

CodeTutor — Academic Learning Infrastructure Overview

Version 1.0 | January 2026

Institutional Documentation for Academic Integration

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1. System Purpose

1.1 Why CodeTutor Exists

CodeTutor was designed to address fundamental challenges in computer science education that traditional Learning Management Systems (LMS) fail to solve:

Academic Measurement Challenge Traditional programming courses struggle to objectively measure student capability. Grading code manually is inconsistent, time-intensive, and subject to bias. CodeTutor introduces automated, deterministic evaluation where identical code produces identical scores—removing subjectivity from technical assessment.

Transparency Requirement Students deserve to understand exactly how they are evaluated. CodeTutor provides immediate, granular feedback on every submission: which test cases passed, which failed, and precisely why. This transparency transforms assessment from a black box into a learning opportunity.

Scalability Imperative Institutions cannot sustainably evaluate thousands of code submissions weekly using human graders. CodeTutor executes and grades code automatically within seconds, enabling courses to scale from 30 to 3,000 students without proportional staffing increases.

AI-Era Learning Adaptation As AI tools become ubiquitous, education must shift from knowledge recall to skill verification. CodeTutor evaluates whether students can actually write working code—not whether they can describe programming concepts. This positions assessment to remain meaningful as AI assistants become standard tools.

1.2 Differentiation from Traditional Systems

Dimension	Traditional LMS	Git-Based Grading	CodeTutor
Feedback Latency	Days to weeks	Hours to days	Seconds
Grading Consistency	Variable by grader	Dependent on scripts	Deterministic
Student Iteration	Limited attempts	Manual resubmission	Unlimited practice
Progress Visibility	End-of-term grades	Commit history only	Real-time dashboards
Learning Adaptation	None	None	Algorithmic personalization
Skill Verification	Essay/quiz based	Code review	Automated test execution

Key Differentiators:

1. **Immediate Verification:** Students know within seconds whether their solution works
2. **Unlimited Practice:** Learning occurs through iteration, not single-attempt stakes
3. **Objective Standards:** Test cases define correctness, not stylistic preferences
4. **Continuous Assessment:** Progress is measured continuously, not at midterm/final checkpoints
5. **Adaptive Difficulty:** The system adjusts to each student's demonstrated ability

2. Pedagogical Model

2.1 Adaptive Learning Principles

CodeTutor implements evidence-based adaptive learning through a multi-factor scoring algorithm that selects questions based on individual student performance:

Core Adaptation Factors:

Factor	Weight	Purpose
Weak Topic Prioritization	+50 pts	Students with <60% pass rate receive targeted practice
Difficulty Matching	+30 pts	Questions align with demonstrated skill level
Recent Failure Retry	+40 pts	Failed questions resurface within 24 hours
Topic Sequencing	+25 pts	Curriculum order preserved for new concepts
Streak Momentum	+20 pts	Challenge escalation when performing well
Spaced Repetition	+20 pts	Mastered content revisited after 7+ days

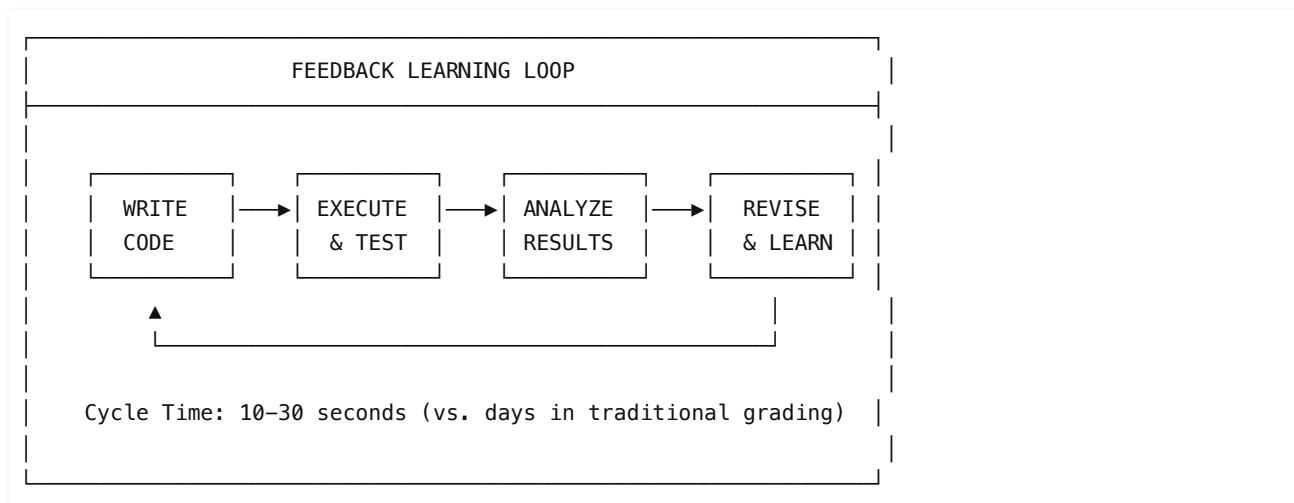
Difficulty Adjustment Logic:

```
IF pass_rate < 40% THEN reduce_difficulty(-30 pts)
IF pass_rate > 80% THEN increase_difficulty(+30 pts)
Target Difficulty = Skill Level × 5
```

This creates a personalized learning path where struggling students receive reinforcement while advanced students face appropriately challenging problems.

2.2 Feedback-Driven Learning Loops

The system implements rapid feedback cycles that accelerate learning:



Feedback Components:

- **Compilation Status:** Immediate syntax error identification with line numbers
- **Test Case Results:** Per-test pass/fail with expected vs. actual output
- **Execution Metrics:** Runtime duration and memory consumption
- **Error Classification:** Categorized feedback (SYNTAX, LOGIC, TIMEOUT, EDGE_CASE, etc.)
- **Progressive Hints:** On-demand assistance with point cost trade-off

2.3 Trial-and-Error Methodology

CodeTutor is architected around the understanding that programming skill develops through iteration:

Design Principles:

1. **No Penalty for Failure:** Failed attempts are learning data, not grade deductions
2. **Unlimited Submissions:** Students may retry until they succeed
3. **Preserved Progress:** Each attempt is recorded for personal reflection
4. **Incremental Improvement:** Partial progress is visible through passing test counts

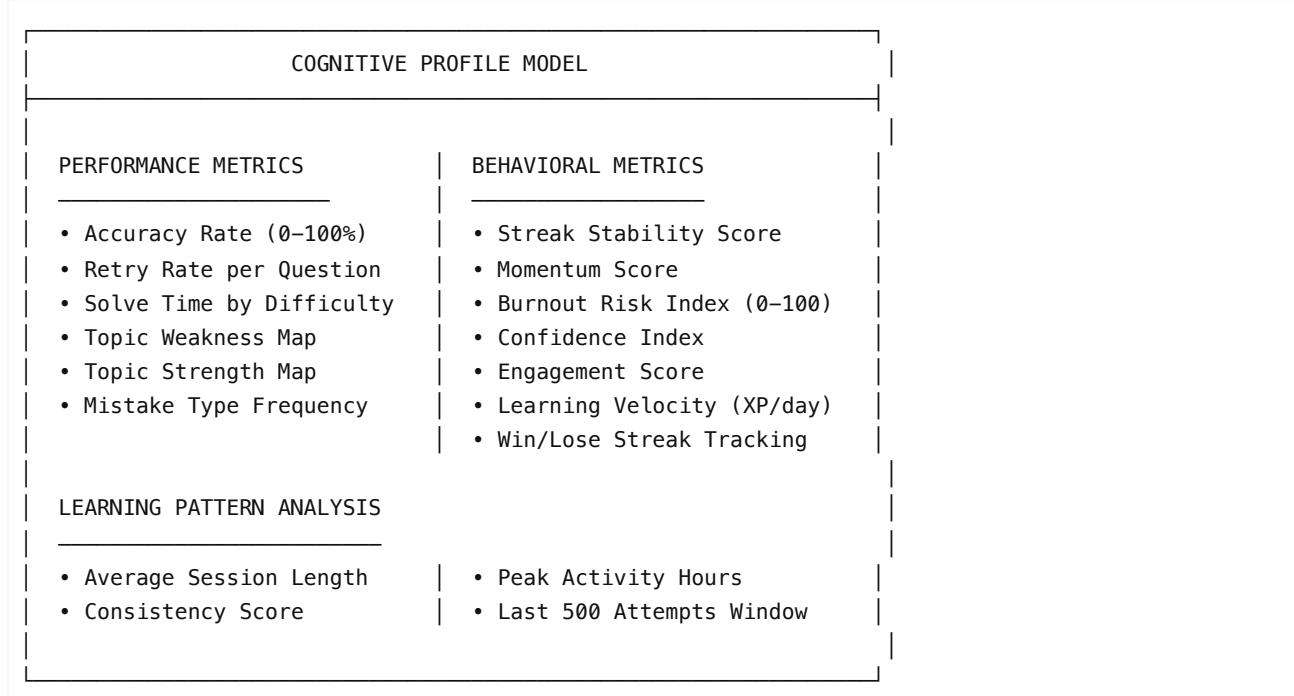
Attempt Status Taxonomy:

Status	Meaning	Learning Signal
PASS	All tests successful	Mastery demonstrated
FAIL	Some tests failed	Logic refinement needed
COMPILE_ERROR	Code doesn't compile	Syntax correction required
RUNTIME_ERROR	Execution crashed	Exception handling needed
TIMEOUT	Exceeded time limit	Algorithm optimization required
MEMORY_EXCEEDED	Resource exhaustion	Space complexity issue

2.4 Skill Profiling and Progression Logic

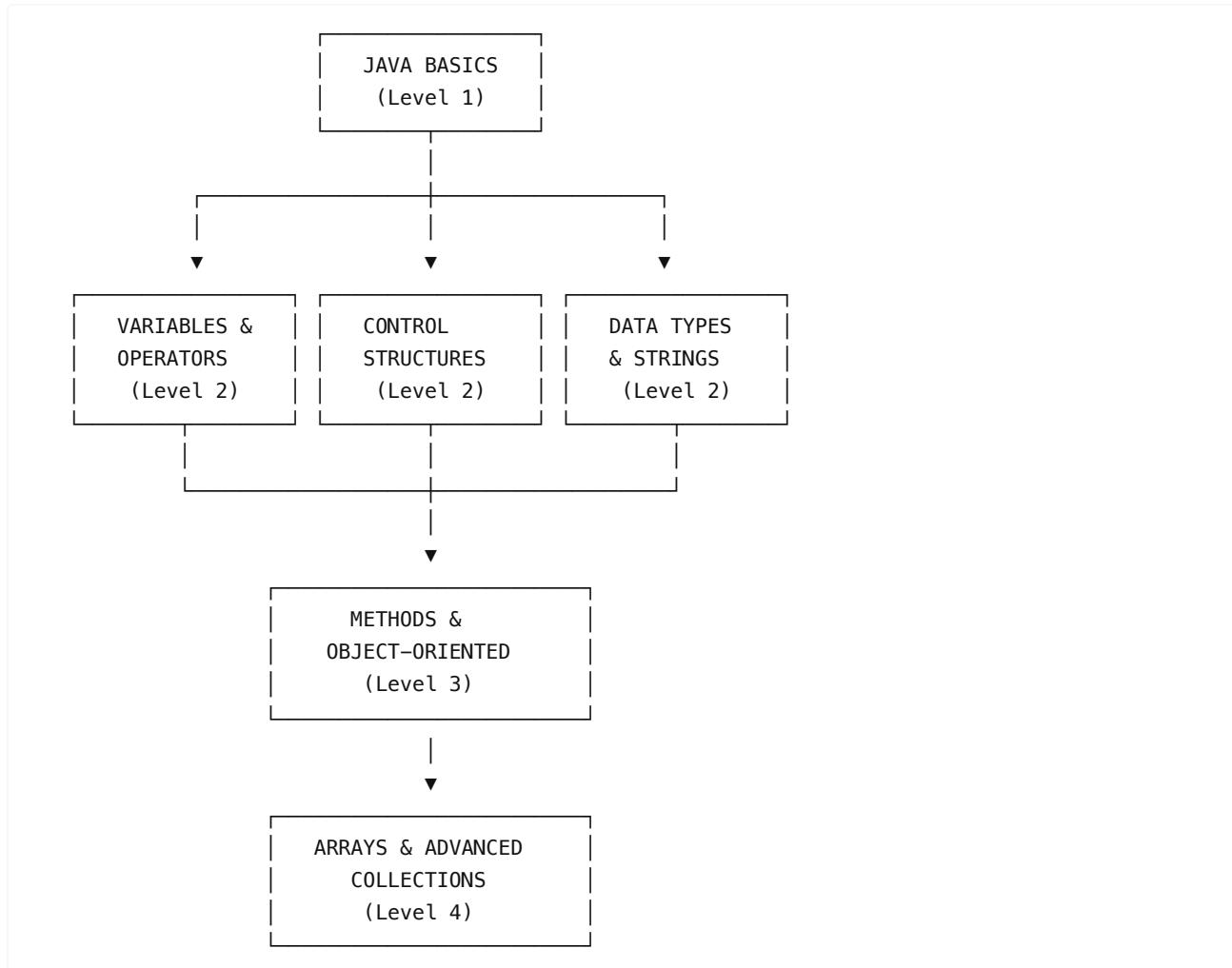
Cognitive Profile System:

The platform maintains comprehensive learner profiles tracking 30+ behavioral metrics:



Skill Tree Architecture:

Students progress through a hierarchical skill tree with prerequisite relationships:



Progression Rewards:

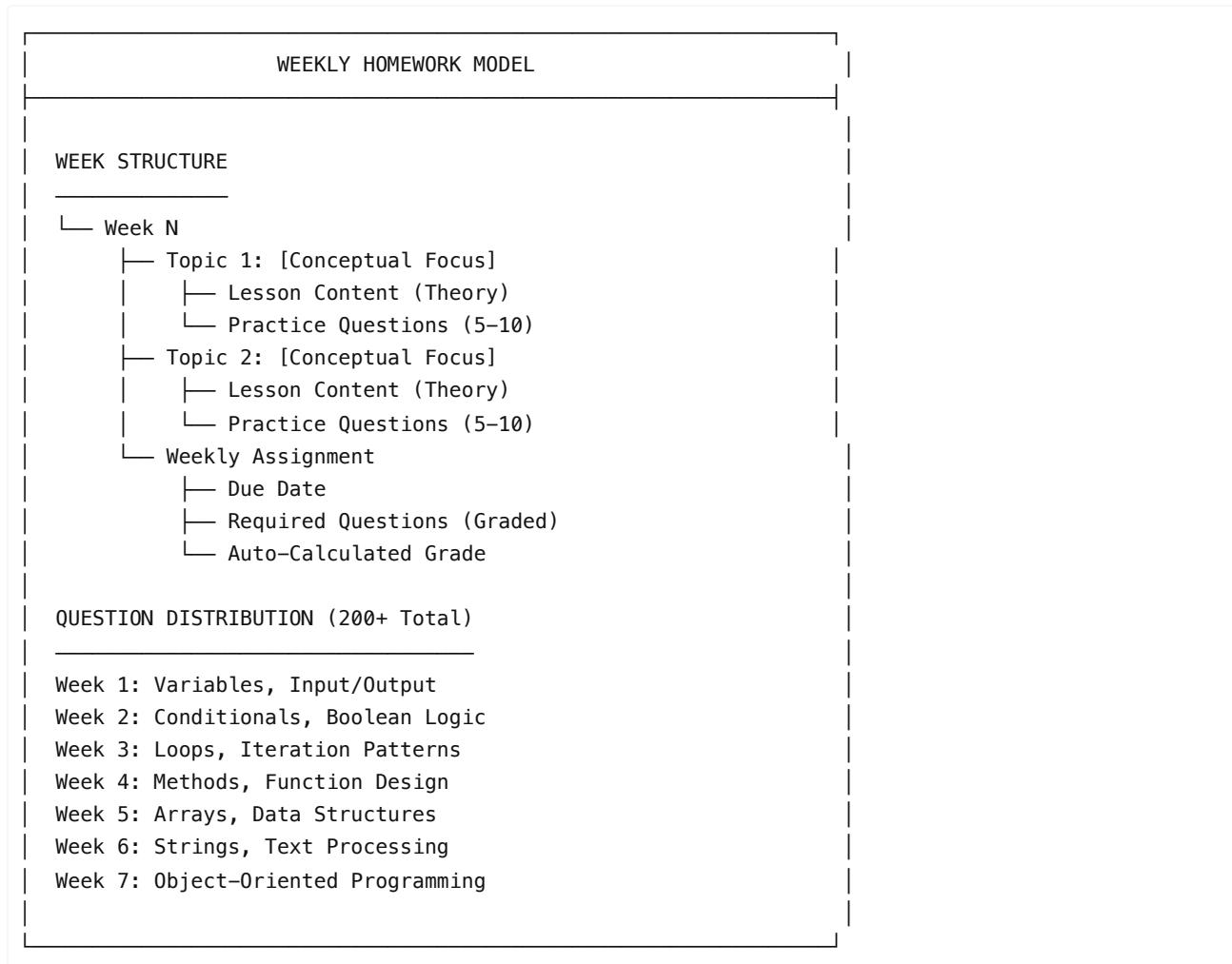
Achievement	XP Reward
Question Solved (base)	+10 XP
No Hints Used	+5 XP
First-Try Success	+10 XP
Speed Bonus (<60 sec)	+5 XP
Daily Challenge	+25 XP
Daily Streak	+15 XP/day
Topic Mastery	+50 XP
Skill Node Unlock	+100 XP

Level progression: Level = (Total XP ÷ 250) + 1

3. Assessment Model

3.1 Weekly Homework Structure

CodeTutor organizes curriculum into structured weekly assignments aligned with academic calendars:



Assignment Configuration:

- **Start Date:** When assignment becomes visible
- **Due Date:** Submission deadline
- **Questions:** Curated subset from topic question pool
- **Grade Weight:** Configurable per assignment
- **Late Policy:** Institution-configurable

3.2 Automatic Test-Case Grading

Every question includes a comprehensive test suite that serves as the definitive specification:

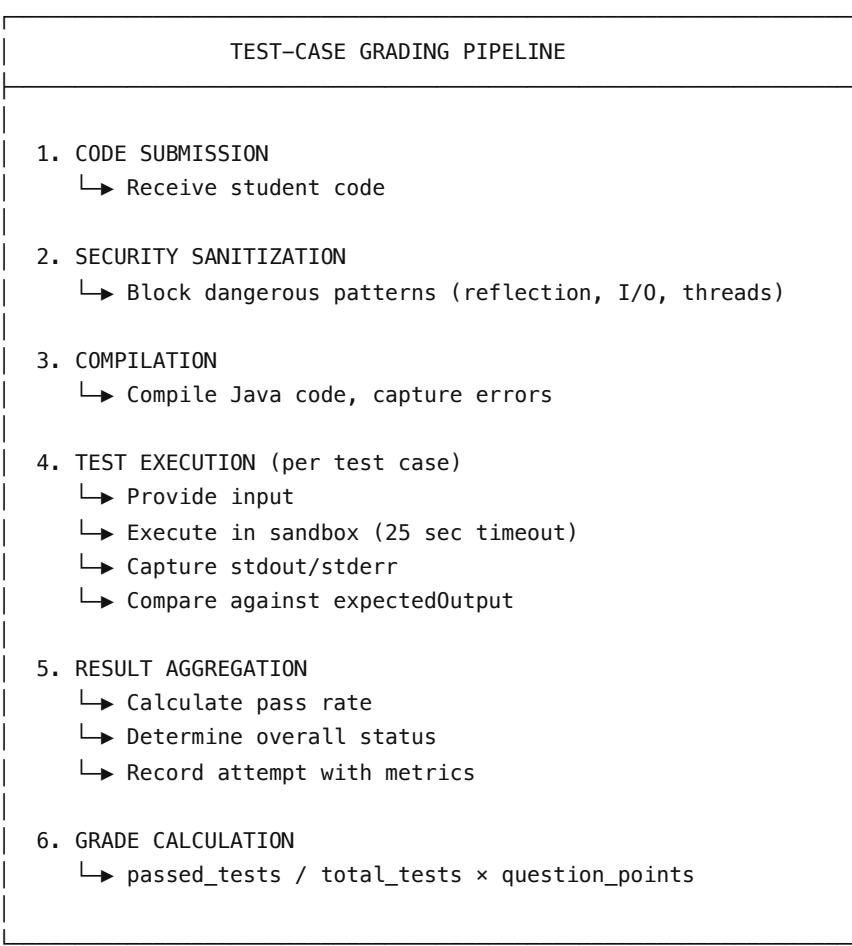
Question Types:

Type	Description	Evaluation Method
FULL_PROGRAM	Complete Java application	Execute main(), compare output
FUNCTION	Implement specific method	Call method with test inputs
FIX_BUG	Debug provided broken code	Validate corrected behavior
PREDICT_OUTPUT	Analyze code, predict result	Compare predicted vs. actual

Test Case Structure:

```
{
  "tests": [
    {
      "input": "5",
      "expectedOutput": "25",
      "description": "Square of positive integer",
      "hidden": false
    },
    {
      "input": "-3",
      "expectedOutput": "9",
      "description": "Square of negative integer",
      "hidden": false
    },
    {
      "input": "0",
      "expectedOutput": "0",
      "description": "Edge case: zero",
      "hidden": true
    }
  ]
}
```

Grading Execution Flow:



3.3 Grade Calculation Logic

Individual Question Score:

Question Score = (Passed Tests / Total Tests) × Base Points

Example:

- 8 of 10 tests pass
- Base Points = 100
- Score = 80/100

Assignment Grade:

Assignment Grade = $\Sigma(\text{Question Scores}) / \Sigma(\text{Maximum Possible})$

Example:

- Question 1: 80/100
- Question 2: 100/100
- Question 3: 60/100
- Assignment Grade = 240/300 = 80%

Course Grade:

Course Grade = $\Sigma(\text{Assignment Grade} \times \text{Weight}) / \Sigma(\text{Weights})$

Example:

- HW1 (10%): 80% → 8.0
- HW2 (15%): 90% → 13.5
- HW3 (20%): 75% → 15.0
- Course Grade = 36.5/45 = 81.1%

3.4 Fair Measurement Principles

Logic Over Formatting:

CodeTutor evaluates correctness, not style. A solution that produces correct output passes regardless of:

- Variable naming conventions
- Whitespace formatting
- Comment presence or absence
- Specific implementation approach

What Is Graded:

- Correctness of output for all test cases
- Handling of edge cases
- Algorithm termination (no infinite loops)
- Resource compliance (time and memory limits)

What Is NOT Graded:

- Code formatting or style
- Variable naming choices
- Comment quality
- Specific algorithm choice (if output is correct)

Objective Truth Standard:

The test suite serves as the objective specification:

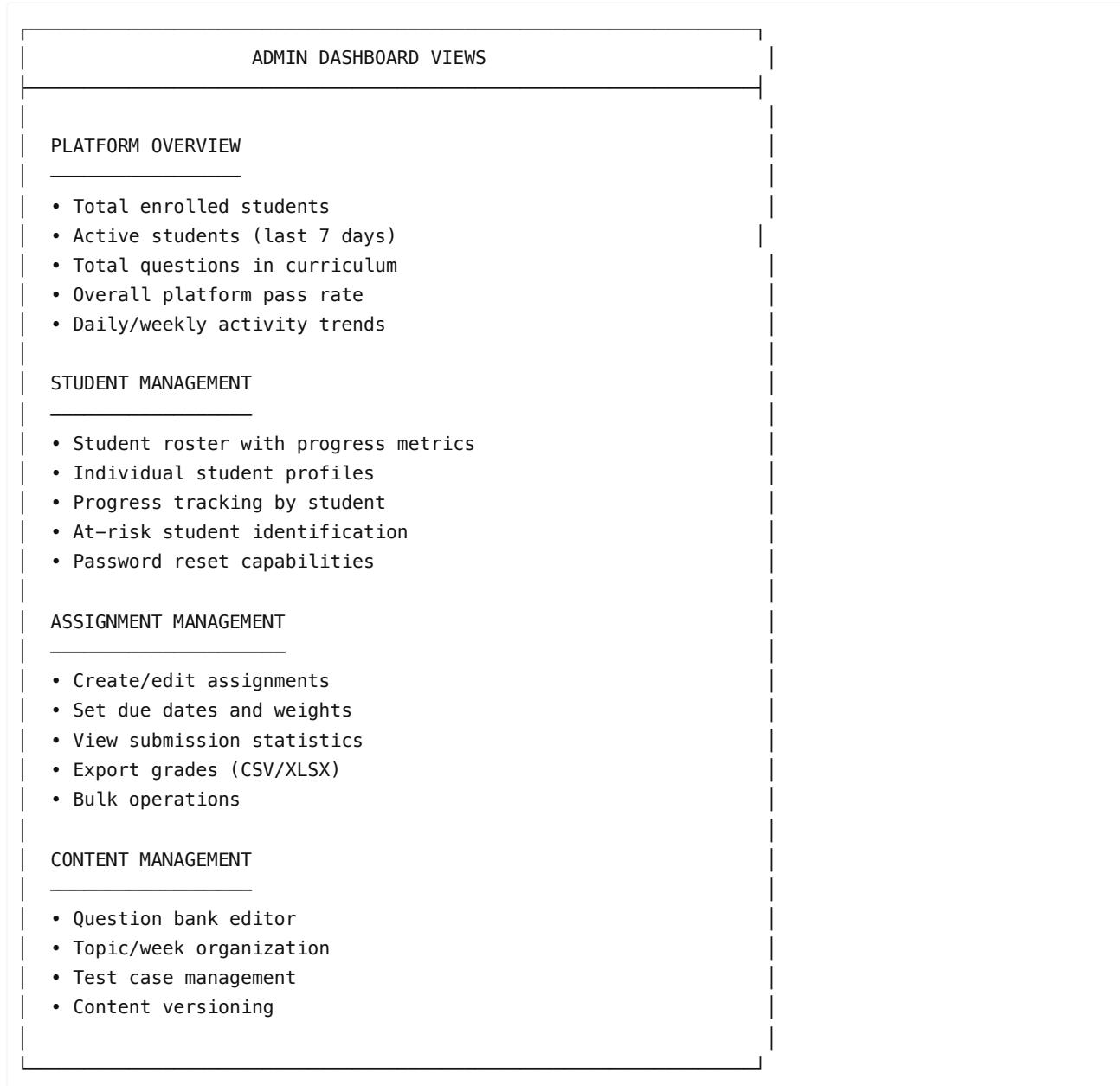
- If tests pass, the solution is correct
- If tests fail, the solution needs revision

- No subjective interpretation required

4. Academic Governance

4.1 Admin Dashboard Purpose

The administrative interface provides institutional oversight without requiring code-level access:



Admin Role Hierarchy:

Role	Capabilities
EDITOR	Content creation and editing
ADMIN	Full content + student management
SUPER_ADMIN	All capabilities + system configuration

4.2 Gradebook and Analytics Model

Gradebook Export:

GRADEBOOK DATA MODEL	
<p>Per-Student Record:</p> <hr/> <ul style="list-style-type: none">• Student ID (External)• Student Name• Email• Per-Assignment Grades• Assignment Submission Timestamps• Total Questions Attempted• Total Questions Passed• Overall Pass Rate• Current Level• Total XP Earned• Current Streak• Last Active Date	
Export Formats:	<hr/> <ul style="list-style-type: none">• CSV (for spreadsheet import)• XLSX (formatted Excel)• JSON (programmatic access)

Analytics Dashboards:

Metric Category	Available Data
Engagement	Daily active users, session duration, login streaks
Performance	Pass rates by topic, question difficulty distribution
Progress	Completion rates, average level, XP distribution
Content	Hardest questions, most attempted, highest failure rates
Time-Based	Peak usage hours, submission patterns by day/week

4.3 Risk Detection and Progress Monitoring

At-Risk Student Detection:

The platform automatically identifies students who may need intervention:

RISK DETECTION MODEL	
<p>BURNOUT RISK INDICATORS</p> <hr/> <ul style="list-style-type: none">• High retry rate (>5 attempts per question average)• Decreasing pass rate trend• Session duration anomalies	

- Streak breaks after long streaks
- Low momentum score (<40)

DROPOUT RISK INDICATORS

- No activity in 7+ days
- Incomplete assignments near due date
- Low engagement score
- Negative learning velocity

STRUGGLE INDICATORS

- Topic pass rate <40%
- Recurring mistake patterns
- High hint usage
- Low confidence index

AUTOMATED RESPONSES

- Generate targeted practice missions
- Surface easier "confidence boost" questions
- Alert instructors via dashboard

Progress Monitoring Reports:

- Weekly progress summaries per class
- Individual student trajectory visualization
- Comparative cohort analysis
- Topic-level performance breakdowns
- Assignment completion tracking

5. Technical Architecture

5.1 Frontend Stack

Core Technologies:

Component	Technology	Version
Framework	Next.js	16.1.1
UI Library	React	19.2.3
Language	TypeScript	5.x
Styling	Tailwind CSS	4.x
Animations	Framer Motion	12.x
Code Editor	Monaco Editor	Latest

Component Architecture:

FRONTEND COMPONENT TREE

```

/src/components (100+ components)
|
└── /practice
    ├── code-editor.tsx      (Monaco integration)
    ├── question-panel.tsx   (Problem display)
    ├── results-panel.tsx    (Test output)
    ├── action-bar.tsx       (Run/Submit buttons)
    └── execution-overlay.tsx (Live feedback)

    └── /progress
        ├── progress-header.tsx (XP/Level display)
        ├── skill-tree.tsx      (Visual progression)
        ├── streak-display.tsx  (Daily streak)
        └── achievements.tsx    (Badge gallery)

    └── /admin
        ├── dashboard.tsx       (Analytics overview)
        ├── student-table.tsx   (Student management)
        ├── gradebook.tsx        (Grade management)
        └── question-editor.tsx (Content management)

└── /layout
    ├── dashboard-shell.tsx  (App wrapper)
    ├── sidebar.tsx          (Navigation)
    └── mobile-nav.tsx        (Responsive nav)

```

Key Frontend Features:

- Server-side rendering for performance
- React Server Components for reduced JavaScript
- Real-time code execution feedback
- Responsive design (mobile to desktop)
- Dark/light mode support
- Accessible components (Radix UI primitives)

5.2 Backend and API Architecture

API Structure:

```

API ROUTE ORGANIZATION

/api (72 routes)
|
└── /auth
    ├── register      (User registration)
    ├── login         (Credentials auth)
    └── [...nextauth] (NextAuth handlers)

    └── /execute       (Code execution endpoint)
        └── POST: Submit code for evaluation

    └── /questions

```

```
|- [id]          (Get question by ID)
|- next-question (Adaptive selection)

|- /progress
  |- stats        (User statistics)
  |- streaks      (Streak data)
  |- achievements (Badge progress)

|- /admin
  |- stats        (Platform statistics)
  |- analytics    (Detailed analytics)
  |- students     (Student management)
  |- assignments   (Homework CRUD)
  |- curriculum   (Content management)

|- /assignments
  |- [id]          (Assignment details)
  |- submit        (Submit assignment)

|- /webhooks
  |- stripe       (Payment processing)
```

Service Layer:

```
BACKEND SERVICES

/srclib

|- /auth
  |- auth.ts      (NextAuth configuration)

|- /db
  |- prisma.ts   (Database client singleton)

|- executor.ts   (Code execution service)
  • Health checking
  • Sandbox invocation
  • JDoodle fallback
  • Rate limiting

|- /progression
  |- xp-calculator.ts (Point calculation)
  |- level-service.ts (Level management)
  |- streak-service.ts (Streak tracking)

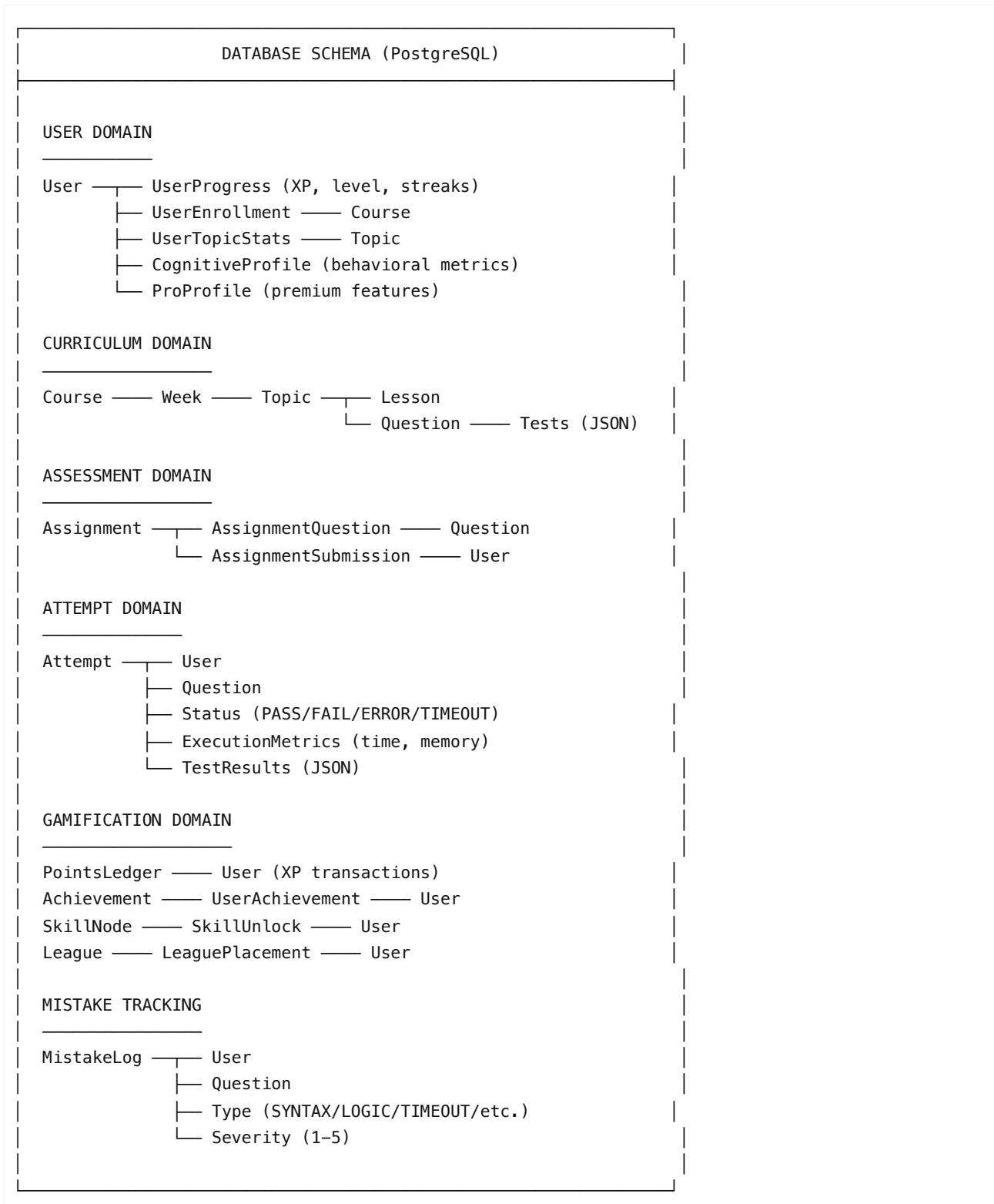
|- /mentor
  |- cognitive-profiler.ts (Profile updates)
  |- mistake-engine.ts (Error classification)
  |- mission-generator.ts (Adaptive missions)

|- /security
  |- rate-limiter.ts (Request throttling)
```

```
    └── sanitizer.ts      (Code validation)
    └── audit-logger.ts  (Event logging)
```

5.3 Database Model Summary

Entity-Relationship Overview:

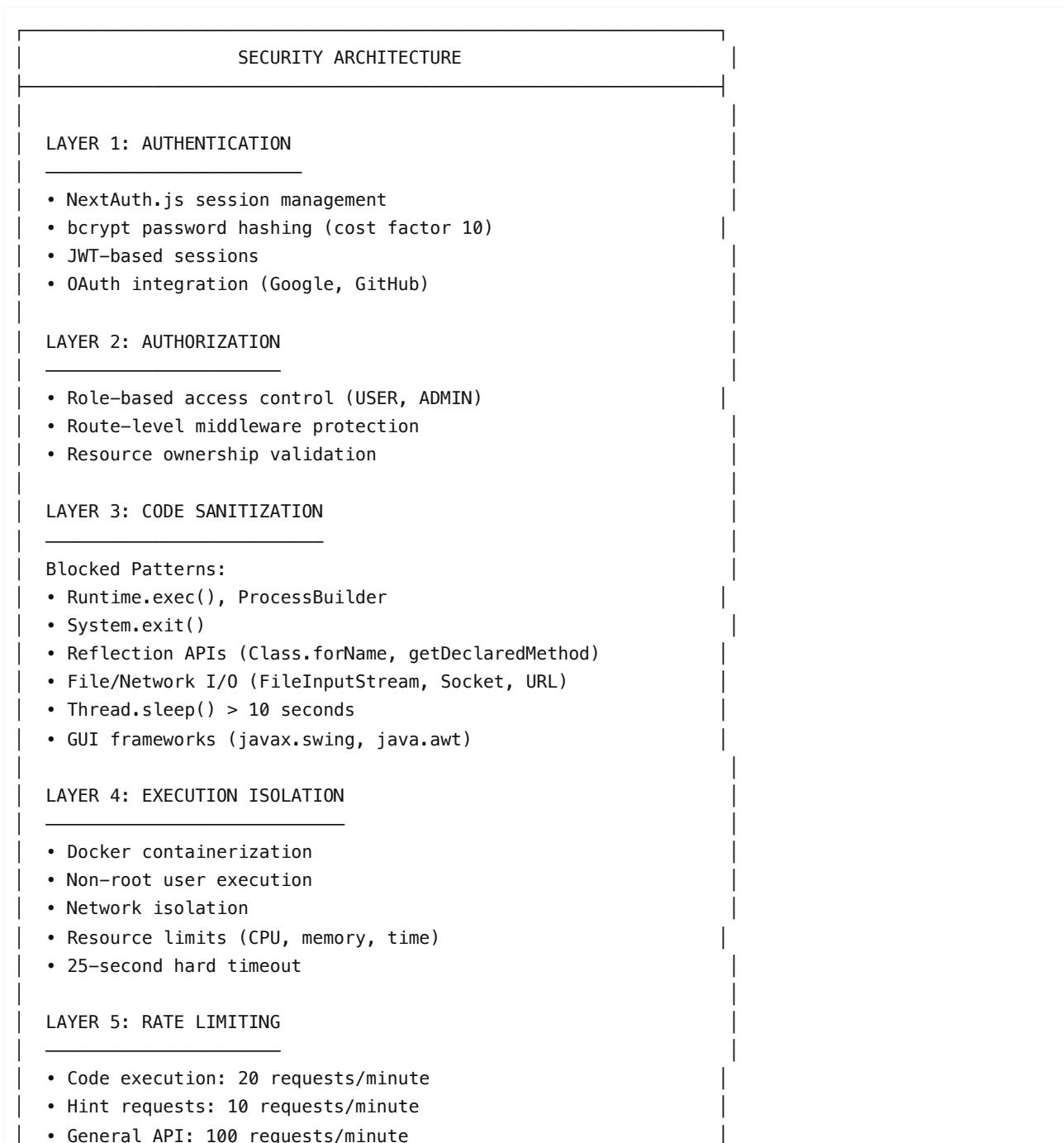


Key Tables:

Table	Purpose	Key Fields
User	User accounts	id, email, password (hashed), role
Question	Problem definitions	title, prompt, starterCode, tests, difficulty
Attempt	Submission records	userId, questionId, code, status, testResults
Assignment	Homework collections	title, dueDate, courseId
CognitiveProfile	Learning analytics	accuracyRate, retryRate, burnoutRisk
MistakeLog	Error patterns	mistakeType, severity, isRecurring

5.4 Security Model

Multi-Layer Security Architecture:



- Redis-backed sliding window

LAYER 6: SECURITY HEADERS

- X-Frame-Options: DENY
- X-Content-Type-Options: nosniff
- X-XSS-Protection: 1; mode=block
- Strict Referrer-Policy

LAYER 7: AUDIT & MONITORING

- 30+ event types logged
- Sentry error tracking
- Security alert triggers
- IP and session tracking

5.5 Execution Sandbox (Docker Isolation)

Sandbox Architecture:

DOCKER SANDBOX DESIGN

BASE IMAGE: Alpine Linux + Eclipse Temurin JDK 17

SECURITY CONFIGURATION:

- Non-root user "sandbox" created
- Working directory: /sandbox
- Network utilities removed
- Read-only filesystem where possible

RESOURCE LIMITS:

- CPU: Limited to single core
- Memory: 256MB maximum
- Execution timeout: 25 seconds
- Disk: Temporary only, no persistence

EXECUTION FLOW:

1. Receive code from executor service
2. Write to temporary .java file
3. Compile with javac
4. Execute with timeout wrapper
5. Capture stdout/stderr
6. Return results, destroy container

FALLBACK: JDoodle API

- Activated when Docker unavailable (Vercel deployment)
- Same evaluation logic, external execution

6. Data & Privacy

6.1 User Data Separation

Data Isolation Principles:

DATA ISOLATION MODEL			
STUDENT DATA BOUNDARIES			
Each student can access ONLY:			
<ul style="list-style-type: none">• Their own profile and preferences• Their own submission history• Their own progress and achievements• Their own cognitive profile• Their own grades and feedback			
Students CANNOT access:			
<ul style="list-style-type: none">• Other students' code submissions• Other students' progress or grades• Other students' profiles• Administrative analytics• Question test case implementation (hidden cases)			
AGGREGATED DATA (No PII):			
<ul style="list-style-type: none">• Leaderboard shows: rank, username, XP only• Class statistics: anonymized pass rates• Topic difficulty: aggregate, not individual			

Access Control Matrix:

Data Type	Student	Instructor	Admin
Own submissions	Read	Read	Read
Other submissions	None	Read (own class)	Read (all)
Own grades	Read	Read	Read
Class grades	None	Read	Read
Question content	Read	Read/Write	Full
System analytics	None	Limited	Full

6.2 GDPR-Safe Architecture Principles

Privacy by Design Implementation:

GDPR COMPLIANCE FRAMEWORK

DATA MINIMIZATION

- Collect only data necessary for educational function
- No tracking beyond learning analytics
- No third-party data sharing for marketing

PURPOSE LIMITATION

- Data used solely for:
 - Learning progress tracking
 - Academic assessment
 - System improvement
- No secondary commercial use

STORAGE LIMITATION

- Attempt history: Retained for course duration + 1 year
- Session data: Temporary, cleared on logout
- Analytics: Aggregated, individual data can be purged

DATA SUBJECT RIGHTS

- Access: Users can view all their stored data
- Rectification: Profile data editable
- Erasure: Account deletion removes all personal data
- Portability: Export functionality available

SECURITY MEASURES

- Encryption at rest (database)
- Encryption in transit (TLS 1.3)
- Password hashing (bcrypt)
- Access logging and audit trails

6.3 No Code Sharing Between Students

Academic Integrity Enforcement:

CODE ISOLATION GUARANTEE

SUBMISSION ISOLATION

- Each submission tied to single user ID
- No API endpoint exposes other users' code
- Database queries filtered by authenticated user

DRAFT PROTECTION

- Auto-saved drafts are user-private
- No shared editing or collaboration on assignments
- Each student has independent workspace

EXECUTION ISOLATION

- Each execution in fresh container
- No persistence between executions
- No access to other users' execution history

INSTRUCTOR ACCESS

- Instructors can view submissions for grading
- View is individual, not comparative by default
- Plagiarism detection would be separate system integration

6.4 Academic Integrity Enforcement

Integrity Measures:

Measure	Implementation
Individual Assessment	Each student's progress is independent
No Copy Mechanism	No clipboard sharing or export of others' code
Session Isolation	Authentication required for all submissions
Timestamp Logging	Every submission recorded with precise timing
IP Tracking	Submission origin logged for anomaly detection
Audit Trail	Complete history of all actions retained

7. Scalability & Institution Readiness

7.1 Multi-Course Readiness

Course Architecture:

MULTI-COURSE ARCHITECTURE

```

INSTITUTION
└ Course: Introduction to Java
    └ Semester: Fall 2026
    └ Instructor: Prof. Smith
    └ Weeks: 1-14
    └ Assignments: 12

└ Course: Data Structures
    └ Semester: Fall 2026
    └ Instructor: Prof. Johnson
    └ Weeks: 1-14

```

```
    └─ Assignments: 10

└─ Course: Algorithms
    ├─ Semester: Spring 2027
    ├─ Instructor: Prof. Lee
    ├─ Weeks: 1-14
    └─ Assignments: 14
```

CONTENT SHARING:

-
- Question bank shared across courses
 - Topics can be reused with different assignments
 - Content versioning allows course-specific variations

ISOLATION:

-
- Student enrollments are course-specific
 - Grades are per-course
 - Progress tracking can be global or course-scoped

7.2 Multi-Class Readiness

Class Section Support:

MULTI-CLASS (SECTION) SUPPORT

```
Course: Introduction to Java
    └─ Section A (Morning)
        ├─ TA: Alice
        ├─ Students: 30
        └─ Office Hours: MWF 9am

    └─ Section B (Afternoon)
        ├─ TA: Bob
        ├─ Students: 35
        └─ Office Hours: TTh 2pm

    └─ Section C (Evening)
        ├─ TA: Charlie
        ├─ Students: 25
        └─ Office Hours: MW 6pm
```

ADMINISTRATIVE VIEWS:

-
- Instructor: All sections
 - TA: Assigned section only
 - Analytics: Per-section and aggregated

ASSIGNMENT MANAGEMENT:

-
- Same assignments across sections

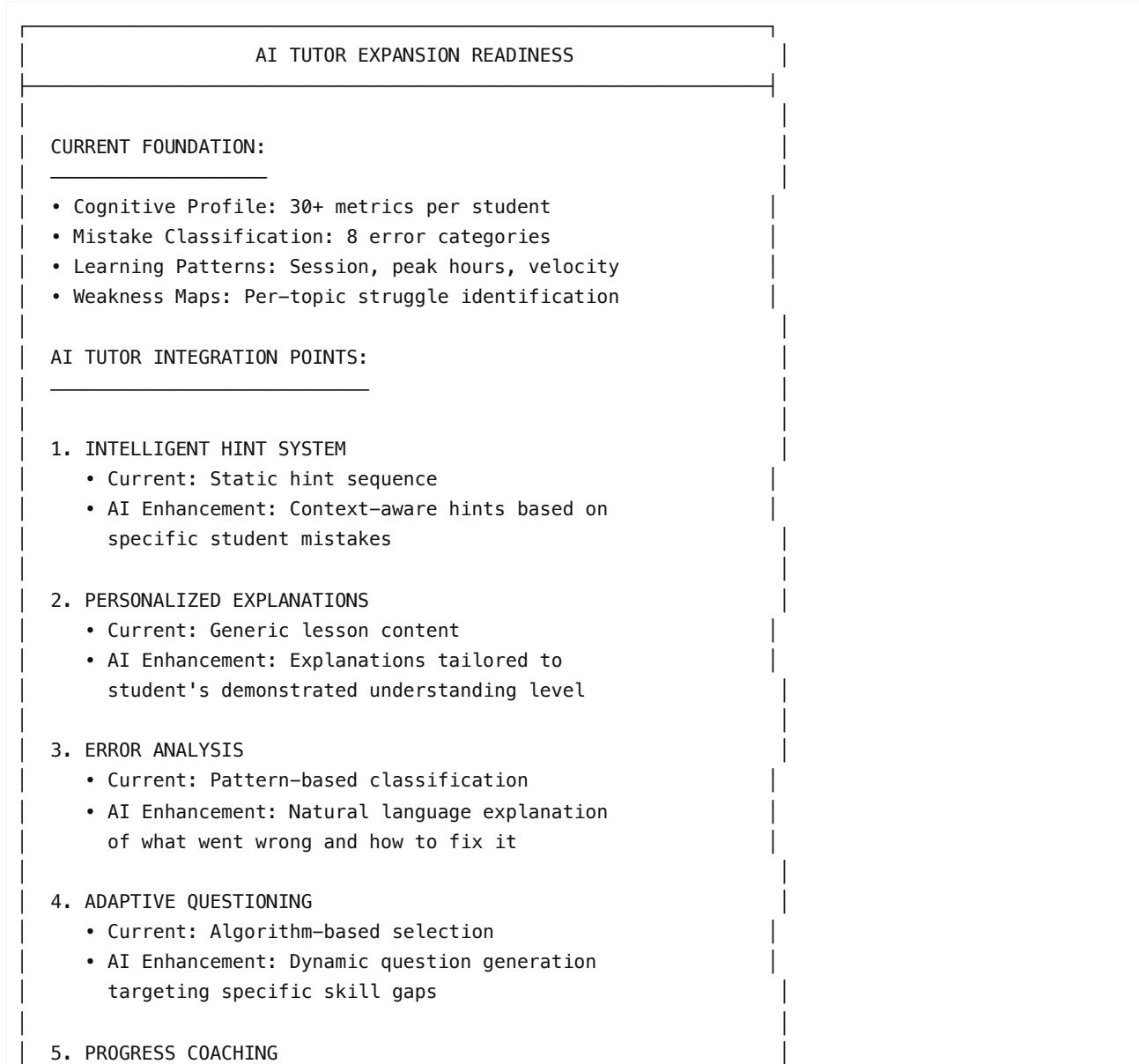
- Section-specific due date adjustments possible
- Unified grading standards

Scalability Characteristics:

Dimension	Current Capacity	Scaling Path
Concurrent Users	1,000+	Horizontal pod scaling
Questions	200+	Database indexed
Submissions/Hour	10,000+	Queue-based processing
Storage	PostgreSQL	Managed database scaling
Execution	Docker swarm	Kubernetes orchestration

7.3 Future AI Tutor Expansion Readiness

AI Integration Architecture:



- Current: Automated missions
- AI Enhancement: Conversational progress reviews and motivational support

DATA INFRASTRUCTURE READY:

- All student interactions logged
- Cognitive profiles provide training data
- Mistake logs enable error pattern learning
- Topic performance enables targeted intervention

8. Why This Is Institutional Infrastructure

8.1 Academic Operating System Characteristics

CodeTutor transcends the category of "educational tool" to function as institutional infrastructure:

Operating System Analogy:

TRADITIONAL TOOLS vs. ACADEMIC INFRASTRUCTURE

TRADITIONAL LMS (Tool)

- Content delivery
- Assignment collection
- Grade recording
- Static interaction
- Manual grading required
- End-of-term feedback

CODETUTOR (Infrastructure)

- Complete learning process
- Execution + evaluation
- Automatic measurement
- Adaptive personalization
- Zero grading labor
- Continuous feedback

Like the difference between:

- A filing cabinet (tool)
- An operating system (infrastructure)

Infrastructure Characteristics:

Characteristic	Implementation
Abstraction	Hides complexity of code execution, grading, analytics
Resource Management	Manages compute resources for thousands of executions
Process Scheduling	Queues and processes submissions asynchronously
Security Kernel	Isolates untrusted code execution
User Management	Handles authentication, authorization, sessions
Data Management	Stores, retrieves, analyzes learning data
System Services	Provides APIs for integration with other systems

8.2 Institutional Value Proposition

For Students:

- Immediate feedback accelerates learning
- Unlimited practice without grade penalty
- Clear, objective success criteria
- Personalized difficulty progression
- Gamified motivation system

For Instructors:

- Zero manual grading labor
- Real-time class progress visibility
- Early identification of struggling students
- Data-driven curriculum improvement
- Scalable to any class size

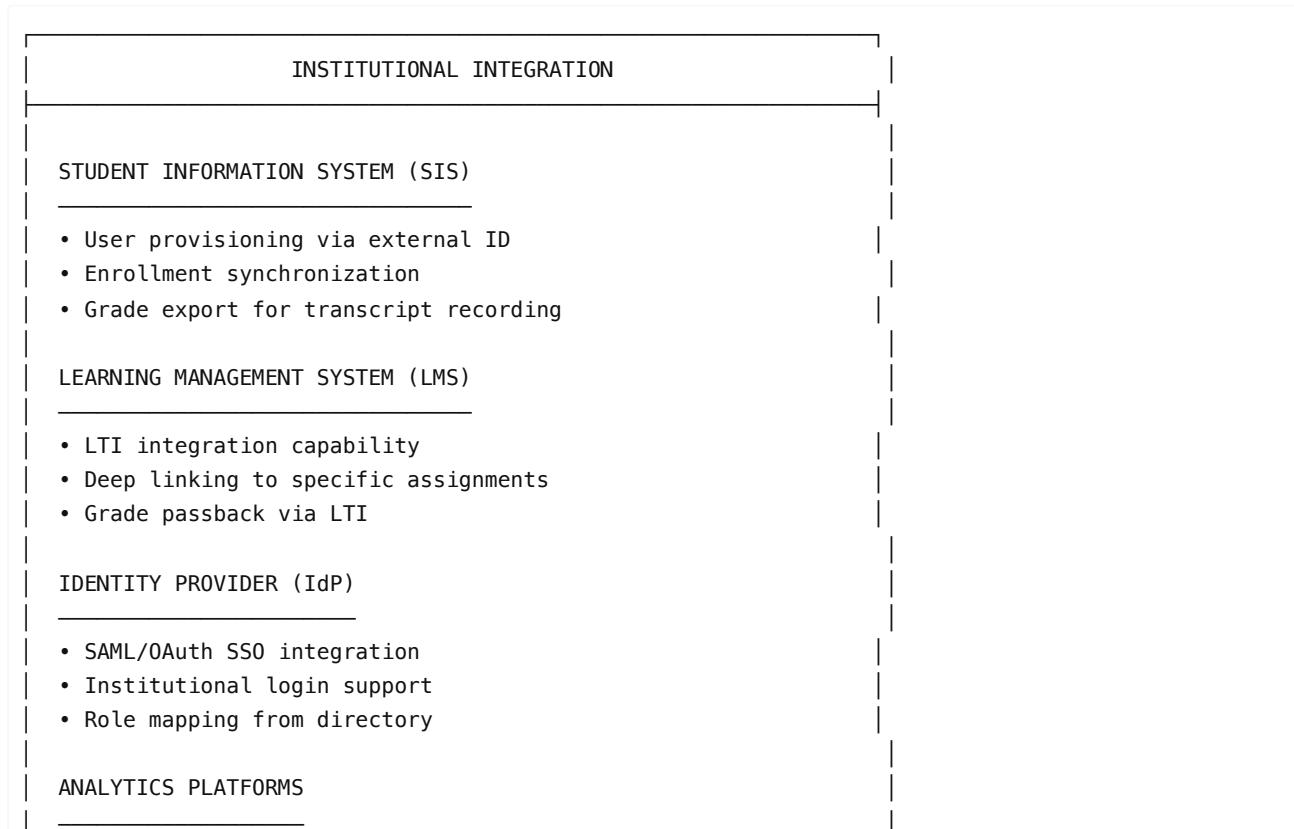
For Institutions:

- Standardized assessment across sections
- Objective, auditable grading
- GDPR-compliant data handling
- Reduced teaching assistant requirements
- Quality metrics for accreditation

For the Discipline:

- Verified skill measurement
- Resistance to AI-assisted cheating
- Authentic assessment of programming ability
- Continuous assessment vs. high-stakes exams

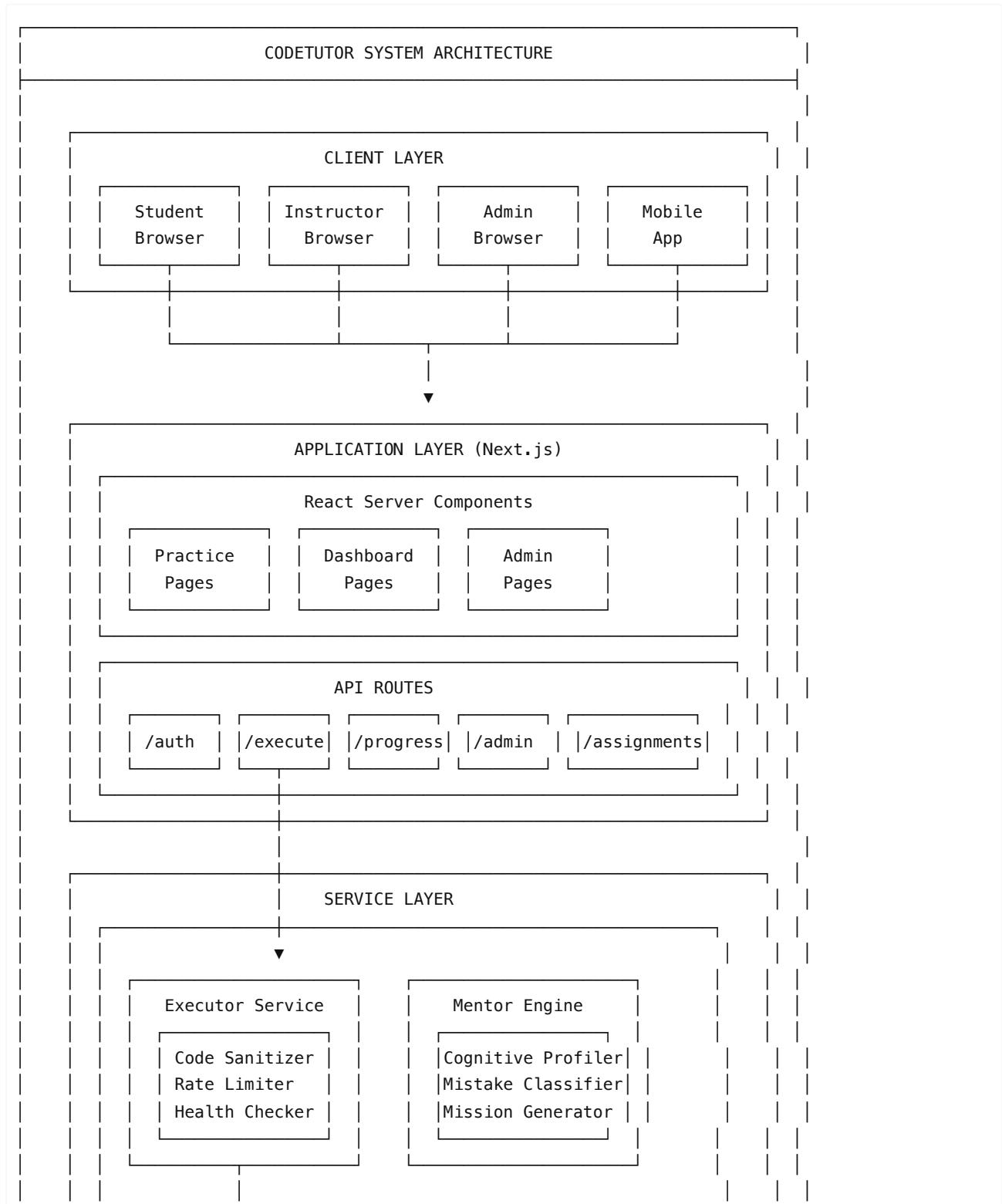
8.3 Infrastructure Integration Points

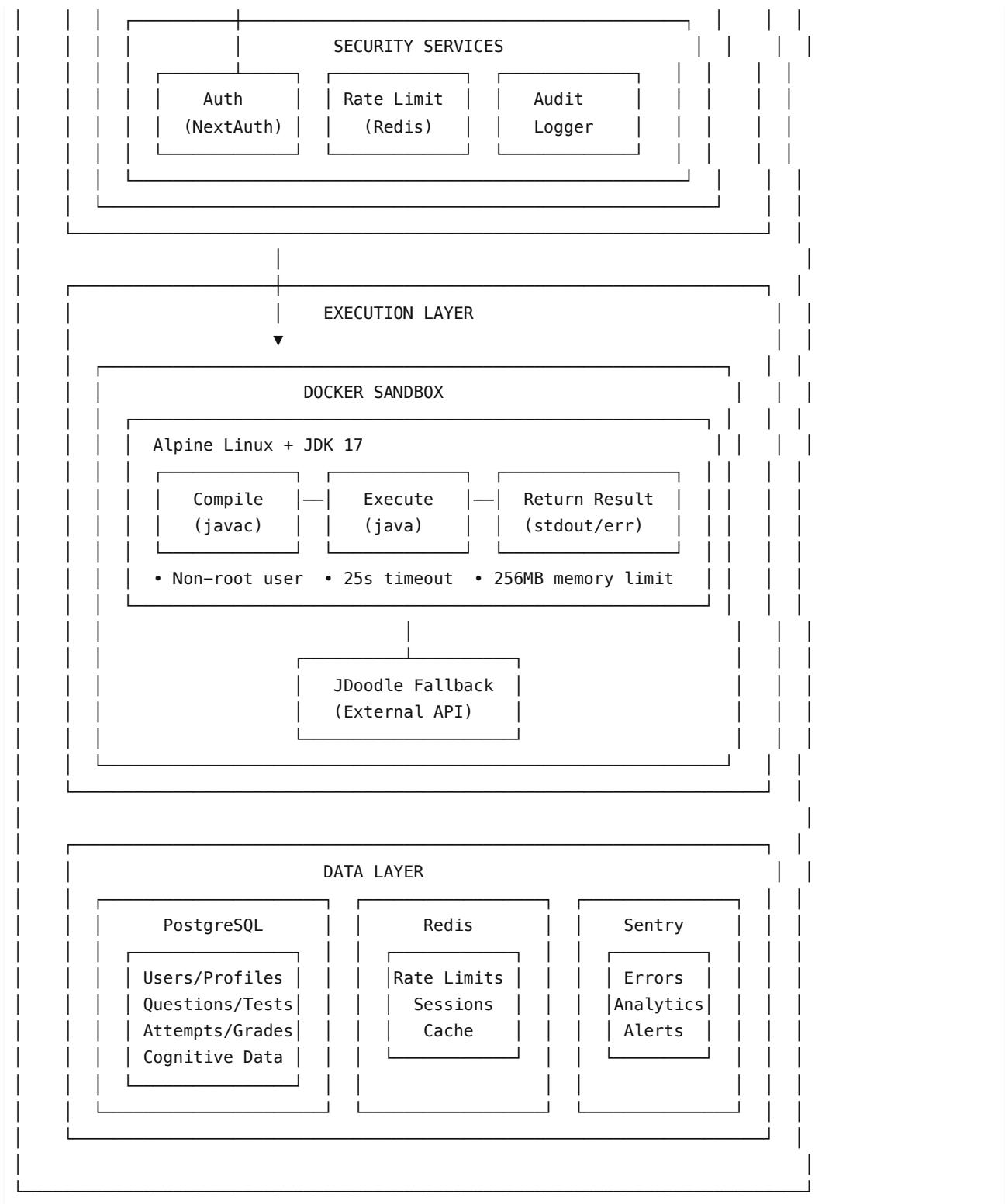


- Data export for institutional analytics
- Learning analytics dashboards
- Predictive modeling data feeds

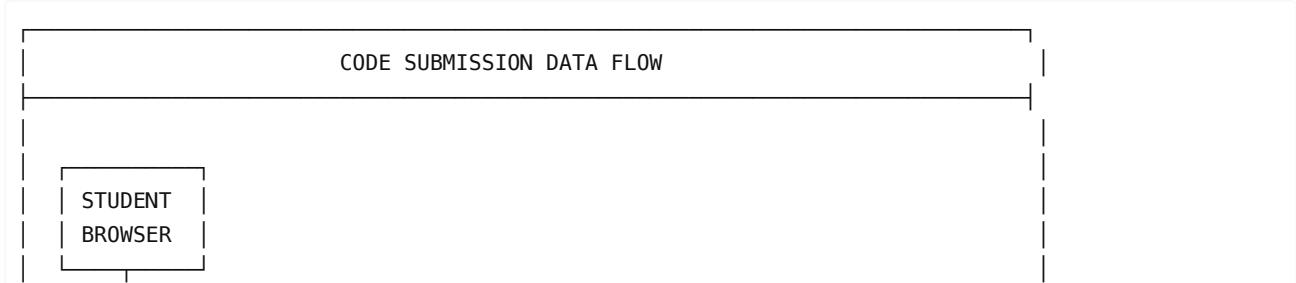
9. Architecture Diagrams

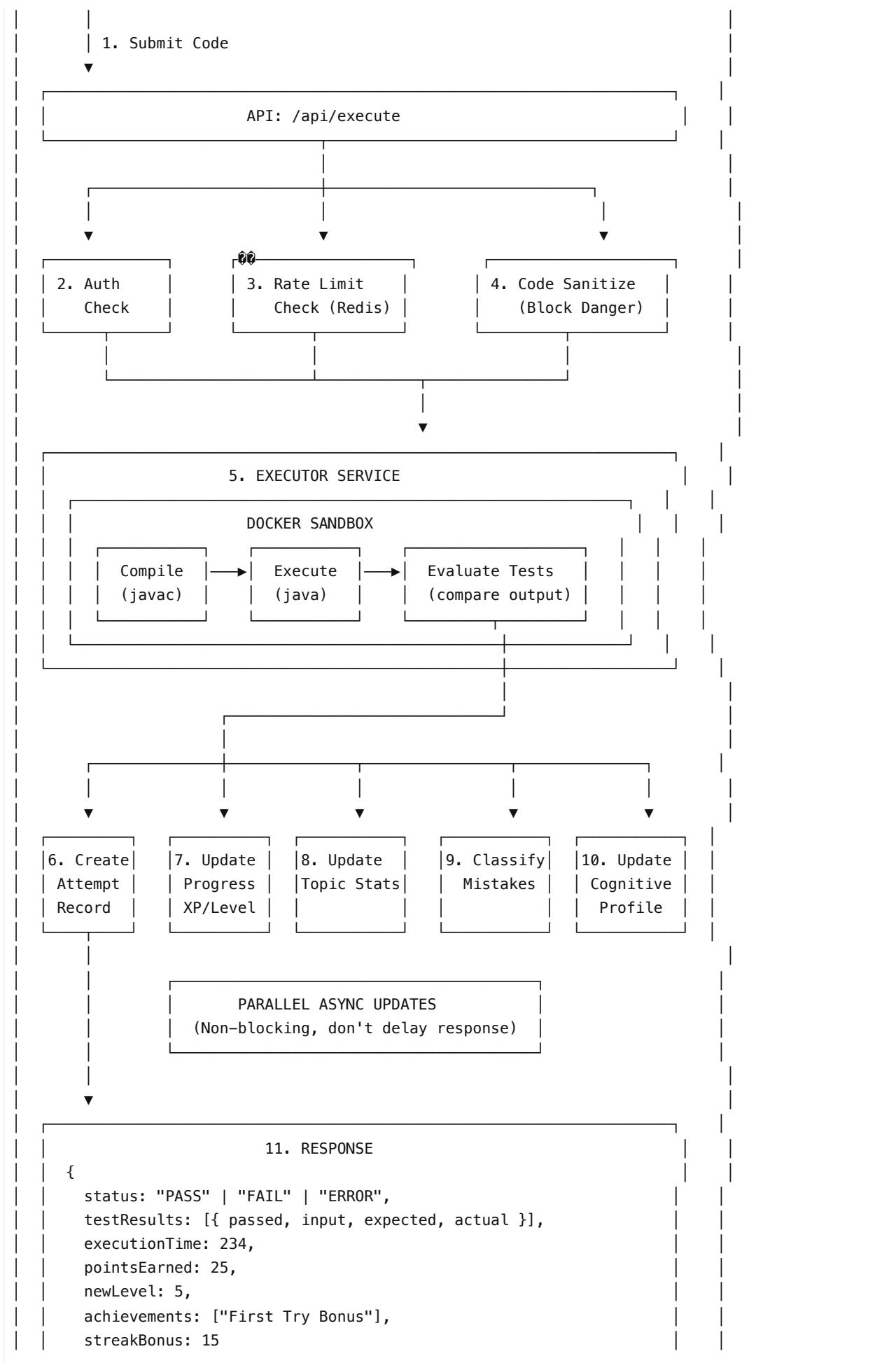
9.1 System Architecture Diagram

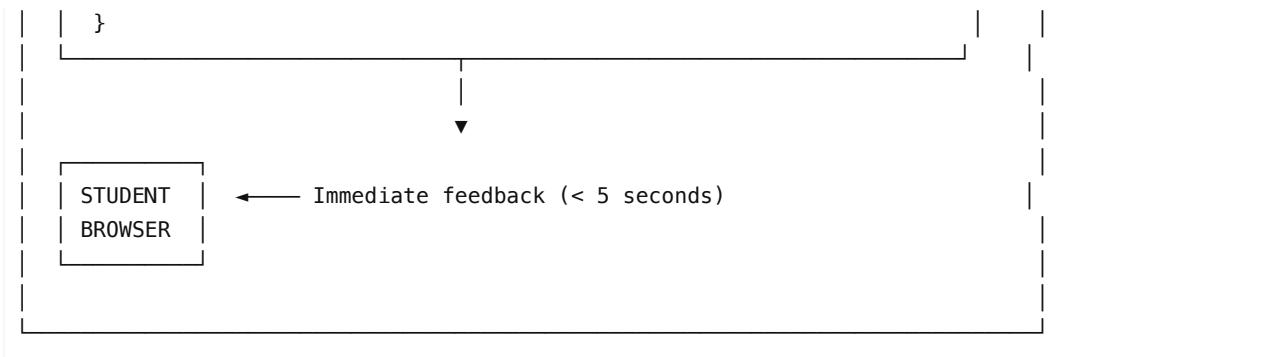




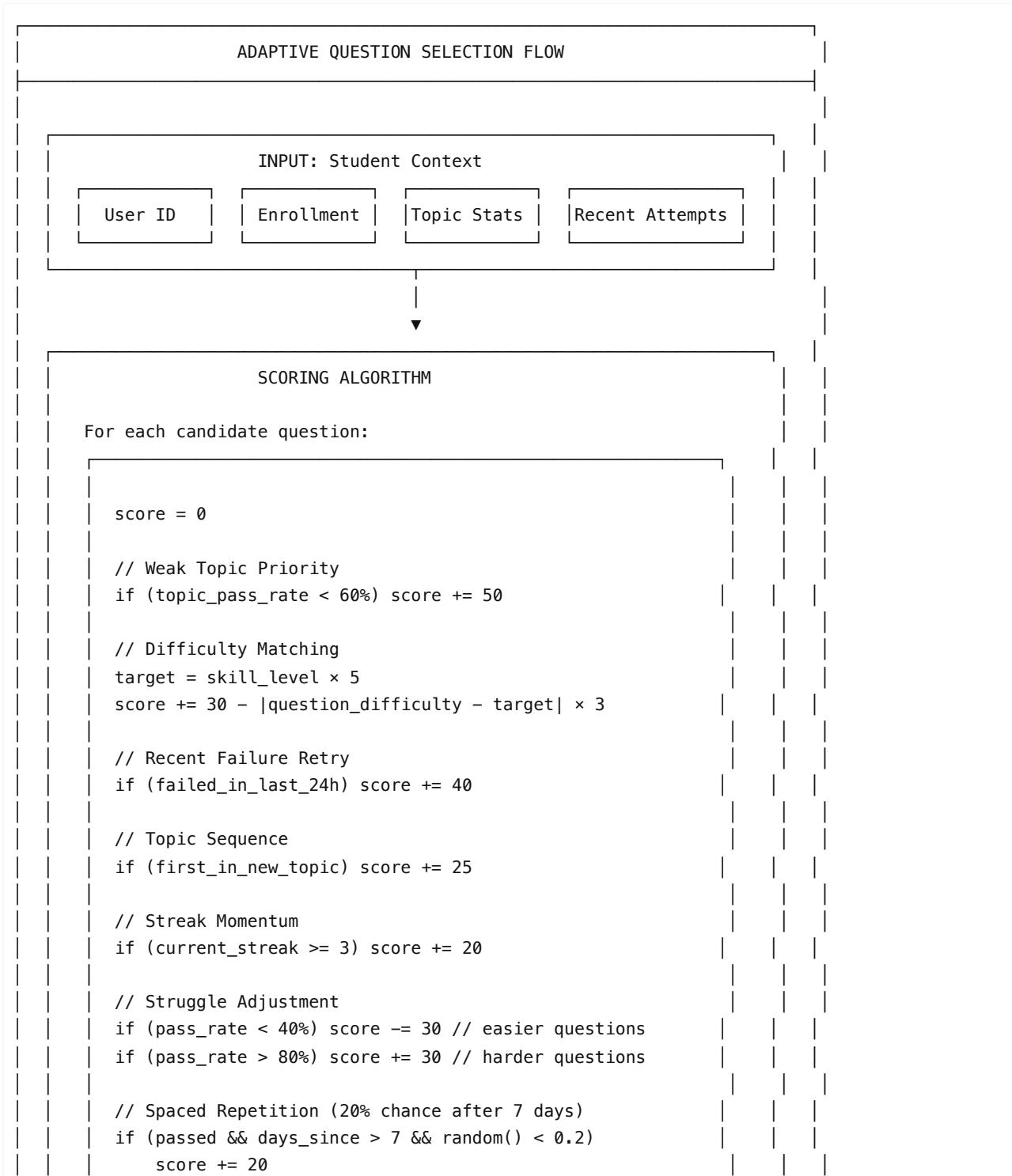
9.2 Data Flow Diagram

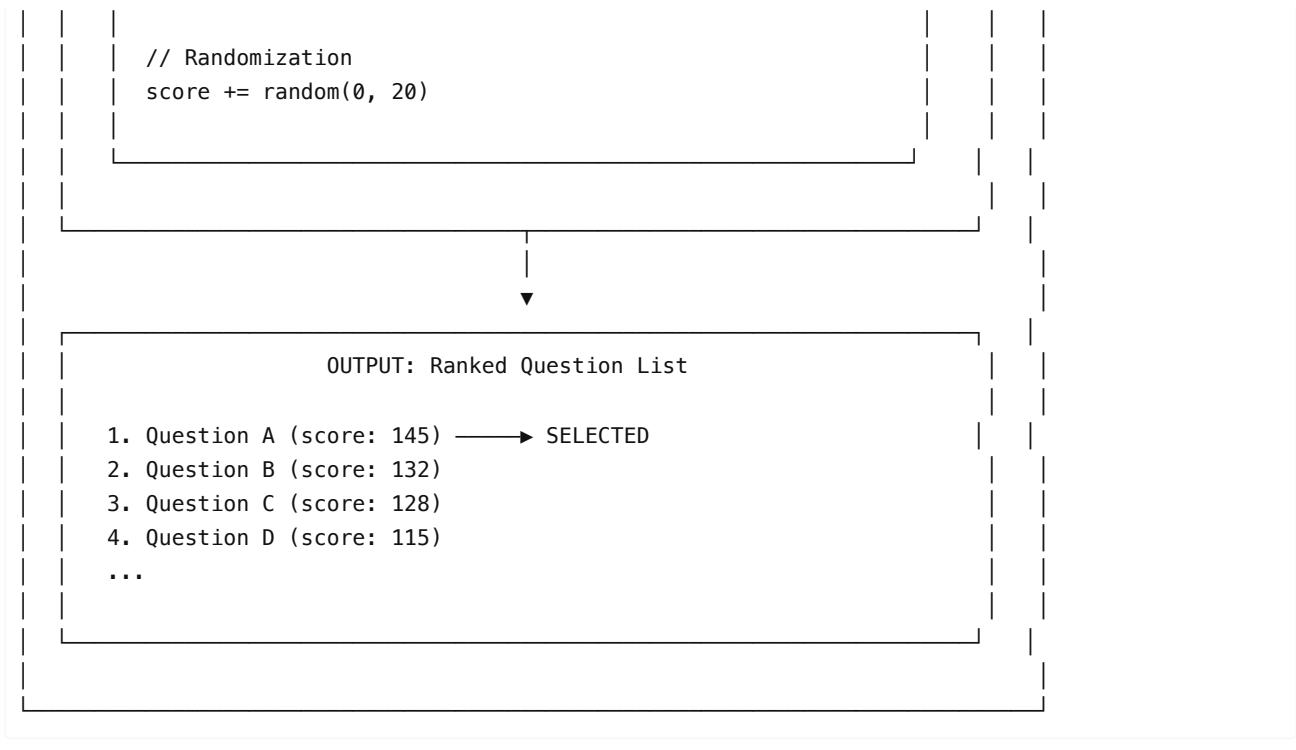






9.3 Adaptive Learning Flow





Appendix A: Glossary

Term	Definition
Attempt	A single code submission for a question
Cognitive Profile	Comprehensive learning analytics for a student
Hidden Test	Test case not shown to student, prevents hardcoded answers
Hint	Progressive assistance available for point cost
Mission	Targeted practice generated by mentor engine
Pass Rate	Percentage of questions successfully completed
Skill Node	Unit in hierarchical skill progression tree
Streak	Consecutive days of activity
Topic	Thematic grouping of related questions
XP	Experience points earned through practice

Appendix B: Contact & Support

For institutional inquiries regarding CodeTutor deployment, integration, or customization, please contact the development team through official institutional channels.

Document Version: 1.0 **Last Updated:** January 2026 **Classification:** Academic Infrastructure Documentation
Distribution: Institutional Stakeholders