

QuizMaster – Project Report Structure

1. Cover Page

Include project title, student details, university, semester.

2. Introduction

Overview of quizzes and relevance of Java applications.

3. Problem Statement

Describe need for offline quiz tools for students.

4. Objectives

List goals of the project.

5. Functional Requirements

Describe user management, quiz module, and report module.

6. Non-functional Requirements

Usability, performance, maintainability, reliability, etc.

7. System Architecture

Explain architecture with a diagram.

8. Design Diagrams

Use Case, Class Diagram, Sequence Diagram, Workflow.

9. Database Design

In-memory storage description.

10. Design Decisions

Explain choices of Java OOP, Lists, HashMap.

11. Implementation Details

Describe code structure and logic.

12. Screenshots

Attach execution screenshots.

13. Testing Approach

Manual testing and validation.

14. Challenges Faced

Discuss encountered issues.

15. Learnings

Key takeaways.

16. Future Enhancements

Possible upgrades.

17. References

List sources.