online quiz management sysyem

Conclusion:
This project demonstrates how java OOP principles and basic programming structures can be applied to solve real world problem like conducting online tests. It is easy to extend by adding file handling, timers or GUI for advanced features.

1 Introduction
It is a simple java console-based application that allows students to take quizzes online.
It is useful in real life for conducting tests, evaluation, or practice quizzes in schools and colleges.

2 Objectives:
To demonstrate OOP principles in a real world example.
To manage quizzes dynamically using classes and objects.
To understand and apply core java concepts.

3 Features:
uses classes and objects to store question data.
demonstrates encapsulation by keeping question details inside the class.

4
shows polymorphism through method behaviour(checkAnswers).
uses arrays, loops, conditionals and Scanner input.

5 It includes
1. Classes and objects
2. Inheritance
3. Interfaces
4. Encapsulation
5. Arrays and Collections
6. Exception handling
7. polymorphism
8. File I/O(saving result).