

Title 3

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CCS Concepts: • **Do Not Use This Code** → **Generate the Correct Terms for Your Paper**; *Generate the Correct Terms for Your Paper*; Generate the Correct Terms for Your Paper; Generate the Correct Terms for Your Paper.

Additional Key Words and Phrases: Do, Not, Use, This, Code, Put, the, Correct, Terms, for, Your, Paper

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1 Introduction

ACM’s consolidated article template, introduced in 2017, provides a consistent \LaTeX style for use across ACM publications, and incorporates accessibility and metadata-extraction functionality necessary for future Digital Library endeavors. Numerous ACM and SIG-specific \LaTeX templates have been examined, and their unique features incorporated into this single new template.

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If you are new to publishing with ACM, this document is a valuable guide to the process of preparing your work for publication. If you have published with ACM before, this document provides insight and instruction into more recent changes to the article template.

The “acmart” document class can be used to prepare articles for any ACM publication — conference or journal, and for any stage of publication, from review to final “camera-ready” copy, to the author’s own version, with *very* few changes to the source.

2 Background and Related Work

Software reuse is a broad term, that refers to the practice of reusing previously written code, rather than coding from scratch. It is one of the key practices of software engineering. It is in fact such an important part of software engineering, that one of the ways to measure the quality of software is by its ‘Reusability’[9] - i.e. the degree to which the application or its components can be reused. There are many different ways to do reuse in software engineering. Software libraries and frameworks are good examples of software that are intended to be reused. Developers may also scour the internet for things such as open-source software, or code snippets from websites like StackOverflow, which can be reused.

There are multiple benefits to software reuse, depending on how the reuse is performed. One example is saving time. Not only can the developer avoid spending time writing the syntax of the code, they may also be able to avoid figuring out the logic of the software, and testing the reused software (assuming the software is tested by its creator). Another benefit is found through modularity. By breaking down a software system into smaller modules, the logic behind features or functions can be contained within a module, and can be tested thoroughly.

Despite reuse being an important practice in software engineering, there is still a limited focus on this practice when it comes to low-code development platforms (LCDP). This lack of reuse focus can easily impact the so-called ‘Citizen Developers’, who have little or no coding knowledge, and may thus miss out on the benefits of reuse. A study from 2021 studied several low-code platforms (LCPs), in order to identify characteristic features of LCPs. The identified features were presented according to how frequent they occurred, with domain-specific reference artifacts being categorized as ‘rare’. Most studied systems offered catalogs of “reusable functions or examples of predefined processes”, but they were found to be generic, or have a limited scope[10]. There have been proposed some ideas on how to promote reuse for LCPs, such as the strongly-typed rich templating language OSTRICH, developed for the model-driven low-code platform OutSystems. OutSystems provides scaffolding mechanisms for common development patterns and sample screen templates, both designed by experts on domain-specific languages (DSL). The practice of using templates in the OutSystems platform involves cloning and modifying samples, which may require more knowledge than the end-user possesses. The goal of OSTRICH is to remove this need for adaptation when using templates, to remove the knowledge-barrier when making use of the available templates. This is done by abstracting and parameterizing the templates. A limitation of OSTRICH, is that it currently only supports the top nine most used production-ready screen templates from OutSystems. The end-user may not create and save their own templates, nor can they re-apply a template which they have customized.

Another approach focused on enabling model reuse by converting and merging heterogeneous models together into several graphs, which are then merged into one single graph (The Knowledge Graph), which acts as the repository of models. The Knowledge Graph can be queried to predict the next modeling step, based on the model being constructed by the user. This approach focuses on how to store, query, recommend and integrate the pre-defined models efficiently. End-Users can also persist their own models to the repository for later reuse.

For citizen developers, this feature of recommending models which have been constructed by domain experts and then

developed by model experts could prove very useful. However, while the user may persist their own models, the study is clearly not focused on guiding the user towards reusing their own models.

On the other hand, some existing LCDPs offer the user the ability to create their own models - for example by defining a new block in a block-based tool[41].

Building on the ideas discussed for improving reuse in low-code development platforms (LCDPs), several popular tools show these concepts in action. For instance, Webflow[34] is a leading low-code platform that offers a wealth of features for building responsive websites. One of its standout features is the ability to create reusable components and UI kits, which can significantly speed up the development process. With Webflow’s intuitive interface, developers can quickly design and prototype components, and then reuse them across multiple pages and projects.

In a similar way, Mendix[42] takes this further for full enterprise apps by offering shareable building blocks like simple actions (microflows) and UI parts that anyone on a team can grab and use again without recoding. Through its Marketplace, a free online hub, you can download ready templates, connectors for tools like Salesforce, and basic setups that fit right into new projects, making everything faster and more uniform. This approach builds on the flexibility seen in platforms like Webflow, but adds strong team tools and AI suggestions to spot and create reusable pieces, empowering even beginners to build complex apps while keeping reuse simple and widespread.

OutSystems[43] further enhances the concept of reuse in low-code development platforms by emphasizing rapid application delivery through its robust set of features. Like Webflow and Mendix, OutSystems also provides a library of reusable components and templates that help developers complete projects faster. Its user-friendly visual development environment allows users to easily drag and drop elements while connecting with existing systems. OutSystems also supports teamwork with built-in version control and feedback features, making it easy for teams to share and improve reusable components. Additionally, the platform uses AI to suggest the best solutions and components for specific tasks, helping to streamline the development process. By encouraging reuse at both individual and team levels, OutSystems enables organizations to create scalable applications quickly while ensuring quality and consistency.

Despite all of the useful features that these tools have, none of them provides guidance to the end-users to create custom reusable components which is the key feature of our project.

To address these limitations, previous works have focused on helping users recognize repetitive code patterns and encouraging the encapsulation of logic into reusable abstractions. For example, some systems employ pattern recognition or code-clone detection techniques [29][53]. However, current platforms[11] tend to provide features for block composition rather than promoting reuse, and none offer explicit visualizations that highlight reusable components. The absence of such features represents a barrier to achieving higher levels of efficiency and modular design.

Research also indicates that block based programming environments should guide the end users towards good code organization as many may lack the necessary knowledge or may become stuck due to errors.[16] Although block based programming tools like Blockly were invented to teach programming to beginners by simple examples, Mayr-Dorn et al. mention that it is possible to express even large and highly complex real-world robot programs with the language concepts offered by these kind of block-based tools. [35]

Lin and Weintrop (2021) noted that most existing research on block-based programming focuses on supporting the transition to text-based languages rather than exploring how features within BBP environments [33]—such as abstraction or reuse—can enhance learning outcomes. In contrast, our work emphasizes guided abstraction, helping users understand and practice modular design directly within block-based environments. Techapalokul and Tilevich (2019) proposed extending the Scratch programming environment with facilities for reusing individual custom blocks

to promote procedural abstraction and improve code quality. They observed that while Scratch enables remixing of entire projects, it lacks mechanisms for reusing smaller, modular pieces of code. Their work suggests that supporting such fine-grained code reuse could enhance programmer productivity, creativity, and learning outcomes. Building on this idea, our project applies similar principles within the VEXcode GO environment by automating the detection of duplicate code segments and guiding users toward creating reusable custom blocks. Adler et al. (2021) introduced a search-based refactoring approach to improve the readability of Scratch programs by automatically applying small code transformations, such as simplifying control structures and splitting long scripts. Their findings demonstrated that automated refactoring can significantly enhance code quality and readability for novice programmers. Building upon this concept, our project applies similar principles in the VEXcode GO environment, focusing on detecting duplicate code segments and guiding users toward creating reusable custom blocks to promote modularity and abstraction.[3].

3 Study Design

3.1 Problem Investigation

3.2 Treatment Design

3.3 Treatment Validation

The treatment validation for this study will employ a mixed-methods evaluation approach to assess the effectiveness of the proposed features for guiding users in creating reusable custom blocks within the OpenRoberta environment. Participants will be recruited from local educational institutions, specifically targeting chemistry students and teachers who frequently engage in lab work. A total number of participants will be selected to ensure a diverse range of experience levels with block-based programming. The experimental setup will involve a controlled environment where participants will be divided into two groups: one using the enhanced OpenRoberta platform with guided block creation features and the other using the standard version without these enhancements. The procedure will consist of a pre-test to evaluate participants' prior understanding of modular programming concepts, followed by a series of tasks designed to create reusable blocks from provided code segments. Each participant will be observed while they complete these tasks, and their interactions with the platform will be recorded. Data gathering will involve both quantitative measures, such as task completion time and accuracy in creating reusable blocks, and qualitative feedback collected through post-task interviews and surveys. Analysis will focus on comparing performance metrics between the two groups, as well as thematic analysis of qualitative data to identify user experiences and perceptions regarding the usability and effectiveness of the new features. This comprehensive approach will allow for a thorough understanding of the impact of guided block creation on user engagement and learning outcomes in block-based programming.

4 Modifications

Modifying the template — including but not limited to: adjusting margins, typeface sizes, line spacing, paragraph and list definitions, and the use of the `\vspace` command to manually adjust the vertical spacing between elements of your work — is not allowed.

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5 Typefaces

The “acmart” document class requires the use of the “Libertine” typeface family. Your \TeX installation should include this set of packages. Please do not substitute other typefaces. The “lmodern” and “ltimes” packages should not be used, as they will override the built-in typeface families.

6 Title Information

The title of your work should use capital letters appropriately - <https://capitalizemytitle.com/> has useful rules for capitalization. Use the `title` command to define the title of your work. If your work has a subtitle, define it with the `subtitle` command. Do not insert line breaks in your title.

If your title is lengthy, you must define a short version to be used in the page headers, to prevent overlapping text. The `title` command has a “short title” parameter:

```
\title[short title]{full title}
```

7 Authors and Affiliations

Each author must be defined separately for accurate metadata identification. As an exception, multiple authors may share one affiliation. Authors’ names should not be abbreviated; use full first names wherever possible. Include authors’ e-mail addresses whenever possible.

Grouping authors’ names or e-mail addresses, or providing an “e-mail alias,” as shown below, is not acceptable:

```
\author{Brooke Aster, David Mehldau}
\email{dave,judy,steve@university.edu}
\email{firstname.lastname@phillips.org}
```

The `authornote` and `authornotemark` commands allow a note to apply to multiple authors — for example, if the first two authors of an article contributed equally to the work.

If your author list is lengthy, you must define a shortened version of the list of authors to be used in the page headers, to prevent overlapping text. The following command should be placed just after the last `\author{}` definition:

```
\renewcommand{\shortauthors}{McCartney, et al.}
```

Omitting this command will force the use of a concatenated list of all of the authors’ names, which may result in overlapping text in the page headers.

The article template’s documentation, available at <https://www.acm.org/publications/proceedings-template>, has a complete explanation of these commands and tips for their effective use.

Note that authors’ addresses are mandatory for journal articles.

8 Rights Information

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document source is compiled, these commands and their parameters add formatted text to several areas of the final document:

- the “ACM Reference Format” text on the first page.
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- the conference information in the page header(s).

Rights information is unique to the work; if you are preparing several works for an event, make sure to use the correct set of commands with each of the works.

The ACM Reference Format text is required for all articles over one page in length, and is optional for one-page articles (abstracts).

9 CCS Concepts and User-Defined Keywords

Two elements of the “acmart” document class provide powerful taxonomic tools for you to help readers find your work in an online search.

The ACM Computing Classification System — <https://www.acm.org/publications/class-2012> — is a set of classifiers and concepts that describe the computing discipline. Authors can select entries from this classification system, via <https://dl.acm.org/ccs/ccs.cfm>, and generate the commands to be included in the \LaTeX source.

User-defined keywords are a comma-separated list of words and phrases of the authors’ choosing, providing a more flexible way of describing the research being presented.

CCS concepts and user-defined keywords are required for for all articles over two pages in length, and are optional for one- and two-page articles (or abstracts).

10 Sectioning Commands

Your work should use standard \LaTeX sectioning commands: `\section`, `\subsection`, `\subsubsection`, `\paragraph`, and `\subparagraph`. The sectioning levels up to `\subsubsection` should be numbered; do not remove the numbering from the commands.

Simulating a sectioning command by setting the first word or words of a paragraph in boldface or italicized text is **not allowed**.

Below are examples of sectioning commands.

10.1 Subsection

This is a subsection.

10.1.1 Subsubsection. This is a subsubsection.

Paragraph. This is a paragraph.
Subparagraph This is a subparagraph.

11 Tables

The “acmart” document class includes the “booktabs” package — <https://ctan.org/pkg/booktabs> — for preparing high-quality tables.

Table captions are placed *above* the table.

Table 1. Frequency of Special Characters

Non-English or Math	Frequency	Comments
Ø	1 in 1,000	For Swedish names
π	1 in 5	Common in math
\$	4 in 5	Used in business
Ψ_1^2	1 in 40,000	Unexplained usage

Table 2. Some Typical Commands

Command	A Number	Comments
<code>\author</code>	100	Author
<code>\table</code>	300	For tables
<code>\table*</code>	400	For wider tables

Because tables cannot be split across pages, the best placement for them is typically the top of the page nearest their initial cite. To ensure this proper “floating” placement of tables, use the environment **table** to enclose the table’s contents and the table caption. The contents of the table itself must go in the **tabular** environment, to be aligned properly in rows and columns, with the desired horizontal and vertical rules. Again, detailed instructions on **tabular** material are found in the *LaTeX User’s Guide*.

Immediately following this sentence is the point at which Table 1 is included in the input file; compare the placement of the table here with the table in the printed output of this document.

To set a wider table, which takes up the whole width of the page’s live area, use the environment **table*** to enclose the table’s contents and the table caption. As with a single-column table, this wide table will “float” to a location deemed more desirable. Immediately following this sentence is the point at which Table 2 is included in the input file; again, it is instructive to compare the placement of the table here with the table in the printed output of this document.

Always use `midrule` to separate table header rows from data rows, and use it only for this purpose. This enables assistive technologies to recognise table headers and support their users in navigating tables more easily.

12 Math Equations

You may want to display math equations in three distinct styles: inline, numbered or non-numbered display. Each of the three are discussed in the next sections.

12.1 Inline (In-text) Equations

A formula that appears in the running text is called an inline or in-text formula. It is produced by the **math** environment, which can be invoked with the usual `\begin . . . \end` construction or with the short form `$. . . $`. You can use any of the symbols and structures, from α to ω , available in LaTeX [31]; this section will simply show a few examples of in-text equations in context. Notice how this equation: $\lim_{n \rightarrow \infty} x = 0$, set here in in-line math style, looks slightly different when set in display style. (See next section).

12.2 Display Equations

A numbered display equation—one set off by vertical space from the text and centered horizontally—is produced by the `equation` environment. An unnumbered display equation is produced by the `displaymath` environment.

Again, in either environment, you can use any of the symbols and structures available in \LaTeX ; this section will just give a couple of examples of display equations in context. First, consider the equation, shown as an inline equation above:

$$\lim_{n \rightarrow \infty} x = 0 \quad (1)$$

Notice how it is formatted somewhat differently in the `displaymath` environment. Now, we'll enter an unnumbered equation:

$$\sum_{i=0}^{\infty} x + 1$$

and follow it with another numbered equation:

$$\sum_{i=0}^{\infty} x_i = \int_0^{\pi+2} f \quad (2)$$

just to demonstrate \LaTeX 's able handling of numbering.

13 Figures

The “figure” environment should be used for figures. One or more images can be placed within a figure. If your figure contains third-party material, you must clearly identify it as such, as shown in the example below.

Your figures should contain a caption which describes the figure to the reader.

Figure captions are placed *below* the figure.

Every figure should also have a figure description unless it is purely decorative. These descriptions convey what's in the image to someone who cannot see it. They are also used by search engine crawlers for indexing images, and when images cannot be loaded.

A figure description must be unformatted plain text less than 2000 characters long (including spaces). **Figure descriptions should not repeat the figure caption – their purpose is to capture important information that is not already provided in the caption or the main text of the paper.** For figures that convey important and complex new information, a short text description may not be adequate. More complex alternative descriptions can be placed in an appendix and referenced in a short figure description. For example, provide a data table capturing the information in a bar chart, or a structured list representing a graph. For additional information regarding how best to write figure descriptions and why doing this is so important, please see <https://www.acm.org/publications/taps/describing-figures/>.

13.1 The “Teaser Figure”

A “teaser figure” is an image, or set of images in one figure, that are placed after all author and affiliation information, and before the body of the article, spanning the page. If you wish to have such a figure in your article, place the command immediately before the `\maketitle` command:

```
\begin{teaserfigure}
  \includegraphics[width=\textwidth]{sampleteaser}
  \caption{figure caption}
  \Description{figure description}
```




Fig. 1. 1907 Franklin Model D roadster. Photograph by Harris & Ewing, Inc. [Public domain], via Wikimedia Commons. (<https://goo.gl/VLCRBB>).

`\end{teaserfigure}`

14 Citations and Bibliographies

The use of Bib_T_EX for the preparation and formatting of one’s references is strongly recommended. Authors’ names should be complete — use full first names (“Donald E. Knuth”) not initials (“D. E. Knuth”) — and the salient identifying features of a reference should be included: title, year, volume, number, pages, article DOI, etc.

The bibliography is included in your source document with these two commands, placed just before the `\end{document}` command:

```
\bibliographystyle{ACM-Reference-Format}
\bibliography{bibfile}
```

where “bibfile” is the name, without the “.bib” suffix, of the Bib_T_EX file.

Citations and references are numbered by default. A small number of ACM publications have citations and references formatted in the “author year” style; for these exceptions, please include this command in the **preamble** (before the command “\begin{document}”) of your \LaTeX source:

```
\citestyle{acmauthoryear}
```

Some examples. A paginated journal article [2], an enumerated journal article [15], a reference to an entire issue [14], a monograph (whole book) [30], a monograph/whole book in a series (see 2a in spec. document) [23], a divisible-book such as an anthology or compilation [18] followed by the same example, however we only output the series if the volume number is given [19] (so Editor00a’s series should NOT be present since it has no vol. no.), a chapter in a divisible book [49], a chapter in a divisible book in a series [17], a multi-volume work as book [28], a couple of articles in a proceedings (of a conference, symposium, workshop for example) (paginated proceedings article) [4, 21], a proceedings article with all possible elements [48], an example of an enumerated proceedings article [20], an informally published work [22], a couple of preprints [7, 12], a doctoral dissertation [13], a master’s thesis: [5], an online document / world wide web resource [1, 38, 50], a video game (Case 1) [37] and (Case 2) [36] and [32] and (Case 3) a patent [47], work accepted for publication [44], ‘YYYYb’-test for prolific author [45] and [46]. Other cites might contain ‘duplicate’ DOI and URLs (some SIAM articles) [27]. Boris / Barbara Beeton: multi-volume works as books [25] and [24]. A presentation [40]. An article under review [8]. A couple of citations with DOIs: [26, 27]. Online citations: [50–52]. Artifacts: [39] and [6].

15 Acknowledgments

Identification of funding sources and other support, and thanks to individuals and groups that assisted in the research and the preparation of the work should be included in an acknowledgment section, which is placed just before the reference section in your document.

This section has a special environment:

```
\begin{acks}
...
\end{acks}
```

so that the information contained therein can be more easily collected during the article metadata extraction phase, and to ensure consistency in the spelling of the section heading.

Authors should not prepare this section as a numbered or unnumbered \section; please use the “acks” environment.

16 Appendices

If your work needs an appendix, add it before the “\end{document}” command at the conclusion of your source document.

Start the appendix with the “appendix” command:

```
\appendix
```

and note that in the appendix, sections are lettered, not numbered. This document has two appendices, demonstrating the section and subsection identification method.

17 Multi-language papers

Papers may be written in languages other than English or include titles, subtitles, keywords and abstracts in different languages (as a rule, a paper in a language other than English should include an English title and an English abstract). Use `language=...` for every language used in the paper. The last language indicated is the main language of the paper. For example, a French paper with additional titles and abstracts in English and German may start with the following command

```
\documentclass[sigconf, language=english, language=german,
                language=french]{acmart}
```

The title, subtitle, keywords and abstract will be typeset in the main language of the paper. The commands `\translatedXXX`, `XXX` begin title, subtitle and keywords, can be used to set these elements in the other languages. The environment `translatedabstract` is used to set the translation of the abstract. These commands and environment have a mandatory first argument: the language of the second argument. See `sample-sigconf-i13n.tex` file for examples of their usage.

18 SIGCHI Extended Abstracts

The “sigchi-a” template style (available only in \LaTeX and not in Word) produces a landscape-orientation formatted article, with a wide left margin. Three environments are available for use with the “sigchi-a” template style, and produce formatted output in the margin:

sidebar: Place formatted text in the margin.

marginfigure: Place a figure in the margin.

marginfigure: Place a table in the margin.

Acknowledgments

To Robert, for the bagels and explaining CMYK and color spaces.

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A Research Methods

A.1 Part One

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A.2 Part Two

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B Online Resources

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