MINI PROJECT

(2021-22)

"Quizy(KBC QUIZ)" Final Project Report

Institute of Engineering & Technology

Submitted By -

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<u>Declaration</u>

I/we hereby declare that the work which is being presented in the Bachelor of technology. Project **"Quizy"**, in fulfillment of the requirements for the award of the *Bachelor of Technology* in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my/our own work carried under the supervision of **Dr Manoj Varshney, Technical Trainer, Dept. of CEA,GLA University.**

The contents of this project report, in full or in parts, have not been submitted to any other Institute or University for the award of any degree.

Department of Computer Engineering and Applications GLA University, 17 km. Stone NH#2, Mathura-Delhi Road, Chaumuha, Mathura – 281406 U.P (India)

<u>Certificate</u>

This is to certify that the project entitled "**Quizy**", carried out in Mini Project – I Lab, is a bonafide work by Himanshu Patel and is submitted in partial fulfillment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

Signature of Supervisor:

Name of Supervisor: Dr. Manoj Varshney

Department of Computer Engineering and

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Training Certificates

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TO WHOM IT MAY CONCERN

This is to certify that Himanshu Patel, a student of B.Tech in Computer Science at GLA University (University roll no: 191500346) has successfully completed Web development with React training with Escecion Technologies Private Limited (aka DevsLane). Duration of the aforementioned online training program was 3 months and it was conducted from June 1st, 2021 to September 2nd, 2021.

Best
Priyanka Sethi
Director

Sep 25th, 2021

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ACKNOWLEDGEMENT

Presenting the ascribed project paper report in this very simple and official form, we would like to place my deep gratitude to GLA University for providing us the instructor **Dr Manoj Varshney** , our technical trainer and supervisor.

He has been helping us since Day 1 in this project. He provided us with the roadmap, the basic guidelines explaining on how to work on the project. He has been conducting regular meetings to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

And at last but not the least we would like to thank our dear parents for helping us to grab this opportunity to get trained and also my colleagues who helped me find resources during the training.

Thanking You

ABSTRACT

Quizy is an game based on famous TV show Known as KBC , in this game user can gain so much by knowledge without getting bored by scoring more and more points.

It is made for solving the issue of people who get bored by doing simple mcq questions , they wanted some fun in this quizzes test . So for this I made an Quiz website with game interface.

In Short the user will gain knowledge in fast and fun way.

CONTENTS

CHAPTER-1

INTRODUCTION

1.1 CONTEXT

Quizy is an game based on famous TV show Known as KBC , in this game user can gain so much by knowledge without getting bored by scoring more and more points.With good User Inteface Quizy also have good sound effects in it.

1.2 MOTIVATION

Nowadays , People are not getting interest in current affairs so to solve this issue I thinked to something unique and different by which the person will gain some knowledge without getting bored.

1.3 OBJECTIVE

Our objective is to make it easier for users to gain latest knowledge of current affairs and the famous things around the world in very enjoying way.

This would be useful if a user is going on a trip for a day or two and wants play some game by which he/she can learn something.

1.4 EXISTING SYSTEM

There are not much Interactive Quiz website which has questions from current affairs , they are very old fashioned type . They have good amount of question but they seemed very boring to play.

1.5 SOURCES

The source of our project (including all the project work, documentations and presentations) will is available at the following link https://github.com/imhkr/Quizy.

Website Link : https://quizykbcapp.herokuapp.com/

CHAPTER -2

SOFTWARE REQUIREMENT ANALYSIS

2.1 Here are some of the great reasons a Quizy could be useful in your life.

⤳ Gain Knowledge Very Easily

You can get information or knowledge of ongoing current news by spending few minutes on Quizy.
In short It's all in one place for gaining knowledge.

⤳ Simple Interface

Quizy has very simple interface so it won't you to wait for few minutes to load it's just open and play
website by putting your good name in name input box.

2.2 PROBLEM STATEMENT

In today's world no one is ready to give some time and know about ongoing events around and news
happening over the world.
Everyone is so much eager the get the thing in seconds so form here the idea of Quizy born , to give the
instant dose of knowledge to everyone .

2.3 HARDWARE AND SOFTWARE REQUIREMENTS

Hardware Requirement

· Processor :intel i5

· Operating System :Any Operating System

· RAM : 3+ GB (or higher)

· Hard disk : 256GB

Software Requirement

- Software used: Vscode

- Language used : HTML,CSS,JAVASCRIPT,REACT

- Database: None

- User Interface Design : Website(Single Page Web App)

2.4 MODULES AND FUNCTIONALITIES

▪ Enter User Name Screen: The first screen with which the user interacts will be this screen containing the Input box to enter player name and Start button to Start the game.

▪ Main Game Page: This is the main page on which player will see the cash amount on the right side of the screen which take 25% of the screen and on the rest Question and answer is placed with clock ticking in reverse order from 30 seconds.

▪ Score and Thank You page: Then is this last panel for the player , this page user will the amount he/she won in game with a thank you message for playing and increasing his/her knowledge.

CHAPTER- 3

SOFTWARE DESIGN

3.1 DATA FLOW DIAGRAM

The Data Flow Diagram for the Quizy is shown below:
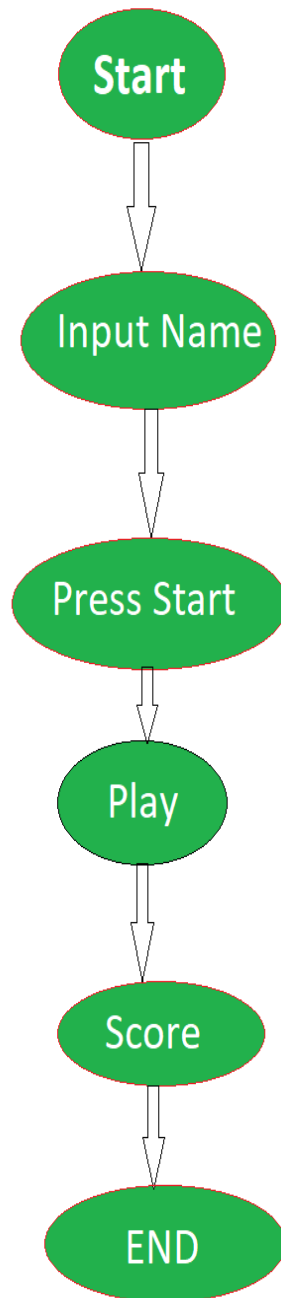
CHAPTER- 3

CHAPTER-4

<u>TECHNOLOGY USED</u>

4.1 **FullStack**

In the world of software programming, it helps to have someone on the team who is something of a jack of all trades. They can help with various stages of development and have the versatility and time management to assist all levels of the development team. When it comes to web development, that role belongs to the Full Stack Developer. This is not a Back End or Front End developer, but someone who handles both — a "Full Stack," as it was. A Full Stack Developer is someone who works with the Back End — or server side — of the application as well as the Front End, or client side. Full Stack Developers have to have some skills in a wide variety of coding niches, from databases to graphic design and UI/UX management in order to do their job well. They are something of a swing, ready to assist wherever needed in the process. Full Stack Developers are highly intelligent people who have trained through their education or through years in related fields on the job force. These jobs are in high demand, but employers don't want to trust their web development to just anyone. There are certain standards of education and work experience that Full Stack Developers have to meet to be hired.

Native Apps: An executable program coded in the machine language of the hardware platform it is running in. **Native applications** are compiled into the machine language of that CPU. For example, **Windows** and Mac executable **apps** are in x86 machine language, while **mobile apps** are ARM based. Native apps are the most common. They're coded in a specific language like Swift for **iOS** or Java for Android. A popular example is WhatsApp.

-   **Web Apps:** are accessed via the internet browser and will adapt to whichever device you're viewing them on. They are not native to a particular system, and don't need to be downloaded or installed. Due to their responsive nature, they do indeed look and function a lot like mobile apps — and this is where the confusion arises.

4.2 **Programming Languages Used**

• HTML: HTML stands for Hyper Text Markup Language. HTML describes the structure of web pages using markup. It is used to provide the content (words, images, audio, video, and so on) to the web pages. It is a tag based language. They are defined within the angle brackets. HTML file can be created using a text editor.

• CSS: CSS stands for Cascading Style Sheets. CSS describes how HTML elements are to be presented on screen. CSS can control the layout of multiple web pages all at once. Also, includes adding visuals like color, fonts, layouts, etc.

• JavaScript: JavaScript is based on functional programming. Therefore, functions are fundamental building blocks of JavaScript. Function contains set of statements that perform some task. You define a function using 'function' keyword.

• React: React. js is an open-source JavaScript library that is used for building user interfaces specifically for single-page applications. React allows developers to create large web applications that can change data, without reloading the page. The main purpose of React is to be fast, scalable, and simple

CHAPTER -5

IMPLEMENTATION AND USER INTERFACE

Creating an app concept design with screen sketches, functional flow diagrams, and ER diagrams is the best way to communicate your vision to the full stack developer. Making the concept clear to the developer is probably the most important factor in full stack development. Yet it is one of the most common problems or obstacles in a full stack development outsourcing project. No matter what the marketing and profit goals are or if you are outsourcing an app for your personal use, you need to fully design and document the app concept if you expect a programmer to make your vision a reality. Developers are not mind readers and even descriptions given during conversations can be very fleeting or interpreted differently.

Fully documenting your concept, therefore, leaves little to chance.

The two most important things to do are:

A) make a comprehensive description of how the application works and what it does (functionality), and B) create a comprehensive description of what the user sees and does (look and feel).

5.1 Implementation of the Quizy:

Implementation of "**Quizy**" is taken place in various phases.

1.Input Player Name
2.Press Start Button Play
3.Answer Correctly to go ahead in game
4.Scored Amount Page
5.Thank You Page

5.2 User Interface

- **<u>Starting Screen(Input Name Of Player)</u>**

<u>5.2 User Interface</u>

- ## <u>GamePlay Screen</u>

16

- **<u>Score And Thanking Screen</u>**
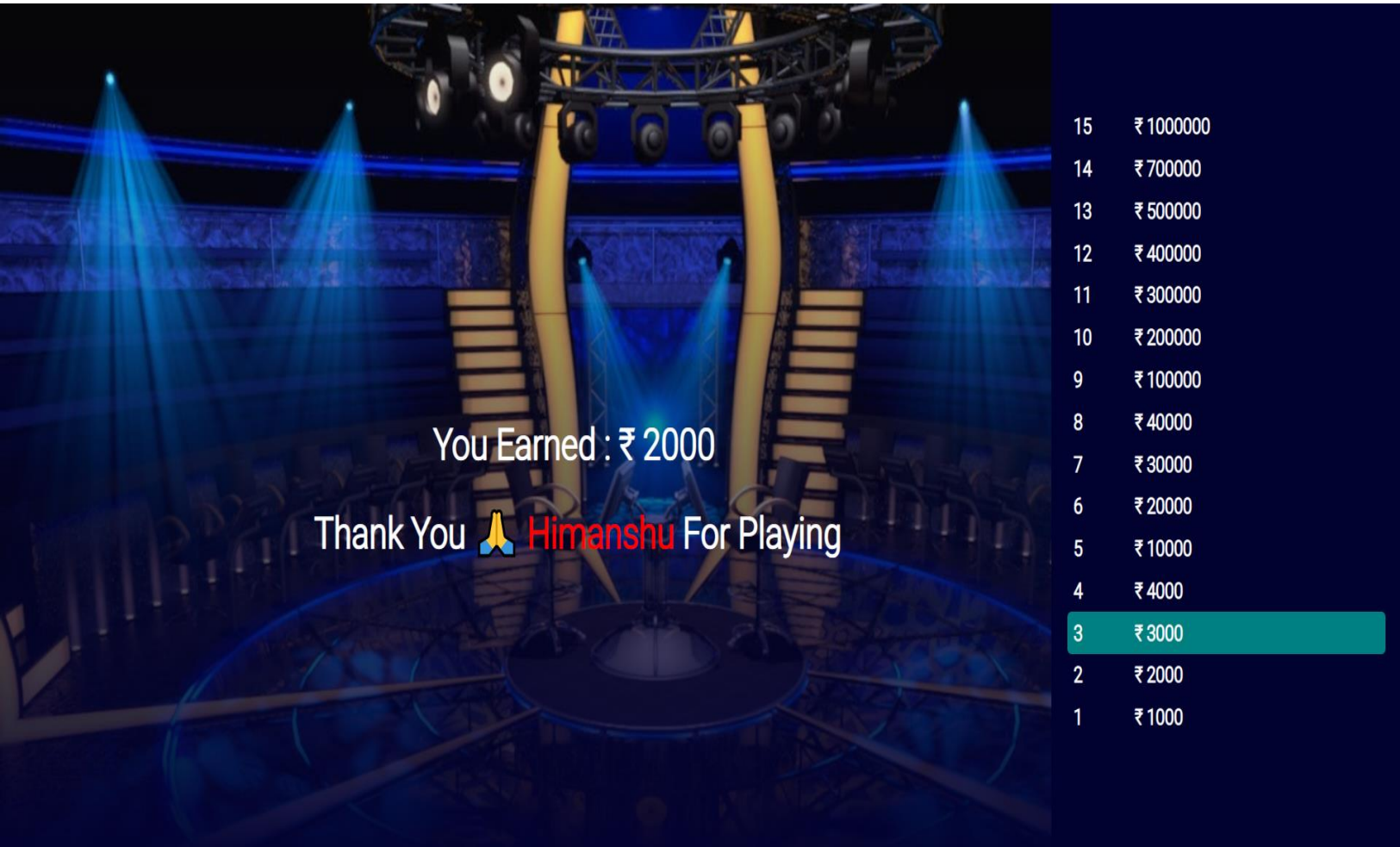
CHAPTER – 6

TESTING

Once source code has been generated, software must be tested to uncover as many errors as possible before delivery. It is very important to work the system successfully and achieve high quality of software. Testing include designing a series of test cases that have a high likelihood of finding errors by applying software-testing techniques. Application Testing is defined as a software testing type, conducted through scripts with the motive of finding errors in software.

It deals with tests for the entire application. For Application Testing, the testing lifecycles involve various phases which include requirement analysis, test planning, test analysis, test design, test execution & bug reporting, etc. System testing makes logical assumptions that if all the parts of the system are correct, the goal will be successfully achieved.

The system should be checked logically. Validations and cross checks should be there. Avoid duplications of record that cause redundancy of data. In other words, Testing is the process of evaluating a system or its component(s) with the intent to find whether it satisfies the specified requirements or not. It is executing a system in order to identify any gaps, errors, or missing requirements in contrary to the actual requirements.

There are different types of testing some of them are listed below:

6.1 Installation Testing:

As we know that every web application should be responsive on each existing devices. Thus, the installation testing of the web application is done by all the teammates to ensure the responsiveness of the application on every device. Also, ensured the smooth working of the application without ending up the errors, partial installation etc.

6.2 Unit Testing

It focuses on the smallest unit of software design. In this we test an individual unit or groups of inter related units. It is often done by programmers by using sample input and observing its corresponding outputs. In this testing technique we are primarily focuses on

· Loop methods and functions are working fine or not.

· Misunderstood or incorrect Arithmetic precedence

· Incorrect Initialization

Unit Testing of the app:

Test cases	Description	Expected Outcome	Result
1	Start Page – Launch Screen	Should display splash screen with input box and start button	Pass
2	Gameplay Screen	Should display Gameplay Screen.	Pass
3	Score and Thanking Screen	Should display player score and thanking him/her Screen	Pass

Table 1: Unit Testing of Quizy

6.3 User Testing

User testing is the process through which the interface and functions of a website, app, product, or service are tested by real users who perform specific tasks in realistic conditions. The purpose of this process is to evaluate the usability of that website or app and to decide whether the product is ready to be launched for real users.

This app was tested by our team members and friends who are using different mobile phones (and having different android version) also tested on different emulator to check its performance and it seems to be working fine and users of this app are satisfied with the facilities and performance of the app and like the way how the app is worked.

6.4 Performance Testing

In this type of testing we have checked the performances of our application under some peculiar conditions. Those conditions include: · Low memory in the device.

· The battery is extremely low level.

· Poor/Bad network reception.

Performance is basically tested from 2 ends, application end, and the application server end. Our app is also performing well in this phase of testing as well. And we are getting positive feedback from users of our app.

6.5 Compatibility Testing

This application was tested and used on different devices. The application worked fine and is stable. The application worked fine in portrait mode and there isn't any problem with compatibility.

On all types of testing (that we have performed above) are performing well on our web application i.e.**Quizy**.

CHAPTER -7
CONCLUSION

Several Quiz website are their in the market but they are kind of non-interactive and boring type that's the reason no one want to play quiz on them to gain knowledge of ongoing news and events.

Quizy is the one stop solution for the major issues such as it's very well interactive website and have a good amount of question that are taken from latest current affairs . The question which come in game are very well selected that majorly focuses on important topic that everyone should know.

In Summary , Quizy comes up with properties like:

1. Having good User Interface and Sounds effect.
2. Having latest and good quality Questions.
3. Easy to Use.

"A good plan today is better than a perfect plan tomorrow."

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YouTube:

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Repo Link:

https://github.com/imhkr/Quizy