



Quiz Web Application

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ABSTRACT

The "Quiz web Application" project consists of a variety of quizzes, including technical, gaming, and sports-related ones. A user can access and play any of the quizzes, and they can try any of them. There will be a limited number of questions, and each correct answer will yield a credit score. The user can review the responses and ask similar queries. The user can generate quiz test by uploading an csv file There are various quiz applications available on the internet. This application will offer the user with information about his or her current level as well as possibilities to advance. This application also helps users to expand their knowledge about the world.

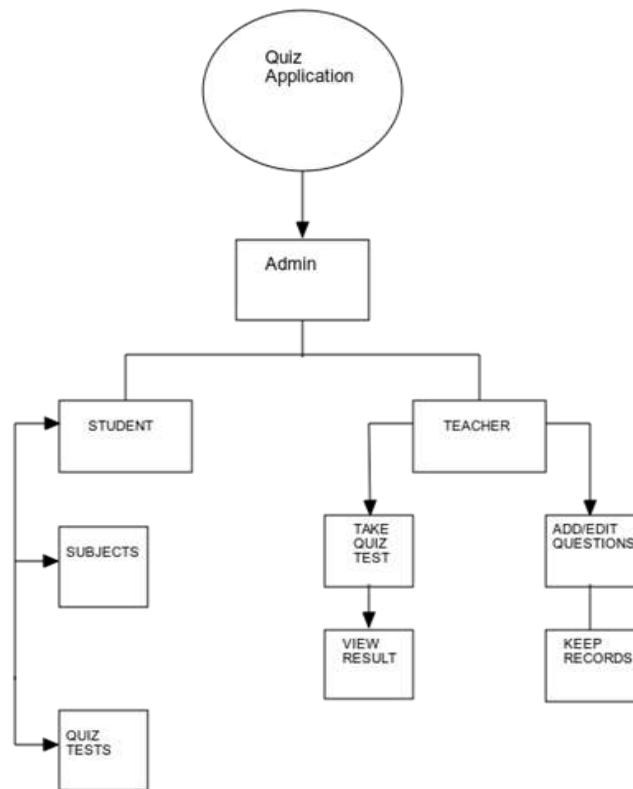
1. INTRODUCTION

A quiz is an informal test or examination of a student or class. To summarize, quiz contests are a great strategy for developing students' critical thinking abilities. Participating in a quiz competition allows pupils to improve their analytical, creative, problem-solving, communication and confidence-building abilities. This project focuses on the application of web technologies in the field of e-learning. Nowadays, e-learning platforms are promoted since it eliminates a lot of manual work while also saving time. These platforms are easily accessible to anyone all over the world who have an internet connection. Not just in this industry, but anybody with an internet connection may use it from anywhere in the globe to buy online, pay bills, read books or newspapers, book cinema tickets, reserve buses or trains, and much more.

Although the project is not about teaching or studying, it is about assessing students' knowledge on a certain topic using objective-type questions and alternatives. It generates quiz test by Uploading an csv file .Though some sets of questions cannot completely judge anyone's knowledge, the goal of this project is to assist students in evaluating themselves so that when they finish studying a particular topic, they can correlate their concepts and some concepts that were unclear to them or that they had skipped can be presented to them in the form of questions by the teacher. As a result, the instructor may also determine which ideas to focus on since pupils are more likely to offer incorrect responses.

During the COVID epidemic, educational institutions had to hold online classes but had few choices for assessing students' knowledge via online web apps. To solve this issue, I created a quiz online application for educational institutions looking for better ways to handle departments, courses, instructors, students, and quizzes. The major purpose of the quiz web application is to ease quiz administration for teachers by allowing them to design quizzes and questions based on their courses. The quiz online application has automatic assessment capability, so teachers don't have to bother about reviewing student replies for each quiz. The online program automatically evaluates the student's responses and assigns a score based on the quiz's marking criteria. This project's user interface is easy, allowing any normal user to utilize it quickly.

2. SYSTEM ARCHITECTURE



"Our aim is to develop an application for the users in which a user can attempt any number of quiz related to his/her choice." To begin, we must create interfaces for the Home Page, Registration Page, Login Page, Questions Attempting Forum, Quiz Generation, Result Page, and User Profile. All of these pages communicate with the server and database. So that it can operate correctly. Currently, some websites only provide a limited number of quizzes on various topics. Many websites lack a unified platform for quizzes on technical, general knowledge, aptitude, games, and so forth. And there is no website where users may publish their queries and answers for the benefit of others. We must create an application that solves all of the difficulties listed above. This person may learn new things, solve problems, and share his or her expertise with the rest of the world.

3. PROJECT METHODOLOGY

This project aims to address both of these concerns, and users, whether teachers or students, do not require any specific abilities to utilize it. Thus, like any other online application or social media program, this application is designed to be used interactively. This project intends to tackle the problem of educational manual work during student checking and testing, as well as to assist save time. In this technological age, we are constantly striving to create something that is efficient and saves time

4. SCOPE FOR FUTURE WORK

Students may currently only view their scores using the quiz online application. However, for future enhancements, students may be able to examine their quiz answers after the results are established and receive comments from the instructor on their incorrect responses, which may help students identify their areas of weakness and improve their understanding of the course. Furthermore, the web application might be deployed as a SAAS-based web gateway using cloud services. Another potential modification to the quiz web application is the implementation of extra security measures to prevent cheating during online assessments. One approach may be to monitor students' movements as they take the quiz and highlight any questionable activity. This might assist assure the assessment process's integrity while also providing students with a more secure testing environment.

Integrating categorization algorithms into the Quiz Web Application allows you to develop a more intelligent, adaptable, and secure platform. The technology can Suggest quizzes depending on user interests.

5. CONCLUSION

The online application's quiz generation technology enables teachers to generate quizzes efficiently from the csv file. The quiz web application is an excellent option for remote learning and online education, breaking down geographic obstacles. Using current technology, teachers may dynamically

engage students, paving the way for a more participatory and engaging future in education. It offers an innovative platform for enhancing educational engagement and assessment it is an user friendly platform. The key feature of this platform is generating quizzes by uploading file.

6. ACKNOWLEDGMENT

We are grateful to our guide, Mrs.P.V.Javkar for their valuable guidance, and support at this project. We are very grateful for the availability of software such as Visual Studio Code, which made the process of application development easy. The Project was indded a unique experience,for which we owe this guidance and creative web application that resulted in its realization , thank you.

7. REFERENCES

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