

**A PRELIMINARY REPORT ON**

**“Quiz Application System”**

**SUBMITTED TO THE EDUBRIDGE INDIA PRIVATE LIMITED**

**SUBMITTED BY**

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**THANE**

**EDUBRIDGE INDIA PRIVATE LIMITED**

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## **ACKNOWLEDGMENT**

It gives all of us great pleasure in presenting the preliminary project report on **“Quiz Application System”**. With due respect and gratitude we would like to take this opportunity to thank internal guide of our project **Mrs.Amruta Deore** for giving us all the help and guidance we needed. We are really grateful for his kind support. He has always encouraged us and given us the motivation to move ahead. He has put in a lot of time and effort in this project along with us and given us a lot of confidence. Also we wish to thank all the other people who have helped us in the successful completion of this project.

**Miss. Shalini Kannadhasan**

## **ABSTRACT**

The project: Quiz App System is contain number of questions. User can play/access the Quiz App System. There will be limited number of question and for each correct answer user will get credit score. In this system we have limited time for that questions so the user have answer the questions within a time. In last they show how many questions are right, wrong and final score of the quiz so that will help user to improve them. By this application the user will come to know about his/her level and can learn additional knowledge. Also by this application a user can expand his/her knowledge among the world .

## **Chapter 1**

# **INTRODUCTION**

## **1.1 PURPOSE**

The web application provides facility to play online quiz and practice Html and css type of questions. It provides a good platform ,Where a student not only judges there knowledge/skills but also they can improve knowledge/skill at the same time.

## **1.2 SCOPE**

**The scope of the project is very broad in terms of gaining knowledge and sharing knowledge among world.**

**Few points are:-**

- Can be used anywhere any time as it is a web based application
- The application will be used in educational institution as well as in corporate world.

## **1.3 SYSTEM REQUIREMENTS**

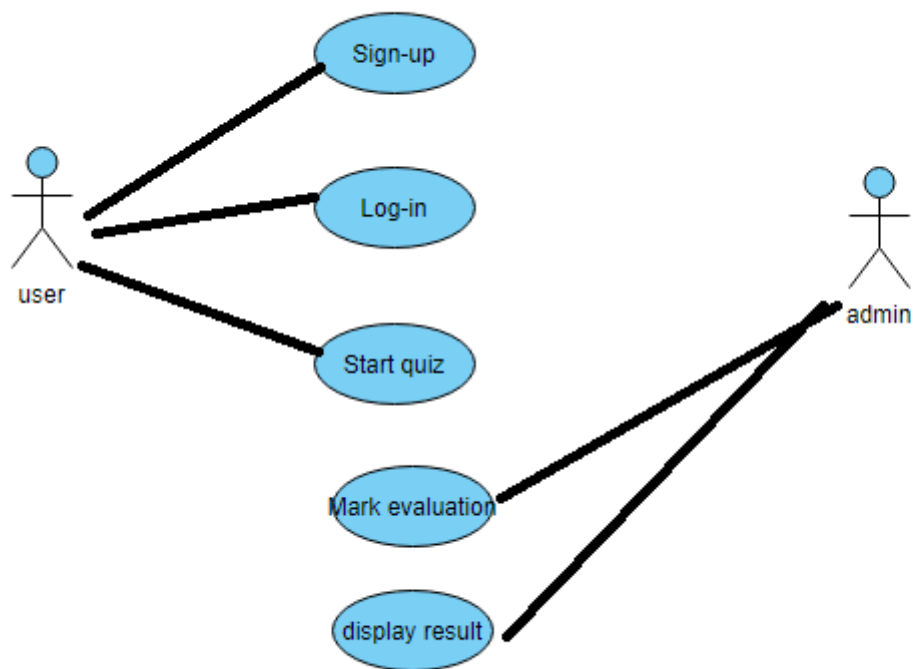
### **1.3.1 Software Requirements**

1. Operating System - Windows 10.
2. Platform – Visual studio code.
3. Language – Html ,Css ,Javascript.
4. Files – Stylesheet ,Html.

## 1.4 UML DIAGRAMS

### 1.4.1 Use case Diagram

The following UML use case diagram shows the working of a Quiz application system. Moreover, it has eight use cases that show the particular functionality of the Quiz app system of the User. The five use cases are: Sign-up, Login, Start quiz, Evaluate the mark, display the result. If the user is new, they need to sign-up; already have an account means they have to login. An administrator can check answers, evaluate the mark, and display the result. The interactions of the user and the administrator are what sum up the quiz application system use case diagram example.



## 1.5MODULE

### 1.5.1 LOGIN

Login module will help in authentication of user accounts .Users who have valid login id and password can only login into their respective accounts.

```
<body>
  <div class="hero">
    <div class="formbox">
      <div class="buttonbox">
        <div id="btn"></div>
        <button type="button" class="toggle" onclick="login()">Login</button>
        <button type="button" class="toggle" onclick="signup()">Signup</button>
      </div>

      <form id="login" class="input">

        <input type="text" class="inputf" placeholder="user id" required>
        <input type="password" class="inputf" placeholder="your password" required>
        <input type="checkbox" class="check"><span> rebememer my password</span>
        <button type="submit" class="submitbtn"><a href="index.html" >log in</a></button>
      </form>
    </div>
  </div>
</body>
```

## 1.5.2 SIGNUP

This module will help the user get registered from anywhere if internet is present. This module will really simplify the task of on paper registration. Also after successful registration the user can update information and change their password as and when required.

```
<form id="signup" class="input">
    <input type="text" class="inputf" placeholder="user id" required>
    <input type="email" class="inputf" placeholder="email id" required>
    <input type="password" class="inputf" placeholder="your password" required>
    <input type="checkbox" class="check"><span> i agree to the ters conditions</span>
    <button type="submit" class="submitbtn"><a href="index.html"> sign up</a></button>
</form>
</div>
</div>
```

```
<script>
    var x=document.getElementById("login")
    var y=document.getElementById("signup")
    var z=document.getElementById("btn")
    function signup(){
        x.style.left="-400px";
        y.style.left="50px";
        z.style.left="110px";
    }
    function login(){
        x.style.left="50px";
        y.style.left="450px";
        z.style.left="0px";
    }
</script>
</body>
```

### 1.5.3 HOMEPAGE

In this module we can find all the details regarding about us, feedback for the user the give opinion of the quiz ,contact us for if the user has any query they can contact and also thy have instruction for that quiz. Here we have start quiz button to quiz to start

```
<div class="navbar">
  
  <ul>
    <li><a href="aboutus/about.html">about us</a></li>
    <li><a href="feedback/index.html">feedback</a></li>
    <li><a href="contactus/contact.html">contact us</a></li>
  </ul>
</div>
```

```
<div class="container">
<div class="leftside">
<img src ="3.png" alt="logo" class="tilt">
</div>
```

```
<div class="rightside">
  <h1> Welcome To Online Quizz</h1>
  <h2> Features:</h2>
  <ul>
    <li> 10 Question(10 sec for each)</li>
    <li> 200 Seconds Quizz</li>
    <li> Random Question</li>
    <li>Get Result Any Time</li>
  </ul>
  <a href="questions.html"> lets start quiz</a>
```



### 1.5.4 QUESTION PAGE

Question page that contain css ,Html question and it has time limit .Everytime if the user start the quiz will shows random question .if the user choose correct answer score will be increment.

And last they shows how many's questions right and wrong and score of the user.

```
//timer code start here

let totalTime=200;
let min =0;
let sec =0;
let counter=0;

let timer= setInterval(function () {

    counter++;
    min = Math.floor( ( totalTime-counter)/60);
    sec = totalTime -(min*60) - counter;

$(".timerBox span") . text(min + ":" + sec);

if( counter == totalTime){

    alert("time's up.press ok to show the result");
    result();
clearInterval(timer);

}

}, 1000);

//timer code end here
```

```

9 // print question
0
1
2 printQuestion(index);
3
4 });
5
6
7 //function to print question start
8
9 function printQuestion(i){
0
1     $(".questionBox").text(questions[i].question);
2
3     $(".optionBox span").eq(0).text(questions[i].option[0]);
4     $(".optionBox span").eq(1).text(questions[i].option[1]);
5     $(".optionBox span").eq(2).text(questions[i].option[2]);
6     $(".optionBox span").eq(3).text(questions[i].option[3]);
7 }
8
9 //function print question end
//function for the next quetion
function showNext(){
if(index >=(questions.length - 1)){
    showResult(0);
    return;
}
    index++;
    $(".optionBox span").removeClass();
    $(".optionBox span").attr("onclick","checkAnswer(this)");
    printQuestion(index);
}

```

```
//function for result start
```

```
function showResult(j){
```

```
    if(
```

```
        j==1 &&
```

```
        index < questions.length -1 &&
```

```
        !confirm(
```

```
            " quiz has not finished yet.press ok to skip quiz and get your final result"
```

```
        )
```

```
    ){
```

```
        return;
```

```
    }
```

```
result();
```

```
}
```

```
//function for the result end
```

```
//result function start
```

```
function result(){
```

```
    $("#questionScreen").hide();
```

```
    $("#resultScreen").show();
```

```
    $("#totalQuestion").text(totalQuestion);
```

```
    $("#attemptQuestion").text(attempt);
```

```
    $("#correctAnswers").text(score);
```

```
    $("#wrongAnswers").text(wrong);
```

```
}
```

```
//result function start
```

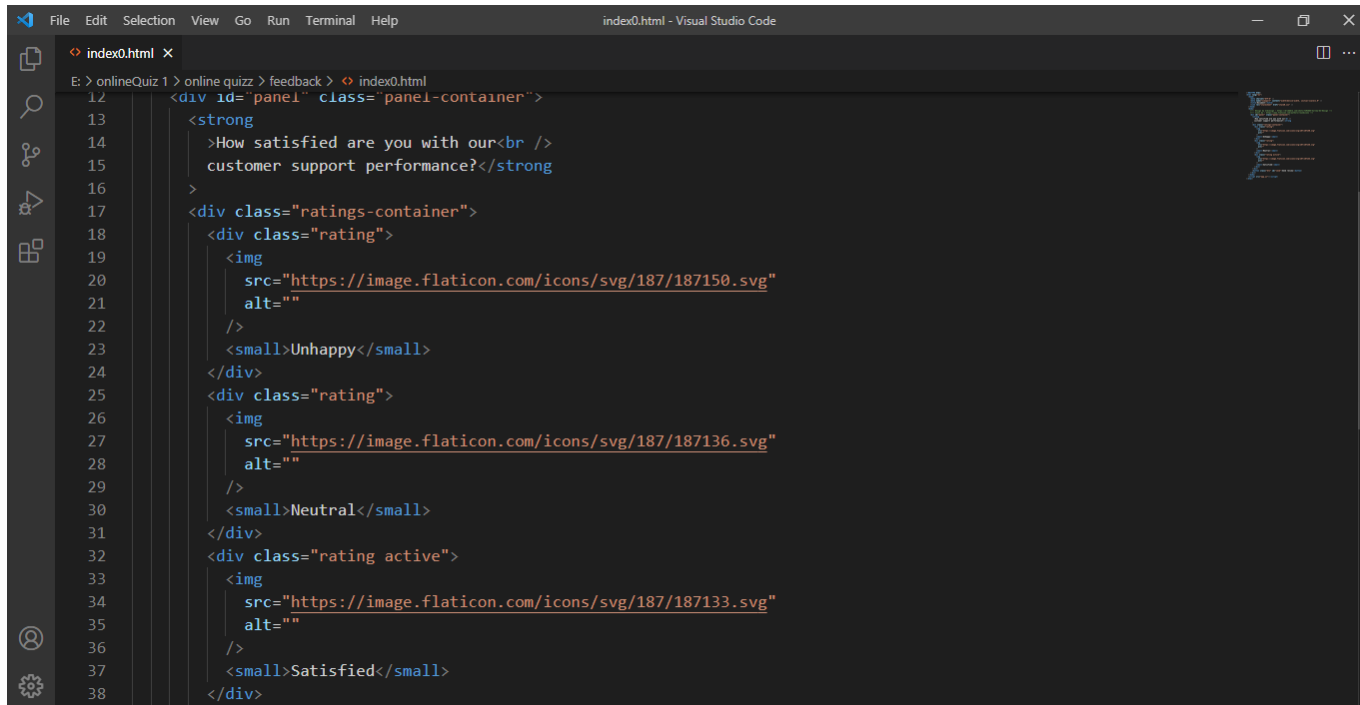
## 1.5.5 ABOUT US

In this module, we can see the description of the quiz application which is very useful for the user to know about our quiz application.

```
<body>
  <div class="about">
    <div class="inner">
      <h1> About Us</h1>
      <p class="text">
        Quizz master was created by xxxx.It mainly contains html and css related
        questions.The concept is simple making learning enjoyable so that everyone
        want to learn at home.you can gain your knowledge through Quizz master.
      </p>
      <div class="skills">
        <button><a href="contactus.contact.html">contactus </a></button>
      </div>
    </div>
  </div>
</body>
```

## 1.5.6 FEEDBACK

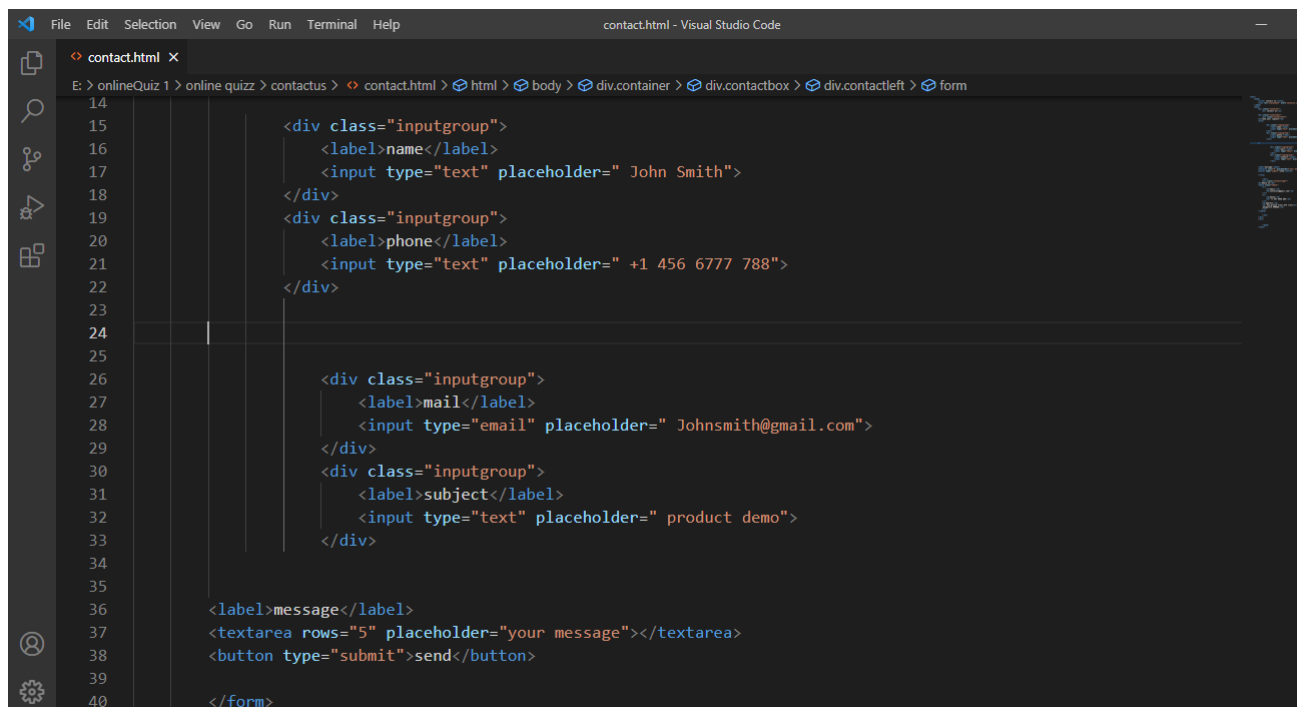
In this module user can give the opinion using these page. If the user not satisfied means they will change According to the users.



```
12 <div id="panel" class="panel-container">
13   <strong>
14     >How satisfied are you with our<br />
15     customer support performance?</strong>
16   </div>
17   <div class="ratings-container">
18     <div class="rating">
19       
23       <small>Unhappy</small>
24     </div>
25     <div class="rating">
26       
30       <small>Neutral</small>
31     </div>
32     <div class="rating active">
33       
37       <small>Satisfied</small>
38     </div>
```

## 1.5.7 CONTACT US

Contact us page that contain contact details of the quiz website and user can write message or contact to the through phone no,email.



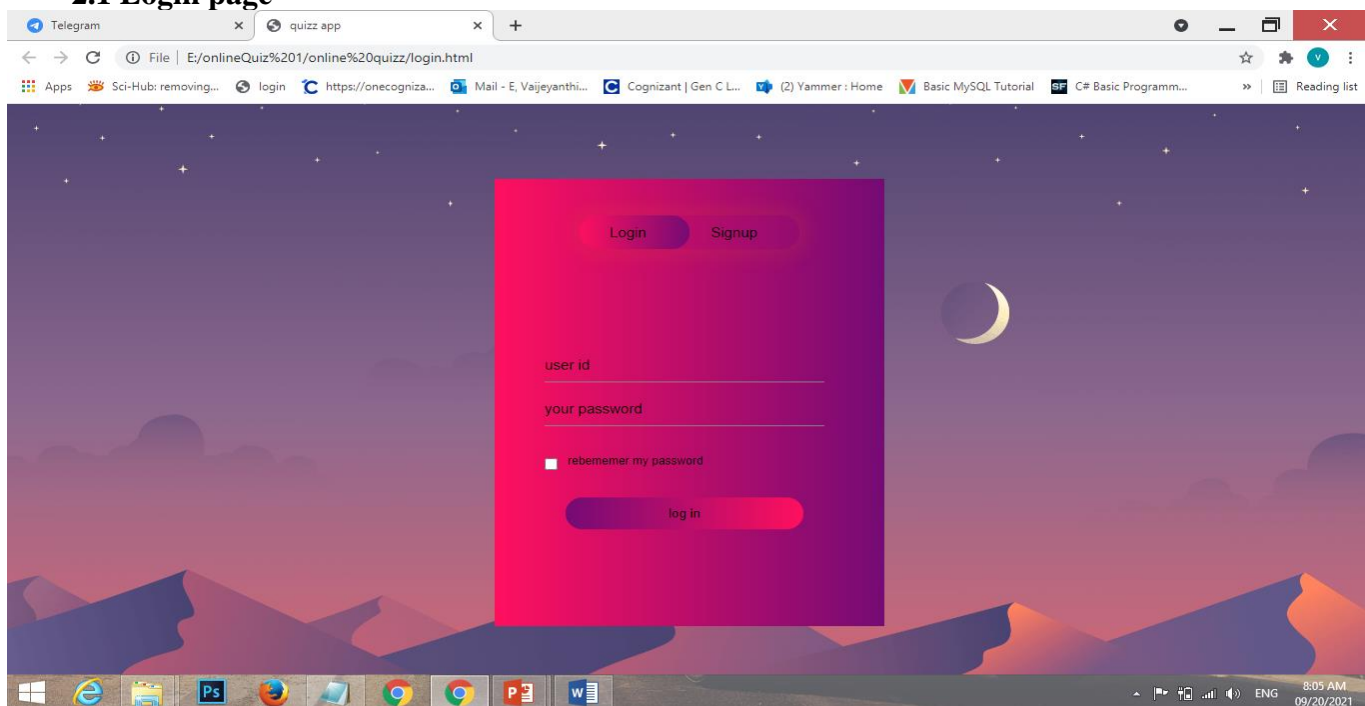
```
14
15 <div class="inputgroup">
16   <label>name</label>
17   <input type="text" placeholder=" John Smith">
18 </div>
19 <div class="inputgroup">
20   <label>phone</label>
21   <input type="text" placeholder=" +1 456 6777 788">
22 </div>
23
24
25
26 <div class="inputgroup">
27   <label>mail</label>
28   <input type="email" placeholder=" Johnsmith@gmail.com">
29 </div>
30 <div class="inputgroup">
31   <label>subject</label>
32   <input type="text" placeholder=" product demo">
33 </div>
34
35
36 <label>message</label>
37 <textarea rows="5" placeholder="your message"></textarea>
38 <button type="submit">send</button>
39
40 </form>
```

## Chapter 2

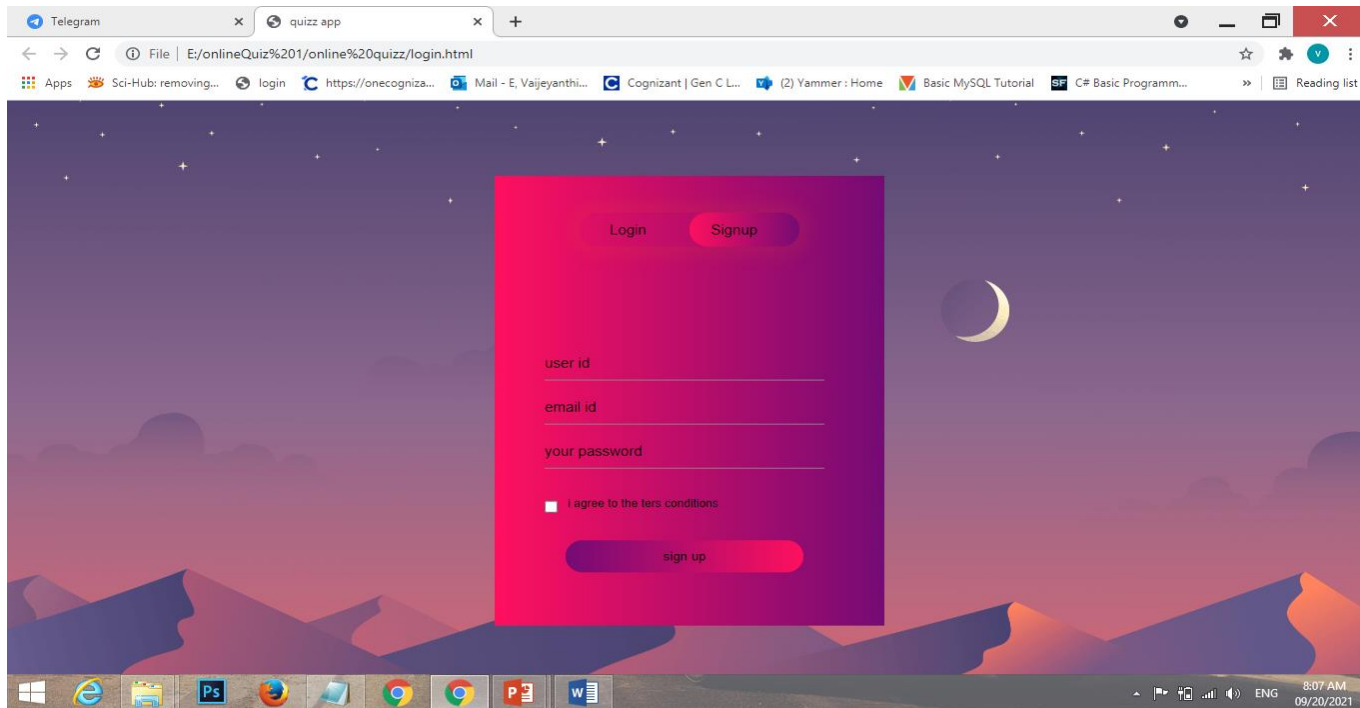
# PROJECT IMPLEMENTATION

## 2 SCREENS

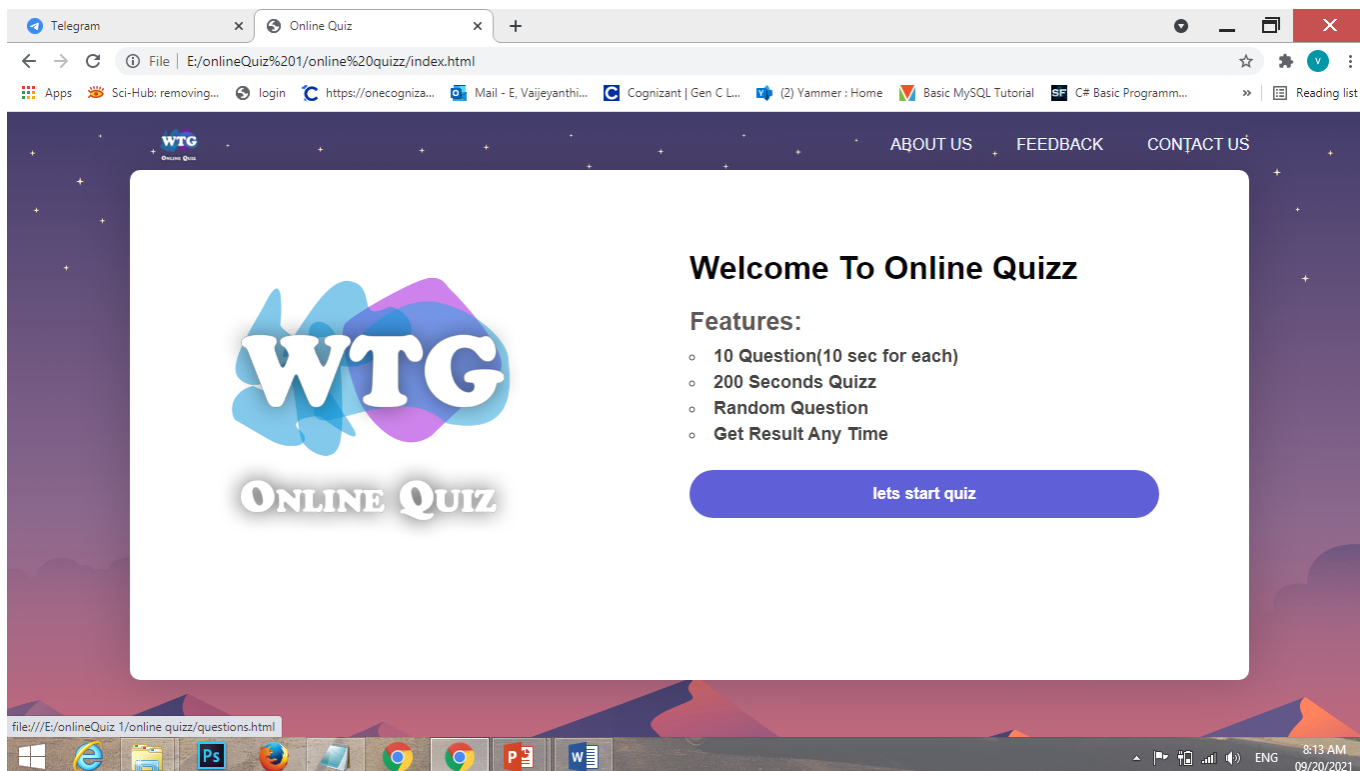
### 2.1 Login page



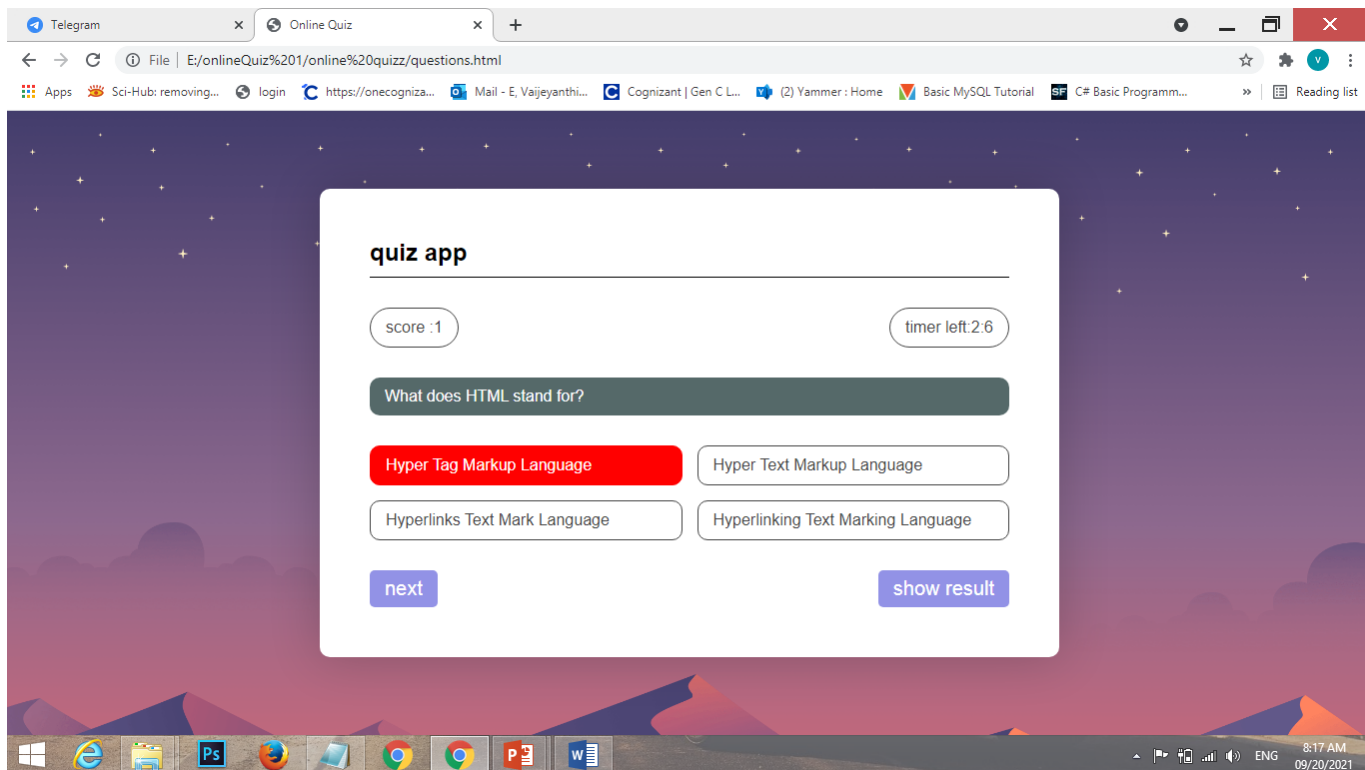
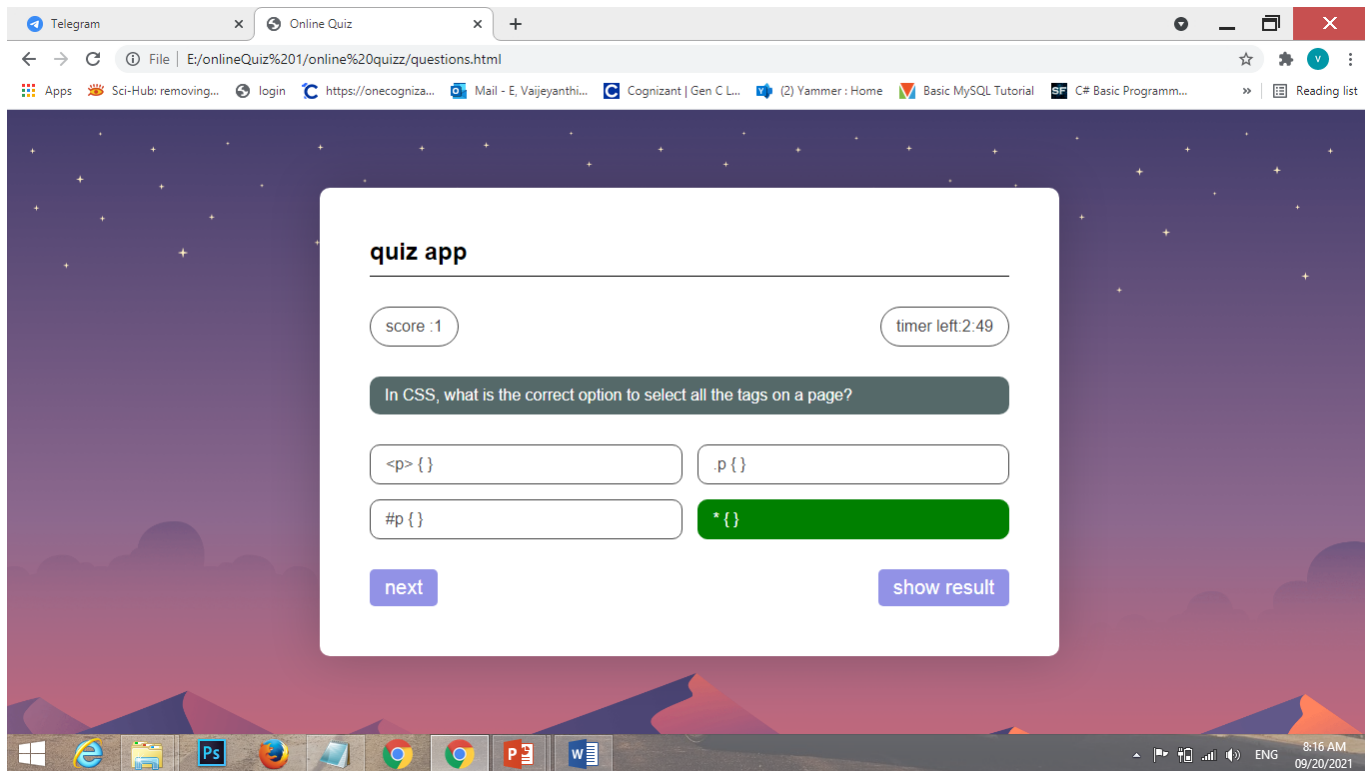
## 2.2 Sign-up page



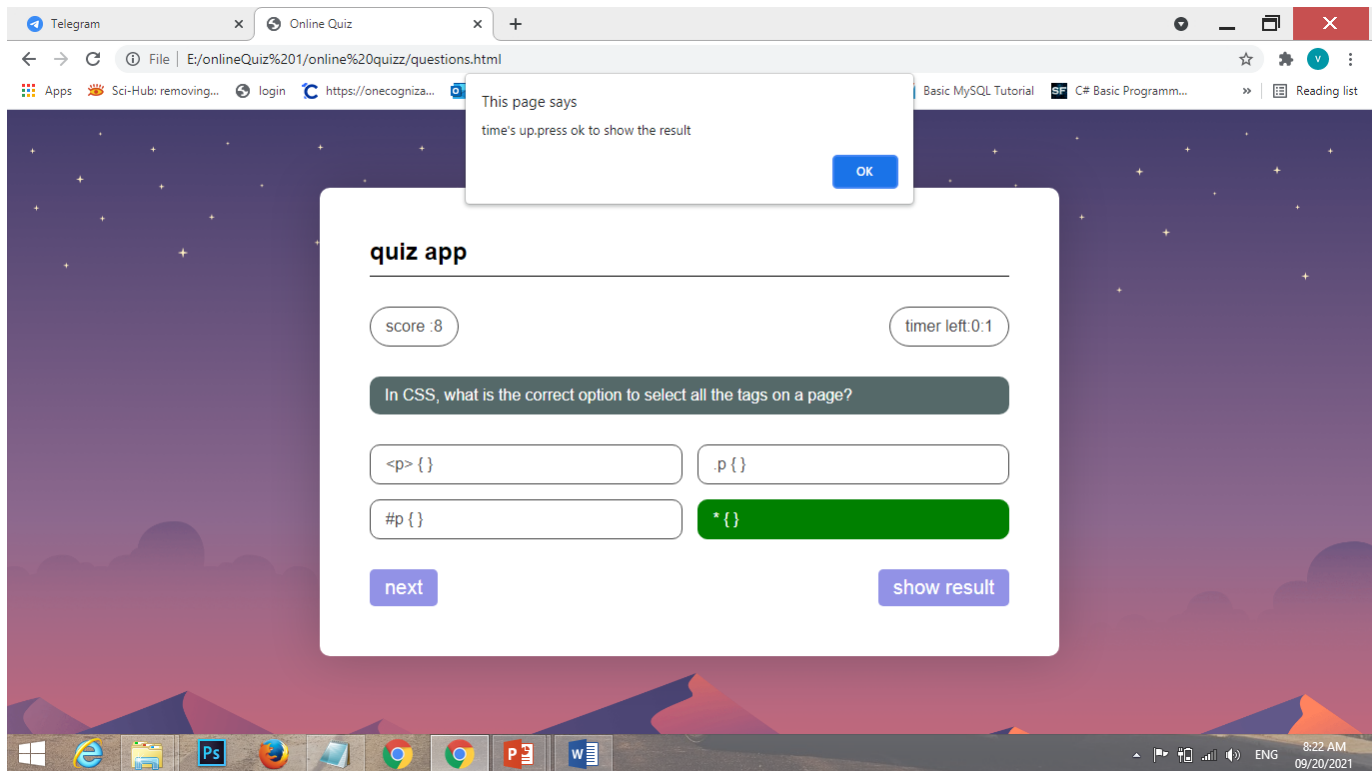
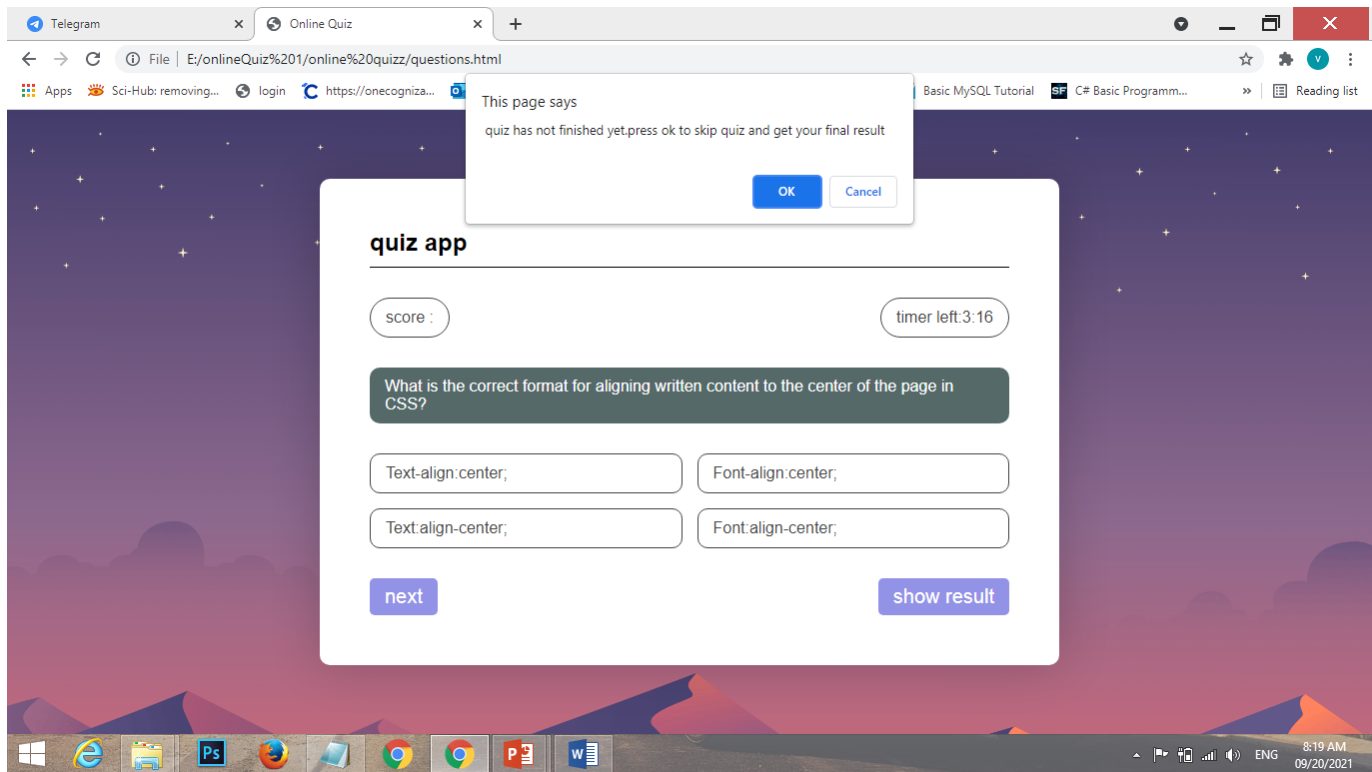
## 2.3 Home page

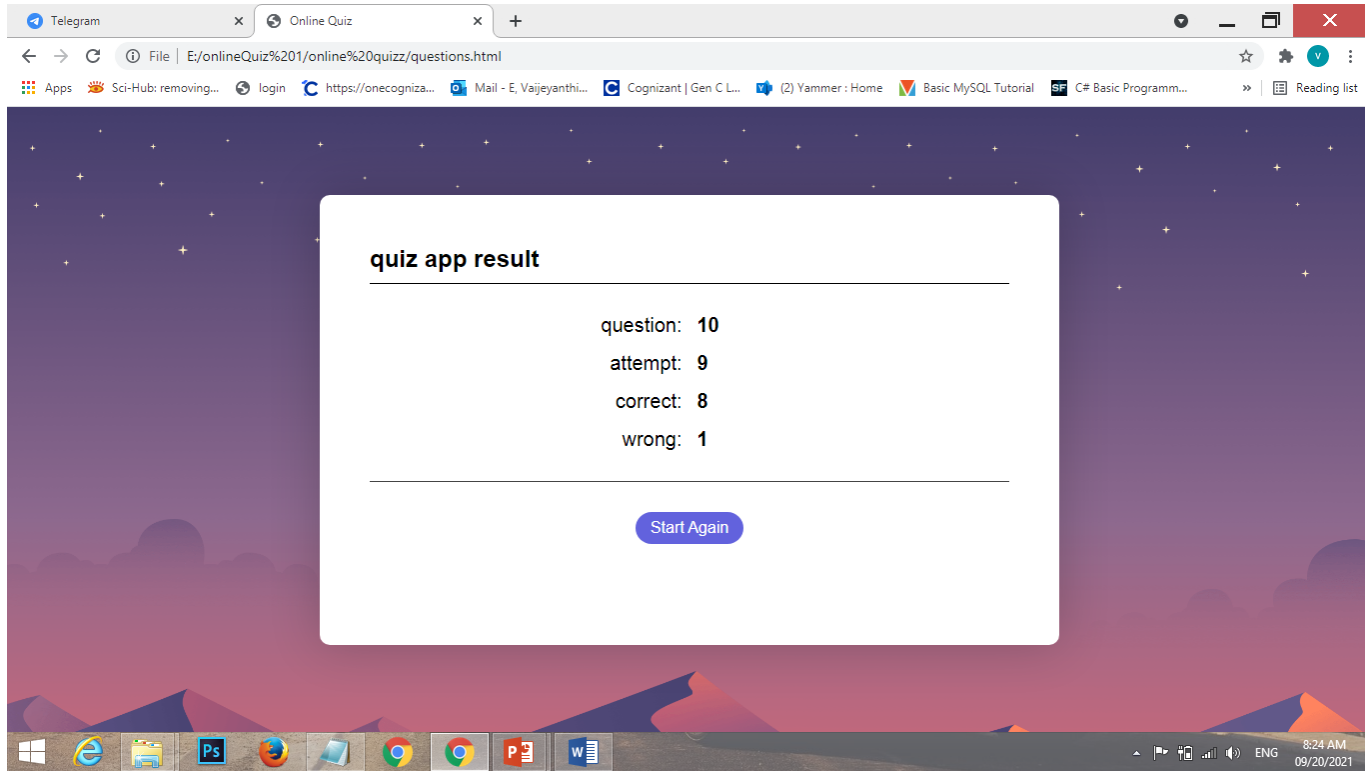


## 2.4 Question page

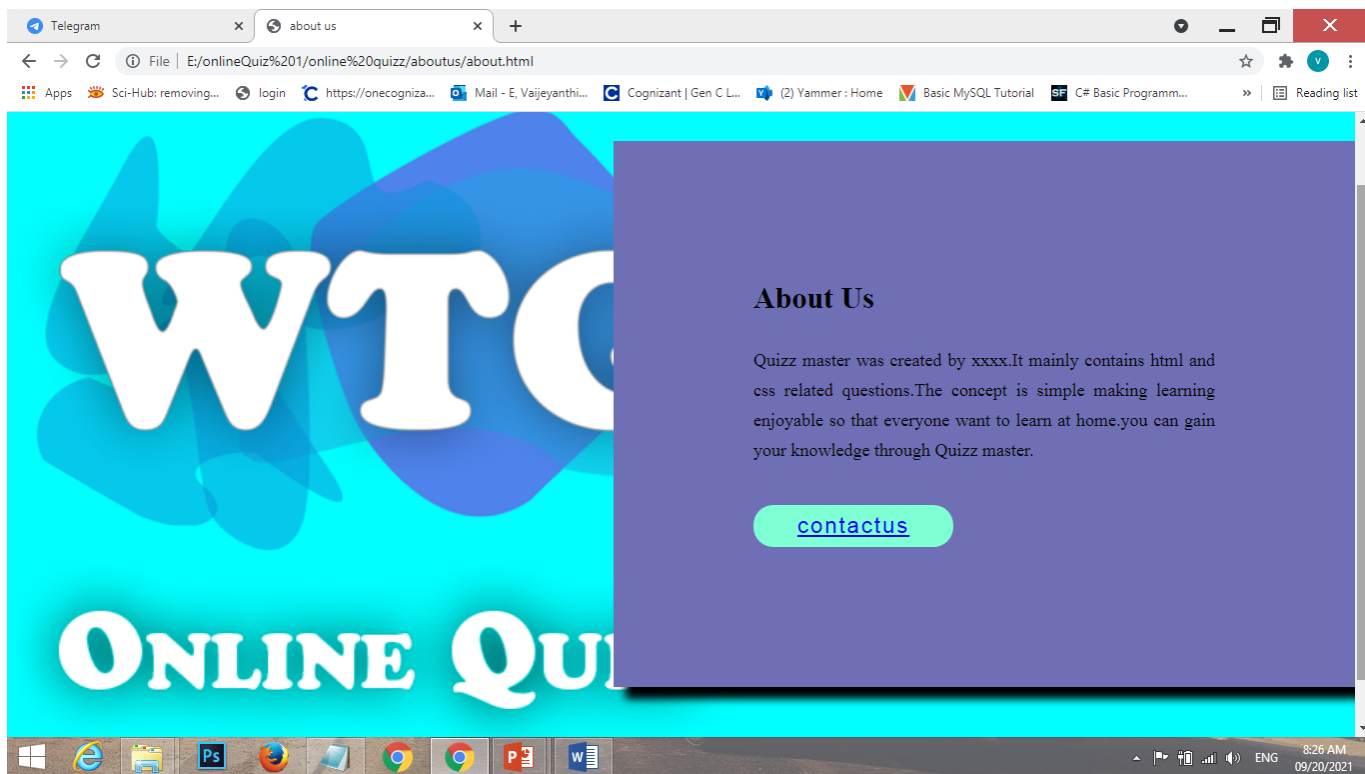




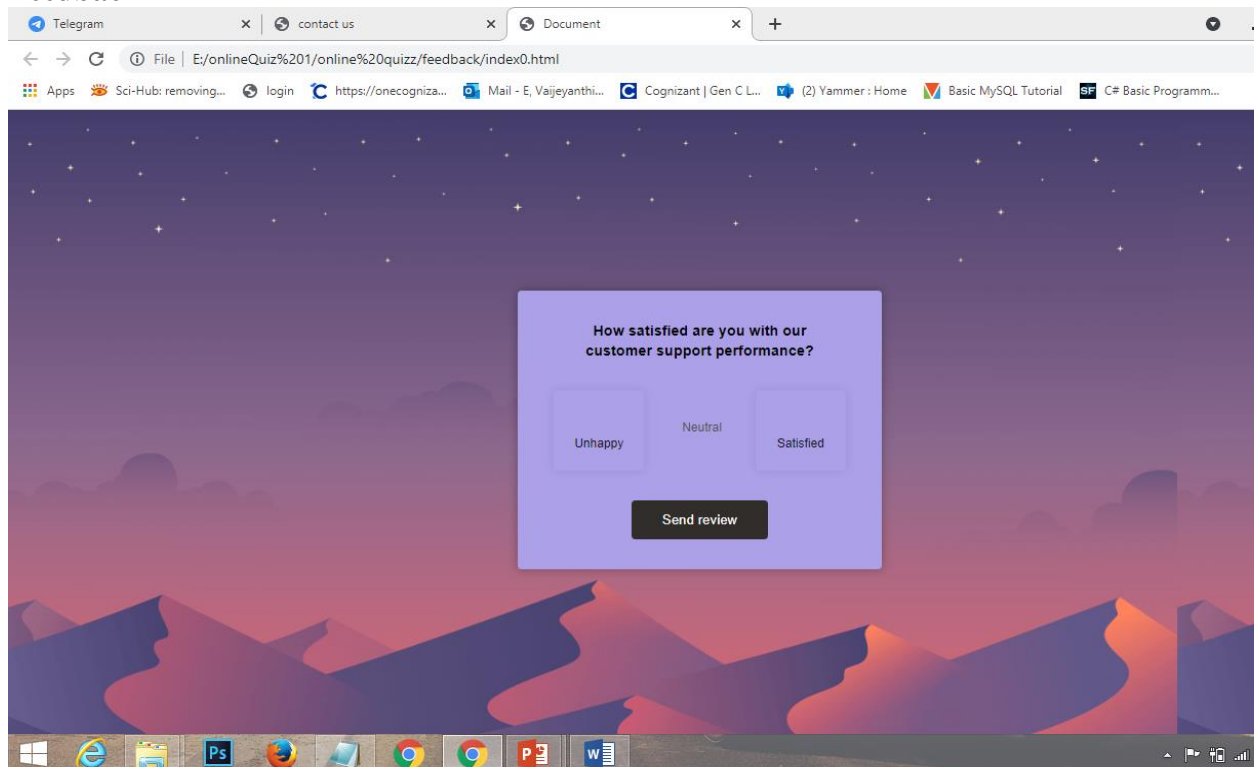




## 2.4 About us



## 2.5 Feedback



## 2.6 Contact us

Telegram contact us

File | E:/onlineQuiz%201/online%20quizz/contactus/contact.html

Apps Sci-Hub: removing... login https://onecogniza... Mail - E, Vajeyanthi... Cognizant | Gen C L... (2) Yammer : Home Basic MySQL Tutorial C# Basic Programm...

### contact us

#### send your request

name  
John Smith

phone  
+1 456 6777 788

mail  
Johnsmith@gmail.com

subject  
product demo

message  
your message

send

#### Reach us

email contactus@gmail.com

phone +1 567 5666 888

address #22,ground floor,5th cross ,bangalore 690988

Windows taskbar icons: Windows, Edge, File Explorer, Photoshop, Firefox, Chrome, PowerPoint, Word.

## **Chapter 3**

# **CONCLUSIONS**

### **3.1 ADVANTAGE**

**Few points are:-**

- It saves more time
- It saves the student's money.
- It saves Paper.
- It more Secure

### **3.2 CONCLUSIONS**

The online quiz application provides facility to play quiz anywhere and anytime. It save time since user does need to wait for result. So student/user cannot wait for result. All Student/user can get knowledge and skills .Administrator has a privilege to put as uh as question in any category given in application. User can register ,log-in and give test with his/her specific id, and can see the result as well