

# **DON BOSCO INSTITUTE OF TECHNOLOGY**



## **Skill Lab: C++ and Java Programming MINI PROJECT REPORT**

**On**

**“ Quiz Game GUI Using Java ”  
2021-22**

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**Mini Project Title : Creating Quiz game GUI using Java**

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# **CHAPTER 1**

## **INTRODUCTION**

This is our Java Project for Sem 3 of the ongoing second year of engineering for C++ and Java lab which is performed by Umer Shaikh , Shalen Mohod and Pratham Amare .

Our project is based on creating a GUI of a Quiz game using java on Visual Studios IDE .

The need for quiz based applications is growing day by day as online education has taken over and this is what brings us to creating a Quiz based GUI for our project.

## CHAPTER 3

### IMPLEMENTATION

The Implementation of our programme for the project was done on the IDE Visual studios using the concept of Java swing for creating A GUI .

Codes for the Project are As follows :

```
import javax.swing.*;
```

```
import java.awt.event.*;
```

```
import java.awt.*;
```

```
class Quiz extends JFrame implements ActionListener
```

```
{
```

```
JRadioButton rb1,rb2,rb3,rb4;
```

```
JButton b1,b2;
```

```
JLabel lb1;
```

```
ButtonGroup bg;
```

```
JPanel newPanel;
```

```
int count = 0;
```

```
String ans = "XYZ";
```

```
Quiz()
```

```
{
```

```
lb1 = new JLabel("YYRT.FUV.IG");
```

***rb1=new JRadioButton("XYZ");***

***rb2=new JRadioButton("ABC");***

***rb3=new JRadioButton("QYU");***

***rb4=new JRadioButton("GHJ");***

***bg =new ButtonGroup();***

***bg.add(rb1);***

***bg.add(rb2);***

***bg.add(rb3);***

***bg.add(rb4);***

***rb1.addActionListener(this);***

***rb2.addActionListener(this);***

***rb3.addActionListener(this);***

***rb4.addActionListener(this);***

***b1=new JButton("Sumbit");***

***b2=new JButton("Next");***

***b1.addActionListener(this);***

***//b2.addActionListener(this);***

```
newPanel = new JPanel(new GridLayout(3, 1));  
newPanel.add(lb1);  
newPanel.add(rb1);  
newPanel.add(rb2);  
newPanel.add(rb3);  
newPanel.add(rb4);  
newPanel.add(b1);  
newPanel.add(b2);  
newPanel.setLayout(new FlowLayout(FlowLayout.LEFT, 160, 10));  
add(newPanel, BorderLayout.CENTER);  
  
}
```

```
public void actionPerformed(ActionEvent ae)  
{  
    if(ae.getSource()==b1)  
    {  
        String en = " ";  
        if(rb1.isSelected())  
            en=rb1.getText();  
        else if(rb2.isSelected())  
            en=rb2.getText();  
        else if(rb3.isSelected())  
            en=rb3.getText();  
        if(rb4.isSelected())  
            en=rb4.getText();
```

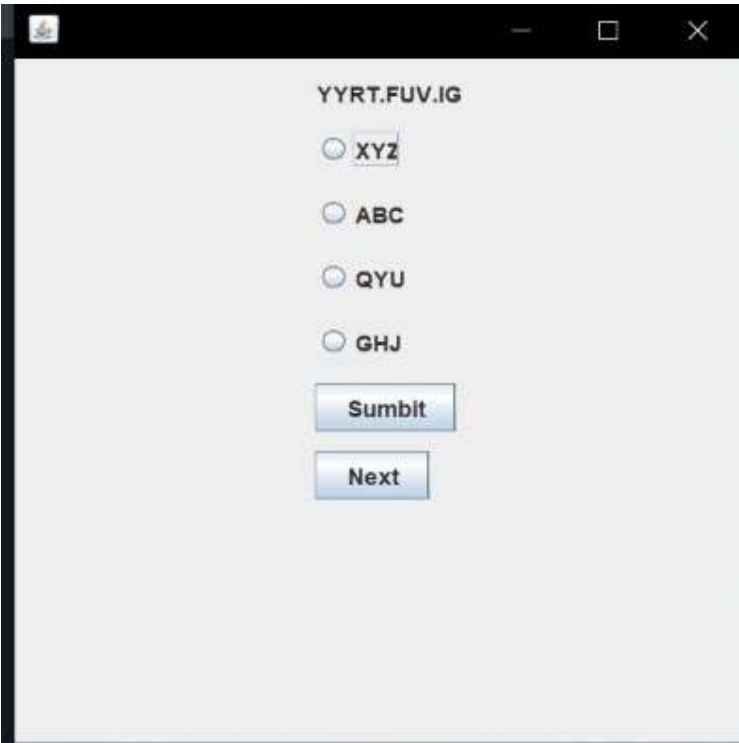
```
if(en.equals(ans)){  
    JOptionPane.showMessageDialog(null,"Right Answer");  
}  
else{  
    JOptionPane.showMessageDialog(null,"Wrong Answer");  
}  
}  
}
```

```
public static void main(String s[])  
{  
    Quiz form = new Quiz();  
    form.setSize(400,400); //set size of the frame  
    form.setVisible(true); //make form visible to the user  
    form.setLocationRelativeTo(null);  
}  
  
}
```



## CHAPTER 4

### OUTPUT



YYRT.FUV.IG

☒ XYZ

☐ ABC

☐ QYU

☐ GHJ

Sumbit

Next

## **CHAPTER 5**

### **CONCLUSION**

- 1 .This online quiz application provides a facility to play quiz anywhere and anytime.
- 2 .It saves time since the user does need to wait for the result.
- 3 . So student/user cannot wait for the result, All Student/ user get extra knowledge and skills.
- 4 . Administrator has a privilege to put as many questions in any category given in the application.

## **CHAPTER 6**

### **REFERENCE**

References were taken from the GUI based lecture held in college on zoom .  
also format was looked upon from the website :

<https://www.codespeedy.com/>

**THANK YOU**