

## # 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.