

# Autograding For a Blocks Language

## AUTOGRADING FOR A BLOCKS LANGUAGE

Meta: Attempting to follow a scholarly markdown format. . .

Notes - Diffing the “world” State - detecting script changes  
- Ambiguous States or Errors - infinitely looping code - JS  
Errors - Static analysis - Assertion-Based Testing - following  
an event log - image diffing

### Abstract:

In this paper, we present the design and use of an in-browser autograder for a visual programming language, Snap! [REF]. Snap!, Build Your Own Block is a web-based, blocks-based language inspired by Scratch [REF], for the course *The Beauty and Joy of Computing*[REF], at UC Berkeley. Before planning to build a MOOC of BJC we needed a way of evaluating student work that didn’t involve human grading. ##  
Introduction

### Lack Related Work (?)

### Methods (?)

### Writing Test Cases (?)

### Data Collected.gitignore

.travis.yml img Makefile paper.md README.md templates  
(?) We aren’t actually testing things, but we are collecting data!

### Future Work

### Conclusion

### References

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