



# ACKNOWLEDGEMENT

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I hereby declare that the work presented in this mini project report entitled 'Online Quiz' in fulfillment for the advance lab in Computer Science and Engineering. Our extreme gratitude to Mr. Amarjeet Mohanty who guided us throughout the project. Without his willing disposition, spirit of accommodation, frankness, timely clarification and above all faith in us, this project could not have been completed in due time.

# INDEX

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# PROBLEM STATEMENT

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## INTRODUCTION

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Online quiz examination system is a multiple choice question (MCQ) based examination system. It provides an easy to use environment for both test conductors and students appearing for examination. The main objective of this project is to provide all the features that an examination system must have with the interfaces that do not scare its users.

## EXISTING SYSTEM

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The existing system of conducting examination process is manual. existing system is a large manpower process and is difficult to implement it at different platform. it has so many problems. so we introduce online examination system, which is fully computerised. existing system is a large manpower process and is difficult to implement.

## DISADVANTAGES OF EXISTING SYSTEM

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- The existing systems are very time consuming.
- It is difficult to analyse the exam manually.
- Results are not precise as Calculation and evaluations are done manually.

## OBJECTIVE OF PROPOSED SYSTEM

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- Economical feasibility
- Time flexibility
- Technical feasibility
- User friendly interface
- Eco friendly system

## SCOPE

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- The main purpose of the system is to efficiently evaluate the candidate thoroughly through a fully automatic system that not only saves a lot of time but also gives fast result and saves paper.
- It is a cost effective and popular means of mass evaluation system.
- The faculty prepares the test and questions for each exam.
- The candidates can login through the client computers with their roll number given to them and can take the exam.
- The questions are shuffled in a random order so that possibilities for getting questions in the same order for the student who are beside is very less.

# LANGUAGES AND TOOLS USED

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## LANGUAGES

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- Java
- JavaServer Pages (JSP)
- HTML
- CSS
- JavaScript

## LIBRARIES / FRAMEWORKS

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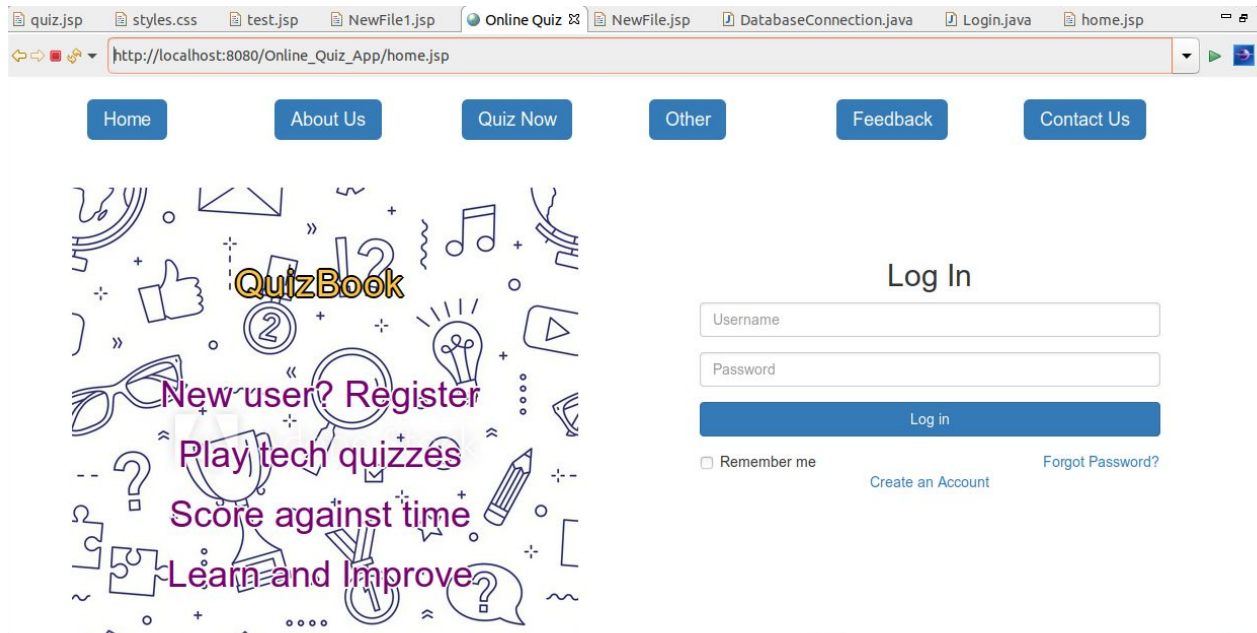
- Bootstrap
- jQuery

## ENVIRONMENT / TOOLS

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- Eclipse Luna IDE
- Apache Tomcat Web Server
- Java Database Connectivity (JDBC)
- MySQL

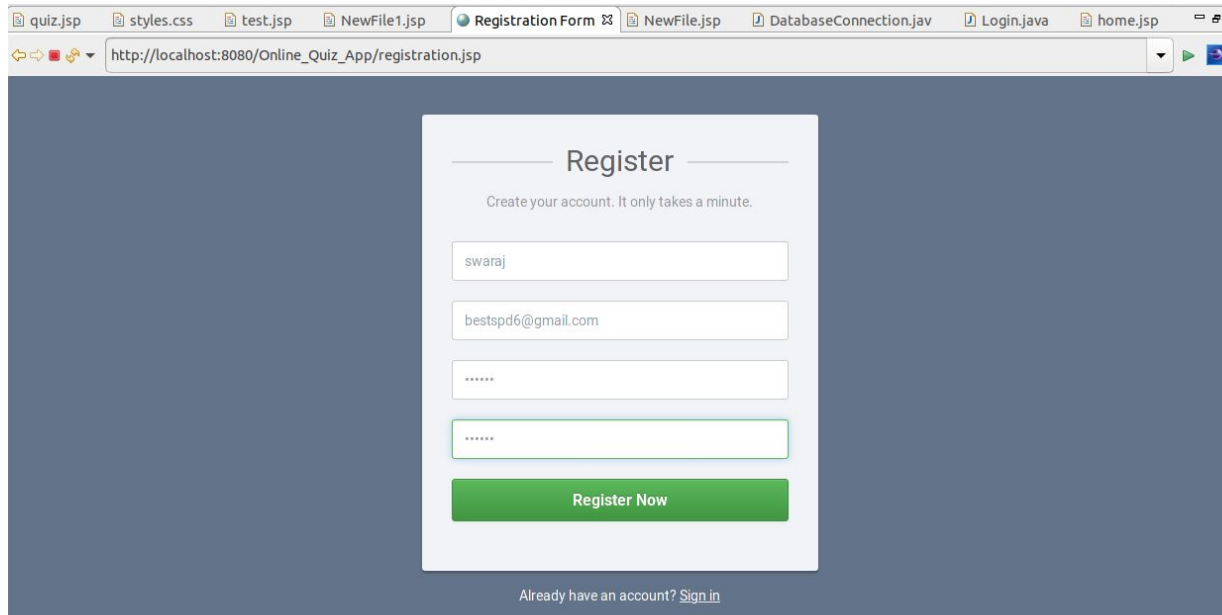
# SCREENSHOTS



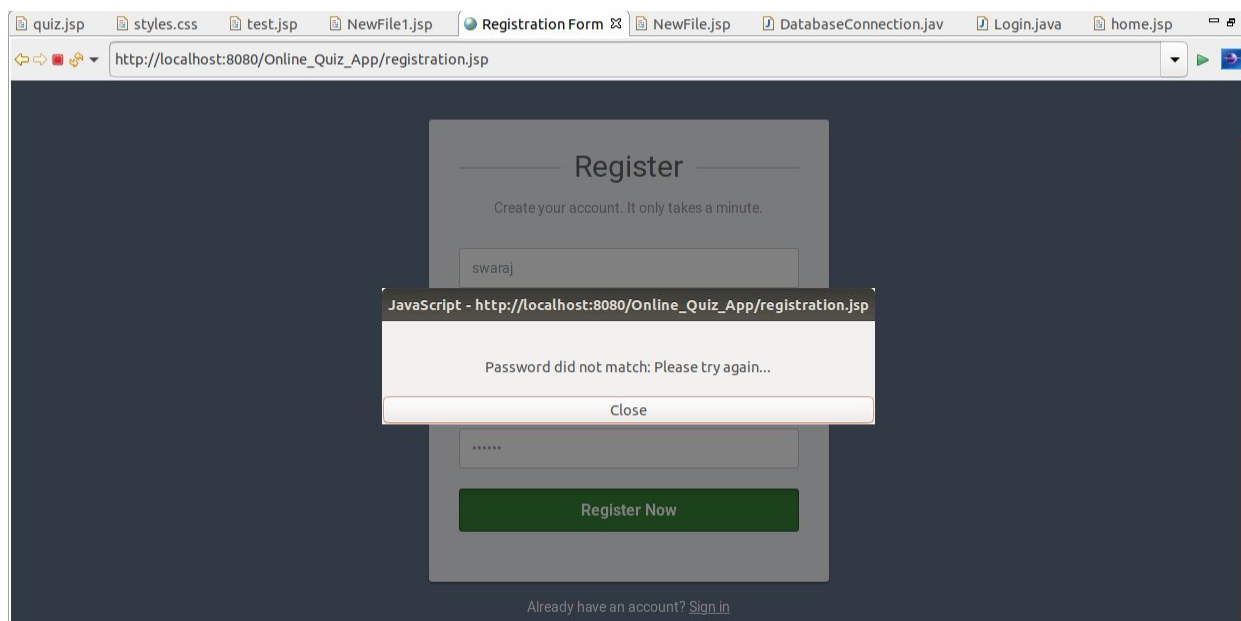
This is the homepage of the application where the user enters his username and password. The user could be either:

- Admin
- Student

The user login credentials inputted are sent to the *Login* servlet for authentication using the POST method. The servlet then tries to find a password corresponding to the input username from the *users* table in the *quizapp* database. In case, the database password matches with the input password, the user is redirected to the next page. In case, the password doesn't match or there is no existing user with the input username, the user is redirected back to the homepage with a proper alert.



This is the user registration page driven by *Registration* servlet. Here, the user is required to enter his username, email and password, and confirm his password by typing it again. In case the user fails, an alert is shown as follows.





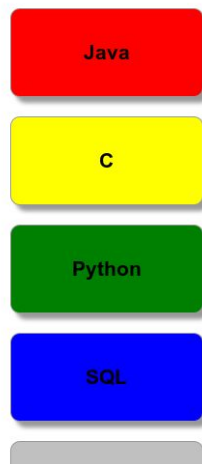
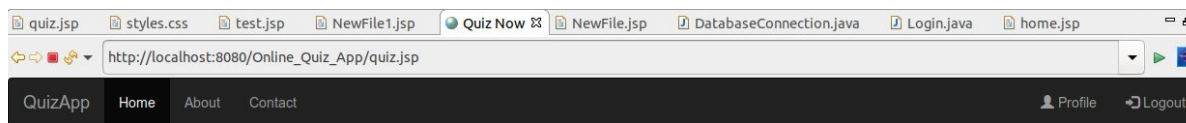
The following image reflects the entry of the user data into the *users* table from the registration form after successful registration.

```
mysql> use quizapp;
Reading table information for completion of table and column names
You can turn off this feature to get a quicker startup with -A

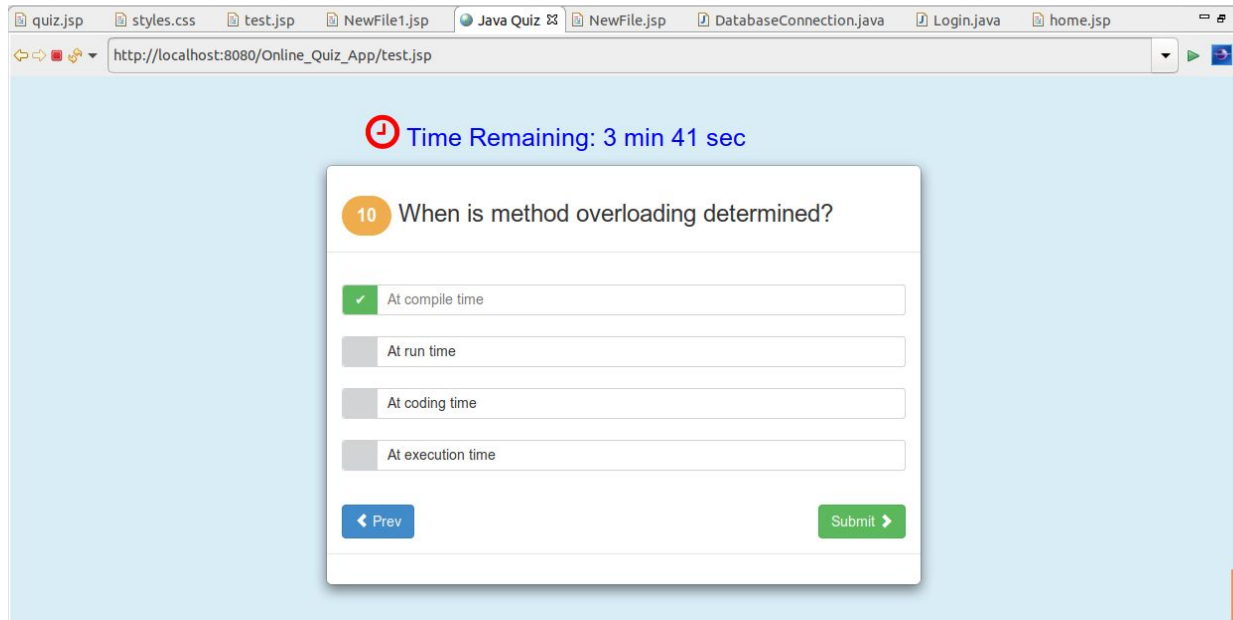
Database changed
mysql> SELECT * FROM users;
+-----+-----+-----+
| username | email          | password |
+-----+-----+-----+
| test     | t@t.com        | test     |
| ssss     | s@s.c          | aaa      |
| new      | s@s.c          | new      |
| aditi    | a@g.c          | aditi    |
| swaraj   | bestspd6@gmail.com | swaraj   |
+-----+-----+-----+
5 rows in set (0.00 sec)

mysql> 
```

After successful registration, the user is redirected to the homepage, where he needs to enter his username and password, and after authentication is redirected to the *Quiz* page where he can select one out of the many quizzes to participate in.



The following is a screenshot from the *Java Quiz* page.



The *Java Quiz* page shown above is driven by *test.jsp*, where the servlet code fetches the *ResultSet* from the *java* table in our MySQL database *quizapp*. The questions, options, and correct answers are then obtained as strings and each MCQ is then printed as HTML with the answer choices as radio buttons. The quiz is timer controlled, giving 5 minutes of total time by default. On expiry, it displays the total number of correct answers attempted by the user. At each question, we get the option of *Prev* and *Next* buttons to navigate to the preceding and succeeding questions. At the final question, the *Submit* button appears, clicking on which, the user's selected answers are compared against the correct answers obtained from the *java* table from the database. The final score is then displayed on the screen, as shown in the following image. All the above functionalities are obtained using Java servlets and JavaScript.



# CONCLUSION

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The online quiz system provides facility to conduct online examination worldwide. It's safe time as it allows number of students to clean the exam at the time and displays the result as the test gets over so no need to wait for the result. It is automatically generated by the server. Administrator has a privilege to create, modify and delete the test papers and its particular questions. User can register login and give the test with his specific ID and can see the results as well.