Title of the Project : QUIZ Game

Group Members : RAHUL ARORA (204021)

POOJA BHATIA (204035)

**Description :**

The code is written using Object-oriented programming . The program contains constructors that holds the values like the number of questions, the title of the window, questions with multiple options using the radio buttons , functions etc. The class name will be **QuizGame.**

**Features :**

* Here , we will be having a simple multiple-choice quiz in python with GUI.
* The quiz based on any topic can be attempted by the user by selecting one topic among many.
* Questions is displayed with four options out of which one is right answer.
* User clicks on the next button after selecting the answer. Next button brings a new question with new set of options.
* It includes timer for answering each question.
* After answering all the questions, the result is displayed.
* There is a quit button, clicking on it will terminate the program.

**Technology used :**

* **Python GUI -Tkinter** is a standard GUI(Graphical user interface) framework that is provided by Python . Tkinter which is used to develop fast and easy GUI applications.
* The data for the quiz is defined in **data.json** with JSON data which are name/value pairs and contain an array of values.