

# MCQS QUIZ APPLICATION

Aasmin Jainab

B.Tech

Malla Reddy University

Hyderabad,India

2111cs020367@mallareddyuni  
versity.ac.in

E.Pushpak

B.Tech

Malla Reddy University

Hyderabad,India

2111cs020369@mallareddyuni  
versity.ac.in

K.Raghavendra

B.Tech

Malla Reddy University

Hyderabad,India

2111cs020371@mallareddyuni  
versity.ac.in

Vikas Chowdary

B.Tech

Malla Reddy University

Hyderabad,India

2111cs020368@mallareddyuni  
versity.ac.in

K.Ragha Sathwika

B.Tech

Malla Reddy University

Hyderabad,India

2111cs020370@mallareddyuni  
versity.ac.in

T.RaghuChandan

B.Tech

Malla Reddy University

Hyderabad,India

2111cs020372@mallareddyuni  
versity.ac.in

**ABSTRACT:** This website is a collection of number of different types of quizzes like technical, games, sports, general knowledge etc. A user can access /play all the types of quizzes. There will limited number of questions, options also will be provided the user needs to select the correct answer and on each correct answer there will be a credit score. some quizzes will have limited time and some will have negative markings also. Now its user choice which type quiz they want to play they can choose that and finally at the end of the quiz we will be able to see the correct answers and know our performance through our total score.

## I.INTRODUCTION

The ‘MCQS Quiz Application’ project is developed to overcome the time consuming problem of manual system. Apart from that in current system, checking the answer sheets after taking test, waste the examiners time, so this application will check the correct answer and save the examiner time and carry the examination in an effective manner. The users who use this system don’t need high computing knowledge and also system will inform them while entering invalid data.

Apart From this it is useful for the user also because they can take the test from any corner of the world just by having internet connection and a device to access this application. Not only this it has data which exist for long period of time and will be easy accessible.

## II. LITERATURE REVIEW

Quizzes can add insight and enhance students' abilities about the subject matter that is being learned. Quizzes can also stimulate students to learn. [3] said that the use of technology in the learning process will cause excitement because students interact with images, videos, and animations. This condition of pleasure is an important factor in learning effectiveness. Besides that various kind of activities such as analysis, drawing, visualisation and exploration can be carried out using applications such as multimedia, quiz creator and so on.

Prior Research:

[1]in a study that aims to create an online exam system model design for students in a school to get the following results: online test system software that is made able to provide a database of questions, both UAN questions and special questions provided by UN subject teachers based on SKL (graduate competency standard). These questions can be accessed by students using the internet network during school hours or outside school hours. Questions are equipped with answer keys and how to solve problems.

[2]in his research entitled Making Online Examination System Application at SMK Garuda Nusantara Bekasi get the results that this application can help solve problems for school management in improving the effectiveness of teaching and learning and online value management with internet technology. Also, it can reduce operational costs and make it easy for students and teachers to assess without having to record grades with a book.

[6]in her research entitled Website-Based Online Exam System has succeeded in getting the results that the implementation of the website-based online exam system created generates positive responses from users, in this case, STMIK STIKOM Indonesia students. This is indicated by

the outline of the questionnaire results agreeing to the existence of the application and the good quality of the application.

## III. PROBLEM STATEMENT

Quiz is a software developed to conduct an Online quiz based on time constraints. Quiz System is accessed by entering the username and e-mail id which is added to the database. Before start of the Quiz, the rules and regulations are displayed that includes description of time limit, number of questions to be answered and scoring methods. Quiz is started by displaying ten questions with four options each based on category chosen i.e General Knowledge, Verbal Reasoning and Computer Science and many more. If the answer is correct, scores incremented and no negative marks for wrong answers. Final score will be displayed and updated in the database with username.

## IV. ALGORITHM

The methodology contains the following steps:  
Step 1: Start.

Step 2: Signup for the Account.

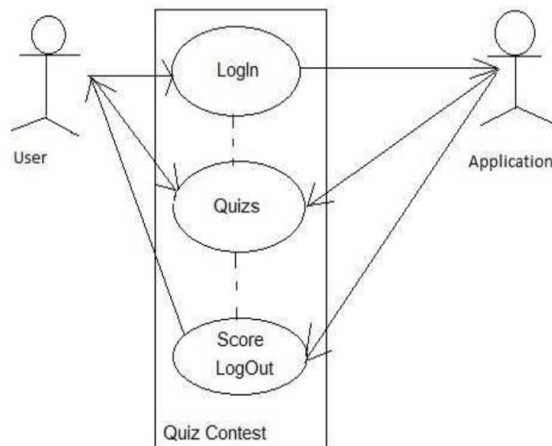
Step 3: Sign in after successful signup.

Step 4: Start the test.

Step 5: Solve each question within the time limit.

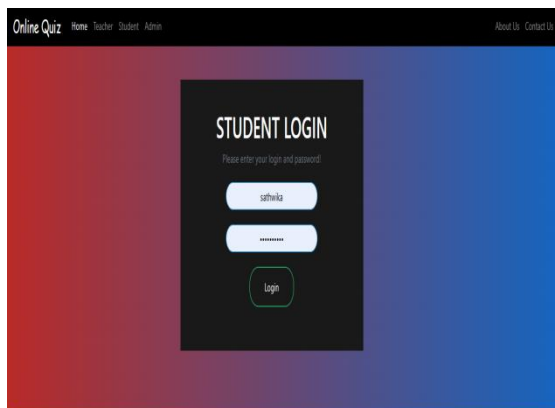
Step 6: After completion, check score.

Step 7: Exit.

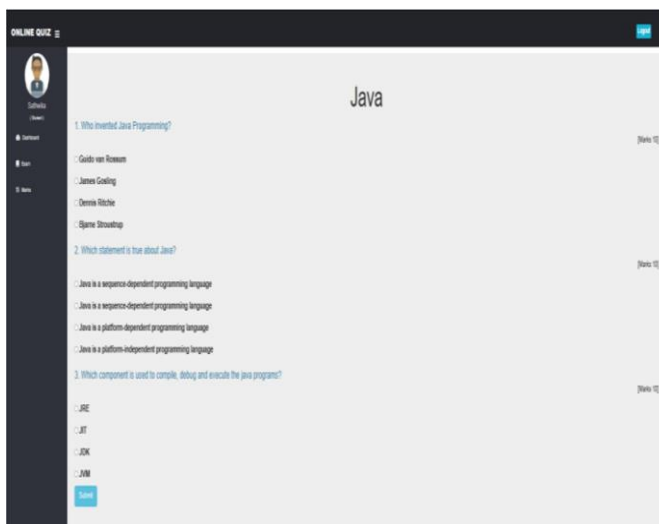


## V. EXPERIMENTAL RESULTS

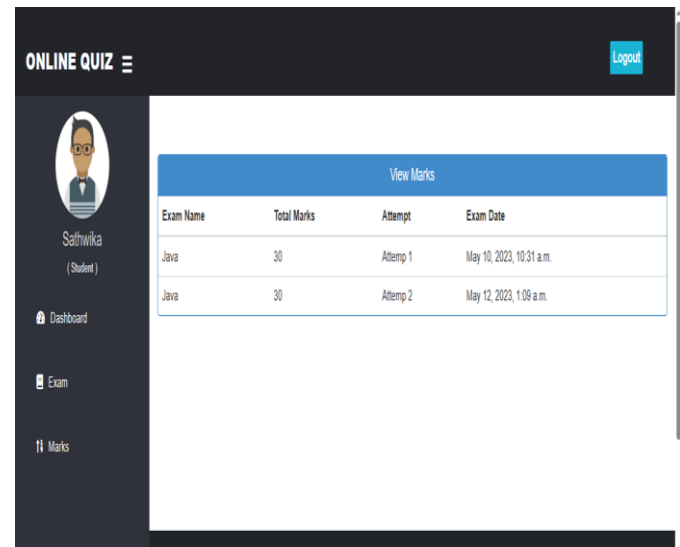
Student Login:



Exam:



Result And Attempts:



## VI. CONCLUSION

There are many quiz websites online but there are few which are user friendly .our aim to create a user friendly website which can be used by anyone to test their skills . This website would help students recall information and get better in terms of knowledge. And also reduce stress .

## VII. FUTURE WORK

There are several potential future enhancements that could be considered for a quiz app.

**Multiplayer Mode:** Introduce a multiplayer mode where users can compete against their friends or other players in real-time quizzes. This can add an element of excitement and competitiveness to the app.

**Social Integration:** Allow users to connect their social media accounts and share their quiz results or challenge their friends to participate. Integration with platforms like Facebook or Twitter can help increase user engagement and attract new users.

Offline Mode: Allow users to download quizzes in advance and play them offline, especially for users who may not have access to a stable internet connection at all times.

Learning Resources: Include additional learning resources related to quiz topics, such as articles, videos, or explanations. This can provide users with a deeper understanding of the subjects covered in the quizzes and make the app more educational.

## VIII. REFERENCES

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