

Teacher Help Guide

By Jack Donaldson

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Accessing the website & requirements

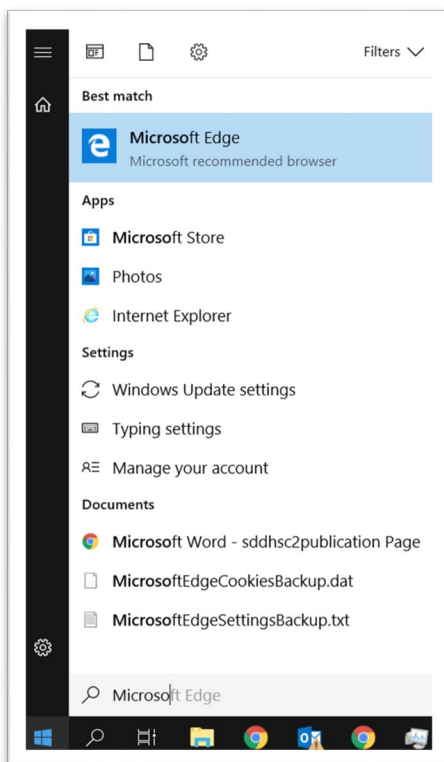
In order to access the website, students need to have access to a computer and an internet connection. Most web browsers are supported but for the purposes of this guide you can choose to look at either the Windows or Mac section:

Windows

In order to access the website, you need to install a Web Browser on your computer. Most new web browsers should work, with the most common ones being:

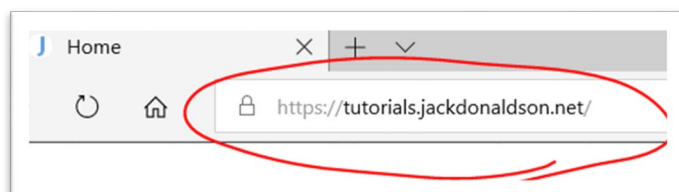
- **Microsoft Edge (v3.5.6 and above)**
- **Chrome (v1.2.2a and above)**
- **Internet Explorer (v 9.8 and above)**
- **Firefox (v4.49 and above)**
- **Mozilla (v 56.4 and above)**

If you do not know what internet browser you are using then simply use either Microsoft Edge or Internet Explorer whichever comes pre-installed on your computer should work. Simply click the windows icon or search bar and enter the name of the program in order to run it, simply click the icon.



Once you have run the web browser, simply type the following into the address bar:

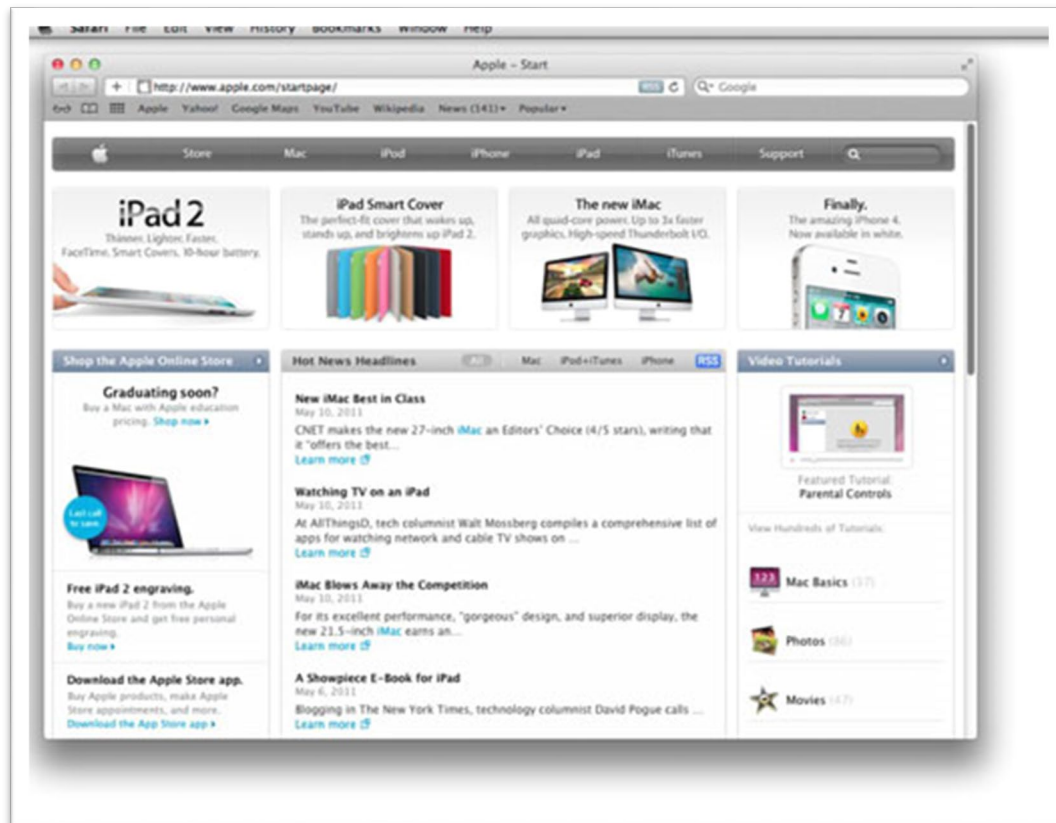
<https://tutorials.jackdonaldson.net>



Then press enter or the search arrow and you will now have access to the site.

Mac/Apple OS

In order to access the website you need to open Safari which comes preinstalled on your machine, any Apple products sold after 2004 will be able to access the site. To open safari simply click on the Safari icon in the Dock (look for the big blue compass that looks like a stopwatch). Once you click this Safari will open.



Then in the address/search bar simply type the following URL:

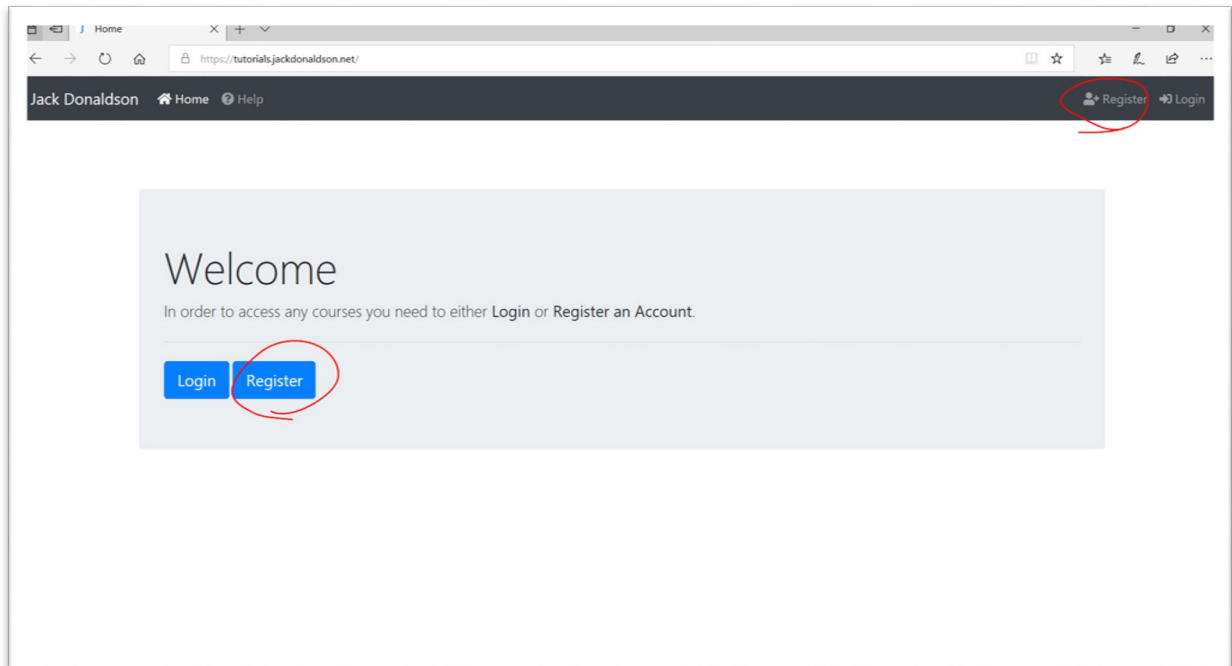
<https://tutorials.jackdonaldson.net>

You should now see the website open in front of you.

Creating an Account

To create an account first go to the main page at <https://tutorials.jackdonaldson.net>. If you have difficulty then simply follow the earlier guide on loading the website from a browser.

Once on the page simply click the **Register** button.



Now you should be on the register page. Here you can create a new account, to do so fill out the form with the following:

- A username that you will use to login, must be unique and different from anyone else (Try adding some numbers to the end of your name if it is already taken)
- An email address that you control and agree to receive email to.
- A password that is unique and multiple characters long, **don't tell this to anyone.**

A screenshot of a web browser showing the registration page of 'tutorials.jackdonaldson.net'. The page has a dark header with the site name and navigation links. The main content area is white and contains the heading 'Enter your details below to register:'. Below this are three input fields: 'Username' with the value 'myusername', 'Email' with the value 'myemail@someplace.com', and 'Password' with masked characters. A blue 'Register' button is positioned below the password field.

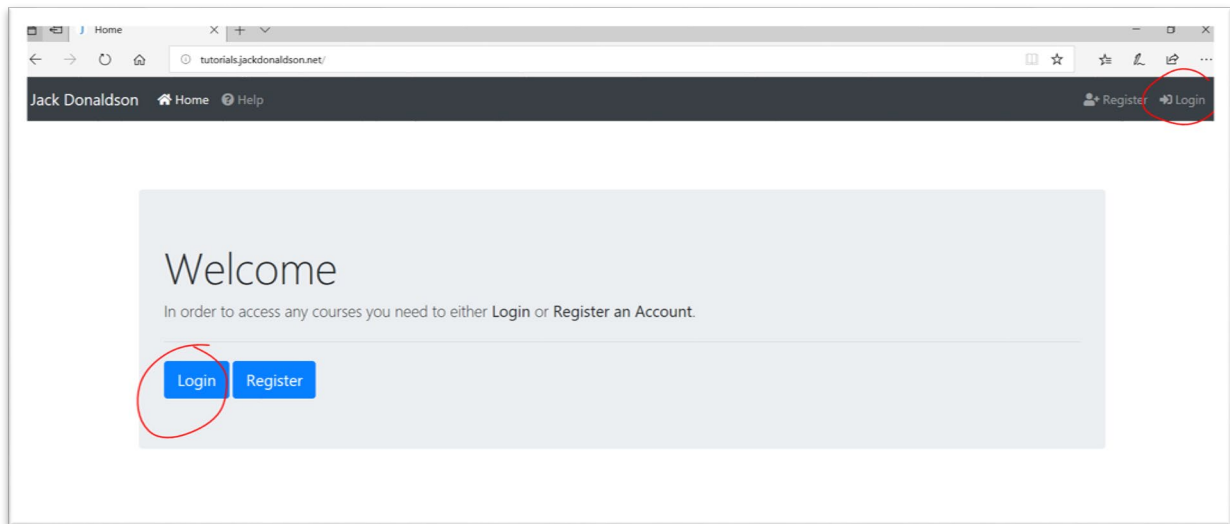
Once you have filled out the form press the register button. You should then see a green alert telling you your account was created successfully, if so then simply follow the guide on how to login.

A screenshot of the same registration page, but now with a green success message at the top: 'Successfully registered myusername'. The 'Username' and 'Email' input fields are still visible, but the 'Password' field and the 'Register' button are no longer shown.

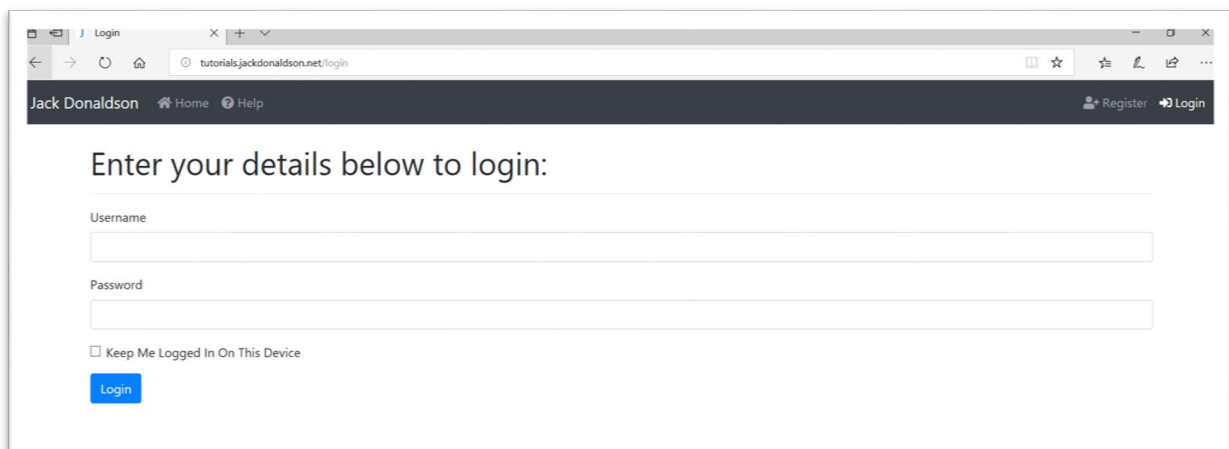
If you did not receive this message then some of your information was not correct. Please read the error message and try this guide again, usually you may have entered an invalid email or a username that is already in use by another account.

Logging Into Your Account

In order to log into the website you first must have created an account, if you haven't then simply follow the **Creating an Account** guide above. Once you have created an account simply press the **login** button.



Once pressed you should be redirected to the login page.



Once you are on the login page simply enter the username you used when creating the account as well as the password. If you don't want to have to log in on every site visit then simply tick the **Keep Me Logged In On This Device** checkbox. Once you have entered your details press login.

A screenshot of a web browser showing the login page of 'tutorials.jackdonaldson.net'. The page has a dark header with 'Jack Donaldson', 'Home', 'Help', 'Register', and 'Login' links. The main content area says 'Enter your details below to login:'. There are two input fields: 'Username' with the text 'myusername' and 'Password' with masked characters. Below the password field is a checkbox labeled 'Keep Me Logged In On This Device'. A blue 'Login' button is circled in red.

You should now be logged in and redirected to the main page. For help accessing a course, see the guide below. In the case that you weren't redirected then you most likely received a similar error message as the one below:

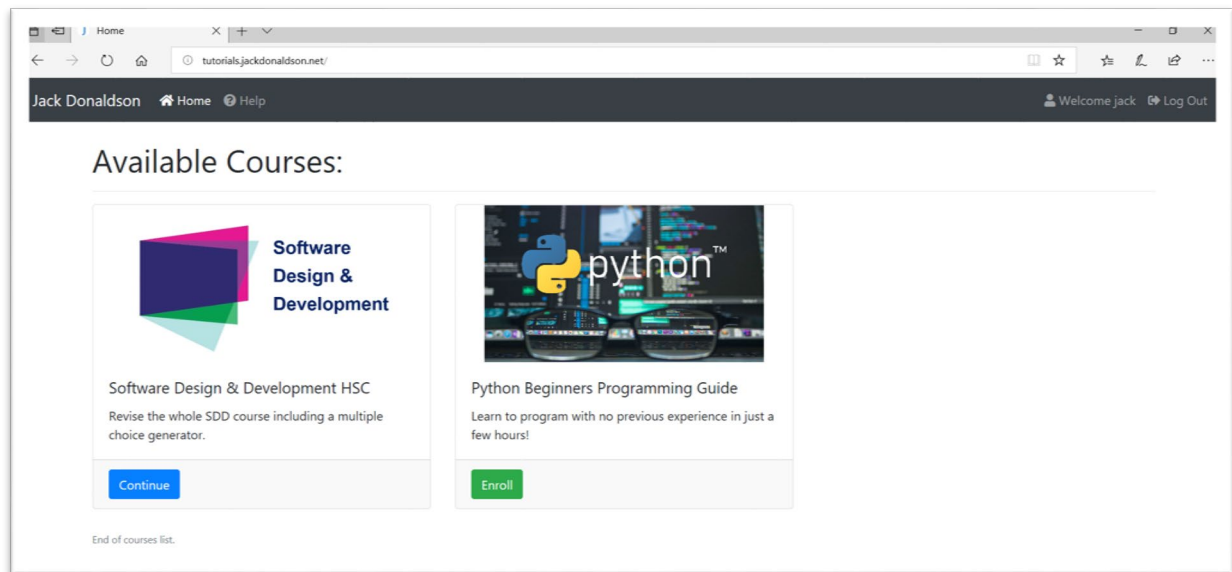
A screenshot of the same login page, but with an error message. A pink banner at the top of the form area says 'Invalid username or password.' with a close button. The 'Username' input field is empty.

This means that the username or password you entered was different to the ones used when creating an account. Simply try enter your details again, ensuring that you enter them correctly this time.

Viewing A Published Course

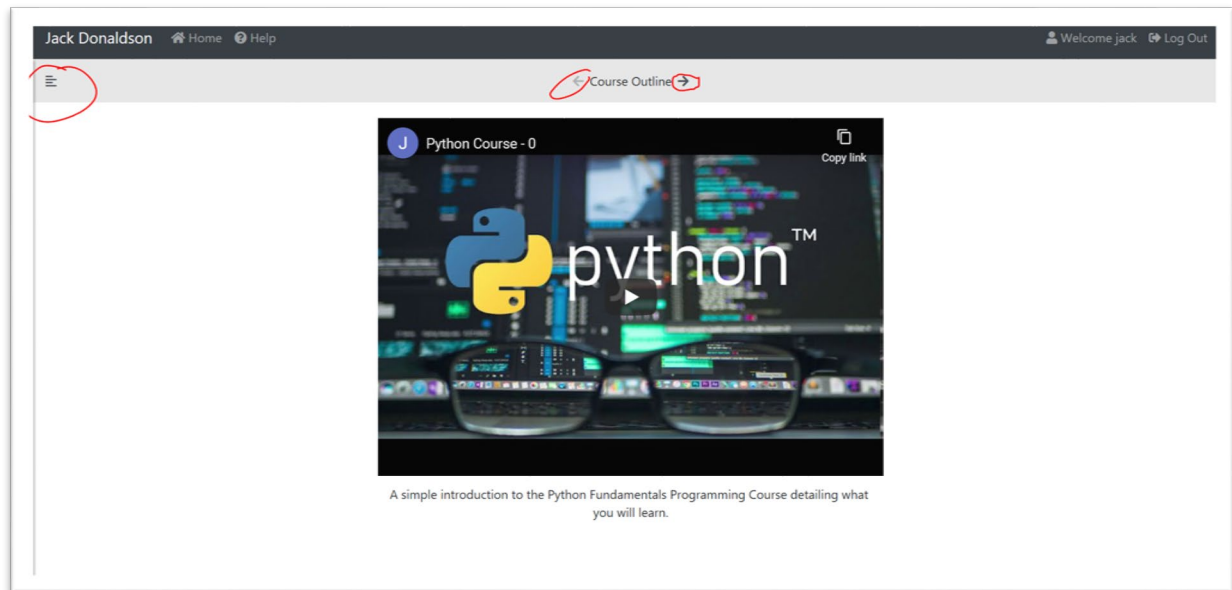
Accessing a course is relatively simple. First make sure you are on the website and have logged in, for help with these processes please refer to the relevant guides above.

Once logged in you should be on the home screen with the available courses listed as seen below.

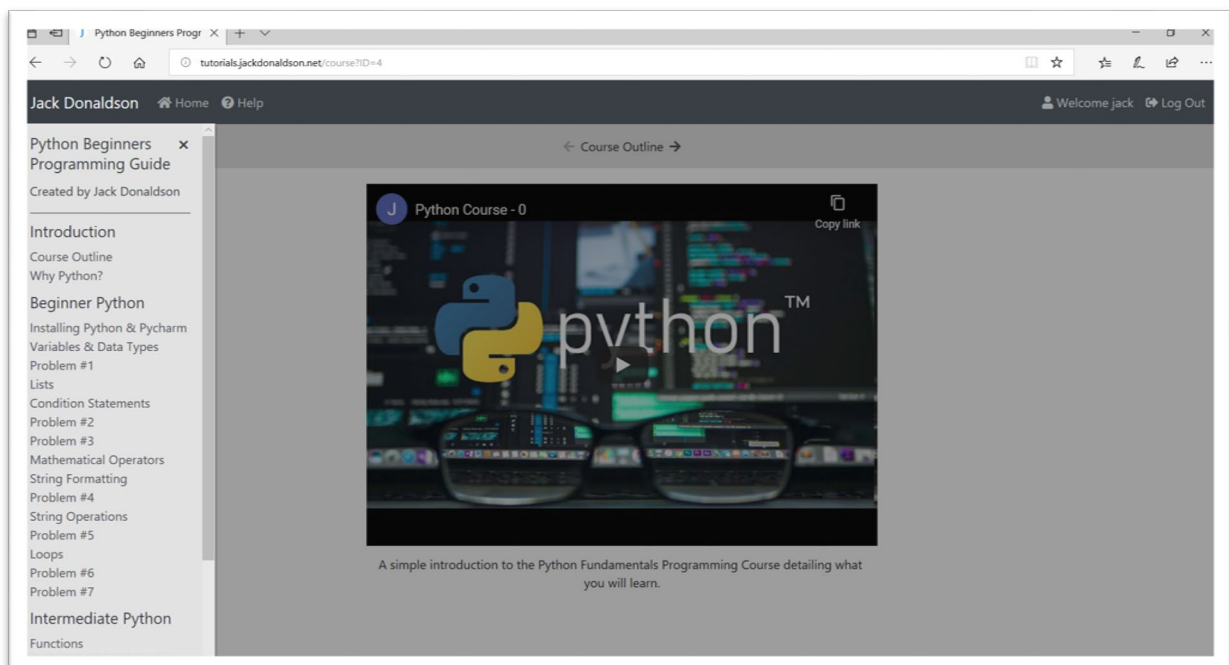


Here you can see two courses are available a **Software Design & Development Course** and a **Python Beginners Programming Guide Course**. In this case the user has already enrolled in the Software Design & Development course, meaning they have started it previously. In the case of the latter course it hasn't been opened yet.

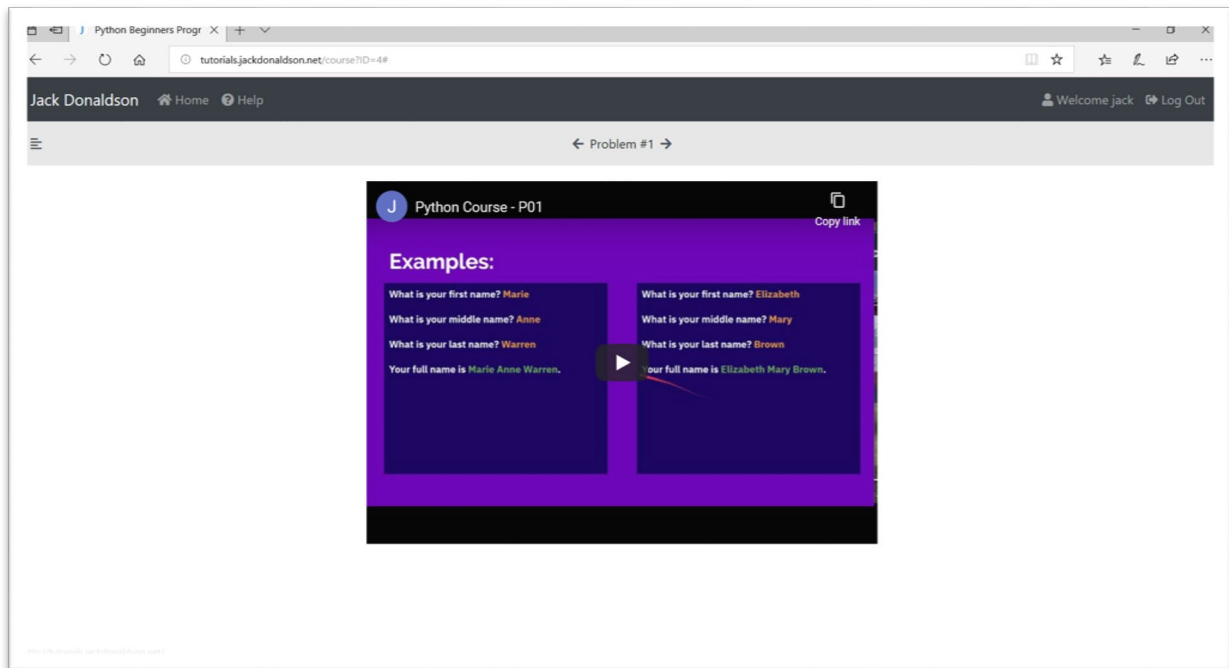
In order to view a course you simply press either the **Continue** or **Enrol** buttons which will take you to the course. In this case I am clicking on the Enrol button for the Python course which will enrol you in the course.



As seen above you are greeted with a slide as part of the course, in this case it is a video slide. On the course viewing page there are multiple different buttons that can be pressed, firstly there is the arrows next to the slide title, in this case the slide is titled **Course Outline** and the arrows are used to navigate between slides. However, if you want to move quickly between slides you can also press the course view button in the top left which will bring up a sidebar like this:

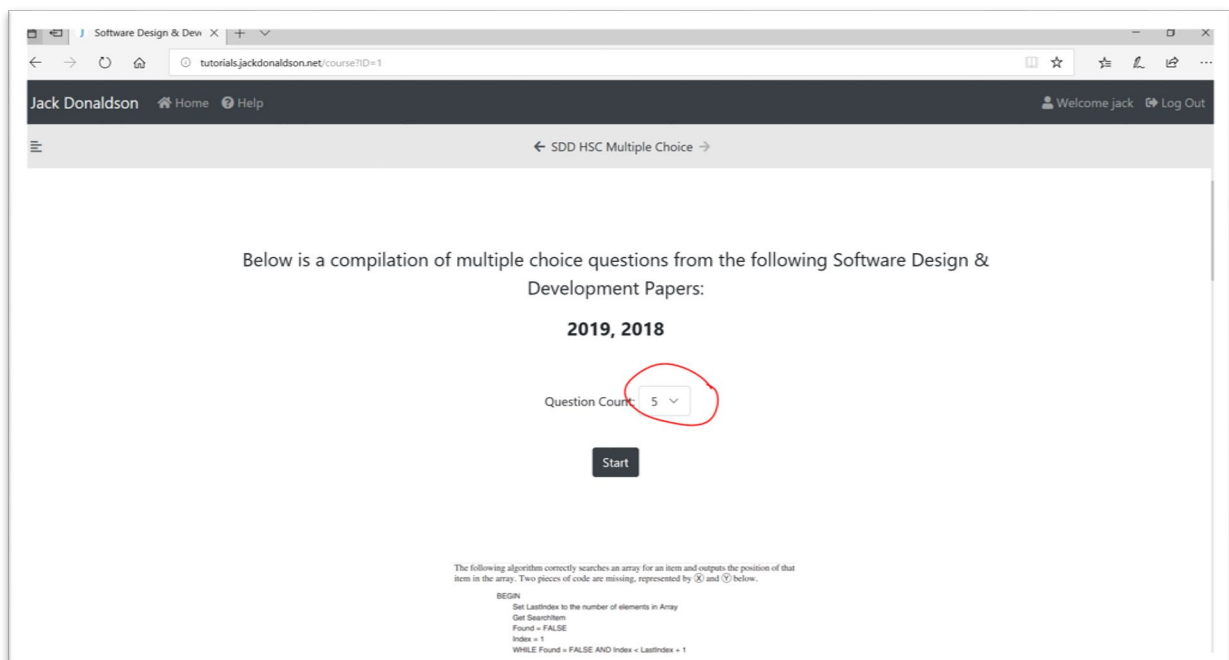


Here you can see all of the sections and slides in the course as well as easily jumping between them by clicking the text. In this case if we want to jump to the Problem #1 slide we just click on it and we will be moved.



Clicking off the sidebar will automatically close it so you can get back to the content on this slide, in this case a video which is played by simply clicking on the play button.

Alongside video slides there are also quizzes, as seen below:



For this slide you can simply select the amount of questions you would like to view and pressing the start button will scroll you down to the first question. Here

you can select an answer by pressing it and then clicking the next button will move you to the next question.

Software Design & Dev X

tutorials.jackdonaldson.net/course?ID=1

Jack Donaldson Home Help Welcome jack Log Out

← SDD HSC Multiple Choice →

The following algorithm correctly searches an array for an item and outputs the position of that item in the array. Two pieces of code are missing, represented by ❶ and ❷ below.

```
BEGIN
  Set LastIndex to the number of elements in Array
  Get SearchItem
  Found = FALSE
  Index = 1
  WHILE Found = FALSE AND Index < LastIndex + 1
    IF ❶ THEN
      Found = TRUE
    ENDIF
    Increment Index
  ENDWHILE
  IF Found = TRUE THEN
    Display ❷
  ENDIF
END
```

Which row of the table correctly identifies ❶ and ❷?

	❶	❷
A.	Index = SearchItem	Index
B.	Index = SearchItem	Array(Index)
C.	Array(Index) = SearchItem	Index
D.	Array(Index) = SearchItem	Array(Index)

A B C D

Next

Once you have reached the end of the quiz, ensuring that all questions have been answered you can simply click the submit button to mark the quiz.

Software Design & Dev X

tutorials.jackdonaldson.net/course?ID=1

Jack Donaldson Home Help Welcome jack Log Out

← SDD HSC Multiple Choice →

A developer uses existing modules of code to meet a client's needs quickly.
Which development approach is being used?

Agile End User Prototyping Rapid Application Development

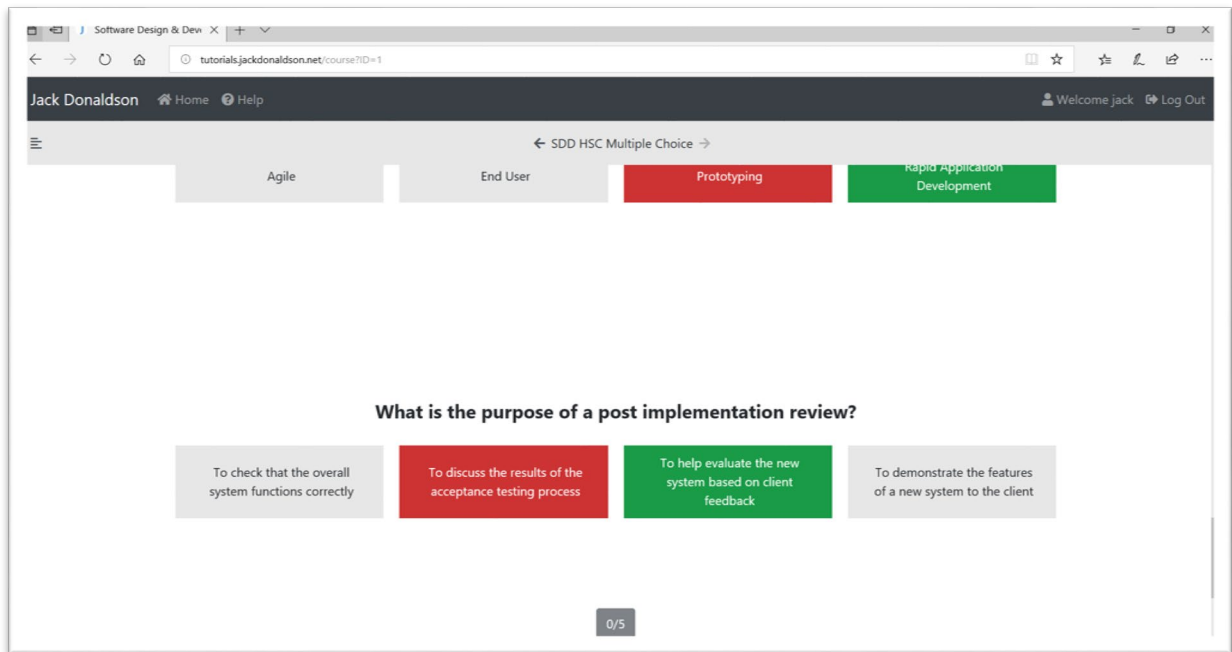
Next

What is the purpose of a post implementation review?

To check that the overall system functions correctly To discuss the results of the acceptance testing process To help evaluate the new system based on client feedback To demonstrate the features of a new system to the client

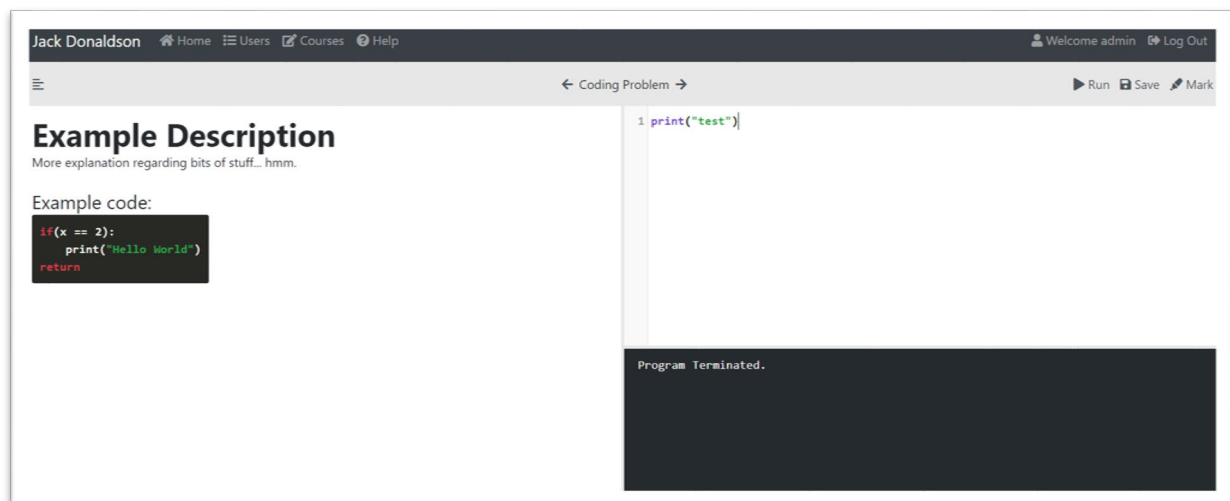
Submit

The text of the submit button will then change to the mark you received and any incorrect answers will be highlighted in red with the correct in green.



Quizzes can simply be reset by changing the amount of questions in the dropdown up the top or by changing the selected side. Quizzes can also come with just one question and multiple correct answers.

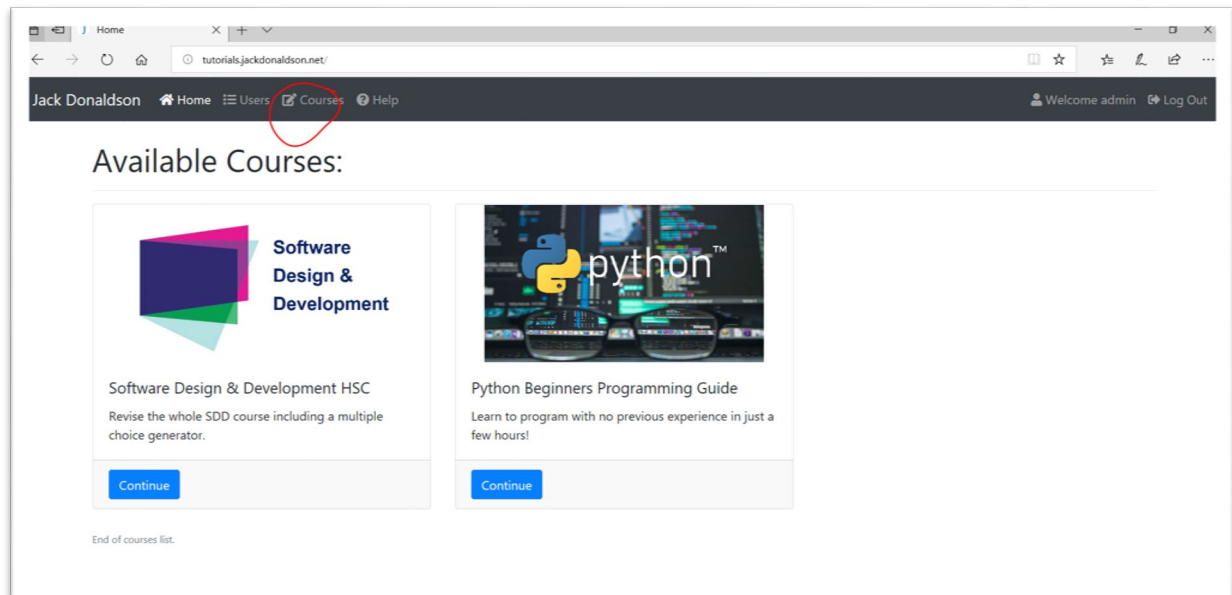
Another slide type is a coding problem. Here you can see an example one:



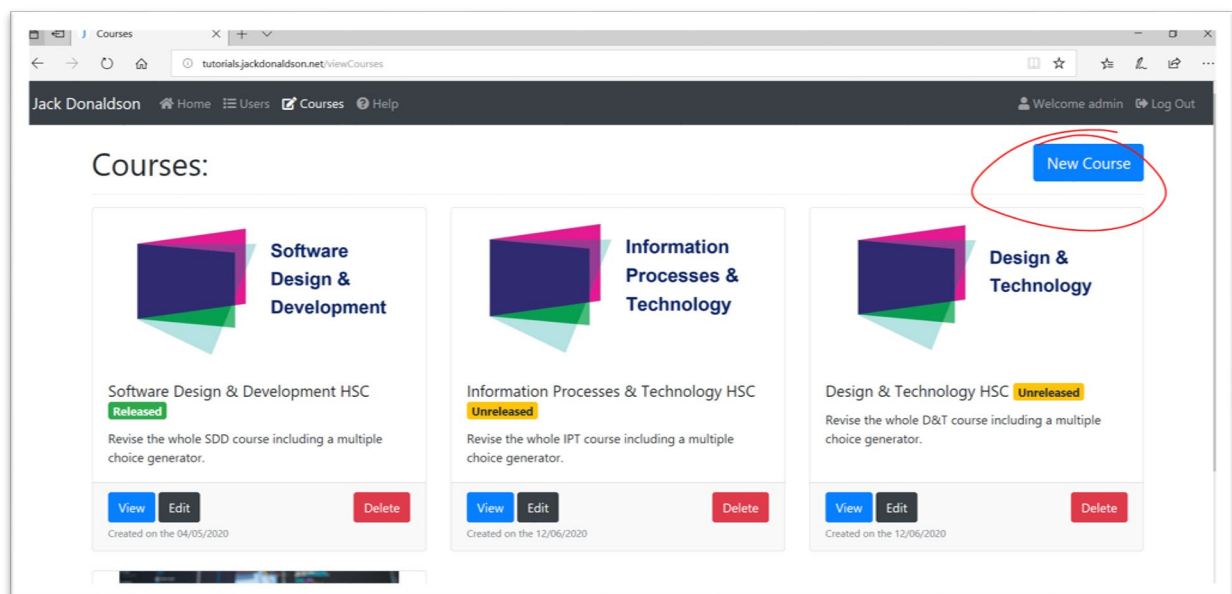
On the left hand side is the problem description and explanation. On the top right is the programming IDE and the bottom right contains the Console Output from running your code. The toolbar up the top contains various buttons that allow you to run your program, save it and eventually when auto marking is implemented receive feedback.

Creating A New Course

In order to create a brand new course you must navigate to the course editing page by clicking the Courses button in the navigation bar.



Once on the course editing page to Create a new course press the **New Course** button.



This will take you to a form where you need to fill out the relevant course name, description and select a course banner image on your computer. Once you have adequately filled out this information press the **Create Course** button.

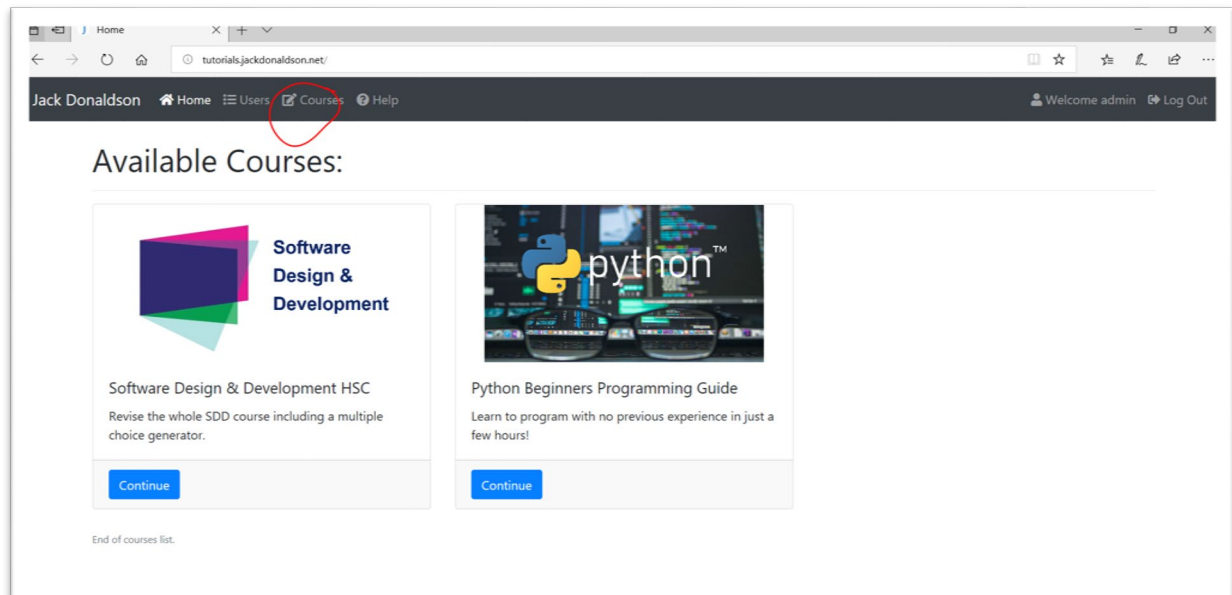
The screenshot shows a web browser window with the URL `tutorials.jackdonaldson.net/editCourse?action=new`. The page title is "Create A New Course:". The form includes a "Name" field with the text "A Brand New Course", a "Description" field with the text "This course is amazing!", and an image upload field showing "Samuel.png" with a "Browse" button. A blue "Create Course" button is circled in red.

This will upload the image and redirect you to the edit course page where it should now show, you can then use the relevant edit, view and delete buttons to adjust it accordingly. This course will be automatically unpublished and can't be viewed by other students.

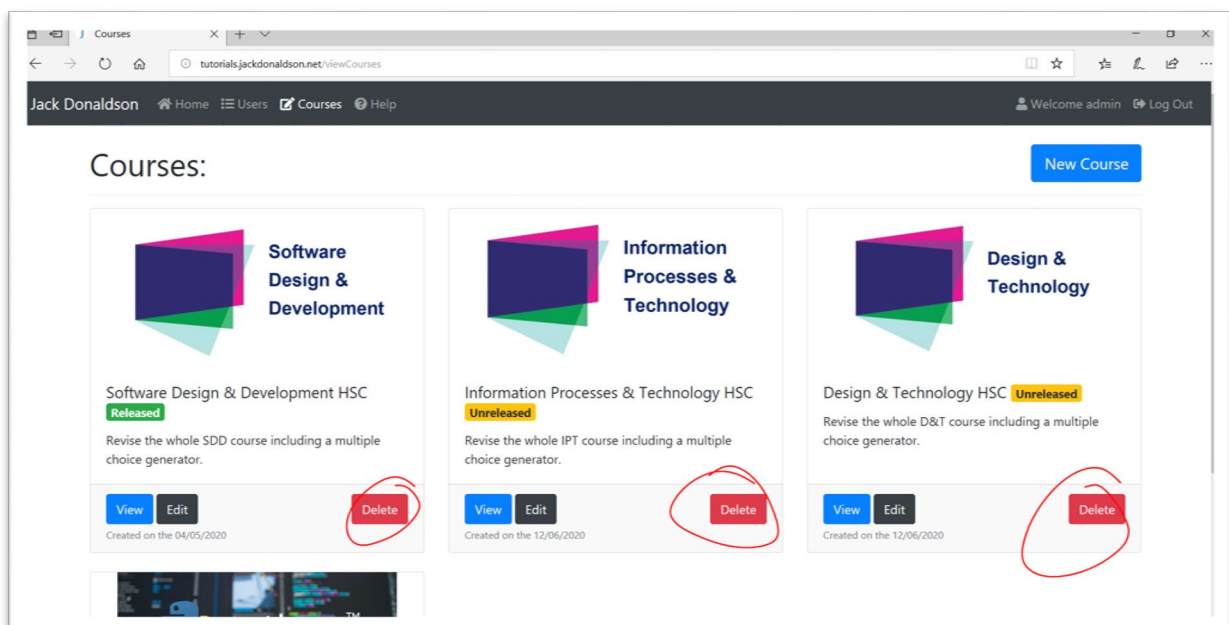
The screenshot shows the course details page for "A Brand New Course". It features four portrait photos of a young man in a blue suit and tie. The first photo has a red "New Image" banner. Below the photos, the course title "A Brand New Course" is displayed next to a yellow "Unreleased" status tag. The description "This course is amazing!" is shown below. At the bottom, there are three buttons: "View" (blue), "Edit" (dark grey), and "Delete" (red). The creation date "Created on the 29/07/2020" is displayed at the very bottom.

Deleting A Course

In order to delete a course, you must navigate to the course editing page by clicking the Courses button in the navigation bar.



Here you can then press the delete button on any courses whether they are published are not. **Pressing this button deletes the course permanently and any information cannot be recovered.**



If successful you will receive a confirmation dialog which can be closed by pressing the X.

Courses

tutorials.jackdonaldson.net/viewCourses

Jack Donaldson

Home

Users

Courses

Help


Welcome admin

Log Out


Courses:

New Course


Successfully Deleted English Advanced HSC Course.



Software
Design &
Development



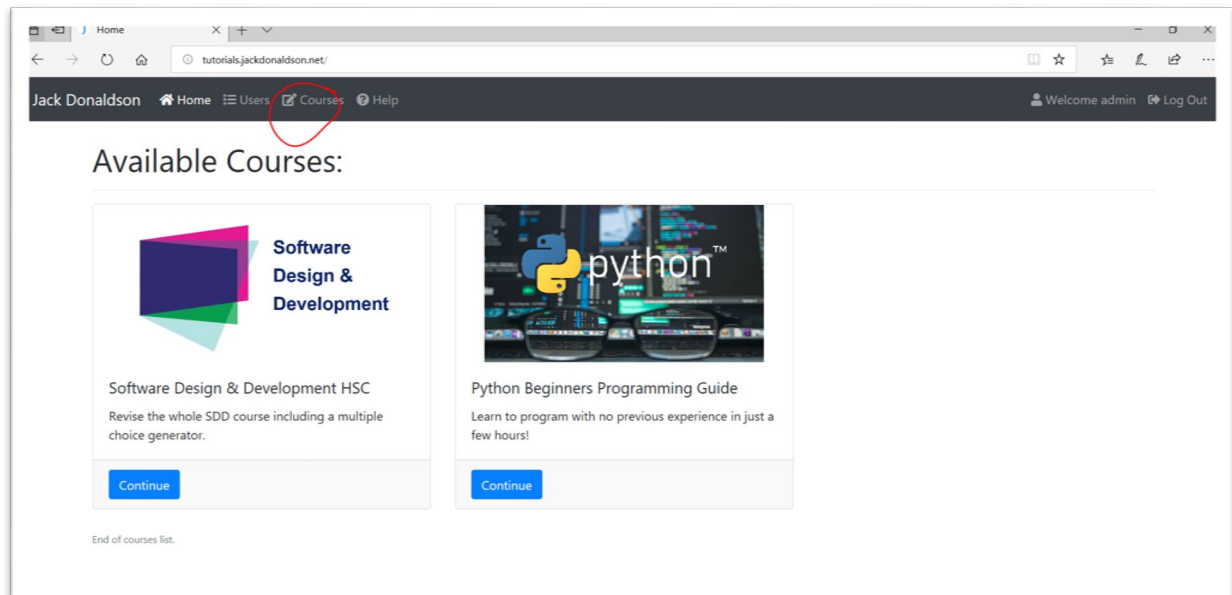
Information
Processes &
Technology



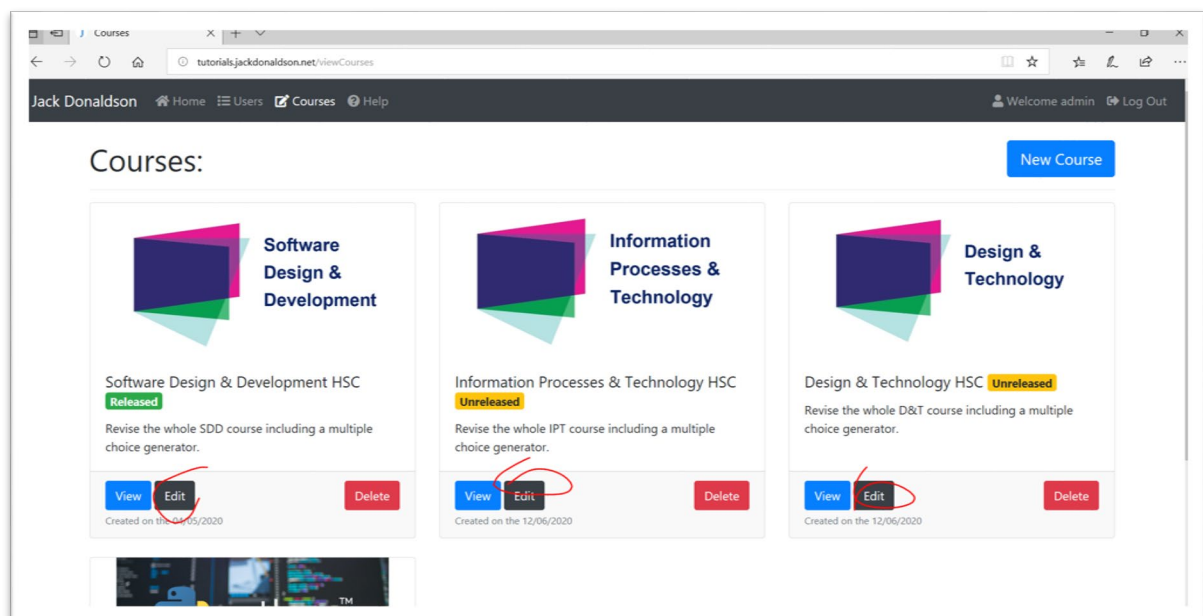
Design &
Technology

Publishing & Un-publishing A Course

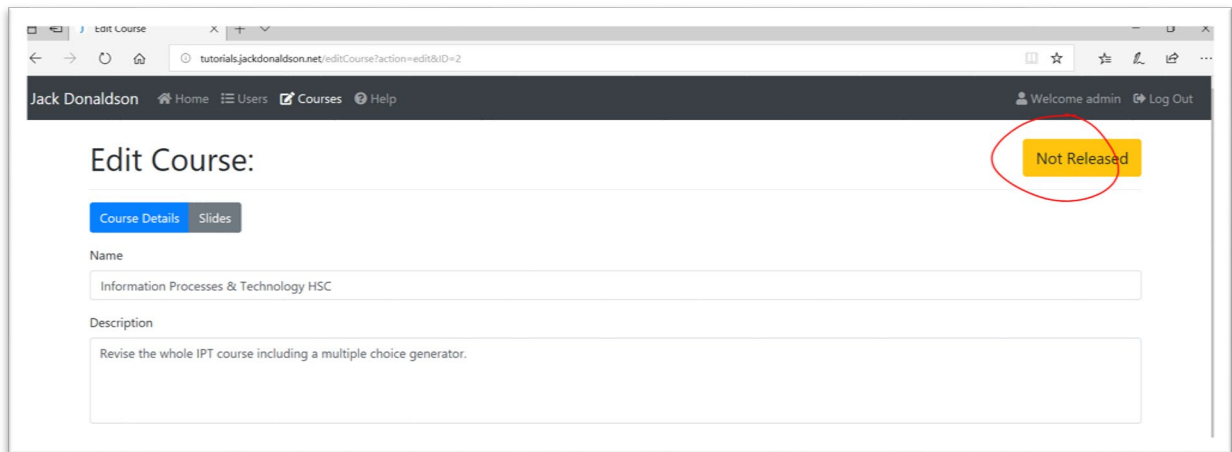
In order to publish & unpublish a course, you must navigate to the course editing page by clicking the Courses button in the navigation bar.



Here you must then press the **edit** button on the course you wish to alter.



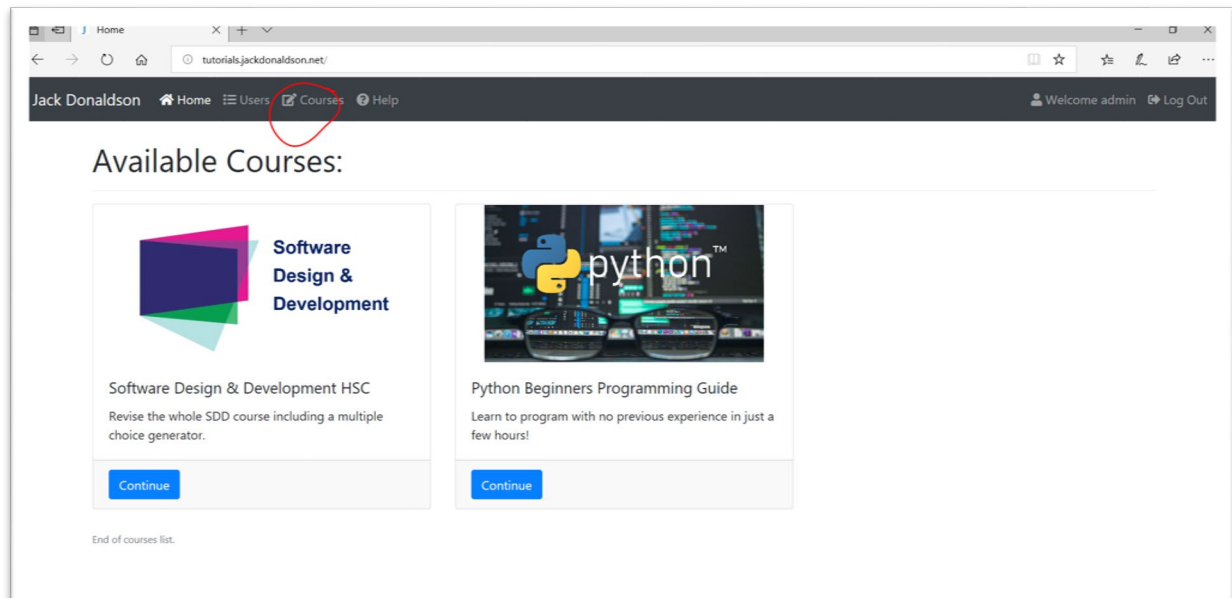
Here you can either press the Not Released button or Released button to change the visibility of the course and ultimately allow students to view it.



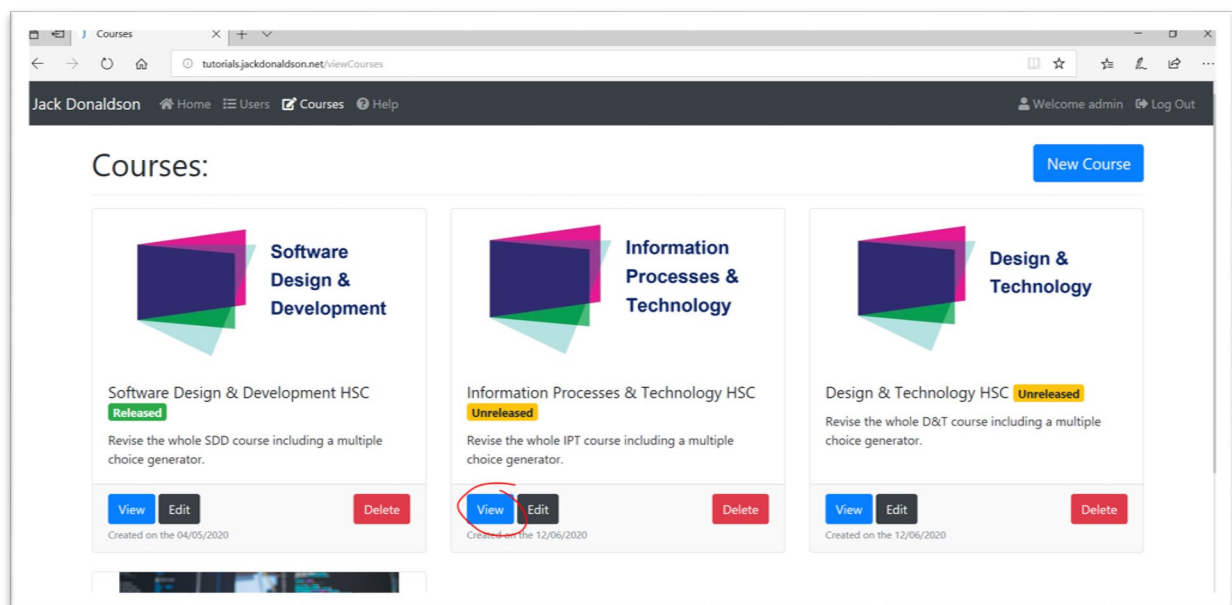
Once pressed you will be redirected to the course editing page and a confirmation message will appear.

Viewing A Non-Published Course

In order to view an unpublished course you must navigate to the course editing page by clicking the Courses button in the navigation bar.



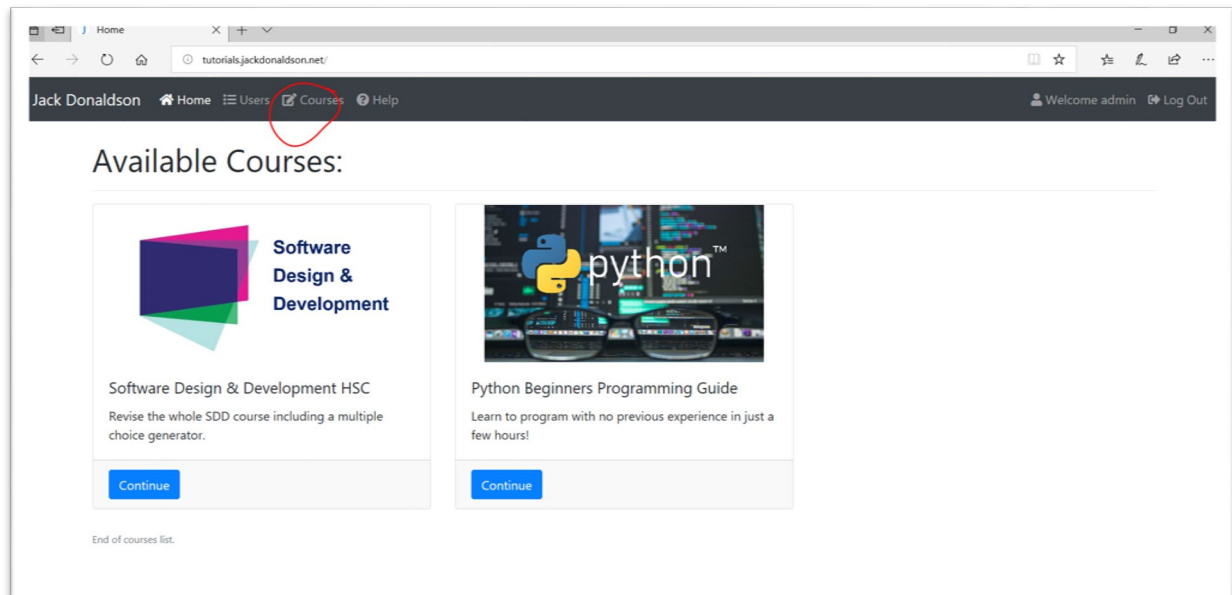
Once on the course editing page to simply view a non published course press the view button.



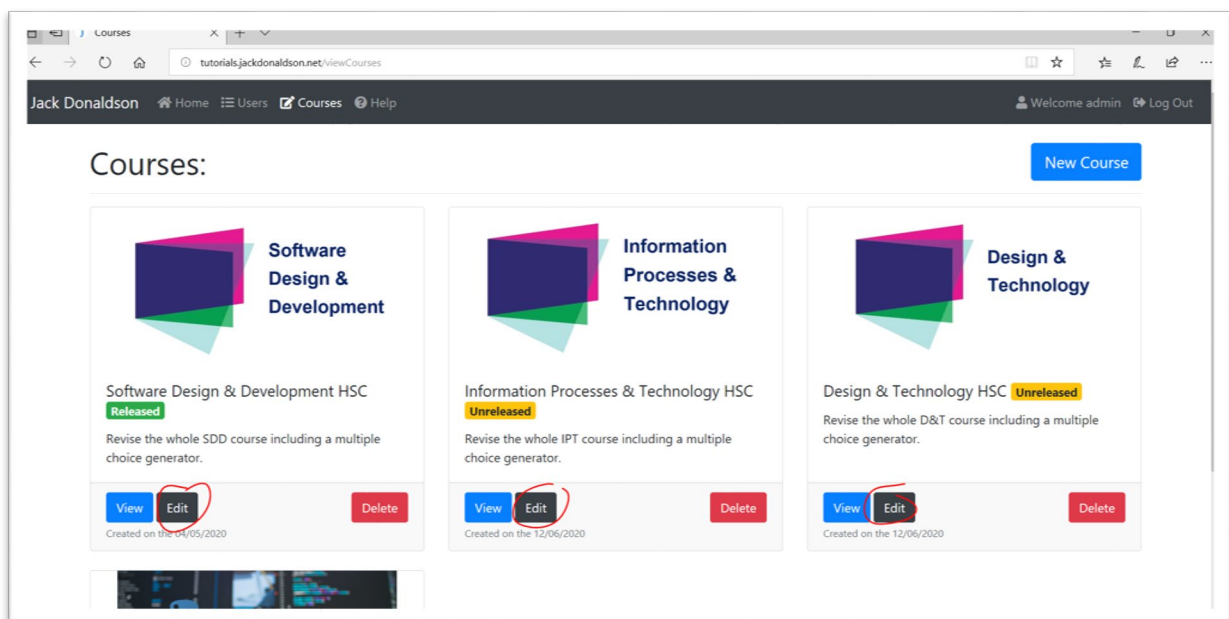
This will then take you to a page which shows the course from the perspective of a student where you can navigate through any slides and view any live changes.

Editing A Course

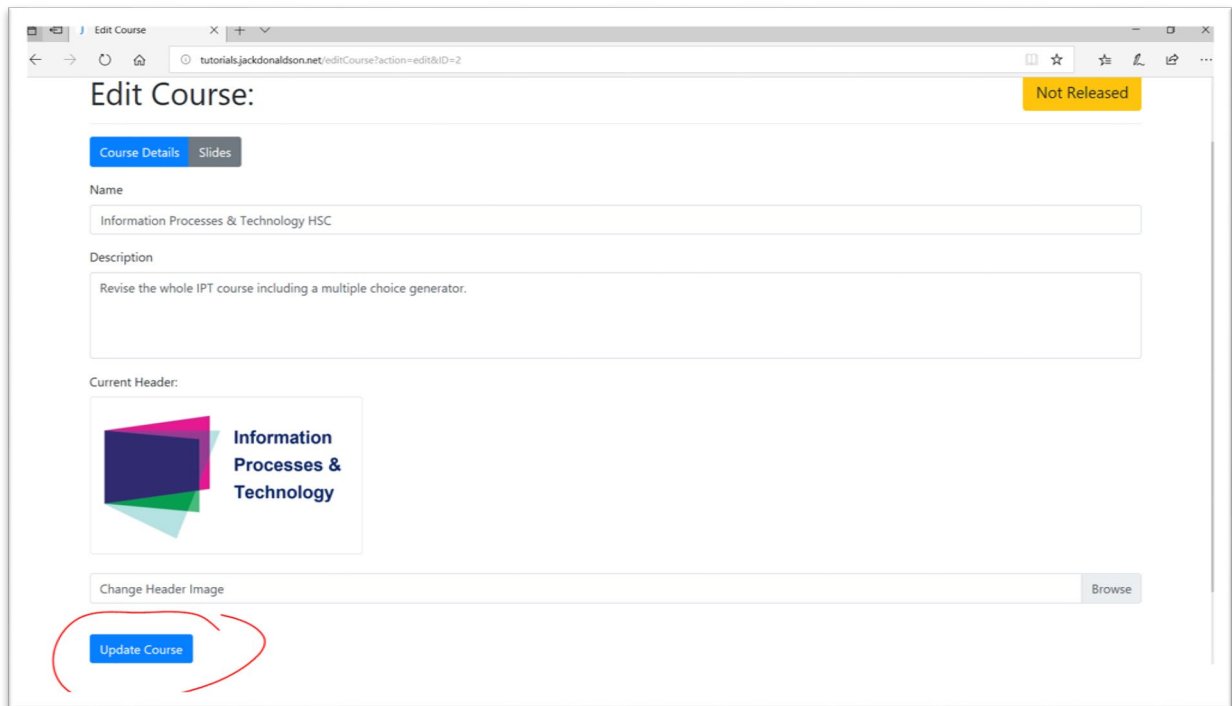
In order to view edit a course you must navigate to the course editing page by clicking the Courses button in the navigation bar.



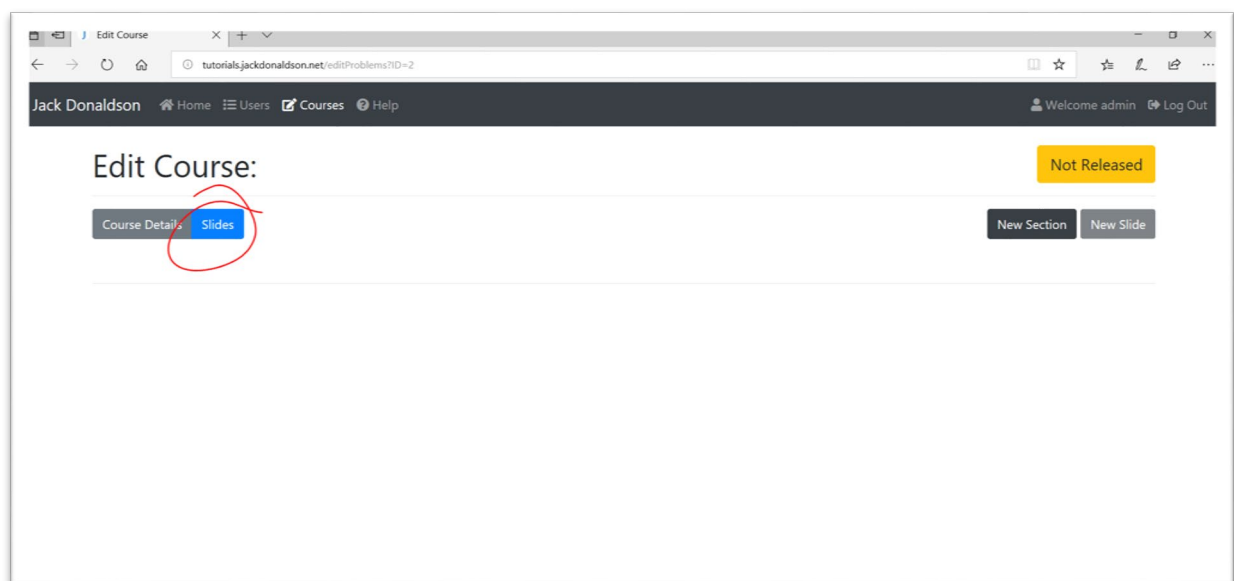
Once on the course editing page to simply edit a course press the **edit** button.



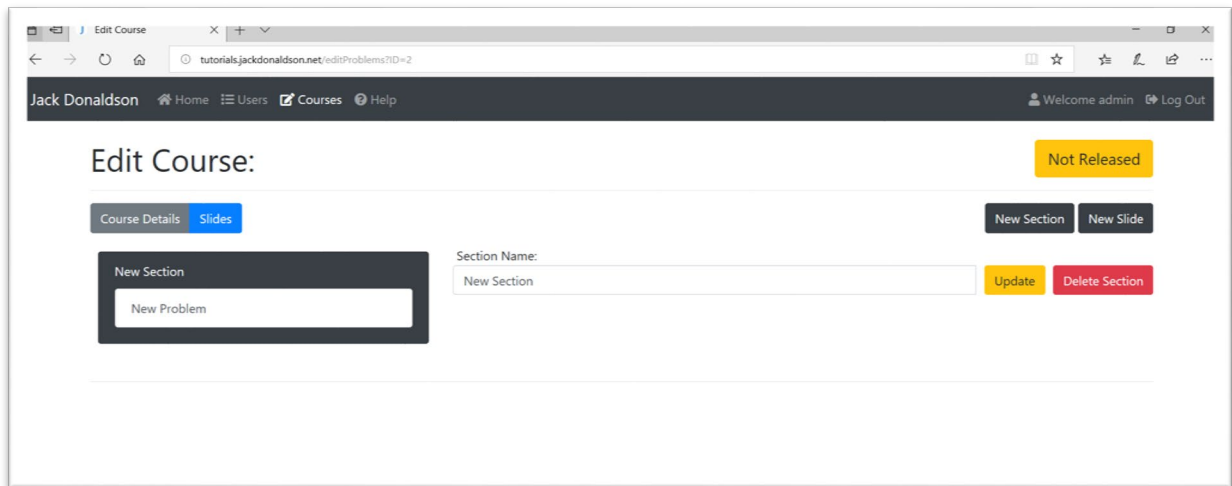
You then are able to edit any of the course details, including the name, description and header image. Once you wish to save the changes simply press the **Update Course** button.



However if you wish to change the content of the slides then press the **slides button** to change the tab.

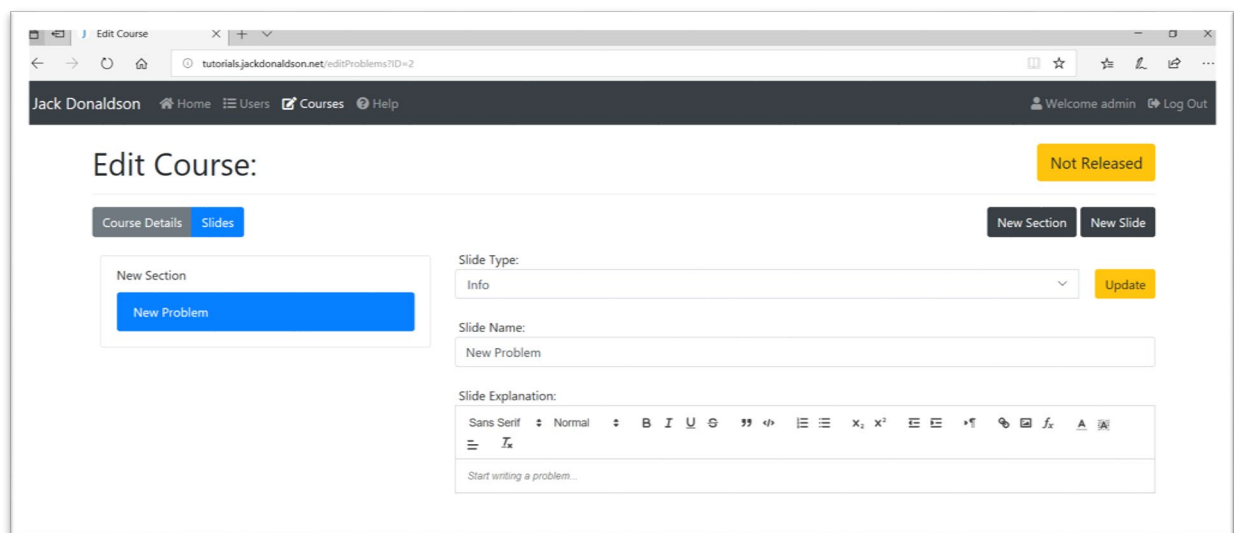


Here you can see all of the slides in the current course. To add new sections which contain groups of slides simply press the **New Section** button and to add slides press the **New Slide** button.



Sections can then be selected by clicking on them on the left hand side of the screen. Once selected the right panel will appear where you can edit their information, in this case you have the option to change the name which can be saved by pressing the **update button**. You can also delete the section by pressing the **delete button** but **this will delete all of the slides the section contains aswell**.

Slides can be selected similarly by clicking on them.



This right panel then allows you to change the slides type, name and explanation which can all be saved by pressing the **update button**. Above demonstrates a plain text slide. Other options include a video slide.

The screenshot shows the 'Edit Course' interface for a 'Video' slide. The page has a dark header with 'Jack Donaldson' and navigation links. The main content area is titled 'Edit Course:' and includes a 'Not Released' status button. On the left, there are tabs for 'Course Details' and 'Slides', with a 'New Problem' button below. On the right, there are 'New Section' and 'New Slide' buttons. The 'Slide Type' dropdown is set to 'Video'. The 'Slide Name' field contains 'New Problem'. The 'Slide Video' field contains 'youtube.com/watch?v='. The 'Slide Explanation' field has a rich text editor with various formatting options and a placeholder text 'Start writing a problem...'.

This type of slide requires a link to a youtube video which will then be available to watch automatically by students. Another option is a quiz slide.

The screenshot shows the 'Edit Course' interface for a 'Quiz' slide. The layout is similar to the video slide, but the 'Slide Type' dropdown is set to 'Quiz'. The 'Slide Name' field still contains 'New Problem'. The 'Slide Explanation' field has a rich text editor with various formatting options and a placeholder text 'Start writing a problem...'. Below the explanation field, there is a section labeled 'Quiz Answers' with a green 'Add Answer' button circled in red.

For this type of slide you can set the question in the explanation and add any possible answers by pressing the **Add Answer** button.

Course Details **Slides** New Section New Slide

New Section New Problem

Slide Type: Quiz Update

Slide Name: New Problem

Slide Explanation:

Sans Serif Normal B I U G " " < > x₁ x² E E + f A A

Start writing a problem...

Quiz Answers:

X Answer 1 Make Answer

X Answer 2 Make Answer

X Answer 3 Make Answer

Add Answer

You can add as many answers as you want which will automatically appear. By default each answer added will be wrong, to change this simply press the **make answer button**. To delete an answer press the **red X button** and to rename an answer simply rename the input field with its new name and then press the **update button**. Another similar slide type is the question bank which will display a list of questions on one slide.

Jack Donaldson Home Users Courses Help Welcome admin Log Out

Edit Course: Not Released

Course Details **Slides** New Section New Slide

New Section New Problem

Slide Type: Question Bank Update

Slide Name: New Problem

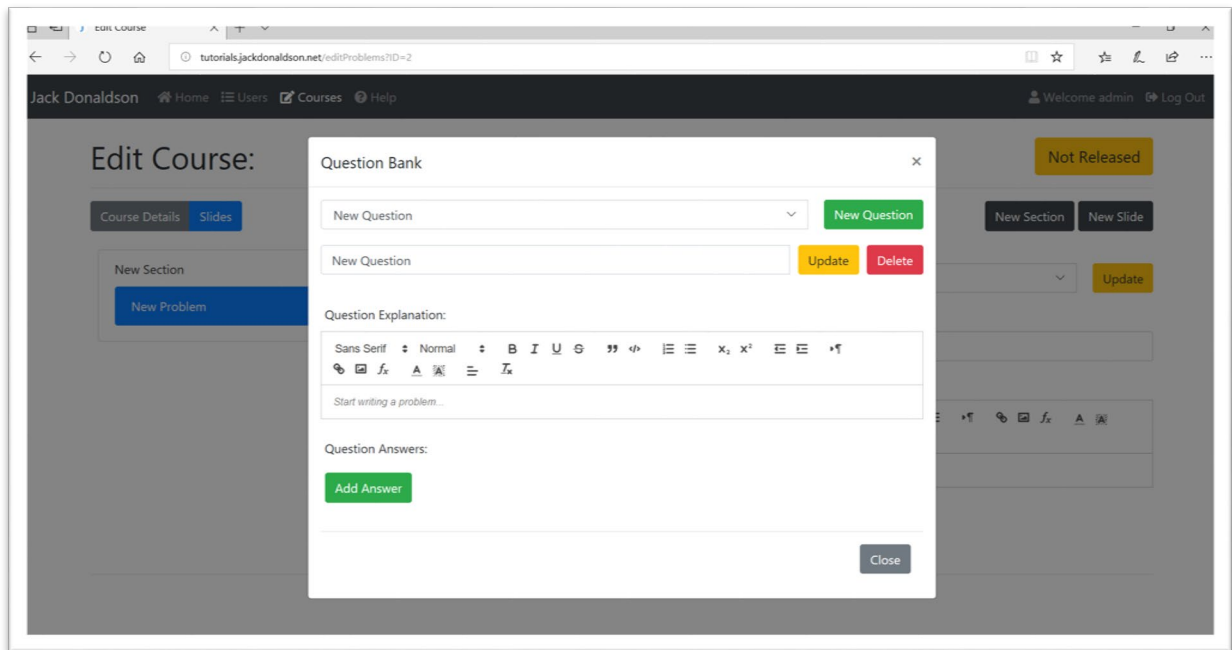
Slide Explanation:

Sans Serif Normal B I U G " " < > x₁ x² E E + f A A

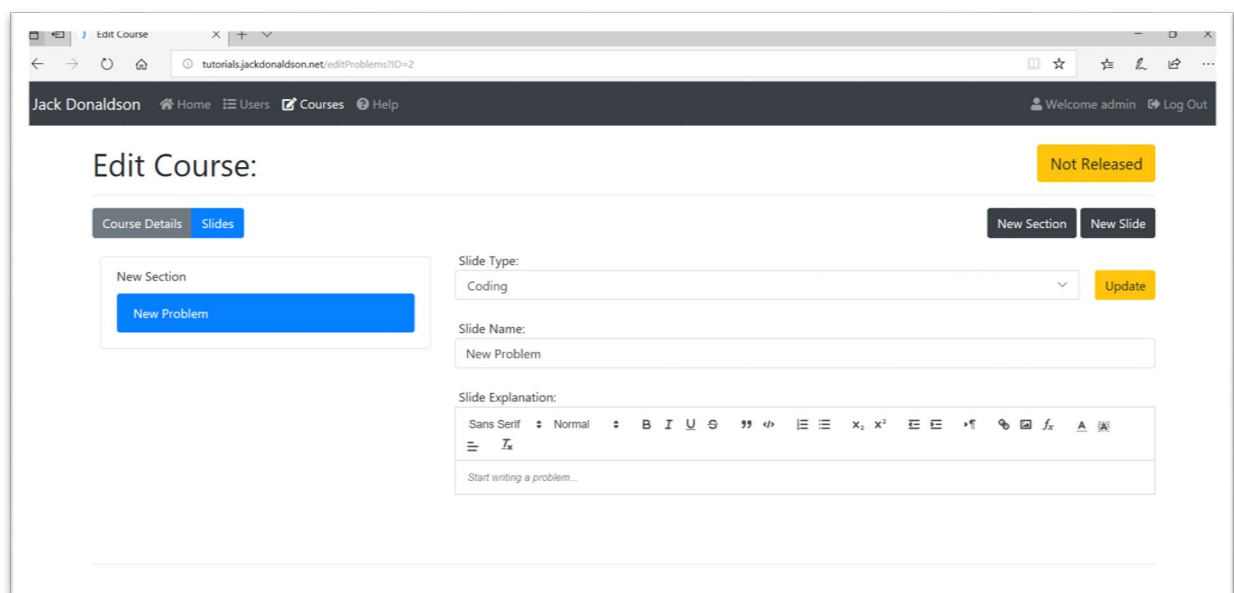
Start writing a problem...

Edit Questions

To access the questions in the bank simply press the **edit questions button**.



This new window is very similar to the previous slide type with a single question. Simple press the **new question buttons** to add more questions and use the dropdown to select them. If you need to you can delete each question with the **delete button**. Simply type the question explanation into the input box and add any possible answers with the **Add Answer button**.



The final slide type is a Coding one. The automarking currently isn't implemented and as such you can simply just type the Coding Problem Explanation here.

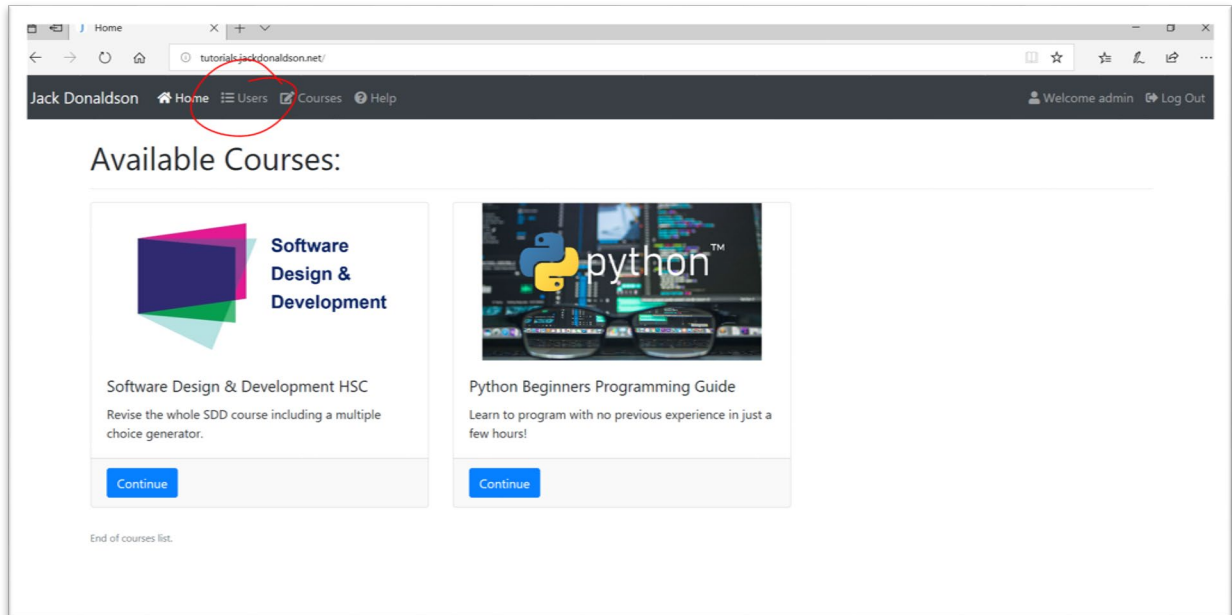
If you need to move slides between different sections or reorder them within the current section this can be done by simply dragging them.

To delete a slide simply hover over it when it is selected and press the **delete** button.

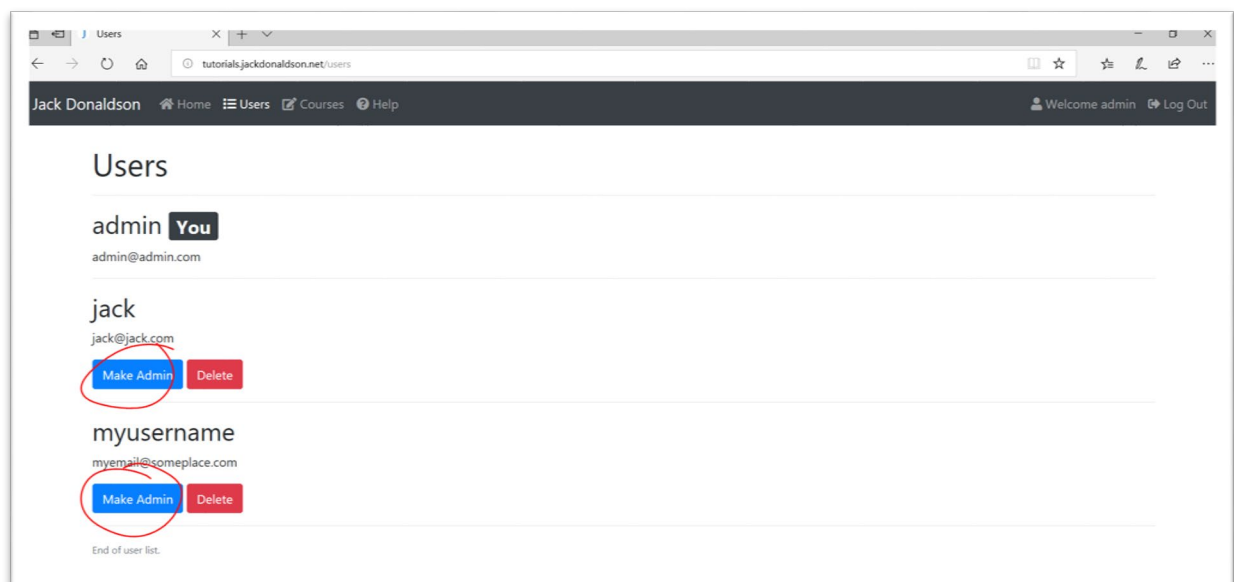
The screenshot displays the 'Edit Course' interface in a web browser. The browser's address bar shows the URL 'tutorials.jackdonaldson.net/editProblems?ID=2'. The page has a dark header with the site name 'Jack Donaldson' and navigation links for 'Home', 'Users', 'Courses', and 'Help'. A user greeting 'Welcome admin' and a 'Log Out' link are on the right. The main content area is titled 'Edit Course:' and includes a 'Not Released' status badge. Below the title are two tabs: 'Course Details' and 'Slides', with 'Slides' being the active tab. On the right side of the 'Slides' tab are buttons for 'New Section' and 'New Slide'. The left sidebar contains two 'New Section' boxes; the top one has a red 'Delete' button. The main content area on the right has three input fields: 'Slide Type' (set to 'Coding'), 'Slide Name' (set to 'New Problem'), and 'Slide Explanation'. The 'Slide Explanation' field includes a rich text editor toolbar with options for font face (Sans Serif), font size (Normal), bold (B), italic (I), underline (U), link (G), quote, code, list, math (x₂, x²), table, link, unlink, and image. Below the toolbar is a text area with the placeholder 'Start writing a problem...'.

Making A New User A Teacher & Deleting Users

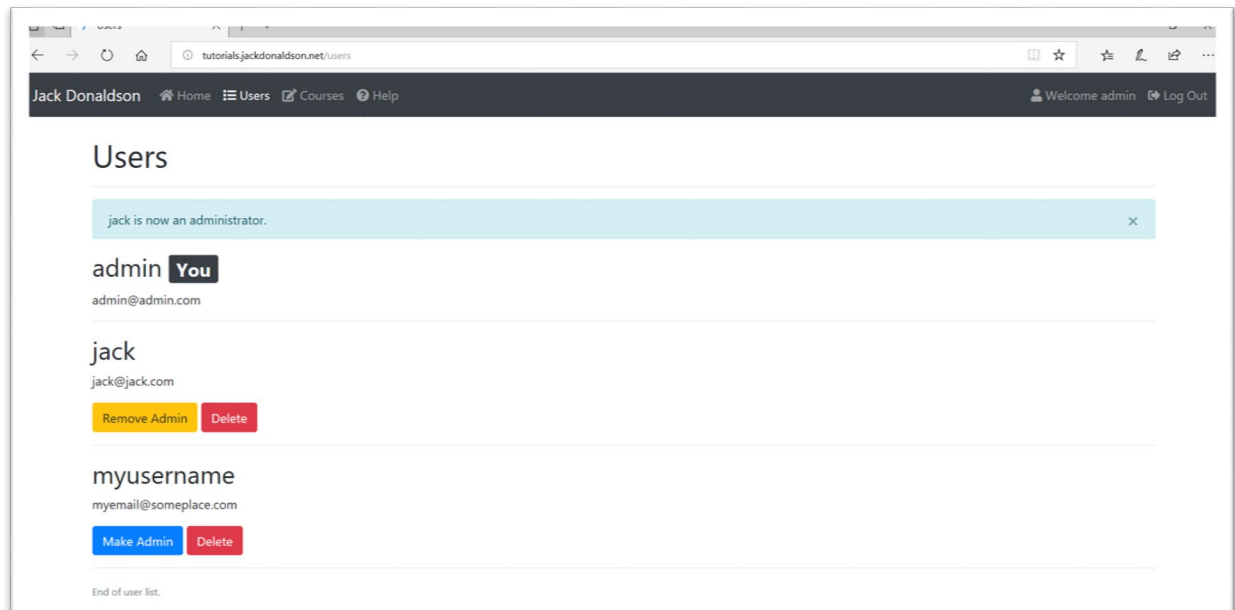
To make a new user a teacher or to delete some simply go to the Users page by pressing the **Users** button in the navigation bar.



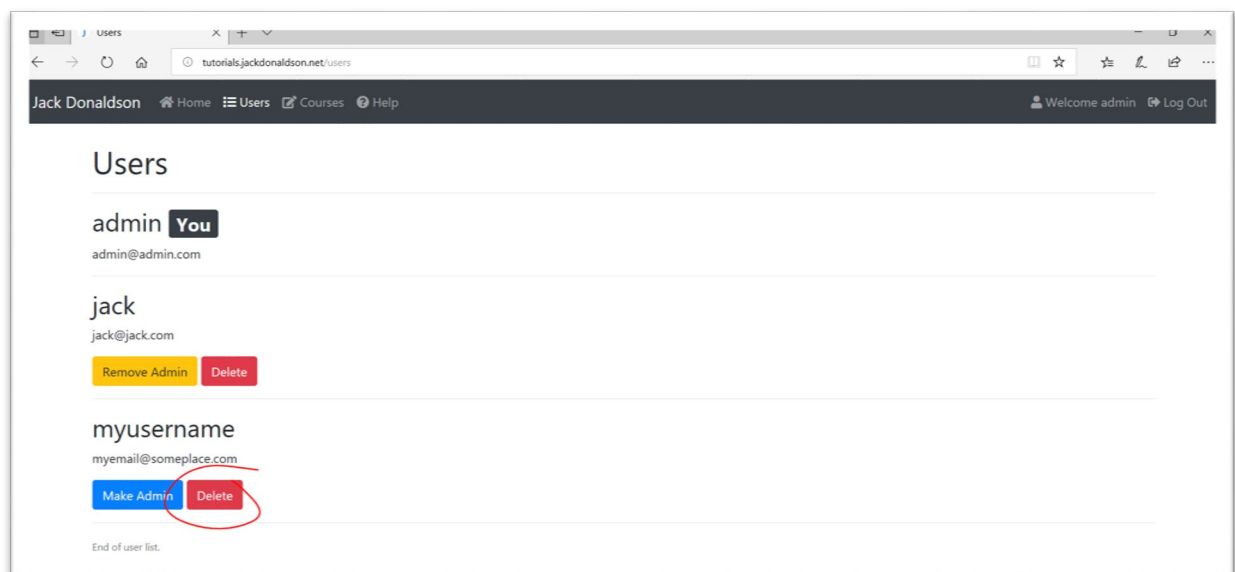
To make a user an administrator simply press the **Make Admin** button.



You should receive a confirmation dialog and see that the users button is now changed to remove admin, pressing this will remove their privileges.



You can simply delete an account by pressing the **delete button** underneath the account username and email.



A confirmation message should appear and the user should have disappeared from the list now.

