CodeHelp

A Debugging Tool for Novice Programmers

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Context

- Novice programmers struggle with debugging their code for various reasons:
 - Syntax errors
 - Logic errors
 - Runtime errors
- Debugging can be frustrating and time-consuming for beginners: According to our survey, participants spend an average of 5.3 hours per week debugging their code (34% of total programming time)
- Many beginners give up on programming altogether because they feel overwhelmed and discouraged by the debugging process

Our Goal

- We aim to make their coding journey smoother and more enjoyable
- Our goal is to provide:
 - Clear explanations
 - Efficient solutions
 - Helpful feedback
- Save users time and effort by automating some of the debugging tasks and providing efficient solutions
- Alleviate anxiety and make the learning process smoother and more enjoyable

Our Solution

- CodeHelp is a Python script that can be run directly from the VSCode Terminal
- Utilizes LLM technology in order to analyze user code and produce insights
- CodeHelp can:
 - Detect and explain errors in the code
 - Optimize the code for improved performance
 - Explain the code in simple terminology

Usability Research

- Usability tests were conducted to evaluate effectiveness and usability of CodeHelp
- Participants included novice programmers with varying levels of experience
- All participants said they appreciated the clear explanations and efficient solutions provided by CodeHelp, and that they would recommend the tool to other novice programmers

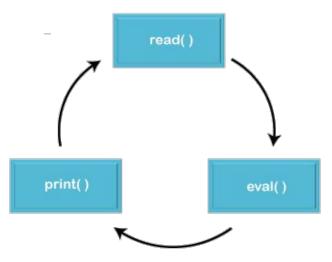
"Novice programmers could definitely use this to debug, especially in languages like Python that might not explicitly give you an error..." -Participant 1

"The explanation seems pretty helpful... I could probably just implement this directly" -Participant 2

Implementation and Logistics

How does CodeHelp work

- Python script run from the terminal
- Collects input file, attempts running it, and aggregates error logs
- Instantiates REPL loop with three key features:
 - Debug
 - Optimize
 - Explain
- Language-agnostic



Read-Eval-Print Loop (REPL)

Debug Feature

- Targeted at non-functional code
- Scans stderr in conjunction with file contents

The issue with the code is that it contains an unclosed string literal.

This is causing the code to suggest that it is missing a curly brace after the Run() method.

This can be solved by closing the string found on line 33

Example of an unclosed string literal in Java

Explanation Feature

Optimized for functional code

Explanatory feature for programmers unfamiliar with the code base they're

using

This code is a basic implementation of a queue using a linked list. The queue is thread-safe, meaning that multiple threads can access it at the same time without causing any errors.

The queue has two main methods, Enqueue and Dequeue. Enqueue adds an item to the end of the queue, and Dequeue removes an item from the front of the queue. The queue also has a Size method that returns the number of items in the queue, and an IsEmpty method that returns whether the queue is empty.

The queue is implemented using a linked list. Each node in the list contains an item and a pointer to the next node in the list. The queue has two member variables, front and end, that point to the first and last nodes in the list.

The Enqueue and Dequeue methods both need to be thread-safe, so they each acquire a lock before modifying the queue. The lock is released when the method is finished.

The Enqueue method creates a new node and sets its next pointer to null. It then sets the new node's item to the item that was passed in. If the queue already has an end_ node, it sets the end_ node's next pointer to the new node. Otherwise, it sets the front_ pointer to the new node. Finally, it sets the end_ pointer to the new node and increments the size_ of the queue.

The Dequeue method first checks if the queue is empty. If it is, it releases the lock and returns false. Otherwise, it sets the result to the item in the front_ node. If the front_ node is also the end_ node, it sets the end_ pointer to null. Otherwise, it sets the front_ pointer to the front_ node's next pointer. Finally, it decrements the size_ of the queue and releases the lock. Pick a Command

Optimization Feature

- Works on functional and non-functional code
- Either serves as:
 - Optimization of working code
 - Suggested methodologies to change identified errors in non-functional code

```
# The code provided can be optimized by adding a check to see if the denominator is 0 before attempting the division.

def divide_numbers(numerator, denominator):
    if denominator == 0:
        print("Cannot divide by zero!")
        return
    return numerator / denominator

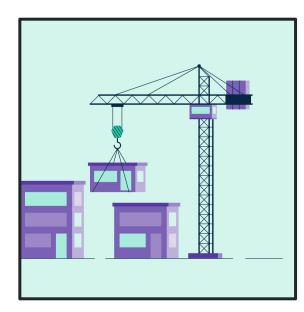
numerator = 10
denominator = 0
```

Addressing Hallucinations

- We focus on preventing users from being negatively impacted by hallucinations
 - Avoiding time wastage is a priority
- Mechanical direct results when possible
- Fail fast when writing code
- Lowered focus on writing code blocks directly
- Soon to come Integrated test suites!

Implementation and Scalability

- Highly Scalable model in a corporate setting we recommend releasing in waves in order to catch usability issues.
- Easy to access currently a download but soon to be pip-installable
- Modular system easy to track and apply usage.
 - Track usage through api keys- sharable or personal
- For novice programmers, our targeted installation method is pip install:
 - Currently working on testing a set-up user flow for inputting api keys



Next Steps

- Conversational Query model
- Refactoring System
 - Integrating Test Suite
 - Autolinter
 - Leakcheck
- Test Generation

So why use CodeHelp?

- Highly Scalable and immediately installable
- Convenient and un-intrusive interface
- Repl system unique for most tools
 - More intuitive for novice programmers allows for user to have incorrect entries and prompts for possible options
 - Flag based tools such as valgrind may be intuitive for other users
- Fast failing to mitigate hallucinations

Thank you for your attention!