

Figure 5: Exercise example

- 1) Correctness of solved problems is a key aspect when evaluating a problem solver in discrete mathematics. This means that the problem solver must be able to correctly solve any problem in its subject domain. This includes not only the ability to solve problems, but also the ability to adapt to different types of problems and conditions. If there are several ways to solve a problem, the solver should be able to choose between them and apply the most appropriate method depending on the specific task conditions. This may involve analyzing the complexity of different methods, evaluating their effectiveness, and determining the most optimal approach.
- 2) problem solver in an intelligent tutoring system should have the ability to describe in detail and step-by-step the process of solving the current problem. This includes a full or partial description of all algorithms used, which is critical for students to understand the logic and methodology of problem solving. Describing the problem solving process in detail helps students understand how to apply theoretical knowledge in practice. It also helps them develop critical thinking and analytical skills, as they can follow the problem solving process and understand how each step affects the final result. Describing the algorithms used is also an important part of the learning process. It helps students understand how different algorithms work and how they can be applied to solve specific problems. It can also help them develop programming and algorithmic thinking skills.
- 3) problem solver in an intelligent tutoring system should be user-friendly and feature-rich to ensure effective and productive learning. Usability may reduce the attractiveness of the problem solver as a learning tool, as it may increase the time and effort required to complete tasks, and thus may discourage

users. Multifunctionality is also an important aspect of a problem solver. This means that a problem solver should have a wide range of features that can help users solve different types of tasks. Limited functionality may make the problem solver less useful to users, as it may not be able to solve all types of problems that users encounter.

Intelligent tutoring system for discrete mathematics problem solver consists of the the following modules:

- module for solving problems;
- module for generating and evaluating problem complexity;
- module for checking the correctness of the solution.

In the context of developing a problem solver for an intelligent tutoring system for discrete mathematics, multiagent approach can be used to implement different modules of the system, such as problem solving module, solution correctness checking module, problems generation and complexity evaluation module and others. Each module can be represented as an agent that performs its functions and interacts with other agents to achieve the goal of the system

Designing a problem solving module. This module is part of the intelligent tutoring systems for discrete mathematics and provides solutions to problems based on a class of problems. The functioning of this module consists of the interaction of agents from the following sc-agent hierarchy:

- **Abstract non-atomic SC-agent of problem solving**
 - Decomposition of abstract SC-agent
 - * Abstract SC-agent of task specification generation by template
 - * Abstract SC-agent of solving a complex problem
 - * Abstract non-atomic SC-agent of solving a simple problem
 - Decomposition of abstract SC-agent
 - Abstract SC-agent of finding the relation of a given SC-element with a given concept
 - Abstract SC-agent of using a unary operation
 - Abstract SC-agent of using a binary operation

Designing a module for generating and evaluating problem complexity. This module is an important part of the intelligent tutoring systems for discrete mathematics and provides problem generation and complexity evaluation. It is a tool that allows the generation of a variety of problems, taking into account different parameters and requirements, and at the same time estimating their complexity in order to adapt problems to the learners' level of knowledge.

Problem generation is an important function of this module, providing the ability to create tasks using specified parameters such as problem type, number of variables, constraints and other factors. This module generates unique tasks each time, promoting variety and fun for learners.

Problem difficulty evaluation is another important feature of the module, based on analyzing the generated problems and determining their difficulty based on specified criteria. The evaluation criteria may include the number of steps to solve, the use of complex algorithms or mathematical concepts. Conducting such an evaluation allows system to objectively assess the complexity of tasks and compare them.

Designing a module for checking the correctness of the solution. This module is part of the intelligent tutoring systems for discrete mathematics and is designed to check the correctness of the solution of problems. It analyzes the solution provided by the user and checks if it corresponds to possible solutions of the problem.

The main functions of the module are:

- module analyzes the structure of the solution, checks the presence of the necessary blocks of the solution, the correctness of their location and links;
 - module checks the logic of the solution, analyzes the correctness of algorithms and logical operations used in problem solving;
 - module checks the correct syntax of the program code in the solution;
 - module checks the answer by comparing the obtained result with the expected one and determines whether the solution is correct or not. Advantages of the solution correctness checking module:
 - module allows system to automatically analyze the solution, which significantly speeds up the verification process and reduces the probability of errors;
 - module is based on the specified conditions and requirements, which allows system to make an objective assessment of the correctness of the solution;
 - module conducts a detailed check of all aspects of the solution, including structure, logic and syntax, which allows system to identify and point out errors.
- The use of the solution checking module:
- the user provides their solution in the form of program code or algorithm;
 - the solution validation module analyzes the provided solution with using specified algorithms and rules;
 - the module displays the result of the check, indicating the detected errors or confirming the correctness of the solution.

V. User interface

The interface for intelligent tutoring systems for discrete mathematics is of particular interest because graphical representation of the main objects of study of graph theory and set theory, the two main components of discrete mathematics, graphs and sets, is the most convenient and effective for human understanding.

There are many software solutions related to the visualization of graph and set structures, but most of them are focused on solving specific highly specialized problems. In this connection, when it is necessary to solve a new problem, or conceptually the same problem, but from another subject area, the development of a new software solution for the task becomes the only way out, including the construction of its own visualization.

Proceeding from the fact that the most effective learning takes place in practice, when solving specific and possibly real-life problems, and through the acquisition of relevant experience, the tutoring system should be able to provide all the necessary tools and elements of the graphical interface for the appropriate practice of learners.

In this regard, a virtual space for working with graphs was developed - an element of the graphical interface, which contains a graph visualizer and editor, as well as elements of control and manipulation of graphs. This interface element allows creating, editing, and loading graphs stored in the sc-memory of the sc-machine, a software implementation of the semantic network storage and processing. In addition, the controls, which are graphical interpretations of the corresponding elements of the knowledge base stored in the sc-memory, allow to perform a certain set of actions on the graphs contained in the workspace. It is important to note that this set is defined exclusively by the description of the corresponding actions in the knowledge base, thus ensuring automatic and dynamic integration of new actions.

The graph editor used in the interface was designed to support the SCg alphabet and behave similarly to the SCg-editor during user interaction, but many improvements were introduced as well. The following were implemented: moving with touchbar, zooming with "pinch" on touchbar, etc.

In addition, the developed graph editor was designed in accordance with a modular architecture, where each element is an independent component responsible exclusively for its functions and extending the capabilities of the basic graph structure visualization component [11]. Such a solution is particularly time-consuming during design and initial development, but it allows to extend the capabilities of the editor in the future using the developed internal programming interfaces for connecting new components or plug-ins, without any modification of the source code of the editor or the visualizer. As a result, the implemented graph editor offers developers interested in using it not only the simplest and most efficient way to extend the editor functionality, but also an ability to customize the editor according to specific requirements,

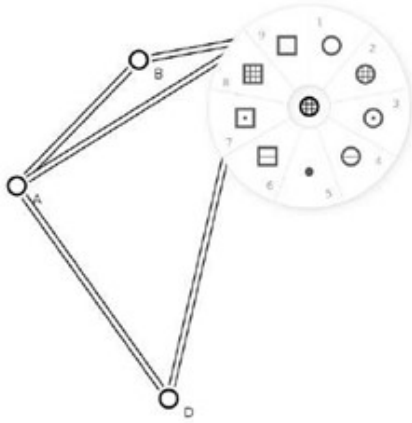


Figure 6: Graph editor example

excluding certain plug-ins built into the editor by default or changing their configuration. An example of a graph editor is shown in the Figure 6.

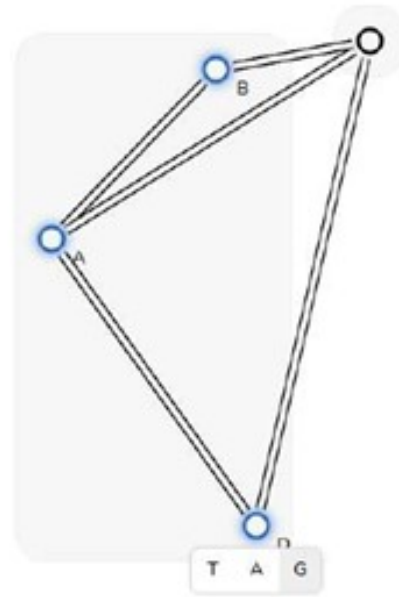


Figure 7: Floating menu example

One of the improvements of the graph editor is also a floating menu, supplied as a plugin (independent component) of the editor as an alternative to the classic menu. This decision can be justified by the following laws.

Fits Law allows to quantify the fact that the farther an object is from the current cursor position or the smaller the size of this object, the more time the user will need to move the cursor to it.

Hick's Law quantifies the observation that the more options of a given type you provide, the longer it takes to choose [12].

The floating menu appears automatically near the user's cursor when selecting certain objects, thereby minimizing the distance required for the cursor to overcome to perform a particular action on the selected objects. In addition, the menu is automatically hidden after receiving a signal indicating cursor movement away from it, provided that the user has pointed to this menu at least once, thus informing the user of its existence on the one hand, but not interfering with the user in his work on the other hand, conditionally guaranteeing that the user has paid attention to the existing menu under the selected objects.

An example of the floating menu is shown in the Figure 7. In addition, depending on the type of selected objects in the floating menu, the system will offer only those actions that can be performed only on objects of the selected type. Thus, this solution allows system to significantly reduce the number of options for selecting an action and, consequently, the time required for the user to

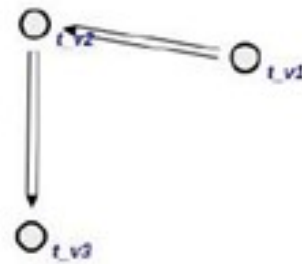


Figure 8: First graph

make a choice, which significantly improves the usability of the interface.

VI. Demonstration of result

As an example, the problem of determining whether the union of two graphs, shown in Figure 8 and Figure 9, is a tree is given.

Figure 10 shows a task template for determining whether the union of two graphs is a tree. This template specifies the input arguments of the problem and the goal of the solution.

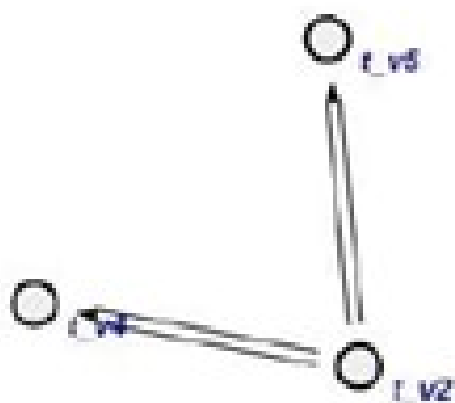


Figure 9: Second graph