

Experiment data, correctness adjustment

Correctness

Case 1: The automatic test prints SUCCESS

Then the task is considered to be correct.

Case 2: The automatic test fails.

Then we have to analyse the answer.

Case 2.1: Ammolite

In the expected answer a participant:

1. Explains that the faulty "Adèle" student has a marker + (with the trailing space).
2. Explains why it causes a problem, i.e., where/how the marker is compared?
3. Give a possible solution.

If the provided answer only satisfies:

- (1) and (3), check (3), if the solution is correct then we consider the answer to be correct.
- (1) and (2), check (2), if correct, then we consider the answer to be correct.
- (1), check the automatic test, if it is in success, the answer is correct.

Otherwise, the participant's answer is incorrect.

Case 2.2: Lights Out

In the expected answer a participant:

1. Explains that the `onColor` and `offColor` of the faulty light are the same.
2. Explains that `SwitchButtonMorph >> position` or `getCorner` or `setCorner` are responsible for the bug.
3. Explains a fix involving a deletion / comment of the methods of (2).

If the provided answer only satisfies:

- (1) and (3), or (3) alone, check the methods deleted/commented; if correct, then consider the answer correct.
- (1) and (2), check (2), if correct, then we consider the answer to be correct.
- (1), check the automatic test, if it is in success, the answer is correct.

Otherwise, the participant's answer is incorrect.

Validity

Case 1: Automatic detection

The non-validity of the task is determined automatically if the participant does not use the tool.

Case 2: Out of time

The participant cut off the experiment because of lacking time.

In this case look at the answer to determine of far the participant went through the task.

We expect to see at least an explanation of the symptoms and a correct hypothesis to consider the task valid.

The decisions will be put in comments attached to the metadata of the participation.