

QUIZMANAGER USER GUIDE

BY:

Dogara ISHAKU
&
Ponmozhi RENGASAMY GOVINDARASU

February 2019

1 Introduction

1.1 Scope and Purpose

The **QuizManager** is a console application aimed at digitally managing quiz preparation and execution.

This document explains how the program should be used by users especially non-technical users. This application has many parts and functionalities, but this document will cover how to use the **Quiz** aspect of the application.

1.2 Prerequisite/Requirements/Assumptions

User's Knowledge

- The user should be a confident user of computer system
- Does not need to know any programming language

System Requirements

- An ideal system (Windows/Mac/Windows/Mac/Another OS, RAM: 2GB or above, 32/64 Bit OS, CPU: core i3 or above).

What to Install

- To use this application, user should install eclipse or any other Java Application. To install eclipse, follow this link:
http://www3.ntu.edu.sg/home/ehchua/programming/howto/eclipsejava_howto.html

Assumptions

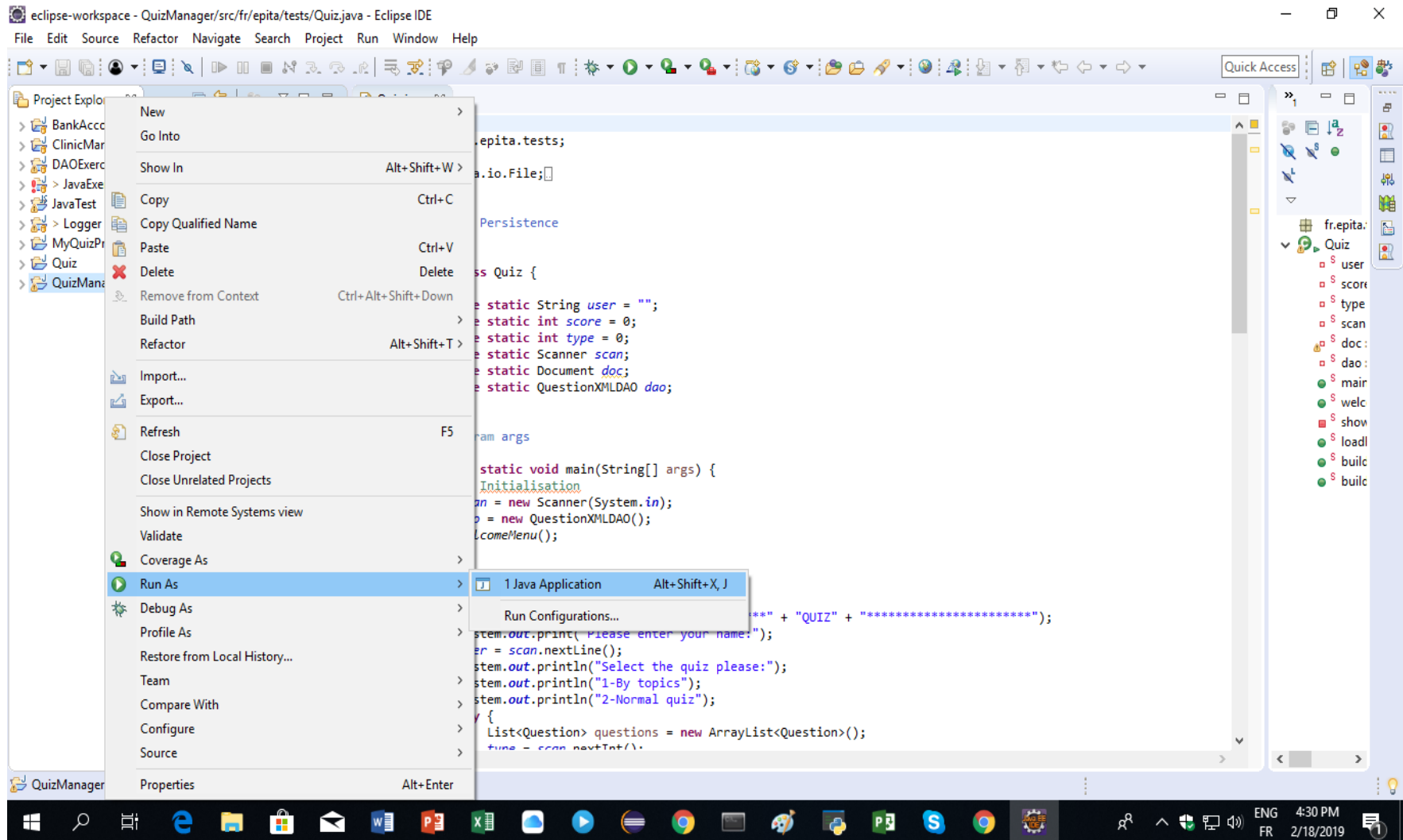
- We now assumed our user has installed the eclipse application and is acquainted with the working environment.

2.1 Using the QuizManager

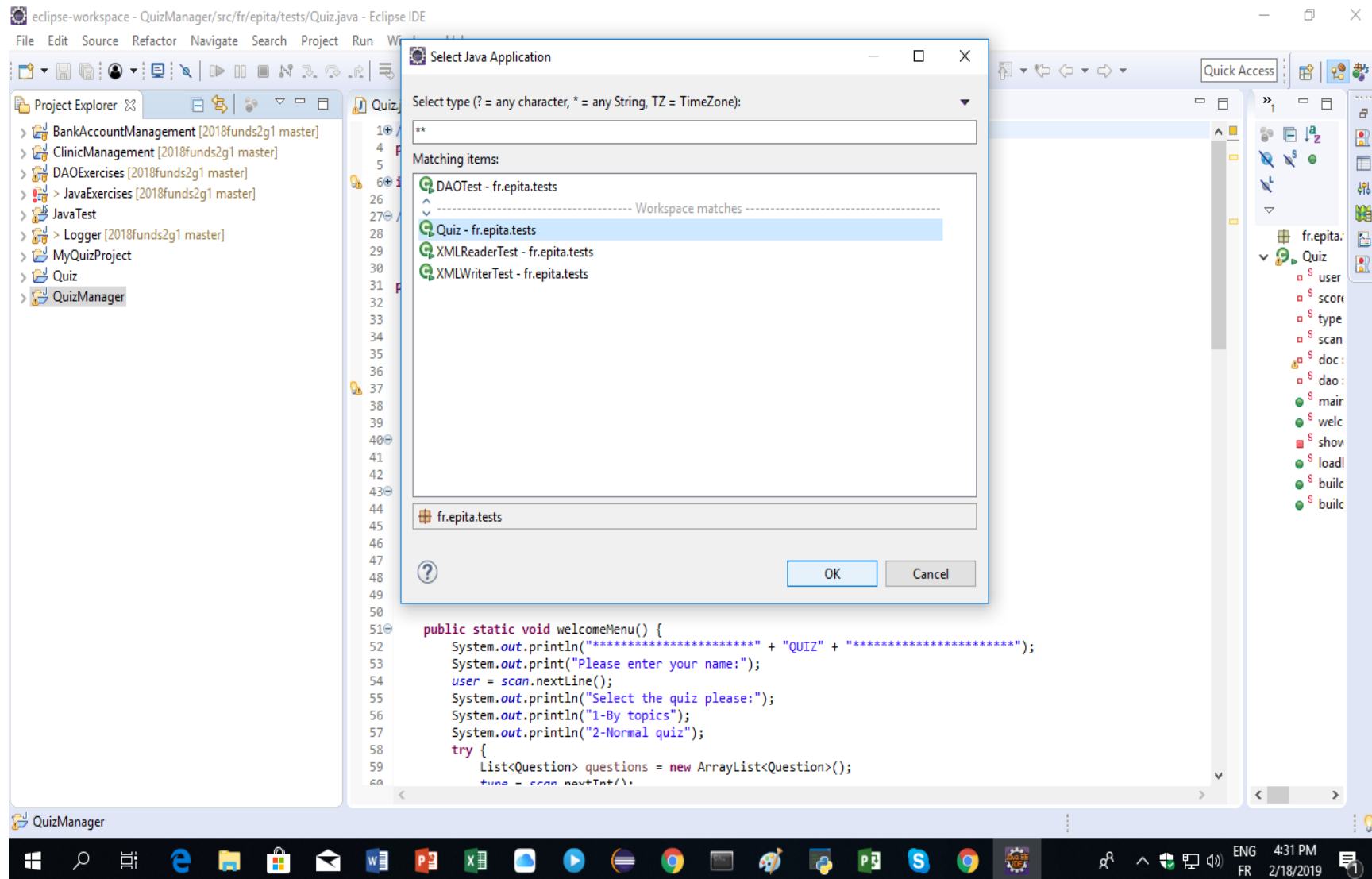
At this juncture the user is ready to use the application. But the user needs to pull the QuizManager Project from github through this link:

<https://github.com/ishakudogara/2018fundFP-bproject>. For guide on how to pull a project from github, follow this link: <https://help.github.com/articles/fetching-a-remote/>. After pulling the project, follow these steps to take a quiz.

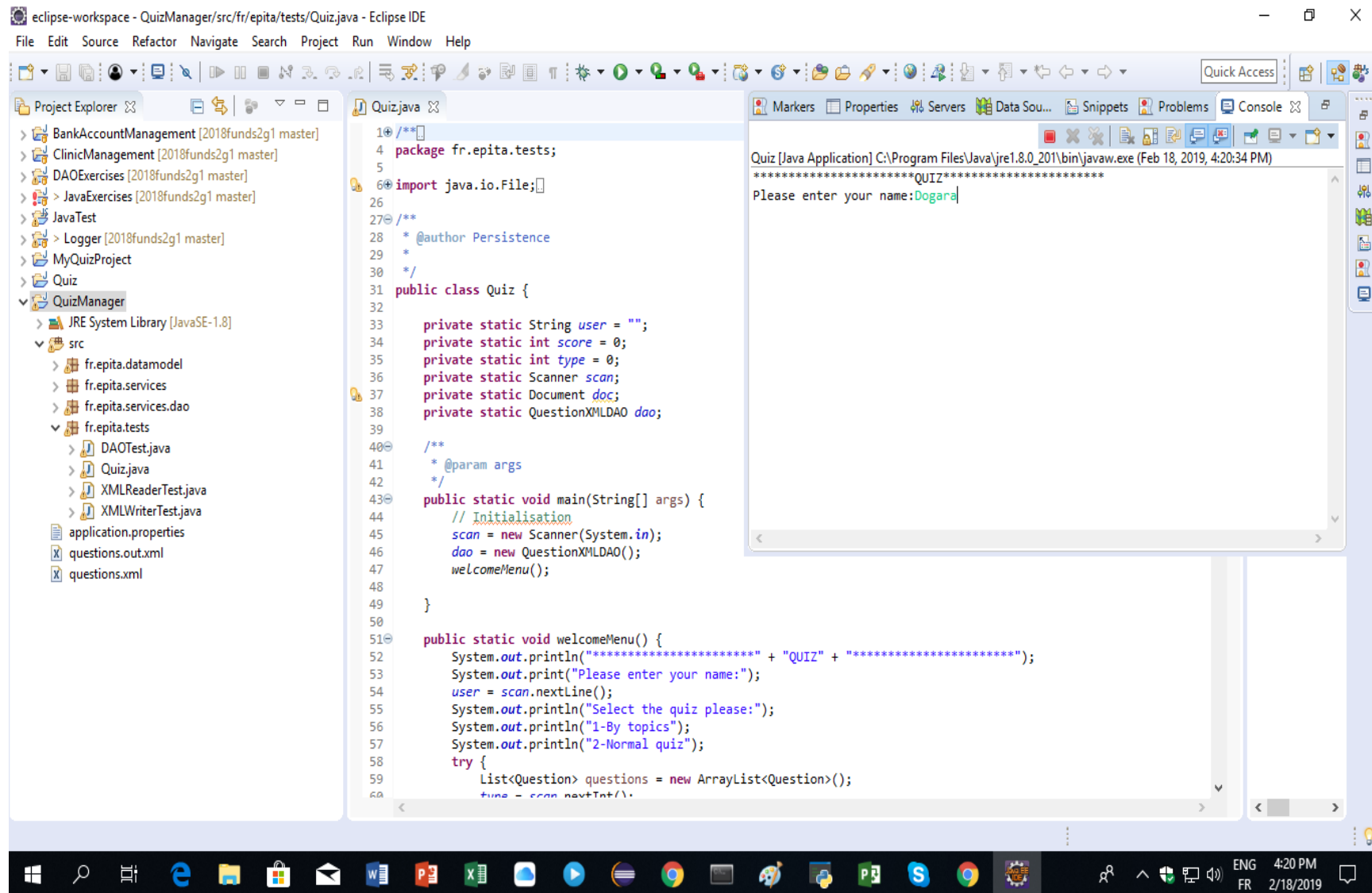
1. Right click the QuizManager Project and select Run As then select Java Application



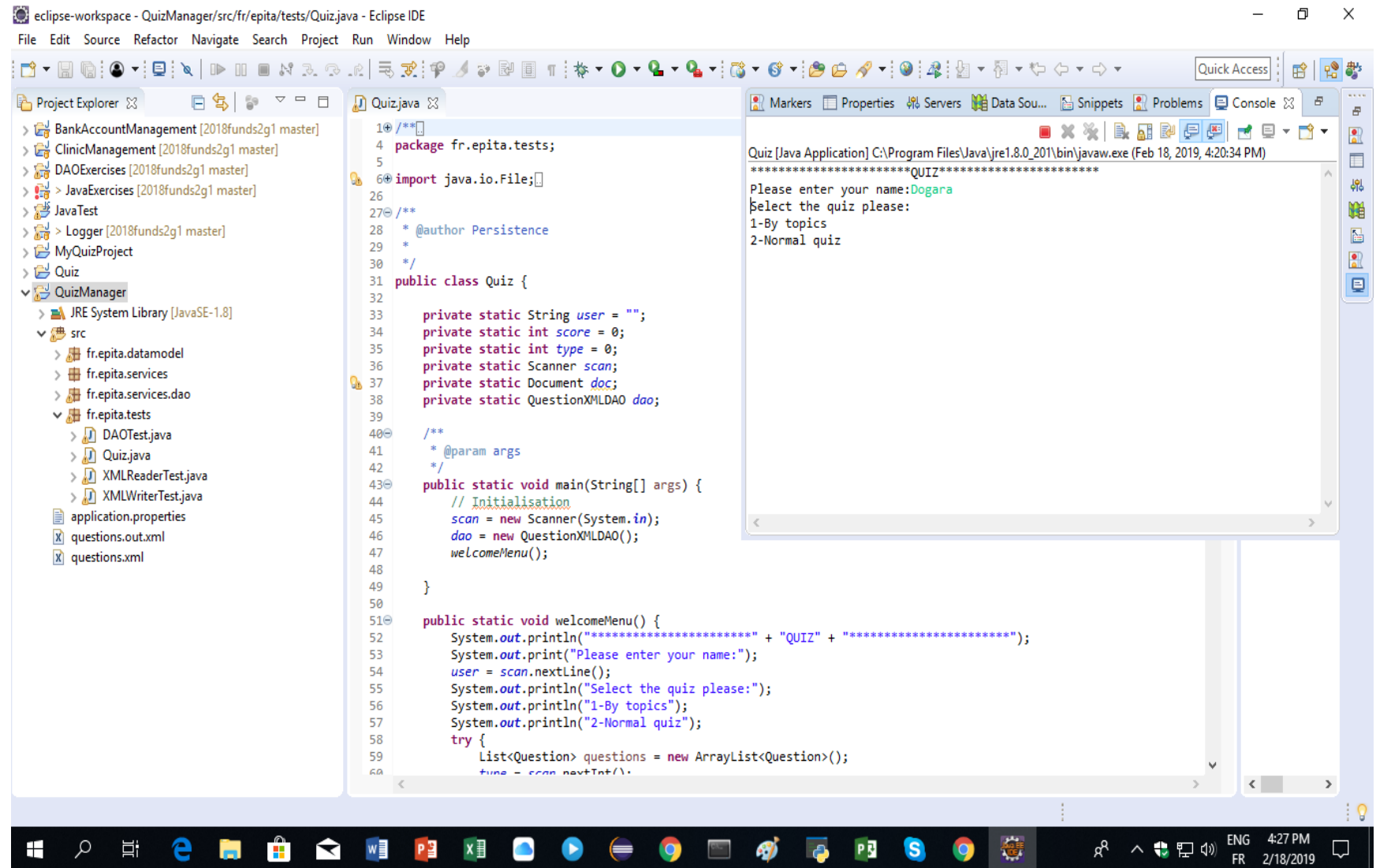
2. Select Quiz and click OK



3. Enter your name to take the Quiz



4. Select one of the Quiz types. Choose 1 for Quiz By topic and 2 for Normal. Your score will be displayed at the end of the Quiz session.



Exporting the Quiz

At the end of the quiz session, the user is asked to export the quiz to a file (txt) optionally. If the user wishes to do so, he will provide the file name and the program will tell the user the location of the exported file.