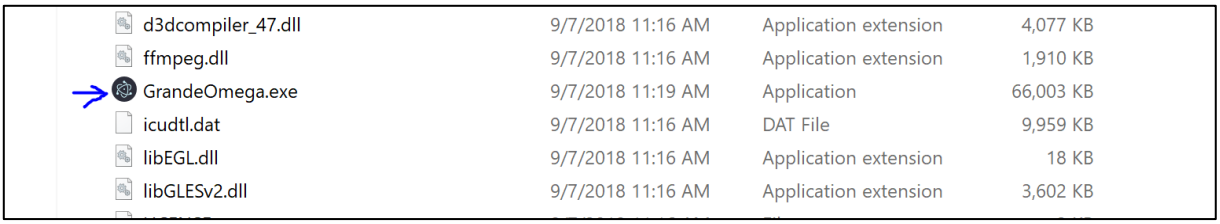
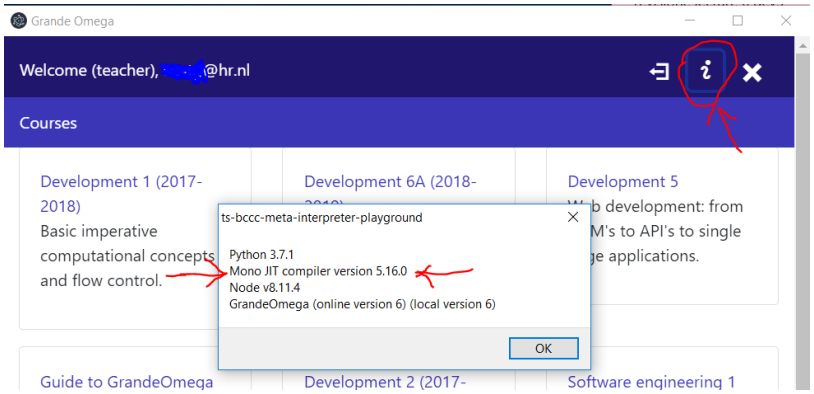
Guide to GrandeOmega (GO) for INFDEV3

Installation

- Download and install **node.js (LTS)** from: https://nodejs.org/en/download/
- Download and install **Mono (version 5.18.0)** from:
  - For MAC users: https://download.mono-project.com/archive/5.18.0/macos-10-universal/MonoFramework-MDK-5.18.0.macos10.xamarin.universal.pkg
  - For Windows users: https://download.mono-project.com/archive/5.18.0/windows-installer/mono-5.18.0.248-gtksharp-2.12.45-win32-0.msi
    - Make sure to have Mono added to your environment variables
    - The Mono executable is located in "C:\Program Files (x86)\Mono\bin"
    - You can check if Mono was successfully added to the environment variables by following the instructions in the following link: https://www.architectryan.com/2018/03/17/add-to-the-path-on-windows-10/
- Download the client of **GO** from:
  - http://grandeomega.com/go_student_win.zip (windows)
  - http://grandeomega.com/go_student_mac.zip (mac)
- **Unzip** the compressed folder downloaded at the previous step
- Execute the **GrandeOmega.exe** file:



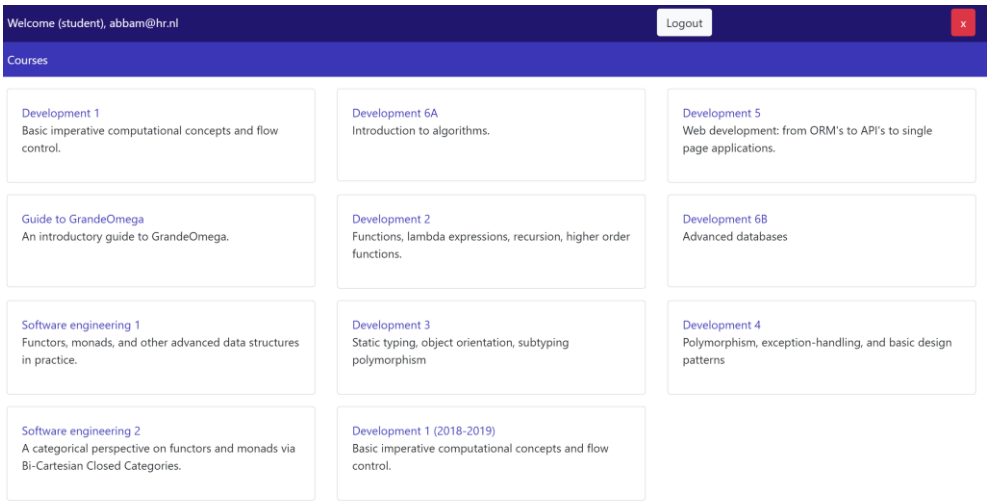
- Check that everything is correctly set up by clicking the "i" button on Grande Omega (see following picture):



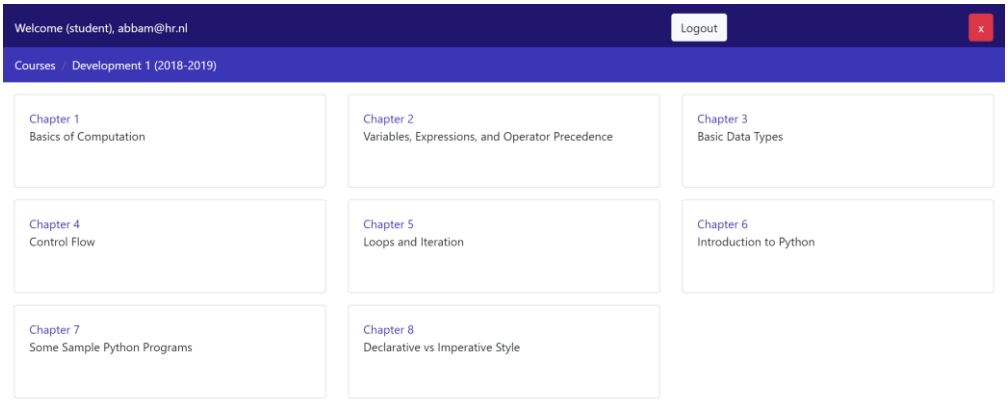
Use

- After the client starts, you need to login with your credentials (you have received via your student email instructions to get access):

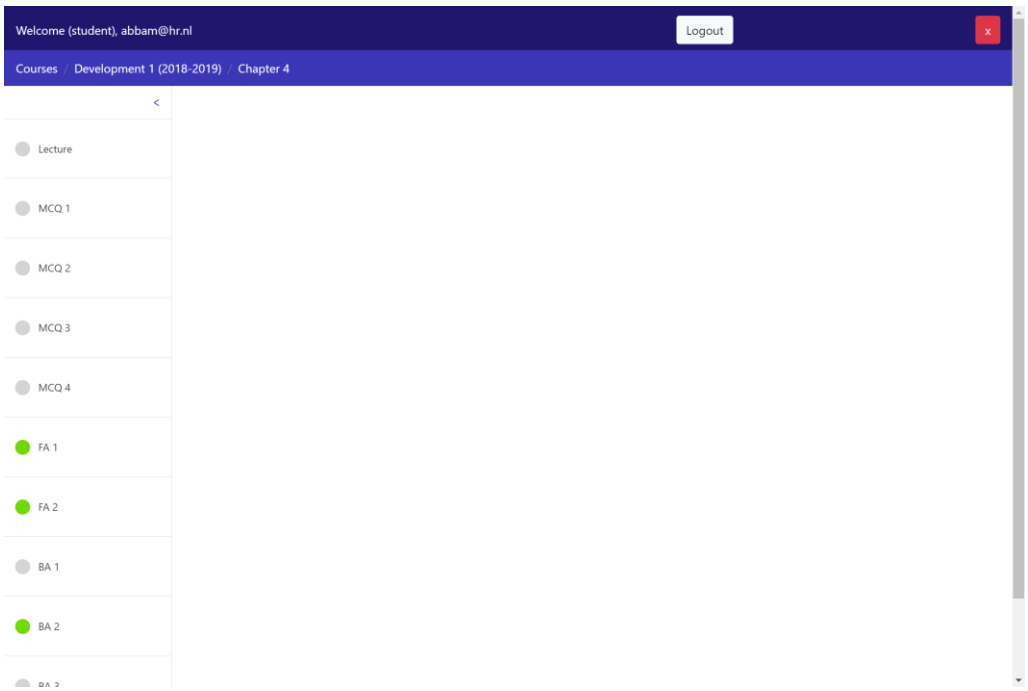
- After having logged in, you will see a screen with the courses you are subscribed to:



- Clicking on a course, you will see the chapters of materials available for such course:



- Clicking on a chapter, you will see the materials associated to such chapter in a column on the left of the screen. Click on the name of an item to open its associated content.



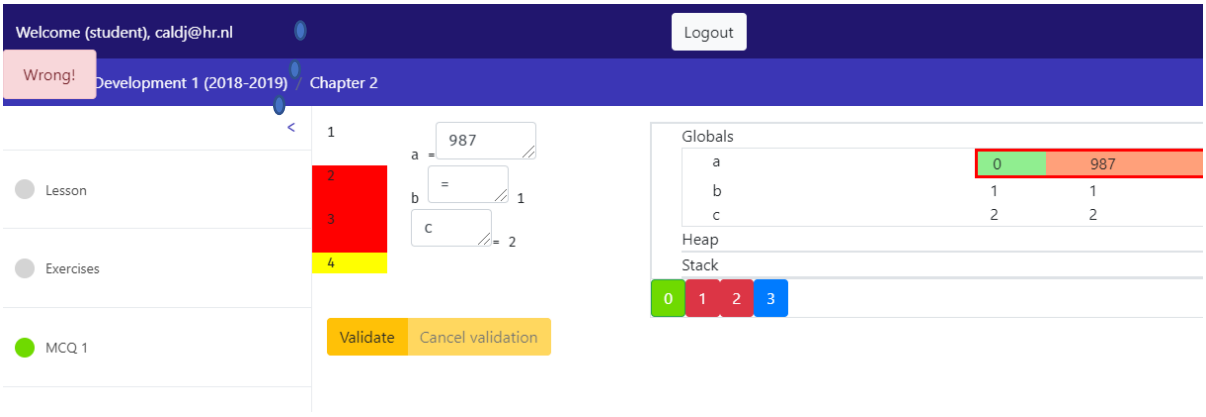
- A single chapter is usually composed by:
    - The reader of the corresponding lecture
    - A series of exercises which are a combination of:
        - Multiple Choice Questions (MCQ)
        - Forward Assignments (FA)
        - Backward Assignments (BA)
- During the practicums, the teachers will show you more in detail how to solve the Forward and Backward assignments.
- In short, a **Forward Assignment** shows you a program and the (sometimes incomplete) state associated to certain steps of the execution of such program (marked with red blocks to the left of the code). To solve a FA, you need to insert the missing values of variables in *all* incomplete states (remember to click “Next” until the last state is reached). For example:

The state on the right (Globals, etc.) corresponds to the state of the program when the line of code marked with a yellow block is about to be executed (in the example above, when line 2 is about to be executed).

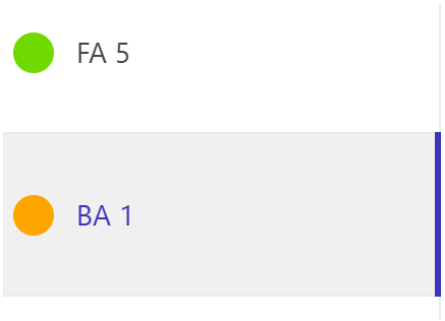
A **Backward assignment**, instead, shows you an incomplete program and the states associated to some steps of the execution of the complete program (again, marked by red/yellow blocks to the left of the code). By looking at such states, you should be able to fill in the missing parts of the program. For example:

To see if your code solves the BA, click on “Validate” and you will get feedback.
When an assignment is correctly solved (both FA and BA) a “Success!” green message will appear on screen:

Otherwise, a “Wrong!” red message appears (and in BAs the wrong values of your program are shown in red close to the correct ones in green in the state):



The round icon close to the assignment name in the left column also gets such color (orange for incomplete/wrong and green for complete):


FA 5
BA 1