

ONLINE QUIZ APPLICATION

**A PROJECT REPORT
for
Mini Project (KCA353)
Session (2023-24)**

Submitted by

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Requirements for the Degree of**

MASTER OF COMPUTER APPLICATION

**Under the Supervision of
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Submitted to

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CERTIFICATE

Certified that **Shubhangini Agrawal, 2200290140151** has carried out the project work having “**Online Quiz Application**” (**Mini Project-KCA353**) for **Master of Computer Application** from Dr. A.P.J. Abdul Kalam Technical University (AKTU) (formerly UPTU), Lucknow under my supervision. The project report embodies original work, and studies are carried out by the student herself and the contents of the project report do not form the basis for the award of any other degree to the candidate or to anybody else from this or any other University/Institution.

Date:

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This is to certify that the above statement made by the candidate is correct to the best of my knowledge.

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ABSTRACT

This project presents the development and implementation of an Online Quiz Application, aiming to provide an efficient and user-friendly platform for conducting quizzes and assessments over the internet. The application is designed to cater to various educational and organizational needs, enabling seamless administration, participation, and evaluation of quizzes in a digital environment.

The Online Quiz Application encompasses a range of features to enhance the overall user experience. These include user authentication, quiz creation and management, real-time participation tracking, automated scoring, and result dissemination. The application is accessible through web browsers, ensuring compatibility across different devices, making it convenient for both quiz organizers and participants.

The Online Quiz Application aims to revolutionize the way quizzes are conducted, offering a flexible, scalable, and efficient solution for educational institutions, businesses, and other organizations. With its user-friendly design and comprehensive features, the application seeks to enhance the overall quiz-taking experience for both organizers and participants in the digital age.

ACKNOWLEDGEMENT

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Shubhangini Agrawal

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CHAPTER 1

INTRODUCTION

1.1 OVERVIEW

The online quiz application is a web-based platform designed to provide users with an engaging and educational experience through a variety of quizzes on different topics. This project aims to create a user friendly, responsive and feature rich application that allows users to participate in quizzes, test their knowledge and track their progress. This application can be used by students to study for exams, practice new skills, and assess their understanding of course material. Teachers can also use online quiz applications to create and administer quizzes for their students.

1.2 BENEFITS OF USING AN ONLINE QUIZ APPLICATION

- **Convenience:** Users can take quizzes from anywhere with an internet connection, at any time of day or night. This makes them ideal for students who need to study for exams, or for those who need to brush up on their skills.
- **Flexibility:** Users can choose to take quizzes on a variety of topics, and they can adjust the difficulty level to suit their needs. This makes them ideal for a wide range of users, from beginners to experts.
- **Improved learning outcomes:** Online quiz applications can be used to improve student learning outcomes in a variety of ways. For example, online quiz applications can be used to assess student understanding of course material, to provide students with feedback on their learning, and to help students to identify areas where they need additional support.
- **Increased motivation and engagement:** Online quiz applications can be used to increase student motivation and engagement with learning.

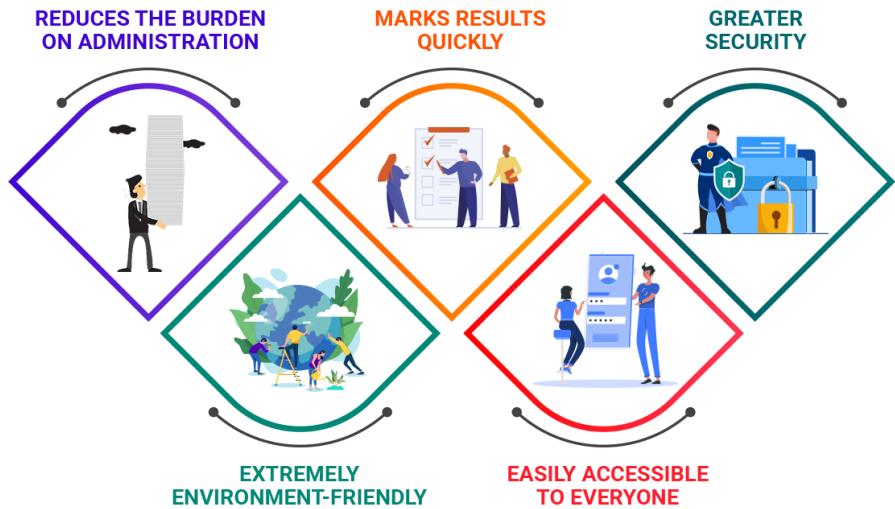


Fig. 1.1: Benefits of Online Quiz Application

1.3 FEATURES OF ONLINE QUIZ APPLICATION

- **Admins:** Users will be able to create an account in order add the teachers and student accounts
- **Quiz Creation:** Teacher panel will be able to create the own quizzes This includes the addition of questions, choosing the type of questions and set the time limit and environment of the quiz
- **Quiz Taking:** The students will be able to take quizzes that have been created by the teachers. Students would be able to review their answers and submit it when it is finished
- **Scoring:** The application will automatically score quizzes and provide students and teachers with the progress report of the students
- **Quiz categories:** The application can allow the teachers and the students to add and take various quizzes in different domains

1.4 HOW TO CHOOSE AN E=QUIZ APPLICATION

When choosing an online quiz application

- Consider features
- Ease of use
- Customization
- Scalability
- Security
- Cost

1.5 SOME ONLINE QUIZ PLATFORMS

- **Quizizz** is a free online quiz platform that offers a wide variety of quizzes on a variety of topics. Quizizz quizzes can be taken individually or as a class.
- **Kahoot!** is another free online quiz platform that is popular among students and teachers. Kahoot! quizzes are typically interactive and competitive, and they can be taken on a variety of devices.
- **Socrative** is a paid online quiz platform that offers a variety of features, including quizzes, polls, and exit tickets. Socrative is popular among teachers who want to create engaging and interactive lessons.

CHAPTER 2

SYSTEM ANALYSIS

2.1 REQUIREMENT ANALYSIS

2.1.1 PROBLEM DEFINITION

The ‘Online Quiz Application’ project will be developed to overcome the time-consuming problem of manual system. Apart from that in current system, checking the answer sheets after taking test, waste the examiners time, so this application will check the correct answer and save the examiner time and carry the examination in an effective manner. The users which are use this system don’t need to high computing knowledge and also system will inform them while entering invalid data.

The aim of this project is to computerized the existing manual system and help the examiners to save their valuable time and important data. Apart from this, data which are exist in this system, will exist for long period of time and will be easy accessible. This project helps the examiners to manage their services in a good way and provide a better service to their users.

2.1.2 PERFORMANCE REQUIREMENTS

The following performance characteristics should be taken care of while developing the system:

- **Performance:** The application should be able to handle a large number of users and quizzes without any performance issues.

- **Scalability:** The application should be able to scale to accommodate a growing number of users and quizzes.
- **Security:** The application should be secure and protect user data from unauthorized access.
- **Reliability:** The application should be reliable and available to users when they need it.
- **Usability:** The application should be easy to use and navigate.

2.1.3 FUNCTIONAL REQUIREMENTS

- **User accounts**

Users should be able to create and manage their own accounts. This should include the ability to set a username and password, as well as update their profile information.

- **Quiz creation**

Users should be able to create their own quizzes. This should include the ability to add questions, choose the type of questions (e.g., multiple choice, true/false, fill-in-the-blank), and set the time limit for the quiz.

- **Quiz taking**

Users should be able to take quizzes that have been created by other users. This should include the ability to see the time remaining on the quiz, review their answers, and submit the quiz when they are finished.

- **Scoring**

The application should automatically score quizzes and provide users with their results. This should include the ability to see the correct answers to the questions and their score for each question.

- **Quiz categories**

The application can allow the teachers and the students to add and take various quizzes in different domains

- **Timer and Difficulty levels:**

The teachers will be able to set the timer and difficulty level of the quizzes.

Hardware Requirements

- Processor: Core i3 7Gen
- RAM: 8GB
- Hard Disk: 128GB

Software Requirements

- Visual Studio Code

2.2 FEASIBILITY STUDY

2.2.1 Economic Feasibility

The proposed “ONLINE QUIZ APPLICATION” is economically feasible because

- The system requires very less time factors.
- The system will provide fast and efficient automated environment instead of slow and error prone manual system, thus reducing both time and man power spent in running the system.

- The system will have GUI interface and very less user-training is required to learn it.
- The system will provide service to view various information for proper educational decisions.

2.2.2 Behavioural Feasibility

People are inherently resistant to change, and computers have been known to facilitate change. An estimate should be made of how strong a reaction the user staff is likely to have towards the development of a computerized system. Therefore, it is understandable that the introduction of a online system requires special efforts to educate and train the staff. The software that is being developed is user friendly and easy to learn. In this way, the developed software is truly efficient and can work on any circumstances, tradition, locales.

2.2.3 Technical Feasibility

Technical feasibility centres around the existing computer system (Hardware and Software etc) and to what extend it support the proposed addition. For example, if the current computer is operating at 80 percent capacity - an arbitrary ceiling - then running another application could overload the system or require additional Hardware. This involves financial considerations to accommodate technical enhancements. If the budgets is a serious constraint, then the project is judged not feasible. In this project, all the necessary cautions have been taken care to make it technically feasible. Using a key the display of text/object is very fast. Also, the tools, operating system and programming language used in this localization process is compatible with the existing one.

CHAPTER 3

SYSTEM DESIGN

Designing is the most important phase of software development. It requires a careful planning and thinking on the part of the system designer. Designing software means to plan how the various parts of the software are going to achieve the desired goal. It should be done with utmost care because if the phase contains any error, then that will affect the performance of the system, as a result it may take more processing time, more response time, extra coding workload etc.

Software design sits at the technical kernel of the software engineering process and is applied regardless of the software process model that is used. After the software requirements have been analysed and specified, software design is the first of the three technical activities Designing, Coding and Testing that are required to build and verify the software. Each activity transforms information in such a manner that ultimately results in validated computer software.

3.1 DESIGN GOALS

The following goals were kept in mind while designing the system:

- Make system user-friendly. This was necessary so that system could be used efficiently and system could act as catalyst in achieving objectives.
- Make system compatible *i.e.* It should fit in the total integrated system. Future maintenance and enhancement must be less.
- Make the system compatible so that it could integrate other modules of system into itself.
- Make the system reliable, understandable and cost-effective.

3.2 USE CASE DIAGRAM

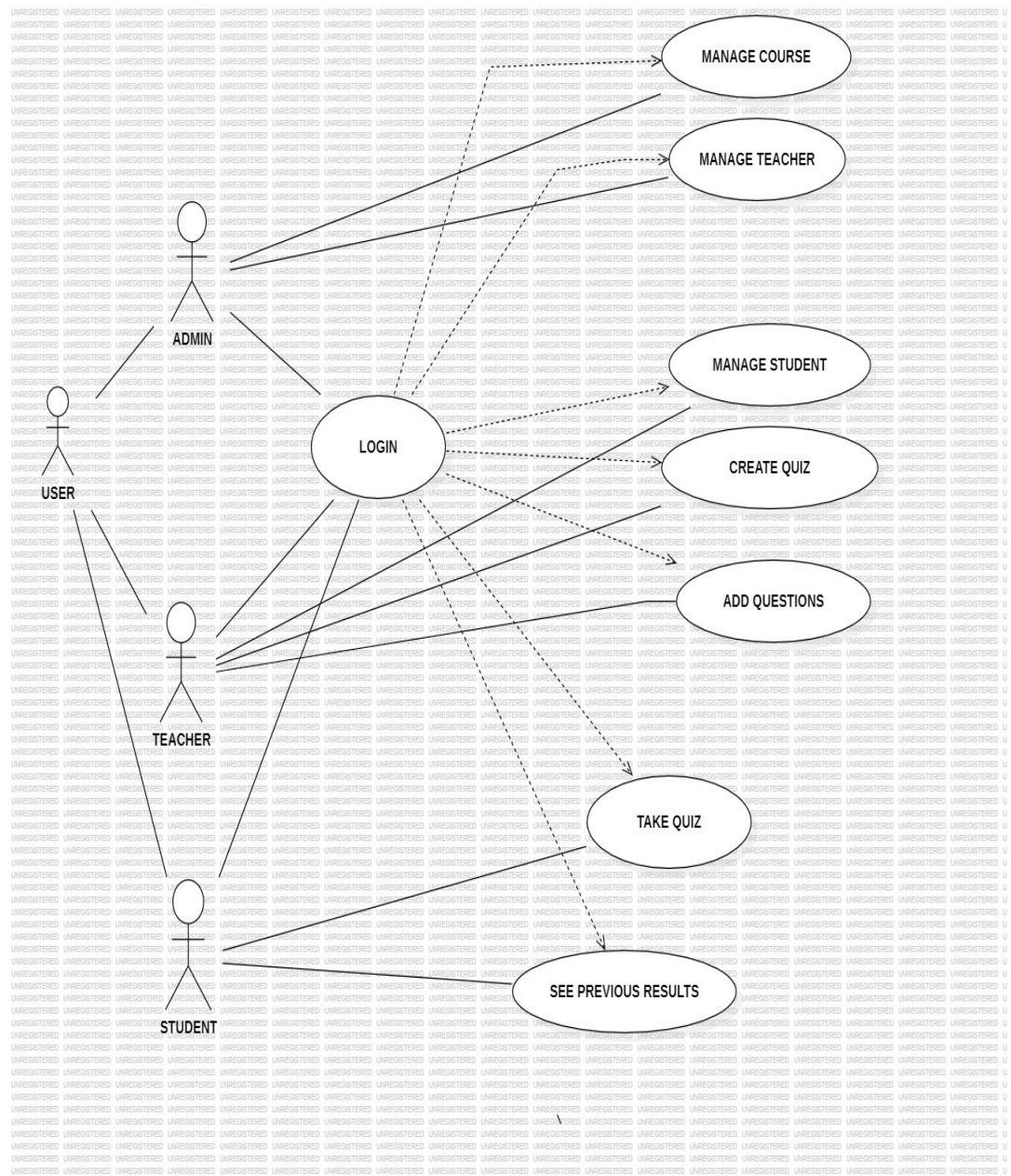


Fig 3.1 : Use Case Diagram

3.3 FUNCTIONAL FLOW OF THE SYSTEM

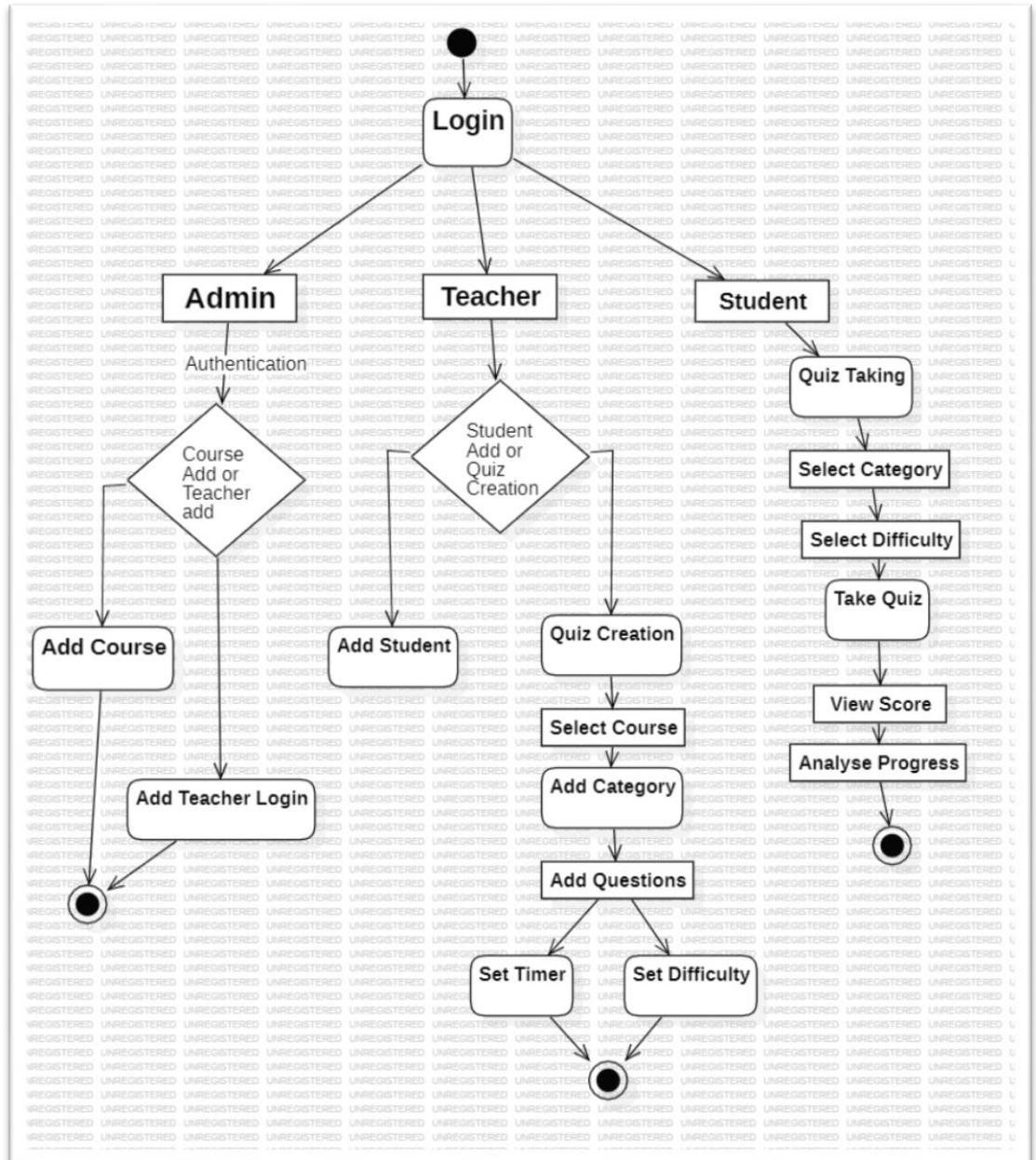


Fig 3.2: Activity Diagram

3.4 ENTITY RELATIONSHIP DIAGRAM

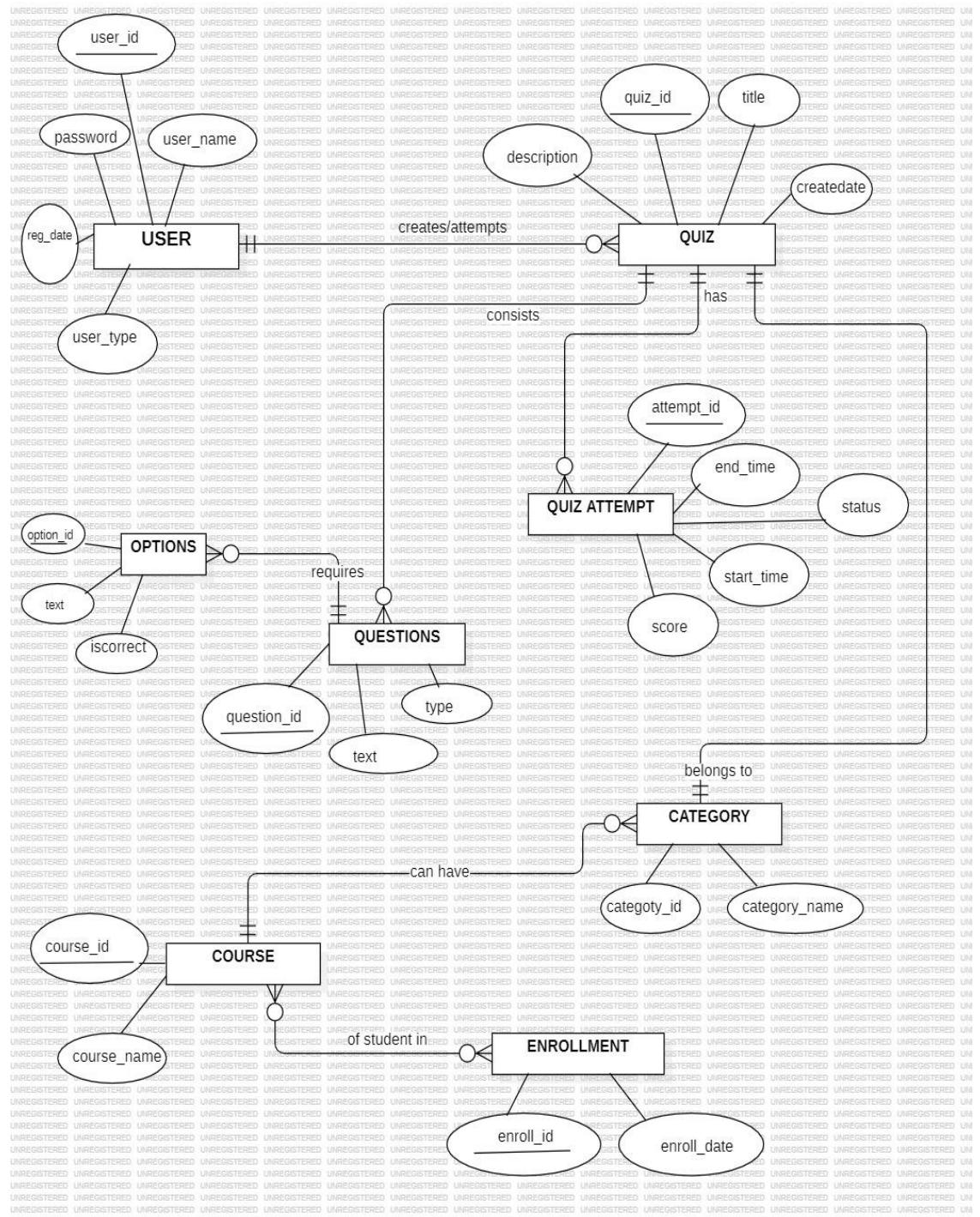


Fig 3.3 E-R diagram

3.5 DATA FLOW DIAGRAM

The DFD's for individual processes:

1. Admin Process

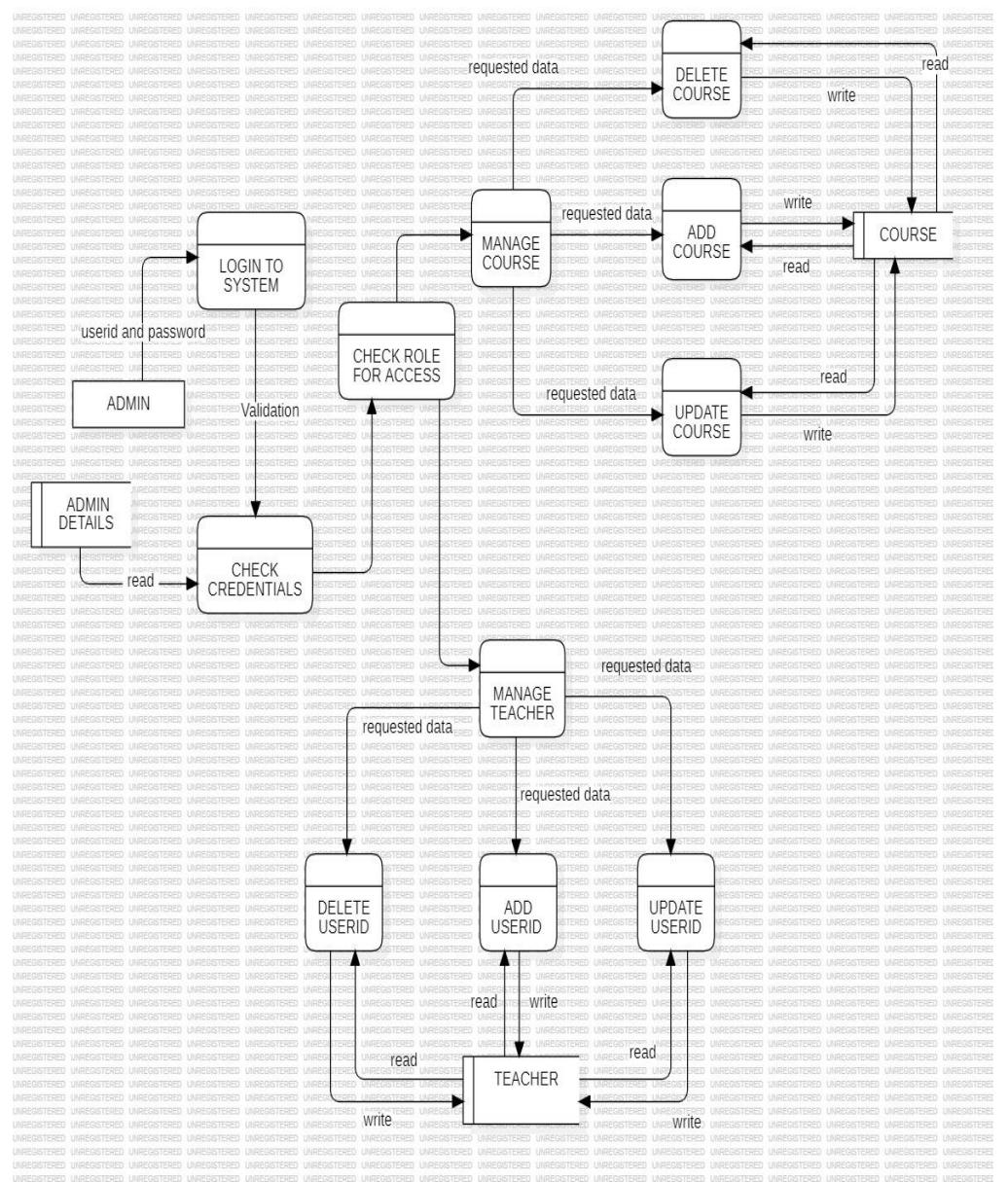


Fig 3.4 DFD for Amin Process

2. Teacher Process

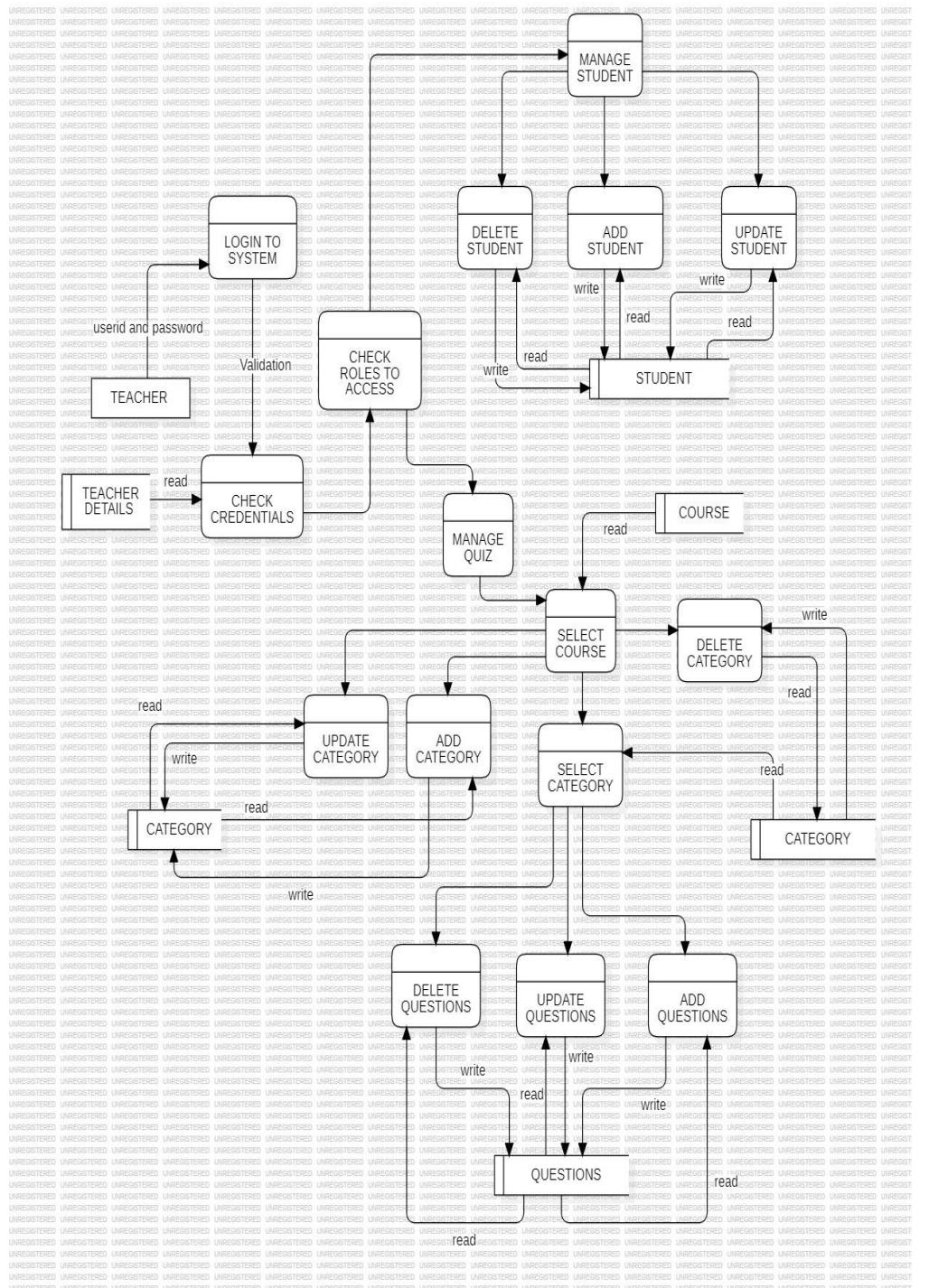


Fig 3.5 DFD for Teacher Process

3. Student Process

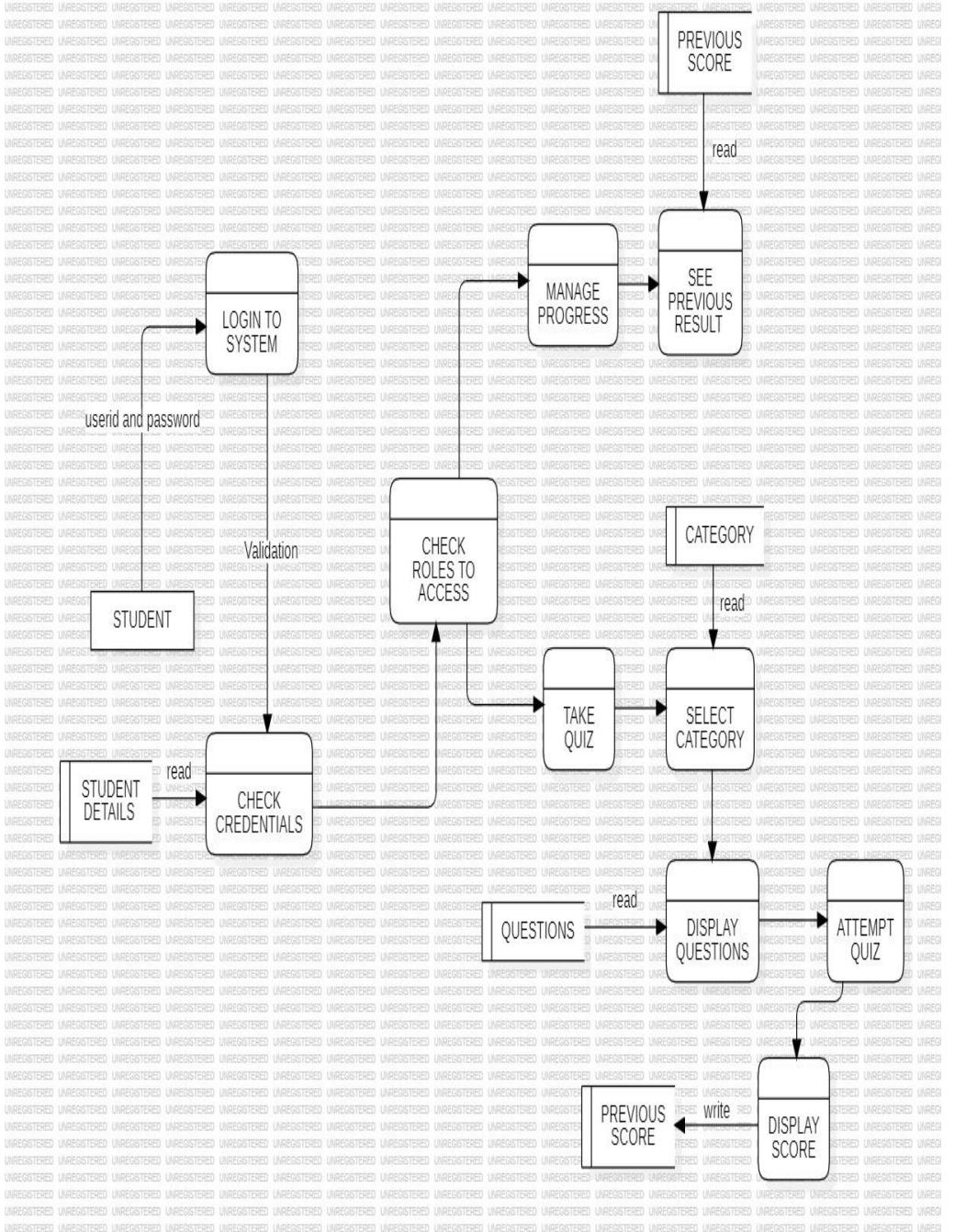


Fig 3.6 DFD for Student Process

CHAPTER 4

TECHNOLOGY USED

4.1 HARWARE REQUIREMENTS

S. N.	Description
1	PC with 5 GB or more Hard disk.
2	PC with 2 GB RAM.
3	PC with core i3 or above processor.

Table 4.1 : Hardware Requirements

1. PC with 5 GB or more Hard disk:

This specifies the storage requirement for the PC. It should have a hard disk with a capacity of 5 gigabytes (GB) or more. This is where you store your operating system, software applications, and data.

1. PC with 2 GB RAM:

This sets the minimum random-access memory (RAM) requirement for the PC. It should have at least 2 gigabytes of RAM. RAM is essential for running applications and the operating system efficiently.

2. PC with core i3 or above processor:

This specifies the processor requirement for the PC. It should have an Intel Core i3 processor or a more powerful one. The processor is a crucial component that determines the computer's overall speed and performance.

4.2 SOFTWARE REQUIREMENTS

S. N.	Description	Type
1	Operating System	Windows 10 or 11
2	Front End	HTML, CSS
3	Back End	Python
4	Database	Django with SQLite
5	IDE	VS Code
6	Browser	Chrome, Firefox, Edge

Table 4.2 Software Requirements

1. Operating System

Windows 10 or 11

These are the supported operating systems for the development environment. You can use either Windows 10 or 11, or a newer version.

2. Front End

HTML, CSS

These are the technologies for the front end of a web application. HTML (Hypertext Markup Language) is used for structuring content, and CSS (Cascading Style Sheets) is used for styling and layout.

3. Back End

Python

It is becoming increasingly common for to use Python for the backend of a website. With its clean syntax, robust built-in support, and vast ecosystem of libraries and frameworks, Python offers numerous advantages for creating efficient and scalable web applications.

4. Database

Django with SQLite Configuration

It's a normal Python module with module-level variables representing Django settings. By default, the configuration uses SQLite. SQLite is included in Python, so you won't need to install anything else to support your database

5. IDE

Visual Studio Code

Visual Studio Code (VS Code) is the preferred integrated development environment for coding. It provides features like code highlighting, debugging, and version control integration.

6. Browser

Mozilla Firefox, Google Chrome, Microsoft Edge

Any of the browsers can be used to access the software.

CHAPTER 5

TESTING AND DEBUGGING

Software testing is a critical element of the ultimate review of specification design and coding. Testing of software leads to the uncovering of errors in the software functional and performance requirements are met. Testing also provides a good indication of software reliability and software quality as a whole. The result of different phases of testing are evaluated and then compared with the expected results. If the errors are uncovered, they are debugged and corrected. A strategy approach to software testing has the generic characteristics:

- Testing begins at the module level and works “outwards” towards the integration of the entire computer-based system.
- Different testing techniques are appropriate at different points of time.
- Testing and debugging are different activities, but debugging must be accommodated in the testing strategy

5.1 UNIT TESTING

The module interface is tested to ensure that information properly flows into and out of the program unit under test. The unit testing is normally considered as an adjunct step to coding step. Because modules are not a standalone program, drivers and/or stubs software must be developed for each unit. A driver is nothing more than a “main program” that accepts test cases data and passes it to the module. A stub serves to replace the modules that are subordinate to the modules to be tested. A stub may do minimal data manipulation, prints verification of entry and returns.

Approaches used for Unit Testing were:

Functional Test: Each part of the code was tested individually and the panels were tested individually on all platforms to see if they are working properly.

Performance Test: These determined the amount of execution time spent on various parts of units and the resulting throughput, response time given by the module.

Stress Test: A lot of test files were made to work at the same time in order to check how much workloads can the unit bear.

Structure Test: These tests were made to check the internal logic of the program and traversing particular execution paths.

5.2 INTEGRATION TESTING

If they all work individually, they should work when we put them together. The problem of course is “putting them together”. This can be done in two ways:

Top-down integration: Modules are integrated by moving downwards through the control hierarchy, beginning with main control module are incorporated into the structure in either a depth first or breadth first manner.

Bottom-up integration: It begins with construction and testing with atomic modules i.e. modules at the lowest level of the program structure. Because modules are integrated from the bottom up, processing required for the modules subordinate to a given level is always available and the need of stubs is eliminated.

Testing includes Verification and Validation

Verification:-is a process of confirming that software meets its specification.

Validation:- is the process of confirming that software meets the customer's requirements.

5.3 SYSTEM TESTING

System testing is a type of software testing that evaluates the overall functionality and performance of a complete and fully integrated software solution. It tests if the system meets the specified requirements and if it is suitable for delivery to the end-users. This type of testing is performed after the integration testing and before the acceptance testing.

System Testing is a type of software testing that is performed on a complete integrated system to evaluate the compliance of the system with the corresponding requirements. In system testing, integration testing passed components are taken as input. The goal of integration testing is to detect any irregularity between the units that are integrated together. System testing detects defects within both the integrated units and the whole system. The result of system testing is the observed behaviour of a component or a system when it is tested.

System Testing Process:

System Testing is performed in the following steps:

- Test Environment Setup: Create testing environment for the better quality testing.
- Create Test Case: Generate test case for the testing process.
- Create Test Data: Generate the data that is to be tested.
- Execute Test Case: After the generation of the test case and the test data, test cases are executed.
- Defect Reporting: Defects in the system are detected.
- Regression Testing: It is carried out to test the side effects of the testing process.
- Log Defects: Defects are fixed in this step.
- Retest: If the test is not successful then again test is performed.
-

5.4 ACCEPTANCE TESTING

It is formal testing according to user needs, requirements, and business processes conducted to determine whether a system satisfies the acceptance criteria or not and to enable the users, customers, or other authorized entities to determine whether to accept the system or not.

Acceptance Testing is the last phase of software testing performed after System Testing and before making the system available for actual use.

5.5 DEBUGGING

Debugging occurs as a consequence of successful testing i.e. when a test case uncovers an error, debugging is the process that results in

identifying the location of error ad the removal of error. The poorly understood mental process that connects a symptom to cause is debugging. This process will always have one of the two outcomes.

- The cause will be found, corrected and then removed or
- The cause will not be found. In the latter case the person performing debugging may suspect a cause, design a test case to help validate his suspicion, and then work towards the correction of errors in the interactive fashion.

Following three approaches of debugging were used:

- Debugging by Induction
- Debugging by Deduction
- Backtracking

In this project we mainly used PRINT STATEMENTS debugging technique.

CHAPTER 6

IMPLEMENTATION

Once the system was tested, the implementation phase started. A crucial phase in the system development life cycle is successful implementation of new system design. Implementations simply mean converting new system design into operation. This is the moment of truth the first question that strikes in every one's mind that whether the system will be able to give all the desired results as expected from system. The implementation phase is concerned with user training and file conversion.

The term implementation has different meanings, ranging from the conversion of a basic application to a complete replacement of computer system. Implementation is used here to mean the process of converting a new or revised system design into an operational one. Conversion is one aspect of implementation. The other aspects are the post implementation review and software maintenance. There are three types of implementations

- Implementation of a computer system to replace a manual system
- Implementation of a new computer system to replace an existing one
- Implementation of a modified application to replace an existing one.

6.1 MODULES

In computer software, a module is an extension to a main program dedicated to a specific function. In programming, a module is a section of code that is added in as a whole or is designed for easy reusability

The proposed system of “Online Quiz Application” has the following modules

1. Login
2. Admin
3. Teacher
4. Student

6.2 FLOWCHARTS OF MODULES

6.2.1 FLOWCHART OF LOGIN MODULE

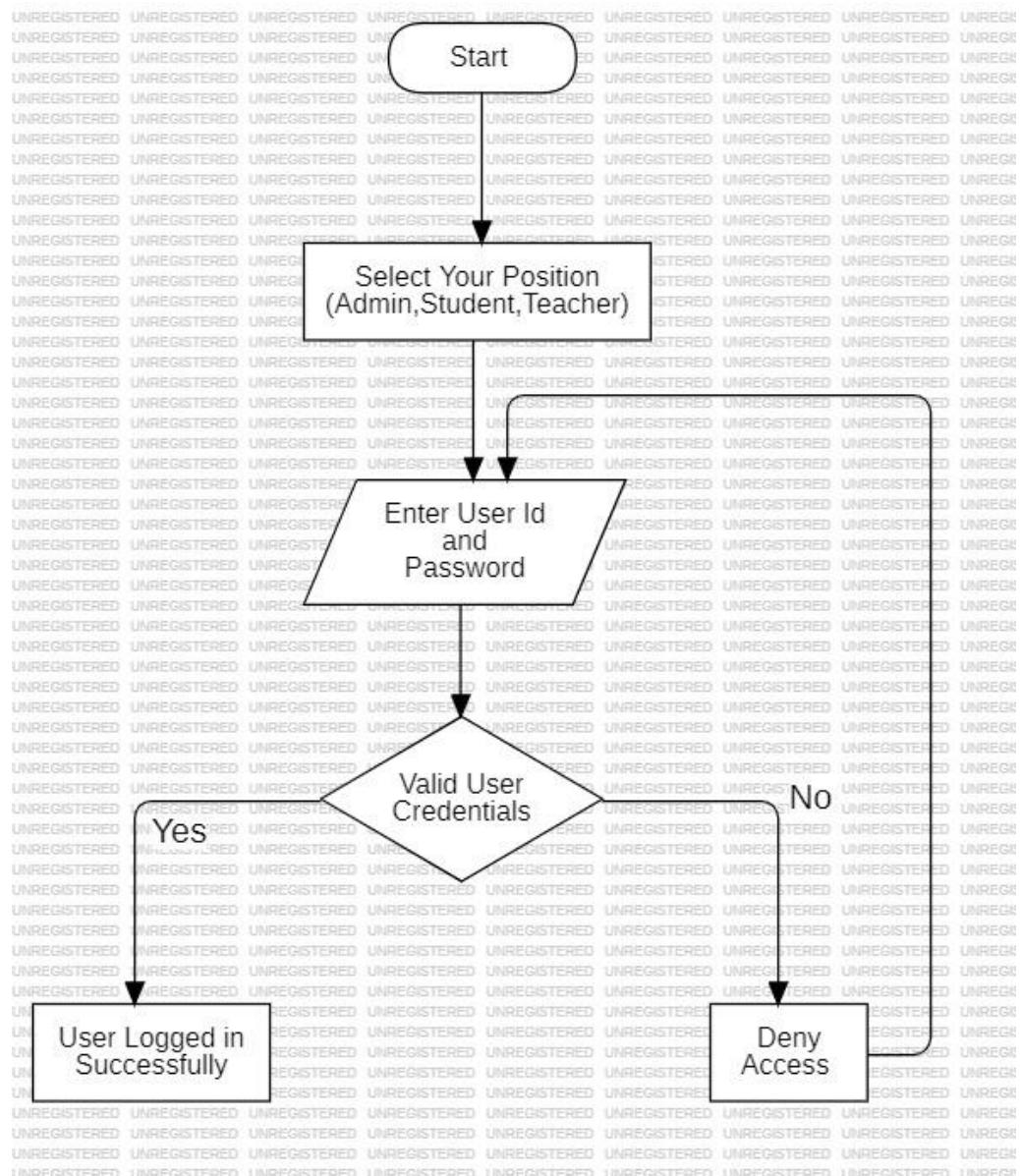


Fig 6.1 Flowchart of Login Module

6.2.2 FLOWCHART OF ADMIN MODULE

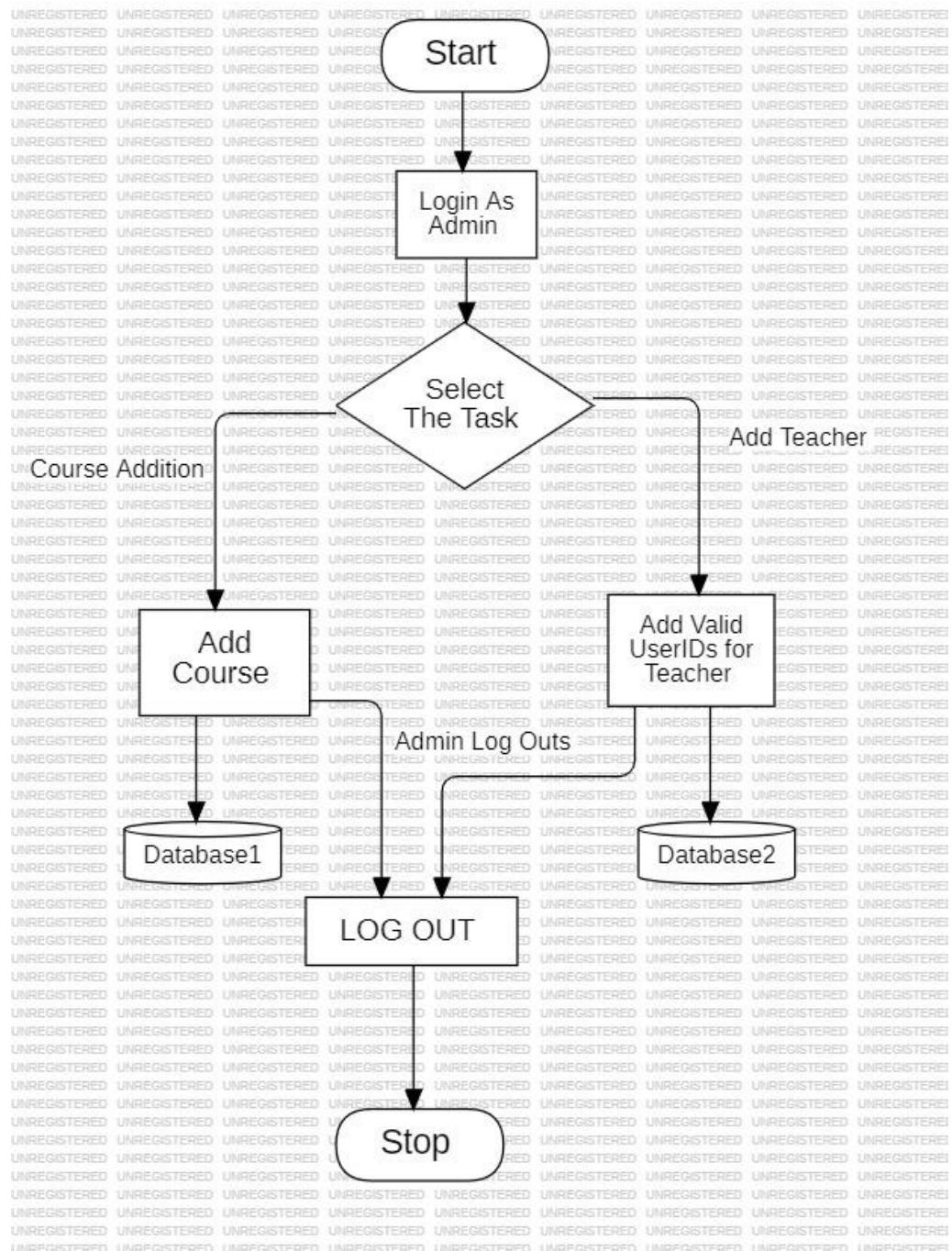


Fig 6.2 Flowchart of Admin Module

6.2.3 FLOWCHART OF TEACHER MODULE

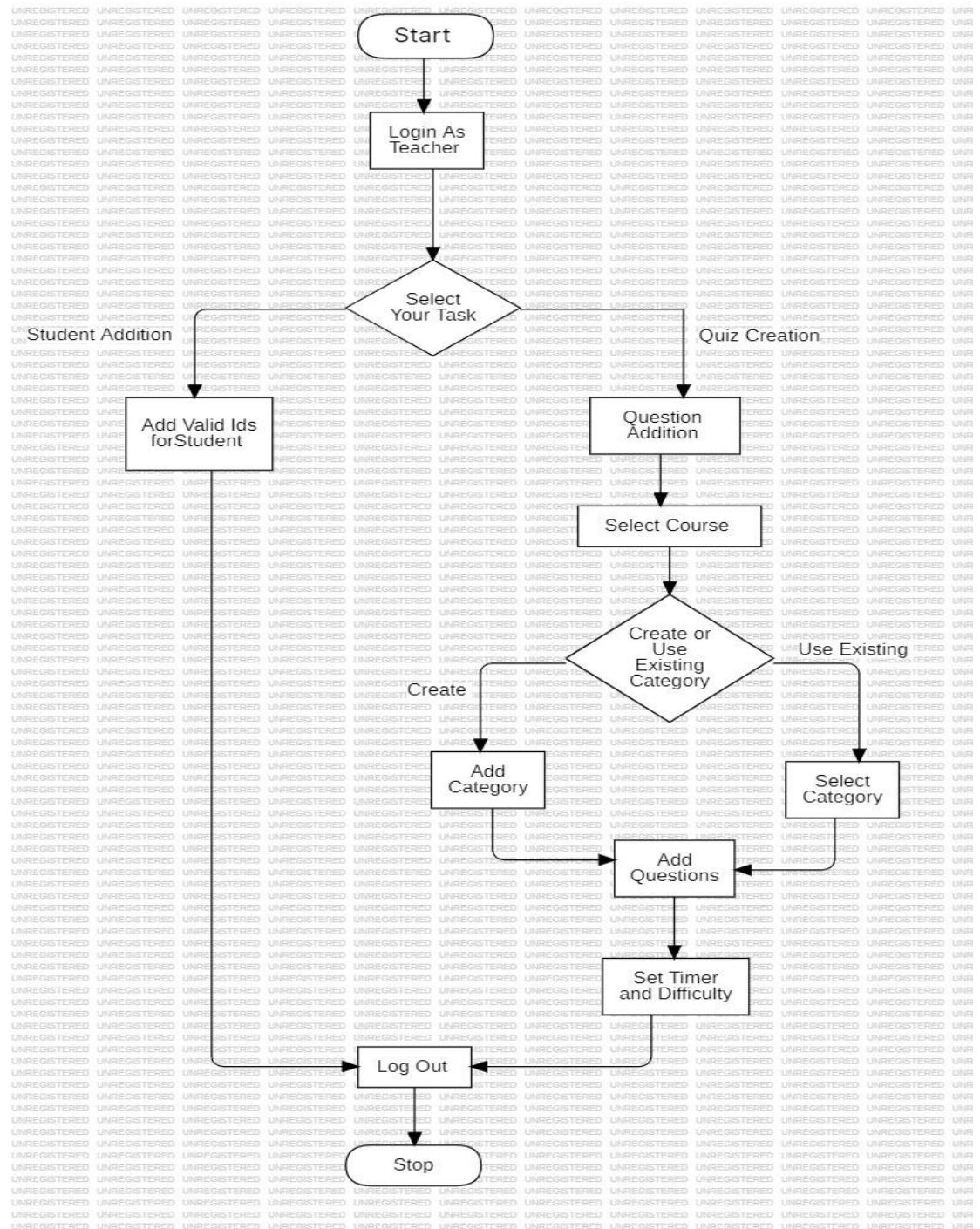


Fig 6.3 Flowchart of Teacher Module

6.2.4 FLOWCHART OF STUDENT MODULE

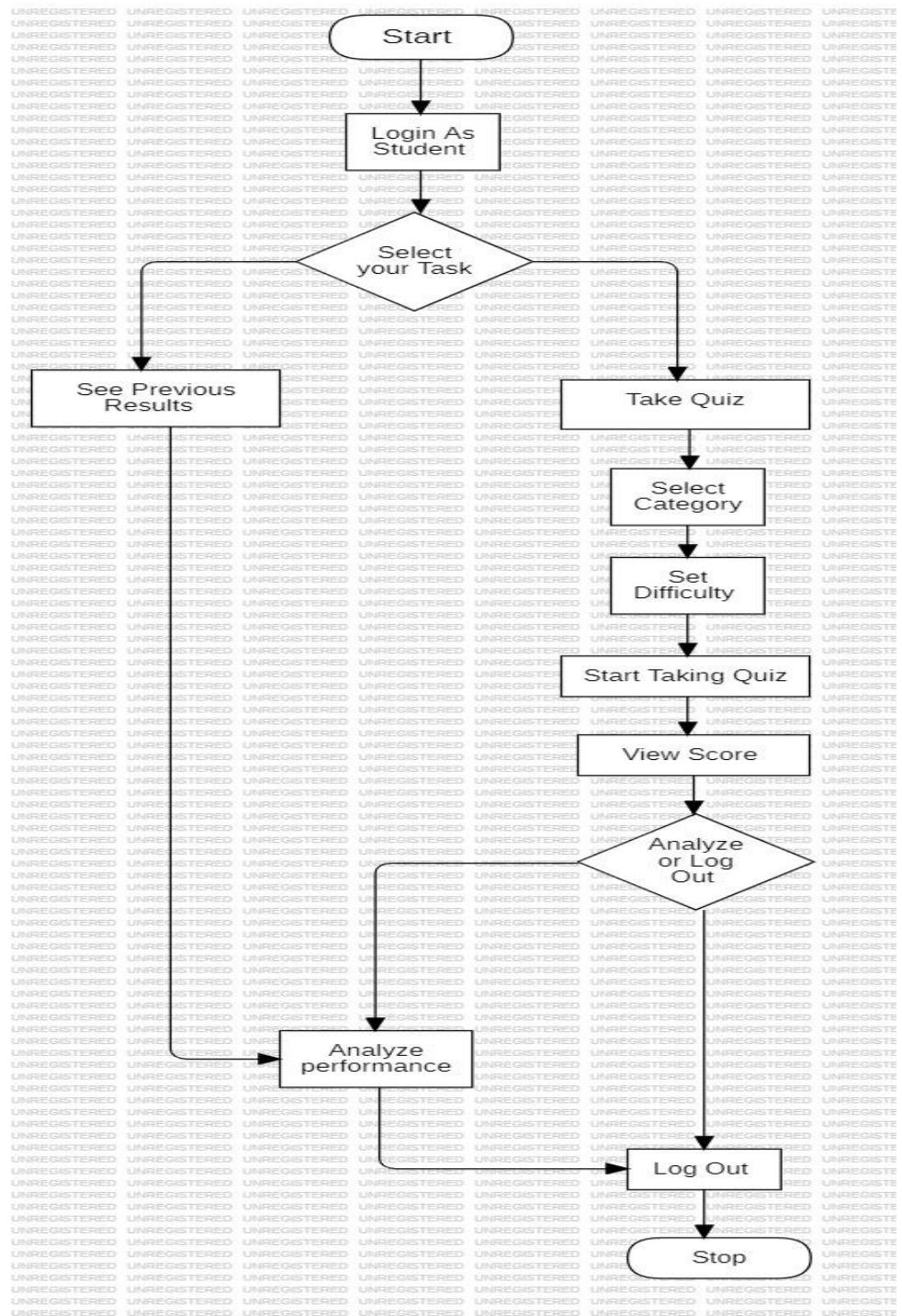


Fig 6.4 Flowchart of Student Process

CHAPTER 7

PROJECT SCREENSHOTS

7.1 HOME PAGE

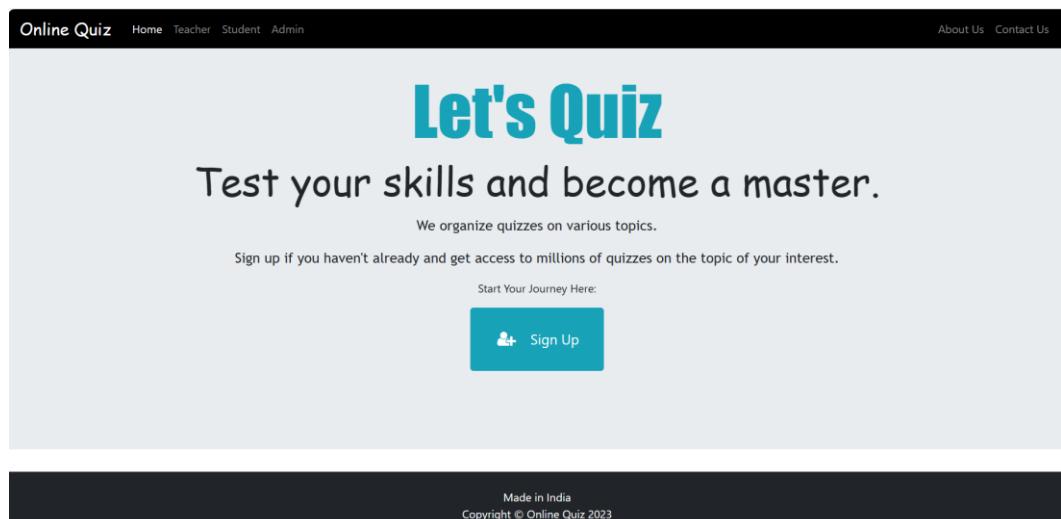


Fig 7.1 Home Page

7.2 ADMIN LOGIN PAGE

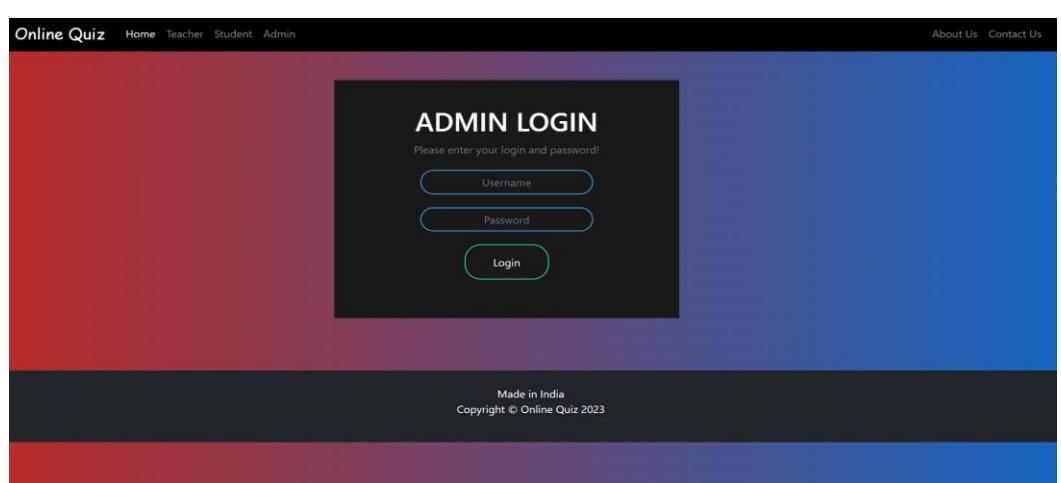
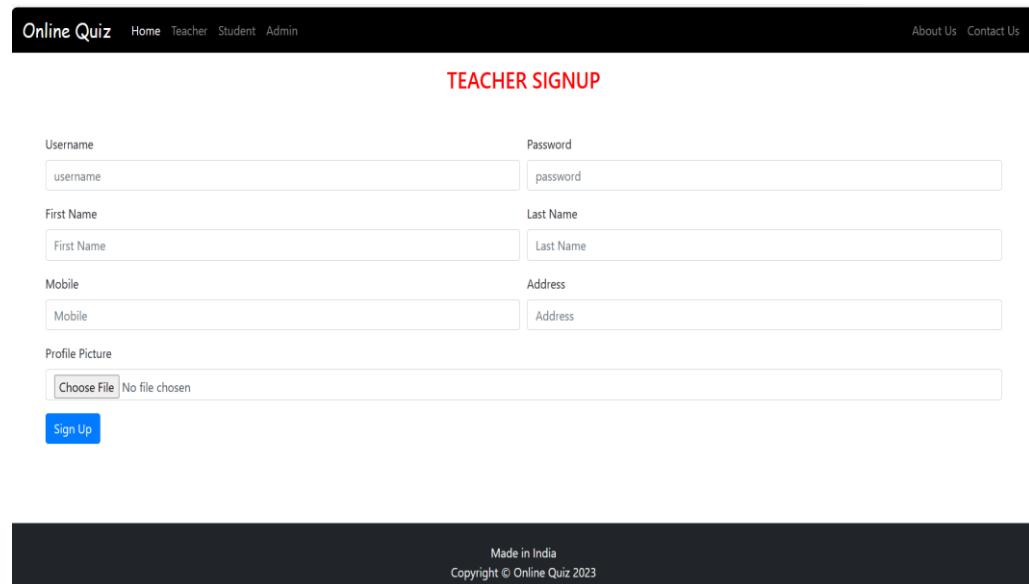


Fig 7.2 Admin Login Page

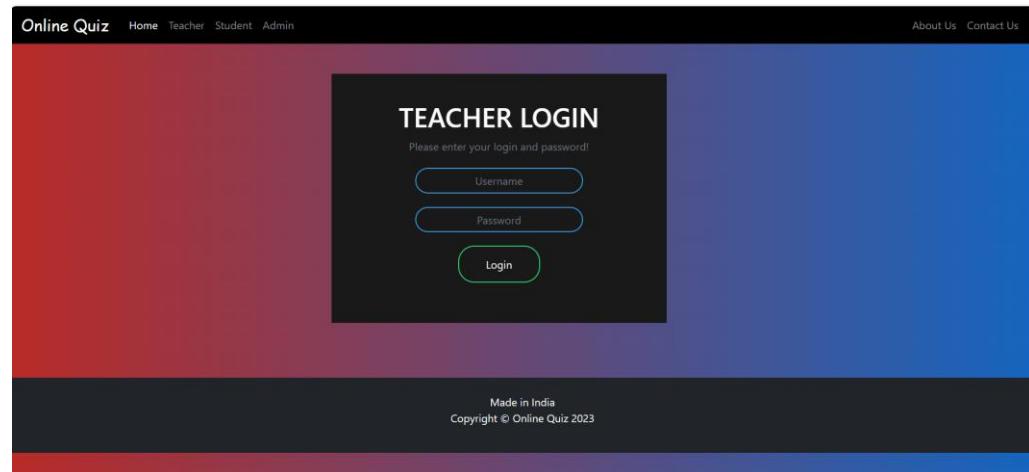
7.3 TEACHER SIGN UP



The screenshot shows the 'TEACHER SIGNUP' form. At the top, there is a navigation bar with links for Online Quiz, Home, Teacher, Student, Admin, About Us, and Contact Us. The main form area has the title 'TEACHER SIGNUP' centered at the top. It contains several input fields: 'Username' (with placeholder 'username'), 'Password' (with placeholder 'password'), 'First Name' (with placeholder 'First Name'), 'Last Name' (with placeholder 'Last Name'), 'Mobile' (with placeholder 'Mobile'), 'Address' (with placeholder 'Address'), and a 'Profile Picture' section with a 'Choose File' button and a note 'No file chosen'. A blue 'Sign Up' button is located at the bottom left of the form.

Fig 7.3 Teacher Sign Up

7.4 TEACHER LOGIN PAGE



The screenshot shows the 'TEACHER LOGIN' page. At the top, there is a navigation bar with links for Online Quiz, Home, Teacher, Student, Admin, About Us, and Contact Us. The main login area features a dark background with the title 'TEACHER LOGIN' and a sub-instruction 'Please enter your login and password!'. It includes two input fields labeled 'Username' and 'Password', and a green 'Login' button below them. A note 'Made in India Copyright © Online Quiz 2023' is visible at the bottom of the page.

Fig 7.4 Teacher Login Page

7.5 STUDENT SIGN UP PAGE

The screenshot shows the 'STUDENT SIGNUP' page. At the top, there is a navigation bar with links for Home, Teacher, Student, Admin, About Us, and Contact Us. The main form area has fields for Username (with placeholder 'username'), Password (with placeholder 'password'), First Name (with placeholder 'First Name'), Last Name (with placeholder 'Last Name'), Mobile (with placeholder 'Mobile'), Address (with placeholder 'Address'), and Profile Picture (with a 'Choose File' button and placeholder 'No file chosen'). A blue 'Sign Up' button is located below the profile picture field. At the bottom right of the page, there is a footer with the text 'Made in India' and 'Copyright © Online Quiz 2023'.

Fig 7.5 Student Sign Up

7.6 STUDENT LOGIN PAGE

The screenshot shows the 'STUDENT LOGIN' page. At the top, there is a navigation bar with links for Home, Teacher, Student, Admin, About Us, and Contact Us. The main form area has fields for Username and Password, both with placeholder text, and a green 'Login' button. Above the login button, there is a message: 'Please enter your login and password!'. At the bottom right of the page, there is a footer with the text 'Made in India' and 'Copyright © Online Quiz 2023'.

Fig 7.6 Student Login Page

7.7 ADMIN DASHBOARD

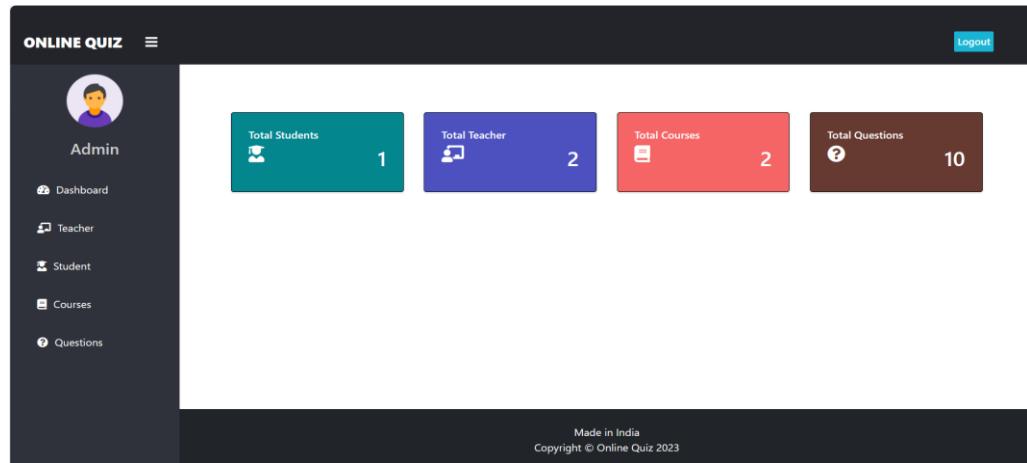


Fig 7.7 Admin Dashboard

7.8 ADD COURSE

The screenshot shows the "Add Course" page. It features a sidebar with "Admin" and various navigation links. The main content area has two buttons: "Add Course" with a plus sign icon and "View Course" with an eye icon. Below these buttons, there's a form with fields for "Course Name" (containing "Java"), "Total Question" (containing "10"), and "Total Marks" (containing "50"). An "ADD" button is located at the bottom of the form. A footer bar at the bottom of the page includes the text "Made in India" and "Copyright © Online Quiz 2023".

Fig 7.8 Add Course

7.9 TEACHER AUTHENTICATION

The screenshots show the Admin dashboard, a list of teachers, and a list of pending teachers.

Admin Dashboard:

Total Teacher	2
Total Pending Teacher	1
Total Teacher Salary	₹ 50000

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Teachers List:

Name	Profile Picture	Mobile	Address	Update	Delete
Shubhangini Agrawal		0870708283	Ghaziabad	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>
Radhika Singh		89745621390	Ghaziabad	<input type="button" value="Edit"/>	<input type="button" value="Delete"/>

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Pending Teachers List:

Name	Profile Picture	Mobile	Address	Approve	Reject
Pooja Patel		9874561230	Ghaziabad	<input checked="" type="checkbox"/>	<input type="checkbox"/>

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Fig 7.9 Teacher Authentication

7.10 TEACHER DASHBOARD

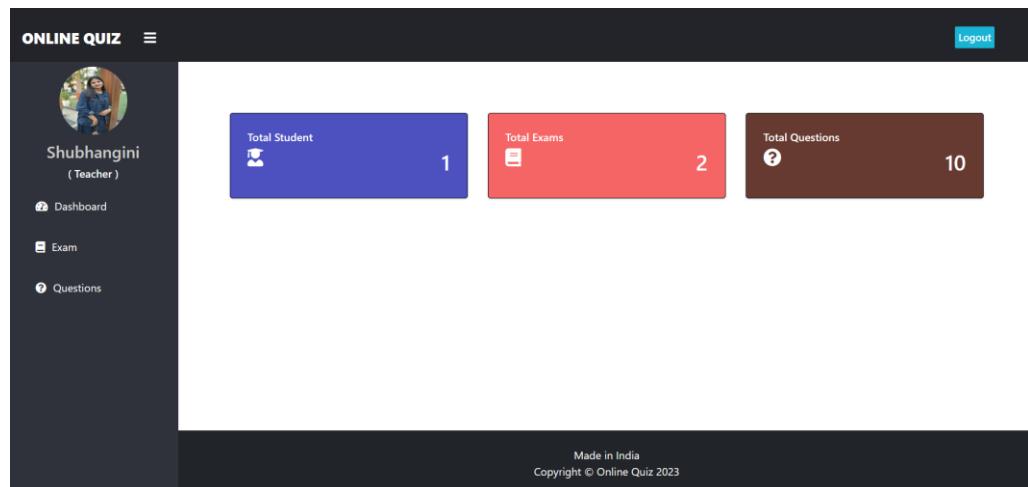


Fig 7.10 Teacher Dashboard

7.11 CREATE AND VIEW QUIZ

The first screenshot shows the 'Create Quiz' interface with a teal 'Add Exam' button and a blue 'View Exams' button. The second screenshot shows the 'View Exams' interface displaying a table of exams:

Course Name	Total Question	Total Marks	Delete
MCA- Java	10	20	
Java-2	10	20	

Both screenshots show the same sidebar with a profile picture of Shubhangini (Teacher) and links for Dashboard, Exam, and Questions. At the bottom right, it says 'Made in India Copyright © Online Quiz 2023'.

7.12 ADD QUESTIONS

The screenshot shows the 'ADD QUESTION' form. On the left is a sidebar with a user profile picture of Shubhangini (Teacher) and links for Dashboard, Exam, and Questions. The main area has a title 'ADD QUESTION'. It includes fields for Course (Course Name dropdown), Question (text area with placeholder 'What is the currency of India?'), Marks (input field with value 10), and four option fields (Option 1: Rupees, Option 2: Dollar, Option 3: Taka, Option 4: Euro). A 'Logout' button is in the top right.

7.13 STUDENT DASHBOARD

The screenshot shows the Student Dashboard. The sidebar on the left shows a user profile picture of Radha (Student) and links for Dashboard, Exam, and Marks. The main dashboard features two cards: one red card showing 'Total Exams Available' with a document icon and the number 2, and one brown card showing 'Total Questions' with a question mark icon and the number 10. At the bottom, there's a footer bar with 'Made in India' and 'Copyright © Online Quiz 2023'.

7.14 TAKE QUIZ

The screenshot shows the 'ONLINE QUIZ' application interface. On the left, a dark sidebar displays the user information 'Radha (Student)' and navigation links for 'Dashboard', 'Exam', and 'Marks'. The main content area is titled 'Courses' and lists two exams: 'MCA- Java' and 'Java-2'. Each exam entry includes a 'Take Exam' button. At the bottom right of the main area, there is a footer note: 'Made in India Copyright © Online Quiz 2023'.

7.15 ATTEMPT QUIZ

The screenshot shows the 'ONLINE QUIZ' application interface during a quiz attempt. The sidebar remains the same as in the previous screenshot. The main content area is titled 'MCA- Java'. It displays two questions. Question 1 asks: 'What is the extension for java class file ?' with options: .java, .jvm, .class, and .jre. The question is marked as having [Marks 2]. Question 2 asks: 'Java is the shortform for JavaScript?' with options: True, False, and In some cases. This question is also marked as having [Marks 2].

7.16 VIEW MARKS

ONLINE QUIZ

Logout

Radha
(Student)

Dashboard

Exam

Marks

Exam Name	View Marks
MCA- Java	
Java-2	

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ONLINE QUIZ

Logout

Radha
(Student)

Dashboard

Exam

Marks

Exam Name	Total Marks	Attempt	Exam Date
MCA- Java	0	Attemp 1	Oct. 31, 2023, 6:40 a.m.
MCA- Java	20	Attemp 2	Nov. 23, 2023, 4:58 a.m.
MCA- Java	14	Attemp 3	Dec. 5, 2023, 6:29 a.m.
MCA- Java	18	Attemp 4	Jan. 25, 2024, 1:10 p.m.

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CHAPTER 8

CONCLUSION

8.1 LIMITATIONS OF THE PROJECT

Due to less knowledge in particular fields and limited time we were not able to fulfil all our expectations that we expected we could do while the project got started. We hope these limitations are considerable. Some of the project limitations are:

- The admin needs to be regularly be in contact with other users for any update in the user's information.
- We want to implement a concept where user itself can add question for others.
- We want to implement a concept where the user can solve any query related to each question at that time only.
- We also want to implement a concept where every user can see profile of other user.

8.2 CONCLUSION

Quiz application provides facility to attempt quiz anywhere and anytime. It saves time since user does need to wait for result. So student/user cannot wait for the result. All Student/ user get extra knowledge and skills. Administrator has a privilege to put as much as question in given Quiz in application. User can register, log-in to attempt Quiz. If user forget their passwords, then he/ she can reset password with the help of Forgot Password option. There is instruction page for students of get information about quiz like number of questions, given time etc. After that student get the result of quiz. so, student cannot wait for result. also, admin is responsible to add, delete and update question in the system also, he can view result of all students.

8.3 LESSONS LEARNT

Doing something for long time periods always gives good lesson. Some of the things that I learnt are listed as below:

- Learnt about the quiz creation and taking process.
- Learnt about Python technology, its components and ways to implement them
- Learnt to work in pressure and to be patient.
- Learnt to manage the database under SQLite through Django

8.4 FUTURE SCOPE

The Scope of this project is very broad in terms of gaining knowledge and sharing knowledge among world.

- Can be used anywhere any time as it is a application.
- This application will be used in educational institutions as well as in corporate world
- The Scope of this project is very broad in terms of gaining knowledge and sharing knowledge among world.
- Can be used anywhere any time as it is a application.
- This application will be used in educational institutions as well as in corporate world

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