**QUIZ GAME**

A Mini Project Report Submitted   
In partial fulfillment of the requirements for the award of the degree of

## Bachelor of Technology

## in

## Computer Science and Engineering

## by

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**CERTIFICATE**

This is the bonafide record of the project entitled “Quick Mob”, submitted by Rohith Kumar (17N31A0598), Sai Tharun (16N31A05A7), Sandeep Kumar (17N31A05A3), Venkata Ateet(17N31A0566) and Chaitanya (17N31A0568) of B.Tech in the partial fulfillment of the requirements for the degree of Bachelor of Technology in Computer Science and Engineering, Department of CSE during the year 2020-2021. The results embodied in this project report have not been submitted to any other university or institute for the award of any degree or diploma.

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**DECLARATION**

## We hereby declare that the project titled “Quick Mob” submitted to Malla Reddy College of Engineering and Technology (UGC Autonomous), affiliated to Jawaharlal Nehru Technological University Hyderabad (JNTUH) for the award of the degree of Bachelor of Technology in Computer Science and Engineering is a result of original research carried-out in this thesis. It is further declared that the project report or any part thereof has not been previously submitted to any University or Institute for the award of degree or diploma.

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**CHAPTER 1**

**Introduction about project**

**introduction:**

**A quiz is a form of game or mind sport, in which the players (as individuals or in teams) attempt to answer questions correctly. It is a game to test your knowledge about a certain subject. In some countries, a quiz is also a brief assessment used in education and similar fields to measure growth in knowledge, abilities, and/or skills.**

**Quizzes are usually scored in points and many quizzes are designed to determine a winner from a group of participants – usually the participant with the highest score.**

**FULL FORM:**

**quick uniform intelligence zone.**

**History:**

**The first attested use of the word is from 1781[1] and means an odd person. This sense survives today in the word quizzical. It was also used in the term quizzing glass, a common accoutrement of British Regencydandies. It later acquired a meaning of to make fun of, or to mock. How it acquired its current meaning of a test is unknown, but that sense did not appear until 1867 and then it was in the United States.**

**The Oxford English Dictionary attests the use of the verb quiz to mean "to question or interrogate", with a reference from 1843: "She com back an' quiesed us", which could be a clue to its origin. The American Heritage Dictionary says it may be from the English dialect verb quiset, meaning "to question". In any case it is probably from the same root as question and inquisitive.[citation needed]**

**There is a well-known myth about the word quiz that says that in 1791 a Dublin theater owner named Richard Daly made a bet that he could introduce a word into the language within 24 hours. He then went out and hired a group of street urchins to write the word "quiz", which was a nonsense word, on walls around the city of Dublin. Within a day, the word was common currency and had acquired a meaning (since no one knew what it meant, everyone thought it was some sort of test) and Daly had some extra cash in his pocket.[2]However, there is no evidence to support the story, and the term was already in use before the alleged bet in 1791.**

**purpose:**

**A quiz can function throughout a course as an informative feedback device allowing both the instructor and the students to see where they are excelling or need more focus. In order to effectively create exams and quizzes, it is important to establish and understand the learning objectives that are being measured.**

**Benefits and advantages of quiz game:**

**\*Besides quizzes can be conducted for different age groups and over varying cultures.**

**\*Quizzes improve or expanding one’s knowledge of things, either general or in specific area**

**\*Quizzes are designed to promote, a fun way to study and in the process help improve one’s general knowledge.**

**\*Quiz competitions enables students to think from different angles or simply ‘to think out of the box**

**\*It promotes a healthy debate amongst participants in order to learn from each other**

**\*Quiz competitions are used in Schools and Universities to aid in language development and in particular subject areas of study**

**\*Some educational institutes use it as a brief assessment or tool to measure the growth in the knowledge, abilities and / or skills of their pupils either on a general level or restricted to specific fields for instance, science, maths etc**

**\*Aiding in language development with the questions based in the language alone**

**\*Aiding in the team building process**

**\*Being fun to participate in but with a competitive element**

**\*Provoking discussion and healthy debate amongst participating players / teams**

**\*Aiding to relieve the tension of the daily work routine**

**\*Promoting group harmony, whether in organisations, schools or just a group of friends**

**\*Making new friends, from different cultures at times**

**\*Likewise spelling bees improve the student’s spellings and vocabulary**

**\*Quiz competitions even help build the student’s soft skills.**

**\*Well now that you know the benefits of quiz competitions, it is probable time to encourage your child to participate in quiz competitions or spelling bees. If you wish your child to develop and improve their skills, that will give them an edge over their competitors.** **Advantages**

**Engage your audience**

**Engage your audience in a unique and fun way and connect them to your brand or learning material. By creating a returning event, you will improve your consumer loyalty.**

**Large number**

**Taking online quizzes makes it possible to have a large number of participants. It could be up to a number of 1000 participants (and even more!). It doesn’t matter at what kind of location they take the online quiz as long as they are connected to the Internet.**

**Randomizing questions**

**It is significant more easy to randomize your question with just one click than to do it all manually. Randomizing questions and even answers of those questions is not a lot a of work to do with online quizzes. Besides the advantage of time saving, it also helps preventing students from cheating.**

**Quiz results/ gain insight in audience**

**Another plus of online quizzes is getting immediate results from your participants. Not only does the creator get the results, the participant itself is also possible to get his or her results. This makes it for the creator easy to identify the gaps in knowledge. The participants are able to view on what kind of section they have to improve themselves.**

**More benefits of an online quiz**

**No instructor needed**

**Quizzes can be given without an instructor, which saves money and time :)**

**Set timer**

**The creator is able to set a timer for the whole quiz or to set a timer per question. This is possible to do with written quizzes, but is very time consuming for the instructor. Plus it’s almost impossible to do with a huge amount of participants.**

**Better overview**

**It’s possible to show one question at the time with online quizzes. People are not able to skip a question, because you will get a reminder that you can’t leave the answer blank.**

**Improve your brand**

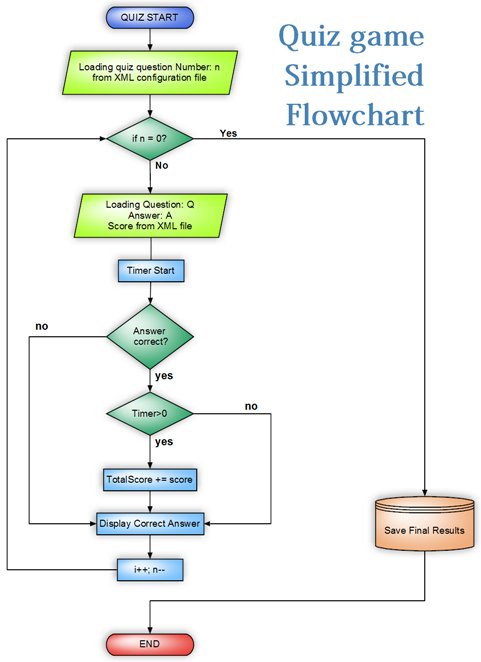
**There are several ways to gain more brand awareness: Generate new interactive sales opportunities, build your traffic to your online channels, improve time spent on site and improve the sharing on social media about your campaign and brand.**

**Chapter 3**

**Design**

**ALGORITHM:**

* step-1: STAR
* step-2: ENETR THE DETAILS OF CONTEESTENTS
* step-3: EDIT SCORE
* step-4: HELP
* step-5: RESET SCORE
* step-6: SHOW RECORD
* step-7: SHOW SCORE
* step-8: STOP

****

**Chapter 4**

**implementation**

During the implementation process developers must write enough inside the code so that if anybody starts working on the code later on he/she is able to understand what has already been written good comments is very important as all other document no matter how good they are will be lost actually ten years after the intialwork you may find only that information which is present inside

Source code:

#include<stdio.h>

#include<conio.h>

#include<ctype.h>

#include<stdlib.h>

#include<time.h>

#include<dos.h>

void displayscore()

{

char name[20];

float s;

FILE \*f;

system("cls");

f=fopen("score.txt","r");

fscanf(f,"%s%f",&name,&s);

printf("\n\n\t\t ");

printf("\n\n\t\t %s has secured the Highest Score %.2f",name,s);

printf("\n\n\t\t ");

fclose(f);

getch();

}

void help()

{

system("cls");

printf("\n\n\n\tThis game is very easy to play. You'll be asked some general");

printf("\n\n\tknowledge questions and the right answer is to be chosen among");

printf("\n\n\tthe four options provided. Your score will be calculated at the");

printf("\n\n\tend. Remember that the more quicker you give answer the more");

printf("\n\n\tscore you will secure. Your score will be calculated and displayed");

printf("\n\n\tat the end and displayed. If you secure highest score, your score");

printf("\n\n\twill be recorded. So BEST OF LUCK.");

}

void writescore(float score, char plnm[20])

{

float sc;

char nm[20];

FILE \*f;

system("cls");

f=fopen("score.txt","r");

fscanf(f,"%s%f",&nm,&sc);

if (score>=sc)

{ sc=score;

fclose(f);

f=fopen("score.txt","w");

fprintf(f,"%s\n%.2f",plnm,sc);

fclose(f);

}

}

int main()

{

int countq,countr;

int r,i;

int pa;int nq[6];int w;

float score;

char choice;

char playername[20];

time\_t initialtime,finaltime;

system("cls");

//randomize();

mainhome:

system("cls");

puts("\n\t\t WELCOME TO I.Q. TEST PROGRAM\n\n") ;

puts("\n\t\t-------------------------------");

puts("\n\t\t Enter 'S' to start game ");

puts("\n\t\t Enter 'V' to view high score ");

puts("\n\t\t Enter 'H' for help ");

puts("\n\t\t Enter 'Q' to quit ");

printf("\n\t\t-------------------------------\n\n\t\t ");

choice=toupper(getch());

if (choice=='V')

{

displayscore();

goto mainhome;

}

else if (choice=='Q')

exit(1);

else if (choice=='H')

{

help();

getch();

goto mainhome;

}

else if(choice=='S'){

system("cls");

printf("\n\n\n\t\t\tEnter your name...");

printf("\n\t\t\t(only one word)\n\n\t\t\t");

gets(playername);

home:

system("cls");

initialtime=time(NULL);

countq=countr=0;

i=1;

start:

srand ( time(NULL) );

r=rand()%23+1;

nq[i]=r;

for (w=0;w<i;w++)

if (nq[w]==r) goto start;

switch(r)

{

case 1:

printf("\n\nWhat is the maximum no. of asymptotes of the curve x^4+2x+6=0?");

printf("\n\nA.4\tB.3\n\nC.none\tD.infinite\n\n");

countq++;

if (toupper(getch())=='A')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is A.4");break;}

case 2:

printf("\n\n\nHow many points are possible in a compound pendulum about which");

printf("time period is same?");

printf("\n\nA.4\tB.2\n\nC.none\tD.infinite\n\n");

countq++;

if (toupper(getch())=='A')

{printf("\n\nCorrect!!!");countr++; break;}

else

printf("\n\nWrong!!! The correct answer is A.4");

break;

case 3:

printf("\n\n\nWho was the first US President?");

printf("\n\nA.Richard Nikson\tB.Abraham Linkon\n\nC.John F. Kennedy\tD.GeorgeWashington\n\n");

countq++;

if (toupper(getch())=='D')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is D.George Washington");break;}

case 4:

printf("\n\n\nWho was awarded the 'Man of the Tournament' of ICC WORLD CUP 2007?");

printf("\n\nA.Glen Magrath\tB.Mahela Jawardan\n\nC.Mathew Hayden\tD.SachinTendulkar\n\n");

countq++;

if (toupper(getch())=='A')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is A.Glen Magrath");break;}

case 5:

printf("\n\n\nWhich country won the Fifa World Cup 1998?");

printf("\n\nA.France\tB.Brazil\n\nC.Italy\tD.England\n\n");

countq++;

if (toupper(getch())=='A')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is A.France");break;}

case 6:

printf("\n\n\nWhich syllabe is stressed in the word 'democracy'?");

printf("\n\nA.1st\tB.2nd\n\nC.3rd\tD.4th\n\n");

countq++;

if (toupper(getch())=='B' )

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is B.2nd");break;}

case 7:

printf("\n\n\nWhich country was the winner of Cricket World Cup 1987?");

printf("\n\nA.West Indies\tB.India\n\nC.Australia\tD.England\n\n");

countq++;

if (toupper(getch())=='C')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is C.Australia");break;}

case 8:

printf("\n\n\nWhat is the height of Mount everest in feet?");

printf("\n\nA.8648\tB.6648\n\nC.8884\tD.8848\n\n");

countq++;

if (toupper(getch())=='D')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is D.8848");break;}

case 9:

printf("\n\n\nWhat is the capital of Denmark?");

printf("\n\nA.Copenhagen\tB.Helsinki\n\nC.Rome\t\tD.Madrid\n\n");

countq++;

if (toupper(getch())=='A')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is A.Copenhagen");break;}

case 10:

printf("\n\n\nWhich syllabe is stressed in the word 'instanteneous'?");

printf("\n\nA.1st\tB.2nd\n\nC.3rd\tD.4th\n\n");

countq++;

if (toupper(getch())=='C')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is C.3rd");break;}

case 11:

printf("\n\n\nWho was the only player to score 6 successive sixes in an over?");

printf("\n\nA.Adam Gilchrist\tB.M.S.Dhoni\n\nC.Herschel Gibbs\tD.Sanath Jayasurya\n\n");

countq++;

if (toupper(getch())=='C')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is C.Herschel Gibbs");break;}

case 12:

printf("\n\n\nWho was the only player to take 4 successive wickets?");

printf("\n\nA.Malinga Bandara\tB.Lasith Malinga\n\nC.Bret Lee\tD.Murali Daran\n\n");

countq++;

if (toupper(getch())=='B')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is B.Lasith Malinga");break;}

case 13:

printf("\n\n\nWhich country is hosting the Fifa World Cup 2010?");

printf("\n\nA.South Africa\tB.Italy\n\nC.Argentina\tD.Spain\n\n");

countq++;

if (toupper(getch())=='A')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is A.South Africa");break;}

case 14:

printf("\n\n\nWho is the author of 'Pulpasa Cafe'?");

printf("\n\nA.Narayan Wagle\tB.Lal Gopal Subedi\n\nC.B.P. Koirala\tD.KhagendraSangraula\n\n");

countq++;

if (toupper(getch())=='A')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is A.Narayan Wagle");break;}

case 15:

printf("\n\n\nWhich country is Maria Sarapova from?");

printf("\n\nA.Russia\tB.Switzerland\n\nC.Argentina\tD.Spain\n\n");

countq++;

if (toupper(getch())=='A')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is A.Russia");break;}

case 16:

printf("\n\n\nWho was awarded the youngest player award in Fifa World Cup 2006?");

printf("\n\nA.Wayne Rooney\tB.Lucas Podolski\n\nC.Lionel Messi\tD.Christiano Ronaldo\n\n");

countq++;

if (toupper(getch())=='B')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is B.Lucas Podolski");break;}

case 17:

printf("\n\n\nWhat is the smallest district of Nepal?");

printf("\n\nA.Lalitpur\tB.Karnali\n\nC.Bhaktapur\tD.Gulmi\n\n");

countq++;

if (toupper(getch())=='C')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is C.Bhaktapur");break;}

case 18:

printf("\n\n\nWhat is the headquarter of Western Development Region?");

printf("\n\nA.Dhankuta\tB.Kathmandu\n\nC.Dhangadhi\tD.Pokhara\n\n");

countq++;

if (toupper(getch())=='D')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is D.Pokhara");break;}

case 19:

printf("\n\n\nWhich place is called 'The Cherrapunji of Nepal'?");

printf("\n\nA.Dharan\tB.Kathmandu\n\nC.Pokhara\tD.Butwal\n\n");

countq++;

if (toupper(getch())=='C')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is C.Pokhara");break;}

case 20:

printf("\n\n\nWhich city is known at 'The City of Seven Hills'?");

printf("\n\nA.Rome\tB.Vactican City\n\nC.Madrid\tD.Berlin\n\n");

countq++;

if (toupper(getch())=='A')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is A.Rome");break;}

case 21:

printf("\n\n\nWho was the F1 racing champion of 2006?");

printf("\n\nA.Louis Hamilton\tB.Felipe Massa\n\nC.Fernando Alonso\tD.MichaelSchumaker\n\n");

countq++;

if (toupper(getch())=='C')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is C.Fernanda Alonso");break;}

case 22:

printf("\n\n\nWho won the Women Australian Open 2007?");

printf("\n\nA.Martina Hingis\tB.Maria Sarapova\n\nC.Kim Clijster\tD.Serena Williams\n\n");

countq++;

if (toupper(getch())=='D')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is D.Serena Williams");break;}

case 23:

printf("\n\n\nName the country where there no mosquito is found?");

printf("\n\nA.Germany\tB.Spain\n\nC.Japan\tD.France\n\n");

countq++;

if (toupper(getch())=='D')

{printf("\n\nCorrect!!!");countr++; break;}

else

{printf("\n\nWrong!!! The correct answer is D.France");break;}

}

i++;

if (i<=5) goto start;

finaltime=time(NULL);

score=(float)countr/countq\*100-difftime(finaltime,initialtime)/3;

if (score<0) score=0;

printf("\n\n\nYour Score: %.2f",score);

if (score==100) printf("\n\nEXCELLENT!!! KEEP IT UP");

else if (score>=80 && score<100) printf("\n\nVERY GOOD!!");

else if (score>=60 &&score<80) printf("\n\nGOOD! BUT YOU NEED TO KNOW MORE.");

else if (score>=40 && score<60) printf("\n\nSATISFACTORY RESULT, BUT THIS MUCH ISMUCH SUFFICIENT.");

else printf("\n\nYOU ARE VERY POOR IN G.K.,WORK HARD");

puts("\n\nNEXT PLAY?(Y/N)");

if (toupper(getch())=='Y')

goto home;

else

{

writescore(score,playername);

goto mainhome;

}

}

else

{

printf("\n\n\t\t Enter the right key\n\n\t\t ");

sleep(1);

goto mainhome;

}

return 0;

}

**Sample Project Shoots**



