

**School of Computing Science and Engineering**

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| **SDP Project Report** | | | | | **Year: 2021-2022** |
| **Sem: 4th** |
| **Project Group Members Details** | | | | | |
| **Group No:** | | | | | |
| **Sl. No** | **SRN** | **Full Name** | **Sec** | **Mobile No.** | **Email\_ID** |
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| **4** |  |  |  |  |  |
| **Project Details** | | | | | |
| **Project Title:** | | **Quiz Application** | | | |

1. **Introduction:**

(Background/ context/ scenario / motivation for project work.

**Include Front End Back End Technologies**

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Line spacing: 1.15

Introduction should be between approximately ½ to 1 pages

1. **Objectives:**

An objective describes the desired results of a project, which often includes a tangible item. An objective is specific and measurable, and must meet time, budget, and quality constraints.

A project may have one objective, many parallel objectives, or several objectives that must be achieved sequentially. To produce the most benefit, objectives must be defined early in the project life cycle, in phase one, the planning phase.

1. **Methodology:**

Methodology is a strictly defined combination of logically related practices, methods and processes that determine how best to plan, develop, control and deliver a project throughout the continuous implementation process until successful completion and termination.

It can contain **block diagram** and approach to solve the problem / project

1. **Work progress / plan & Implementation**

The current status of project and chart showing the monthly plan of project execution.

1. **Sample Code**
2. **Results**