**Running tests**

There are two ways to test students submissions. The first is strongly preferable because second won’t do analysis.

NOTE: the line *pexpect.spawn('python ' + file\_path)* in the *solveGame* function of the *python\_module3\_marker.py* module runs the students script. However, the student’s script needs to be able to run on the default version of Python on the computer. If it does not then you can create a virtual environment (check out anaconda or virtualenv if you’re unsure what that is) with the necessary necessary version of Python with the necessary libraries installed, then activate the virtual environment before running the *analyse\_multiple\_files.py* file.

1. Copy *analyse\_multiple\_files.py, python\_module3\_marker.py*, and all the students scripts into a single directory (probably best to check that no students have a script with the same name). Then run *analyse\_multiple\_files.py* in Python 3+.

2. If you would rather keep the students scripts in different directories then create a Python list of all the file paths and pass it to the *listOfFilesToTest* function in the *analyse\_multiple\_files.py* module. Unfortunately this just runs the tests but does not do the analysis. In order to do the analysis you will need to copy the code from the *analyse\_multiple\_files.py* file after the line that contains *if \_\_name\_\_ == "\_\_main\_\_":.*