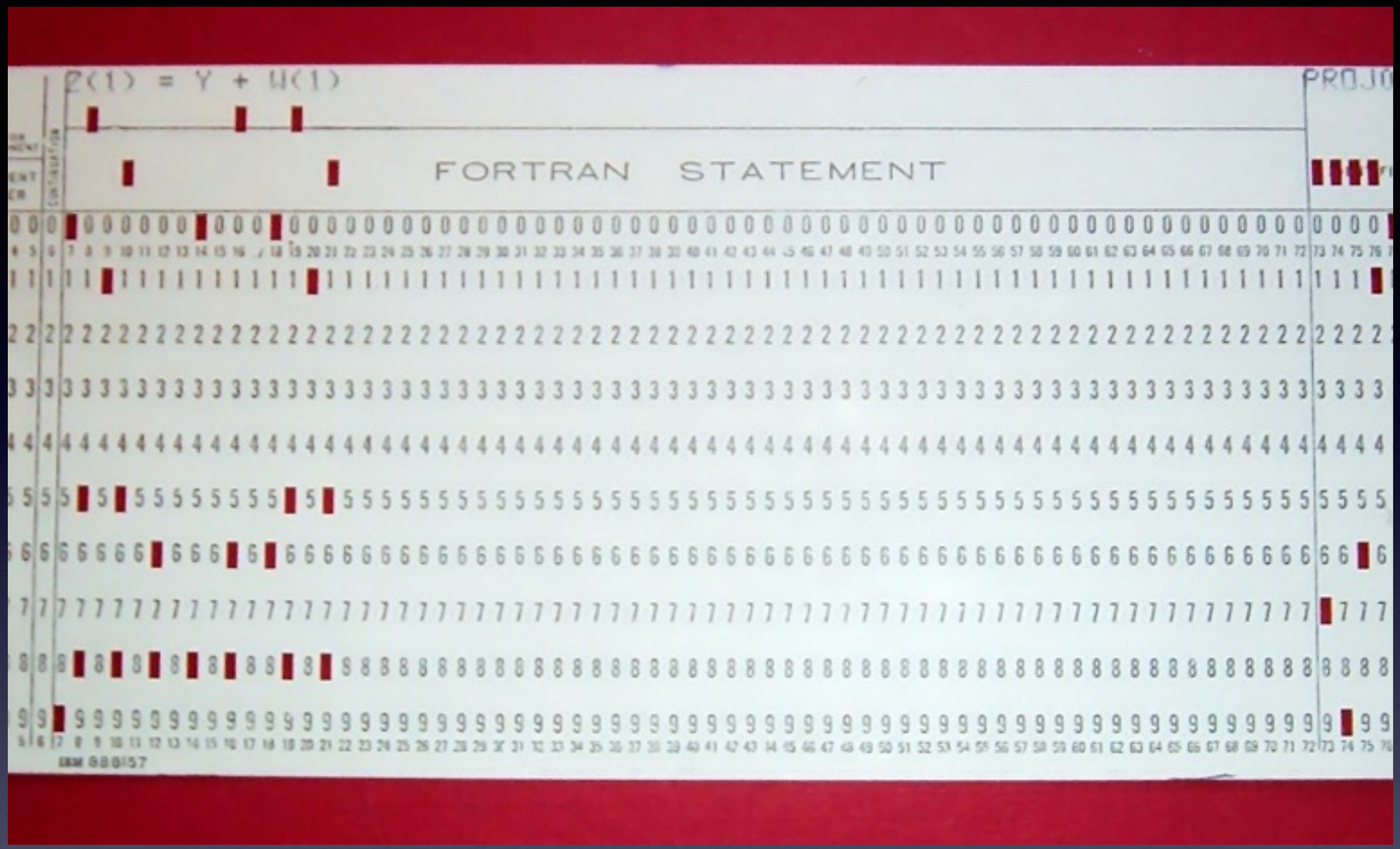
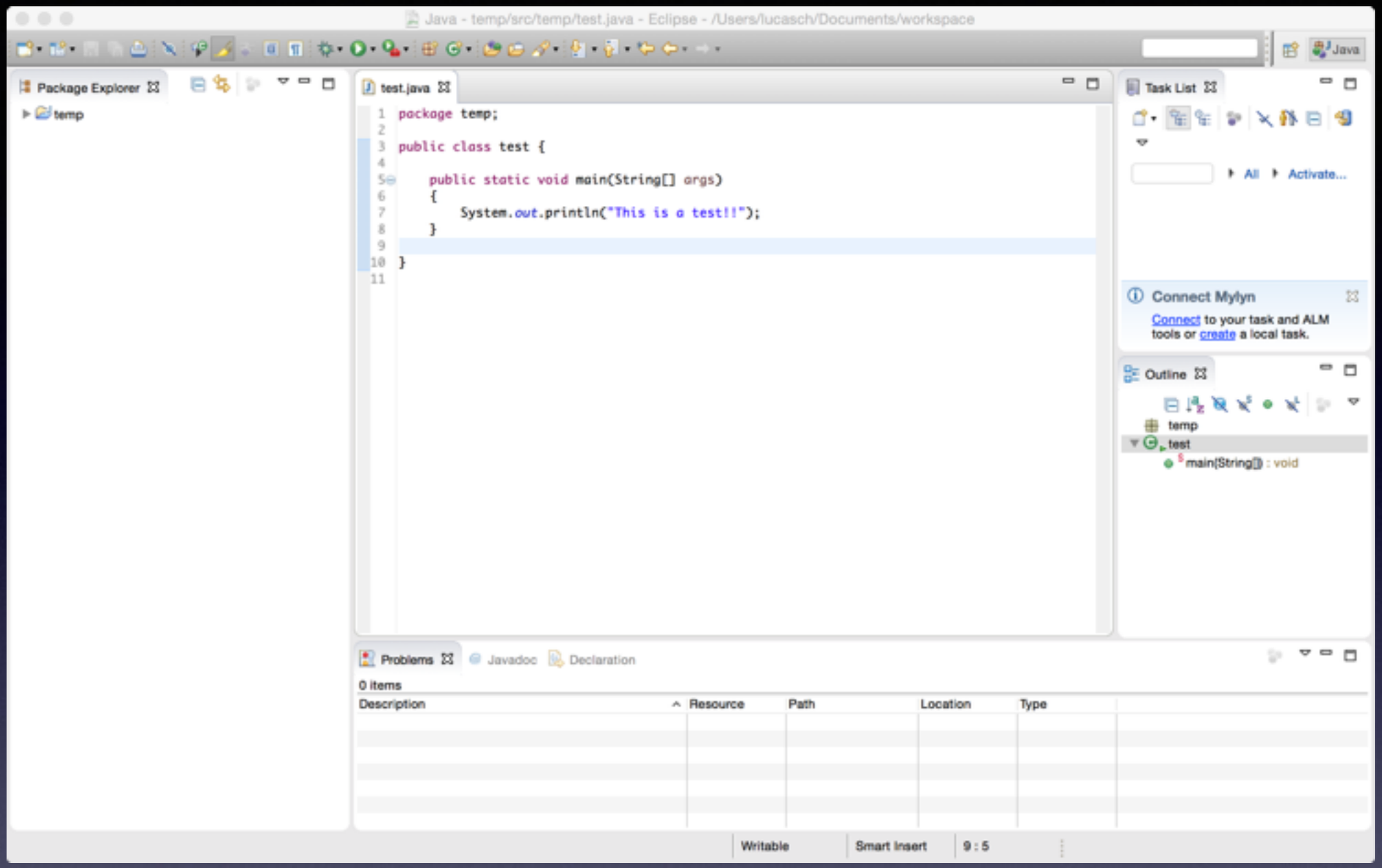
Project Jabberwocky

Lucas Chaufournier

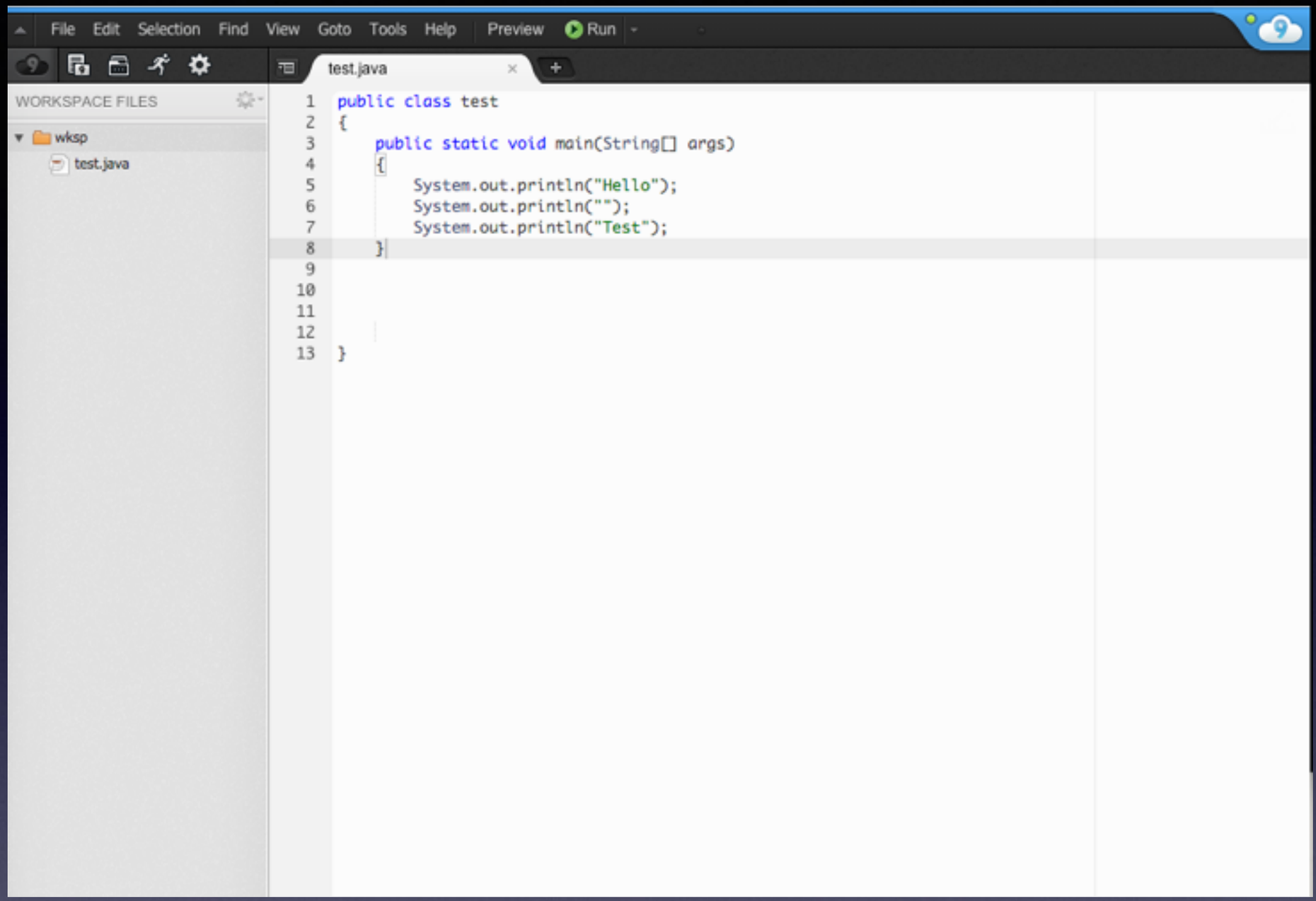


The Beginning

Plain Text Editors



Integrated Development Environments



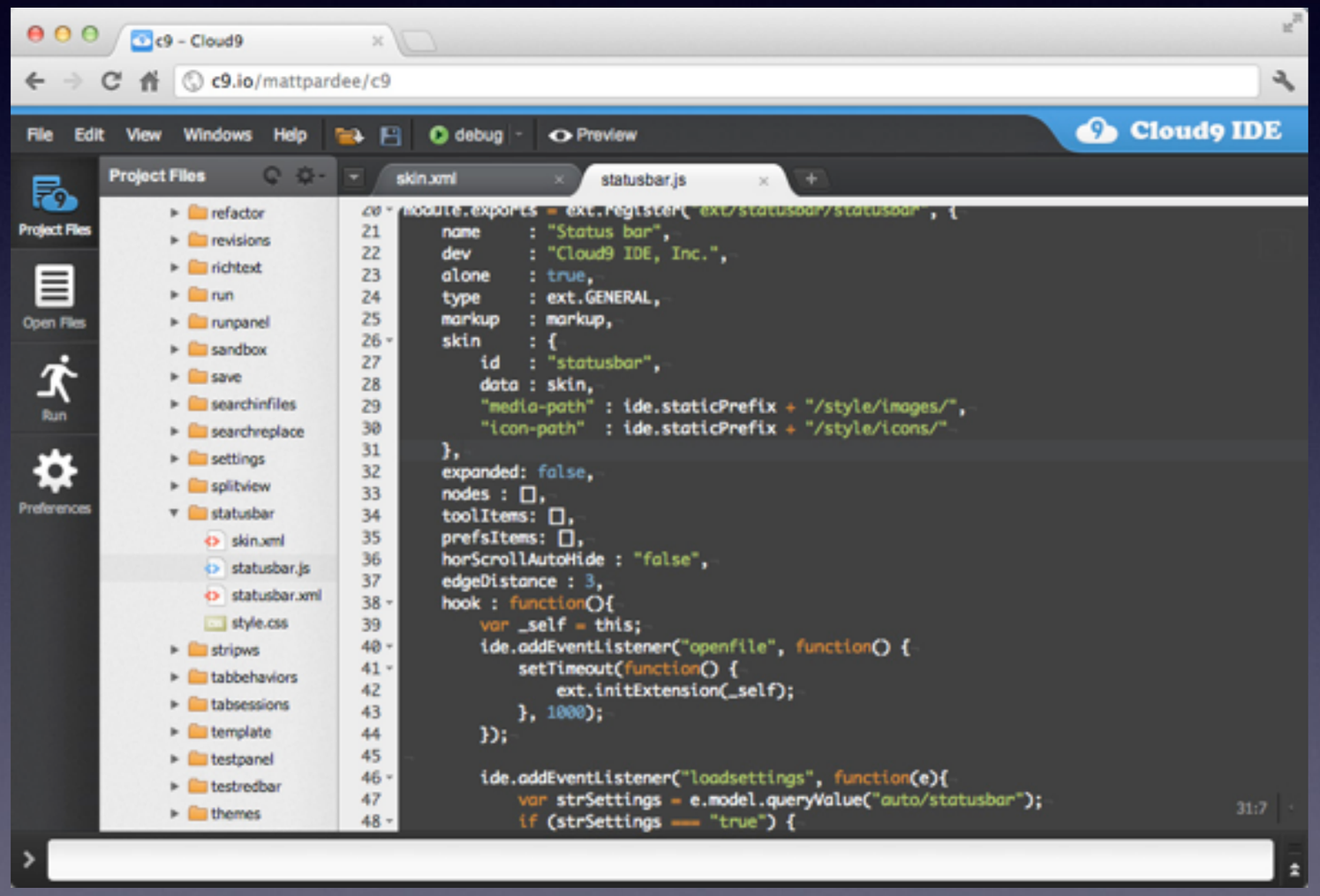
Project Jabberwocky

A New Type of Programming Platform

Programming with Jabberwocky

- Start out with just a plain text editor.
- As a programmer programs, their coding ability is measured.
- Once Jabberwocky determines they are ready, features are unlocked.
- Jabberwocky slowly acclimates the user to the capabilities of an advanced programming environment.

Based off Cloud9



Cloud9 IDE

Your code anywhere, anytime

Programmed With

JavaScript

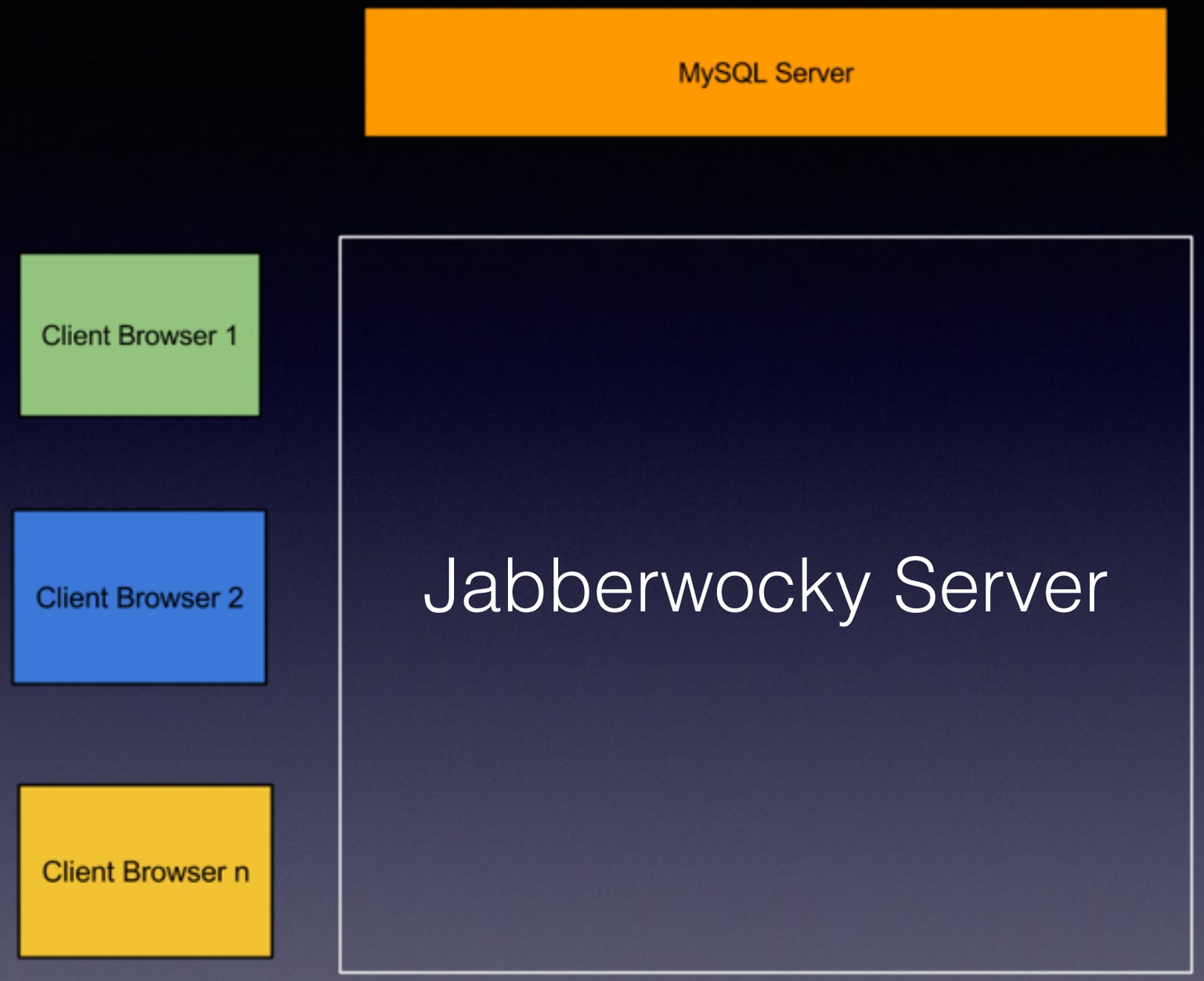
Programmed With

JavaScript

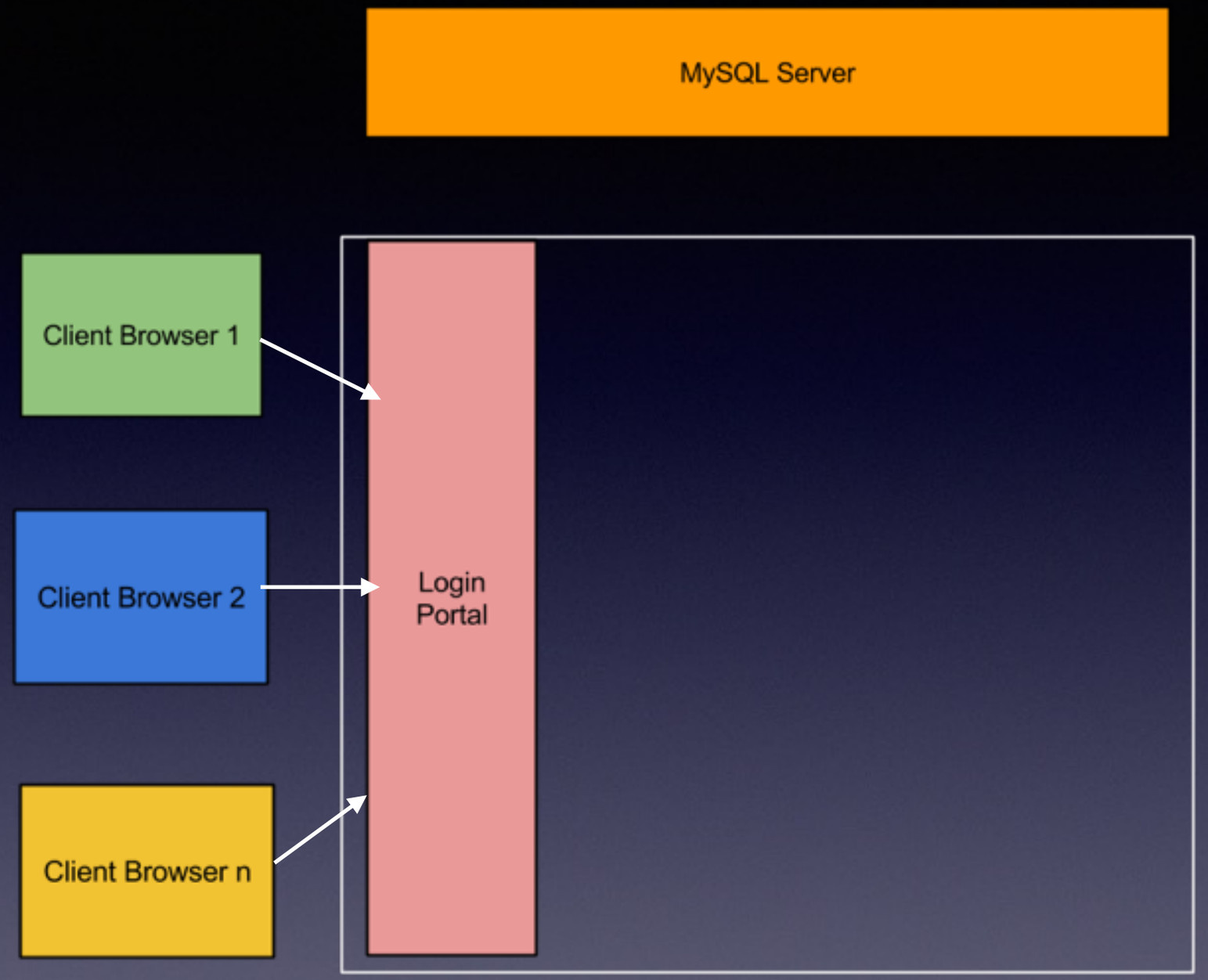
Programmed With

JavaScript

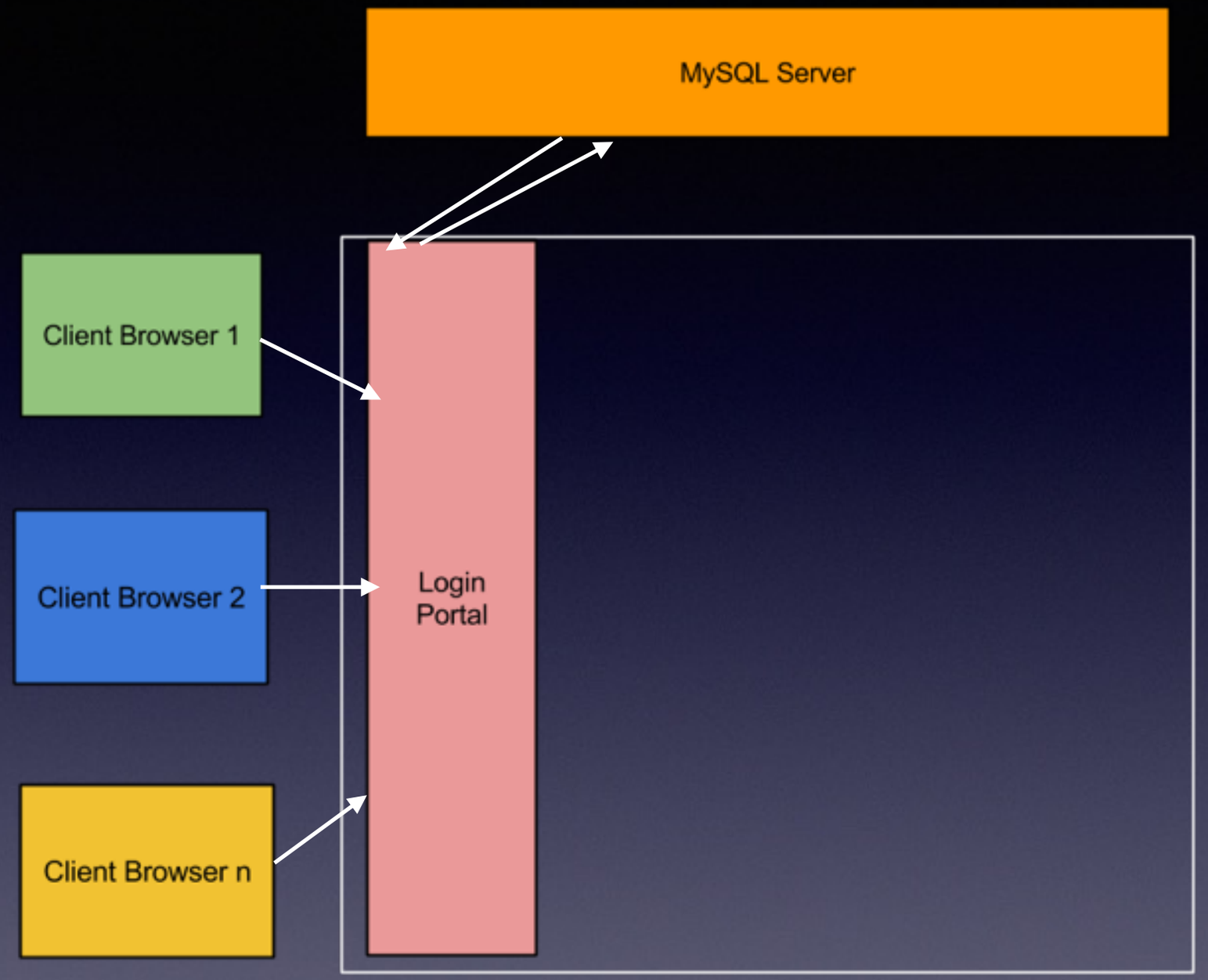
python



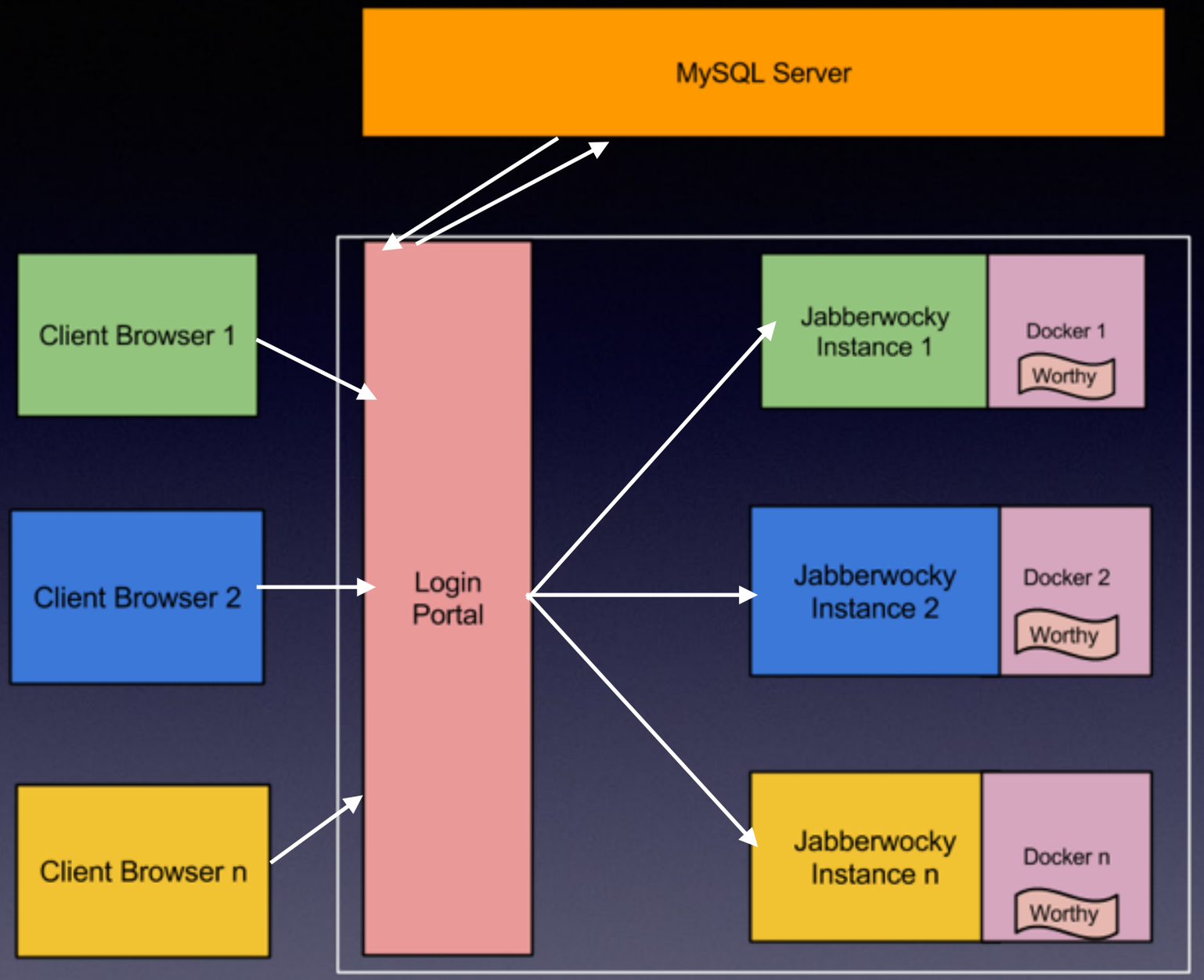
Architecture



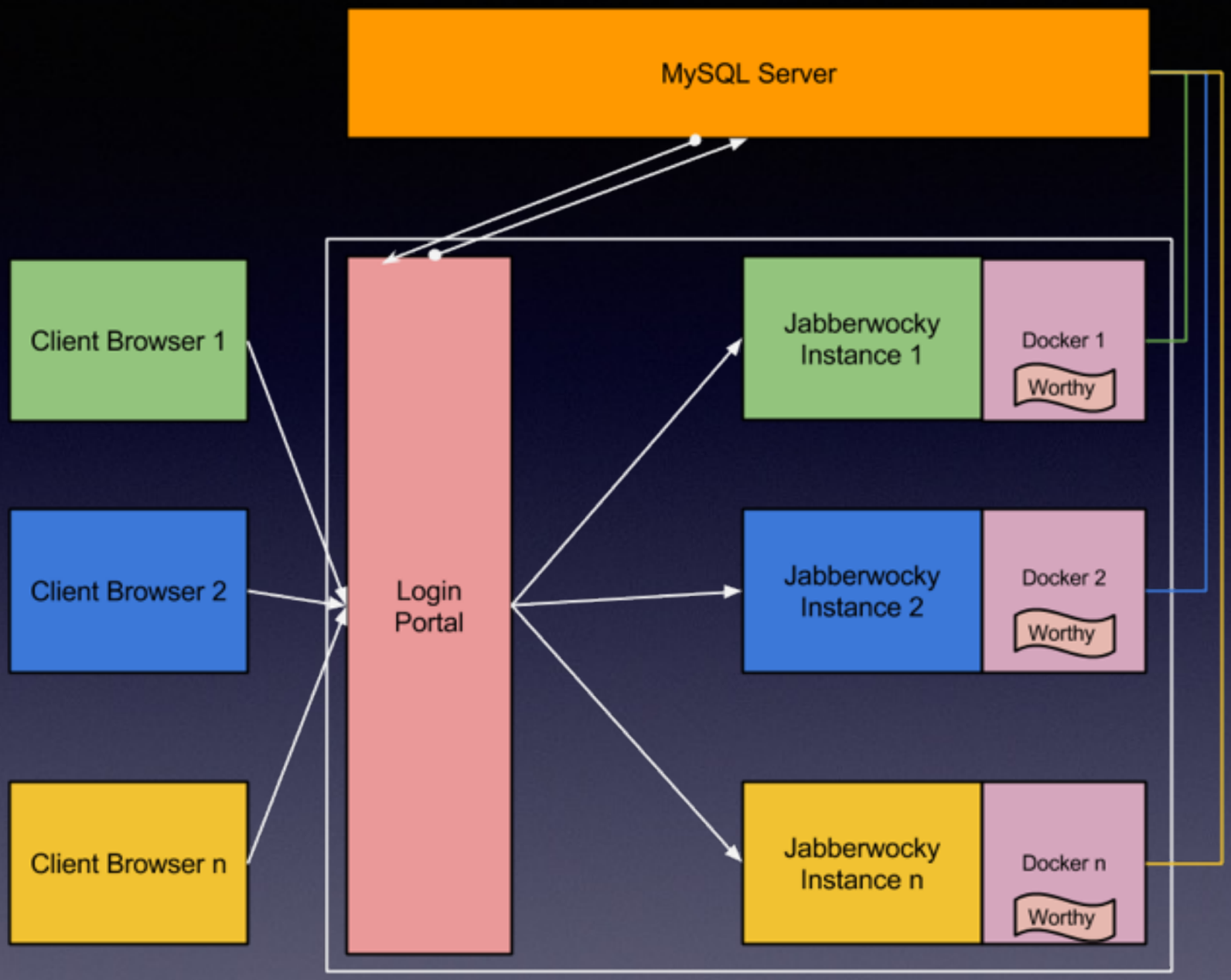
Architecture



Architecture



Architecture



Architecture

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*test.java

WORKSPACE FILES

wksp

test.java

```
1  public class test{
2
3      public static void main(String[] args)
4      {
5          
6      }
7
8  }
```

5:9

File Edit Selection Find View Goto Tools Help Preview Run

WORKSPACE FILES

wksp

test.java

*test.java

```
1  public class test{
2
3      public static void main(String[] args)
4      {
5          System.out.println("hello world!");
6          System.out.println("This is cool");
7          System.out.println("I Like this!");
8      }
9
10 }
```

7:44

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*test.java

WORKSPACE FILES

wksp

test.java

```
1  public class test{
2
3      public static void main(String[] args)
4      {
5          System.out.println("hello world!");
6          System.out.println("This is cool");
7          System.out.println("I Like this!");
8      }
9     System.out.println("Not a good idea!");
10 }
```

10:2

How does Jabberwocky Evolve?

Algorithm

```
for(int i = 0; i < x.length; i++)
{

}
```

Algorithm

```
for(int i = 0; i < x.length; i++)
{

}
```

```
if ( x == 7 )
{

}else{
}
```

Algorithm

```
for(int i = 0; i < x.length; i++)
{

}
```

```
if ( x == 7 )
{

}else{
}
```

```
while ( x == true )
{

}
```

Algorithm

```
for(int i = 0; i < x.length; i++)
{

}
```

```
if ( x == 7 )
{

}else{
}
```

```
while ( x == true )
{

}
```

```
do{

}while( x == 7 );
```

Algorithm

```
for(int i = 0; i < x.length; i++)
{

}
```

```
if ( x == 7 )
{

}else{
}
```

```
switch(temp1)
{
   case 1 : x = 7; break;
   default : break;
}
```

```
while ( x == true )
{

}
```

```
do{

}while( x == 7 );
```

```java
public class HelloWorld{


    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 7;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
        String hello = "Hello World";
        for(int i = 0 ; i < hello.length(); i ++ )
        {
            System.out.println("Hello");
        }
        int result = adder (1,2);

        if( result == 2 ){
            System.out.println("Cool");
        }

        int result 2 = adder(5,6);

        if(result == 4){
            System.out.println("Very Nice");
        }


    }

    public static int adder(int a, int b)
    {
        int c;
        c = a +b;
        c = sub((a+b)+(a+b),c);

        if( true)
        {
            c++;
        }

        return c;
    }


    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }

}
```

Method Name	Count
main	

```java
public class HelloWorld{

    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 7;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
        String hello = "Hello World";
        for(int i = 0 ; i < hello.length(); i ++ )
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        int result = adder (1,2);

        if( result == 2 ){
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    }

    public static int adder(int a, int b)
    {
        int c;
        c = a +b;
        c = sub((a+b)+(a+b),c);

        if( true)
        {
            c++;
        }

        return c;
    }


    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }

}
```

Method Name	Count
main	
adder	

```java
public class HelloWorld{

    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 7;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
        String hello = "Hello World";
        for(int i = 0 ; i < hello.length(); i ++ )
        {
            System.out.println("Hello");
        }
        int result = adder (1,2);

        if( result == 2 ){
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    }

    public static int adder(int a, int b)
    {
        int c;
        c = a +b;
        c = sub((a+b)+(a+b),c);

        if( true)
        {
            c++;
        }

        return c;
    }


    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }

}
```

Method Name	Count
main	
adder	
sub	

```java
public class HelloWorld{

    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 7;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
        String hello = "Hello World";
        for(int i = 0 ; i < hello.length(); i ++ )
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    public static int adder(int a, int b)
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        int c;
        c = a +b;
        c = sub((a+b)+(a+b),c);

        if( true)
        {
            c++;
        }

        return c;
    }

    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }

}
```

Method Name	Count
main	0
adder	
sub	

```java
public class HelloWorld{

    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 7;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
        String hello = "Hello World";
        for(int i = 0 ; i < hello.length(); i ++ )
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    public static int adder(int a, int b)
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        int c;
        c = a +b;
        c = sub((a+b)+(a+b),c);

        if( true)
        {
            c++;
        }

        return c;
    }


    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }

}
```

Method Name	Count
main	0
adder	
sub	

```java
public class HelloWorld{

    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 2;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
        String hello = "Hello World";
        for(int i = 0 ; i < hello.length(); i ++ )
        {
            System.out.println("Hello");
        }
        int result = adder (1,2);

        if( result == 2 ){
            System.out.println("Cool");
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        c = a +b;
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        }

        return c;
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    public static int sub(int a, int b)
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        return c;
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```

Method Name	Count
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        int x = 5;
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        int z = adder(x,y);
        System.out.println("The value of z is "+z);
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        for(int i = 0 ; i < hello.length(); i ++ )
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        if( result == 2 ){
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    {
        int c;
        c = a +b;
        c = sub((a+b)+(a+b),c);

        if( true)
        {
            c++;
        }

        return c;
    }


    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }

}
```

Method Name	Count
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adder	
sub	

```java
public class HelloWorld{

    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 7;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
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        if( result == 2 ){
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    public static int adder(int a, int b)
    {
        int c;
        c = a +b;
        c = sub((a+b)+(a+b),c);

        if( true)
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            c++;
        }

        return c;
    }


    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }

}
```

Method Name	Count
main	0
adder	
sub	

```java
public class HelloWorld{

    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 7;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
        String hello = "Hello World";
        for(int i = 0 ; i < hello.length(); i ++ )
        {
            System.out.println("Hello");
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        if( result == 2 ){
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    }

    public static int adder(int a, int b)
    {
        int c;
        c = a +b;
        c = sub((a+b)+(a+b),c);

        if( true)
        {
            c++;
        }

        return c;
    }


    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }

}
```

Method Name	Count
main	0
adder	4
sub	

```java
public class HelloWorld{

    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 1;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
        String hello = "Hello World";
        for(int i = 0 ; i < hello.length(); i ++ )
        {
            System.out.println("Hello");
        }
        int result = adder (1,2);

        if( result == 2 ){
            System.out.println("Cool");
        }

        int result 2 = adder(5,6);

        if(result == 4){
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    {
        int c;
        c = a +b;
        c = sub((a+b)+(a+b),c);

        if( true)
        {
            c++;
        }

        return c;
    }


    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }

}
```

Method Name	Count
main	0
adder	4
sub	1

```java
public class HelloWorld{

    public static void main(String[] args)
    {
        System.out.println("Hello World");
        int x = 5;
        int y = 1;
        int z = adder(x,y);
        System.out.println("The value of z is "+z);
        String hello = "Hello World";
        for(int i = 0 ; i < hello.length(); i ++ )
        {
            System.out.println("Hello");
        }
        int result = adder (1,2);

        if( result == 2 ){
            System.out.println("Cool");
        }

        int result 2 = adder(5,6);

        if(result == 4){
            System.out.println("Very Nice");
        }


    }

    public static int adder(int a, int b)
    {
        int c;
        c = a-b;
        c = sub((a+b)+(a+b),c);

        if( true)
        {
            c++;
        }

        return c;
    }


    public static int sub(int a, int b)
    {
        int c;
        adder(a,b);
        c = b-a;
        return c;
    }
}
```

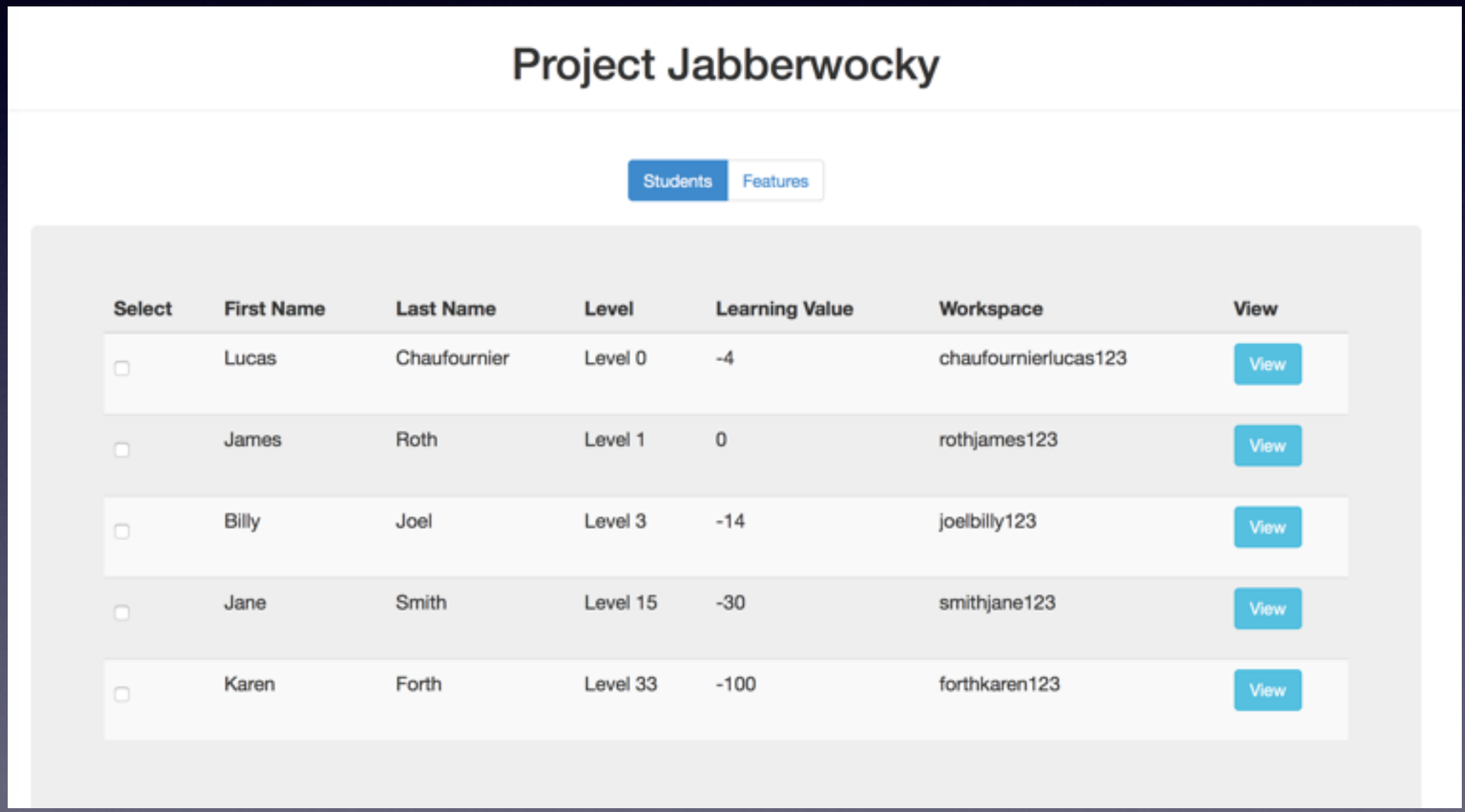
Level Advancing

- Code compiled, overall compile success/error rate and number of errors recorded.
- Features are unlocked, as programs increase in complexity.
- The more you use a programming construct, the faster autogeneration unlocks.

Classroom Support

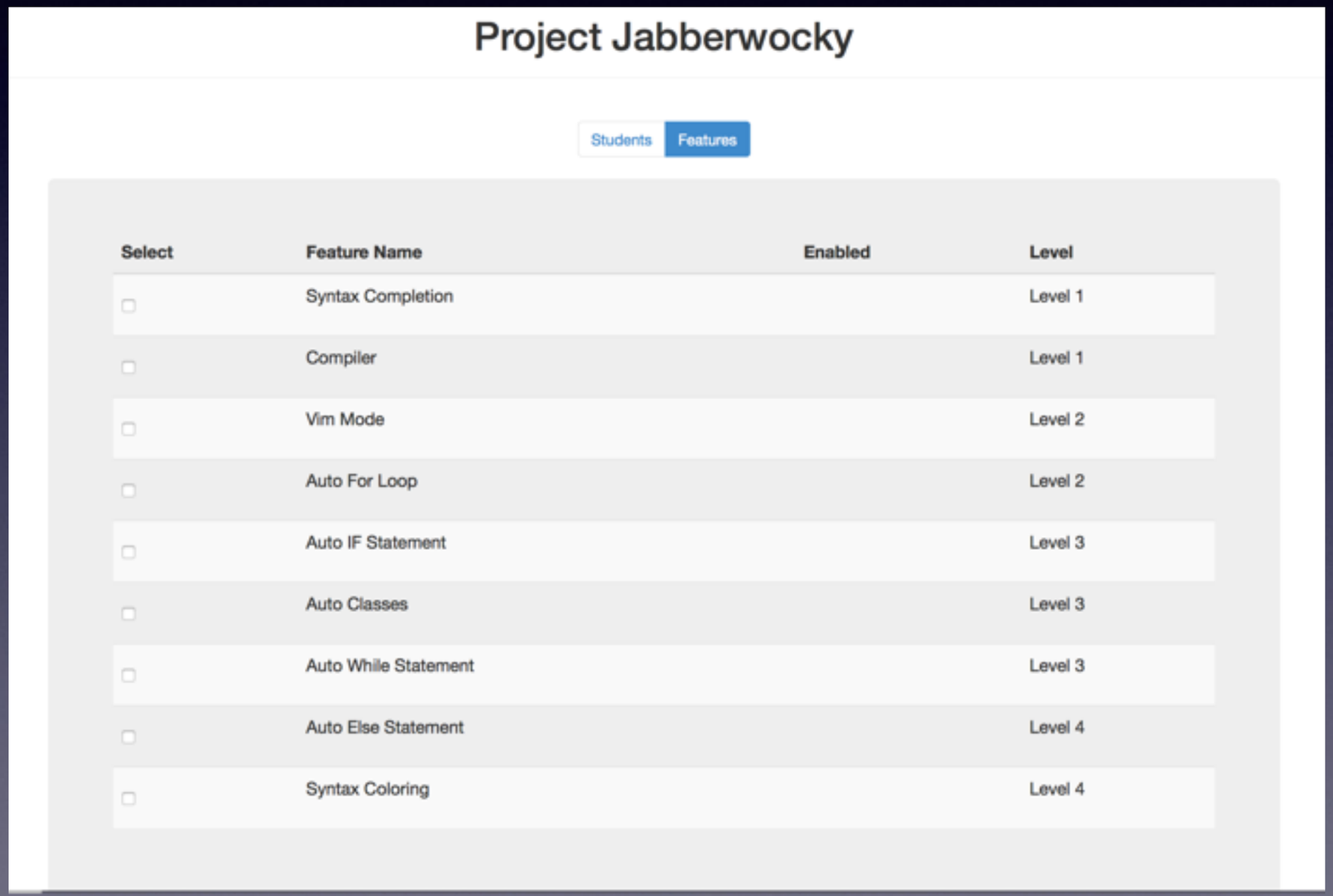
The Instructor Interface

Class Roster



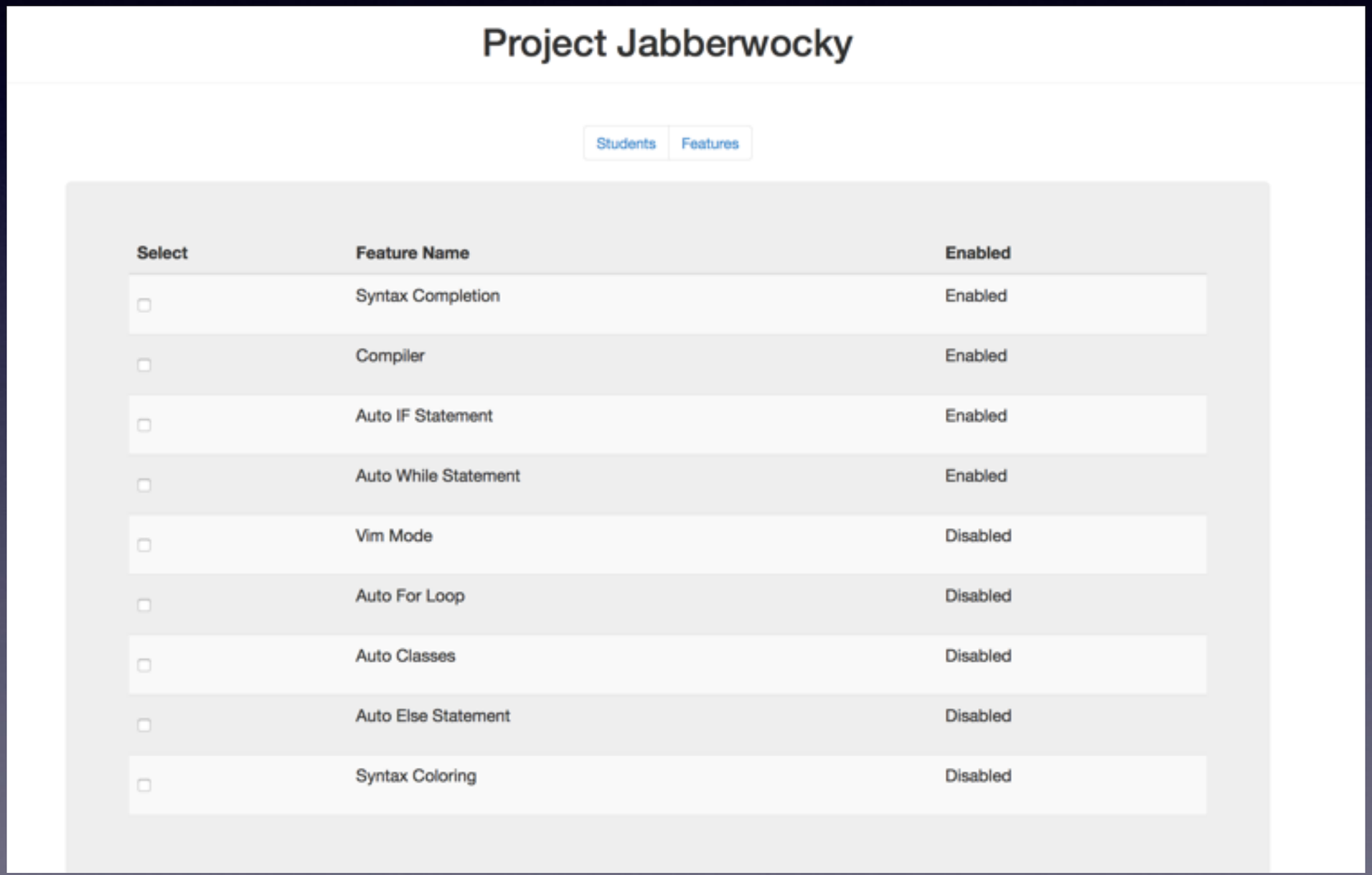
The Instructor Interface

Class Features



The Instructor Interface

Student Features



Language Support

Java

Language Support

Language Support

python

Project Jabberwocky

Coming Spring 2015