

UNCode: Interactive System For Learning and Automatic Evaluation of Computer Programming Skills

Felipe Restrepo-Calle, J.J. Ramírez Echeverry, F. A. González Universidad Nacional de Colombia

PLaS Research Group
Programming Languages and Systems

Contact: ferestrepoca@unal.edu.co



Outline

- 1. Introduction
- 2. Previous experience
- 3. UNCode
- 4. Results: qualitative comparison to other tools
- 5. Conclusions



Motivation





Required skill for engineering students

However:

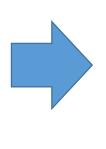
Learning programming is not easy:

- use concepts learned in class
- study and practice out of class

Evaluating programming assignments is not easy:

- Time-consuming
- Consider: syntax, semantics, efficiency, and maintainability

(Carter et al., 2003; Ala-Mutka, 2005)







Related Works (Keuning, et al., 2016)

ICT support tools for programming education

Automatic assessment



Ihantola et al. 2010 Caiza and Álamo, 2013 Guerreiro et al. 2006 Fernandez, 2011 Luo et al, 2008 Wang et al. 2016

- Summative feedback
- Lack of formative feedback

Learning environments

- Simple: Logo and Scratch
- Learning by examples
- Visualizations and animations
- Simulation environments
- Intelligent tutoring systems
 - Formative feedback
 - Lack of summative feedback



Guzdial, 2003

Gomez, 2005

Le et al, 2013

Nesbit et al., 2015

Problem Identification

Automatic assessment

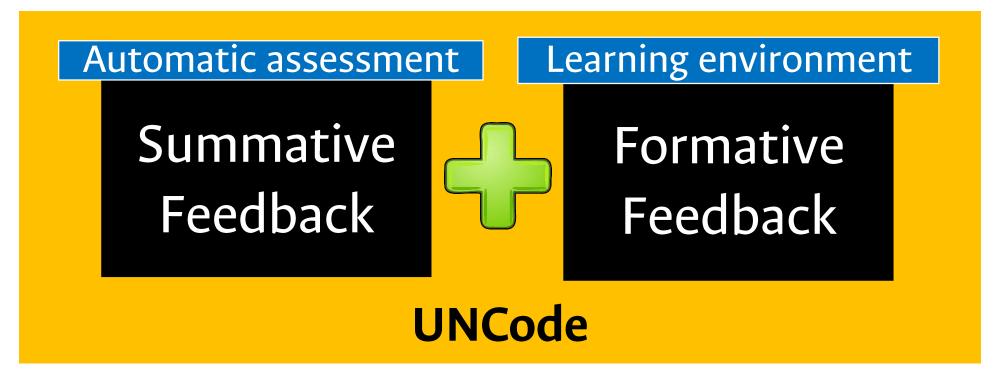
Learning environment

Summative Feedback



Formative Feedback

Objective



Web-based educational environment for learning computer programming and for the automatic assessment of programming assignments



Previous Experience

Universidad Nacional de Colombia (UNAL)

Automatic assessment

Summative Feedback: DomJudge

Since 2013 at UNAL:

- Algorithms
- Data Structures
- Programming Languages
- ...

https://www.domjudge.org/

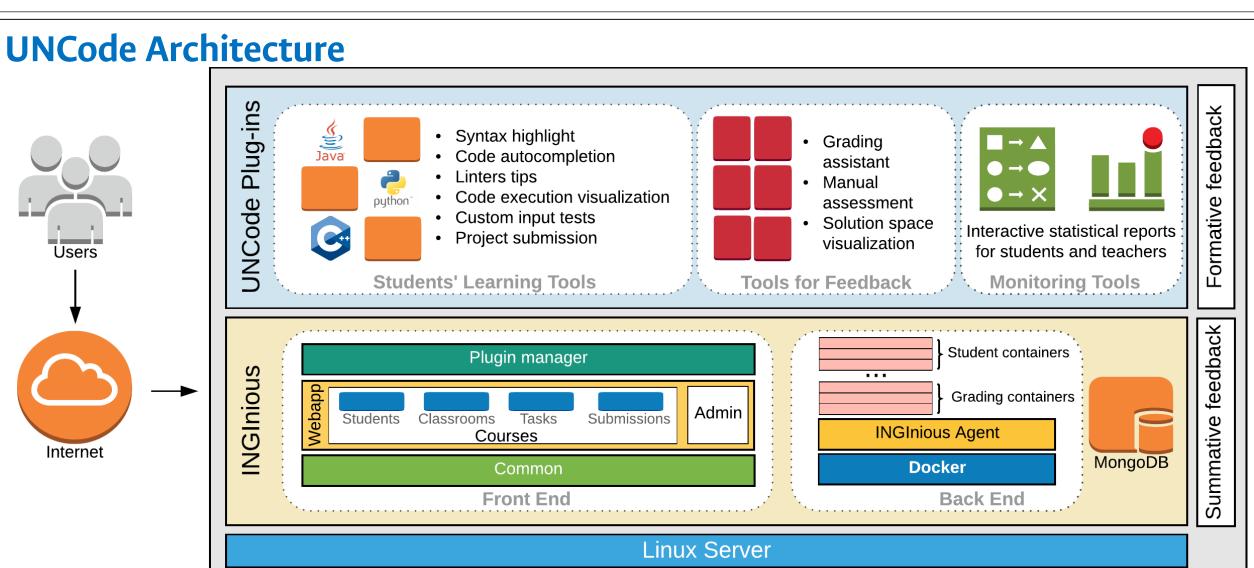
Pros:

- Grade large amounts of programs
- Immediate summative feedback to students
- Excellent motivation for some students

Cons:

- Very limited summative feedback
- Lack of formative feedback
- Anxiety and self-efficacy for learning have strong influence on students' academic performance - consequence of the evaluation method? (Ramírez Echeverry et al., 2018)







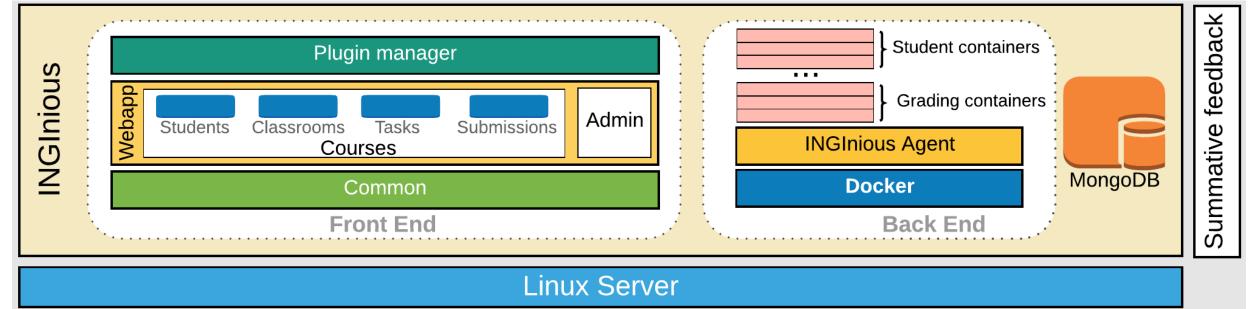
UNCode Architecture: INGInious

- Automatic grading system for programming exercises
- Flexible, secure, scalable and extensible
- Oriented to educational environments, instead of competitive programming contests

Derval, G., Gégo, A., & Reinbold, P. (2014). INGInious [software].

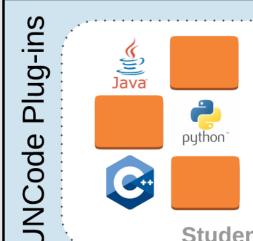
https://github.com/UCL-INGI/INGInious

Derval, G., et al. Automatic grading of programming exercises in a MOOC using the INGInious platform, In the Proc of the European MOOC Stakeholder Summit -EMOOCs 2015. pp. 86-91. 2015





UNCode Architecture: UNCode Plug-ins



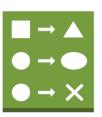
- Syntax highlight
- Code autocompletion
- Linters tips
- Code execution visualization
- Custom input tests
- · Project submission

Students' Learning Tools



- Grading assistant
- Manual assessment
- Solution space visualization

Tools for Feedback





Interactive statistical reports for students and teachers

Monitoring Tools

Students' learning tools
Tools for feedback
Monitoring tools

UNCode Architecture: UNCode Plug-ins Students' learning tools

- Students do not have to wait until they make a submission to obtain feedback
- They get formative feedback along the process in several ways:
 - ✓ Syntax
 - ✓ Semantics
 - ✓ Code maintainability
 - ✓ Tests
 - **√** ..

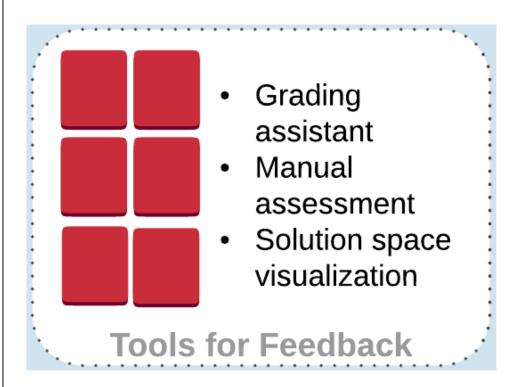


- Syntax highlight
- Code autocompletion
- Linters tips
- Code execution visualization
- Custom input tests
- Project submission

Students' Learning Tools



UNCode Architecture: UNCode Plug-ins Tools for feedback



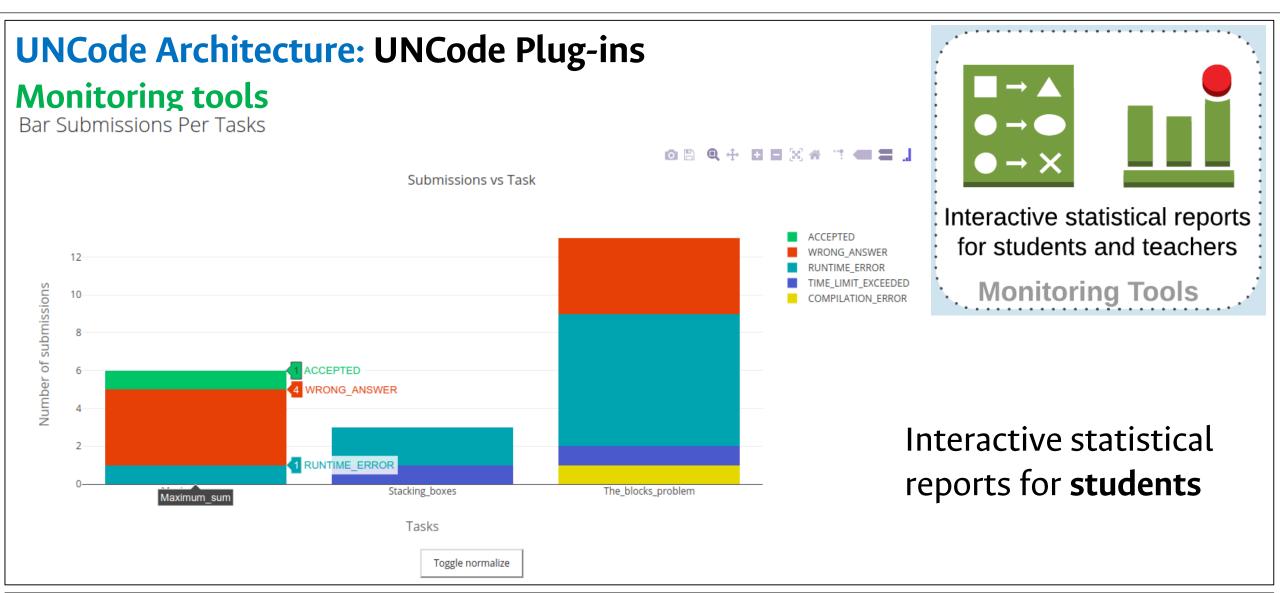
Grading assistant: to interactively generate the grader for the exercises. Supports:

- partial grading
- selection of test cases to be shown to the students
- time and memory limitations, ...

Manual assessment: teaching assistants can provide extra feedback to the students by manually assessing a submission

Solution space visualization: refers to an interactive tool for the visual analysis of the submissions of all students, identifying groups of similar solutions and visualizing their relationships in a graph (Rosales-Castro et al., 2016)







The_blocks_probl

The_blocks_problem

WRONG_ANSWER

UNCode

UNCode Architecture: UNCode Plug-ins

Monitoring tools















Interactive statistical reports for **teachers**









Tasks

Maximum sum

Results

Comparative between DomJudge, INGInious, and UNCode

- Work in progress
- Needs validation in a programming course

		Feature	DomJudge	INGInious	UNCode
		Syntax	✓	✓	✓
ر ب		Semantics (functionality)	✓	✓	✓
	feedback	Efficiency	✓	✓	✓
E =		Resubmissions	✓	✓	✓
Summative		Efficiency Resubmissions Partial grading		*	✓
N.		Automatic grading (numerical)	✓	✓	✓
		Manual grading			✓
		Syntax highlight		*	✓
		Code autocompletion		*	✓
		Code maintainability (linters)			✓
- Ke	×	Code execution visualization			✓
Formative	feedback	Custom input tests			✓
Į Ę ₹	ed	Project submissions			✓
<u>유</u>	t e	Customizable grading assistant			✓
		Solution space visualization			✓
		Basic statistical reports		✓	✓
		Interactive statistical reports			✓
=	eatures	Programming languages	Many	Many	Java, Python, C/C++
nic		Web-based	✓	✓	✓
- Fechnica		Programming languages Web-based Courses and assignments Distribution and Availability		✓	✓
e Te Te	Distribution and Availability	✓	✓	✓	

* Configurable



UNCode

Conclusions

- We have presented UNCode: a free, open-source, web-based educational environment for learning programming skills and for the automatic assessment of assignments
- It leverages the best of automatic assessment tools and integrates features from learning environments
- It provides summative and formative feedback to the students

Future work

We will validate the impact of each one of the proposed modules in an academic environment, using UNCode as a support system in several programming courses



Thank you for your attention! Questions?

UNCode: Interactive System For Learning and Automatic Evaluation of Computer Programming Skills

- Deployed at https://www.ingenieria.bogota.unal.edu.co/uncode
- Source code available at https://github.com/JuezUN (AGPL 3.0 license)

Felipe Restrepo-Calle, J.J. Ramírez Echeverry, F. A. González

Universidad Nacional de Colombia



PLaS Research Group Programming Languages and Systems

Contact: ferestrepoca@unal.edu.co

