

Usability Site Comparison

Codecademy, Khan Academy, Code School

Codecademy

- Simple, basic design
- Offers a variety of programming and web development learning options
- Uses code simulation walkthroughs to guide student through learning process
- Limited social media integration, no forum, no videos or pdfs

Khan Academy

- Incredible, long-established collection of educational resources on a huge variety of topics
- Offers videos as primary learning tool, in addition to code simulation, multiple choice math questions, forums, a Reddit community, and more throughout the site
- Really incredible ramification of learning
- Gold Standard for free online learning

Code School

- Paid Service
- Beautiful, clever design throughout the site
- Video keynote tutorials with presenter overlays
- Small forum
- Basic social media integration
- Basic ramification

Comparison

	Codecademy	Khan Academy	Code School
<i>Primary Focus</i>	<i>Programming</i>	<i>Math</i>	<i>Web Development</i>
Tutorial Videos		✓	✓
Tutorial Keynotes			✓
Code Simulation	✓	✓	✓
Master a Topic	✓	✓	✓
Replay Value	Diminishing returns	Tons	Diminishing returns
Ease of finding topics	<i>You must persist</i>	<i>Wow! So many options</i>	<i>You get what we give you</i>
Design	Decent	Very original	Really exceptional
Gamification	Pointless Points, Badges	Avatar upgrades for points; Dynamic progress graphs; Tiered badge system; Much encourage; So motivation; Wow;	Pointless Points, Badges
Social/Community	Forum only	Reddit, YouTube, lots	Hidden Forum, Basic Sharing

Stephen Burgess

Dashboard

ACCOMPLISHMENTS

Badges

Activity

Focus

Skill Progress

COMMUNITY

Discussion

Programs

Coaches



Stephen Burgess @st1ph1n

Add your bio

Add your location

Everyone

Edit profile

Showcase

Everyone

Magellan (old)



Redwood



Ludicrous Streak



Work Horse (old)



Calculus (old)



User Statistics

Date joined

3 years ago

Energy points earned

468,209

Videos completed

30

Discussion

View all

Everyone

Statistics

0 questions

0 votes

Badge Counts

Coaches

3



0



1



1



59



123



Recent Activity

Coaches



Leveled up to Level One in Evaluating logarithms

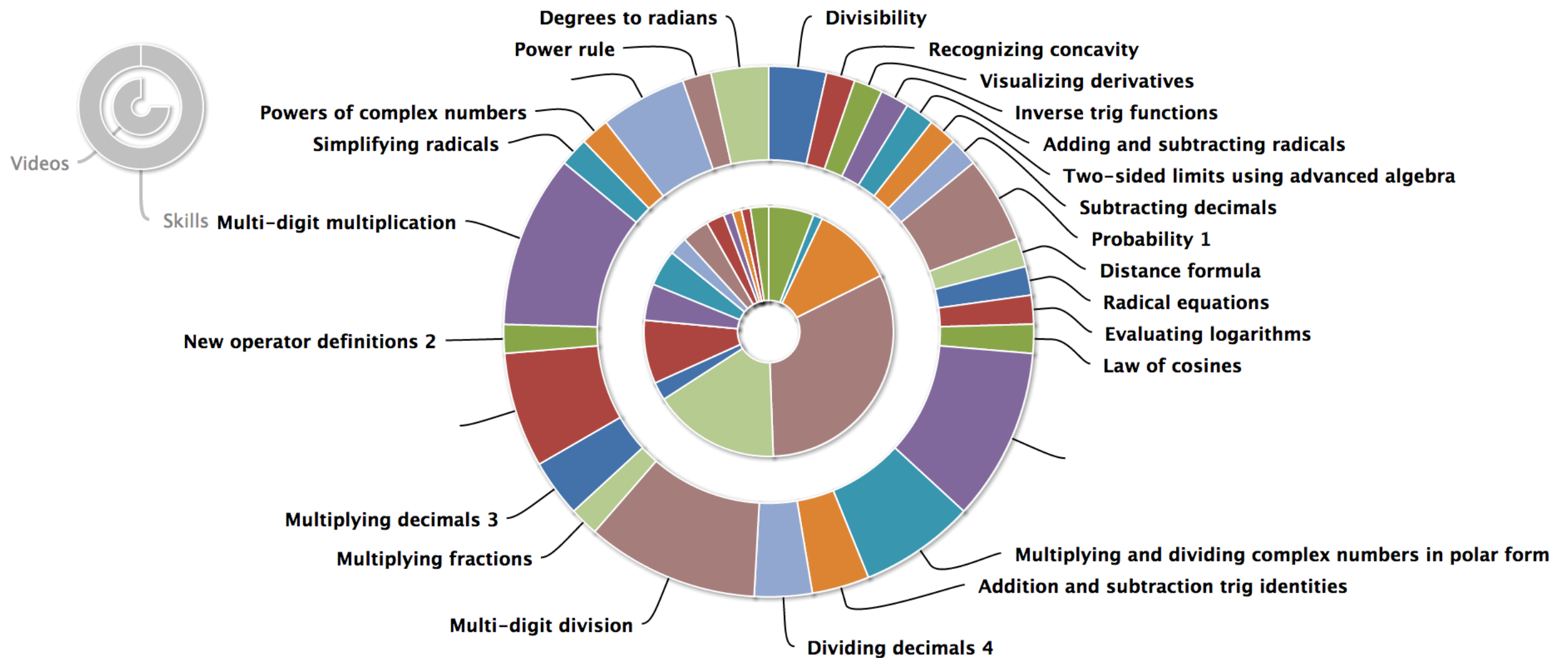
about 13 hours ago



Leveled up to Practiced in Scaling vectors

about 14 hours ago

Khan Academy





CURRENT MISSION

The World of Math

3 0 1 1 59 122

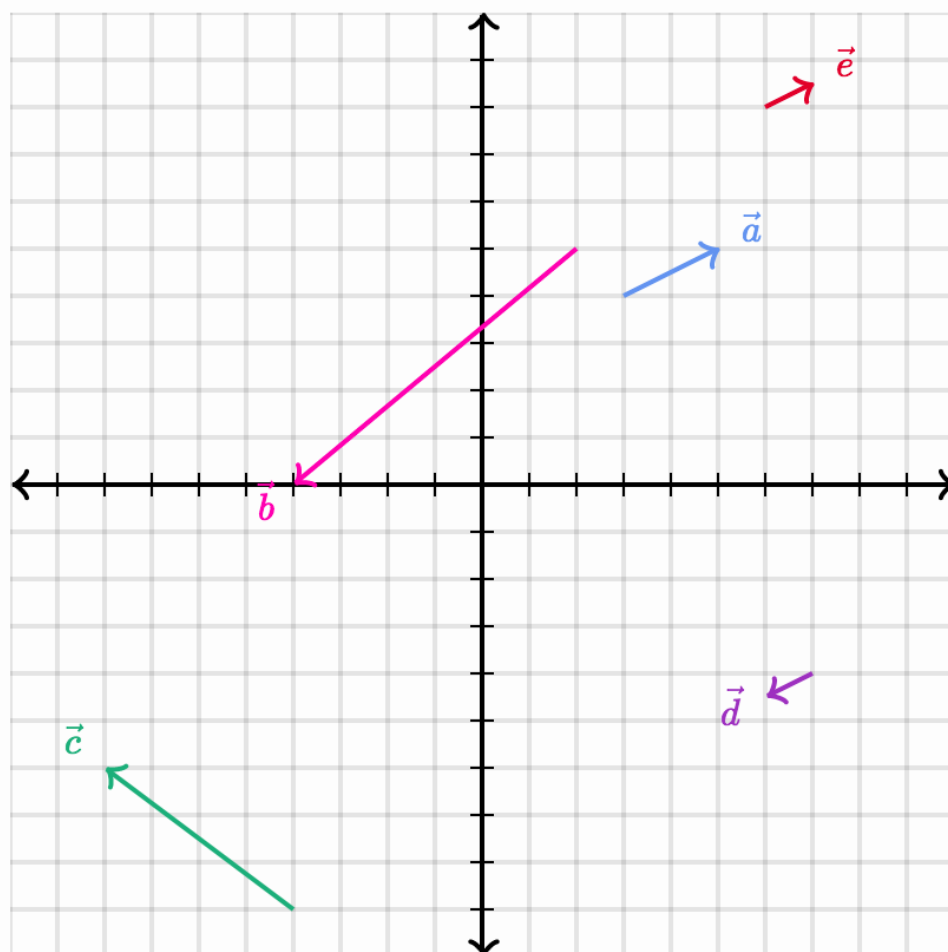
467,759 energy points

Scaling vectors

Get 5 correct in a row



What is $-\frac{1}{2}\vec{a}$?



Answer

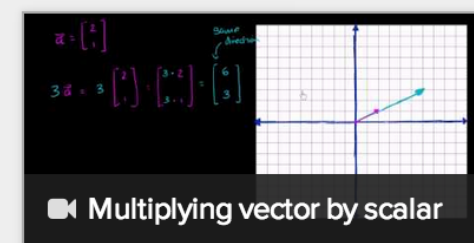
- ☐ \vec{b}
- ☐ \vec{c}
- ☒ \vec{d}
- ☐ \vec{e}



Correct! Next question...

Show hints (5 available)

Stuck? Watch a video.



- Vector examples
- Vector intro for linear algebra

Code School

← Python

Codecademy

Me

Introduction to Classes 1/18

✓

Why Use Classes?

Python is an object-oriented programming language, which means it manipulates programming constructs called **objects**. You can think of an object as a single data structure that contains data as well as functions; functions of objects are called **methods**. For example, any time you call

```
len("Eric")
```

Python is checking to see whether the string object you passed it has a length, and if it does, it returns the value associated with that **attribute**. When you call

```
my_dict.items()
```

Python checks to see if `my_dict` has an `items()` method (which all dictionaries have) and executes that method if it finds it.

But what makes `"Eric"` a string and `my_dict` a dictionary? The fact that they're instances of the `str` and `dict` classes, respectively. A class is just a way of organizing and producing objects with similar attributes and methods.

Q&A Forum

Glossary

script.py

```
1 class Fruit(object):
2     """A class that makes various
   tasty fruits."""
3     def __init__(self, name, color,
4         flavor, poisonous):
5         self.name = name
6         self.color = color
7         self.flavor = flavor
8         self.poisonous = poisonous
9
10    def description(self):
11        print "I'm a %s %s and I
   taste %s." % (self.color, self.name,
   self.flavor)
12
13    def is_edible(self):
14        if not self.poisonous:
15            print "Yep! I'm edible."
16        else:
17            print "Don't eat me! I
   am super poisonous."
18
19 lemon = Fruit("lemon", "yellow",
   "sour", False)
20
21 lemon.description()
22 lemon.is_edible()
```

```
I'm a yellow lemon and I taste sour.
Yep! I'm edible.
None
```

✓ Way to go!

Start Next Lesson

✕

Code School

c<>de school

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Dashboard [History](#) [Rewards](#)

Expired Hall Pass

Your Hall Pass has expired.

But that doesn't mean your learning has to stop! Enroll now to access all Code School courses and resources, including your hard-earned badges.

ENROLL NOW

Recently Played

FILTER: ▾



Try Git



Try Ruby



Try jQuery



JavaScript Road Trip Part 1

Path Progress



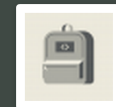
COURSES LEFT



COURSES LEFT



✕ Close



st1ph1n
st1ph1n

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TOTAL POINTS	192575
COURSES COMPLETED	15
SCREENCASTS WATCHED	6



1. The Cliffs of Value ☒
2. Variable Valley ☒
3. Files Falls ☒

Script Tags



Down to the Files



 6750

100%



code school



✓ 250 

Printing to the Console

In the `oldFaithful.js` file, write some code that prints the following to the browser console, using just ONE string and the existing variables to produce the correct format:

```
"Old Faithful" at Yellowstone National Park  
Average eruption height today: 145  
Number of eruptions: 4
```

 REWATCH VIDEO

 DOWNLOAD SLIDES

 BUY ANSWER (75 POINTS)

oldFaithful.js

```
1 var avgHeight = 145;  
2 var numEruptions = 4;  
3
```

 SLIDES