

Digital Portfolio



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PROJECT TITLE



INTERACTION QUIZ



AGENDA

1. Problem Statement
2. Project Overview
3. End Users
4. Tools and Technologies
5. Portfolio design and Layout
6. Features and Functionality
7. Results and Screenshots
8. Conclusion
9. Github Link



PROBLEM STATEMENT

An "interaction quiz problem statement" describes a user problem or challenge that an interactive quiz is intended to solve



PROJECT OVERVIEW

■
An "interaction quiz project" is a digital project where users engage with a quiz designed to be interactive, meaning it involves user participation beyond simple reading, such as answering questions or making choices



WHO ARE THE END USERS?

In an "interaction quiz," the end-users are the participants who answer the quiz questions and, in some cases, see their results or the leaderboard

TOOLS AND TECHNIQUES



Tools:

1. Kahoot
2. Quizlet
3. Quizizz
4. Google forms
5. Typeforms

Techniques:

1. Gamification
2. personalization
3. Feedback
4. Multimedia integration
5. Branching logic

POTFOLIO DESIGN AND LAYOUT

```
<html>
<head>
  <style>
    body {
font-family: Arial, sans-serif;
background-color: #f4f4f9;
color: #333;
margin: 0;
padding: 0;
display: flex;
justify-content: center;
align-items: center;
height: 100vh;
    }

.quiz-container {
background: #fff;
border-radius: 12px;
box-shadow: 0 4px 6px rgba(0, 0, 0, 0.1);
width: 90%;
max-width: 600px;
padding: 20px;
text-align: center;
box-sizing: border-box;
    }
```



```
.question {
  font-size: 1.2em;
  margin-bottom: 20px;
}

.options {
  display: flex;
  flex-direction: column;
  gap: 10px;
}

.option {
  padding: 10px;
  border: 2px solid #ccc;
  border-radius: 8px;
  cursor: pointer;
  transition: background-color 0.3s, color 0.3s;
}

.option:hover {
  background-color: #007bff;
  color: #fff;
}

.timer {
  font-size: 1.2em;
  margin-bottom: 20px;
  color: #ff5722;
}

.result {
  font-size: 1.5em;
  color: #4caf50;
  display: none;
}

.restart-btn {
  background-color: #007bff;
  color: #fff;
  border: none;
  padding: 10px 20px;
  font-size: 1em;
  border-radius: 8px;
  cursor: pointer;
  margin-top: 20px;
  display: none;
}

.restart-btn:hover {
  background-color: #0056b3;
}
</style>
</head>

<body>
  <div class="quiz-container">
    <div class="timer">Time Left: <span
      id="time">30</span>s</div>
    <div class="question">Question will appear
      here</div>
    <div class="options"></div>
    <div class="result">Your score: <span
      id="score">0</span></div>
    <button class="restart-btn">Restart Quiz</button>
```



```
Your </div>
<script>
const quizData = [
  {
    question: "What is the capital of France?",
    options: ["Berlin", "Madrid", "Paris", "Lisbon"],
    answer: "Paris"
  },
  {
    question: "Which language is used for web development?",
    options: ["Python", "HTML", "Java", "C++"],
    answer: "HTML"
  },
  {
    question: "Who wrote 'Hamlet'?",
    options: ["Charles Dickens", "William Shakespeare", "Mark Twain", "Jane Austen"],
    answer: "William Shakespeare"
  },
  {
    question: "What is the largest planet in our solar system?",
    options: ["Earth", "Mars", "Jupiter", "Saturn"],
    answer: "Jupiter"
  },
  {
    question: "Which country is known as the Land of the Rising Sun?",
    options: ["China", "Japan", "South Korea", "India"],
    answer: "Japan"
  }
];
```

```

Your textlet currentQuestion = 0;
    let score = 0;
    let timeLeft = 30;
    let timerInterval;
    const timerEl =
document.getElementById('time');
    const questionEl =
document.querySelector('.question');
    const optionsEl =
document.querySelector('.options');
    const resultEl =
document.querySelector('.result');
    const scoreEl =
document.getElementById('score');
    const restartBtn =
document.querySelector('.restart-btn');

    // Function to load the question
    function loadQuestion() {
    if (currentQuestion >= quizData.length) {
        endQuiz();
        return;
    }
    clearInterval(timerInterval);
    timeLeft = 30;
    timerEl.textContent = timeLeft;
    startTimer();
    const currentQuiz =
quizData[currentQuestion];
    questionEl.textContent =
currentQuiz.question;
    optionsEl.innerHTML = ""; // Clear previous
options
    currentQuiz.options.forEach(option => {
        const button =
document.createElement('button');
        button.classList.add('option');
        button.textContent = option;
        button.onclick = () =>
checkAnswer(option);
        optionsEl.appendChild(button);
    });
}

    // Check the answer
    function checkAnswer(selectedOption) {
    if (selectedOption ===
quizData[currentQuestion].answer) {
        score++;
    }
    currentQuestion++;
    loadQuestion();
}

```

```

ni // Start the timer
function startTimer() {
  timerInterval = setInterval(() => {
    timeLeft--;
    timerEl.textContent = timeLeft;
    if (timeLeft <= 0) {
      clearInterval(timerInterval);
      endQuiz();
    }
  }, 1000);
}

// End the quiz and show the results
function endQuiz() {
  clearInterval(timerInterval);
  questionEl.style.display = 'none';
  optionsEl.style.display = 'none';
  resultEl.style.display = 'block';
  scoreEl.textContent = score;
  restartBtn.style.display = 'block';
}

// Restart the quiz
restartBtn.addEventListener('click', () => {
  // Reset variables
  currentQuestion = 0;
  score = 0;
  timeLeft = 30;
  timerEl.textContent = timeLeft;

  // Reset the display
  questionEl.style.display = 'block';
  optionsEl.style.display = 'flex'; // Ensure options are
  displayed correctly
  resultEl.style.display = 'none';
  restartBtn.style.display = 'none';

  // Load the first question
  loadQuestion();
});

// Initialize the quiz with the first question
loadQuestion();
</script>
</body>

</html>

```

FEATURES AND FUNCTIONALITY

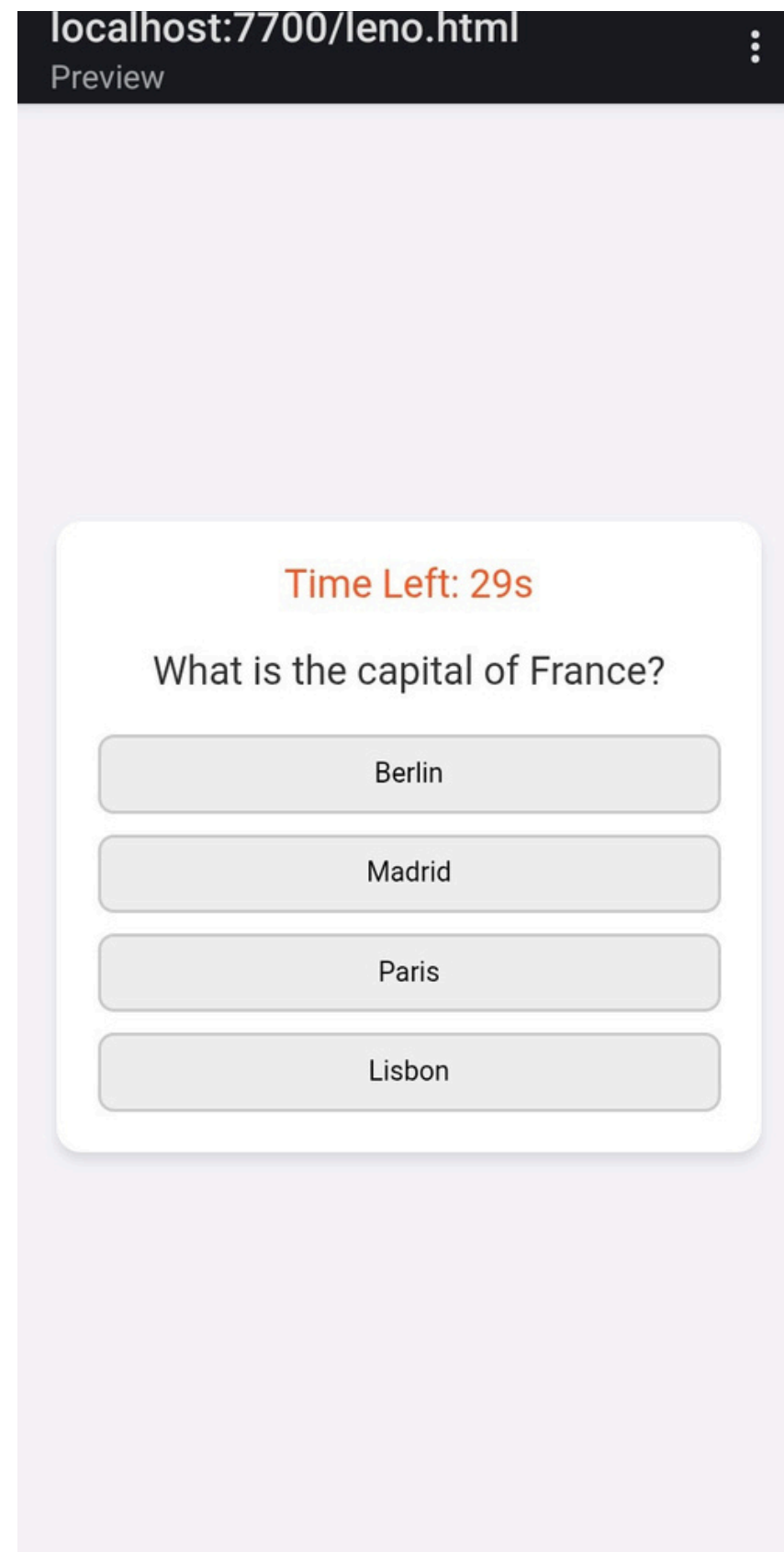
Features:

- 1.Timer and time limits
- 2.Multiple question types(multiple choice,true or false)
- 3.User authentication and tracking

Functionality:

- 1.User input and response handling
- 2.Real time feedback and scoring
- 3.Question and answer shuffling
- 4.Results analysis and reporting

RESULTS AND SCREENSHOTS



CONCLUSION

Interactive quizzes can be a powerful tool for engagement, education, and assessment.

By incorporating features like gamification, multimedia, and real-time feedback, quizzes can be made more enjoyable and effective.

Whether used in educational settings, marketing campaigns, or employee training, interactive quizzes offer a versatile and interactive way to capture attention, convey information, and measure outcomes.



Thank you

