



# Indian Institute of Information Technology Vadodara

End semester, Autumn/ Winter examination  
B.Tech/ M.Tech/ Research student  
(Strike off non applicable)

Course Code: CS201 Course Name: OODP Date: 05/01/2022

Candidate Name: Archit Agrawal Student ID: 202051213

Number of Supplementary booklets:-- 1/2/3

Read the instructions carefully		Question No.	Marks
1	Listen to the instruction stated by invigilator carefully. It may be in addition to mentioned on answer sheet / question paper.	1.	
2	It is mandatory to present your ID card to the invigilator.	2.	
3	Answer new question in a new page.	3.	
4	Possession of books, notebook, data storage device, scanner, mobile phone is considered as malpractice in examination hall (scientific, non programmable calculator are permitted) unless specified by the course instructor.	4.	
5	Any type of communication or request for stationery items such as scale, pencil, eraser to other examines during exam will be treated as unfair means.	5.	
6	Don't write anything except your roll number on question paper unless specifically instructed.	6.	
7	At the end of exam, leave the examination hall quickly and quietly.	7.	
		8.	
		9.	
		10.	
		11.	
		12.	
		13.	
		14.	
		Total	



## Pledge

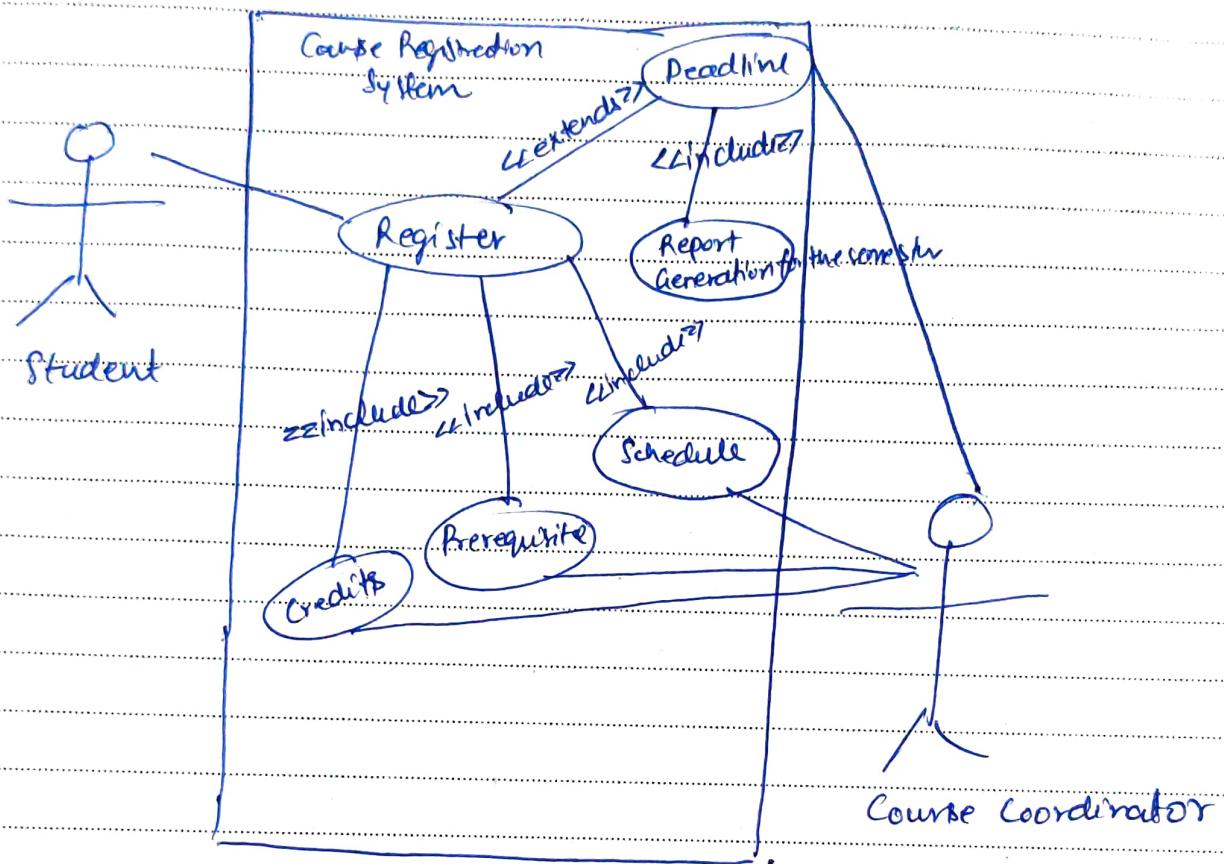
I shall abide by rules and regulation of Institute. I affirm that I will not take any unauthorized help during exam.

Student's Signature Archit Agrawal

Information Verified

Invigilator's Signature \_\_\_\_\_

Question 1 (a)



(b) The actor "Student" can "register" for any course. Since, the course includes "credits", "prerequisites" and "schedule", they are shown by using "`<< include >>`" and since they are set by course coordinator, they are connected to the actor "Course Coordinator". Registration process has an "deadline" after which registration closes and "Report Generation" for the semester starts. Since, both deadline and report generation are done by course coordinator, they both are connected to course coordinator in the diagram.

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202051213



P-T.O



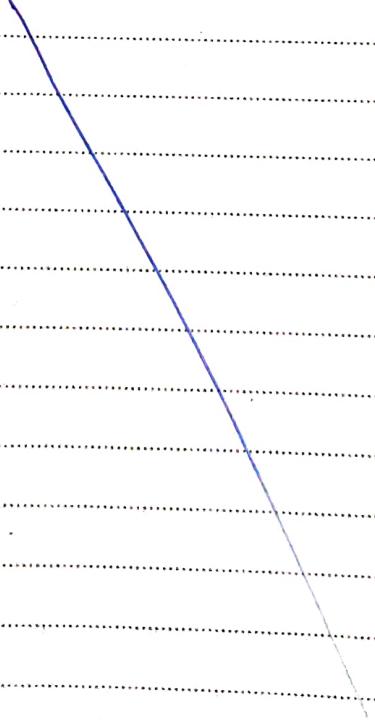


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Q.T.O



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### Question 2 (a)

class Question {

    String question; // the question

    int difficulty; // its difficulty

    String[] options; // the options

    String corAns; // the correct answer

    public Question(String q, int d, String[] o, String cA) {

        this.question = q;

        this.difficulty = d;

        this.options = o;

        this.corAns = cA;

}

    public void display() {

        System.out.println(question);

        for (int i = 0; i < options.size(); i++) {

            System.out.println("Option " + i + ": " + options.get(i));

}

}

}

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```
class Quiz {
    String[] answers;
    Question[] questions;
    int n; // no. of questions
    Response[] responses;

    public Quiz (int n) {
        // this.n = n;
        // this.questions = new Question[n];
        // this.answers = new String[n];
        if (n <= 10) {
            this.n = n;
            this.questions = new Question[n];
        } else {
            System.out.println("Quiz can't have more than 10 questions");
        }
    }

    public void addQuestion() {
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the question");
        String s = sc.nextLine();
        Question q = new Question(s);
        questions[questions.length] = q;
    }

    public void addQuestion(String question, int d, String[] o, String[] a) {
        Question q = new Question(question, d, o, a);
        questions[questions.length] = q;
    }
}
```

```

public void giveQuiz() {
    for (int i = 0; i < ques n; i++) {
        int x = Math.random(n - i);
        questions[x].display();
        System.out.println("Enter your response");
        Scanner sc = new Scanner(System.in);
        String s = sc.nextLine();
        answers[i] = s;
    }
}

```

~~questions[n-i]~~ = question[x];  
~~questions[n-i]~~ = question[n-i];  
~~questions[n-i]~~ = swap;  
~~responses[n-i]~~

```
class QuizTime {
```

```

public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    Quiz q = new Quiz();
    System.out.println("Enter number of questions");
    int n = sc.nextInt();
}

```

```
Quiz q = new Quiz(n);
```

// populating the quiz

```
for (int i = 0; i < n; i++) {
```

```
    System.out.println("Enter the question");
```

```
    String quest = sc.nextLine();
```

```
    String[] options = new String[4];
```

```
    for (int j = 0; j < 4; j++) {
```

```
        System.out.println("Enter option " + j);
```

```
        options[j] = sc.nextLine();
```

```
}
```

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System

System.out.println("Enter difficulty");

int d = sc.nextInt();

System.out.println("Enter correct answer");

String cA = sc.nextLine();

q.addQuestion(quest, d, options, cA);

}

// displaying the quiz

q.giveQuiz();

int count = 0;

for(int i=0; i < n; i++) {

~~q.questions[i].question;~~

System.out.println(q.questions[i].question);

// System.out.println(q.answers[i]);

System.out.println("Your answer " + q.answers[i]);

System.out.println("correct answer " + q.questions[i].corrAns);

if (q.questions[i].corrAns.equals(q.answers[i])) {

count++;

}

System.out.println("You got " + count + " out of " + n);

### Question 2(b)

II Overloading the giveQuiz method only

```
public void giveQuiz( int low, int high ) {
```

```
    for( int i = 0; i < this.n; i++ ) {
```

```
        int x = Math. rand( n - i );
```

```
        Question swap = question[ x ];
```

```
        questions[ x ] = questions[ n - i ];
```

```
        question[ n - i ] = swap;
```

```
        if ( questions[ n - i ].difficulty >= low &&  
            questions[ n - i ].difficulty <= high ) {
```

```
            questions[ n - i ].display();
```

```
            System.out.println( " Enter your response" );
```

```
            Scanner sc = new Scanner( System.in );
```

```
            String s = sc.nextLine();
```

```
            answers[ n - i ] = s;
```

```
}
```

```
}
```

II modifying main method for displaying  
the quiz

public static void main (String [] args) {  
Scanner sc = new Scanner (System.in);  
System.out.println ("Enter no. of questions");  
int n = sc.nextInt();  
~~System.out.println ("Enter difficulty");~~  
// populating quiz code is same

//  
//  
//

// displaying the quiz

System.out.println ("Enter range of difficulty  
low to high");

int low = sc.nextInt();  
int high = sc.nextInt();

q.giveQuiz (low, high);

// remaining code is same

//  
//  
//

}