***USER STORIES***

John Miller decides to search for a better website to practice computer science. John eventually finds *The Stack*. John decides to start a new beginner exercise in Python. John has to create a for loop that keeps track of the sum of 100 randomly generated integers and write it to a text file. All the code is provided for John but the lines are in a mixed up order. John must interpret the lines of code and recreate the code by stacking the lines of code to make it work. He understands basic Python syntax and how to write a basic for loop, but if this problem were given to him without all the code provided, John would not have known how to generate random integers or how to write a variable to a text file. Since all the code is provided, John carefully deciphers the code and does not need to find external resources to solve the problem. After three attempts, John successfully completes the exercise and has learned and practiced generating random variables and writing to a text file in Python.

Jessie finds her exercises in CSC108 because she is not that familiar with computer science. Jessie goes onto *The Stack* to do some problems. Jessie has to create basic functions on a set of numbers such as increasing all of them by 2. With the code provided, Jessie finds it much easier to apply the concepts she has learned in class to solve the problem on *The Stack.* Using *The Stack*, she is able to keep track of her progress and what concepts she has practiced.

Daniel is very interested in learning more about computer science however the traditional ways of learning through readings is very tough for him. Daniel is a gamer, so he would like an interactive way of learning instead of the traditional conventional way. He finds the reading very boring and struggles to learn it through this way, instead wants an interactive and fun way to learn the basics of coding. The Stack is a great solution for Daniel. Daniel does an activity on learning Python and immediately is interested in this game. Through this way he finds learning fun and exciting. Daniel is competitive and wants to climb the leader board by completing more activities. He is now able to learn more thoroughly and is more actively participating in his learning.