

Japanese Hiragana Quiz Project Report

Introduction

The Japanese Hiragana Quiz project aims to create an interactive quiz application that helps users learn and test their knowledge of Hiragana characters. The project utilizes the C programming language to implement a command-line interface for the quiz.

Objectives

- To provide a fun and educational tool for learning Japanese Hiragana characters.
- To develop a quiz application that randomly selects Hiragana characters and presents corresponding English translation options.
- To calculate and display the user's final score based on the number of correct answers.
- To maintain a leaderboard to track player names and accuracy scores.
- To allow clearing of the leaderboard data for administrative purposes.

Features

- Randomized Quiz:** The application randomly selects Hiragana characters and presents multiple-choice questions to the user.
- Feedback Mechanism:** Provides immediate feedback on whether the user's answer is correct or incorrect.
- Scoring System:** Calculates and displays the final score based on the number of correct answers.
- Leaderboard:** Maintains a leaderboard to track player names and accuracy scores.
- Clearing Data:** Allows clearing of the leaderboard data for administrative purposes.

Implementation

The project is implemented in C programming language using standard libraries such as `stdio.h`, `stdlib.h`, `time.h`, `stdbool.h`, and `string.h`. The application follows a modular structure with functions for displaying instructions, presenting questions, handling user input, checking answers, providing feedback, showing results, and managing leaderboard data.

Conclusion

This project provides an engaging and interactive way for users to learn and test their knowledge of Japanese Hiragana characters. By combining educational content with a quiz format, the application aims to make the learning process enjoyable and effective.

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