Ask me anything

0 questions
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Petit Petri quick demo
Which of these are Visual Programming Languages?

- IntelliJ: 0
- UML: 4
- Scratch: 15
- Mindmaps: 9
- Excel: 3
What kind of visual programming paradigm would make sense for teaching Java beginners?

- Object-orientation with message passing between objects
- Tile based visual programming where tiles contain simple Java code snippets
- Agree with the first 2 answers, would add that scopes represented as blocks inside other blocks
- Tiles = objects --> to learn OOP
- Constraints, Components and Connectors. Allowing to visually connect functionality then look at the code.
- Something in the style of UML, and inside the UML boxes scratch
- AGG
Which VPL would you use to implement Finite State Automata?
Which VPL would you use to implement a Chemical reaction simulation?

\[
\text{CH}_4 + 2 \text{O}_2 \rightarrow \text{CO}_2 + 2 \text{H}_2\text{O}
\]
Which VPL would you use to implement Pong?

- Scratch: 8
- eToys: 6
Which VPL would you use to implement a car assembly simulation?
Which VPL would you use to implement a Tic Tac Toe game?

- eToys: 7
- Scratch: 3
- Prograph: 0
- AGG: 1

N = 11
Last chance for questions