

# Enhancing The Interactivity and Visualization Features of The Online Python Tutor Web Application

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FINAL DEMONSTRATION:

SIVIWE QOLOHLE

# Python Learning Tools

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- ❖ Existing tools should provide foundational introductions to programming for beginners.
- ❖ Visualisations are needed to make programming less abstract.
- ❖ Increase interactivity to check and deepen user understanding.

# Online Python Tutor

Write code in Python 3.6

```
(drag lower right corner to resize code editor)
1 t = [10, 13, 27, 42, 47, 50, 61, 7]
2 n = len(t)
3
4 left = 0
5 right = n - 1
6 val = int(input("value ? "))
7
8 while (left != right):
9     med = (int) ((left + right)/2)
10    if (val <= t[med]):
11        right = med
12    else:
13        left = med + 1
14
15 if (val == t[left]):
16     print ("found")
17 else:
18     print ("not found")
19
```

→ line that has just executed

→ next line to execute



<< First < Back Step 13 of 20 Forward > Last >>

Print output (drag lower right corner to resize)

```
value ? 42
```

Frames

Objects

Global frame

t	
n	9
left	0
right	4
val	42
med	2

list

0	1	2	3	4	5
10	13	27	42	47	50

# Requirements

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## ❖ Highlighting Feature:

- ❖ Make changes in the editor more visible

## ❖ Variable Testing Feature:

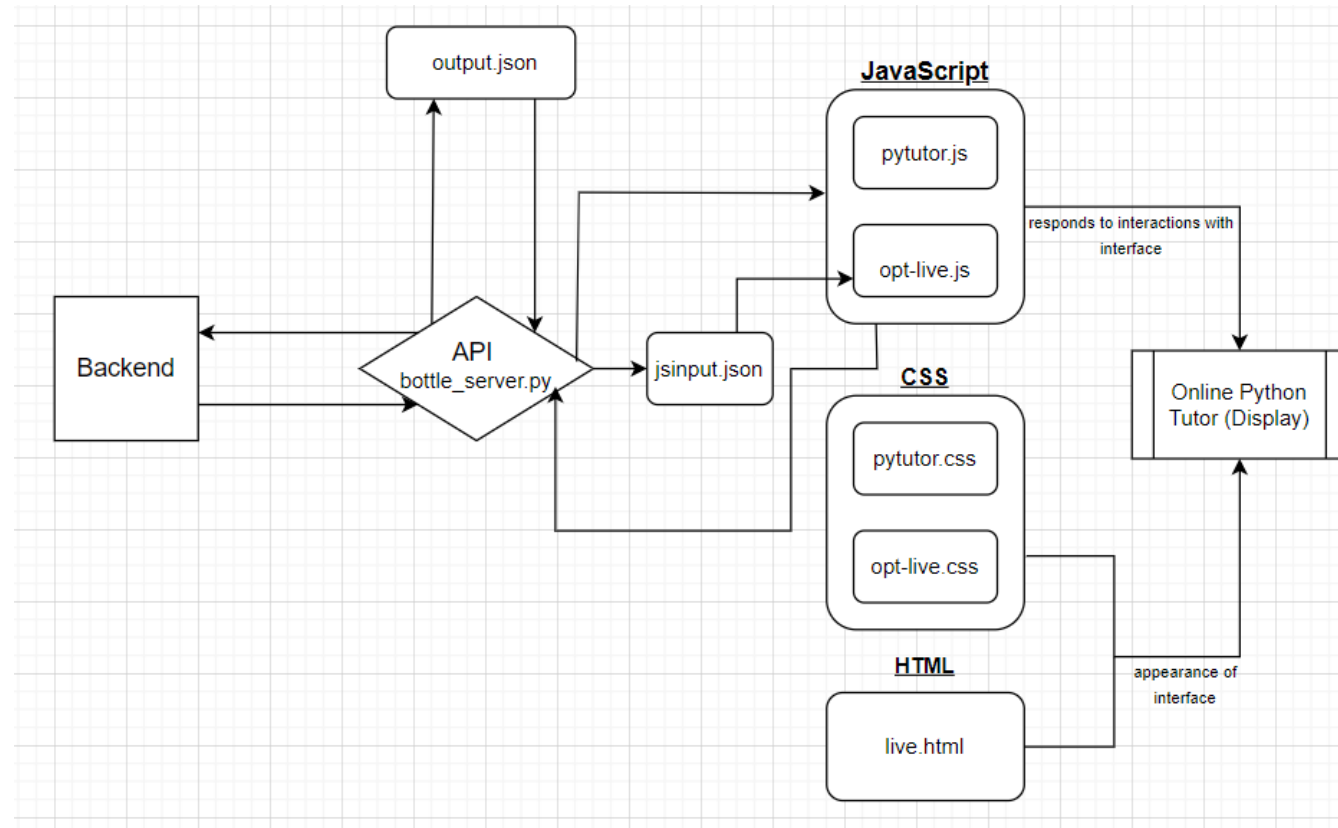
- ❖ Test users understanding of code.

## ❖ Description Keywords:

- ❖ Reminder of structure and definitions of Python keywords.

# Implementation: Architecture

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# Implementation: Interactivity

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For the following code:

```
x=10
v=4
```

The following trace file is created (output.json):

```
{"code": "x=10 \nv=4 \n", "trace": [{"line": 1, "event": "step_line", "func_name": "<module>", "globals": {}, "ordered_globals": [], "stack_to_render": [], "heap": {}, "stdout": ""}, {"line": 2, "event": "step_line", "func_name": "<module>", "globals": {"x": 10}, "ordered_globals": ["x"], "stack_to_render": [], "heap": {}, "stdout": ""}, {"line": 2, "event": "return", "func_name": "<module>", "globals": {"x": 10, "v": 4}, "ordered_globals": ["x", "v"], "stack_to_render": [], "heap": {}, "stdout": ""}]}
```

The following values are extracted into the jsinput.json file:

```
{
  "1": "N/A , N/A",
  "2": "x , 10",
  "3": "v , 4"
}
```

# Implementation: Interactivity and Visualisation

## VARIABLE TESTING

This feature allows you to test your understanding of the effect of each line, on the variables.

### Instructions:

Predict which variable will change in the following line, as well as the value it will change to.

The **red arrow** in the gutter points to the line you should predict for.

If there is no change, type **N/A** in both the "Changed Variable" and the "New Value" sections

Please see example below

```
1 x=3
2 c=4
3 m=3
4 s=3
5 for i in range(2,15,2):
6     if (i%3)==0:
7         x=30
8     else:
9         c=20
10        m=x+c
```

Global frame	
x	3
c	20
m	3
s	3
i	2

Close Tester

Changed Variable:  New Value:  [Mark Answer](#)

Result: correct value

Solution Step:7: Variable m Changed to the Value: 23

# Implementation: Keyword Descriptions

```
1 x=3
2 c=4
3 m=3
4 s=3
5 for i in range(2,15,2):
6     if (i%3)==0:
7         x=30
8     else:
9         c=20
10        m=x+c
11 for|
```

The 'for' loop is used to iterate over a sequence of values. Structure: In 'for i in range(x):' 'x' represents the number of iterations. In 'for i in range(v,y)' 'v' is the starting value and 'y' is the end value. In 'for i in range(c,z,r)' 'c' is the starting value, 'z' is the ending and 'r' is the increment.

Line that has Executed

Next Line to Execute

```
1 x=3
2 c=4
3 m=3
4 s=3
5 for i in range(2,15,2):
6     if (i%3)==0:
7         x=30
8     else:
9         c=20
10        m=x+c
11 if|
```

This keyword checks if a condition is met. Example: x=6 if x==6: print('yes')

Line that has Executed

Next Line to Execute



# Testing and Evaluation

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- ❖ **Overall Application Testing**

- ❖ **Unit Testing:** Testing each modification made to the original Online Python Tutor.

- ❖ **User Testing:** Testing with participants.

# User Testing

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## ❖ Participants:

- ❖ CSC1010H and CSC1011H students.

## ❖ Testing Procedures:

- ❖ Observe Navigation of users through Interactivity Feature and Visualisation Feature (to determine significance of the features and their understandability)
- ❖ Survey Questions for each feature.

# Findings: Observations

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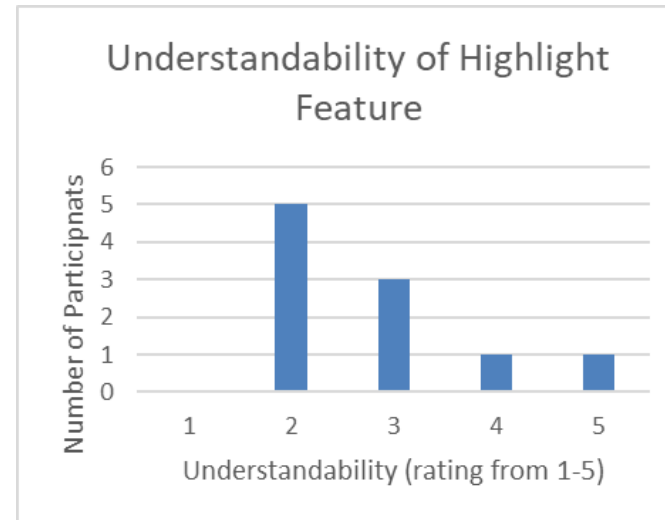
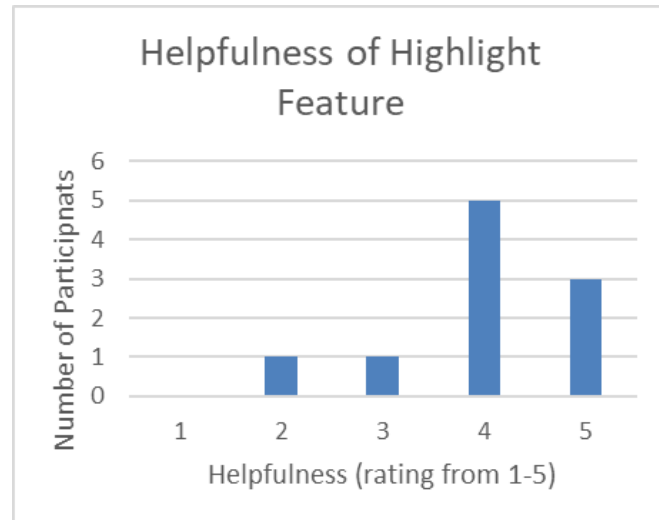
- ❖ Initial Instructions are required for the web application (tutorial video was suggested).
- ❖ In depth explanations were needed for the interactivity feature.
- ❖ Correlation between the Interactivity feature and the highlighting was not seen initially.

# Findings: Survey

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## Highlighting Feature:

- ❖ Initially Difficult to Understand Feature.
- ❖ Once understood the helpfulness was seen.

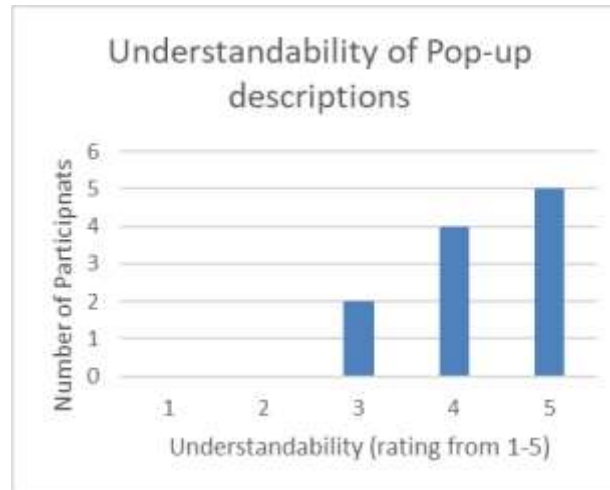
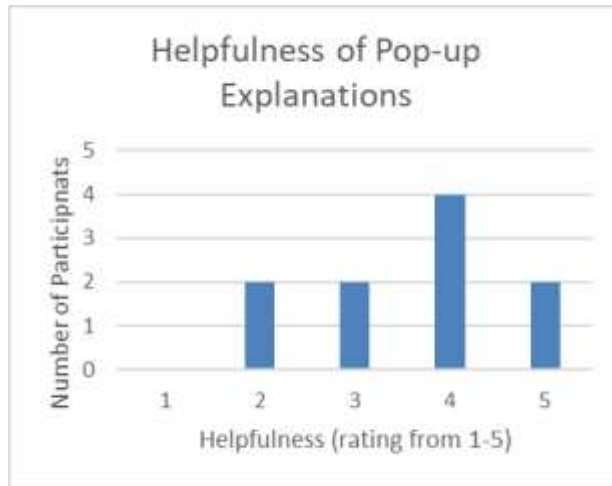


# Findings: Survey

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## Description Pop-ups:

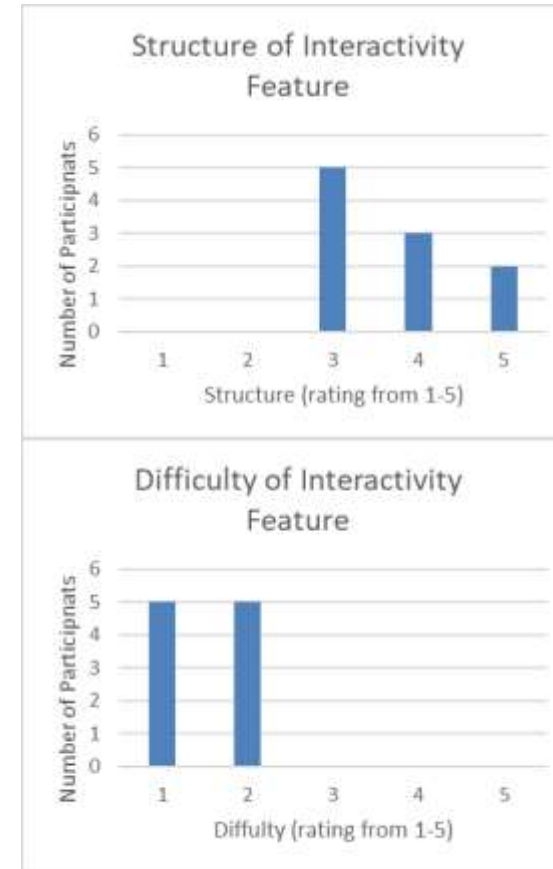
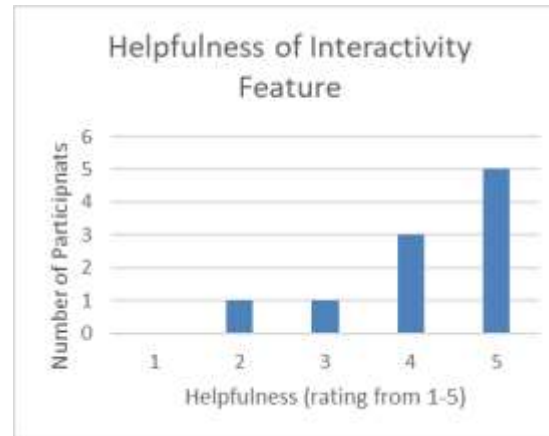
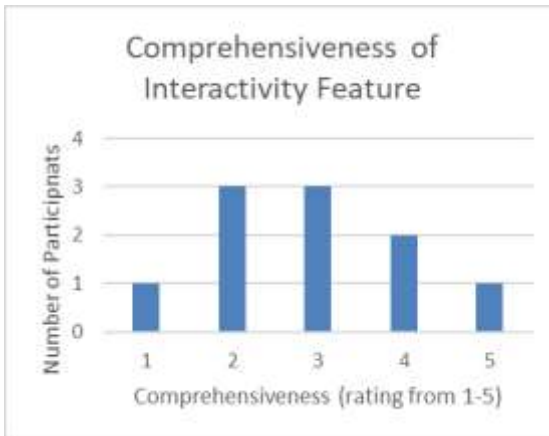
- ❖ Overall rating of helpfulness was due to the position of pop-ups, but that was later corrected.
- ❖ Overall rating was due to the understandability of the pop-ups (especially for beginners).



# Findings: Survey

## Interactivity Feature:

- ❖ Comprehensiveness: Initially difficult to understand from given explanation and instructions.
- ❖ Helpfulness: beneficial for checking Understanding and Debugging
- ❖ Difficulty: Better for beginners and code should be given.



# Discussion

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## ❖ Effectiveness of Visualisation Features:

- ❖ Helpful
- ❖ Highlight vs Description Pop Ups: Pops are more necessary proving need for comprehensive explanations of keywords.

## ❖ Interactivity Feature:

- ❖ Useful for debugging but it was suggested that it would be helpful if codes were given to the users. Codes would be of level easy, medium and hard.

❖ Target users should change to high school students

❖ Interactivity is preferred to Visualisation.

## ❖ Limitations:

- ❖ Input is not taken.
- ❖ Only caters to Python users.

# Conclusions

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- ❖ Change in variables assists in determining the effect of each line of code.
- ❖ Improving Interactivity is more helpful than improving the visualisations.
- ❖ The enhancements are better for beginners, unlike the chosen participants who have had more than 6 months worth of experience.
- ❖ Target Users could include high school students.