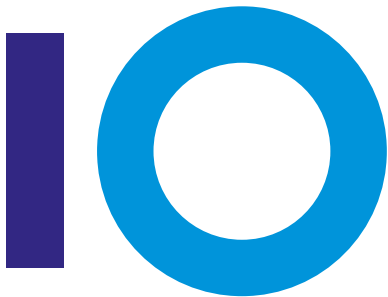


E-Lab

Web based system for solving and automatic assessment of programming problems



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September 2012

Overview

- What is E-Lab?



Overview

- What is E-Lab?
- Motivation



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- The problems



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- The solution



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- E-Lab philosophy



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- **Architecture**



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- The problems
- The solution
- E-Lab philosophy
- Architecture
- Conclusion



What is E-Lab?

- *E-Lab* is a system for solving and auto-grading programming problems from introduction programming courses



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- Everything is done in a web browser



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- Everything is done in a web browser
- Using the power of version control systems
- Sandboxed execution
- Supporting different types of problems in several programming languages (C, C++, Java)
- Designed for scalability and extension



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- Great popularity among high school students resulting in large introduction classes with several hundreds of students enrolled
- But programming is not easy!
- Involves solving a lot of basic algorithmic examples (1/3 of the time)



The problems

- The context



The problems

- The context
 - $X * 100$ students



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 - Divided in groups up to 20



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 - $X * 100$ students
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- The problems
 - Each instructor should examine and assess up to 120 solutions in 15 minutes
 - Students' feedback
 - Loosing focus from the actual programming



The solution

- Algorithmic type of problems



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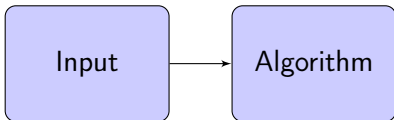


Input



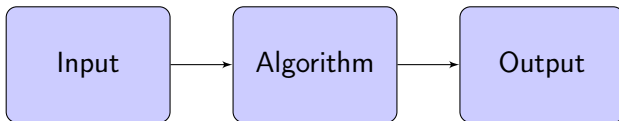
The solution

- Algorithmic type of problems



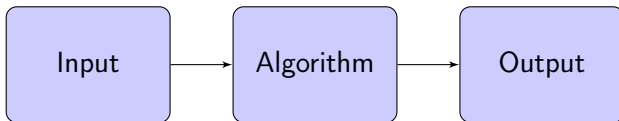
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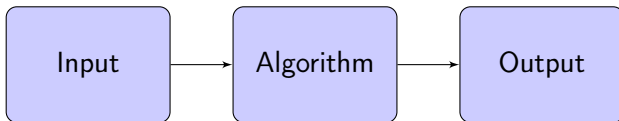


- Used in competitive programming systems



The solution

- Algorithmic type of problems



- Used in competitive programming systems
- Importance in programming to have working solution



E-Lab Goals

- Better organization and implementation of programming exercises



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- Motivate the students with continuous feedback



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- Better organization and implementation of programming exercises
- Motivate the students with continuous feedback
- Shift the role of of the instructors from teachers and graders to motivator



Integrated problem view

PROBLEMS

- 1) Број палиндром
- 2) Триаголник и квадрат
- 3) Телефонски претплатник
- 4) Подреди 3 ★
- 5) Годишно време ★

1. Read the problem

Годишно време Problem 5 (1 / 1)

Да се напише програма во која од СВ се чита ден и месец, а потоа се печати на СИ кое годишно време е во тој датум.

Your solution:

```
1 #include <stdio.h>
2
3 int main() {
4     int day, month;
5     int days[12] = {31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31};
6     scanf("%d %d", &day, &month);
7     int d = 0;
8     int i;
9     for(i = 0; i < month - 1; i++) {
10         d += days[i];
11     }
12     d += day;
13     if(d >= 80) {
14         if(d <= 172) {
15             printf("prolet");
16         } else if(d <= 265) {
17             printf("leto");
18         } else if(d <= 355) {
19             printf("esen");
20         } else {
21             printf("zima");
22         }
23     } else {
24         printf("zima");
25     }
26     return 0;
27 }
```

2. Write the code

Run Submit Save

3. Get the feedback

Your output

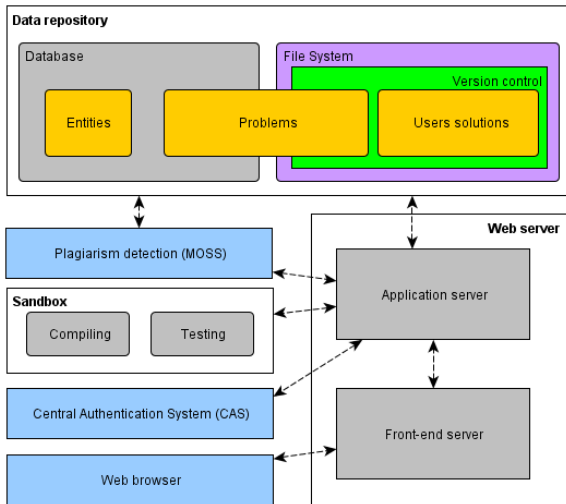
Sample input

20 5

Sample output

prolet

System architecture



Conclusion

- Directly address the main organizational problems



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- Simplifying and improving the process of creating and managing programming problems



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- Centralized repository (distributed)



Conclusion

- Directly address the main organizational problems
- Simplifying and improving the process of creating and managing programming problems
- Centralized repository (distributed)
- E-Lab is not the silver bullet



<http://e-lab.finki.ukim.mk>

Thank You

Questions?

