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**PROJECT: ONLINE TEST WEBSITE** 

**WEBSITE NAME: QuizApp** 

TOOLS: VISUAL STUDIO, BOOTSTRAP V5.2 & GIT
HUB, ANGULAR, NODE

**LANGUAGES: HTML 5, CSS 3 & TYPESCRIPT** 

**GIT HUB LINK:** 

https://github.com/sonamr8/QuizApp.git

### Introduction

It is a Quiz website in which candidate coming for interview can give test and based on their performance, they qualify for the interview.

It contains a Welcome page where a user can enter his/her name and can read the rules to attend the questionnaire.

The rules are as follows:

- 10 points will be awarded for every correct answer
- 5 points will be deducted for every incorrect answer
- You will be given **30 seconds** for each question to answer
- Refreshing the page will refresh the Quiz
- Once you answer you will be moved to next question
- To qualify for interview you have to score more than 60 points

### **Purpose**

The website is interactive and user friendly, where the candidate can enter his name and can start his test.

This app will help the interviewer to check the knowledge of the candidate.

Based on the result candidate can be selected for the interview.

# **Features**

It has a Brand Logo, which was customized as per the requirement of the customer.

It contains a Welcome page, Question page and a Result page.

Navbar and Footer are common in all pages.

Navbar contains Brand Logo and App name

Footer has a Terms and Conditions anchor tag.

<u>Home page</u>: Home page is a welcome page, where the candidates can read the rules of giving the test and then enter their name to start the test.

<u>Question Page</u>: Once the candidate enter his/her name, he will be directed to Question page. Question page contains Points, Stop Watch, Progressive bar and 10 questions.

Only one question will be seen at a time. There is a Previous ,Refresh and Next button at the bottom of each question .Once a question is answered, next question appears.

<u>Terms and Condition page</u>: This page contains Terms and Conditions of the website.

# **Tools and Languages Used**

Tools: Visual Studio, bootstrap v5.2, Angular, Node and Github

Languages: HTML5, CSS3, TypeScript

### **Contraints**

The biggest constraints was the time given to deliver the website. Client ask for specific colors and fonts, thus the creative team feels that this limits their creativity but on the contrary it helps to define project scope and help to deliver the project on time.

### **Steps Involved**

## STEP 1

After gathering the requirement of the project, I have the backlog. Then divided the User Story into Sprints

1st sprint - navbar, brand logo and footer

2<sup>nd</sup> sprint-Developing Welcome page

3<sup>rd</sup> sprint- Designing Question page

4<sup>th</sup> sprint- Making the static buttons and other features dynamic

### STEP 2

Added a folder in my computer ,then opened Git Bash in that folder ,then typed following codes:

- \$ git config –global—user.name"Sonamr"
- \$ git config –global—user.email "sonamrastogi8@gmail.com"
- \$ git log
- \$git init

This will add local repository in the folder. Then created a new project in VS code.

## ng new QuizApp

Then created the components, service and .json file needed to complete the project.

To add component

ng generate component <component name>

• To add the service:

ng g s <services-name>

Then in git bash

Add and commit your progress using:

\$ git commit -am"commit message "

This will save the file in the local repository.

By this you will know that your file is saved in local repository.

This step is used again and again to add a file in index and then in local repository

### STEP 3

A remote repository must be created and then added to the git bash

- \$ git add README.md
- \$ git commit -m "first commit"
- \$ git branch -M main
- \$ git remote add origin <a href="https://github.com/sonamr8/QuizApp.git">https://github.com/sonamr8/QuizApp.git</a>

To push the code to remote repository, we use following code:

• \$ git push -u origin main

### STEP 4

Before the final push, I have removed the node\_module as I have added a node file by using node init code in the Terminal of VS code, as it was an unwanted file.

