**Meeting Minutes with Dan Wheeler on JavaScript Learning Platform**

This meeting minute summarizes the progress we have made so far and the parts that we still need to work on before the students use the platform. I believe that we can complete the platform with essential features and that is ready to be used before Fall 2018.

What we have done so far:

1. Random assignment of problems to the students to avoid cheating

2. A repository that stores the JavaScript coding problems

3. Using Tape.js framework for code-checking

The main features that we need have to implement:

1. Code runner: The code runner requires debugging, and it should visualize the problems that the students' codes have solved, i.e., showing pass/fail tests. The visualization should be done without the students refreshing the page.

2. Instead of having two separate repositories for problems and submitted codes, we can have only one repository with different branches for problems and submissions.

3. Create unit tests for the problems.

4. Host a localhost server to test the system that runs on Git commands.

Nice-to-have features:

1. Cheating detection based on code similarity.

2. Workbook mode that allows students to print the problem sets onto paper.