

[INSTANT QUIZ CONTEST]

A Project report on

INSTANT QUIZ CONTEST

**A Dissertation submitted to JNTU Hyderabad in
partial fulfillment of the academic requirements for
the award of the degree.**

**Bachelor of Technology
IN
Computer Science and Engineering**

Submitted by

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**Department of Computer Science and
Engineering**

**CMR COLLEGE OF ENGINEERING AND
TECHNOLOGY**

(An Autonomous Institution under UGC & JNTUH , Approved by AICTE, Permanently Affiliated to JNTUH,
Accredited by NBA.)

KANDLAKOYA, MEDCHAL ROAD, HYDERABAD - 501401.

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[INSTANT QUIZ CONTEST]

**CMR COLLEGE OF ENGINEERING &
TECHNOLOGY**

KANDLAKOYA, MEDCHAL ROAD, HYDERABAD – 501401

**DEPARTMENT OF COMPUTER SCIENCE AND
ENGINEERING**



CERTIFICATE

This is to certify that the Mini Project-1 report entitled “**INSTANT QUIZ CONTEST**” being submitted by **S.MOULIKA (19H51A05B8), R. ROHITH REDDY (19H51A05E8), M. LAKSHMI GANESH REDDY (19H51A05H4)** in partial fulfillment for the award of **Bachelor of Technology in Computer Science and Engineering** is a record of Bonafide work carried out his/her under my guidance and supervision.

The results embodies in this project report have not been submitted to any other University or Institute for the award of any Degree.

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Finally we would like to thank all teaching & non- teaching staff members of the department, for their cooperation and support throughout the duration of our course.

Ultimately we own all our success to our beloved parents, whose vision, love and inspiration has made us to reach out for these glories.

DECLARATION

We hereby declare that results embodied in this Report of Project on **“INSTANT QUIZ CONTEST”** are from work carried out by using partial fulfillment of the requirements for the award of B. Tech degree. We have not submitted this report to any other university/institute for the award of any other degree.

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ABSTRACT

In this pandemic most of the exams are conducting in the form of quiz through online mode. This program asks the questions to the students one after another about the subject which we inserted in program. Each correct answer will score a point. At the end of the quiz, the program will reveal the students final score.

The score is stored in a variable during the quiz. Once all the questions have been answered, the quiz ends. Moreover, This project can also useful for the faculty to send the queries to the students as like they using google forms.

1.INTRODUCTION

The 'INSTANT QUIZ CONTEST' project will be developed to overcome the time consuming problem of manual system. Apart from that in current system, checking the answer sheets after taking test, waste the examiners time, so this application will check the correct answer and save the examiner time and carry the examination in an effective manner. The users which are use this system don't need to high computing knowledge and also system will inform them while entering invalid data. The aim of this project is to computerized the existing manual system and help the examiners to save their valuable time and important data. Apart from this, data which are exist in this system, will exist for long period of time and will be easy accessible.

To design and implement this project we plan that the project support to different types of users apart from its administrative part. When project is run for the first time it allowed the user to select as who he/she wants to login in the system. Project support login as teacher and login as student. If a user who is student, try to login as teacher system will not allow him and vice versa. User who add as teacher in system will be able to punch test and questions to system and also will be able to observe the result of the student which attempt tests. User who login to system as student will be able to login to test and attempt questions depend on the time. After attempting the test and submitting that user will receive a message that you have attempt the test successfully and they quiz will give the score of the student and if the user tries to attempt the same test, system will allow him/her but every thing will be reloaded and the process will begin from starting.

OBJECTIVE:

To build a webpage to conduct the instant quiz contest to test the grasping power of students or to know their knowledge over a particular topic.

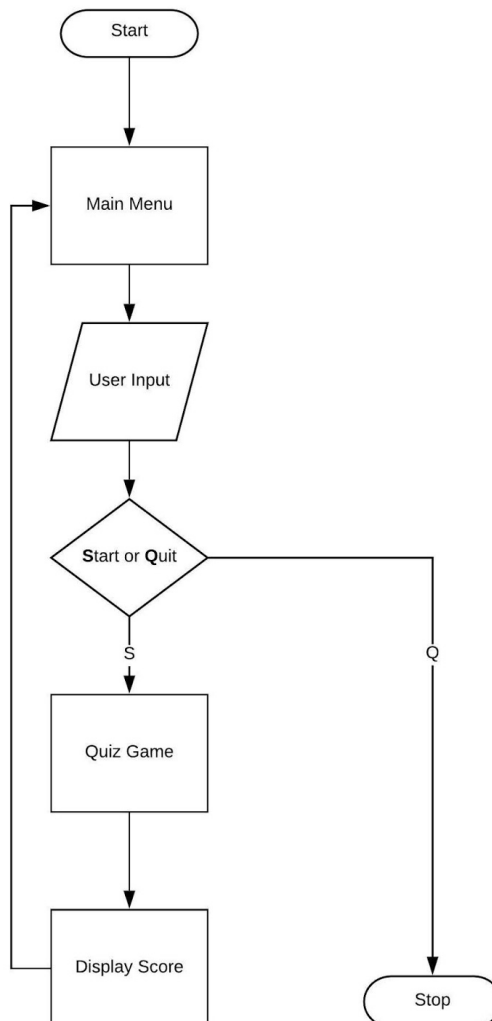
2.EXISTING SOLUTIONS

i. A Quiz Game with Python:

The Quiz game asks the player questions about animals. They have three chances to answer each question you don't want to take the quiz too difficult. Each correct answer will score a point. At the end of the game, the program will reveal the player's final score. Once all the questions have been answered, the game ends.

Drawbacks in existing system

- User can give the answers multiple times.
- It is not safe and the data doesn't secure.
- Results all not available instantly.

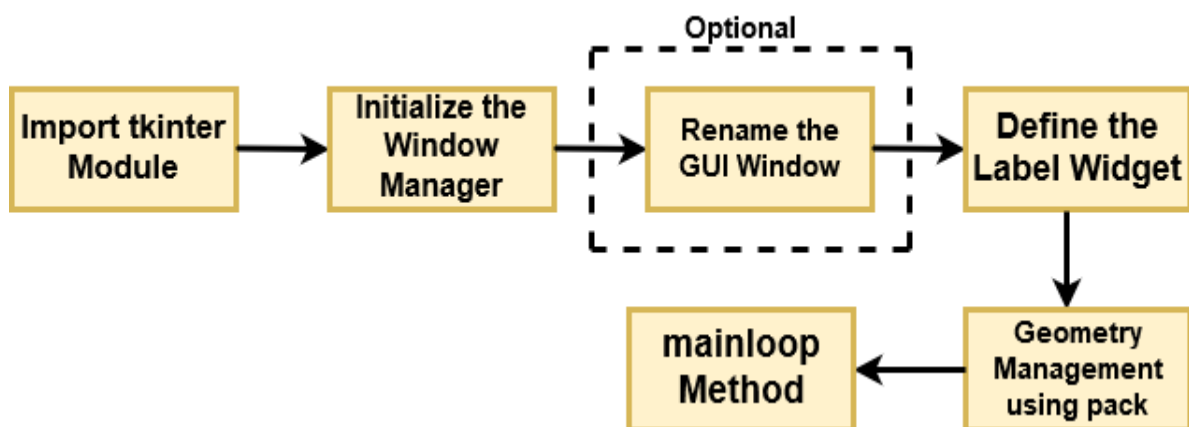


ii. PYTHON-MCQ QUIZ GAME USING TKINTER:

Here we will be developing a simple multiple-choice quiz in python with GUI. We will be creating a multiple choice quiz in Python with Tkinter. Here we will use GUI for applications.

Drawbacks in existing system

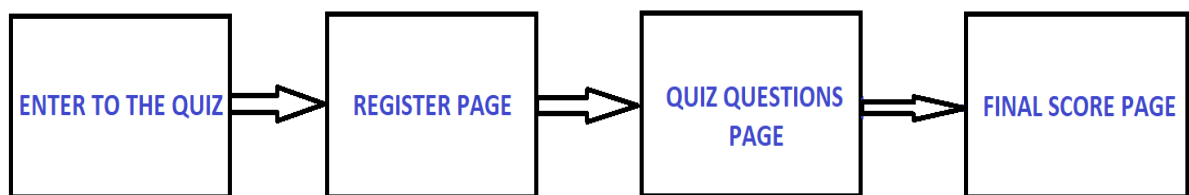
- A lot of effort is taken to conduct exams.
- Results will not appear directly after given input.
- It develops the exam anxiety among test takers.



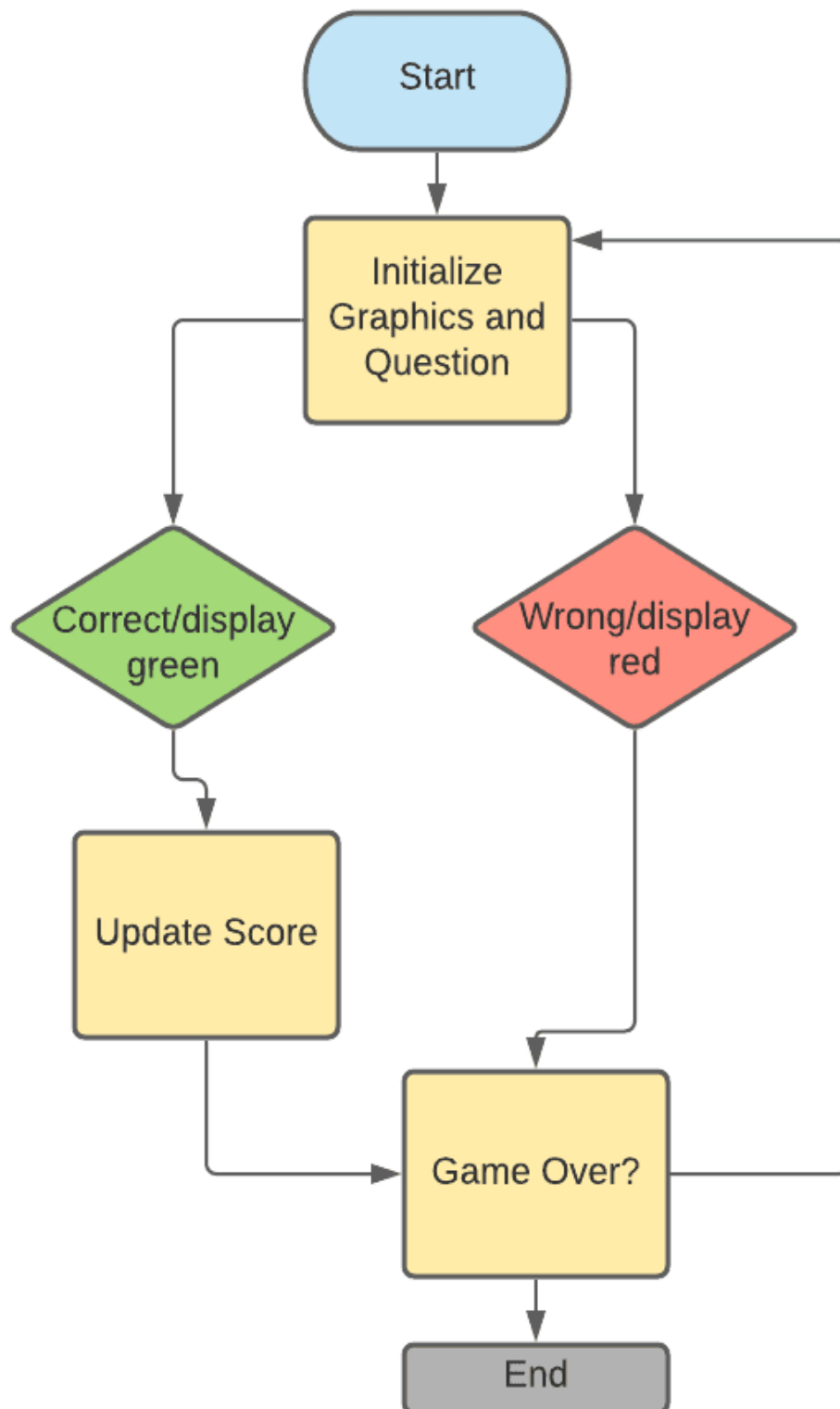
3. PROPOSED SYSTEM

PROPOSED METHOD:

The main aim of the project is to computerized the existing manual system & help the examiners to save their valuable time & important data. This project helps the examines to manage their services in a good way and provide a better services to their users. This quiz contest can remind the user about the time remaining for each question. Here the users can instantly know the correct answer after giving their input. This works more efficiently and with more clarity.



FLOW CHART OF PROPOSED METHOD



DESCRIPTION:

The proposed solution gives the users more clarity on the quiz and it will focus on the student concentration. For every question there will be timer and it will help the student to focus on the quiz and the user able to know the time remaining for each and every question and they can easily focus on their quiz.

The objective of this project is to manage the details of students, examinations, marks, courses and papers in a good manner. The performance of the application will be fully control by administrator and administrator can guaranty any one to access. The project will reduce the manual process in managing examinations and all issues regarding that.

SYSTEM REQUIREMENTS:

HARDWARE REQUIREMENTS:

PROCESSOR	:	DUAL CORE 2 DUOS
RAM	:	4 GB DD RAM
HARD DISK	:	250 GB

SOFTWARE REQUIREMENTS:

OPERATING SYSTEM	:	WINDOWS 7/8/10
PLATFORM	:	SUBLIME TEXT EDITOR
PROGRAMMING LANGUAGE	:	HTML,CSS,JAVA SCRIPT,PHP
FRONT END	:	SUBLIME TEXT EDITOR

MODULES IN SYSTEM:

The **Quiz** activity module allows the teacher to design and build quizzes consisting of a large variety of [Question types](#), including multiple choice, true-false, and short answer questions. These questions are kept in the [Question bank](#) and can be re-used in different quizzes.

- Feedback about performance and self-assessment are important parts of a learning environment. There are several ways to give feedback to students: on each question or overall. The quiz module can display feedback and scores at different times during the quiz, using the review options in the [Quiz settings](#).
- A wide variety of [Quiz reports](#) (in addition to [Grades](#)) are available for use by the teacher. Quiz reports not only can focus on a single student's attempt to answer each question, but also can perform a robust item analysis of a question's validity based upon aggregated student responses.
- A single quiz can automatically select random and/or specific questions from different [categories](#) of questions.
- There are different options for [scoring \(marks-grades\)](#) individual questions in a specific quiz, [grading attempts](#) for a quiz and each [question type](#).
- The teacher can [choose](#) how questions behave during the quiz. It can be like a classic test, where the student gets no feedback while attempting the test, only later. Alternatively, Moodle can reveal the grades and/or feedback to the student during the quiz, and perhaps even give them another chance to answer the question (for fewer marks) having read the feedback.

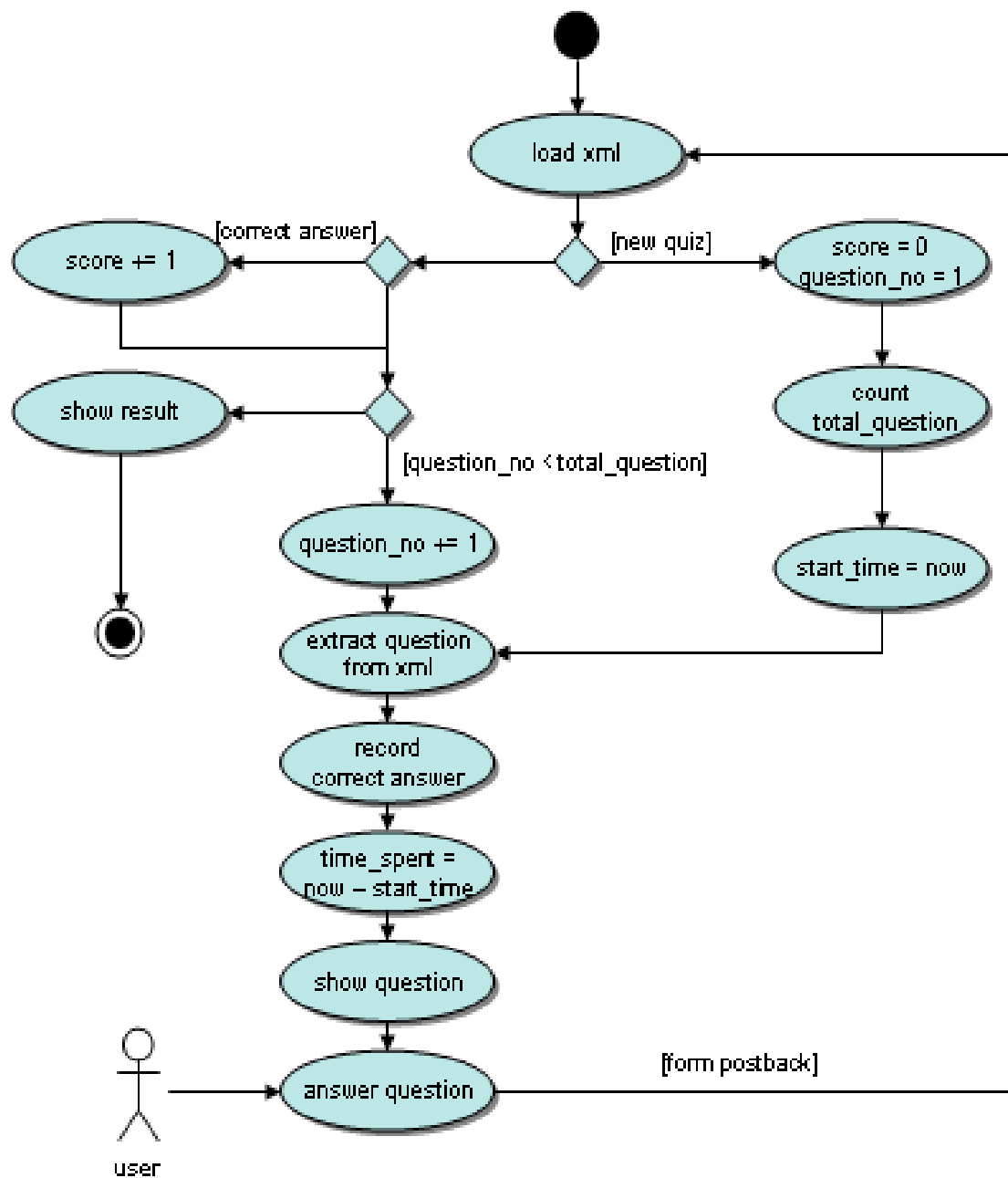
HOW IT WORKS:

In this program [instant quiz contest], there are three layers or boxes, and these boxes shown one by one on a particular button clicked. At first, on the webpage, there is shown a button labelled as "ENTER TO THE QUIZ" and when you clicked on that button, then the info box appears with popup animation. In this info box, there are some rules of the quiz and two buttons labelled as "QUIT" and "NEXT". When you clicked on the Quit button, the info box will be hidden but when you clicked on the Next button, then the Quiz Box appears. In the Quiz Box, there is a header with a title on the left side and a timer box on the right side. This timer starts decrement from 30 to 0 sec and there is also shown a timeline indicator that is sliding from the left to right side according to the timer. If the user selects an option between 30 to 0 sec, the timer will be stopped and all available options will be disabled. If the user selected option is correct, the selected option colour, background colour changed to green and there is also shown the tick icon to inform the user that the selected answer is correct. If the user selects an option that is incorrect, the selected option colour, background-colour changed to red and there is shown the cross icon to inform the user that the selected option is incorrect and the correct option will be automatically selected.

If the user doesn't select an option between 30 to 0 sec, the timer will be stopped once it comes in 0 and the correct option of that question will be selected automatically. After that, there is the next button to show the next question, and there is a total of five questions on this Quiz. In the end, the result box will be appeared and shown the user score and two buttons [Try again, Exit], if the user clicked on the Try again button, the quiz will again start with the number 1 question, and the score of the user will be 0 but if the user clicked on the Exit quiz button, the current window will be reloaded and the quiz starts from the begin.

4. DESIGNING

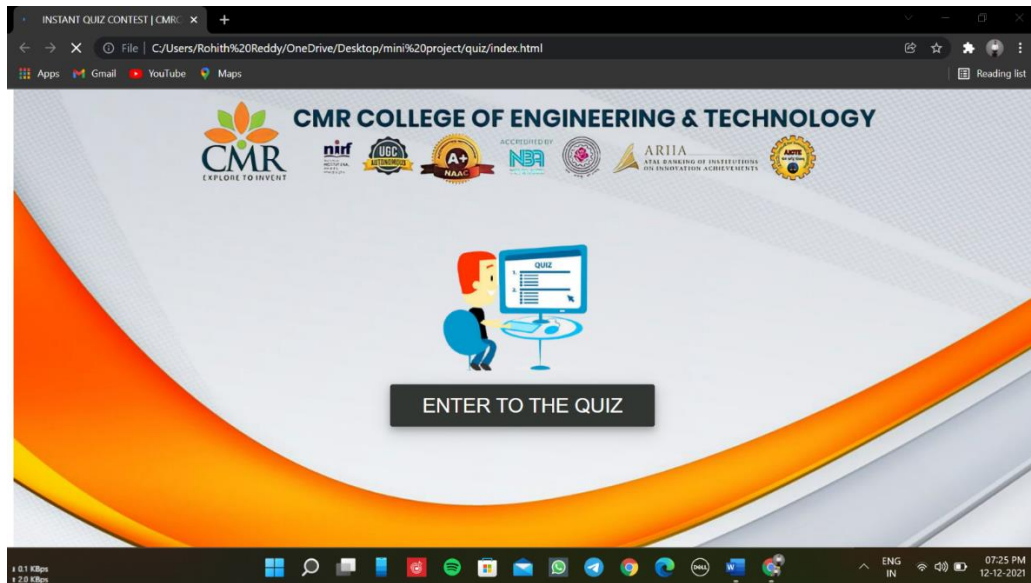
Flow chart for the quiz process:



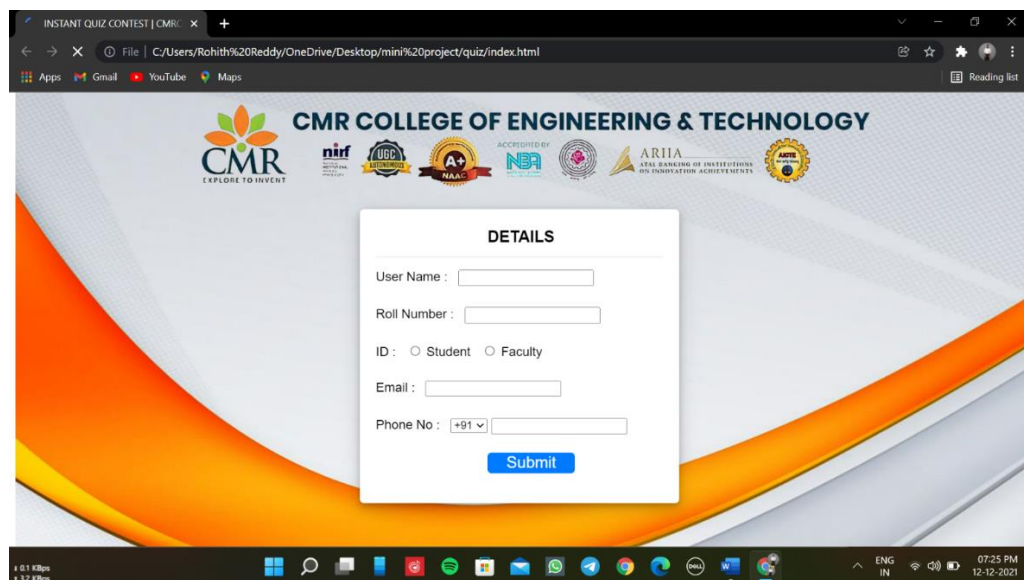
Steps to implement the instant quiz contest web application using html, css and java script.

5. RESULTS AND DISCUSSIONS

WORKING PROTOTYPE IMAGES:

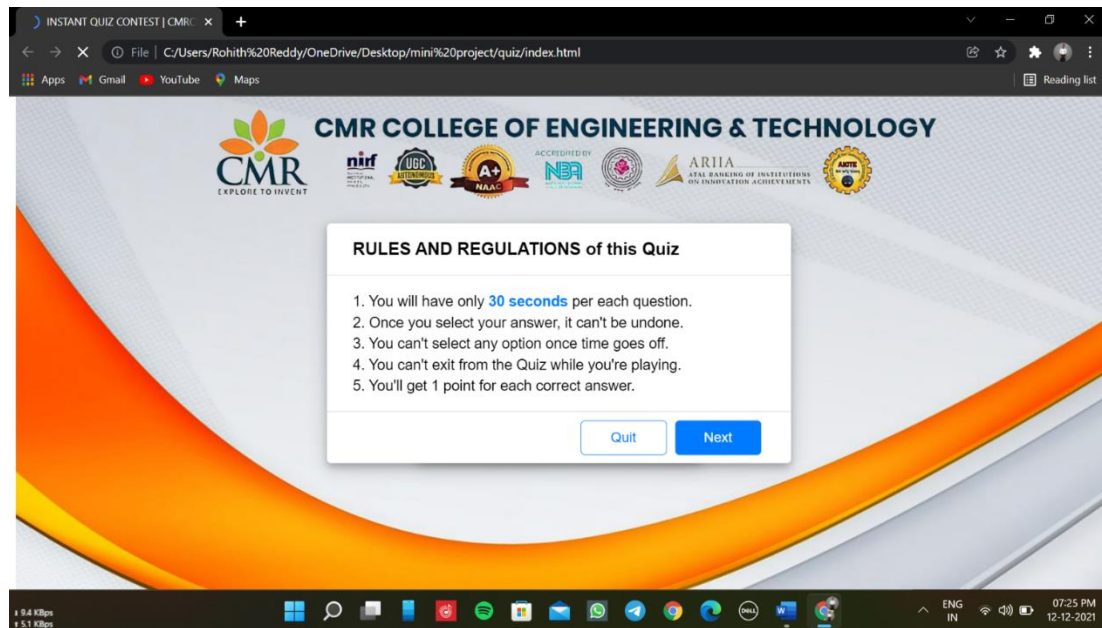


At first, on the webpage, there is shown a button labelled as "ENTER TO THE QUIZ" and when you clicked on that button,



Then the “DETAILS” window will appear in that, details will be asked named as User Name, Roll Number, ID, Email, Phone No. Then after filling the details when you click on submit button then,

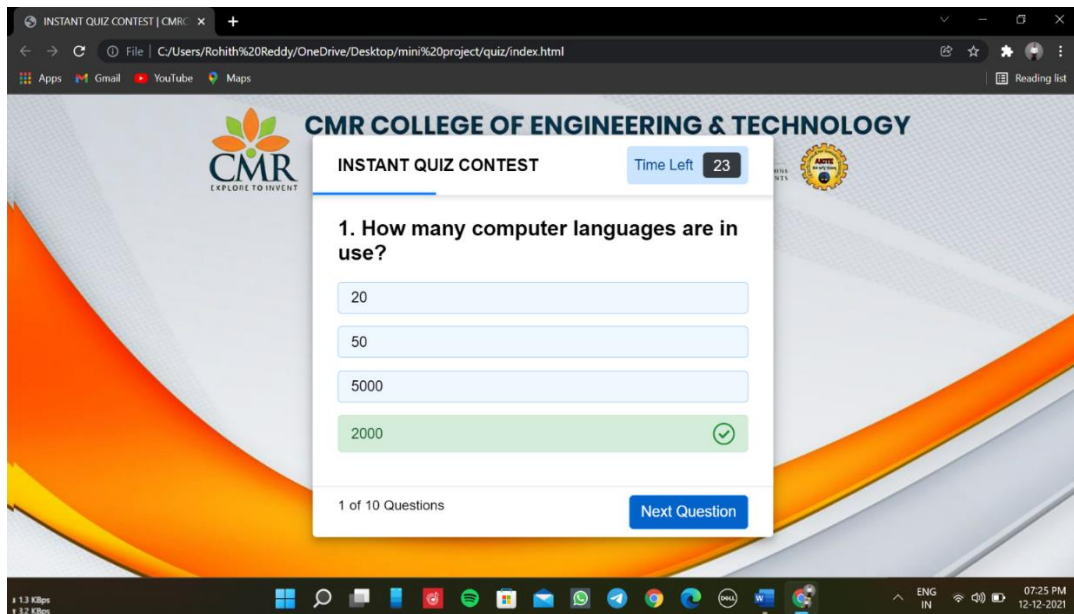
[INSTANT QUIZ CONTEST]



The info box appears with popup animation. In this info box, there are some “RULES AND REGULAATIONS” of the quiz and two buttons labelled as "QUIT" and "NEXT".

When you clicked on the Quit button, the info box will be hidden but when you clicked on the Next button, then the Quiz Box appears.

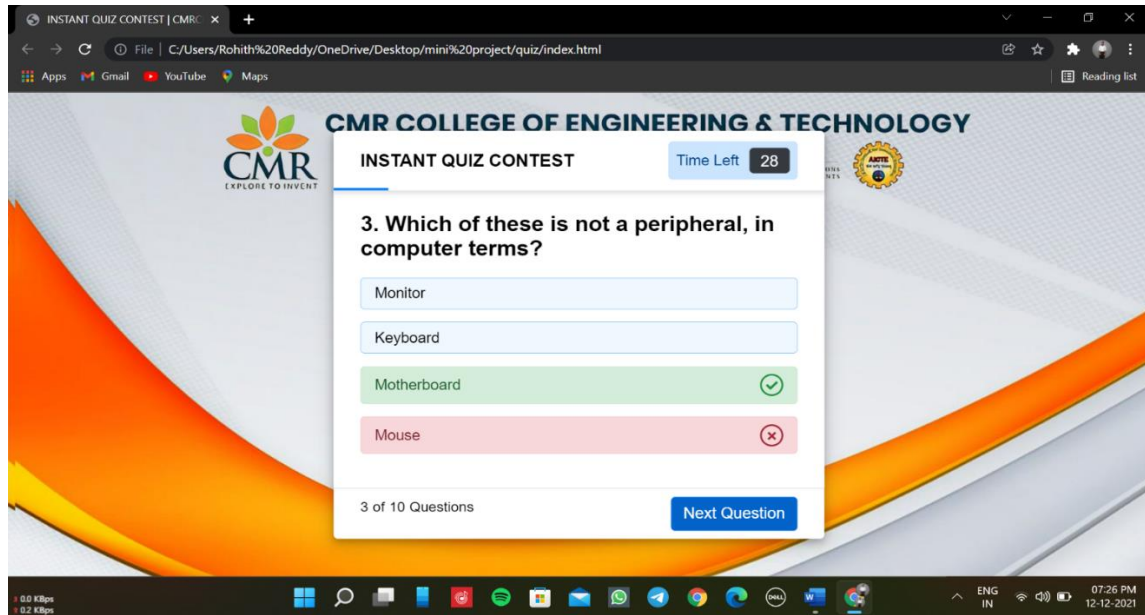
[INSTANT QUIZ CONTEST]



In the Quiz Box, there is a header with a title on the left side and a timer box on the right side. This timer starts decrement from 30 to 0 sec and there is also shown a timeline indicator that is sliding from the left to right side according to the timer.

If the user selects an option between 30 to 0 sec, the timer will be stopped and all available options will be disabled. If the user selected option is correct, the selected option colour, background colour changed to green and there is also shown the tick icon to inform the user that the selected answer is correct. Then,

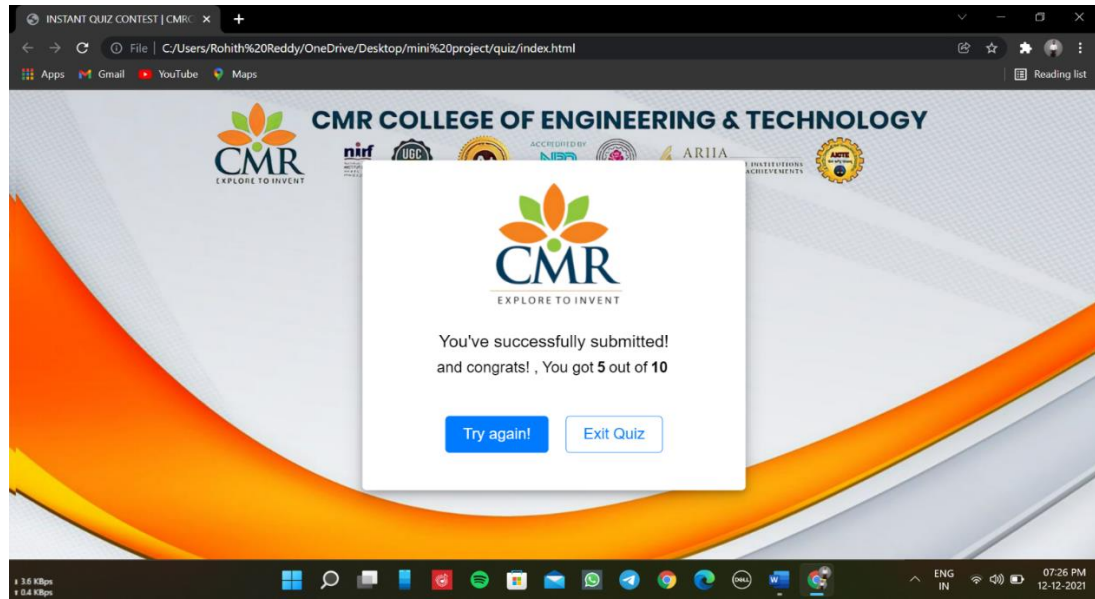
[INSTANT QUIZ CONTEST]



If the user selects an option that is incorrect, the selected option colour, background-colour changed to red and there is shown the cross icon to inform the user that the selected option is incorrect and the correct option will be automatically selected.

If the user doesn't select an option between 30 to 0 sec, the timer will be stopped once it comes in 0 and the correct option of that question will be selected automatically. After that, there is the next question button to show the next question.

[INSTANT QUIZ CONTEST]



In the end, the result box will be appeared and shown the user score and two buttons [Try again, Exit Quiz], if the user clicked on the Try again button, the quiz will again start with the number 1 question, and the score of the user will be 0 but if the user clicked on the Exit quiz button, the current window will be reloaded and the quiz starts from the begin.

ADVANTAGES OF PROPOSED SYSTEM :

- This proposed solution gives more clarity for the user to attend the quiz.
- It gives instant solutions for the particular question.
- We can save more time.
- Brings competitive spirit among the students.
- Very much useful during these pandemic situation to know the student status.
- Timer will be added for every question so, the user can easily focus on the quiz.
- This proposed solution is more secure.

6. CONCLUSION AND FUTURE WORK

CONCLUSION:

To conclude, this is a simple Online MCQ Quiz which will give instant results For users. Our proposed solution is very efficient and very easy to understand. This will save so much time for the user. This will give more readability to the user as well as administrator. The marks of student will be calculated according to questions they attempt and will be displayed by the system to teachers and student.

FUTURE WORK:

- Plays a vital role in pandemic situations.
- This project is only for MCQS test but in future we can extend it to support subjective type of questions with more functionality.
- We can able to add administrative part on it which able the system to delete test, add user, delete user and so on graphically via the web.
- This application is used in both educational institutions as well as corporate world.
- Can be used anywhere any time as it is a web based application.

7.REFERENCE:

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