

## CTLT TLEF WeBWorK Workshop 2018 May 2nd

**Facilitators:**, Negar M. Harandi ([negarm@ece.ubc.ca](mailto:negarm@ece.ubc.ca)), Jonathan Verrett ([jonathan.verrett@ubc.ca](mailto:jonathan.verrett@ubc.ca)), Agnes d'Entremont ([agnes.dentremont@mech.ubc.ca](mailto:agnes.dentremont@mech.ubc.ca)), Luis Linares ([linares@ece.ubc.ca](mailto:linares@ece.ubc.ca)).

### Activity 1: Downloading a Problem from the Server


Go to <https://webwork.elearning.ubc.ca/webwork2> and browse to **APSC\_WORKSHOP** under Courses. Enter the login credentials you got in the beginning of this session.

Click on **the Main Menu/ File Manager**, double click on **local/** on the list of folders in this WeBWorK course. Click on **New folder** on the right side. Under **New folder name** write your first name. And press **New folder**. Now you are inside of your folder. Press ^ to go one level up to the **local**. Enter on the folder **ASN1** again to open it. Select **Q2.pl** by clicking on it. Press **Download** from the right menu. In the dialogue box, choose a location on your hard drive and press save. Repeat these steps for **Q2.png**.

### Activity 2: Editing an Existing Question

On your hard drive, open the **Q2.pl** that you've had downloaded. Open it using any text editor such as g-vim or notepad (++) installed on your machine. Please do not use Word processors. Change the question to ask about area of a circle instead of the square. Find an image of a circle online to use instead of **Q2.png**. You will upload these files to the server in Activity 4.

### Activity 3: Creating Assignment:

In the **Main Menu/Instructor Tools**, Click on **Hmwk Set Editor**. Create on **Create** tab, Name your own set as your first name. And leave the type of set as **a new empty set**. Click on **Take Action!** button to create your assignment. Click on the  icon in front of your assignment to set the due date to a week from now. Save your changes by clicking on the **Take Action!**

### Activity 4: Adding Problems to your Assignment:

In front of your assignment, click on the 0, under **Edit Problems**, to open a page that shows the **General information** of your assignment. Under **Set Description**, write a short comment that specifies this assignment for you. Scroll to the bottom, check the radio button, **Add [1] blank problem to the end of homework set**. Click **Save Changes**. In the updated view, scroll to the bottom, and under **Problems** you see a blank template for your first problem.

For the first problem, go under **Source File** and type **local/ASN1/Q1.pl** - the address is case sensitive. Press Enter. And click on **Save Changes**. Scroll down to make sure there are no red error messages.

From the file manager, go to your own folder under the local folder. Click on **Choose File** button at the bottom. Browse to find the modified version of **Q2.pl** on your own device, select it, and click **Open**. Click on **Upload** button to upload this modified problem to your assignment. Repeat the steps for **Q2.png**.

In **Main Menu/Homework Sets** find your assignment. Open it by clicking on the name. Now you see the list of the problems. Click on **Problem 1**. You now see the student view of your problem.

Click on **Hmwk Sets Editor**. Repeat the process explained above, to add a new blank problem to your assignment. This time use the source file address local/**YourName**/Q2.pl. Don't forget to **Save Changes**. Scroll down to make sure the problem is added without any error messages. In **Main Menu/Homework Sets** you should see your assignment. Open it by clicking on the name. This time you will see two problems. Click on **Problem 2** to see it, as students do.

## Activity 5: Adding problems from the Open Problem Library (OPL)

Click on the **Library Browser** under **Instructor Tools** on the main menu. We will add problems to the homework set you created in **Activity 1**. Select this set in the drop-down menu at the top after the “**Add problems to Target Set**” text.

Below this, the **Browse** option should be set to the “**Open Problem Library**” by default. We will now narrow down the question available by **Subject, Chapter and Section**. If you have a particular topic you are interested feel free to try to find associated questions, otherwise an example from a statics course follows here. Say we want to look at statics problems in trusses. We would first look under the **Subject** heading for **statics and mechanics of materials** and select that option. Next, we would select **structures** as our **Chapter**. Finally, we will select **Trusses** for the **section**. We can then click **view problems** to see previews of the 11 WeBWorK problems available.

From here we can either add all the problems to our set by clicking the blue **Add All** button, or we can add single problems by clicking the blue **Add** button above each. Note that WeBWorK pulls these problems from the OPL each time they are loaded and any edits to the OPL version will be automatically updated in the problem set. If we want to edit these problems ourselves, we first need to make copies of them that refer to a different file path, essentially local copies.

## Activity 6: Editing “code” on GitHub

*These instructions are available on GitHub. A brief run through is listed here. Note that everything in this repo is public.*

Go to GitHub (<https://github.com>), sign in, and search for “**ubc-mech2/ubc-webwork-workshops**”. Open the folder “**WeBWorK-workshop-exercises**”, and then open “**WeBWorK workshop – GitHub exercise 1.md**”.

If you have never contributed to the repo before, there's a slightly different workflow than if you have already contributed. Both are listed in the document, but I summarize the first workflow here:

1. **Modify the file.** Click on the pen icon at the top right of the document to start editing (type your comments at the bottom of the file).
2. **Propose file change.** Type in a description, click on 'Propose file change'.
3. **Create a pull request.** Click on button to 'Create pull request'. Tag a workshop facilitator (“@jverrett” in comments). Click 'Create pull request' again. The facilitators will merge the pull requests as they come in.

There are two further activities in the folder, if you would like to try them (either now or later).