

Jahangirnagar University

Institute of Information Technology

Easy C: A new method of learning C programming in the context of Bangladesh

Presented By:

Md. Nafis Sadique-120083

Ahmedur Rahman Shovon-120090

Md. Aslam Hossin-120091

Supervised By:

Risala Tasin Khan

Associate Professor

Institute of Information Technology

Jahangirnagar University

Outline:

- Overview
- Related Works
- Research Questions
- Objectives
- Project Diagrams
- Algorithm for Challenge Judgement
- Results
- Conclusion
- Future Work
- References
- Prototype Presentation

Overview:

- Disciplined lesson categories with required lessons.
- Category wise challenges to judge the learnt lessons.
- Ranklist to check the current position among other learners.
- Dashboard to judge the progress of learning.
- Online community with instant chatting service.
- Online C compiler with extensible syntax editor.
- Opportunity to view other learners progress.
- Ability to track own submissions.

Related Works

Online Tutorial Sites:

- No opportunity to test the learnt knowledge.
- No practice either.
- Example: Tutorialspoint, w3schools etc.



Related Works(cont'd)

Online Judges:

- No opportunity to learn the lessons.
- No fixed courseware.
- Example: Uva online judge, codeforces, codechef



Research Questions:

- ❖ How to provide online self maintained code execution environment with Sandbox support?
- ❖ How to combine challenges and lessons to create a disciplined courseware?
- ❖ How to keep track of learners progress?
- ❖ How the learners can interact with each other?

Objectives:

- ❖ **Easy C** provides detailed tutorials on C programming language in 16 predefined categories and problems related to the learnt knowledge.
- ❖ Using this application the learners can write code, execute and get verdict of the code online using any device having a web browser.
- ❖ **Easy C** keeps track of each user's progress and give a system which can meet the teachers demand of C programming language course.
- ❖ It has both web application and Android mobile application version.

Project Diagrams

Project Diagrams:

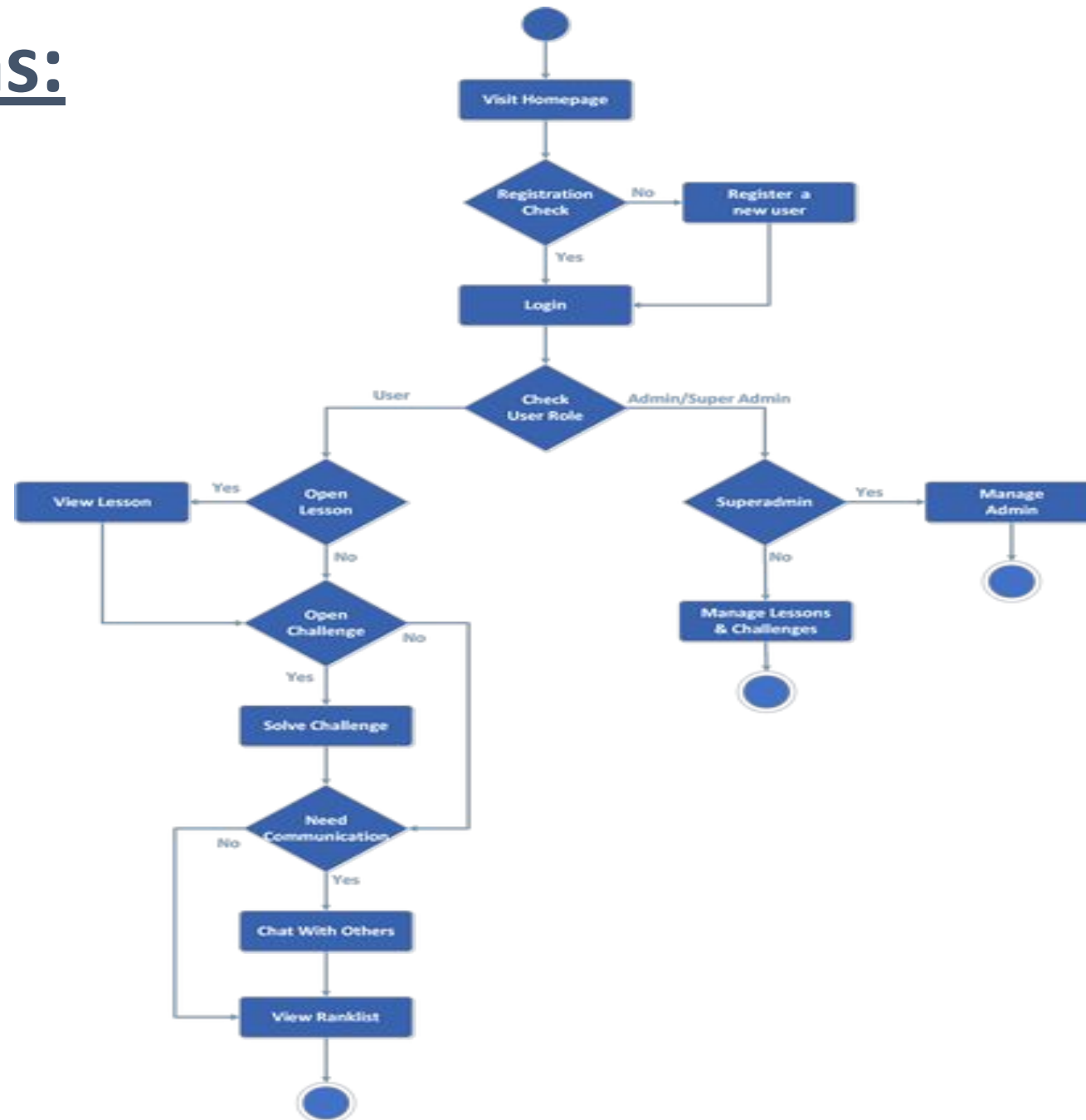


Figure :Activity Diagram

Project Diagrams(cont'd):

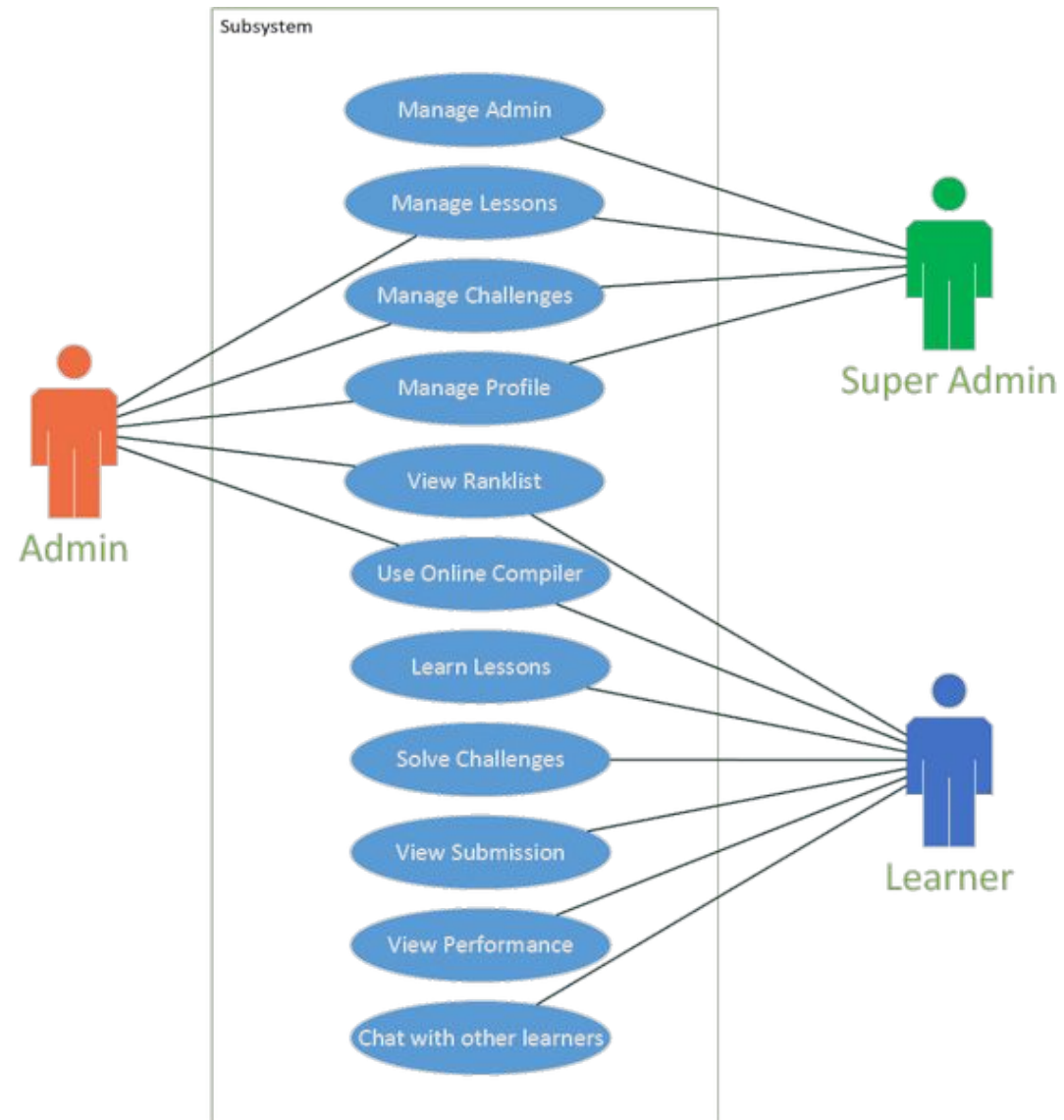


Figure: Use-case Diagram

Project Diagrams(cont'd):

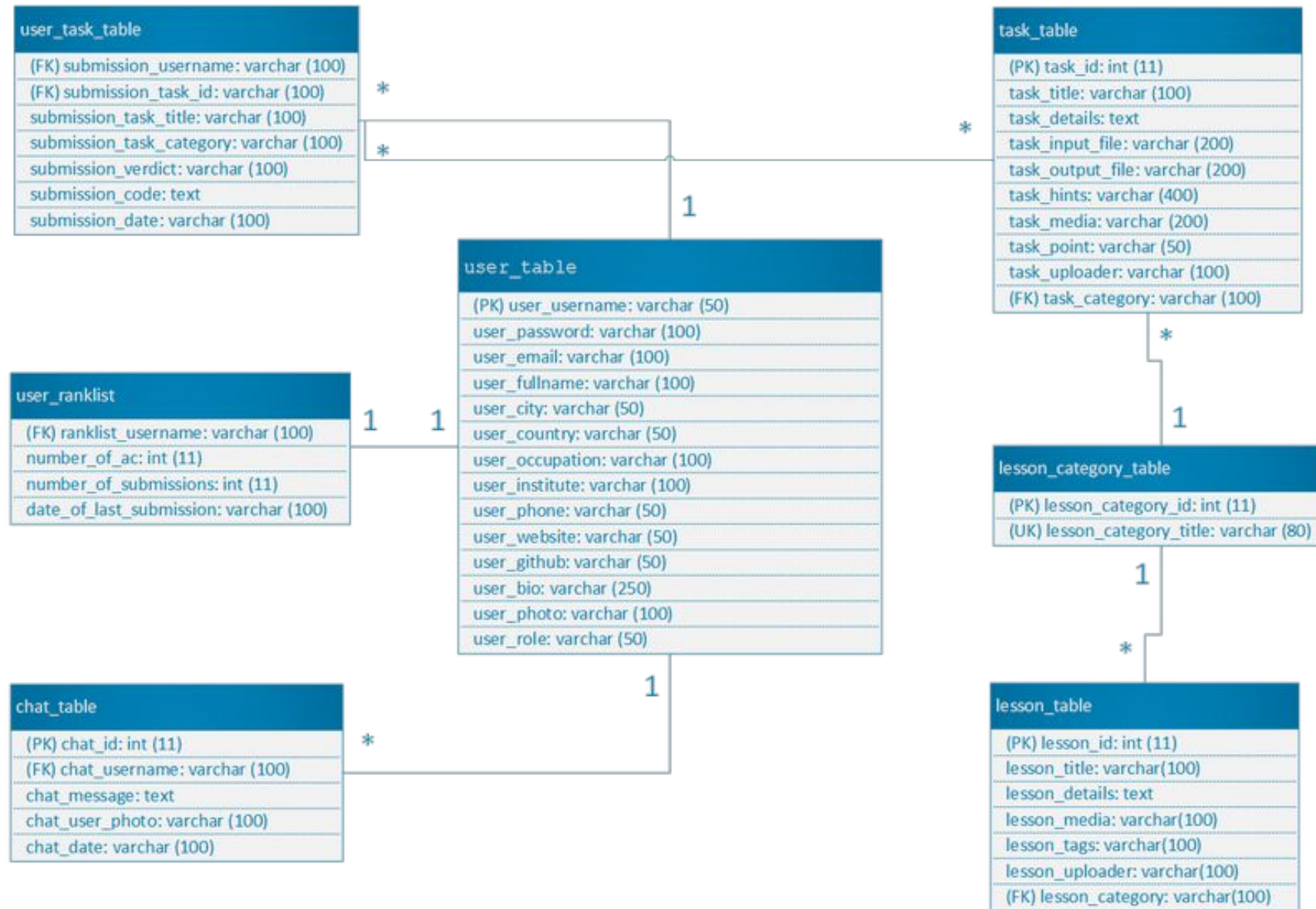


Figure: Entity Relationship Diagram

Project Diagrams(cont'd):

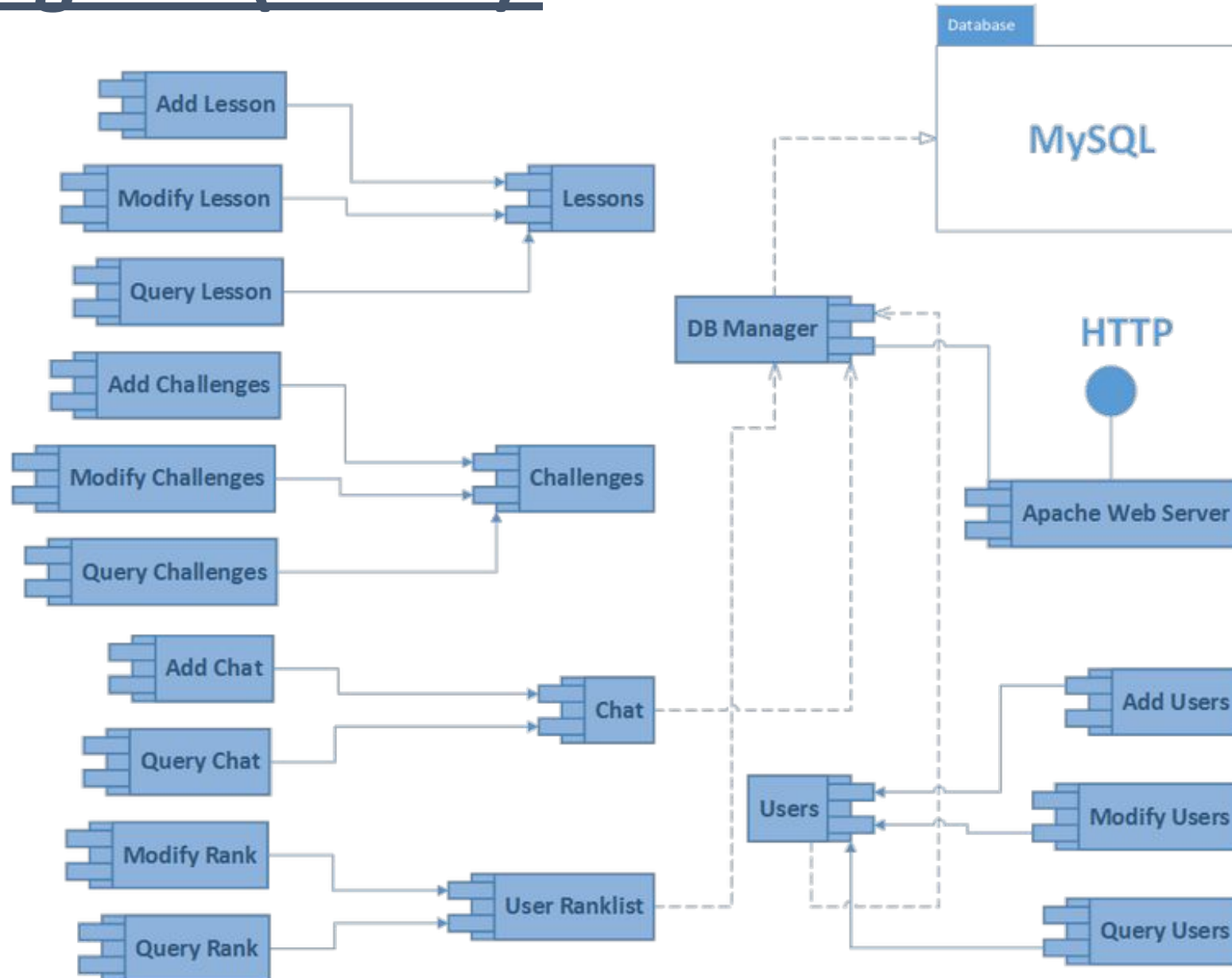


Figure: Component Diagram

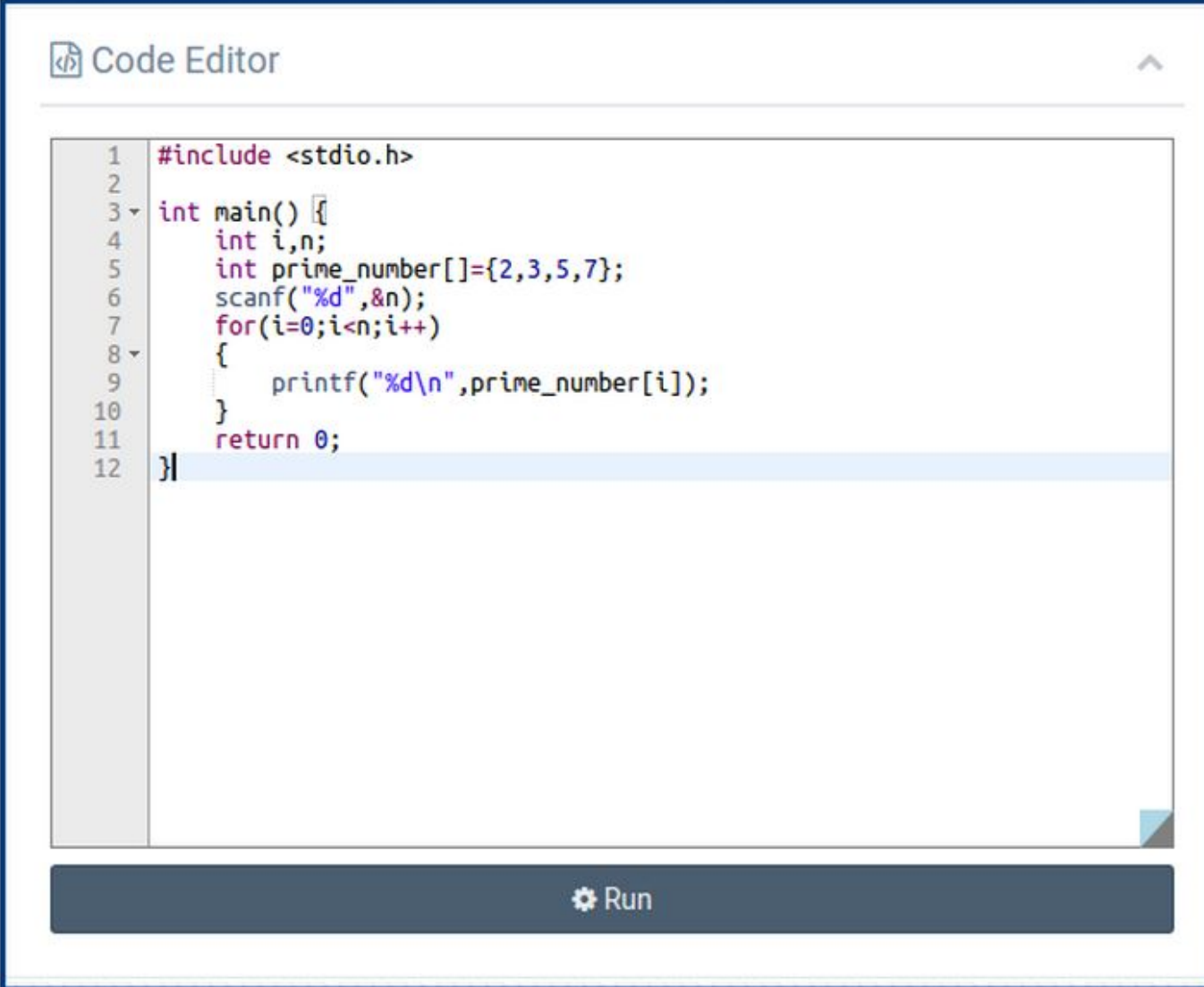
Algorithm for challenge judgement:

```
function challenge_judgement (string user_code):  
  if user_code is compiled successfully  
    then run user_code  
    if the execution time exceeds time limit  
      then return verdict Time Limit Error  
    else if does not exceed time limit  
      then store the output after running user_code  
      if the output matches with judge output  
        then return verdict Accepted  
      else if does not match  
        then return verdict Wrong Answer  
      end if  
    end if  
  else if user_code does not compile successfully  
    then return verdict Compilation Error  
  end if  
end function
```

Results

Results: Online Compiler

- **Easy C** provides full independent online compiler with Sandbox.



The screenshot displays a web-based code editor interface. At the top, there is a tab labeled 'Code Editor' with a small icon of a document and a code symbol. Below the tab is a large text area containing C code. The code is as follows:

```
1  #include <stdio.h>
2
3  int main() {
4      int i,n;
5      int prime_number[]={2,3,5,7};
6      scanf("%d",&n);
7      for(i=0;i<n;i++)
8      {
9          printf("%d\n",prime_number[i]);
10     }
11     return 0;
12 }
```

Below the code editor is a dark blue button with a gear icon and the text 'Run'.

Figure : Online Compiler

Results(cont'd): Instant Chatting

- Instant chatting enables to grow a community of learners.

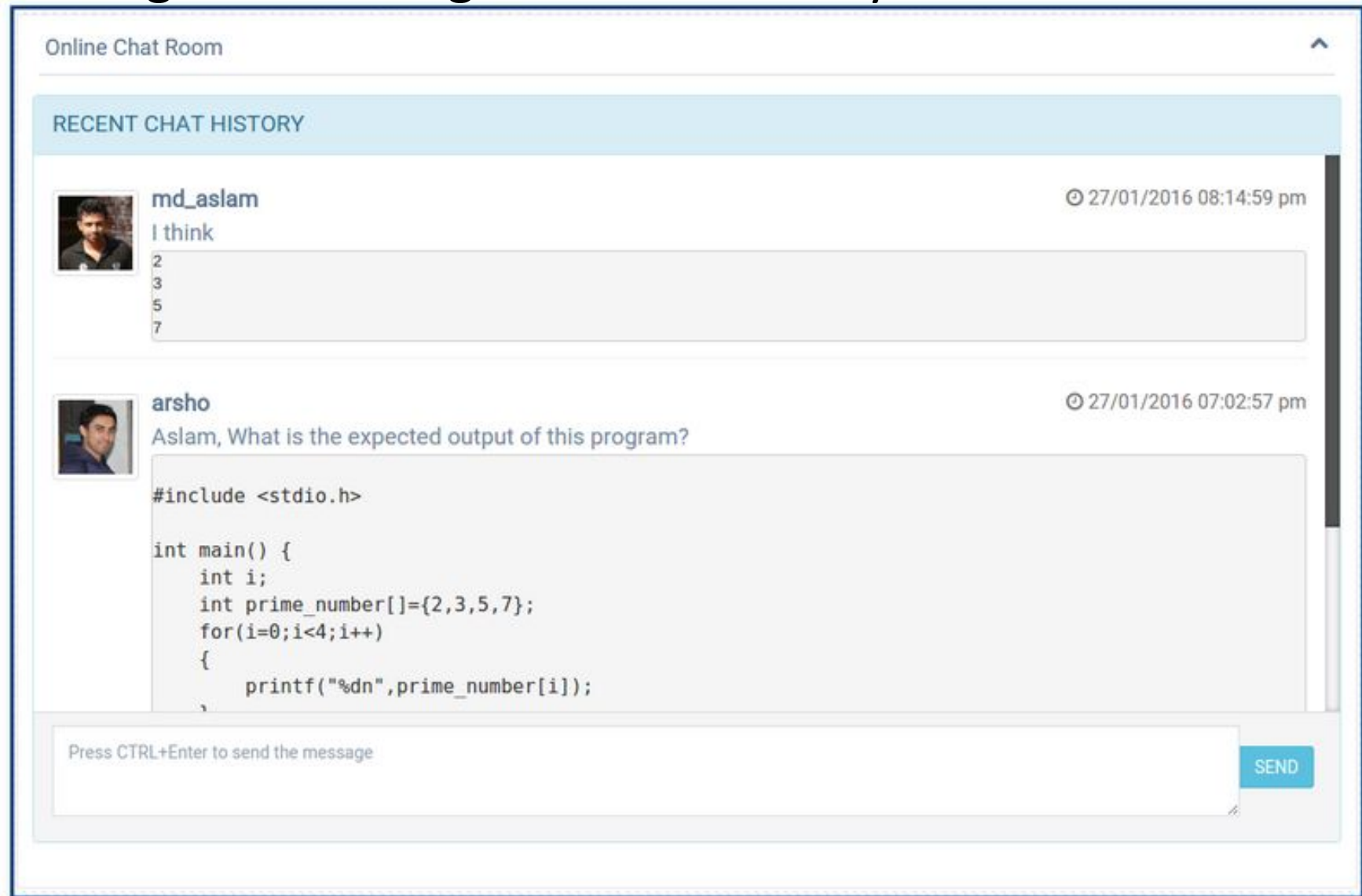


Figure : Instant Chatting

Results(cont'd): Lessons

- Lesson of each category has singleton view.

Home > Lessons > Introduction > Applications of C

Applications of C

Mainly C Language is used for Develop Desktop application and system software. Some application of C language are given below.

- C programming language can be used to design the system software like operating system and Compiler.
- To develop application software like database and spread sheets.
- For Develop Graphical related application like computer and mobile games.
- To evaluate any kind of mathematical equation use c language.
- C programming language can be used to design the compilers.
- UNIX Kernal is completely developed in C Language.
- **For Creating Compilers** of different Languages which can take input from other language and convert it into lower level machine dependent language.
- C programming language can be used to design Operating System.
- C programming language can be used to design Network Devices.

Tags Applications Introduction

(Lesson by nts)

Finished the lesson? Solve problems in Introduction category.

Figure : Applicatino of C in Introduction Category

Results(cont'd): Challenges

- Each category has corresponding challenges to ensure learners progress.

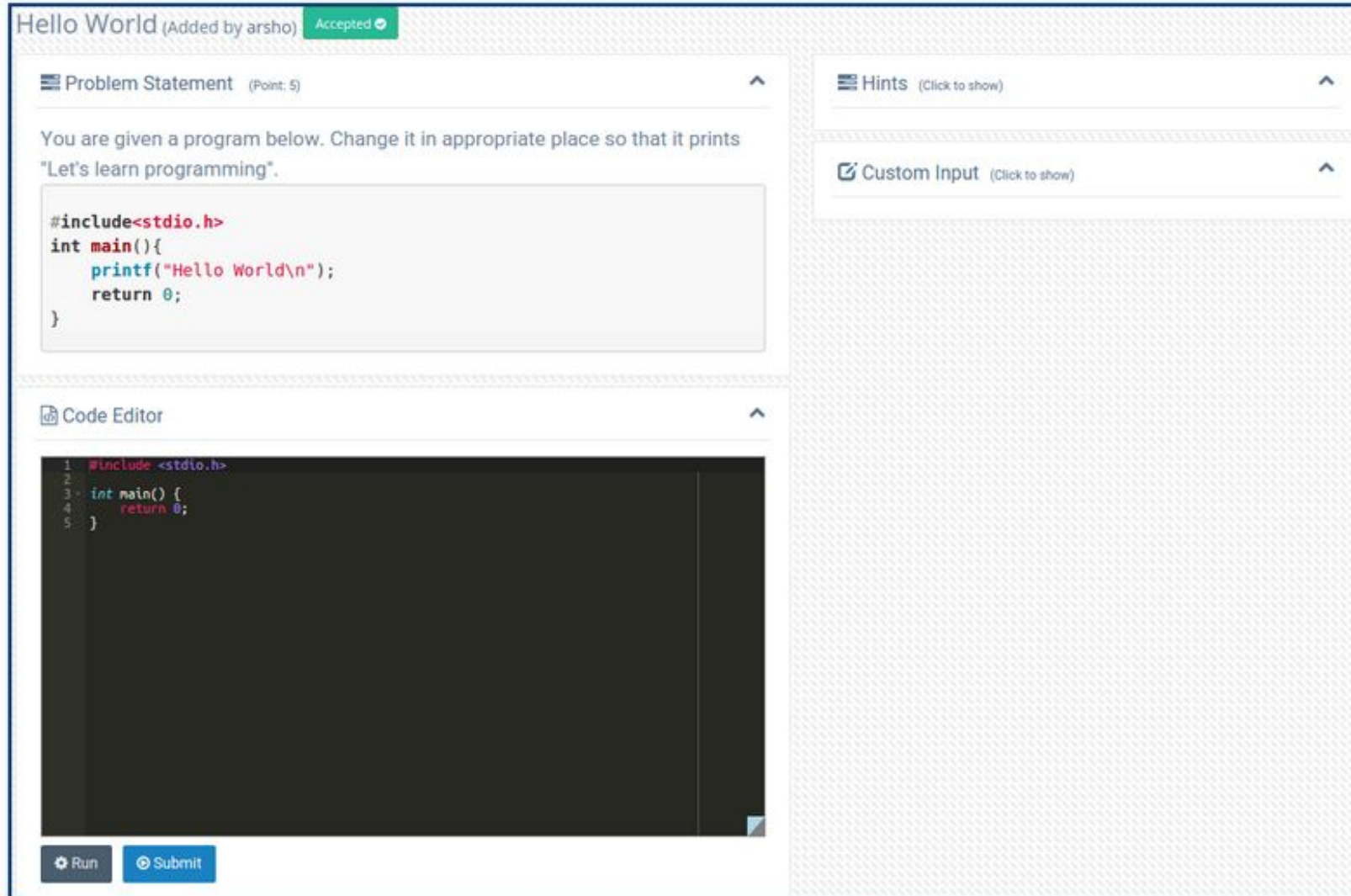


Figure : Hello World Challenge in Introduction Category

Results(cont'd): Ranklist

- Learners are ranked according to the number of solved challenges.

Ranklist					
Rank	Photo	Username	Fullname	Country	Total Solved
1		arsho	Ahmedur Rahman Shovon		2
2		mahbub	Mahbub Alam		1
2		nfs	Md. Nafis Sadique		1
2		risala	Risala Tasin Khan		1
2		saimun	Mathew J. Saimun		1
3		irfan	Irfan Hasib		0
3		md_aslam	Md. Aslam Hossin		0

Figure : Ranklist

Results(cont'd): Mobile Application

- Easy C:Provides Mobile application for the user

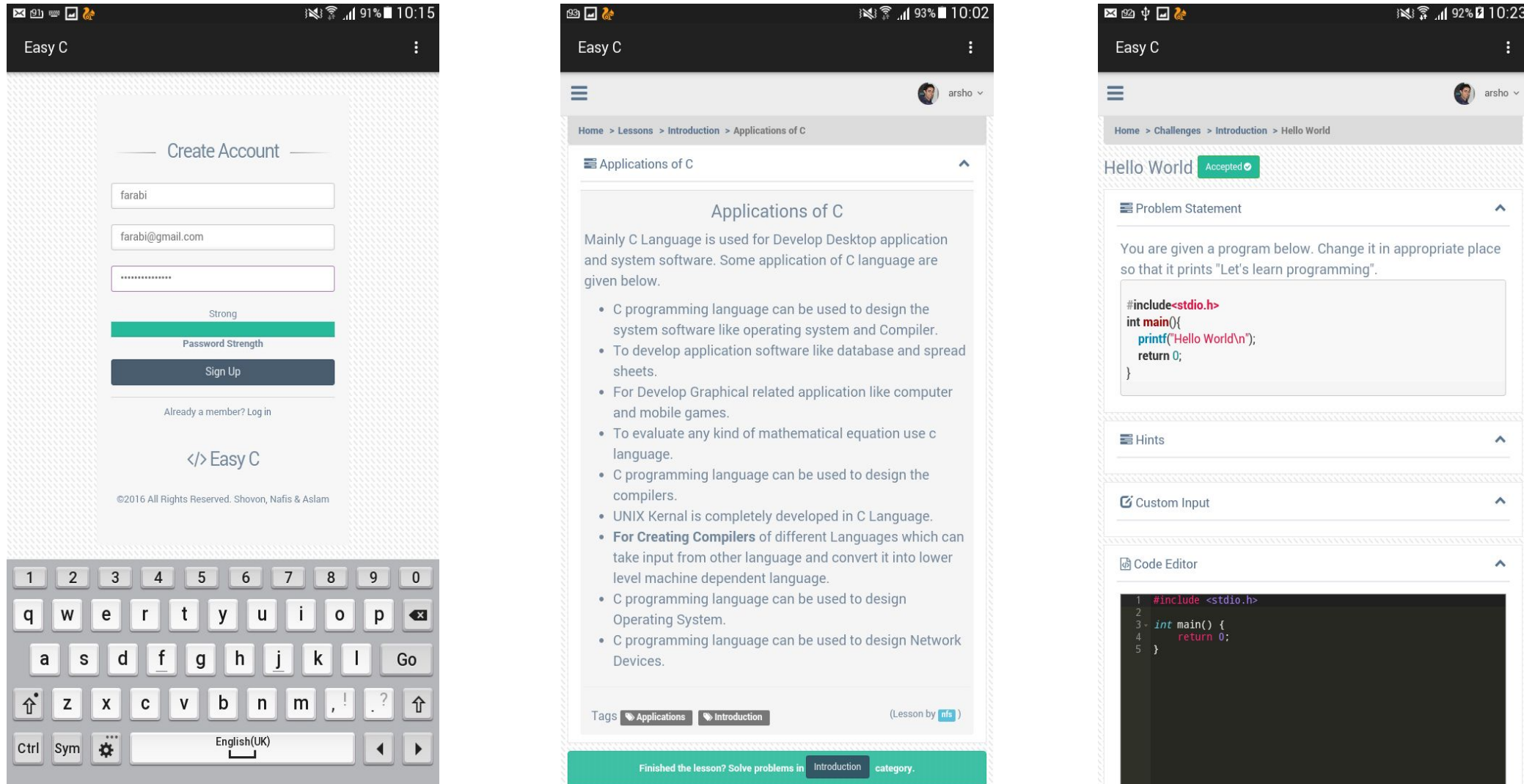


Figure : Easy C Mobile Application Demonstration

Conclusion:

- Lesson-Challenge paired disciplined courseware for C programming language.
- New way of interactive programming.
- Full independent online compiler with Sandbox.

Future work:

- Extending the platform for other programming languages like C++, Java, Python etc.
- Adding video tutorials.
- Arranging online contest.
- Increasing server capacity.
- Deploying “**Easy C**” in cloud server.

Reference:

- [1] Winston W. Royce: “Managing The Development Of Large Software Systems”, <https://www.cs.umd.edu/class/spring2003/cmsc838p/Process/waterfall.pdf> , April, 2007.
- [2] Youssef Bassil: “A Simulation Model for the Waterfall Software Development Life Cycle”, International Journal of Engineering & Technology (iJET), Vol. 2, November, 2012.
- [3] Kai Petersen, Claes Wohlin, and Dejan Baca : “The Waterfall Model in Large-Scale Development”, <http://www.divaportal.org/smash/get/diva2:835760/FULLTEXT02.pdf>, May, 2010.
- [4] Nabil Mohammed Ali Munassar, and A. Govardhan: “A Comparison Between Five Models Of Software Engineering”, IJCSI International Journal of Computer Science Issues, Vol. 7, Issue 5, September 2010.
- [5] Anotonia Bertolino: “Software Testing Research and Practice”, <http://www.cis.upenn.edu/~lee/05cis700/papers/Ber03.pdf> , October, 2011.
- [6] Laurie Williams, Gunnar Kudrjavets, and Nachiappan Nagappan: “On the Effectiveness of Unit Test Automation at Microsoft”, http://collaboration.csc.ncsu.edu/laurie/Papers/Unit_testing_cameraReady.pdf , October, 2010.
- [7] Konstantinos Xynos, Iain Sutherland, Huw Read, Emlyn Everitt, Andrew J C Blyth: “Penetration Testing and Vulnerability Assessments: A Professional Approach”, International Cyber Resilience conference, January, 2005.
- [8] William G.J. Halfond, Jeremy Viegas, and Alessandro Orso: “A Classification of SQL Injection Attacks and Countermeasures”, <http://www.cc.gatech.edu/~orso/papers/halfond.viegas.orso.ISSSE06.pdf> , October, 2007.

Reference(Cont'd):

- [9] João-Paulo Barros, Luis Gomes: “From Activity Diagrams to Class Diagrams”, <http://www.disi.unige.it/person/ReggioG/UMLWORKSHOP/Barros.pdf> , August, 2011.
- [10] A.K. Bhattacharjee, R.K. Shyamasundar: “Activity Diagrams : A Formal Framework to Model Business Processes and Code Generation”, Journal Of Object Technology, Vol. 8, No. 1, January–February 2009.
- [11] PETER PIN-SHAN CHEN: “The Entity-Relationship Model Toward a Unified View of Data”, <http://www.inf.unibz.it/~nutt/IDBs1011/IDBPapers/chen-ER-TODS-76.pdf>, August, 2009.
- [12] Hassan Gomaa, Erika Mir Olimpiew: “The Role of Use Cases in Requirements and Analysis Modeling”, <http://www.ie.inf.uc3m.es/wuscam-05/5-WUsCaM.pdf>, September, 2000.
- [13] Chris Lüer, David S. Rosenblum: “UML Component Diagrams and Software Architecture - Experiences from the WREN Project”, Describing Software Architecture with UML, Workshop at the 23rd International Conference on Software Engineering, Toronto, Canada, 2001.
- [14] Antonio Carzaniga, Alfonso Fuggetta, Richard S. Hall, Dennis Heimbigner, Andr´e van der Hoek, Alexander L. Wolf: “A Characterization Framework for Software Deployment Technologies”, University of Colorado, Department of Computer Science, Technical Report: CU-CS-857-98, April 1998.

Prototype presentation