

Online Java Tutor - Quiz

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Abstract

The goal for this assignment was to write an online tutor[1]. The tutor I created was for beginner Java Students. This assignment is for my Human Computer Interaction course and is supposed to teach us how to use psychological triggers to develop the tutor.

I. ABOUT THE TUTOR

I started off with picking a topic that I wanted to do for a tutorial for beginning java students. I started off with thinking what should the tutorial should include, I thought first of classes, objects, variables, and methods[2]. This is a very simple tutor that can be expanded with more learning tutorials like Object Oriented Design, Polymorphism, and more Data Structures like arrays and hashmaps. This can easily added in with more questions to the quiz at the moment or different quizzes that can be added in other methods. The quiz in general is using two different dictionaries, one for the questions, and one for the answers for each question. This is then looped through printing the questions and asking the user for input to get the answer. At the end of the quiz, the student will get a score that will printed out for the student to see if they are getting better or worse. This can easily be added into the student object which then you can see how each student is doing in the class or tutor group. The code is expandable to the add more tutorials, quizzes, and more students.

signment has so many possibilities to do for the future of the project.

REFERENCES

- [1] Bill Mongan. *CS474: Human Computer Interaction: Online Tutor Assignment Page*. URL: <https://www.billmongan.com/Ursinus-CS474-Spring2022/Assignments/Programming/Tutor>. (accessed: 04.06.2022).
- [2] Henry Wilt. *Online Tutor Assignment Code*. URL: https://github.com/hwilt/CS474/tree/main/Online_Tutor. (accessed: 04.06.2022).

II. CONCLUSION

In conclusion, I thought this was a good assignment. This didn't take me that long to do, about 4-6 hours over a couple days. This as-