Multiple Choice Online system

This project is a **Python-based client-server quiz system**. Users can log in, take a 5-question quiz, and view their scores and the scoreboard. It includes both **CLI** and **GUI (Tkinter)** clients.

Tools and Frameworks

- **Python**, socket, threading, pickle, tkinter
- Persistent data stored in users.pkl using pickle
- TCP/IP for client-server communication

Features

- User login with password check
- Random quiz generation
- Score calculation and persistent storage
- Scoreboard showing highest scores
- GUI with login, quiz, and result screens

Task Division

- Hany Osama & Abdelrahman Atef: Server logic (login, quiz, scoring)
- Abdulrahman Ali & Hassan Ahmed : CLI & GUI client (Tkinter)
- Hany Osama & Abdelrahman Atef: Testing & integration

Brief Description of Classes and Functions

QuizClient (in GUI)

- Purpose: Manages the GUI flow: login, quiz, and results.
- Key Methods:
 - o create_login_screen(): Displays login interface.
 - o handle_login(): Sends login info to the server and receives quiz.
 - o show_quiz_screen(): Displays each question and choices.
 - submit_quiz(): Sends answers, receives results and scoreboard.

Server Functions

- handle_client(): Main function handling each client connection. It authenticates users, sends quiz, receives answers, calculates scores, and returns results.
- generate_quiz(): Randomly selects 5 questions.
- grade_quiz(): Compares user answers with correct answers and calculates the score.
- scoreboard(): Returns the name(s) of the top scorer(s).
- load_users() / save_users(): Handle persistent user data using pickle.

Client (CLI)

• Simple script that connects to the server, handles login, quiz answering, and displays result in the terminal.

Some screenshots from the terminals









