

Ex 6:

Draw a Use case diagram to model for a quiz system. A user can request a quiz for the system. The system picks a set of questions from its database, and composes them together to make a quiz. It rates the user's answers and gives hints if the user requests it. In addition to users, we also have helpers who provide questions and hints. And also, administrators who must certify questions to make sure they are not too trivial, and that they are correct

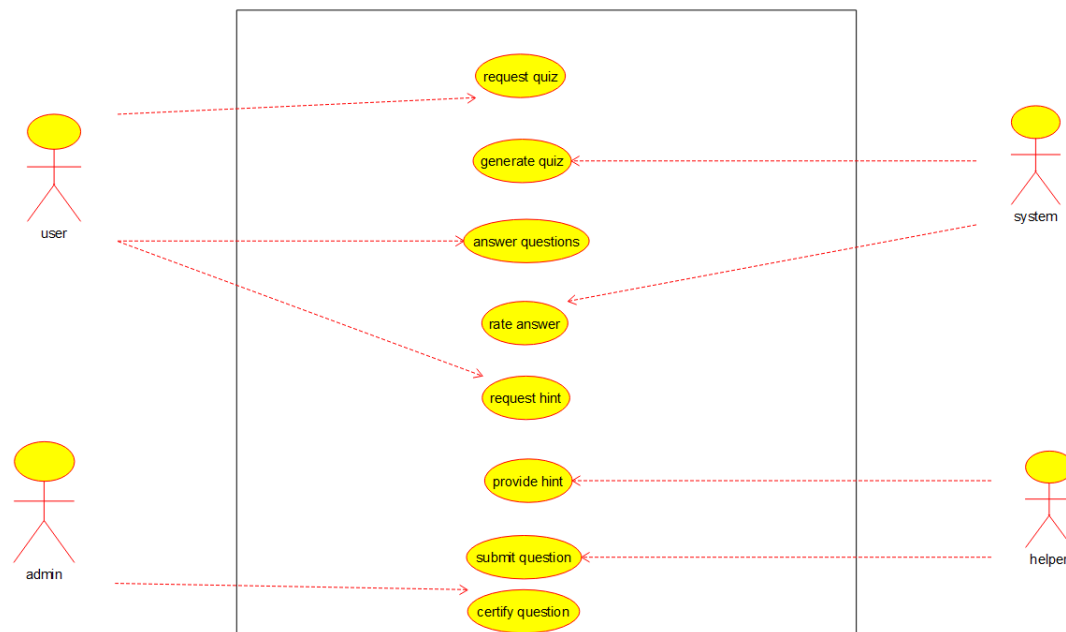
Aim:

Design a UML Use Case Diagram for a Quiz System, outlining the interactions between Users, Helpers, and Administrators.

Procedure:

1. Identify the actors: User, Helper, and Administrator.
2. Define the use cases for each actor:
 - User: Request Quiz, Answer Questions, Request Hint
 - Helper: Provide Questions, Provide Hints
 - Administrator: Certify Questions
3. Draw the Use Case Diagram, showing the relationships between actors and their use cases.

Output: Use case diagram



Result:

The Use Case Diagram illustrates how Users can request quizzes, answer questions, and ask for hints. Helpers provide questions and hints. Administrators certify questions to ensure they are appropriate and correct. This design organizes the interactions clearly within the system.