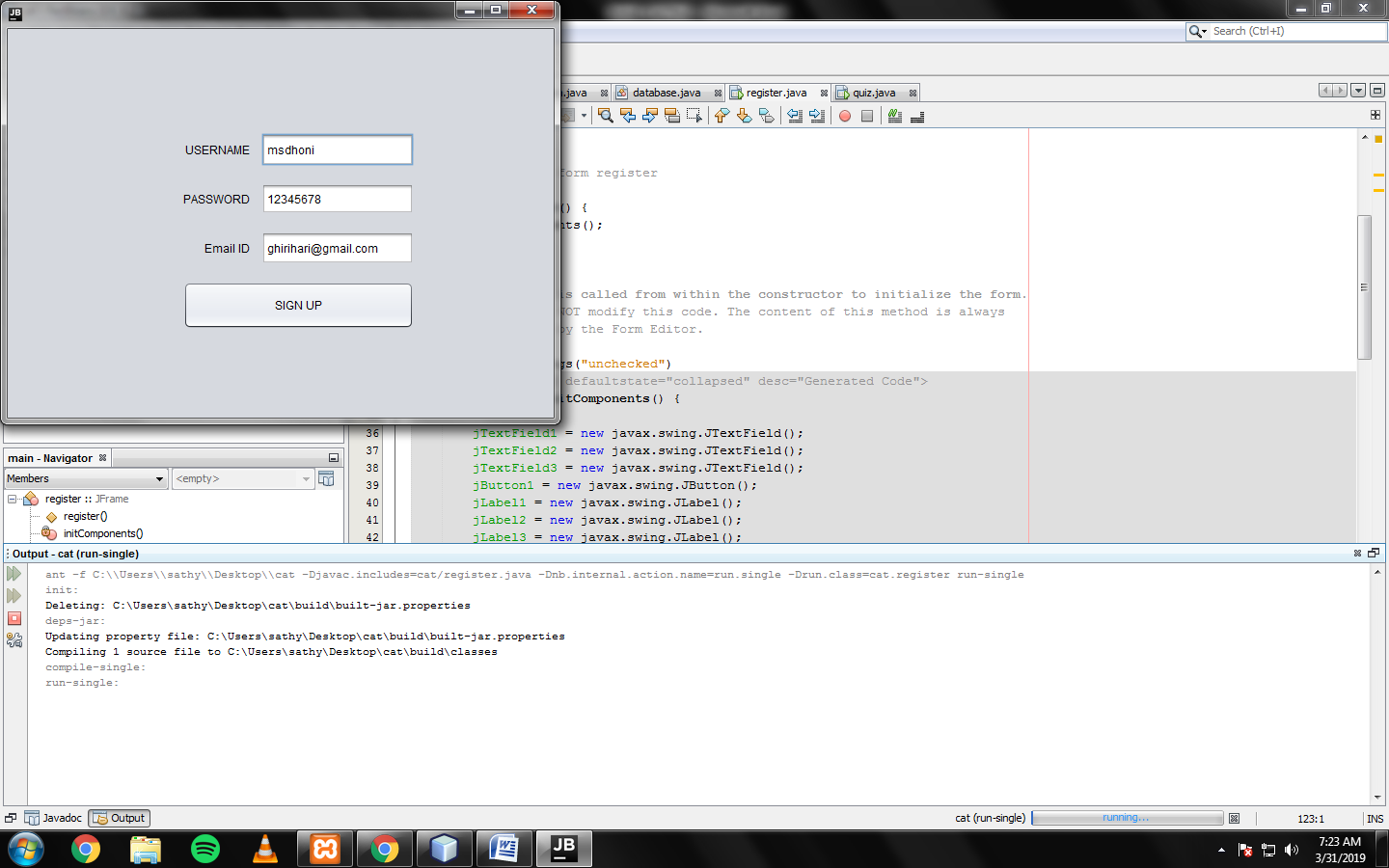
END

OUTPUT:

**QUIZ FORM:**

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**REGISTRATION FORM:**

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