

## EXERCISE: 6

# QUIZ SYSTEM

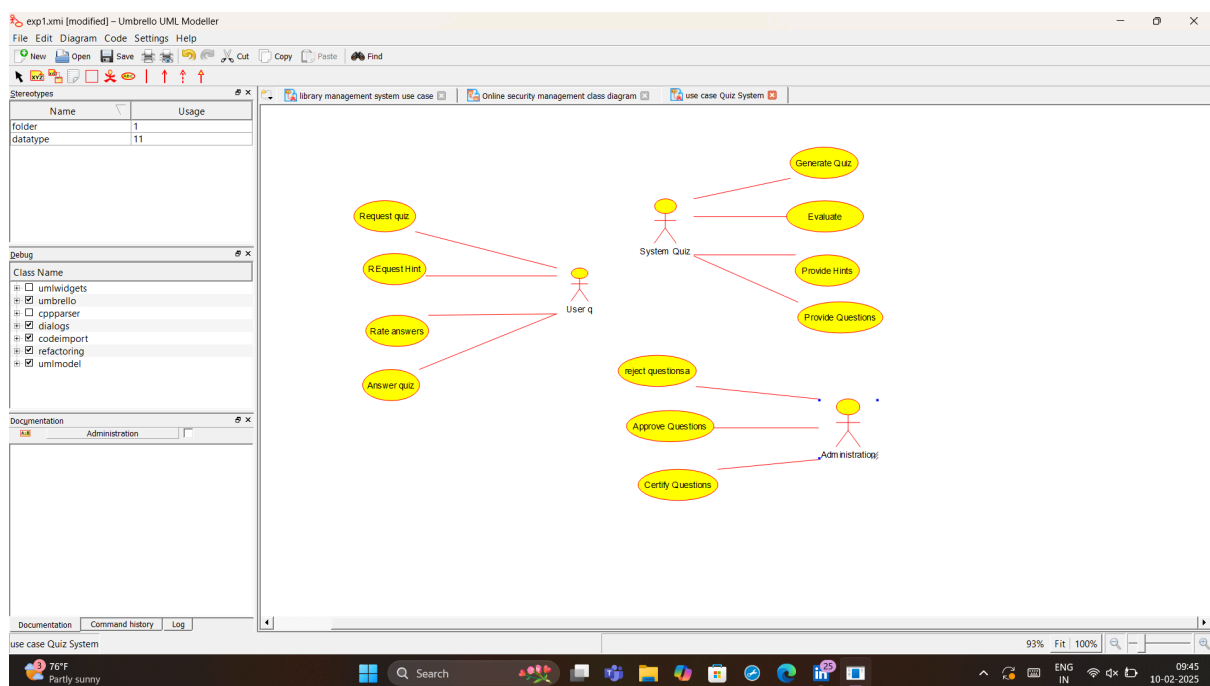
### Aim:

To design a **Use Case Diagram** for a **Quiz System** using UML, representing different actors and their interactions with the system.

### Procedure:

1. Identify the main users of the system (User, Helper, Administrator).
2. List the key functionalities (Request Quiz, Generate Quiz, Rate Answers, Provide Hints, etc.).
3. Define the relationships between users and use cases.
4. Draw the diagram using actors, ovals for use cases, and lines for interactions.
5. Review and refine the diagram for accuracy.

### USE CASE Diagram:



### Result:

A Use Case Diagram for the Quiz System is created, showing how users interact with different system functionalities.