

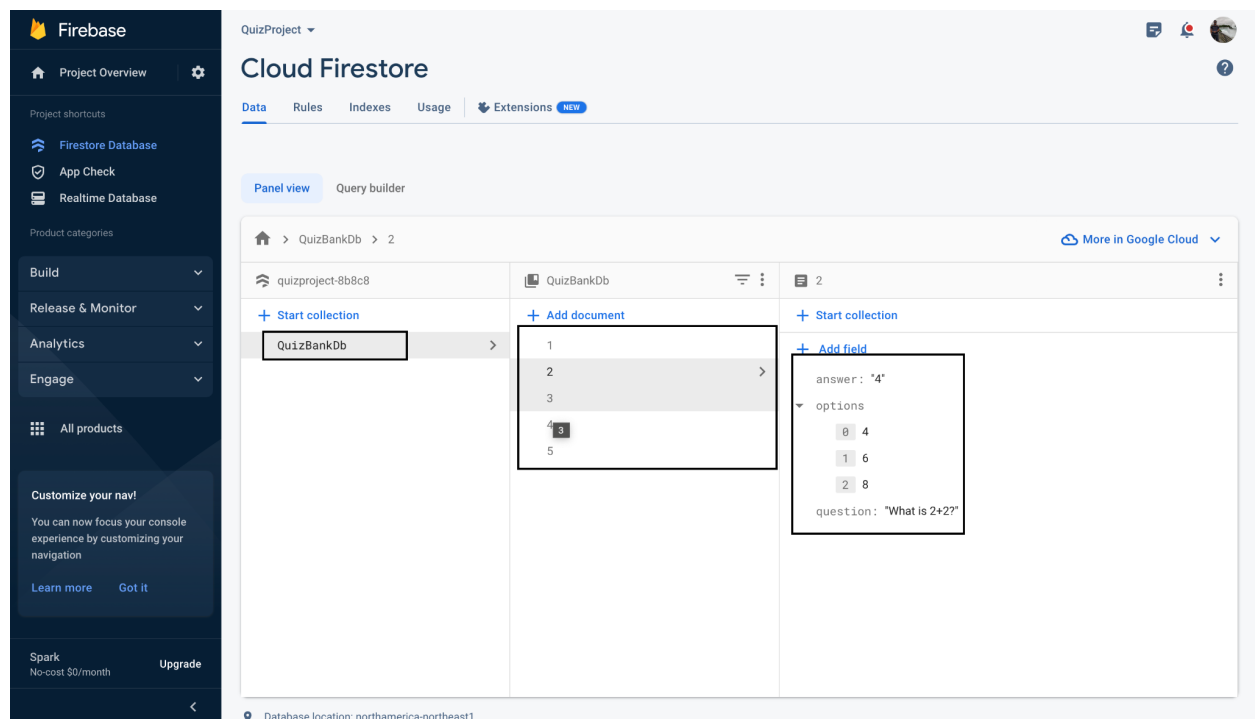
Documentation of methods and files written for QuizBank Module & Database

Database:

/api/config.js:

This file contains the SDK to firebase.

We have created one DB named “QuizBankDB” and stored QuizItems inside that DB.
DB:



QuizBank.mjs:

Class QuizItem:

`storeQuizItem()`

You can create a constructor object of the class QuizItem and assign values. It has fields like id, answer, question, and options.

`getQuizItemById(id)`

To call this method, you must pass the id of a quizitem, which will return the object of quizitem.

And you can access it as belows: `quizitem.id`, `quizitem.answer`, `quizitem.options`, `quizitem.question`.

`delete(id)`

To call this method, you have to pass the id of a quizitem, and it will delete that quizItem from the DB.

`correct(id, answer)`

This method is used to check whether the answer given by the user is correct or not. You can pass the quiz_id and answer given by the user as a parameter to this method. After checking the answer printing output in the console:

```
node_modules/quizbank.mjs
(base) → project-eteam git:(sukrut_branch) ✖ node modules/quizbank.mjs
Correct Answer!!!
(base) → project-eteam git:(sukrut_branch) ✖
```

Class Quiz:

`fetchAllIds()`

This method fetches all the quizId's present in the Db. This method returns the array of all quizItemIds.

`fetchAllQuizItems()`

This method will call the `fetchAllIds()` method to get all the IDs and fetches all the quizItems in the database stores them into an array, and return that array. Below is the console output:

```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL
Inside fetchAllIds: object
fetchAllIds toString: object
Inside fetchAllQuizItems: 1,2,3,4,5
Inside forloop: 1|What is the name of province we are in?|Newfoundland|
Inside forloop: 2|What is 2+2?|0|4,6,8
Inside forloop: 3|what is 10+6|2|12,14,16,20
Inside forloop: 4|Select the correct name of university?|1|Memoriel,Memorial,MUM,Mamoriel
Inside forloop: 5|which is the national dish of Canada?|1|Poutine,Shwarma,Fried Rice,Burger
Forloop exit[object Object],[object Object],[object Object],[object Object],[object Object]
1
What is the name of province we are in?
Newfoundland
[]
2
What is 2+2?
0
[ 4, 6, 8 ]
3
what is 10+6
2
[ '12', '14', '16', '20' ]
4
Select the correct name of university?
1
[ 'Memoriel', 'Memorial', 'MUM', 'Mamoriel' ]
5
which is the national dish of Canada?
1
[ 'Poutine', 'Shwarma', 'Fried Rice', 'Burger' ]
(base) → project-eteam git:(sukrut_branch) ✖ node modules/quizbank.mjs
Inside fetchAllIds: object
```

I've mentioned all the calls made to the method in the comments at the end of the QuizBank.mjs file. In the next iteration of the assignment will write test cases for these.

The screenshot shows a VS Code editor with a project named 'PROJECT-TEAM'. The file explorer on the left lists files like 'api', 'doc', 'modules', 'quizbank.mjs', 'user.mjs', 'node_modules', 'public', 'routes', 'test', 'views', '.gitignore', 'package-lock.json', 'package.json', 'README.md', and 'serve.js'. The code editor displays the content of 'quizbank.mjs', which includes logic for creating, storing, deleting, and fetching quiz items, as well as handling user authentication and database interactions.

```
modules > JS quizbank.mjs M X
177 console.log(item.id);
178 console.log(item.question);
179 console.log(item.answer);
180 console.log(item.options);
181 });
182 return quizItems;
183 } catch (error) {
184 console.error("Error fetching quiz items:", error);
185 }
186 }
187 }
188 }
189
190 //var quizItem = new QuizItem("3", "what is 18+6", "2", ["12", "14", "16", "20"]);
191 //quizItem.storeQuizItem();
192 // quizItem.delete("3");
193 //quizItem.fetchAllQuizItems();
194 //quizItem.fetchAllIds();
195 //quizItem.getQuizItemById("4");
196 //quizItem.fetchAllQuizItems();
197 //quizItem.correct("2", "4");
198 //const quiz = new Quiz();
199 //quiz.fetchAllIds();
200 //quiz.fetchAllQuizItems();
201
202
203 export { Quiz, QuizItem };
204
```

Structural Diagram of Webapp:

