**CHITKARA UNIVERSITY**

**LAB EVALUATION PROJECT**

PROJECT DETAILS TEMPLATE

| Group Name | **Group 01** |
| --- | --- |
| Project Title | QUESTIONS QUIZ |
| Team Leader | MUDDIT PAHWA |
| Details of Work division | | **Student/rollno** | **Work / Role Allotted** | | --- | --- | | NAMAN ARORA | PROGRAM EXPLAINER | | MUDDIT PAHWA | PROGRAMMING | | NANDINI KAUSHIK | PRESENTATION | |
| High level Approach to be followed:   * Share the details in points | 1. This system acomplishes a simple quiz game that can perform basic:      1. CONDITIONS(if and else) 2. LOOPS(for) 3. FUNCTIONS 4. LIST 5. OPERTAORS(%,\*,/,+) |
| Lower level Approach to be followed:   * Share the details in points | 1. User case 1: Perform various functions like: 2. It starts with “welcome to the ask quiz” we ask the user that what do u want to ask to the second user. 3. First user enter his questions with asnwers that get stored in a list.   2. User case 2   1. First of all it will ask the user to ask his/her name.Then there is turn of second user to fill the correct answer that are asked by the first user 2. All the answers get stored in another empty list again for the interpretation of answers.   3. User case 3:   1. At the end all the answers that are answered by the second user get checked with the list of answers filled by the first user at the begining and increasing the score value one by one. 2. Now with the help of score we calculate the percentage. 3. If the score of the second user is less than 50% , then game will print emoji(crying face) and if above or equal to 50% , then it will print emoji(smilling face) 4. It will store the score of student. 5. At the end it will print ( good bye )   4.User case 4:   1. When all these steps are completed , then our game ask the user that He or She wants to play the game again or not.If yes then all the steps are repeated again. 2. After these steps our game at last asks if they want to see the names who played the game and answered the questions. |
| Advantage of the project with applicability: | 1. It is helpful in online quiz that are in schools and colleges 2. It will provide an interactive way of playing quiz |
| Schedule for implementing the use case:   * Share the Tentative Date of Completion of Expected Deliverables | | **Deliverable** | **Expected Date of Completion** | | --- | --- | | User case 1 | 8 dec,2022 | | User case 2 | 9 dec,2022 | | User case 3 | 10 dec,2022 | | User case 4 | 10 dec,2022 | |
| Future scope of the project   * Share the details in points | 1. It will provide a different way of playing quiz 2. It will help to know each other |

**DOCUMENT HISTORY:**

| Created By | MUDDIT PAHWA , NAMAN ARORA , NANDINI KAUSHIK |
| --- | --- |
| Approved By | Ms. RIDHIMA RANI |
| Month of Creation | NOVEMBER and DECEMBER |