Autograding For a Blocks Langauge

true true true

ABSTRACT

Abstract coming soon. . . .

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. We designed the autograder system that we could have a wide set of unit tests as well as more general assertion tests based on static analysis or output logs. This fall, we successfully deployed our autograder to edX, and piloted it UC Berkeley. We are planning to build out the tools to make them easier for others to use.

INTRODUCTION

LACK RELATED WORK (?)

SYSTEM OVERVIEW (?)

METHODS (?)

WRITING TEST CASES (?)

DATA COLLECTION

We aren't actually testing things, but we are collecting data!

FUTURE WORK

CONCLUSION

References