Automatic Detection of Bad Programming Habits in Scratch

A Preliminary Study

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Goal of our paper

Are bad programming

habits a common practice

in the Scratch community?





move 10 steps

set G ▼ to -.1

set pen size to 🕻

Audience

Who should/could be interested in this talk?

- Educators teaching how to code
- Students learning to program
- Developers of programming learning tools

Scratch

Learning to code with Scratch

- Scratch has shown to be successfull in teaching basic and advanced programming concepts
- However, bad programming habits have been detected
- There are no automatic tools to check for correctness
- Hairball: lint-inspired static analysis of Scratch projects

Bad programming habits with Scratch (I)

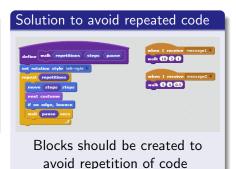


Bad/default naming of sprites

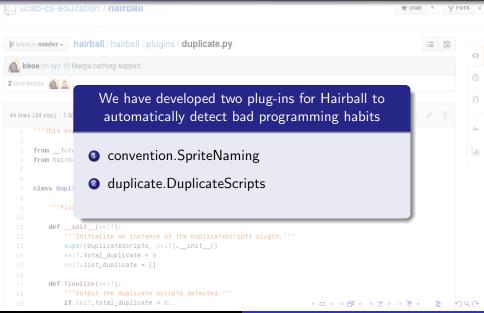


Bad programming habits in Scratch (and II)

when I receive messages when I receive messages set rotation style left-right repeat 0 move 0 steps next contains if on edge, bounce wait 0 secs



Hairball plug-ins development



Scratch projects repository analysis

	Default names	Duplicated scripts	Defined blocks
Projects	79	62	17
Mean	5.94	7.23	1.11
Median	3	2	0
Maximum	67	71	25

Table: Analysis of 100 ramdonly downloaded Scratch projects

Future Work

- Extend the scope of the study developing new plug-ins
- 2 Analyze dataset with 5 years of data from the Scratch website
- 3 Dr. Scratch (alpha version): http://drscratch.programamos.es

Background picture: Simon Cunningham

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