

Student Code Online Review and Evaluation Developer Manual

A terminal program and web-application for use in Florida Tech's CSE department to facilitate the submission of code for professor created assignments.

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Introduction

1.1 What is SCORE?

SCORE, or Student Code Online Review and Evaluation is a remote server application designed to assist students and professors at Florida Tech with the submission and grading process of code based assignments. SCORE allows professors to create courses and assignments, and for students to view assignments and submit their code solutions. The system allows professors to attach meaningful information to each test case in the testing suite, and the system returns that information to the student when they failed the test case. The main goal of SCORE is to make the code submission process not only easier, but also to create a platform that allows for more impactful feedback from professors to students.

1.2 How Do I Use It?

SCORE is a system that can be interacted with in a couple of ways. SCORE can be interfaced via SSH with your favorite command line tool or can be accessed via any web browser. The tool has the same capabilities across both platforms so there will be no interruption to your workflow by using either one of these methods. For a more detailed explanation on either system's specific usages please refer to their specific documentation sections down below.

1.3 OAuth Data Collection

SCORE relies on Google OAuth to authenticate and verify users accounts. Any data obtained via OAuth is guaranteed to be used solely for the purposes of user verification, platform safety, and verifying platform integrity. We will never sell or use any obtained data for a profit or use it for any other purpose, than the ones listed above.

Shell Interface

2.1 Getting Started

The Shell Interface is a command line interface available over the Florida Tech network via SSH. Once the user accesses the remote server they will be prompted with an OAuth login request that will appear in their default system browser. After logging into the system you will be greeted with the Main Page.

2.2 Accepted Commands

From the SSH connection there are a few commands that can be executed to perform different tasks, in respect to your account. Note that students cannot edit or manipulate class data or other users data.

2.2.1 Quit Command

This command is to enable you to leave the application. To leave the application simply enter “q”, “quit”, or “exit”.

2.2.2 Class Command

This command allows you to list all assignments in a given class that you are a member of. The command to execute is “class”. This will open a sub menu where you will enter the class name.

2.2.3 View Command

This command allows you to view the details around a specific assignment or assignment submission in a given class. To execute this command enter “view”. This will open a dialogue that will ask for a class name and the assignment or submission that you would like to view the details of.

2.2.4 Submit Command

The submit command will enable you to upload submissions to the internal system. By entering “submit”, you will be prompted to enter all the required information to complete the submission process.

2.2.5 Commands Command

The commands command will list all of the currently explained commands to you from within the command line interface; acting as a manpage, it helps you to remember the commands you can use. This command can be executed using “commands”.

Web Interface


3.1 Getting Started

The Web Interface is a website available over the Florida Tech network. When navigated to you will be prompted to login via Google OAuth. If you do not have an account at this time, it will require you to make an account. After you are fully logged in, you will land on the SCORE home page. From this page you can navigate to all of your classes, assignments, and view submission history.

3.2 Pages

3.2.1 Class Page

Each class page will contain a list of assignments for that class. These assignments will have a short detailed description of each assignment, including your highest score on the assignment, the most recent submission date, and the final due date for each assignment. This page can be navigated to by clicking on a class' button in the left hand navigation menu.



S.C.O.R.E


cse1001

Assignment Demo

Due: 2025-04-23	Submitted On: 04/20/2025	Score: 2/2
Description You are managing a transportation network of one-way roads between cities. People travel through the transportation network one by one in order all starting from the same city, and each person waits for the person before them to stop moving before starting. The people follow a simple algorithm until they reach their destination: they will look at all the outgoing roads from the current city, and choose the one that leads to the city with the smallest label. A person will stop when they either reach their destination, or reach a city with no outgoing roads. If at any		


3.2.2 Assignment Page

Each assignment has a specific page that includes more specific information in regards to the assignments requirements. In addition to the assignment description, previous submissions can be viewed, and students can submit new attempts at the bottom of this page. This page can be navigated to by selecting an assignment's assignment card from the class page.

	S.C.O.R.E	
Classes	Demo	
cse2010	Assigned: 2025-04-20	Due: 2025-04-23
cse2050	Highest Score: 2/2	View Most Recent Submission
cse1001	Description	
	<p>You are managing a transportation network of one-way roads between cities. People travel through the transportation network one by one in order all starting from the same city, and each person waits for the person before them to stop moving before starting. The people follow a simple algorithm until they reach their destination: they will look at all the outgoing roads from the current city, and choose the one that leads to the city with the smallest label. A person will stop when they either reach their destination, or reach a city with no outgoing roads. If at any point someone fails to reach their destination, the rest of the people still waiting in line will leave. Before each person enters the transportation network, you can permanently close down any subset of roads to guarantee they reach their destination. The roads that</p>	
		Attempt 1 1/2 Submitted: 04/20/2025 Attempt 2 2/2 Submitted: 04/20/2025

3.2.3 View Submission Page

This page can be accessed by clicking on the “View Previous Submission” button from the assignment page. This will pull up a detailed view of the most recent student attempt for an assignment. On this page students can view each individual test case, whether they passed or failed, and any feedback for a failed test case that the professor has provided.

	S.C.O.R.E	
Classes	Demo	
cse2010	Assigned: 2025-04-20	Due: 2025-04-23
cse2050	Highest Score: 2/2	View Most Recent Submission
cse1001	<div>Test Case 0</div> <div>✓</div>	<div>Test Case 1</div> <div>✓</div>
	Description	
	<p>You are managing a transportation network of one-way roads between cities. People travel through the transportation network one by one in order all starting from the same city, and each person waits for the person before them to stop moving before starting. The people follow a simple algorithm until they reach their destination: they will look at all the</p>	
		Attempt 1 1/2 Submitted: 04/20/2025 Attempt 2 2/2 Submitted: 04/20/2025