



# Capital University of Science & Technology

## Term Project Proposal

Department of Electrical and Computer Engineering

<b>Project Title</b>		Flashcard App with Randomized Question Display.
<b>Course Title</b>		ICT lab (Application of information technology)
<b>Sr. No.</b>	<b>Student Name</b>	<b>Registration Number</b>
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## **Idea:**

The Flashcard App Tester is designed to simulate a basic quiz application for educational purposes. It uses a randomized approach to display questions from a predefined set of flashcards, allowing users to engage in interactive learning and self-assessment.

## **Objectives:**

1. **Improve Knowledge Retention:** Enable users to reinforce their learning through repeated and randomized testing.
2. **User Engagement:** Make learning enjoyable and interactive through a simple question-answering interface.
3. **Assessment:** Provide an easy way to test knowledge on various topics dynamically.

## **Applications:**

1. **Education:** Useful for students preparing for exams or revising topics in schools and universities.
2. **E-learning Platforms:** Integrates easily into digital learning tools to enhance user interaction.
3. **Corporate Training:** Helps employees practice key concepts in professional courses or certifications.
4. **General Knowledge:** Acts as a fun and engaging way to improve general knowledge for all age groups.

## **Block Diagram:**

BEGIN Flashcard App Tester

```
// Step 1: Initialize Flashcards
```

```
CREATE a list of flashcards with questions and answers
```

```
WHILE true DO
```

```
    // Step 2: Generate Random Index
```

```
    SELECT a random index from the flashcards list
```

```
    // Step 3: Display Question
```

```
    DISPLAY the question corresponding to the random index
```

```
    // Step 4: Take User Input
```

```
    PROMPT the user to input their answer
```

```
    STORE the user input
```

```
    // Step 5: Validate Answer
```

```
    IF user input matches the correct answer THEN
```

DISPLAY "Correct!"

ELSE

DISPLAY "Wrong! Correct answer is:" followed by the correct answer

END IF

// Step 6: Provide Feedback

DISPLAY feedback to the user based on their response

// Step 7: Continue/Quit Prompt

PROMPT the user with "Do you want to continue? (y/n)"

STORE user choice

IF user choice is "n" THEN

DISPLAY "Thank you for using the Flashcard App! Goodbye!"

EXIT program

END IF

END WHILE

END Flashcard App Tester

**Instructor Remarks**

**Student 1 Signature:**

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**Instructor's Signature:** \_\_\_\_\_

**Date:** \_\_\_\_\_