Appendix A

GLOSSARY OF TERMS

API. An abbreviation word for Application Programming Interface and is used to allow the system application to interact and gain access with the external software components.

Bugs. It is one of the behavioral problems in which the system will act abnormally. It’s a common problem of developers that requires solutions.

Coding-related problems. An individual that had encountered a bug and error problem on their programming code.

Collaborative Learning Framework. It is an educational setup approach to teaching and learning that involves groups of individuals.

Computational Thinking Development. It is a development of skills in solving a complex problem by the use of a collaborative teaching environment.

Cross-platform. It refers to the system that can be used in different devices or operating systems.

CS skills. It is an abbreviation word for Computational Strategy which will be developed if the individual will use the collaborative way of learning.

CT. An abbreviation word for Computational Thinking which means a method of problem-solving that allows it to the computer to solve a specific problem and implement the solutions.

CT-based instructional activities. It involves an informative activity of the system that will build the strategic behavior of an individual.

Database program. It is a program where it stores the data information from the system to a database called MongoDB Atlas.

Debug. It is a process where the developer of the system is searching for an error or bug in the system.

Design structure. It is the environment of the researchers’ system wherein the user of the system will interact.

Document-oriented. It's a data storage system and computer application for storing, retrieving, and managing semi-structured data, also known as document-oriented data.

Edu communicative. It’s a theoretical and practical field that proposes an intervention from some basic how lines. It focuses on using the media as the source of knowledge and learning.

Google Forms. It’s a web-based platform tool of Google that can provide a series of questions and answers. It is used to obtain the corresponding answers of the participants.

Learning environments. It refers to an educational environment from a website where students will be able to learn something.

Live communication. It is a type of digital strategy where each individual will communicate in one environment.

Live solution. It is a type of digital strategy where it provides a solution through live demonstrations.

Middleware. It is included in developing the system that has the purpose of providing services to the system.

MVC architecture. It refers to the architectural framework of Model, View, and Controller which is used to form a Graphical User Interface.

OOP. It’s an abbreviation word for Object-Oriented Programming which is used to bind the data together and functions to make them operational.

PBCL. It’s an abbreviation word for Project-Based Collaborative Learning which refers to a system that makes an individual interact with each other to learn and build something.

Real-time code editor. It refers to a code editor within the system which can be updated when changes occur.

Server-side. In computer networking, it refers to an operation that the server does in a client-server relationship.

ViLLE. It refers to a published research book that discussed the design and implementation of a collaborative learning tool.