

Exercise 6

Draw a Use case diagram to model for a quiz system. A user can request a quiz for the system. The system picks a set of questions from its database, and composes them together to make a quiz. It rates the user's answers and gives hints if the user requests it. In addition to users, we also have helpers who provide questions and hints. And also, administrators who must certify questions to make sure they are not too trivial, and that they are correct

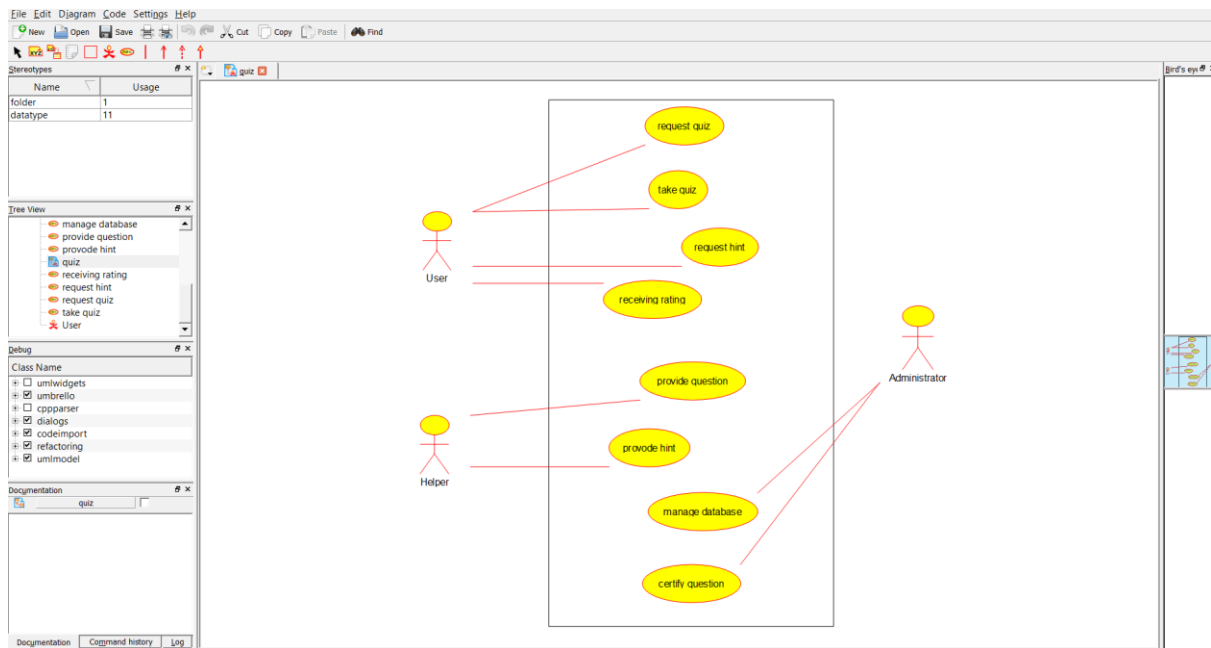
Aim

To design a Use Case Diagram for a Quiz System, depicting interactions between users, helpers, administrators, and the system.

Procedure

1. Identify Key Actors – Determine the primary actors involved: User, Helper, and Administrator.
2. Define User Use Cases – Outline user actions such as Request Quiz, Answer Questions, Get Hints, and Receive Rating.
3. Create the Use Case Diagram – Illustrate actors and their interactions with the system, linking them to their respective use cases.
4. Incorporate System Processes – Represent system operations such as Selecting Questions, Generating Quiz, Evaluating Answers, and Displaying Scores.
5. Review and Enhance – Verify the accuracy of actor-use case relationships and refine the diagram for completeness and clarity.

Output



Result

Thus the UML diagram for the Quiz System has been implemented successfully.