



CODE MODE



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What is code mode?

Code mode is an interactive language teaching app designed to teach the user how to code. It breaks down the coding concepts into bite sized pieces so that the user can better comprehend the concepts needed to successfully learn a coding language.

The code mode process

The app takes a unique approach to teaching coding by incorporating language learning principles. It simplifies programming concepts and code for beginners through game-like activities and quizzes. The learning process is divided into levels based on the different concepts needed to learn a coding language. The introductory level focuses on basic coding vocabulary, while the intermediate levels offer fill-in-the-blank exercises. The app uses psychological techniques like active recall to enhance learning and comprehension. This makes coding less intimidating, and even those who struggle with programming can benefit from this tool. Teachers, students, and independent learners who want to learn coding at their own pace can use this resource.



Why is it different ?

The Code Mode app stands out from other code learning resources for several reasons. Firstly, it allows users to learn at their own pace and on their own time, making it an ideal resource for those with busy schedules. Unlike traditional classroom-based learning or other online resources, the Code Mode app provides an interactive and immersive learning experience that enhances knowledge retention and promotes daily practice of code which is a key to learning code faster and more efficiently. In conclusion, the Code Mode app provides a modern and innovative approach to coding education that is tailored to the needs and preferences of modern learners.

How it fits into your everyday life?

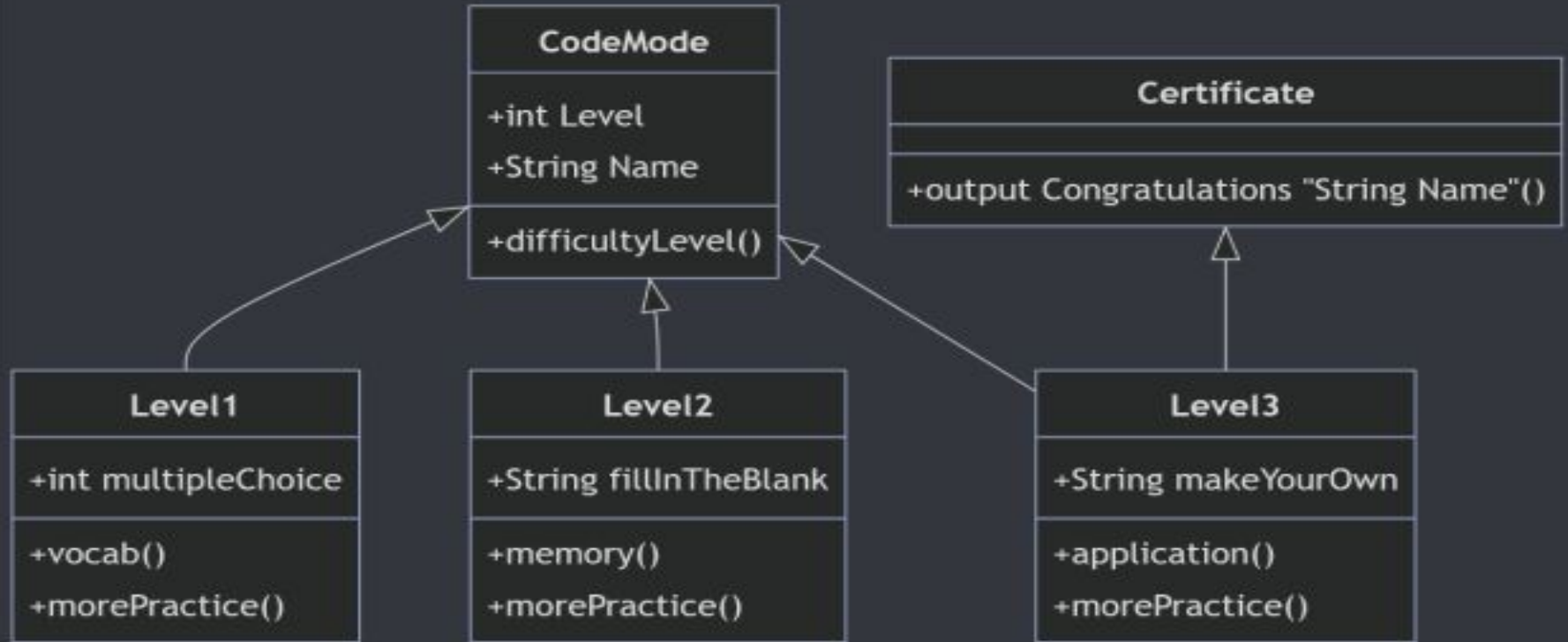
Code mode is convenient! It can be used to study and practice code at any time and place! It is not restricted to a certain device and can be used to learn at your own comfortable pace.

Got a free moment or want daily practice?

This is the perfect app for you!



UML Diagram



Contributions

Miranda- Created the GUI, buttons, and scenes in which the buttons lead to. Created code to design button animations and the layout of each scene.

Judy- General template of multiple choice and implementation of if else loops to generate the correct output. Created buttons and scenes to move from one question to the next.

Mariam- General template of fill in the blank and implementation, practiced use if else loops to generate the correct output.

- Used the template from one section to format the next two

What we learned

- How to make scenes
- How to make buttons
- How to format the GUI correctly
- How to connect scenes and buttons
- Using if else loops to make multiple choice and fill in the blank questions that end up visually showing if the answer is correct or incorrect
- Learning how to fix certain bugs

ARE YOU READY TO GET INTO CODE MODE?



CODE MODE Demo

