

User Help Guide

By Jack Donaldson

Accessing the website & requirements ..	2
Windows	2
Mac/Apple OS	3
Creating an Account	4
Logging Into Your Account	6
Accessing A Course	8

Accessing the website & requirements

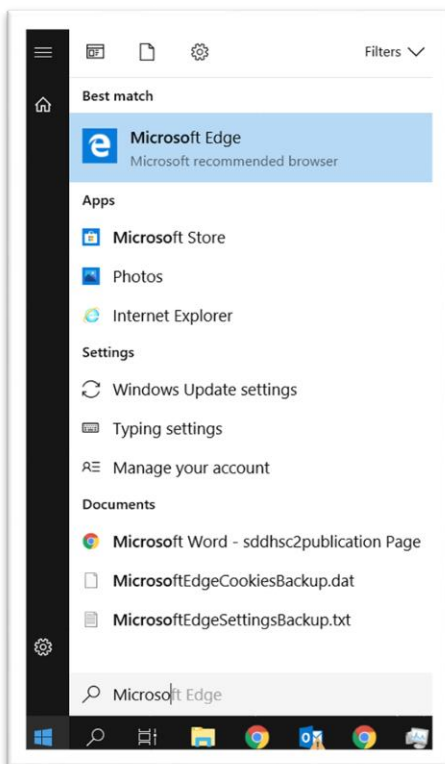
In order to access the website students need to have access to a Computer and an internet connection. Most web browsers are supported but for the purposes of this guide you can choose to look at either the Windows or Mac section:

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:

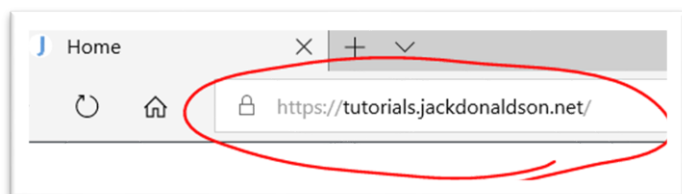
- **Microsoft Edge (v3.5.6 and above)**
- **Chrome (v1.2.2a and above)**
- **Internet Explorer (v 9.8 and above)**
- **Firefox (v4.49 and above)**
- **Mozilla (v 56.4 and above)**

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:

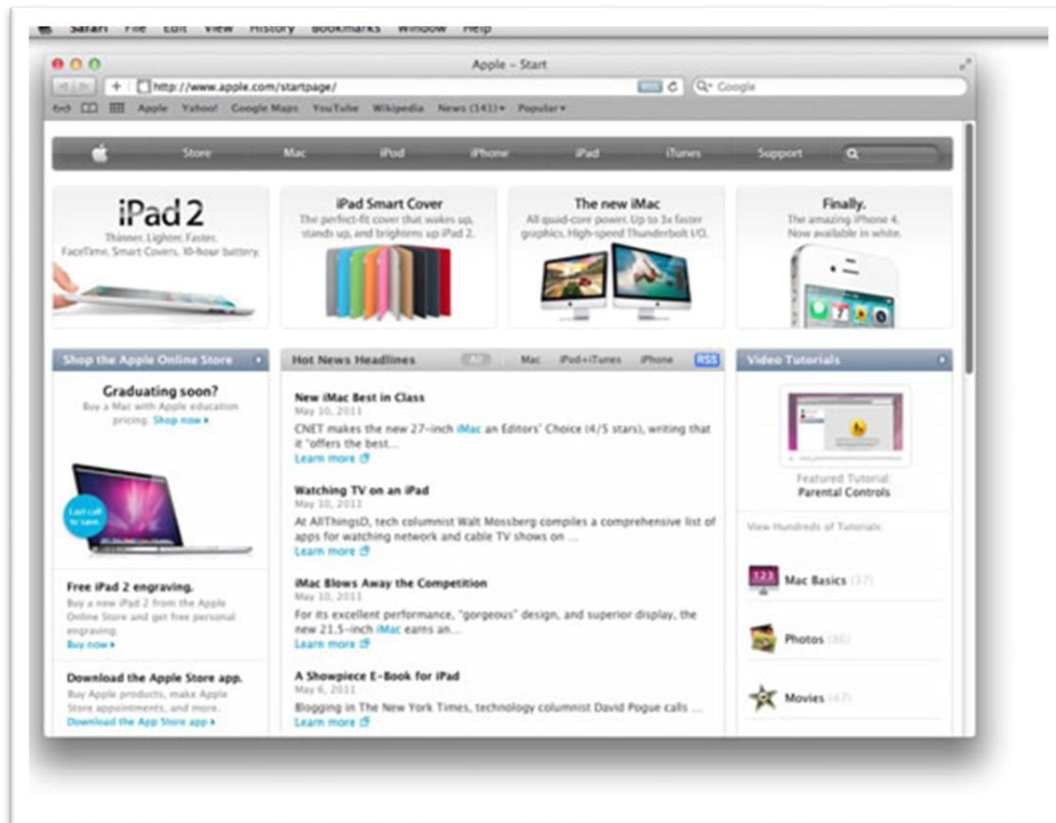
<https://tutorials.jackdonaldson.net>



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:

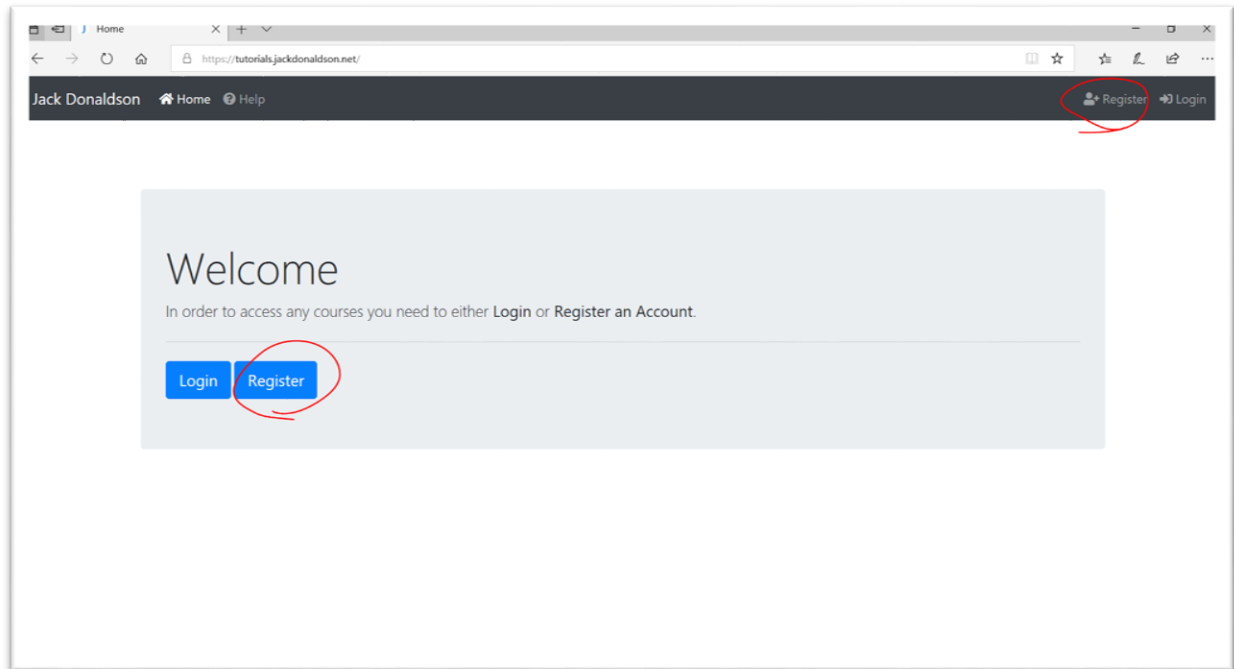
<https://tutorials.jackdonaldson.net>

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

Creating an Account

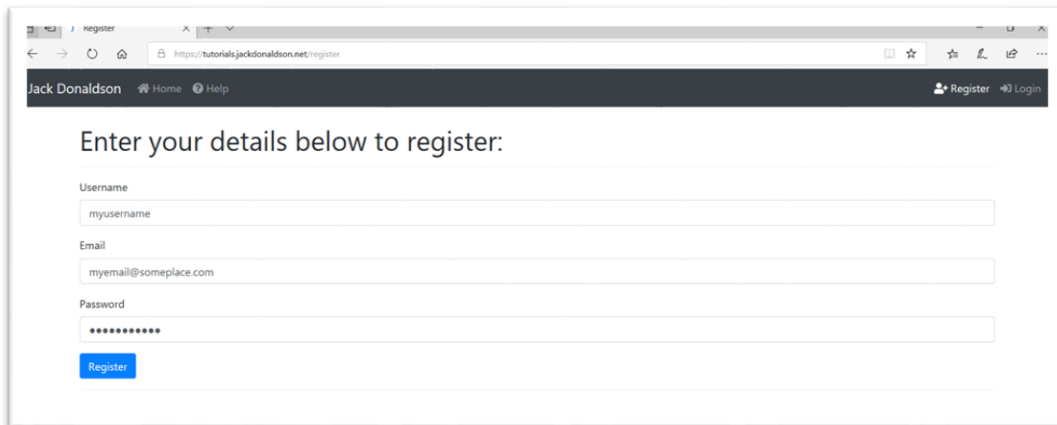
To create an account first go to the main page at <https://tutorials.jackdonaldson.net>. If you have difficulty then simply follow the earlier guide on loading the website from a browser.

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



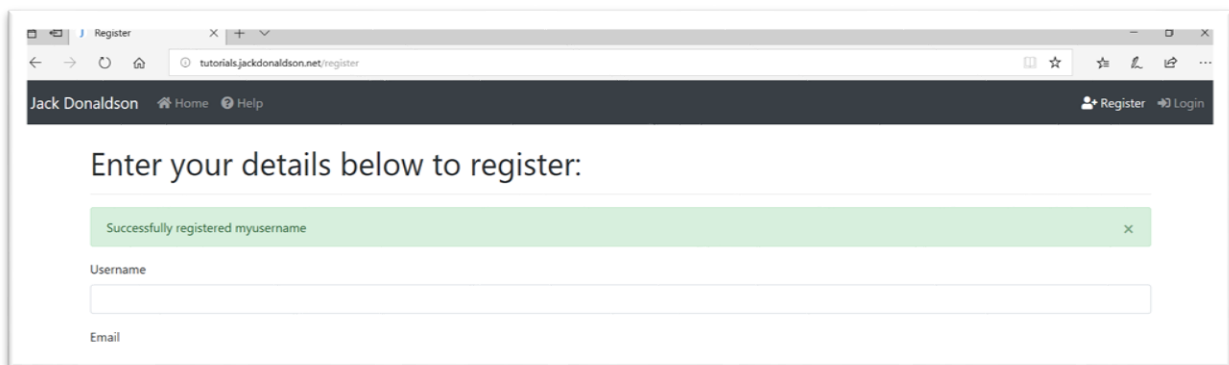
Now you should be on the register page. Here you can create a new account, to do so fill out the form with the following:

- 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 'Jack Donaldson'. 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.

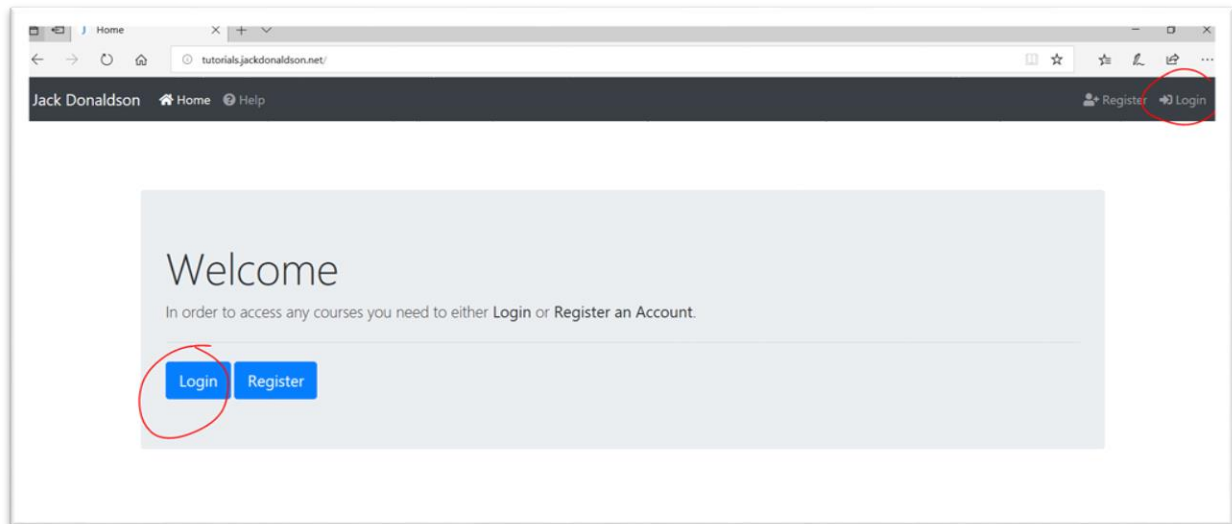


A screenshot of the same registration page, but now a green success message is displayed at the top: 'Successfully registered myusername'. Below the message, the 'Username' and 'Email' input fields are visible, but the 'Password' field and the 'Register' button are no longer shown.

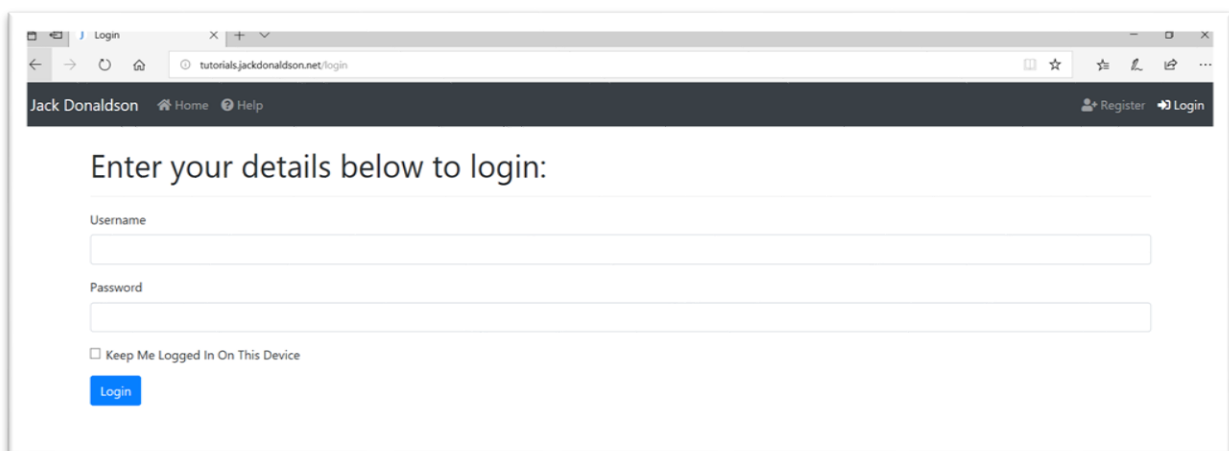
If you did not receive this message then some of your information was not correct. Please read the error message and try this guide again, usually you may have entered an invalid email or a username that is already in use by another account.

Logging Into Your Account

In order to log into to 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.

Jack Donaldson Home Help Register Login

Enter your details below to login:

Username
myusername

Password
••••••••

☒ Keep Me Logged In On This Device

Login

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:

Jack Donaldson Home Help Register Login

Enter your details below to login:

Invalid username or password. ✕

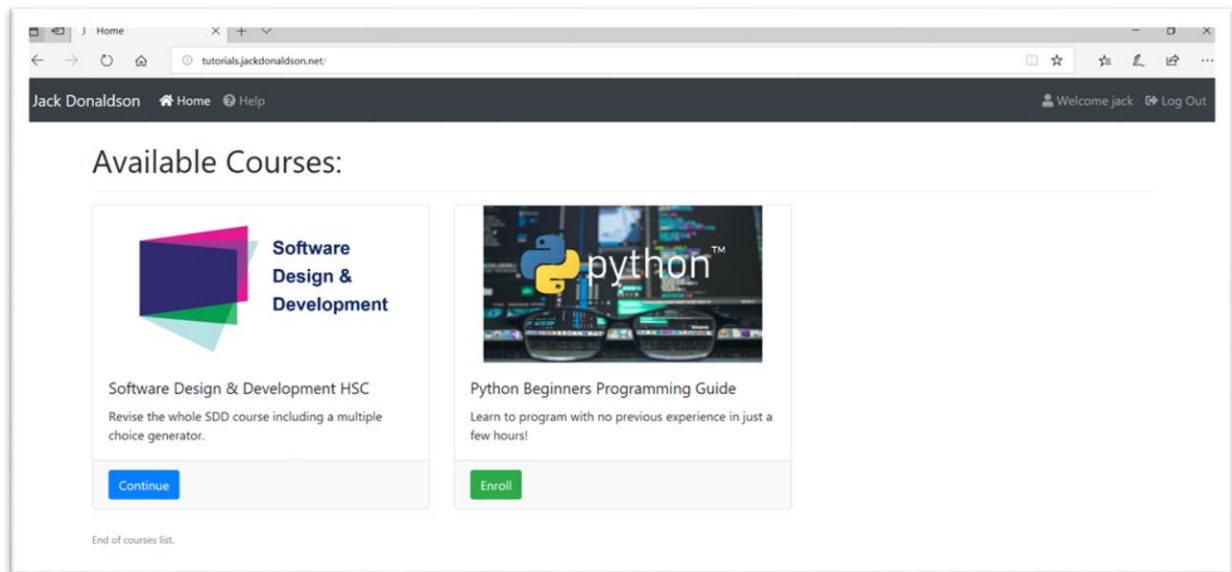
Username

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.

Accessing A Course

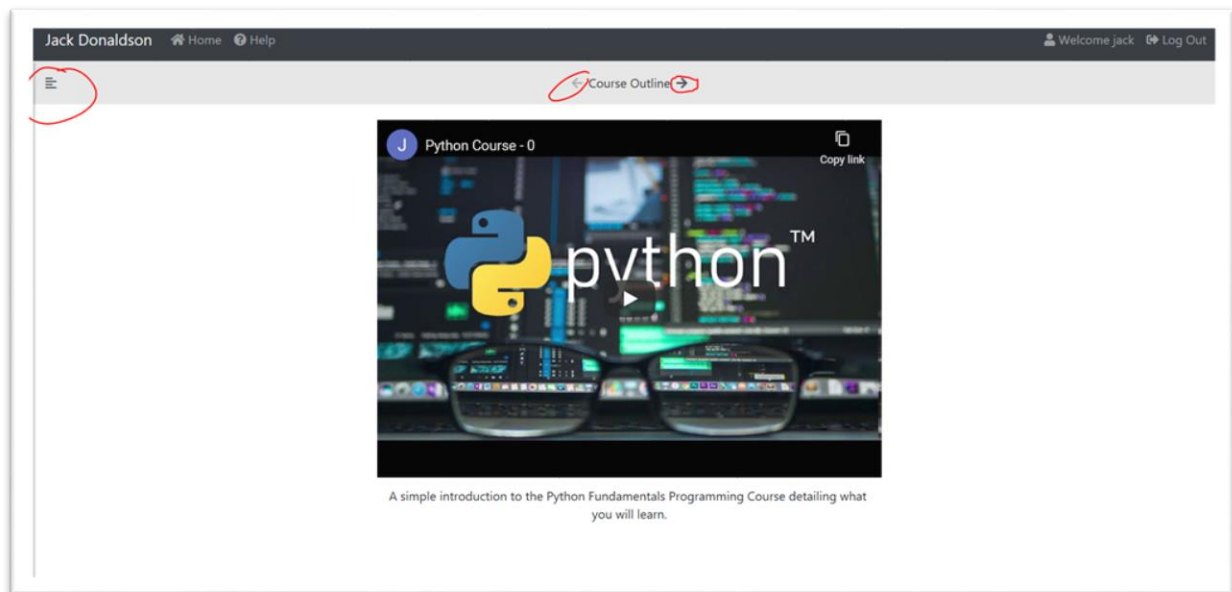
Accessing a course is relatively simple. First make sure you are on the website and have logged in, for help with these processes please refer to the relevant guides above.

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

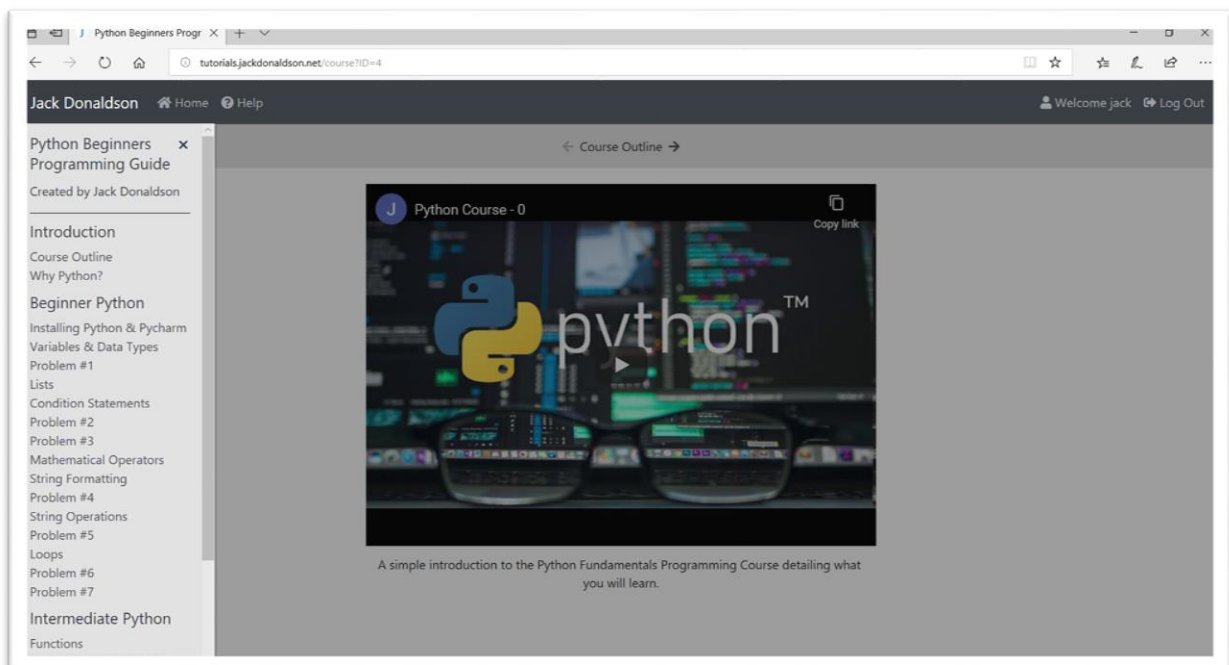


Here you can see two courses are available a **Software Design & Development Course** and a **Python Beginners Programming Guide Course**. In this case the user has already enrolled in the Software Design & Development course, meaning they have started it previously. In the case of the latter course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

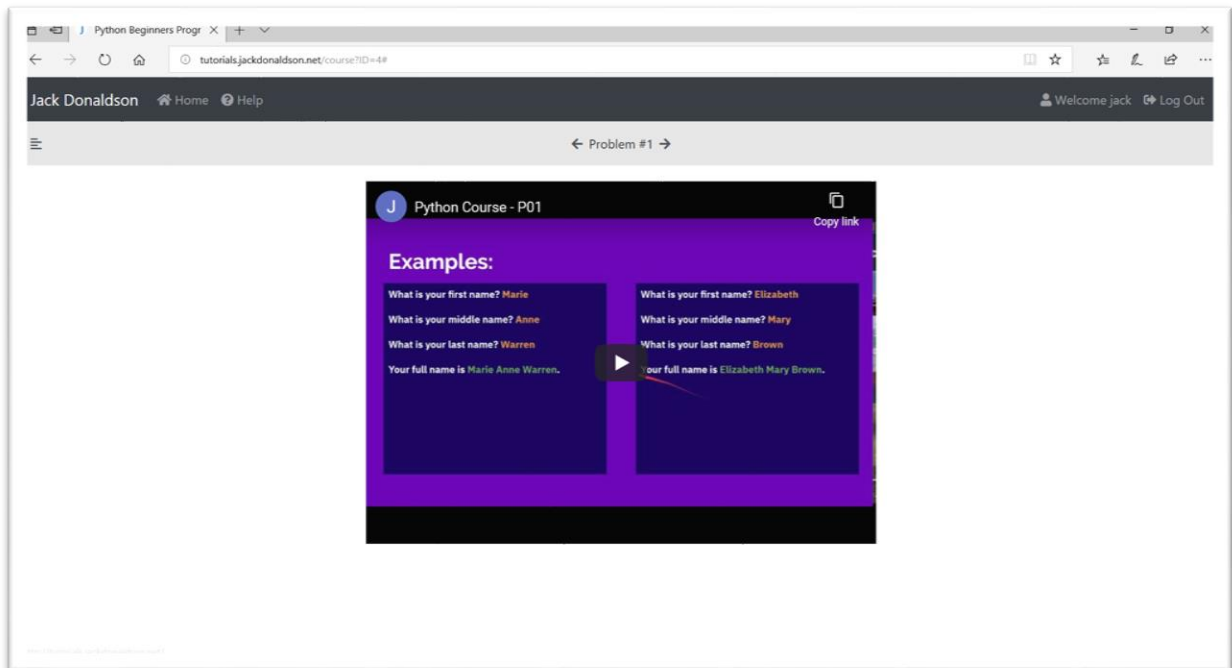
In order to view a course you simply press either the **Continue** or **Enroll** buttons which will take you to the course. In this case I am clicking on the Enroll button for the Python course which will enroll you in the course.



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:

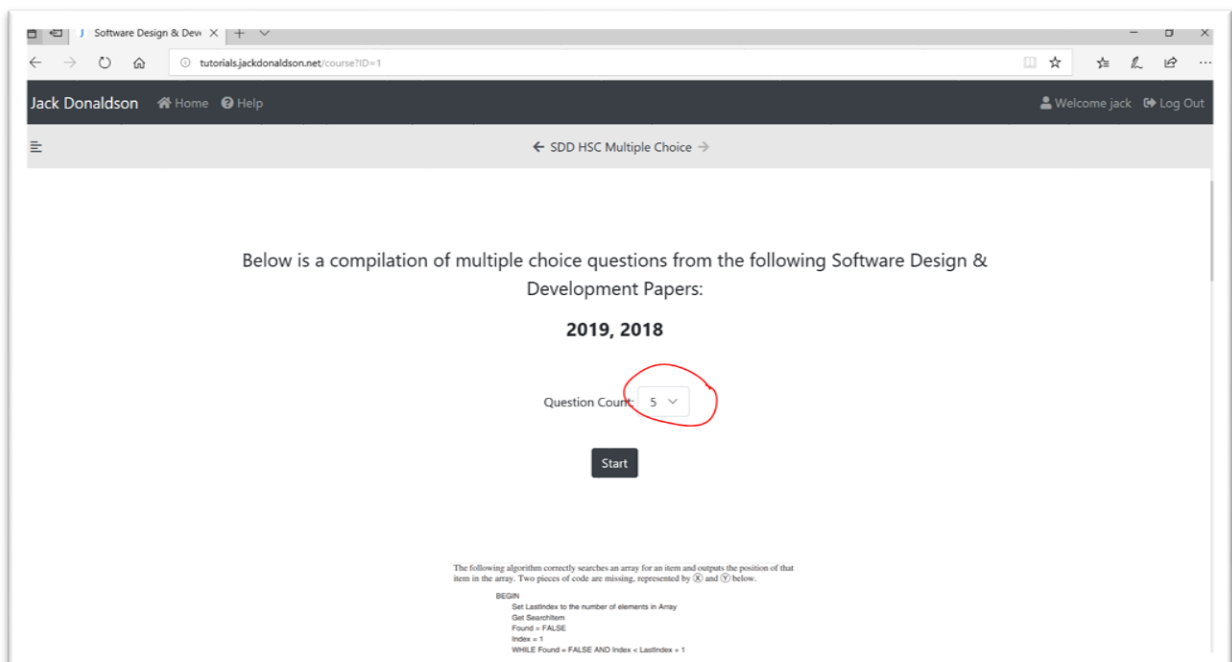


Here you can see all of the sections and slides in the course as well as easily jumping between them by clicking the text. In this case if we want to jump to the Problem #1 slide we just click on it and we will be moved.



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

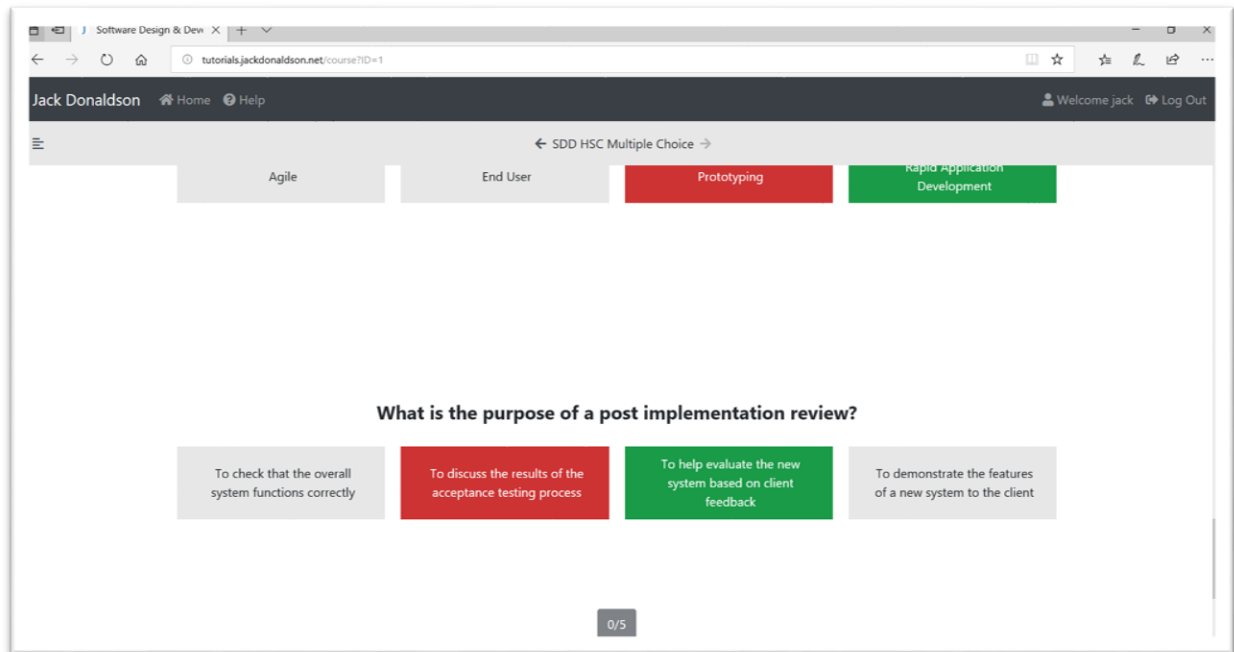
Next

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

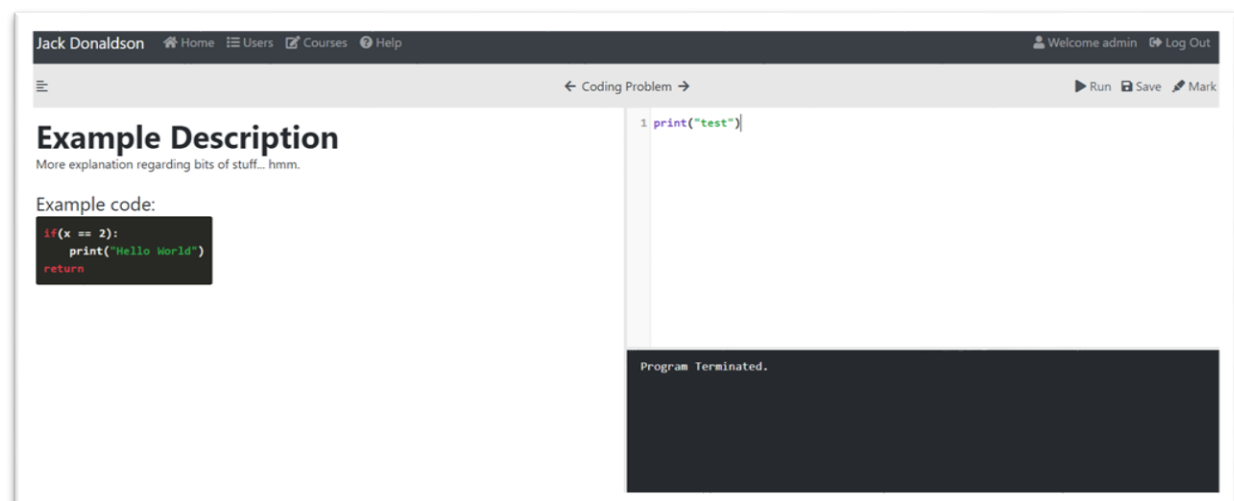
Submit

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.