

CODE MODE User Manual

Upon opening the application, the welcome screen is shown.

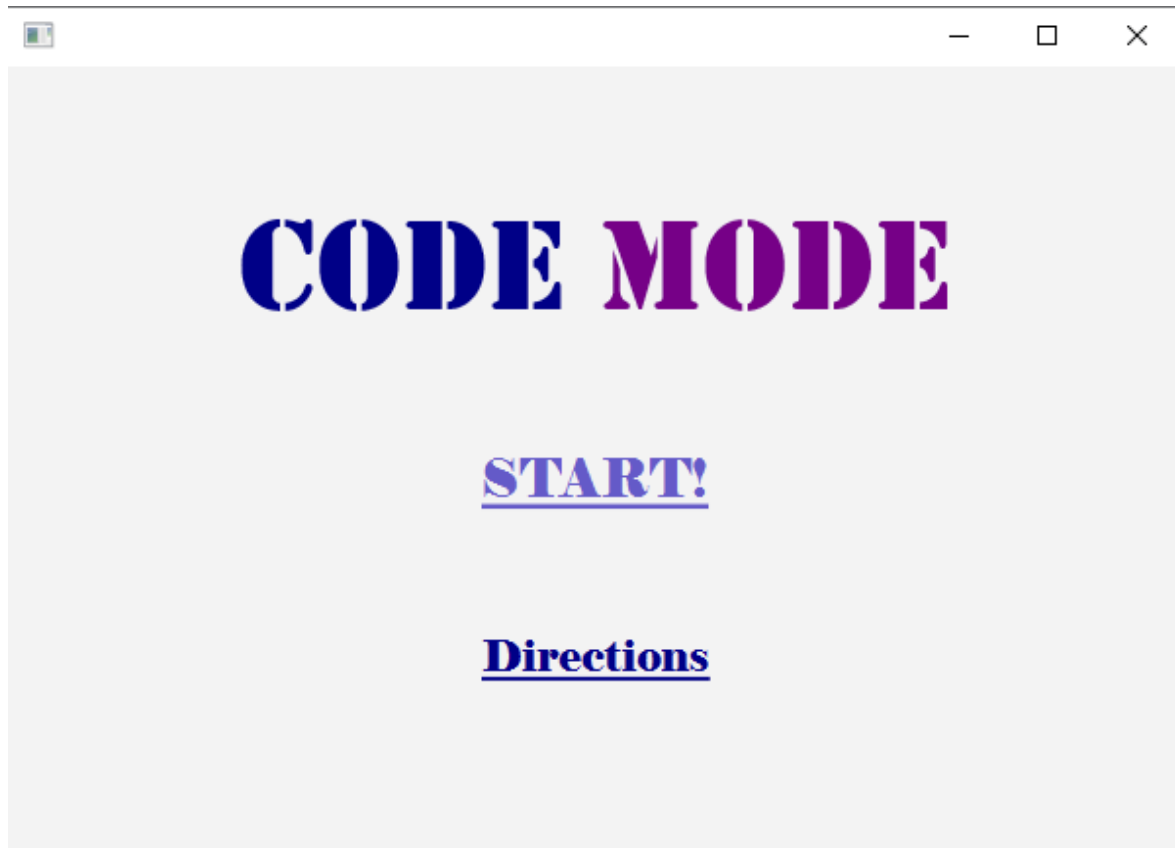


Figure 1

- Pressing the "START!" button will take the user to a screen with the option of three different sections to begin with
- The "Directions" button will direct the user to a screen with the basic directions of using this application and its use

The screen with the 3 section options is as follows:

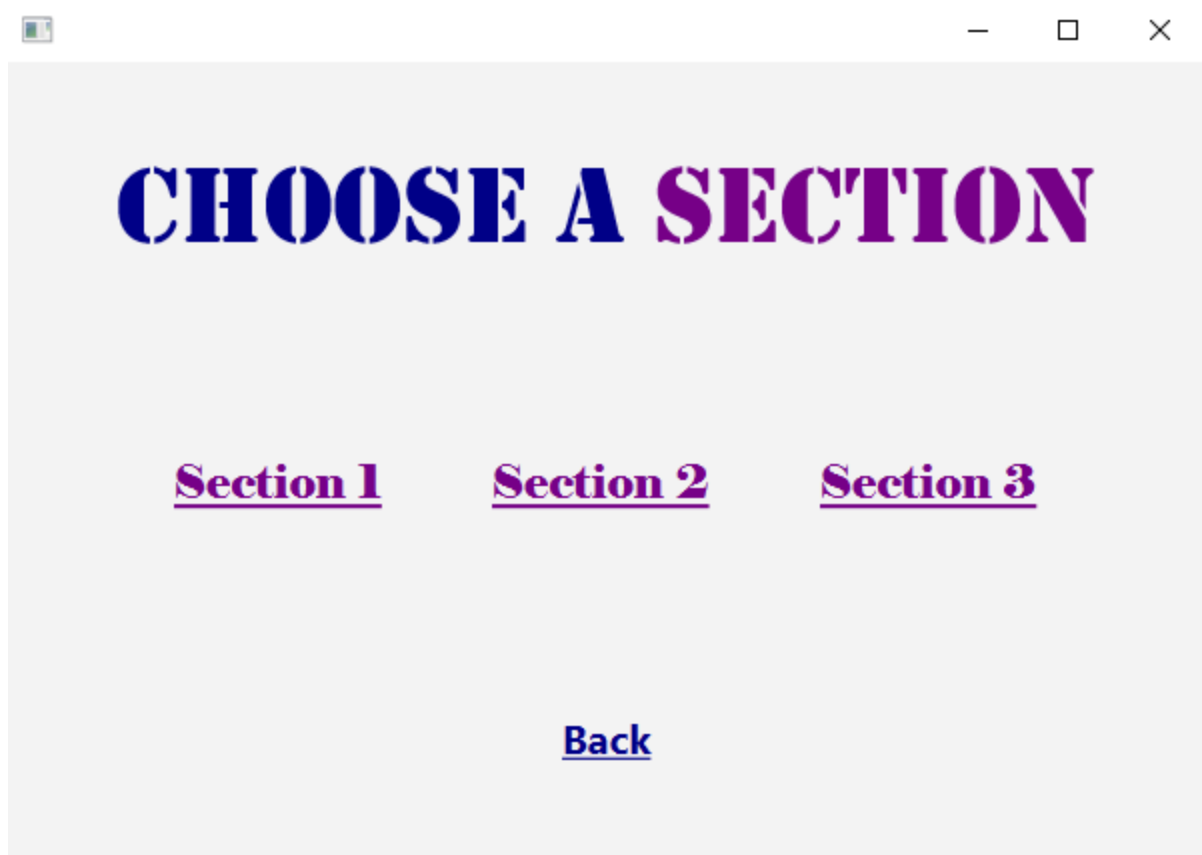


Figure 2

- Pressing "Section 1", "Section 2", or "Section 3" will take the user to a screen with the option of which level is desired depending on the section that was clicked on
- The "Back" button will direct the user to the beginning home page seen in Figure 1

Once the user clicks the “Section 1” button, they will see:

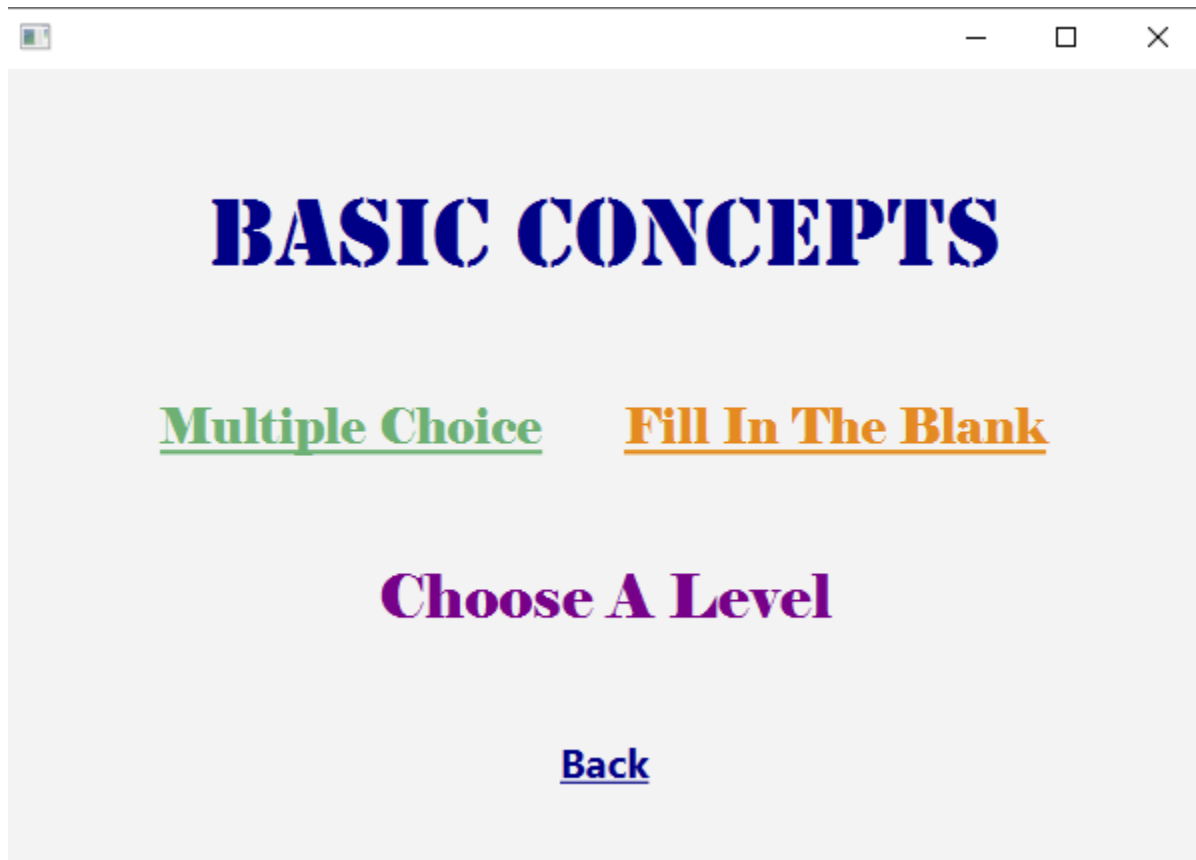


Figure 3

- The user will then choose the desired method of questions they prefer, multiple choice or fill in the blank.
- Pressing the back button will take the user back to the screen seen in Figure 2
- This section will focus on Basic Concepts of coding as seen on the screen

Once the user clicks the “Section 2” button, they will see:

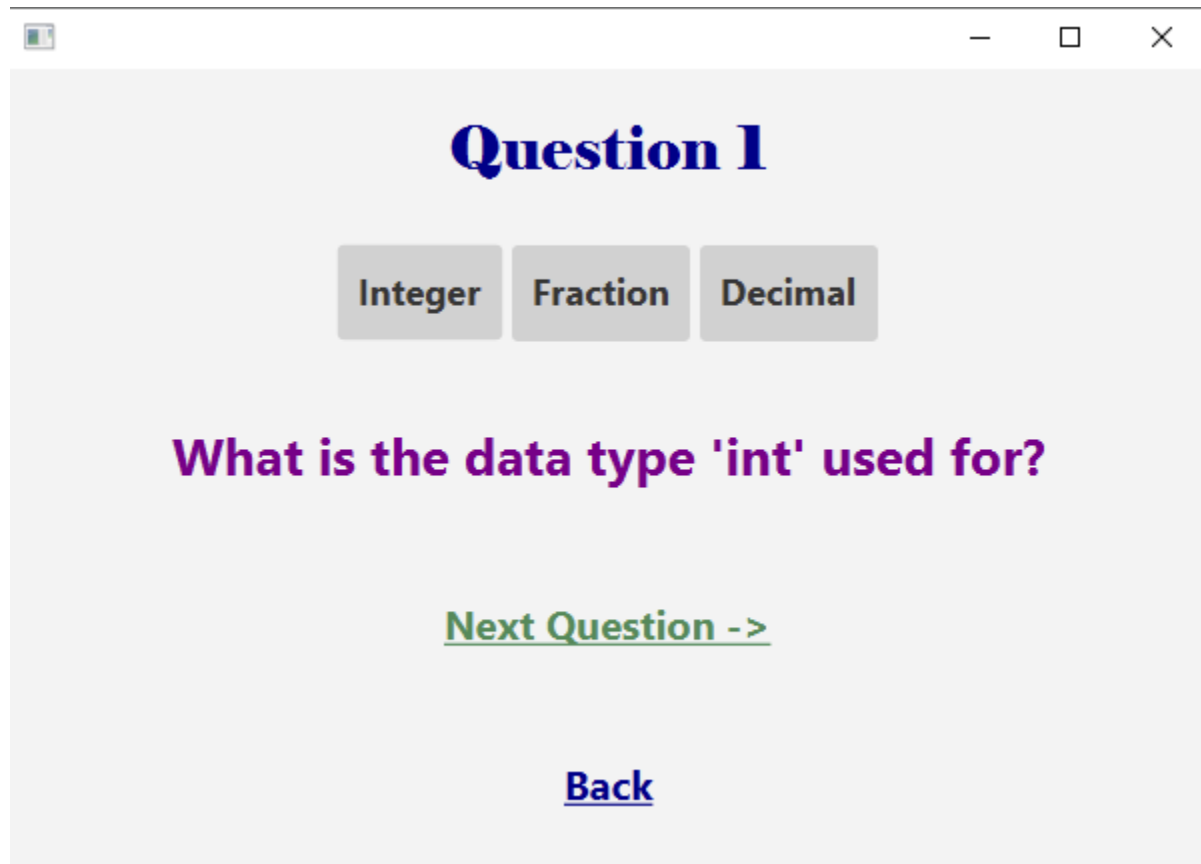


Figure 4

- This includes the same features as the section 1 button, but the overall concept is geared towards statements rather than basic concepts

Clicking the section 3 button will result in the same structure in screen as figures 3 and 4, but will show the concept as Permissions rather than statements or basic concepts.

If the “Multiple Choice” button is clicked by the user, the following screen is portrayed:




The screenshot shows a web browser window with a light gray background. At the top, the title "Question 1" is displayed in a large, bold, blue serif font. Below the title, there are three gray rectangular buttons with rounded corners, each containing a label in a bold, black sans-serif font: "Integer", "Fraction", and "Decimal". These buttons are arranged horizontally. Below the buttons, the question text "What is the data type 'int' used for?" is displayed in a bold, purple sans-serif font. At the bottom of the interface, there are two links: "Next Question ->" in a green sans-serif font with a green underline, and "Back" in a blue sans-serif font with a blue underline.

Figure 5

- The user will read the question and proceed to choose one of the answer boxes written directly above the questions based on the best of their capabilities.
- If the chosen answer is correct, the box will turn green
- If the chosen answer is incorrect, the box will turn red
- Once the user is comfortable with their knowledge of this question, they can move onto the next question by choosing the “Next Question ->” button, taking them to question 2 of the given section.
- The back button will take the user to the screen seen in figure 3

If “Fill in the blank” is clicked on by the user, the following screen is shown:



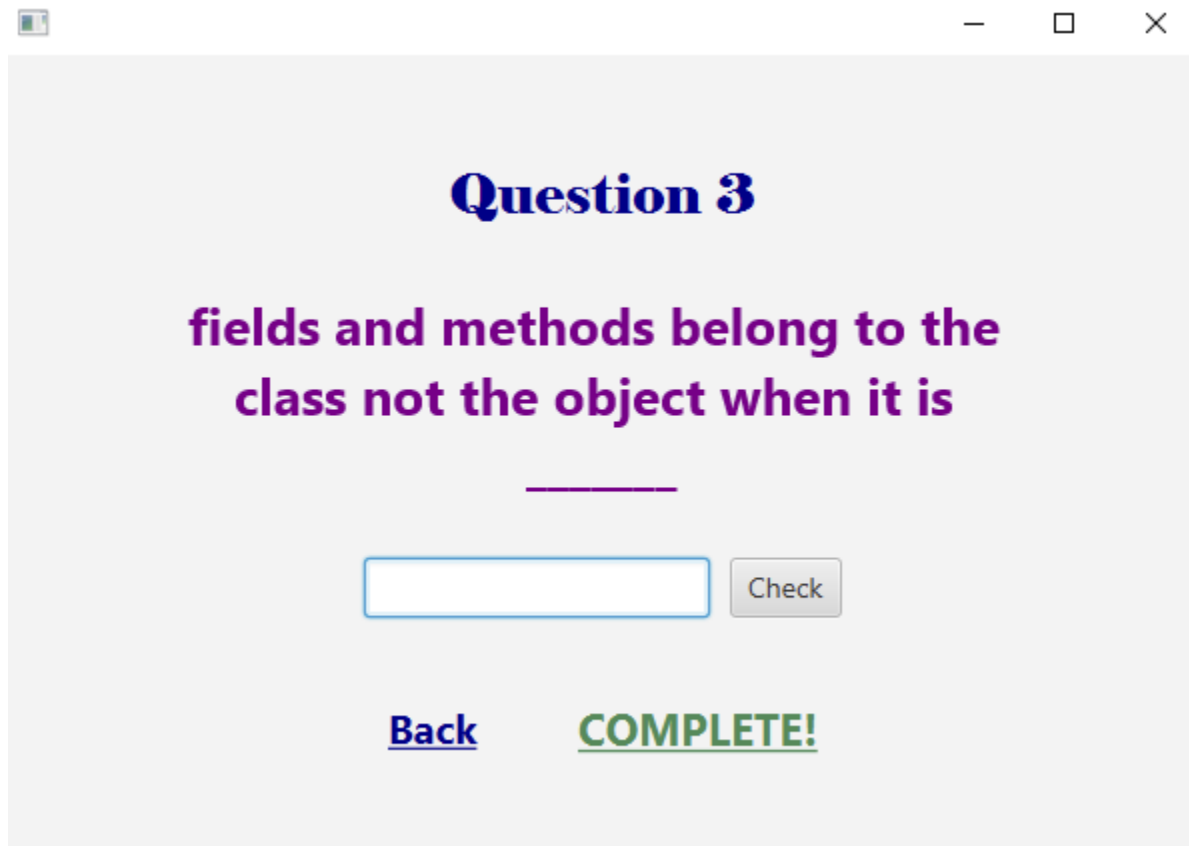
The screenshot shows a window titled "Question 1" with a light gray background. At the top, there are window control buttons (minimize, maximize, close). The main text is "Char stores a _____ character or letter" in a large, bold, purple font. Below this is a text input field with a blue border and a "Check" button to its right. At the bottom, there is a "Next Question ->" link in orange and a "Back" link in blue.

- The user will read the question and type in their most confident answer in the text box below the question.
- Once the user types in the question, they will press the “Check” button to the right of the text box
- If the given answer is correct, the Check button will turn green
- If the given answer is Incorrect, the Check button will turn red
- Once the user is comfortable with moving forward to the next question, they click the “Next Question ->” button
- The back button will take the user back to the figure seen in figure 3

Regardless of the section, all multiple choice and fill in the blank questions have the same format. The user will go through the different questions at whatever pace they would like, and jump around if needed.

Reaching the third question on any level, there will be no next question button, only a back button which will take the user back to the screen seen in figure 3 so they can either go back once more to the next section, or carry on to the other type of question provided.

Once the user reaches section 3, fill in the blank, question 3, their screen will look as follows:

A screenshot of a web application window titled "Question 3". The window has a standard OS-style title bar with a minimize button, a maximize button, and a close button. The main content area has a light gray background. At the top, the text "Question 3" is displayed in a large, bold, blue serif font. Below this, the question text "fields and methods belong to the class not the object when it is" is shown in a bold, purple sans-serif font, followed by a horizontal line. Underneath the line is a text input field with a blue border. To the right of the input field is a gray button with the text "Check". At the bottom of the screen, there are two links: "Back" in a blue, underlined serif font, and "COMPLETE!" in a green, underlined sans-serif font.

- This specific question will appear slightly different from the other fill in the blank questions, as it has a "COMPLETE!" button on it as well. Since this is the hardest question of the application, clicking on this button will take the user to a screen congratulating the user for completing the application's questions.

Upon completion and receiving the certificate, the user can then click the red button at the top left corner of the screen and exit the application, or return to the welcome screen by clicking the "Return to Start" button.

