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DEPARTMENT OF INFORMATION TECHNOLOGY

MINI PROJECT

**COURSE: OBJECT-ORIENTED PROGRAMMING
LABORATORY**

PROJECT TITLE:

**ADVANCED QUIZ PLATFORM WITH CLASS
BASED SYSTEM.**

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1. INTRODUCTION

The goal of this project is to develop a **Quiz Application** in Java using Object-Oriented Programming (OOP) principles and modern frameworks. The application allows users to **register**, **log in**, and take multiple-choice quizzes. The backend is built with Spring Boot (Java) while the frontend is a Java client application. The motivation behind this project is to apply OOP concepts in a real-world scenario and to gain practical experience with Java-based web technologies. Java's OOP approach "organizes code using classes and objects"[1], making it well-suited for modeling entities such as *User*, *Quiz*, and *Question*.

Key OOP concepts are applied throughout the design. For example, **encapsulation** is used by defining classes with private fields and public methods; **inheritance** can be applied (e.g., a specialized Admin class inheriting from a generic User class); **abstraction** is achieved via interfaces or abstract classes for service layers; and **polymorphism** allows different question types (e.g., multiple-choice, true/false) to be handled uniformly. These principles make the code modular and reusable. Tutorials note that OOP "simplifies software development" by providing such concepts[2][1]. In summary, the project idea is to create a structured, maintainable quiz system in Java that demonstrates core OOP ideas while using Spring Boot for rapid backend development and integration with a Java-based client interface.

2. OBJECTIVES

- **Implement core OOP principles.** Design the application using classes and objects, and demonstrate encapsulation, inheritance, and polymorphism in Java.
- **Build a modular, user-friendly application.** Apply OOP concepts to create a clean, intuitive interface for registration, login, and quiz-taking.
- **Ensure data persistence and security.** Use Java Persistence API (JPA) for database access and Spring Security for login/authentication.
- **Practice integration of technologies.** Use Spring Boot for the backend API and a standalone Java frontend. Employ libraries like Gson for JSON parsing and PDFBox for report generation.
- **Enhance problem-solving skills.** Solve a practical, real-world problem (online quiz) using object-oriented design and Java frameworks.

3. SYSTEM REQUIREMENTS

Hardware: The application should run on a typical PC or laptop with at least an Intel i3 processor and 4 GB of RAM[3]. More RAM (e.g. 8 GB) is recommended for development with IDEs and multiple services.

Software: A 64-bit operating system (Windows, Linux, or macOS) is required. Java Development Kit (JDK) version 17 or higher must be installed[4]. A Java IDE such as Eclipse, IntelliJ IDEA, or NetBeans is recommended[4]. Maven (or Gradle) is used for building the project.

The backend server uses **Spring Boot 3.5.7** (as specified in the POM)[5]. Dependencies include Spring Data JPA for ORM, Spring Web for REST APIs, Spring Security for authentication, and Spring Actuator for monitoring[6][7]. Database connectivity requires **MySQL** (Connector/J driver) for runtime operation[8]; the POM also includes **PostgreSQL** driver support[9]. For PDF

functionality, **Apache PDFBox 3.0.6** is included on both server and client sides[10][11]. The Java client uses the **Gson 2.13.2** library for JSON processing[12]. A running instance of MySQL or PostgreSQL is required as per configuration. In summary:

- **Java/JDK:** Java SE 17 or above[4]
- **Build Tools:** Maven (including Spring Boot Maven plugin)[5]
- **Frameworks:** Spring Boot (v3.5.7) with Spring Data JPA, Spring Web, Spring Security[6][7]
- **Databases:** MySQL 8 (with mysql-connector-j)[8], optionally PostgreSQL (with driver)[9]
- **Libraries:** Apache PDFBox (v3.0.6)[10], Google Gson (v2.13.2)[12]
- **Tools:** IDE (Eclipse/IntelliJ IDEA/NetBeans), web browser (for API testing)
- **Hardware:** Intel i3 CPU or better, 4+ GB RAM[3]

4. IMPLEMENTATION

Github Link

Server: https://github.com/MadhavK3/mcq_server

Client: https://github.com/MadhavK3/mcq_client

API Endpoint Summary

▪ Authentication Endpoints

Method	Endpoint	Purpose	Request Example / Params	Response Example (Success)
POST	/api/auth/register	Register a new user	{ "username": "john_doe", "email": "john@example.com", "password": "Password123!", "fullName": "John Doe" }	{ "message": "User registered successfully.", "user": { "id": 1, "username": "john_doe", "email": "john@example.com", "role": "STUDENT" } }

POST	/api/auth/login	Login and get JWT token	{ "username": "john_doe", "password": "Password123!" }	{ "message": "Login successful.", "accessToken": "<JWT>", "tokenType": "Bearer" }
POST	/api/auth/forgot-password	Send password reset link	{ "email": "john@example.com" }	{ "message": "Password reset link sent to registered email." }
POST	/api/auth/reset-password	Reset password using token	{ "token": "reset_token_xyz", "newPassword": "NewPassword123!" }	{ "message": "Password reset successfully." }
POST	/api/auth/logout	Logout and invalidate token	Header: Authorization: Bearer <JWT>	{ "message": "Logged out successfully." }

▪ User Management Endpoints

Method	Endpoint	Purpose	Request Example / Params	Response Example (Success)
GET	/api/users	Get all registered users	—	[{ "username": "john_doe", "email": "john@example.com", "role": "STUDENT" }]

GET	/api/users/{username}	Get user details by username	—	{ "username": "john_doe", "email": "john@example.com", "joinedClassrooms": ["MATH101"] }
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▪ Classroom Management Endpoints

Method	Endpoint	Purpose	Request Example / Params	Response Example (Success)
GET	/api/classrooms	Get list of classrooms (filterable)	/api/classrooms?name=Math&filter=active	[{ "code": "MATH101", "name": "Mathematics 101", "status": "ACTIVE" }]
POST	/api/classrooms	Create a new classroom	{ "name": "Physics 101", "description": "Introductory physics." }	{ "message": "Classroom created successfully.", "classroom": { "code": "PHYS101", "studentsCount": 0 } }
GET	/api/classrooms/{code}	Get classroom details	—	{ "code": "MATH101", "name": "Mathematics

				101", "teacher": "amy_watson" }
PUT	/api/classrooms/{code}	Update classroom details	{ "name": "Math 101 (Updated)", "description": "Updated syllabus covering calculus." }	{ "message": "Classroom updated successfully." }
DELETE	/api/classrooms/{code}	Delete a classroom	—	{ "message": "Classroom MATH101 deleted successfully." }
POST	/api/classrooms/{code}/join	Join a classroom	Header: Authorization: Bearer <JWT>	{ "message": "Successfully joined classroom MATH101." }
DELETE	/api/classrooms/{code}/leave	Leave a classroom	—	{ "message": "You have left the classroom MATH101." }

DELETE	<code>/api/classrooms/{code}/remove/{studentUsername}</code>	Remove student from class	–	{ "message": "Student john_doe removed from classroom MATH101." }
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▪ Test and Submission Endpoints

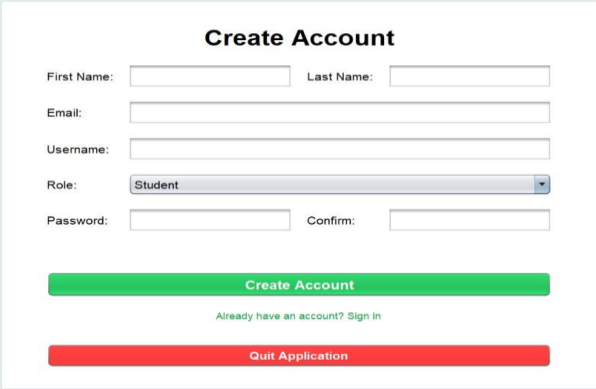
Method	Endpoint	Purpose	Request Example / Params	Response Example (Success)
POST	<code>/api/classrooms/{classroomCode}/tests</code>	Create a new test in classroom	Multipart: testname, pdfFile, correctAnswers	201 Created – Test created successfully
GET	<code>/api/classrooms/student/active-test</code>	Get active test for logged-in student	–	{ "classroomCode": "MATH101", "testName": "Algebra_Midterm", "status": "ACTIVE" }
GET	<code>/api/classrooms/{classroomCode}/tests</code>	Get all tests for a classroom	–	[{ "testname": "Algebra_Midterm", "status": "ACTIVE" }]

GET	/api/classrooms/{classroomCode}/tests/{testname}	Get specific test details	–	{ "testname": "Algebra_Midterm", "status": "ACTIVE", "questionCount": 10 }
GET	/api/classrooms/{classroomCode}/tests/{testname}/pdf	Download/view test PDF	–	Returns PDF file
DELETE	/api/classrooms/{classroomCode}/tests/{testname}	Delete a test and its submissions	–	204 No Content
POST	/api/classrooms/{classroomCode}/tests/{testname}/start	Start test and create submissions	–	{ "message": "Test started successfully. Submissions created for all students." }
POST	/api/classrooms/{classroomCode}/tests/{testname}/end	End an active test	–	{ "message": "Test ended successfully. Students can now submit answers." }
GET	/api/classrooms/{classroomCode}/tests/{testname}/submissions/my	Get current student's submission and result	Header: Authorization : Bearer <JWT>	{ "student": "john_doe", "score": 75, "status":

				"SUBMITTED" }
GET	/api/classrooms/{classroomCode}/tests/{testname}/submissions	View all submissions for a test	—	{ "correctAnswers": ["A","C"], "submissions": [{ "student": "john_doe", "score": 100 }] }
POST	/api/classrooms/{classroomCode}/tests/{testname}/submissions/update	Update answers while test is active	{ "userAnswers": ["A", "C", "B", "D"] }	{ "message": "Answers saved." }
POST	/api/classrooms/{classroomCode}/tests/{testname}/submissions/submit	Submit final answers after test ended	{ "userAnswers": ["A", "C", "B", "D"] }	{ "message": "Answers submitted successfully." }

5. OUTPUT PANELS

- LOGIN SCREEN



The image shows a 'Create Account' form centered on a light green background. The form is a white rectangle with a black border. It contains the following fields: 'First Name:' and 'Last Name:' (two separate text boxes), 'Email:' (one text box), 'Username:' (one text box), 'Role:' (a dropdown menu with 'Student' selected), 'Password:' and 'Confirm:' (two separate text boxes). Below these fields are two buttons: a green 'Create Account' button and a red 'Quit Application' button. Between the buttons is a link that says 'Already have an account? Sign in'. Below the form, centered on the green background, is a dark grey button labeled 'Desktop 2'.

Create Account

First Name: Last Name:

Email:

Username:

Role:

Password: Confirm:

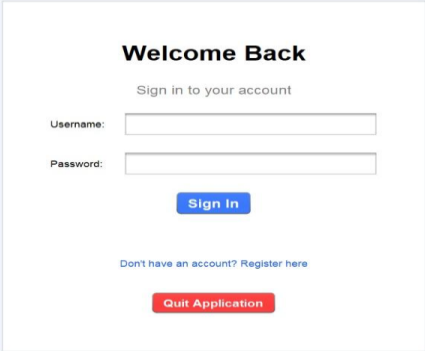
Create Account

[Already have an account? Sign in](#)

Quit Application

Desktop 2

- REGISTER SCREEN



The image shows a 'Welcome Back' form centered on a light blue background. The form is a white rectangle with a black border. It contains the following fields: 'Username:' and 'Password:' (two separate text boxes). Below these fields is a blue 'Sign In' button. Below the button is a link that says 'Don't have an account? Register here'. At the bottom of the form is a red 'Quit Application' button.

Welcome Back

Sign in to your account

Username:

Password:

Sign In

[Don't have an account? Register here](#)

Quit Application

- TEACHER CLASSROOM PANEL

B

MCQ Test Platform

Teacher Dashboard

Madhav Khobare
@mk

Logout

My Classrooms

+ Create Classroom

SY IT PRN

OMWE

1 students

TY IT OOP

1BCR

0 students

SY IT OOP A

6PYU

2 students

SY IT O

8DFT

0 students

SY IT OOP Div A

EGR9

1 students

TY IT VSEC

NTSJ

0 students

SY IT VSEC Div B

QCUG

1 students

SY IT DS Div A

WD2J

0 students

SY IT SDAUR

ZCWV

0 students

SY IT P

ZKNP

1 students

- STUDENT DASHBOARD TO JOIN THE CLASSROOM

B

MCQ Test Platform

Student Dashboard

Om Bharambe
@124B1F001

Logout

My Classrooms

+ Join Classroom

SY IT VSEC Div B

QCUG

Teacher: Madhav Khobare

1 students enrolled

SY IT OOP Div A

EGR9

Teacher: Madhav Khobare

1 students enrolled

SY IT OOP A

6PYU

Teacher: Madhav Khobare

2 students enrolled

SY IT P

ZKNP

Teacher: Madhav Khobare

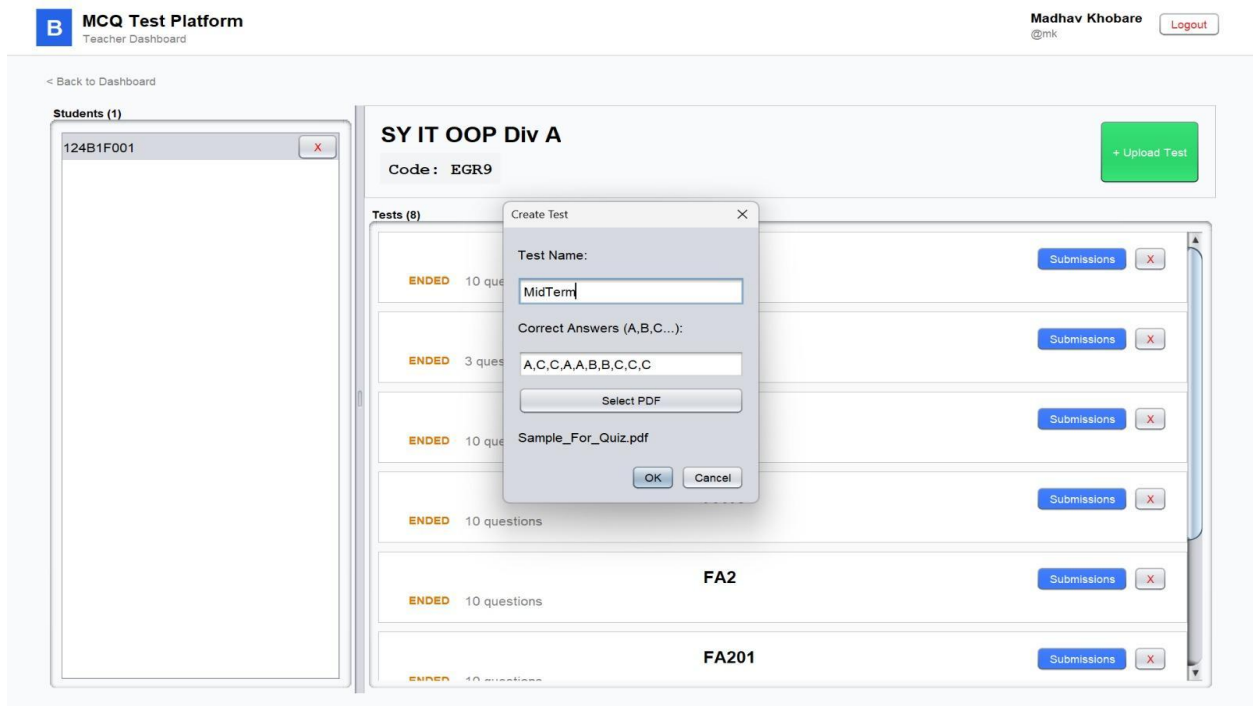
1 students enrolled

Join Classroom

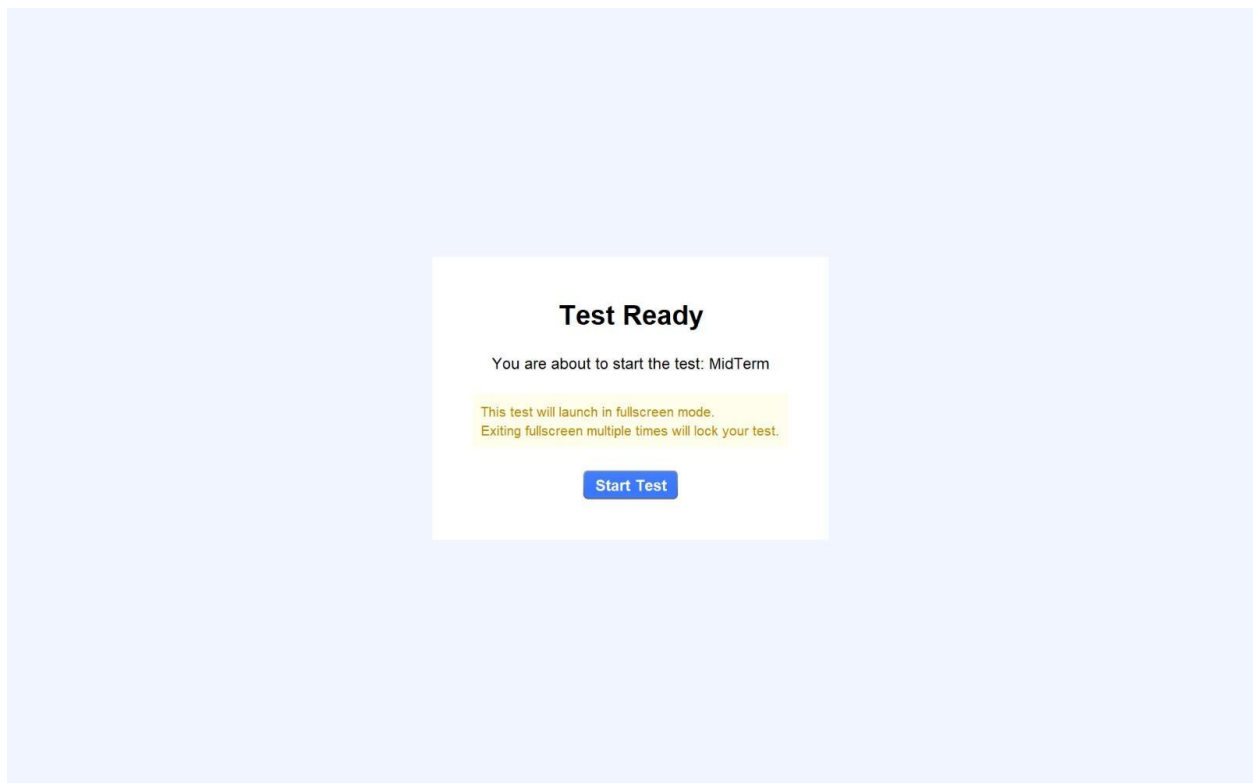
Enter the classroom code:

OKCancel


- TEACHER DASHBOARD TO CREATE AN TEST



- STUDENT SCREEN BEFORE TEST STARTS



- STUDENT SCREEN FOR ASSESSMENT


Test in Progress

Om Bharambe (@124B1F001)

< Prev

Question 1 of 10

Next >

Question Navigator

1	2	3	4	5
6	7	8	9	10

9. What is the process of representing essential features without including background details?

a) Polymorphism

b) Encapsulation

c) Abstraction

d) Inheritance

A


B

C

D

Your answers are being saved. The test will submit automatically when your teacher ends it.

- STUDENT SCREEN TO CHECK THE SCORES


MCQ Test Platform
 Student Dashboard

Om Bharambe
 @124B1F001

Logout

< Back to Classroom

MidTerm Results

Your Score: 5 / 10 (50%)

Q1

Q2

Q3

Q4

Q5

Q6

Q7

Q8

Q9

Q10

2. Which of the following is not an OOP principle?

a) Encapsulation

b) Inheritance

c) Compilation

d) Polymorphism

Your Results

Question 1
 Your Answer: D
 Correct Answer: A

Question 2
 Your Answer: C

Question 3
 Your Answer: B
 Correct Answer: C

Question 4
 Your Answer: C
 Correct Answer: A

Question 5
 Your Answer: A

Question 6
 Your Answer: B

Question 7
 Your Answer: B

- TEACHER SCREEN TO CHECK THE RESULTS

<div> <div>B</div> <div> MCQ Test Platform Teacher Dashboard </div> </div>		<div> <div>Madhav Khobare</div> <div>@mk</div> <div>Logout</div> </div>									
< Back to Classroom											
MidTerm Submissions		Submissions: 1 Total Qs: 10 Avg. Score: 5.0									
Student	Score	Q1 (A)	Q2 (C)	Q3 (C)	Q4 (A)	Q5 (A)	Q6 (B)	Q7 (B)	Q8 (C)	Q9 (C)	Q10 (C)
Om Bharambe	5/10	D	C	B	C	A	B	B	A	C	B

6. CONCLUSION

The Quiz Application project provided hands-on experience with object-oriented design and Java technologies. Implementing this project reinforced OOP principles: for example, organizing entities into classes (**User**, **Question**, **Answer**), using inheritance or interfaces for flexibility, and encapsulating behavior within methods[1][2]. Working with Spring Boot simplified many aspects of web development; as Spring guides note, such an application can be “100% pure Java” without manual XML configuration[13]. We gained practical skills in building a REST API with Spring Data JPA for database operations and Spring Security for user authentication. On the client side, integrating libraries like Gson and PDFBox demonstrated data interchange and reporting capabilities.

As a learning outcome, this project solidified understanding of Java OOP and contemporary frameworks, bridging theoretical concepts with coding practice. In future work, the application could be enhanced by adding features such as timed quizzes, a richer question bank with categories, user role management (e.g. admin vs student), better UI/UX, and deployment to a cloud platform. Incorporating progress charts, email notifications, or mobile interface are also possible extensions. These enhancements would further leverage Java’s ecosystem and design patterns to create a more robust e-quiz platform.

7. REFERENCES

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