APPENDIX FIGURES

Appendix 1. Survey and Assessment Form

Students' Knowledge in Programming This is a survey regarding the knowledge of students in the field of technology regarding programming. *Required								
Email address * Your email								
Full Name * Your answer								
School/University * Your answer								
Course * Your answer								
Grade/Year Level * Your answer								

What field in technology do you desire to work in? *
Game Development
Website Development
Database Administrator
Software Engineer
Other:
Do you know how to program before you entered college level? *
○ Yes
○ No
Did you know that the course you've taken has programming subjects? *
○ Yes
○ No
How many years have you been programming? *
Your answer
What are the programming languages you are comfortable with? *
C/C++
Java
c#
Python
Javascript
Lua
Other:

In what method of education do you learn t	In what method of education do you learn the best/most? *						
Classroom setting							
Watching video tutorials							
Reading tutorials							
Modifying someone else's code							
One-on-one sessions							
Other:							
What do you find hard to learn about progra	amming ? *						
Concepts							
Syntax							
Terminologies							
Code editor/Integrated Development Environ	ment (IDE)						
Data structures							
Algorithm							
Data types							
Conditionals							
Other:							
Which alternative method do you prefer to	use in learning programming? *						
	Section 1 to 1						
Visual Interactive Environment	Block-based programming						
Other:							

Rate your knowledge about Data Types *								
	1	2	3	4	5			
lowest	0	0	0	0	0	highest		
Rate your knowledge about Memory *								
	1	2	3	4	5			
lowest	0	0	0	0	0	highest		
Rate your knowledge about Debugging *								
	1	2	3	4	5			
lowest	0	0	0	0	0	highest		
Rate your knowledge about Algorithm *								
	1	2	3	4	5			
lowest	0	0	0	0	0	highest		

Basic Quiz

To fully evaluate your knowledge about programming, please answer the following if you can.

Rate your knowledge about Data Types *								
	1	2	3	4	5			
lowest	0	0	0	0	0	highest		
Rate your knowledge about Memory *								
	1	2	3	4	5			
lowest	0	0	0	0	0	highest		
Rate your knowledge about Debugging *								
	1	2	3	4	5			
lowest	0	0	0	0	0	highest		
Rate your knowledge about Algorithm *								
	1	2	3	4	5			
lowest	0	0	0	0	0	highest		

Basic Quiz

To fully evaluate your knowledge about programming, please answer the following if you can.

Please choose the correct data type for the following value * 5 points							
	Double or Float	Integer	Character	String	Boolean		
10.0f	0	0	0	0	0		
20	0	0	0	0	0		
'c'	0	0	0	0	0		
"Hello World"	0	0	0 0		0		
true	0	0	0	0	0		
Consider the of int a = 10; int b = 20;	code below						
evaluate: (a < b	o) *				1 point		
○ false							
evaluate: (a !=	b) *				1 point		
true false							

evaluate: (! (a < b)) *	1 point
O true	
○ false	
evaluate: (a == (b - 10)) *	1 point
○ true	
○ false	
Consider the code below: 1 int a = 20; 2 int *b = &a 3 (*b)++; What is the value of b in line number 2? * 20 21 3	1 point
What is the value of b in line number 3? *	1 point
O 20	
O 21	
O 22	

What is the final value of a? *	1 point
O 20	
O 21	
O 22	
○ b	
Consider the code below: Int c[] = {1, 2, 3, 4, 5};	
What is the value of c[1]? *	1 point
O 1	
O 2	
O 3	
O 0	
What is the value of c[5]? *	
Out of bounds	
O 6	
O 0	

```
Consider the code below:
   int a = 5:
   int b = 7;
   if (a < b)
     a -= b;
   else
    b += a;
   a++;
   b++;
   What is the final value of a? *
                                                                                         1 point
   O 2
What is the final value of b? *
                                                                                         1 point
   0 8
   Consider the code below:
   int a = 5;
   int b = 20;
   for (int i = a; i < b; i += 2)
   {
    a++;
    b--;
   What is the final value of a? *
                                                                                         1 point
   Your answer
   What is the final value of b? *
                                                                                         1 point
   Your answer
```

Laboratory Assessment

Do you have different instructors/teachers for laboratory and lecture? *
○ Yes
○ No
What software do you use for programming during your laboratory subject? *
TurboC\C++
DevC++
Netbeans
☐ Eclipse
☐ VS Code
Codeblocks
Notepad
Other:
Do you find the softwares used in your laboratory for programming difficult to
use? *
○ Yes
○ No
What are the things you find difficult in using softwares in your laboratory for programming? *
Hard to compile, build, and run
Messy/Cluttered interface - too many elements are in the screen
Error/warning messages are unhelpful/complicated
Old/Outdated design
Other:

CodeNect: Visual Programming Software for Learning Fundamentals of Programming Survey Form

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This is survey is for gathering of data for the development of a visual programming software for learning programming fundamentals.
This is a form about using text-based editors in programming. Examples are: * Notepad++ * TurboC/C++ * Sublime Text * DevC++ * Visual Code * Codeblocks * Required
Email address *
Your email
Full Name *
Your answer
School Name *
Your answer

Course *
Bachelor of Science in Information Technology
Bachelor of Science in Computer Science
Bachelor of Science in Computer Engineering
Other:
Grade/Year Level *
1st year
O 2nd year
○ 3rd year
4th year
○ Grade 11
○ Grade 12
What text-based editing tool do you use for programming? *
CodeBlocks
Sublime Text
☐ Notepad++
☐ Visual Code
DevC++
☐ TurboC/C++
Other:

How did you lea	rn how to u	ıse a text-l	based edit	tor? *				
☐ Instructor's demo								
Written lesson/lecture								
Self-learned								
☐ Video tutorial								
Official docu	mentation							
Experimentat	tion/Playing	around						
Other:								
Rate your learni	ng experier	nce with us	sing a text	-based ec	litor *			
	1	2	3	4	5			
worst	0	0	\circ	0	0	best		
How much do y	ou prefer to	o use text-	based edi	tors for pr	rogrammir	ng? *		
	1	2	3	4	5			
not preferred	0	0	0	0	0	preferred		
Rate the design	/appearanc	e of the te	ext-based	editors yo	ou use *			
	1	2	3	4	5			
worst	0	0	0	0	0	best		

Rate the debugging experience with using text-based editors. *								
	1	2		3		4	5	
worst	0	0		0		0	0	best
Rate the coding experience with using text-based editors. *								
	1	2		3		4	5	
worst	0	0		0		0	0	best
How likely do you use the tools/features available in the text-based editors? *								
	1	2		3	4		5	
not likely	0	0		0	С)	0	most likely
How much do you understand the tools/features in the text-based editors? *								
		1	2	3	4	5		
do not understand at all			0	0	0	0	absolut	ely understand

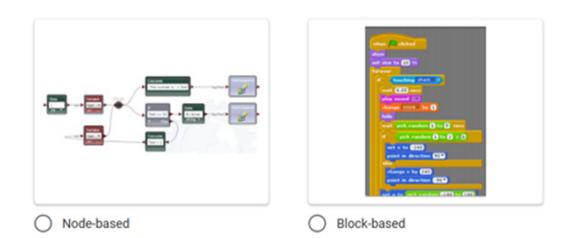
Which do you prefer more to do programming? *

Using keyboard to type to code

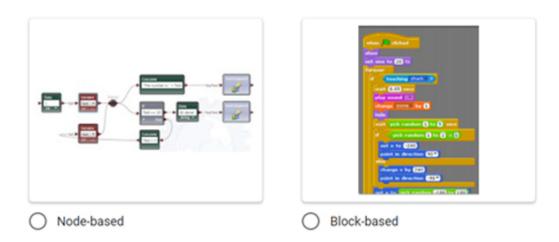
Using mouse to interact/select to code

Other:

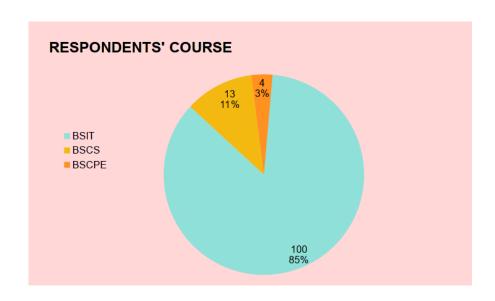
Which of the following do you prefer more as an alternative way to program and learn? *



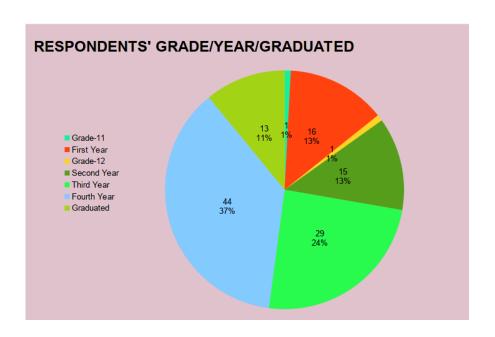
Which of the two do you find easier to learn and use? *



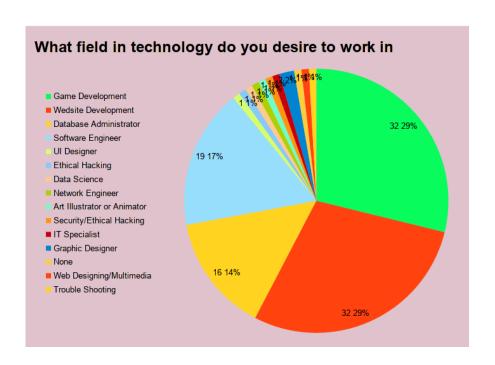
2. Survey Form



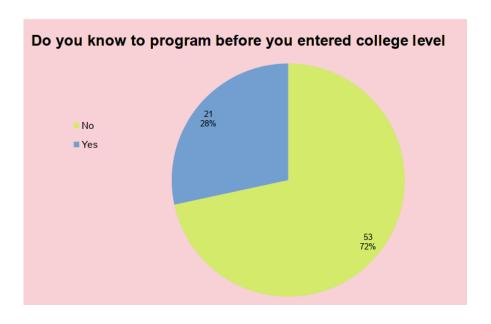
3. Graphical representation of the course of the respondents



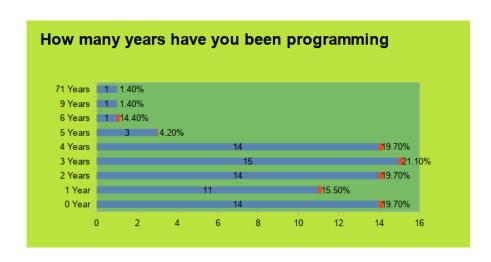
4. Graphical representation of the grade/year level of the respondents



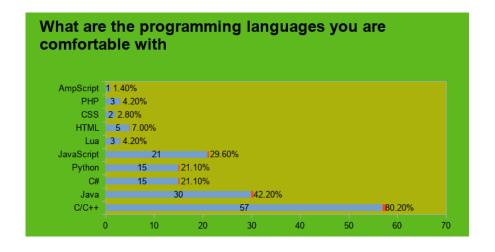
5. Graphical representation of the desired technology field of the respondents



6. Graphical representation of the knowing programming before college of the respondents



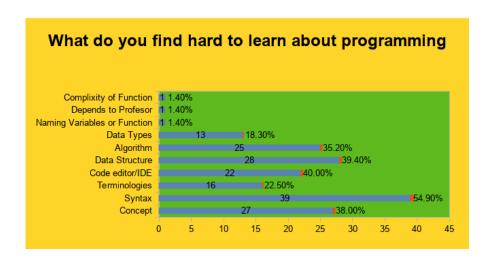
7. Graphical representation of the years programming of the respondents



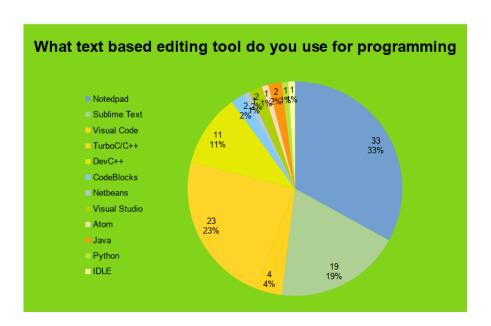
8. Graphical representation of the languages comfortable with of the respondents



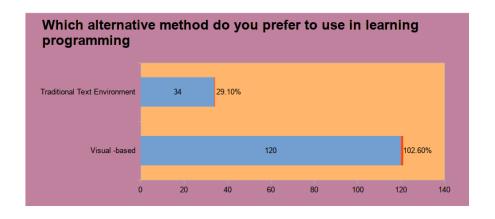
9. Graphical representation of the best learning method of the respondents



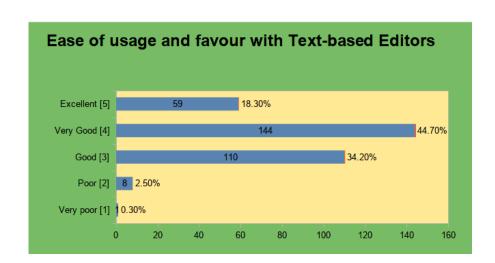
10. Graphical representation of the hard to learn in programming of the respondents



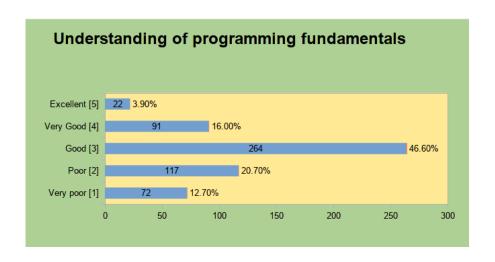
11. Graphical representation of the text-editing tool used of the respondents



12. Graphical representation of the preferred alternative learning method of the respondents



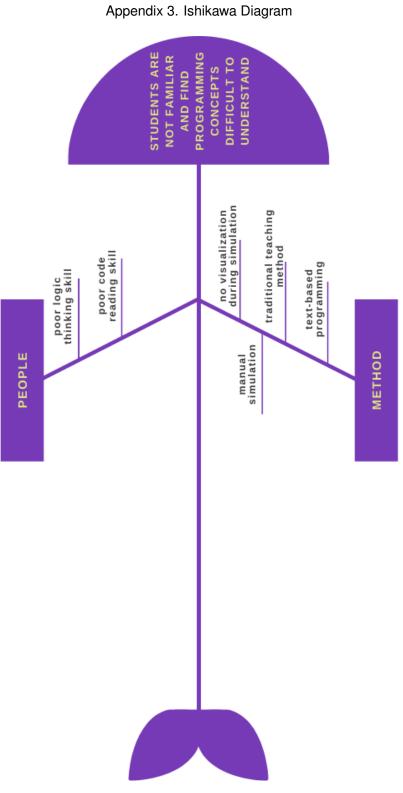
13. Graphical representation of the text editors' usage ease of the respondents



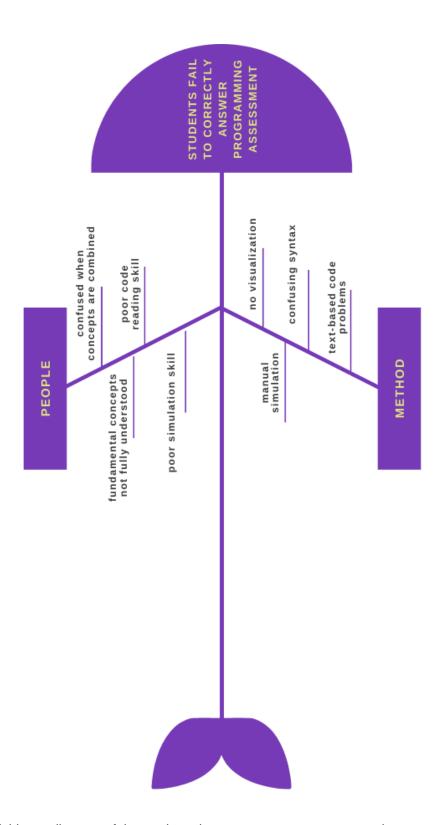
14. Graphical representation of the programming fundamentals understanding of the respondents



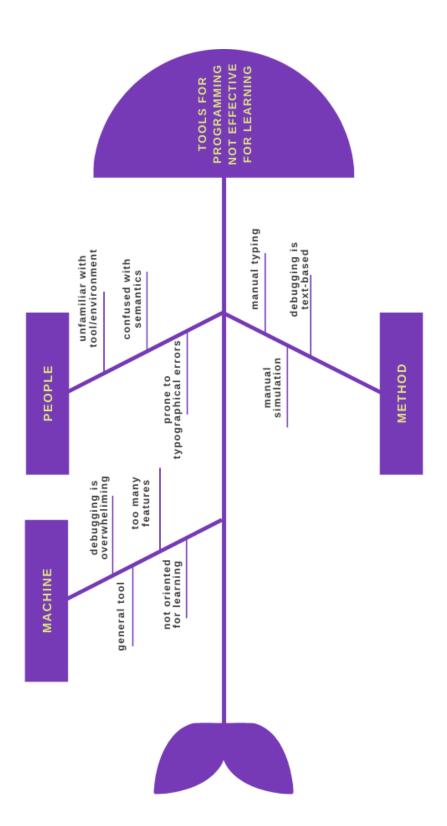
15. Graphical representation of the programming fundamentals assessment of the respondents



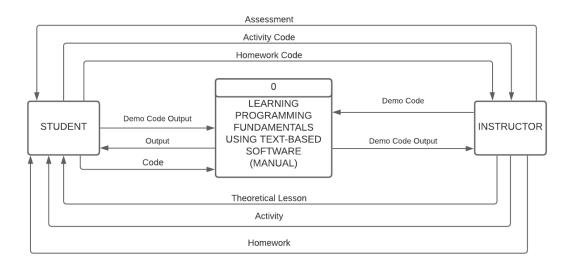
16. Fishbone diagram of the students not familiar and find programming concepts difficult to understand



17. Fishbone diagram of the students incorrect answer to programming assessment

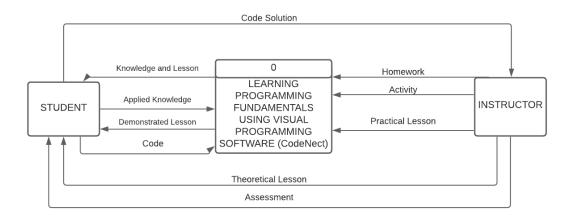


18. Fishbone diagram of the tool for programming not effective for learning



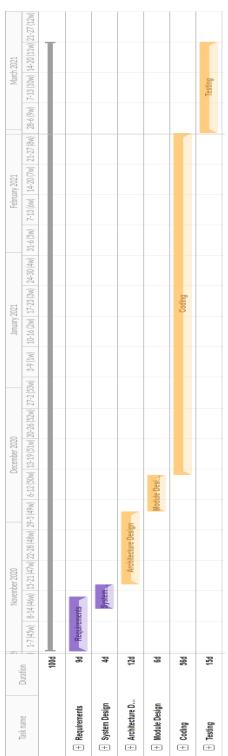
Appendix 4. Context Diagram

19. Context Diagram of Existing System

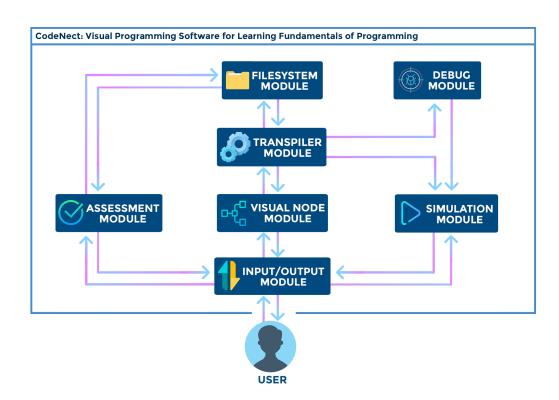


20. Context Diagram of Proposed System

Appendix 5. Gantt Chart



21. Gantt Chart of the Development of CodeNect



Appendix 6. Theoretical Framework

22. Theoretical Framework of CodeNect: Visual Programming Software for Learning Fundamentals of Programming