

**Pearson Revel Project – Understanding Document**

**November 2019**

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# Objective:

Revel is an interactive reading and learning environment that enables students to read, practice, and study in one continuous experience.

The main objective is to perform a functionality which evaluates the answers recorded from the students. In order to process this, driver code is developed and executed for each question in the MPL platform, which aims at assessing the answers in Revel, that will be consequently updated in the Nemo.

# Understanding:

**Code question:**

1. Code questions and programming projects are same that are placed at the end of every chapter.
2. We need to create Titles Structure on Nemo and MPL quizzes on Nemo based on input spreadsheet provided by Pearson team.

**Simple code question/MPL Check-point:**

1. Pearson team will provide a list of simple code questions that need to be created on MPL.
2. Pearson will spot check the created questions on MPL and inform us to create Brix on Nemo.

**Live example:**

1. Pearson will provide a list of Live Examples to us which we need to build on Nemo.
2. Providing fixes to Live code example bugs will not be our part.

**Animation:**

1. We need to create animation for programs on Nemo.
2. We will be provided pdf of the book and list of exercises that need to be animated. We need to give variables, explanation, and output if source code already exists for a particular program. If not, we have to write source code for the problem and consequently, we need to give variables, explanation, and output for the program.

# Process flow:

Yet to add

# Queries:

**Code question:**

1. In case of any bugs in the 10% of code question problems created by us, please let us know how we will receive the bugs to provide fixes.

**Simple code question/MPL Check-point:**

1. Please let us know how to identify whether a simple code question already exists in a old version of title on MPL before creating the same.
2. Given that some problems cannot be coded on MPL for technical reasons. Please share the examples for the same to identify the items in future.
3. Please clarify the statement mentioned in “Process Document -- CS Titles with Interactives.pdf”

**Stmt.:** There could be questions that cannot be coded on Turings’ Craft for technical reasons. Pearson would need to make decisions about that such as change the question or modify it or see if another programming language can be used behind the scenes

1. Please share the list of technical issues that occurred while coding Simple code questions on MPL.
2. Please share the list of past bugs reproduced on MPL to regulate our process.
3. Please share the list of past suggestions from users that will help us to write efficient driver code.

**Live example:**

1. Please ensure that we need to create Live examples directly on Nemo. Updating Live examples on MPL will not be a part of our scope.
2. Please clarify the below statement mentioned in “Process Document -- CS Titles with Interactives.pdf” to understand it better.

**Stmt.:** If it’s Python, it cannot be interactive. It should be changed to full programs even though that is not how Python is used in the real world.

**Animation:**

1. Please share the list of steps in creating animation on Nemo.
2. Please clarify the term “GEX”.
3. Please clarify the below statement (Process Document -- CS Titles with Interactives.pdf). On what files we need to work for animation.

**Stmt.:** If it’s a typo or word change, it’s easy to change the word across all the files.

**Others:**

1. Let us know how we will be assigned Animation and Simple code question bugs to analyse and fix the same.
2. Please share an example problem that utilizes initial code on MPL.
3. Please clarify “*Compile only* selection in Options specification” on MPL.
4. Please let us know the difference between assembling and creating brix on Nemo.
5. About Initial code & sample

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1. Pearson approval after completing works on MPL & NEMO