

# Instructor Client Testing Plan

## Instructor View

### Student List View

Client should load a list of all students that have taken the exam:

[Back](#)

Create Exam

Grade Exams

### Student List

Example Learner

Clicking on a student should display their answers to the questions and should look similar to below.

[Back](#)

#### Question 1

Example Question 1

My submission

Feedback:

**Question 2**

Example Question 2

☐ a

☒ b

Feedback:

Submit Feedback

## Back Button

Clicking the “Back” button at the top of the page should bring you back to the list of students.

[Back](#)

## Feedback

Typing in a feedback box should change the text:

**Question 1**

What's the best programming language?

☒ C#

☐ Java

☐ TypeScript

☐ Fortran

Feedback:

Good work

Pressing the “Submit Feedback” button at the bottom should take you back to the list of students. Then, clicking back on the student you were on should persist their feedback.

Submit Feedback

### Create Exam View

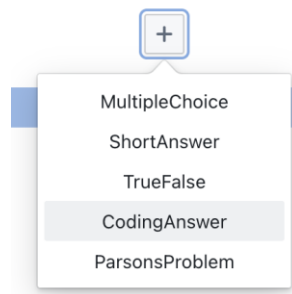
Clicking on the “Create Exam” button at the top of the Instructor View should yield the following display:

Back



Done

Clicking the “+” button should present the user with the following options:



Clicking “MultipleChoice” should present the following display. The box next to points can be used to change the points possible on each question. This applies to every question type:

Question 1

0

points

✓

✗

B I

+

The first box can be edited to set the question text, and a preview of the text will display on the right for when Markdown code is present. Clicking the plus button will present the user with a box like below.

✖

✔

Editing the text in the second box will set the text for a multiple choice answer. After multiple answers have been added, they should be able to be reordered with the handles on the left of each answer. The checkbox next to each answer can also be selected to pick the “correct” answer for auto grading purposes.

A

☒

✖

B

☐

✖

Clicking the red “x” button should remove the answer from the question, and clicking the pencil button should allow you to change the text for the answer. The edit answer box should look like below:

A

✔

Clicking “TrueFalse” should present the following display. The text box can be edited to change the question text, with a preview of it displayed on the right. The check box beside the options can be used to select which answer is “correct” for auto grading purposes:

Question 2  points 

✔

✖

B I

☐ True ☐

☒ False ☒

Clicking “ShortAnswer” should present the following display. The text box can be edited to change the question text, with a preview of it displayed on the right:

Question 3

0

points

✓

✕

B I

Clicking “CodingAnswer” should present the following display. The text box can be edited to change the question text, with a preview of it displayed on the right:

Question 4

0

points

✓

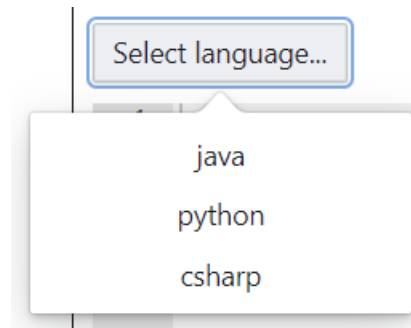
✕

B I

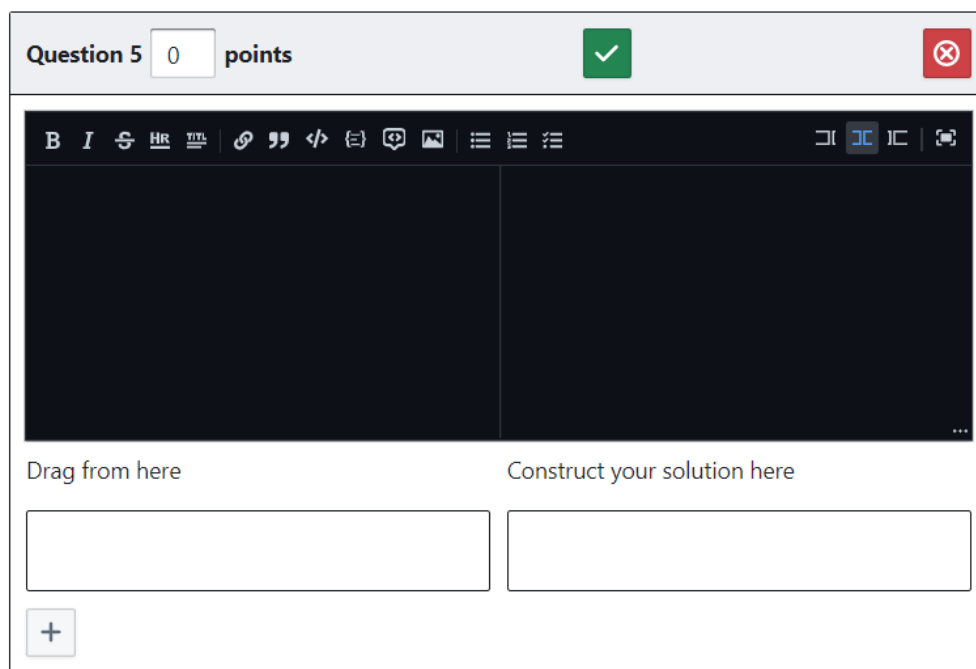
Select language...

1

Clicking the “Select language” button will bring up the following list. Picking a value will change the programming language used by the question:



Clicking “Parsons Problem” should present the following display. The text box can be edited to change the question text, with a preview of it displayed on the right:



The plus button can be clicked to add options to the left column, and you can enter the text for option in the box like shown below. Note that the options will not show up until the exam page has been created and reloaded.



After a question has been added or while one is being edited, the green checkmark button can be pressed to finish adding or editing the question.



To edit a question, the yellow pencil button can be pressed to make the question fields editable again. The editing view will look identical to the view shown when the question is being added initially.



Pressing the “x” button should remove a question from the list of questions. Note that this will only remove the question from the exam if it has not already been created:



When re-entering the Create Exam view, previously added questions should also appear.

## Grade Exam View

Clicking on the “Grade Exams” view at the top of the Instructor View should bring up the following display.

Back

Grade

|            |  |  |  |  |
|------------|--|--|--|--|
| Question 1 | Example Question 1 ``` def myfunction: ``` |  |  |  |
| Question 2 |  |  |  |  |
| Question 3 |  |  |  |  |
| Question 4 |  |  |  |  |
| Question 5 |  |  |  |  |
| Question 6 |  |  |  |  |
| Question 7 |  |  |  |  |
| Question 8 |  |  |  |  |

| Student         | Submission    | Feedback  | Grade |
|-----------------|---------------|-----------|-------|
| Example Learner | My submission | Good work | 0 / 5 |

The screen should display the list of questions on the left and the submissions for the question on the right, with the name of the student in the first column, their submission in the second column, any feedback left for them in the third column, and the current score on the question in the fourth column. Additionally, any auto graded questions (multiple choice and true false) will have their scores pre-populated for the instructor, but they can be manually re-graded. Clicking the text box in the “Grade” column should allow you to enter the student’s score for the question and should look similar to below.

4 / 5

Clicking the “Grade” button in the top-right corner will submit grades to Canvas.

Grade

After the button has been clicked, the screen should display a message stating whether the grade submission was successful. In this case it was not, so the appropriate message was displayed.

**Grade Submission Unsuccessful**