API Design

Sep 10, 2024

Question Element ARI Design

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The Rest of This Course

Part 1: Motivation, intro to PrairieLearn, how to use Git(hub)

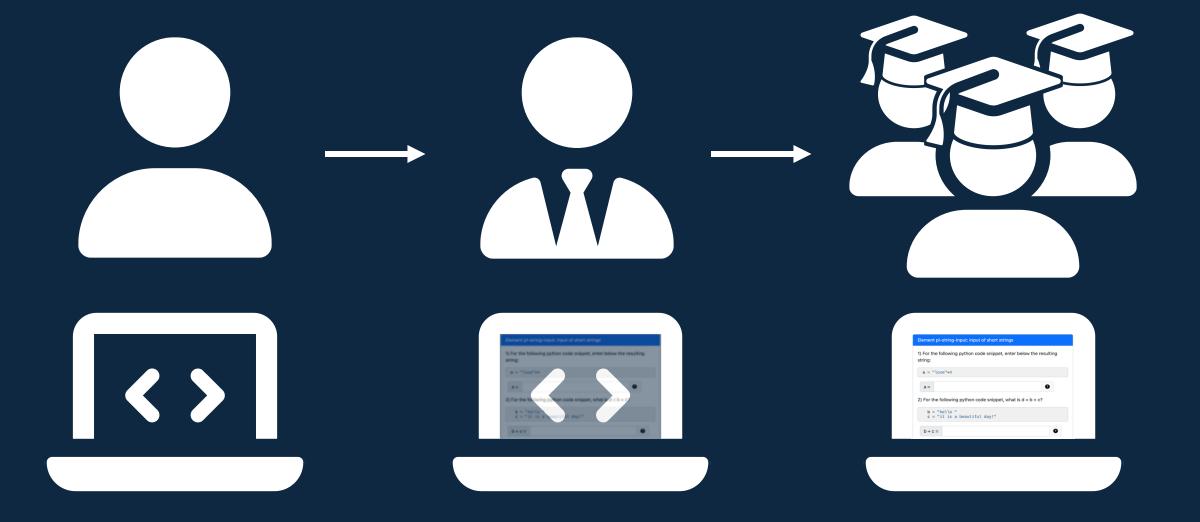


- Part 2: Designing a realistic new question element
- We have picked a specific element for you: Truth Tables
- You form teams (of 2) and design/implement this element
- You get to interview your "client" Geoffrey and get feedback
- Part 3: Designing a *real* new question element
- You work with a real instructor on a real question element
- You interview them (at least twice) to understand what they want/need
- You deliver a prototype (and might even turn it into a real PL element)

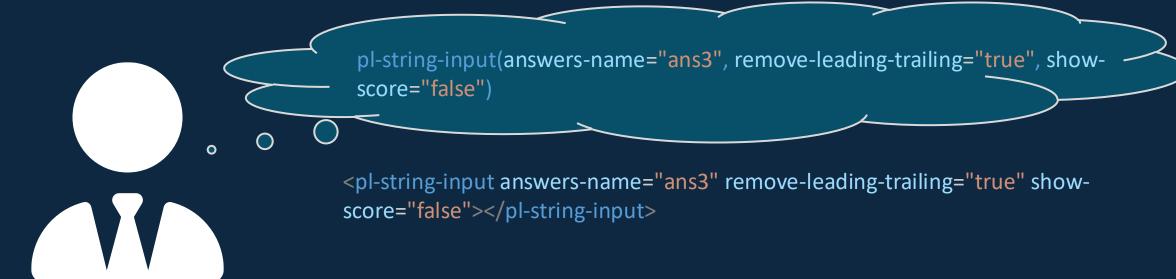
Question Element Design



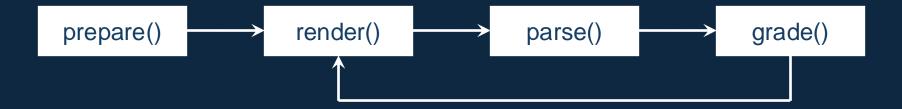
Question Element Design



Question Element Design







"Good" Question Element Design

How do we know what is good design?

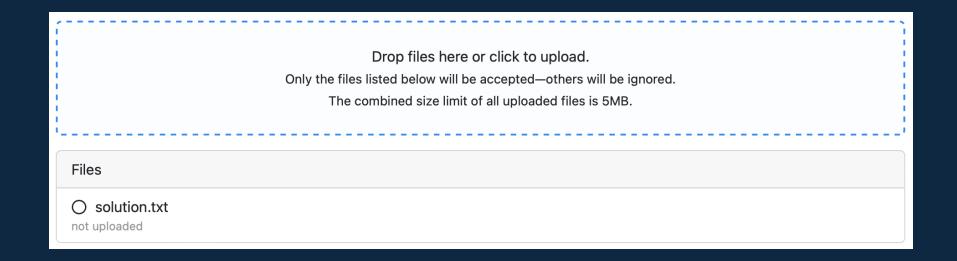
- Careful thinking about best practices (today)
- Observing/asking users of our code (Thursday)
- Looking into findings from psychology and cognitive science (next week)

Reading Reactions

- How to balance ease of use and flexibility/extensibility?
 - Especially in the context of PL questions
- "Self-documenting code" vs. actual documentation/examples
- Is PL currently following best practices? Counter-examples?
 - How many people are involved in developing PL and its APIs?
 - Examples for difficult design decisions in the history of PL
- Is API design different from UI design?

Real-world Example: Extending pl-file-upload

<pl-file-upload file-names="file.txt"></pl-file-upload>



"File names should support wildcards, like *.txt or solution.*"

Homework for Thursday (9/12)

- 1. Form a team with one other person
- 2. Watch the recorded interview with Geoffrey
- 3. Create a design sketch for truth tables
 - 1. A first draft of an API design (<pl-truth-table ...></pl-truth-table>)
 - 2. Some sketches (e.g., hand-drawn or using manual HTML) in the style of the existing example questions to support your API design