

Quiz App Using Java

Date: 08/10/15

About Project: Quiz App is designed for Aptitude round of coding competition “CODEFREAK”, one of the events in “TECHUMEN2K15” conducted by Association of Computer Science and Engineering Students (ACSES) of Walchand College of Engineering, Sangli in 2015.

Flow of Project:

1. First window is login window. For Novice the username code starts with #Novice(fig. 1) and for expert #Expert(fig. 2). Password is same as username.

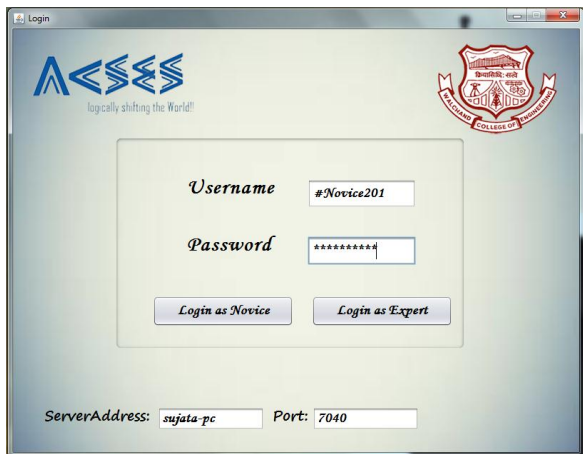


Fig. 1

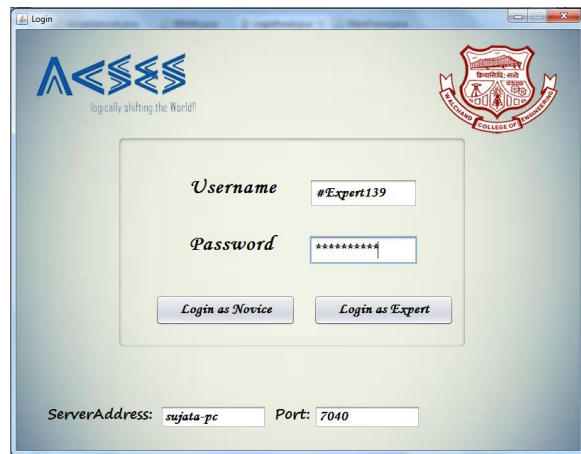


Fig.2

2. After clicking on “Login as Novice” or “Login as Expert”, username and password is checked. If mismatch occurred then respective error message dialog displayed. After successful login an instruction page for Novice (fig. 3) or for Expert (fig. 4) displayed according to type you logged in.

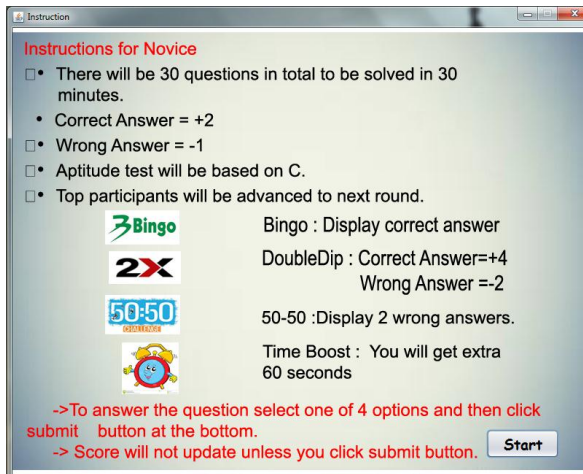


Fig. 3

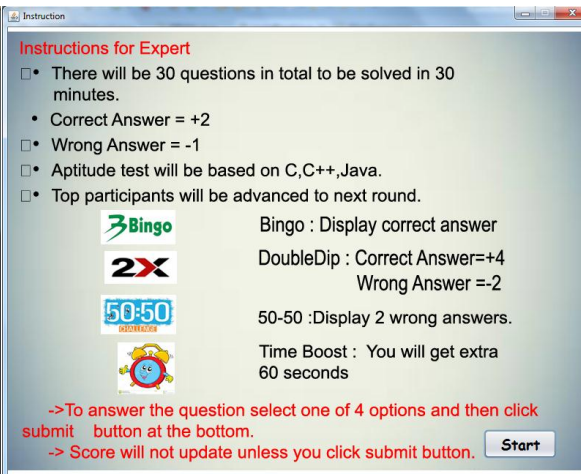


Fig. 4

Quiz App Using Java

Date: 08/10/15

3. After clicking on start button a conformation dialog will appear.

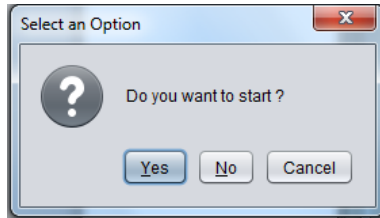


Fig. 5

4. Pressing 'Yes' starts quiz. It may look as shown in figure 6.

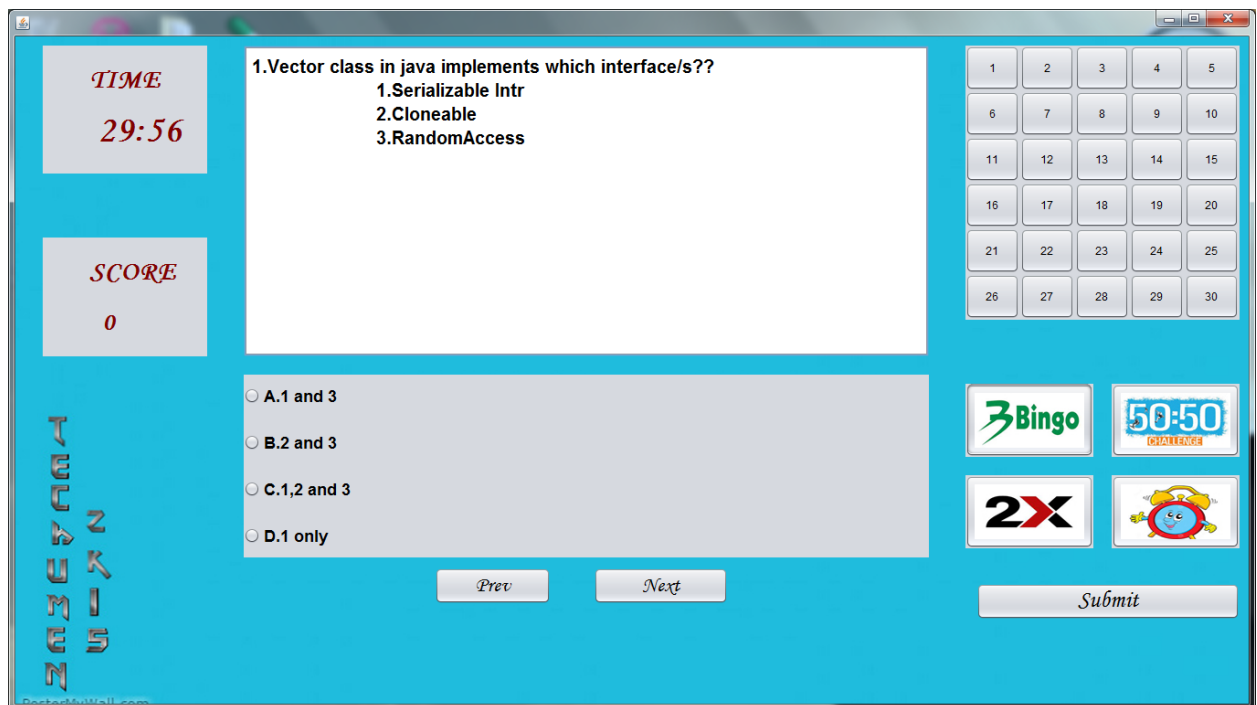


Fig.6

5. At left side top panel is showing the remaining time for quiz. Below it is score panel shows the current score. Center panel display questions which can be changed using buttons "Prev" or "Next" or right side top panel buttons which shows question numbers. You can switch to any question using these buttons. Answer can be submitted using submit button. If answer to question is right or wrong then button color is set to green or red respectively. There are 4 lifelines which are described in instruction window. Each lifeline is disabled after using it i.e. each lifeline can be used at most once.

Quiz App Using Java

Date: 08/10/15

6. After answering few questions result is as shown in fig. 7.

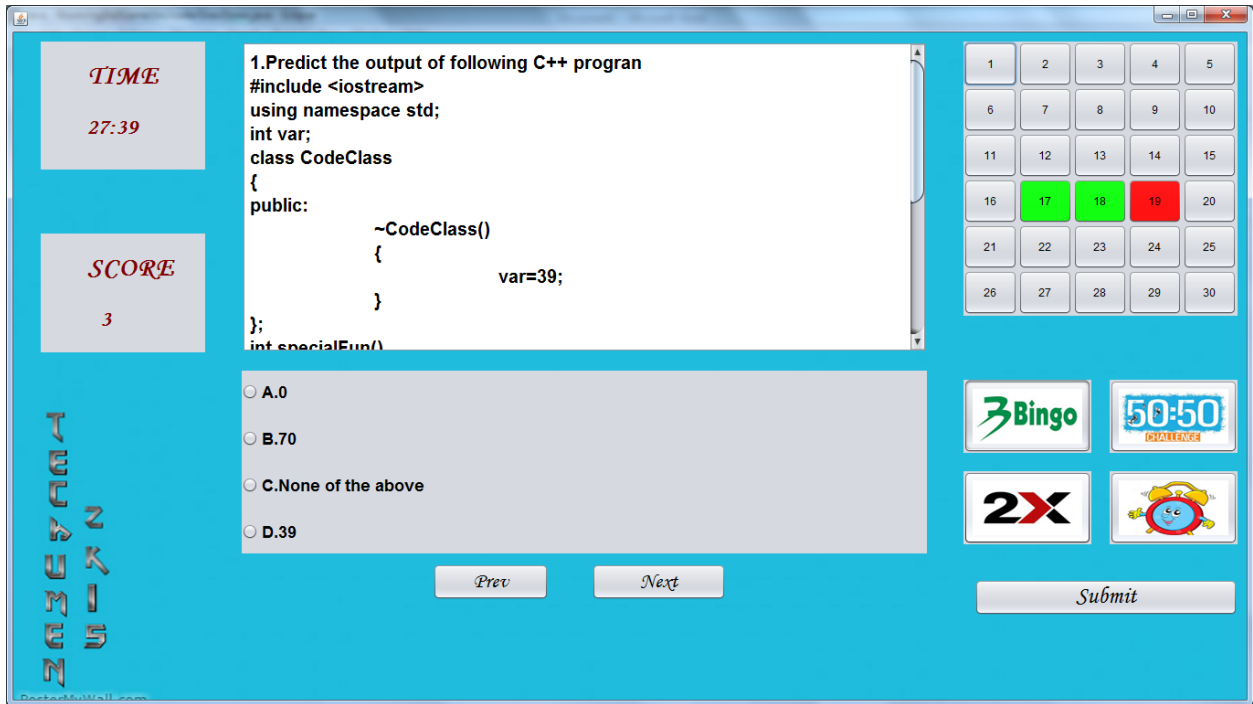


Fig.7

7. After selection Bingo Option result is as shown in fig.8.

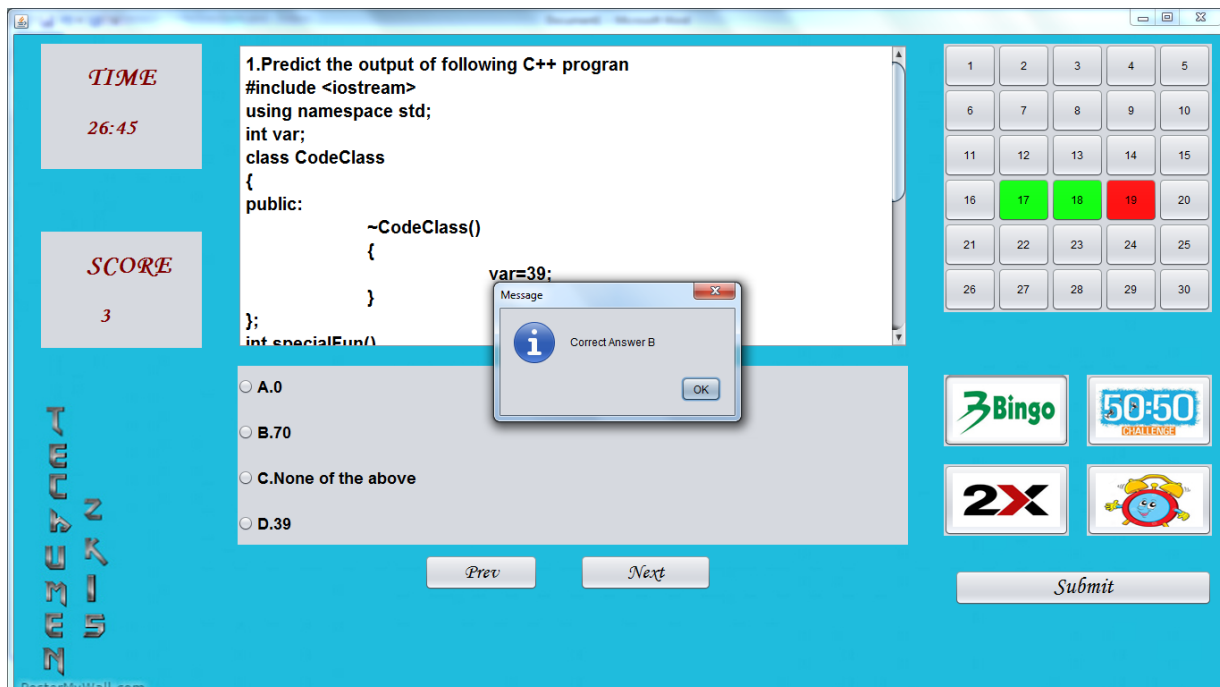


fig.8

Quiz App Using Java

Date: 08/10/15

8. After selecting Double Dip lifeline result is as shown in fig.9 and as next selected answer is correct score is increased by 4 (fig. 10) otherwise score will decreased by 2.

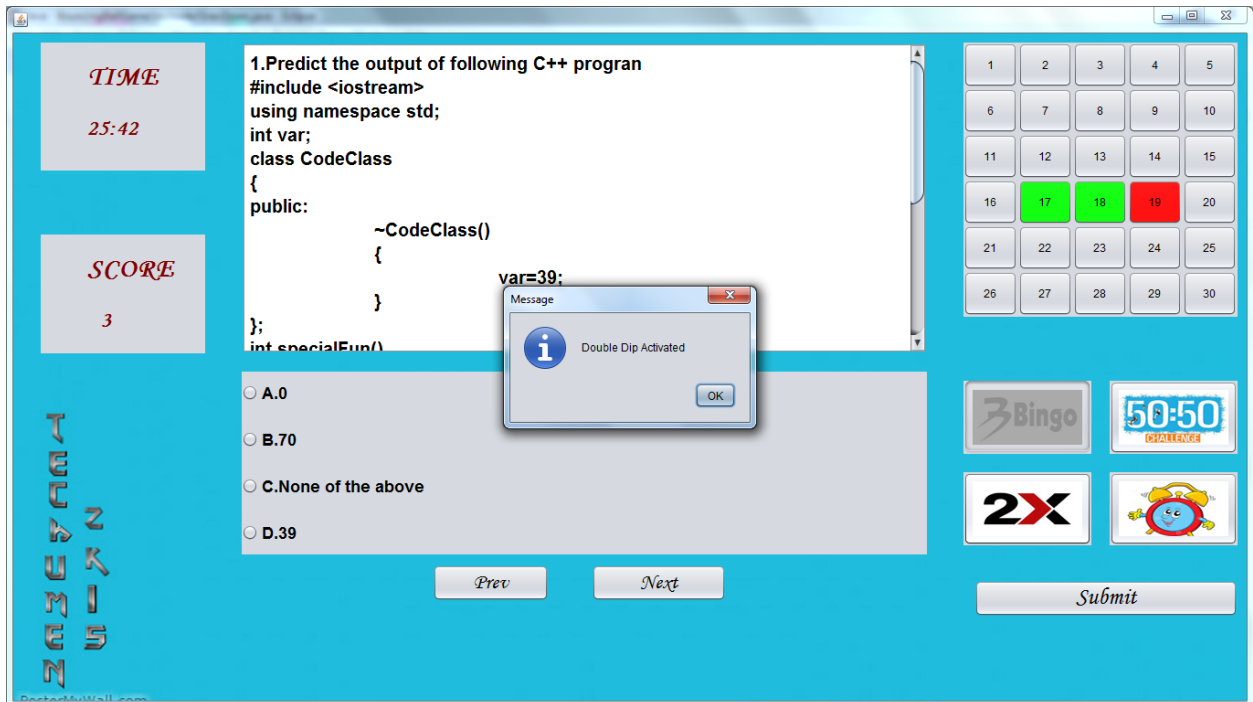


Fig. 9

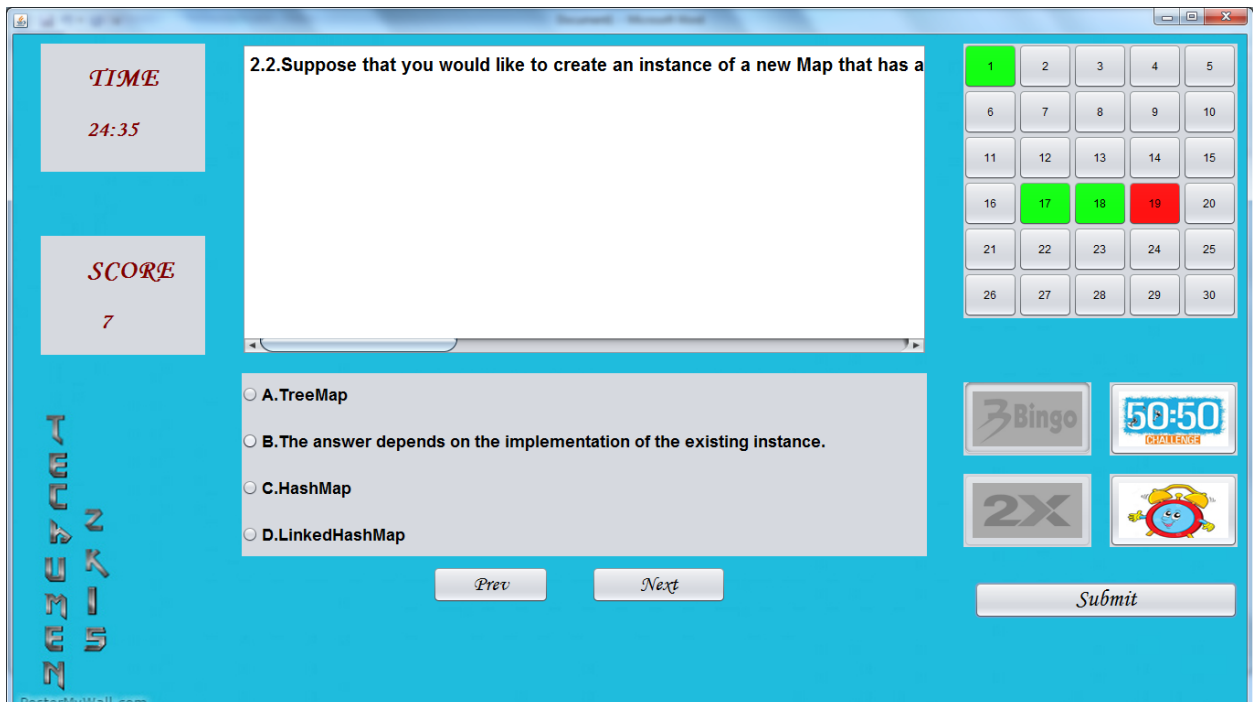


Fig. 10

Quiz App Using Java

Date: 08/10/15

9. After selecting lifeline 50:50, result is as shown in fig. 11.

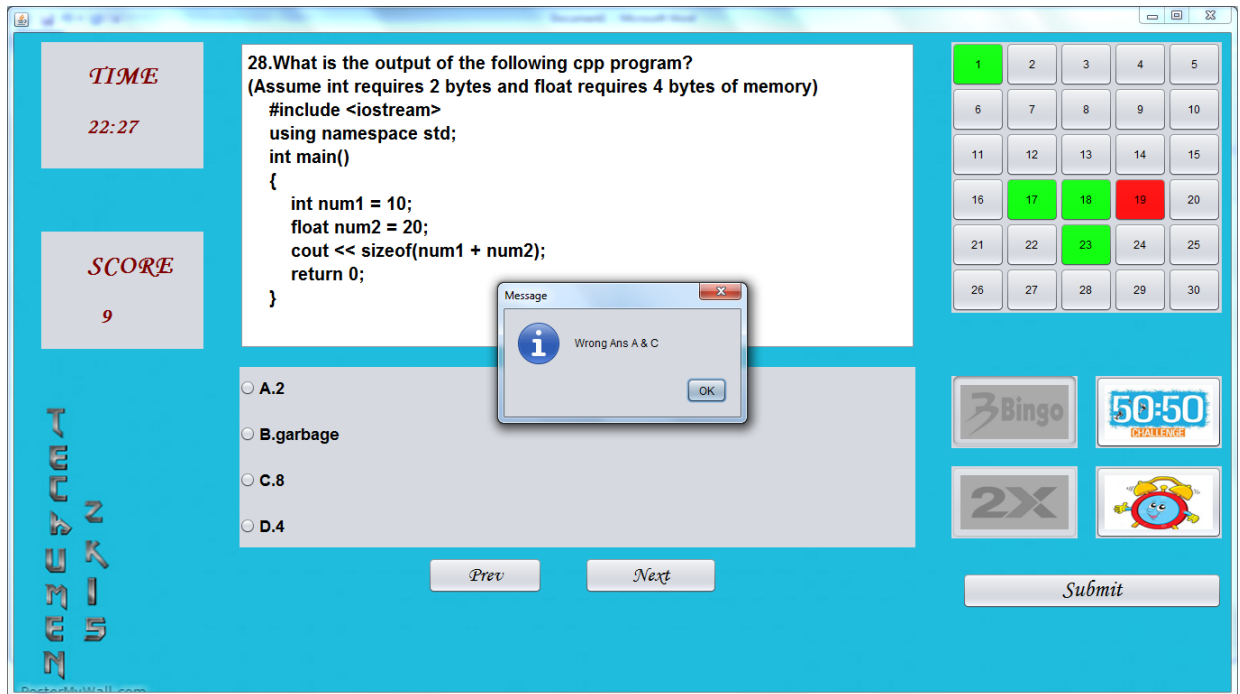


fig. 11

10. After selecting lifeline timeboost, result is as shown in fig. 12 and 13. As answer is correct, we got extra 60 seconds.

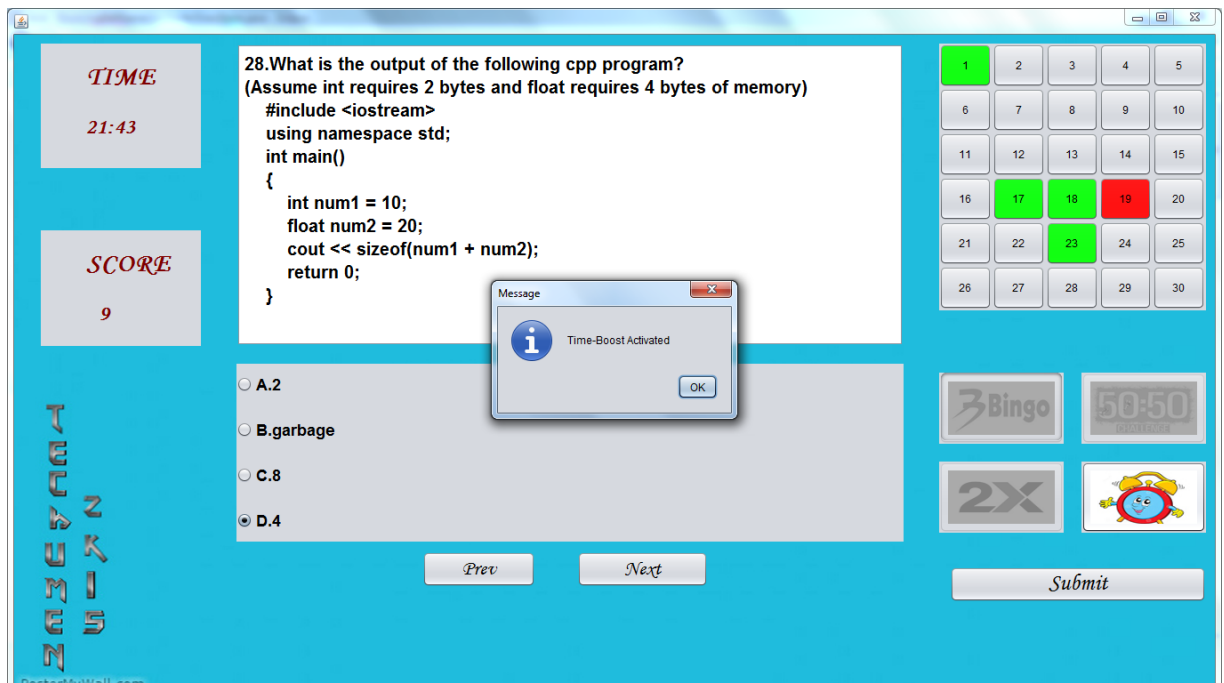


fig.12

Quiz App Using Java

Date: 08/10/15

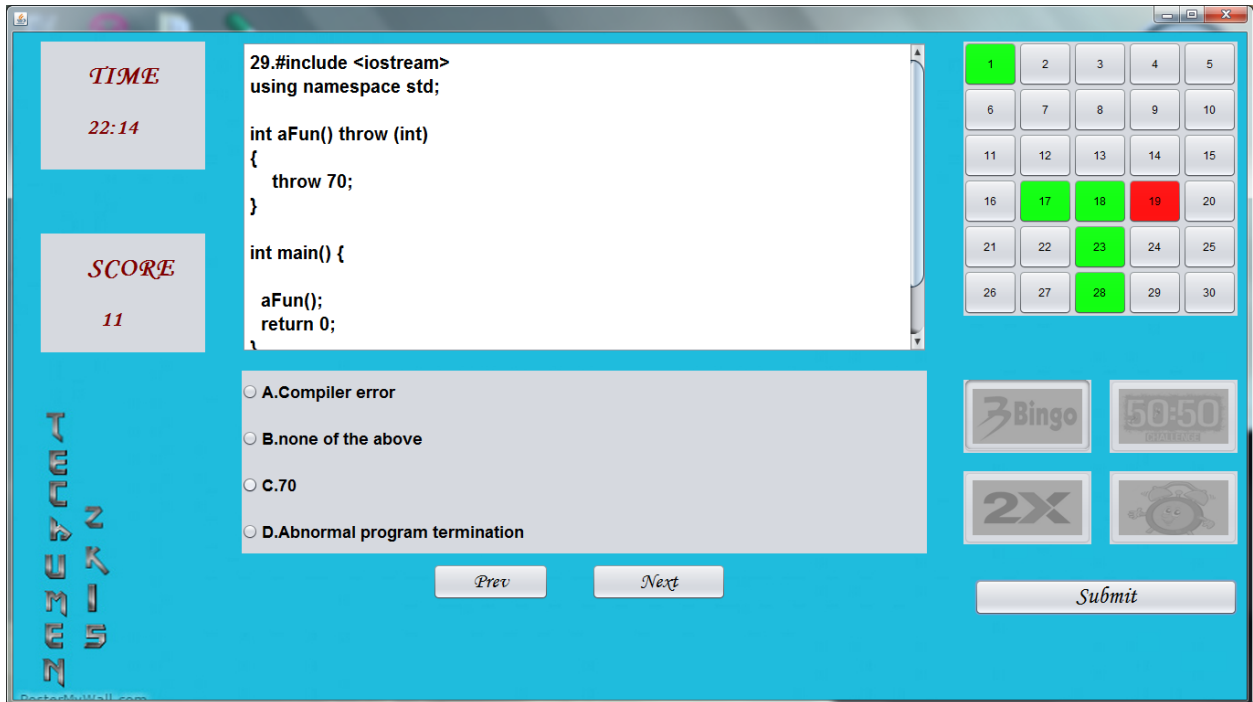


fig.13

11. Quiz will stop if all questions are attempted or time over. You can manually stop by directly closing window, but it will show conformation dialog as shown in fig. 14. You can click on yes button to stop quiz.

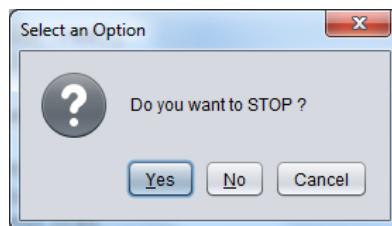


fig.14

12. Finally, last window show the result of quiz as shown in fig. 15.

Quiz App Using Java

Date: 08/10/15

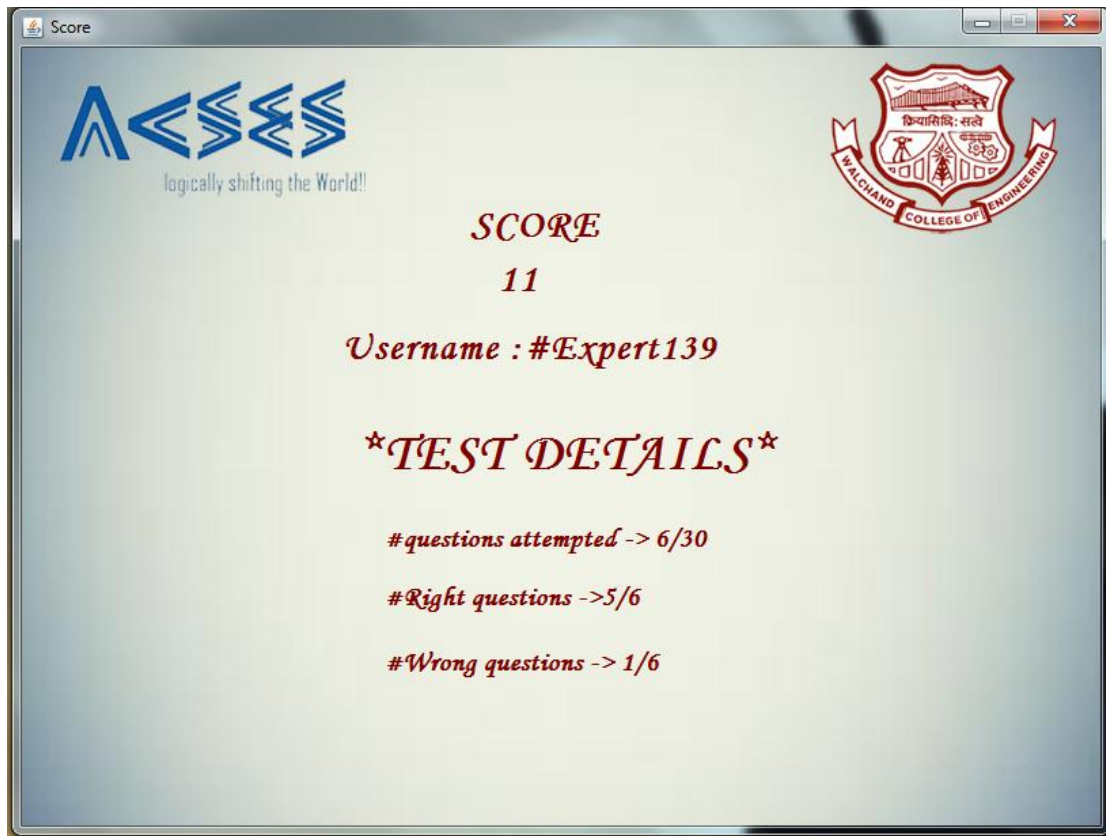


Fig. 15

13. At the same time, a text document named "score" is created where Quiz App project is kept. Username and its respective score saved in that file.
14. If server is running on at port number, which is specified in login window at bottom, then score is saved in database. Project named "Server" is provided for that purpose.